

SEGA

Out Runners

OWNER'S MANUAL



SEGA ENTERPRISES, LTD.

INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards OutRunners, a new SEGA product.

This manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read this manual to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system. Should such a case arise, contact our Main Office or the closest branch office listed as follows:

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1. HANDLING PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- Be sure to turn the power off before working on the machine.
- To insert or pull out the plug quickly is dangerous.
- It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where so specified.
- Do not use any fuse that does not meet specified rating.
- Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.
- The operating (ambient) temperature range is from 5°C to 40°C.
- When cleaning the CRT surfaces, use a soft, dry cloth. Do not apply chemicals such as thinner, benzine, etc.

Also, for the IC board circuit inspections, only the logic tester is allowed. The use of a tester is not permitted, so be careful in this regard.

After confirming that there are no irregularities, turn the power ON.

2. PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

ORIGINAL SEAL

The following seal is put on the machines manufactured by SEGA.



LICENSE SEAL

The following seal is put on all SEGA kits, such as the printed circuit boards.



COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1992

This signifies that this work was disclosed in 1992 and is the property of SEGA ENTERPRISES, LTD.

3. PRECAUTIONS CONCERNING INSTALLATION LOCATION

The OutRunners is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- Places subject to rain or water leakage, or condensation due to humidity.
- In the proximity of an indoor swimming pool and/or shower.
- Places subject to direct sunlight.
- Places subject to heat sources from heating units, etc., or hot air.
- Vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Sloped surfaces.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- Places subject to any type of violent impact.
- Dusty places.

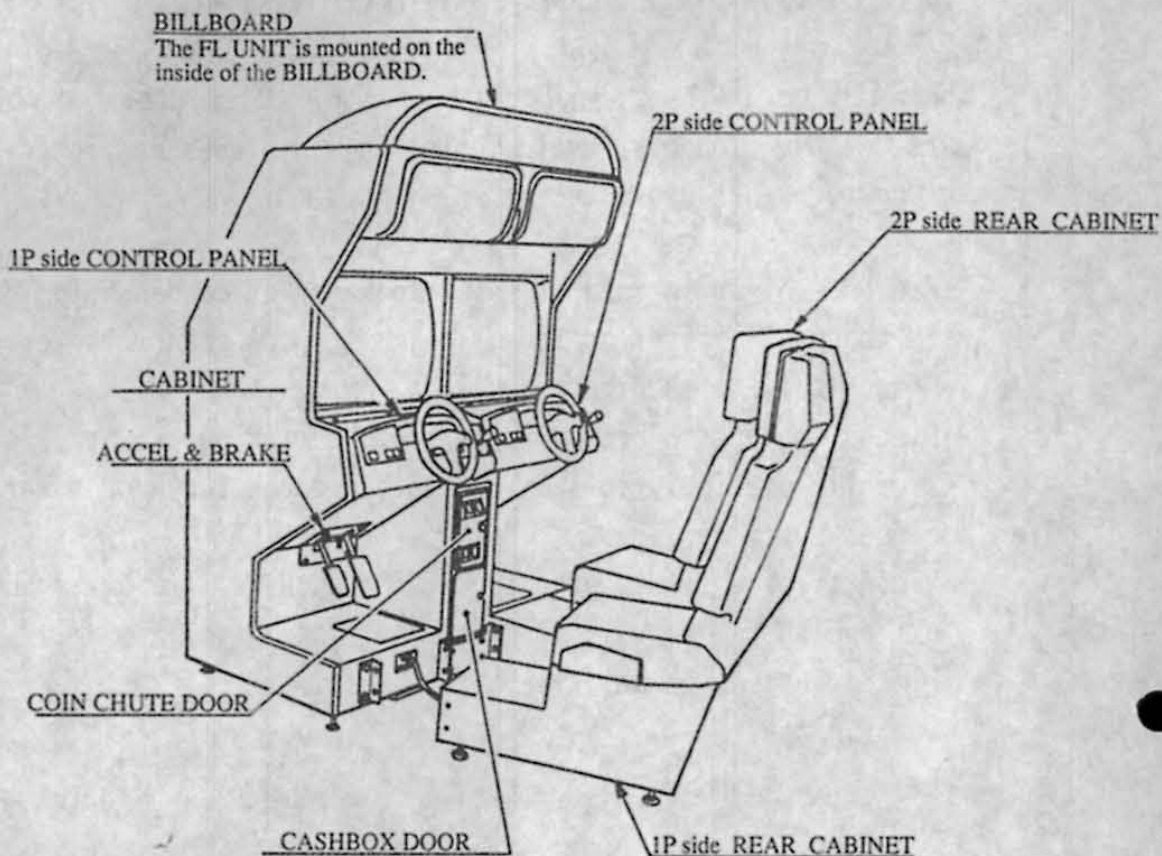
INSTALLATION PRECAUTIONS

- 1) Do not insert more than one electrical plug into the power plug socket.
- 2) The per unit standard voltage/ampereage is 100~120V/10A and 200~240V/5A.
- 3) If an extension cord is to be used, use a cord of 10A or higher rating.

Electric current consumption

MAX. 4.49A	(AC 110V	50 Hz)
MAX. 4.36A	(AC 110V	60 Hz)
MAX. 3.99A	(AC 120V	60 Hz)
MAX. 2.27A	(AC 220V	50 Hz)
MAX. 2.19A	(AC 220V	60 Hz)
MAX. 2.08A	(AC 240V	50 Hz)
MAX. 2.02A	(AC 240V	60 Hz)

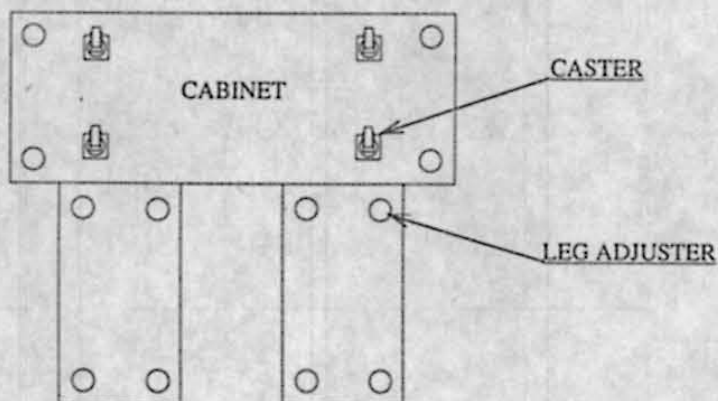
4. NAME OF PARTS



Note: The ACCELERATOR is hereinafter referred to as "ACCEL."

Dimensions and weight

	Width	Depth	Height (mm)	Weight (kg)
CABINET	1, 254 ×	910 ×	1, 820	Approx. 265
REAR CABINET (one side only)	404 ×	1, 010 ×	1, 280	Approx. 28
FL UNIT	1, 212 ×	120 ×	195	Approx. 4
BILLBOARD	1, 222 ×	233 ×	458	Approx. 4
COMPLETE CABINET	1, 254 ×	1, 710 ×	1, 960	Approx. 329



BOTTOM VIEW

5. ACCESSORIES

Part No.	Qty	Description
039-0157	16	Bolt Hex Hd Chrome w/FS M8 x 35
OUT-0004	1	Sticker Seat Zeichen No. 1,2
OUT-0005	1	Sticker Seat Zeichen No. 3,4
OUT-0006	1	Sticker Seat Zeichen No. 5,6
OUT-0007	1	Sticker Seat Zeichen No. 7,8
OUT-0008	1	Sticker Cont Zeichen
390-5346	1	Lamp Wedge Base 14V 2.7W
540-0006-01	1	Wrench For Tamp Prf Scr Dual M4
540-0007-01	1	Wrench For Tamp Prf Scr Dual M5
540-0009-01	1	Wrench For Tamp Prf Scr Dual M8
OUT-0001OR	1	Bracket Joint Centre Sega
OUT-0002OR	2	Bracket Joint Side, Sega
220-5373	2	Vol Cont B-5K ohm
390-5257-01	2	Lamp 110V 15W Frost
601-5929	2	Motor Brush
280-5224	1	Protect Tube 1200
280-5132	2	Holder Tube
600-6047-07	1	Cable Fibre Cable Assy 07 MB
420-6079-01AT	1	Outrunners Operators Manual
INST No. 592-01	1	Installation Instructions Outrunners
TM-330	1	Wells Gardner 25" Monitor Manual

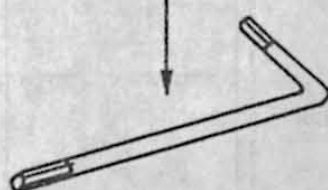
TOOL

(TAMPERPROOF WRENCH)

M4 540-0006-01

M5 540-0007-01

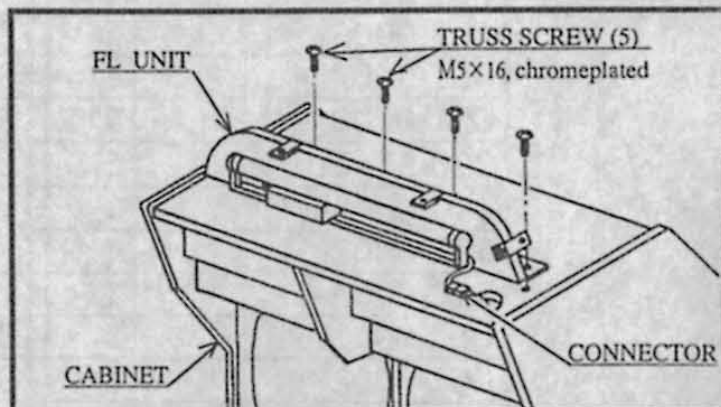
M8 540-0009-01



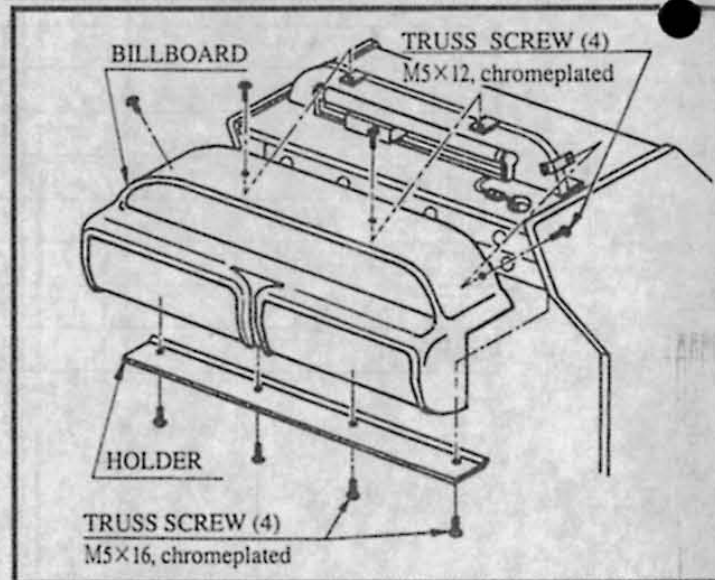
6. METHOD OF INSTALLATION AND ASSEMBLY

- Until the assembly work is finished, do not insert the power plug into the plug socket.
- Normally, work up to the following two items is finished. In the case where the machine is transported by removing the BILLBOARD and FL UNIT when the height of the entrance leading to the installation place is too low for the machine to pass, follow the procedure below starting from Item 1.

- 1** FL UNIT
Mount the FL UNIT onto the CABINET and secure it with 5 screws. Then, connect the CONNECTOR.



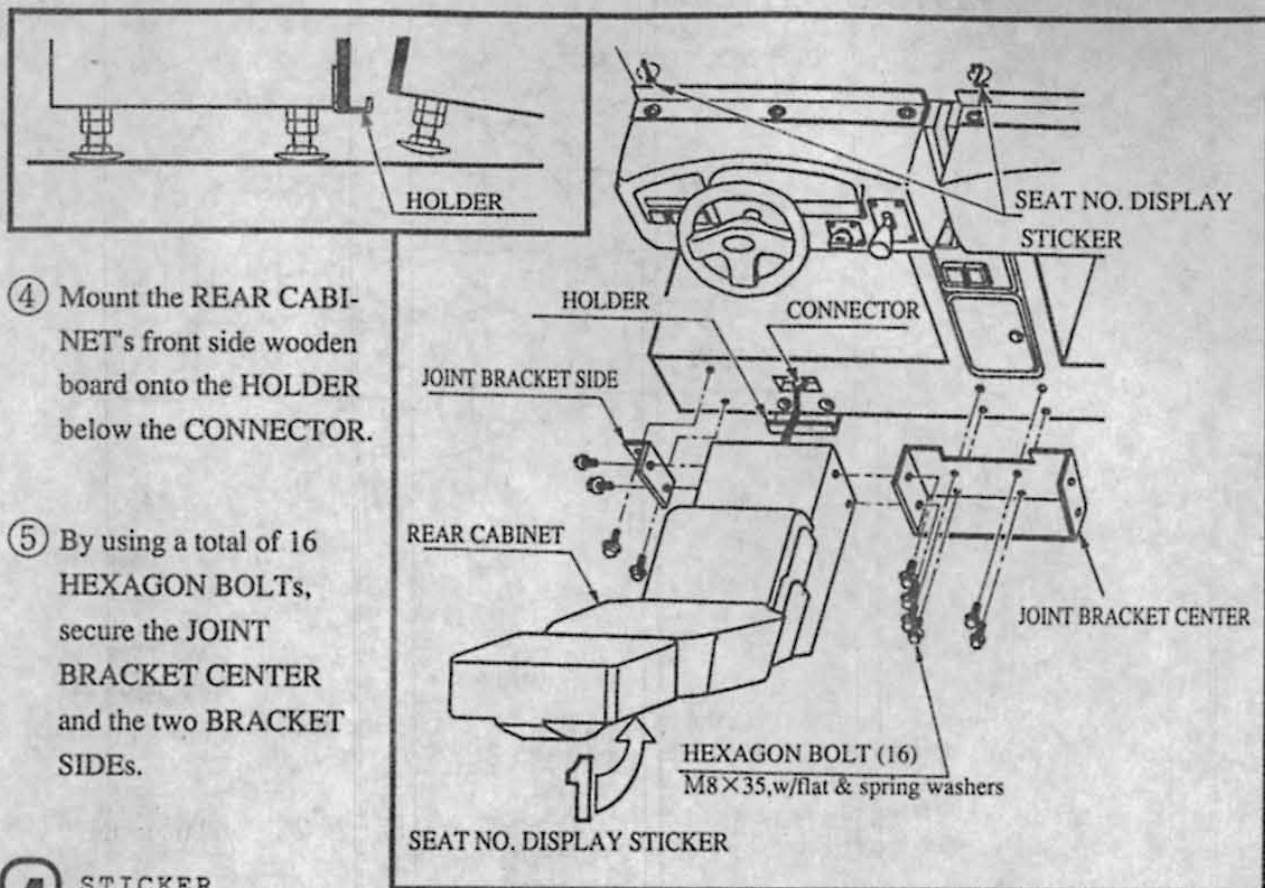
- 2** BILLBOARD
Install the BILLBOARD from over the FL UNIT by securing it with a total of 8 screws. The upper and lower screws are different in length. Therefore, pay attention to this point. Make sure that the HOLDER is installed in the direction as shown.



- 3** REAR CABINET 1P/2P

When performing the work as per 4 below, be careful not to catch your hand or fingers.

- ① Place the CABINET in an appropriate position. At this time, moving the machine may be difficult if the REAR CABINET is attached to the CABINET.
- ② Cause the REAR CABINET to come close to the CABINET at a position approx. 15 cm. to it. REAR CABINET 1P (red) should be on the left-hand side and REAR CABINET 2P (blue) should be on the right-hand side.
- ③ Insert the CONNECTOR into the corresponding one (secured) on the CABINET front part. Push the cords' extra portions into the CABINET.

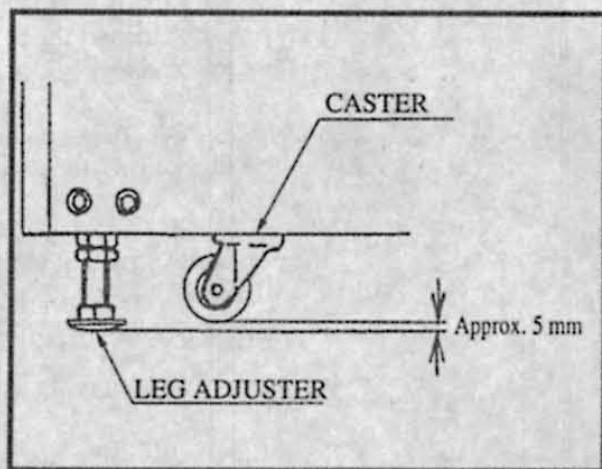


④ Mount the REAR CABINET's front side wooden board onto the HOLDER below the CONNECTOR.

⑤ By using a total of 16 HEXAGON BOLTS, secure the JOINT BRACKET CENTER and the two BRACKET SIDES.

④ STICKER
Apply the SEAT NO. DISPLAY STICKER to the FRONT GLASS and REAR CABINET.

⑤ ADJUSTING THE LEG ADJUSTER
The OUTFITTERS has four CASTERS and twelve LEG ADJUSTERS. Cause the LEG ADJUSTERS to come into contact with the floor, and secure the machine in place. Make adjustments in the height of the LEG ADJUSTERS in a manner so that the CASTERS will be raised approximately 5 mm. from the floor level, and secure the ADJUSTERS' height by fastening the NUTS. (If the gap is less than 5 mm, the machine may move while the game is being played and become dangerous.)

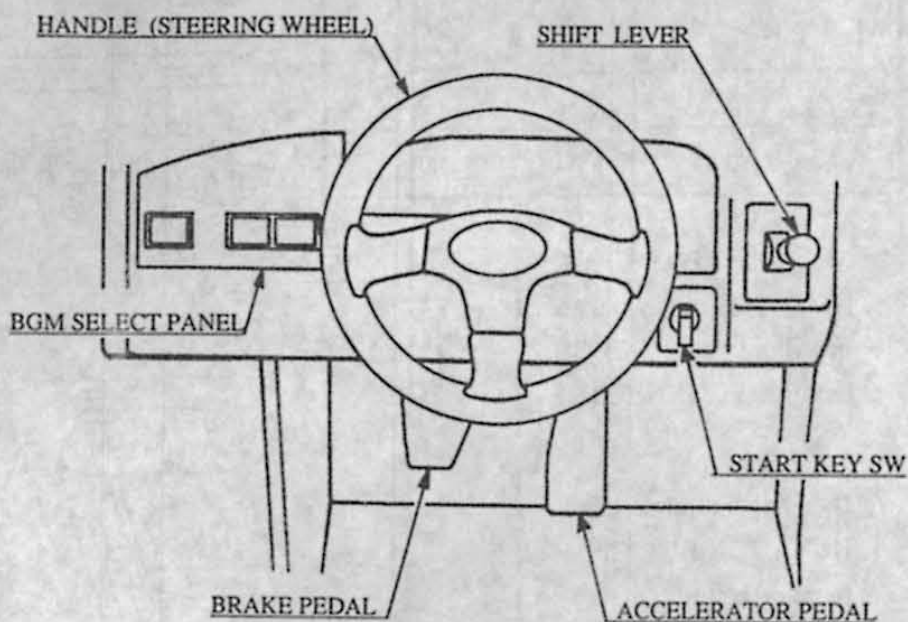


● After the above work, refer to Section 8 to check each part.

WHEN TRANSPORTING THE MACHINE:

When moving the machine, be sure to separate the CABINET and the REAR CABINET. Transporting the machine without separating them may cause the joint portion to be damaged. When moving the CABINET, retract the LEG ADJUSTERS to cause the CASTERS to make contact with the floor. Also, in the case where there are differences in floor levels, transport the CABINET by holding the catches on both sides of the CABINET and lifting it up.

7. HOW TO PLAY











- 1) Insert a coin(s), press the flashing green button on the BGM select panel to transfer the credits to your screen. Turn the START KEY SW to the right.
- 2) Select the desired car out of the 8 different types by turning the HANDLE and make the selection effective by stepping on the ACCELERATOR.
- 3) For each car, select the desired SHIFT TYPE (AUTO or MANUAL) by turning the HANDLE and make the selection effective by stepping on the ACCELERATOR.
- 4) Now you are ready for GAME START. In the case of COMMUNICATIONS PLAY, those players who turned the START KEY SW within a limited time are allowed to participate in the same race.
- 5) A CHECK POINT sign board appears in between stages. Passing this point within the limited time allows the game time to be extended, enabling you to continue playing.
- 6) At the CHECK POINT, you can choose the next course by passing either left or right side of the personnel standing in the middle of the road under the sign board. In the case of COMMUNICATION PLAY, the leading car determines the next course and all other cars are required to take the same course chosen by the leading car.
- 7) While driving on the course, when the time is up, the game is over.
- 8) Reaching the finishing line within the limited time, you are successful. There are 10 finishing lines in total, each having a different ending scene.
- 9) The best time player per finishing is allowed to enter his name as Outrunner of Outrunners.
- 10) The map display enables the player to recognize his final destination and his course.

During game play, by operating the BGM SELECT PANEL Switches, various background music can be selected.

○ KNACK OF HOW-TO-PLAY

To win a race, you should thoroughly understand the characteristics of each car. Furthermore, to make sure that you win, choose a course in a manner so as to fully utilize the car's characteristics.

COLOR AND NAME OF CAR		ADVANTAGES	DISADVANTAGES	AUTOMATIC / MANUAL
YELLOW	 MAD POWER	Its max speed is of top class. Being large-sized, it is quite resistible against shock.	At a curve, it goes off outward and keeps slipping.	AUTOMATIC / 6 SHIFTS
BLUE	 EASY HANDLING	No special advantages and disadvantages (the easiest one to handle).		AUTOMATIC / 5 SHIFTS
PINK	 ROAD MONSTER	Being the largest of all, it is most resistible against shock.	Its speed is quite slow. Its acceleration and maneuverability are poor.	AUTOMATIC / 3 SHIFTS
GREEN	 WILD CHASER	It is suitable for off road run and is not much affected by the road condition, maintaining its speed even when it is off road.	Its speed is slow. The max. speed is low.	AUTOMATIC / 3 SHIFTS
BLACK	 BAD BOY	In acceleration, it's best of all. Also, its brake is quite effective.	Steering operability is poor.	AUTOMATIC / 2 SHIFTS
ORANGE	 QUICK REACTOR	It's capable of making a small turn at the corner. Its maneuverability is best of all.	It is most susceptible to shock.	AUTOMATIC / 4 SHIFTS
SILVER	 SMOOTH OPERATOR	No special advantages and disadvantages (the easiest one to handle).		AUTOMATIC / 2 SHIFTS
RED	 SPEED BUSTER	Its max speed is of top class. Being large-sized, it is quite resistible against shock.	At the curve, it goes outward off the way.	AUTOMATIC / 2 SHIFTS

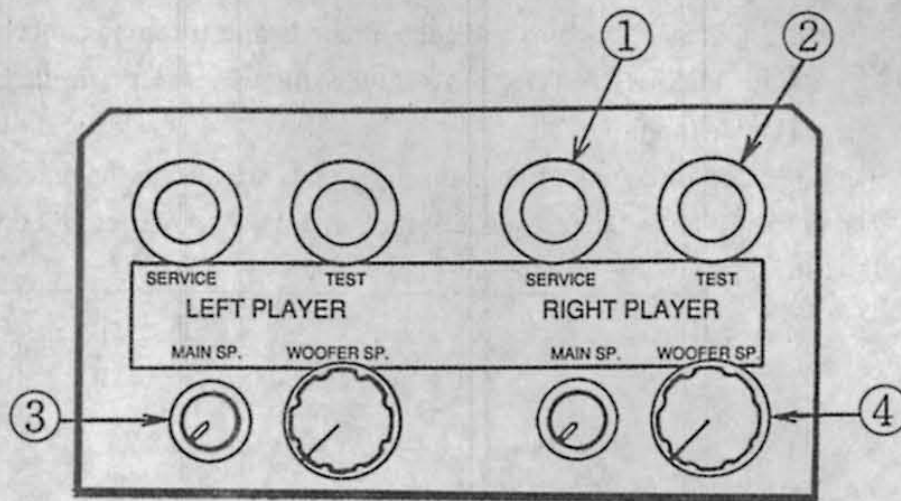
8. EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section.

The following shows tests and modes that should be utilized as applicable.

ITEMS	DESCRIPTION	REFERENCE SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to see that each setting is as per standard setting made at the time of shipment. 2. In the INPUT TEST mode, check each SW and VR. 3. In the OUTPUT TEST mode, check each lamp, motor, etc.. 4. In the SELF-TEST mode, check ICs on the IC Board.	8-9 8-4, 8-5 8-6 8-3
SELF-TEST	Choose MEMORY TEST in the MENU mode to allow the SELF-TEST to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.	8-3
PERIODIC SERVICING	Periodically perform the following: 1. SELF-TEST 2. Ascertain each setting. 3. In the INPUT TEST mode, test the CONTROL device 4. In the OUTPUT TEST mode, check each lamp, motor, etc..	8-3 8-9 8-4, 8-5 8-6
CONTROL SYSTEM	1. In the INPUT TEST mode, check each SW and VR. 2. Adjust or replace each SW and VR. 3. If the problem can not be solved yet, check the CONTROL's moves.	8-4, 8-5 9, 10
MONITOR	In the MONITOR ADJUSTMENT mode, check to see if the MONITOR adjustment is appropriately made.	8-8
IC BOARD	1. SELF-TEST 2. In the SOUND CHECK mode, check the sound related ROMs.	8-3 8-7
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc..	8-12 8-9

8-1 SWITCH UNIT



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

- ① SERVICE BUTTON : Gives credits without registering on the coin meter.
- ② TEST BUTTON : For the handling of the test button, refer to the following pages.
- ③ MAIN SP. : Adjusts the sound volume of the MAIN SPEAKER (located at the position of the back of the player's head).
- ④ WOOFER SP. : Adjusts the sound volume of the WOOFER.

Please note : The Coin counter is also mounted on this SERVICE SWITCH panel but it is not shown.

8-2 TEST MODE

The Test Mode allows the functioning of each part of the Cabinet to be checked, the monitor to be adjusted, and the coins and game related various settings to be performed.

Press the TEST BUTTON to cause the following Test Item Menu to be displayed on the 1P and 2P side monitors.

In the case where more than 2 machine units are linked, the units other than the master unit should also enter the test mode at the same time the master unit does..

```
TEST MODE

INDIVIDUAL

MEMORY TEST
VOLUME ADJUSTMENT
INPUT TEST
OUTPUT TEST
SOUND TEST
C. R. T. TEST
GAME ASSIGNMENTS
COIN ASSIGNMENTS
NETWORK ASSIGNMENTS
BOOKKEEPING
BACKUP DATA CLEAR
→ EXIT

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON
```

Press the SERVICE BUTTON until the pointer "→" is moved to the desired item. Then press the TEST BUTTON.

After the test is complete, move "→" to "EXIT" and press the TEST BUTTON to return to Game Mode.

In the case where more than 2 machine units are linked, the units other than the master unit should also exit at the same time the master unit does.

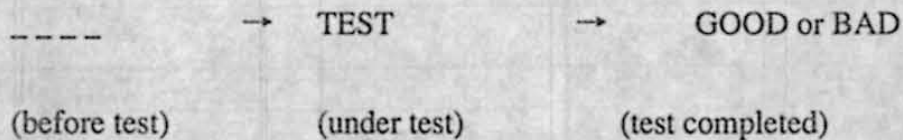
You may position the pointer to "INDIVIDUAL" and press the TEST BUTTON. The word "INDIVIDUAL" toggles to "CONTINUE". In the "CONTINUE" mode, each push of the TEST BUTTON causes transition to the next item. In the "INDIVIDUAL" mode, only the item indicated by the pointer is tested.

8-3 MEMORY TEST

The MEMORY TEST mode is for checking the memory IC operations on the board. "GOOD" is displayed for normal ICs and "BAD" is displayed for abnormal ICs.

MOMORY TEST					
837-8890 <ROM>					
IC36	GOOD	IC37	GOOD	IC39	GOOD
IC40	GOOD				
837-8676 <RAM>					
IC1	GOOD	IC2	GOOD	IC3	GOOD
IC4	GOOD	IC21	GOOD	IC54	GOOD
IC57	GOOD	IC58	GOOD	IC60	GOOD
IC61	GOOD	IC67	GOOD	IC68	GOOD
IC70	GOOD	IC115	GOOD	IC116	GOOD
IC117	GOOD	IC118	GOOD	IC120	GOOD
IC121	GOOD	IC122	GOOD	IC123	GOOD
PUSH TEST BUTTON TO EXIT					

The right-hand side of each IC displays the following in the sequential order shown.



During the test, NOW TESTING flashes at the above portion of PUSH TEST BUTTON TO EXIT.

When the test is completed, if the results are shown as above, it is satisfactory.

It takes approximately one minute to complete the test. If the period exceeds one minute, this may have been caused by board malfunctioning.

After finishing the test, pressing the TEST button allows the MENU mode to return on to the screen.

8-4 VOLUME ADJUSTMENT

Select VOLUME ADJUSTMENT to cause the following to appear on the screen so that volume adjustment can be performed for each control device.

VOLUME ADJUSTMENT

ADJUST

→ CANCEL

MONITOR A

STEERING WHEEL

ACCELERATOR

BRAKE

MONITOR B

STEERING WHEEL

ACCELERATOR

BRAKE

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

- Bring the cursor to CANCEL and press the TEST button to allow the MENU mode to return on screen.
- Bring the cursor to ADJUST and press the TEST button to cause the screen to change to ADJUST mode (in the following page), which allows VOLUME ADJUSTMENT to be performed.
- MONITOR A shows the control devices of the left-hand side seat and MONITOR B, those of the right-hand side seat.
- * If the red cursor moves fully within the range shown in the green color, it is satisfactory (move the Steering Wheel, Accel., and Brake fully within the mobile range). If the results are not satisfactory, make adjustment in the ADJUST mode.
- * When the Game Bd. or V. R. is replaced, be sure to perform VOLUME ADJUSTMENT by using the ADJUST mode.

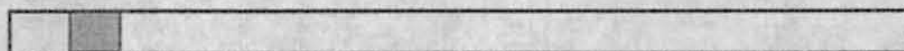
VOLUME ADJUSTMENT

ADJUSTING

MONITOR A
STEERING WHEEL



ACCELERATOR



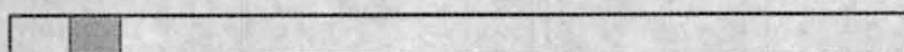
BRAKE



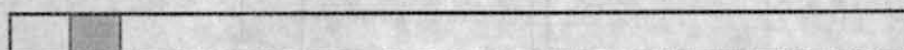
MONITOR B
STEERING WHEEL



ACCELERATOR



BRAKE

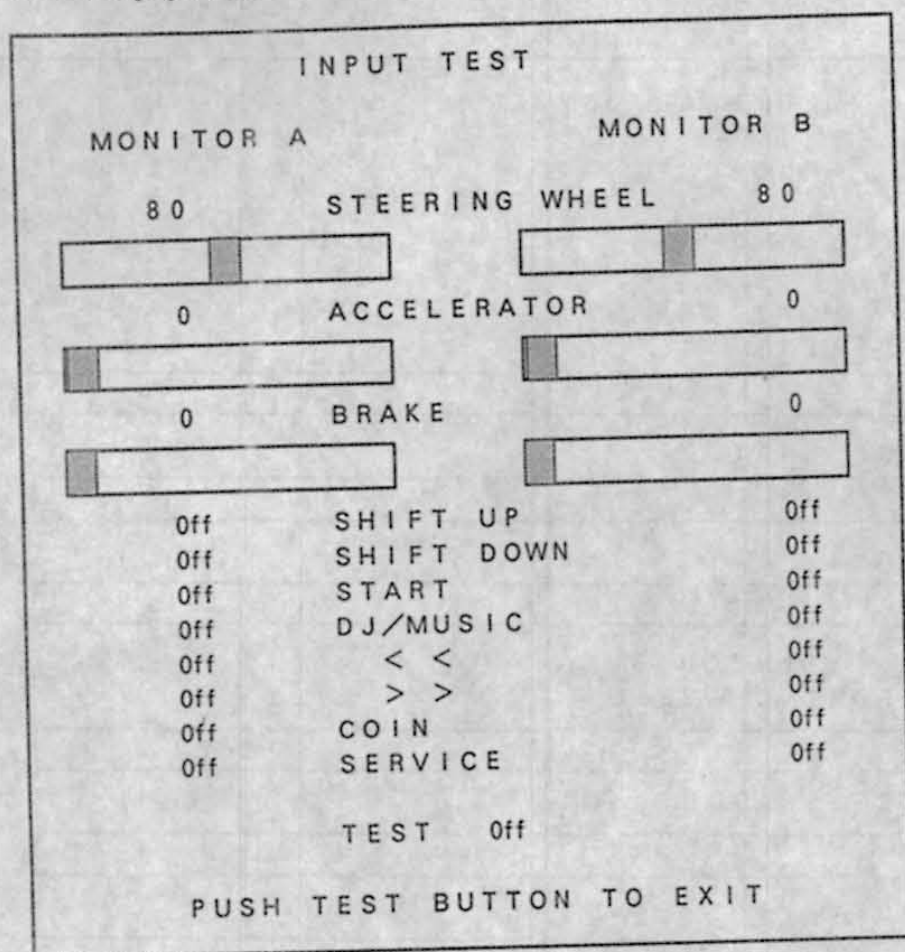


PUSH TEST BUTTON TO EXIT

- By entering this mode, move the Steering Wheel, Accl. and Brake for each of the right and left seats fully within the mobile range.
- The mobile range for adjustment is shown in the green color.
- Pressing the TEST button causes the VOLUME ADJUSTMENT setting to be registered, allowing the MENU mode to return on to the screen.
- * The mobile range for the adjustment will not cover the entire bar space, and also, it varies depending on the Steering Wheel, Accl. and Brake for each of the right and left seats. Therefore, be careful of this point.

8-5 INPUT TEST

This mode displays the status of each switch and VR. Monitor A displays the 1P side player's data, and Monitor B the 2P side player's data.



- The V.R. system allows the present V.R. value to be displayed. The following shows the correct values:

STEERING WHEEL	: Under 7H	← 7 8 H ~ 8 7 H →	Over F8H
		(Centering position)	
ACCELERATOR	: Under 7H	←————→	Over F8H
BRAKE	(Pedal OFF)		(Pedal ON)

- The VR value can be roughly checked by watching the cursor position in the respective gauges under the STEERING WHEEL, ACCELERATOR and BRAKE items.
- The value shown in the respective items of STEERING WHEEL, ACCELERATOR and BRAKE is a standard for the status in which said items are not subject to force.
- Pressing the TEST button causes the MENU mode to return on to the screen.

* In this mode, periodically check the status of each SW and VR.

8-6 OUTPUT TEST

This mode is for checking the motor and lamp status.

OUTPUT TEST			
MONITOR A		MONITOR B	
CHECK POINT	Off	CHECK POINT	Off
RACE LEADER	Off	RACE LEADER	Off
DJ/MUSIC	Off	DJ/MUSIC	Off
<< >>	Off	<< >>	Off
STEERING WHEEL	Off	STEERING WHEEL	Off
→ EXIT			
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON			

MONITOR A, Lamps and Steering Wheel Motor listed on the left-hand side of the above OUTPUT TEST page are those for the left-hand side seat, and MONITOR B, Lamps and Steering Wheel Motor listed on the right-hand side of said page are for the right-hand side seat.

By bringing the cursor to the test item and pressing the TEST button, if the on-screen display becomes On and the lighting up of the lamps and the vibration of steering wheels are ascertained, it is satisfactory.

Bring the "→" to "EXIT" and press the TEST BUTTON to return to the Menu mode.

8-7 SOUND TEST

Choose SOUND TEST to cause the following mode to appear on the monitor so that SOUND MEMORY check can be performed.

SOUND TEST	
MONITOR A No.	0
MONITOR B No.	0
→ EXIT	
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON	

The sound is emitted from the SPEAKER of the left-hand side seat when the arrow points MONITOR A, and from the SPEAKER of the right-hand side seat when the arrow points MONITOR B (the sound can not be emitted from both SPEAKERS at the same time).

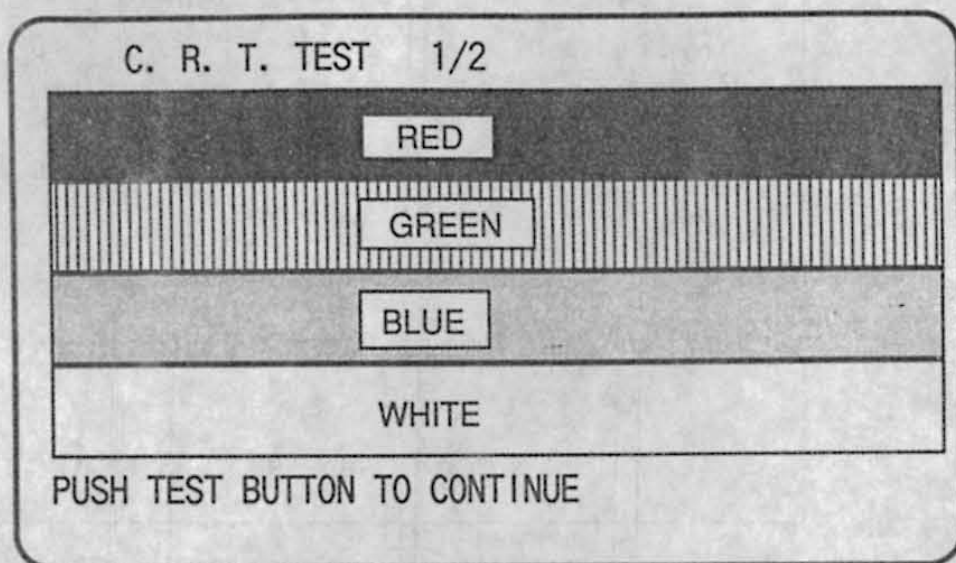
At No. 0, however, sound will not be emitted.

Bring the "→" to "EXIT" and press the TEST BUTTON to return to the Menu mode.

8-8 C.R.T. TEST

(1) RGB color adjusting screen (1/2)

This page is adjusting the monitor color.



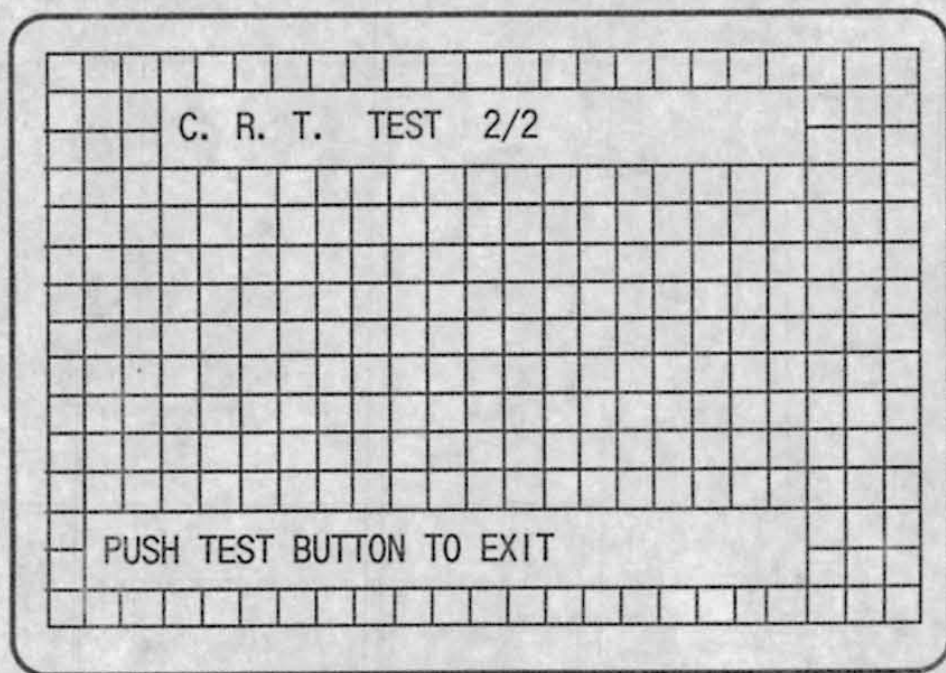
Red, green, and blue are darkest on the leftmost scale and get brighter by 31 gradations to the right. The contrast of the monitor is normal, if the white color bar is black in the leftmost position and is white in rightmost position.

Press the TEST BUTTON to turn a page.

(2) Monitor size adjusting screen (2/2)

This page is for checking the monitor size.


When adjusting the monitor size, be careful that grids do not go off of the screen.



Press the TEST BUTTON to return to the Menu.

8-9 GAME ASSIGNMENTS

In this mode, the present game setting is displayed and also, the game setting changes can be made.

GAME ASSIGNMENTS	
GAME DIFFICULTY	5
EASY	HARD
	
TIME DIFFICULTY	
PRE-STAGE	NORMAL
STAGE 1	NORMAL
STAGE 2	NORMAL
STAGE 3	NORMAL
STAGE 4	NORMAL
FINAL STAGE	NORMAL
STEERING REACTION	On
ADVERTISE SOUND	Off
→ EXIT	
SELECT BY SERVICE BUTTON AND PUSH TEST BUTTON	

- **GAME DIFFICULTY** The number of the cars which obstruct the player car can be changed (1: minimum; 8: maximum). At the time of shipment, the number is set to 5 as a standard.
- **TIME DIFFICULTY** Time that can be increased or decreased at the beginning of each stage can be changed. (NORMAL \pm 5 seconds). At the time of shipment, it is set to NORMAL.
- **STEERING REACTION** Whether Steering Wheel's vibration is available or not can be set. At the time of shipment, it is set to Yes.
- **ADVERTISE SOUND** ADVERTISE SOUND Yes or No can be set. At the time of shipment, it is set to No.

* When more than 2 units are linked, once the above setting is made for the MASTER unit, the same setting applies to all of the SLAVE units (however, even if changes are made for the SLAVE units only, such changes will not be reflected in the game), (refer to 8-11).

- Select an item to be changed using the SERVICE BUTTON, then press the TEST BUTTON to make changes.
- Bring the arrow mark(→) to EXIT and press the TEST BUTTON to return to the Menu.

8-10 COIN ASSIGNMENTS

The "COIN ASSIGNMENTS" mode permits you to set the start number of credits, as well the basic numbers of coins and credits. This mode expresses "how many coins correspond how many credits."

```
COIN ASSIGNMENTS
COIN / CREDIT SETTING #1
    1 COIN 1 CREDIT
MANUAL SETTING
→ EXIT
SELECT BY SERVICE BUTTON
    AND PUSH TEST BUTTON
```

- The COIN/CREDIT SETTING is classified into #1, #6, #8, #9, #10, #11, #12, #15, #18, #19, #21, #22, #24, and #26.
- Choosing the MANUAL SETTING allows a finer classification settings to be made.
- Bring the arrow mark(→) to EXIT and press the TEST BUTTON to return to the Me

COIN/CREDIT SETTING

NAME OF SETTING	EACH SEAT'S COIN CHUTE
SETTING #1	1 COIN 1 CREDIT
SETTING #6	1 COIN 2 CREDITS
SETTING #8	1 COIN 3 CREDITS
SETTING #9	1 COIN 4 CREDITS
SETTING #10	1 COIN 5 CREDITS
SETTING #11	1 COIN 6 CREDITS
SETTING #12	2 COINS 1 CREDIT
SETTING #15	1 COIN 1 CREDIT 2 COINS 3 CREDITS
SETTING #17	3 COINS 1 CREDIT
SETTING #18	4 COINS 1 CREDIT
SETTING #19	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #21	3 COINS 1 CREDIT 5 COINS 2 CREDITS
SETTING #22	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #24	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #26	FREE PLAY

MANUAL SETTING

COIN ASSIGNMENTS

MANUAL SETTING

COIN TO CREDIT 1 COIN 1 CREDIT..... ①

BONUS ADDER NO BONUS ADDER..... ②

COIN CHUTE MULTIPLIER

COIN 1 COIN COUNTS AS 1 COIN..... ③

1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9

CREDIT

→ EXIT

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

- ① Determines COIN/CREDIT setting.
- ② This sets how many COINS should be inserted to obtain one SERVICE COIN.
- ③ This sets how many tokens one COIN represents.

MANUAL SETTING

COIN TO CREDIT	1 COIN	1 CREDIT
	2 COINS	1 CREDIT
	3 COINS	1 CREDIT
	4 COINS	1 CREDIT
	5 COINS	1 CREDIT
	6 COINS	1 CREDIT
	7 COINS	1 CREDIT
	8 COINS	1 CREDIT
	9 COINS	1 CREDIT

BONUS ADDER	NO BONUS ADDER
	2 COINS GIVE 1 EXTRA COIN
	3 COINS GIVE 1 EXTRA COIN
	4 COINS GIVE 1 EXTRA COIN
	5 COINS GIVE 1 EXTRA COIN
	6 COINS GIVE 1 EXTRA COIN
	7 COINS GIVE 1 EXTRA COIN
	8 COINS GIVE 1 EXTRA COIN
	9 COINS GIVE 1 EXTRA COIN

COIN CHUTE MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

8-11 NETWORK ASSIGNMENTS

NETWORK ASSIGNMENTS	
COMMUNICATION	NETWORK
PRIVILEGE MODE	MASTER
CABINET ID#	1
→ EXIT	

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

The PRIVILEGE MODE and CABINET ID# will not be displayed on the screen if STAND ALONE is selected by bringing cursor to COMMUNICATION.

Bringing the arrow mark to COMMUNICATION and pressing the TEST button allows the following 2 items to be alternately displayed.

- STAND ALONE (when not to be linked with other unit)
- NETWORK (when more than 2 units are linked)

Bringing the arrow mark to PRIVILEGE MODE and pressing TEST button allows the following 2 items to be displayed alternately.

- MASTER** When more than 2 units are linked, one of them should be made the MASTER unit and the settings made (game, coin, etc.) for the MASTER cabinet also apply to the SLAVE cabinets.
- SLAVE** When more than 2 units are linked, all cabinets except for the MASTER cabinet are SLAVE cabinets. Changing the settings for the SLAVE cabinets only will not be effective.
- CABINET ID#** When more than 2 cabinets are linked, the ID Nos. 1, 2, 3, and 4 are set starting from the extreme left (facing the front portions of the MONITORS). Setting the same No. for 2 or more cabinets, or using the sequential order in a confused manner may cause some problems to the display during game play, therefore, pay careful attention to this point.

8-12 BOOKKEEPING

This mode allows each of the CREDIT/TIME/GAME data to be ascertained.

BOOKKEEPING 1/2					
COIN CHUTE A	0				
COIN CHUTE B	0				
TOTAL COINS	0				
COIN CREDITS	0				
SERVICE CREDITS	0				
TOTAL CREDITS	0				
NUMBER OF GAMES A	0				
NUMBER OF GAMES B	0				
TOTAL TIME		OD	OH	OM	OS
GAME PLAY TIME A		OD	OH	OM	OS
GAME PLAY TIME B		OD	OH	OM	OS
AVERAGE GAME TIME		--	M		S
LONGEST GAME TIME		--	M		S
SHORTEST GAME TIME		--	M		S
PUSH TEST BUTTON TO CONTINUE					

A shows the 1P side (left-side) player's data and B, the 2P side(right-side) player's data.

- COIN CHUTE: Number of activations of coin chute
- TOTAL COINS: Total number of activations of coin chutes
- COIN CREDITS: Number of CREDITS registered by COIN insertion
- SERVICE CREDITS: Number of times the SERVICE BUTTON is used
- TOTAL CREDITS: Total number of credits (COIN CREDITS + SERVICE CREDITS)
- NUMBER OF GAMES: Each seat's total games
- GAME PLAY TIME: Each seat's total game time

When more than 2 figures are displayed, an alphabetical letter "S" signifying plural quantity is shown at the end of each item.

Pressing the TEST BUTTON displays Page 2/2.

BOOKKEEPING 2/2

TIME HISTOGRAM	
STAGE 1	0
STAGE 2	0
STAGE 3	0
STAGE 4	0
STAGE 5	0
COMPLETE	0

OutRunner of OutRunners	
AUSTRALIA	, "
HONGKONG	, "
JAPAN	, "
CHINA	, "
RUSSIA	, "
NORTHERN EUROPE	, "
SWITZERLAND	, "
ATLANTIC OCEAN	, "
SPAIN	, "
KENYA	, "

PUSH TEST BUTTON TO EXIT

TIME HISTOGRAM: Number of players whose play became "GAME OVER" at each stage. (COMPLETE refers to the number of players who finished the game.)

OutRunner of OutRunners: Registering the best-time players who reached the finishing at each finishing point (color of car, 3 initial letters and time)

Pressing the TEST BUTTON restores the Menu screen.

8-13 BACKUP DATA CLEAR

Clears the contents of BOOKKEEPING.

BACKUP DATA CLEAR

YES (CLEAR)

→ NO (CANCEL)

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

When clearing, bring "→" to "YES" and when not clearing, to "NO", by using the SERVICE BUTTON, and then push the TEST BUTTON.

Bring "→" to "NO" and press the TEST BUTTON to cause the Menu mode to return on to the screen.

When the data has been cleared, "COMPLETED" will be displayed and the Menu mode returns on to the screen.

9. ACCEL. & BRAKE

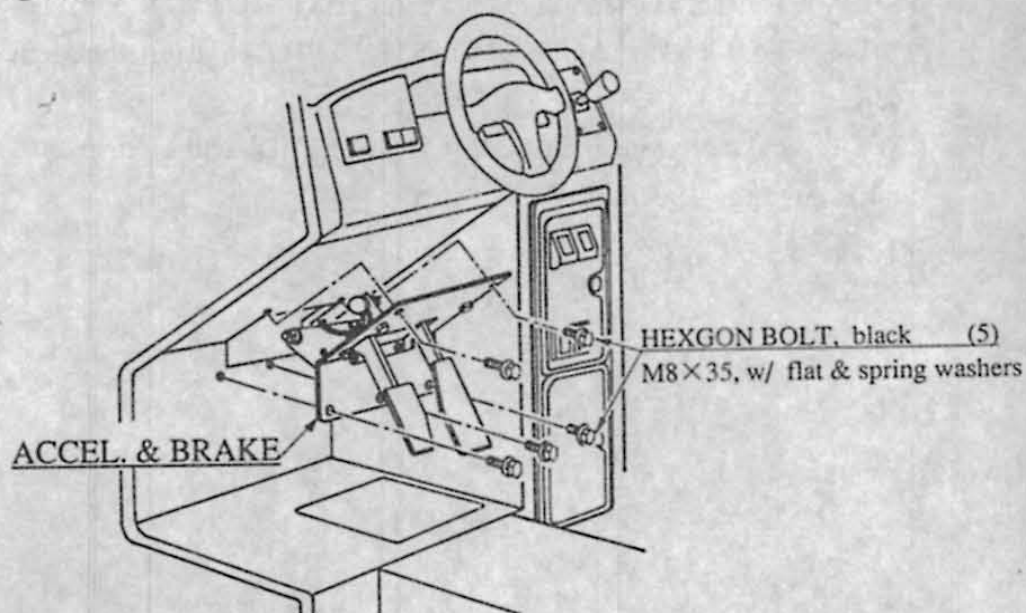
In the TEST mode, if ACCEL. & BRAKE VR value variation adjustment can not be made within the allowable range, the adjustment of VR position or VR replacement is required. Also, apply grease to the mechanism part once every 6 months as a standard. To perform the above work, take out ACCEL. & BRAKE from the cabinet.

9-1 TAKING OUT THE ACCEL & BRAKE

- ① Take off the 5 hexagon bolts.
- ② Take out the ACCEL. & BRAKE from the cabinet.
- ③ Disconnecting the 2 connectors allows ACCEL. & BRAKE to be removed from the cabinet.

When adjusting the VR, perform the work by watching the test mode screen with the connectors being as is connected.

When installing ACCEL. & BRAKE, pay attention so that the connectors are not caused to be damaged.



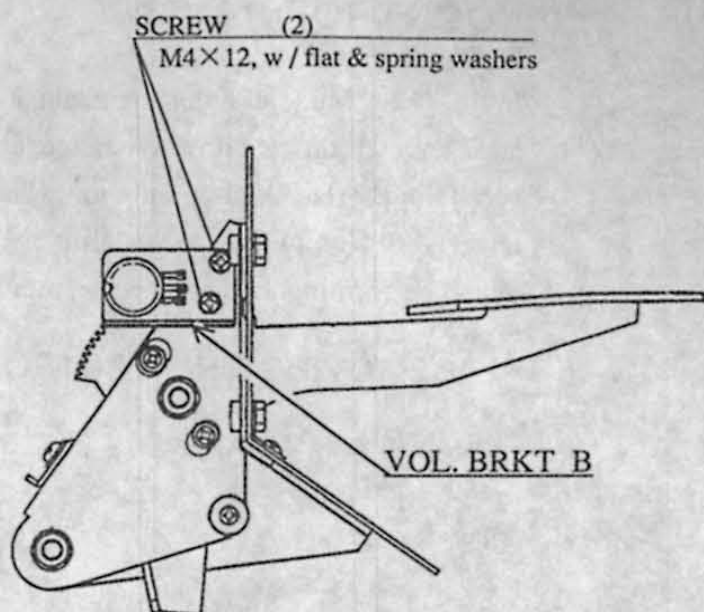
9-2 ADJUSTMENT AND REPLACEMENT OF VOLUME

Choose VOLUME ADJUSTMENT in the TEST mode. Move the ACCEL. pedal and BRAKE pedal to the maximum of the mobile range and ascertain the VR value variation displayed on the screen. If the VR value is out of the range displayed on the screen, an adjustment of the VR position or a replacement of the VR is required. If the VR value stays within the range shown on the screen, no adjustment is required.

Note that the following procedure apply to both ACCEL. and BRAKE.

VOLUME ADJUSTMENT

- ① Cause the VOLUME ADJUSTMENT mode to appear on the screen. (Refer to 8-4.)
- ② Loosen the 2 screws shown.
- ③ Turn the gear which is attached to the VR and make adjustment in a manner so that the VR value will stay within the specified range.
- ④ Fasten the 2 screws by paying attention to gear engagement and backlash.
- ⑤ After making adjustments, newly perform the setting of VR value in the VOLUME ADJUSTMENT mode.



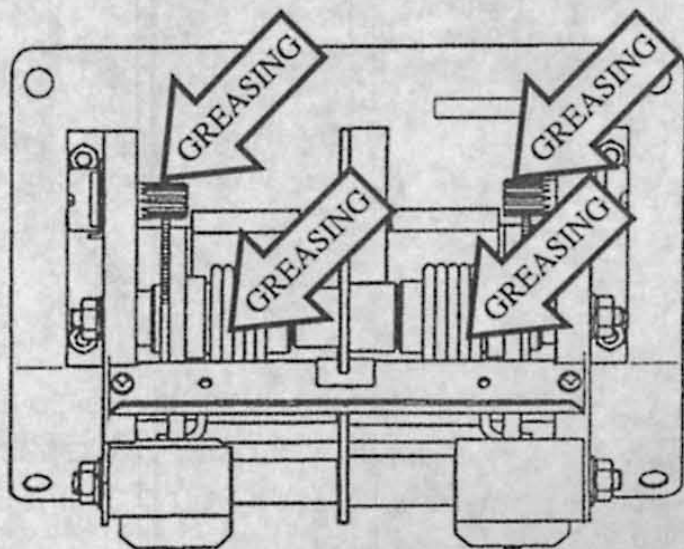
REPLACEMENT OF VOLUME (220-5130 VOL CONT B - 5K OHM)

Take off the 2 screws which secure the VOL. BRKT and remove the VR with the gear and bracket as is attached. After the replacement, ascertain the VR value variation in the VOLUME ADJUSTMENT mode.

9-3 GREASING

Once every 6 months as a standard, apply grease to the portions where the springs and gears are engaged.

Also, be very careful so that grease will not attach to the stopper's rubber part.



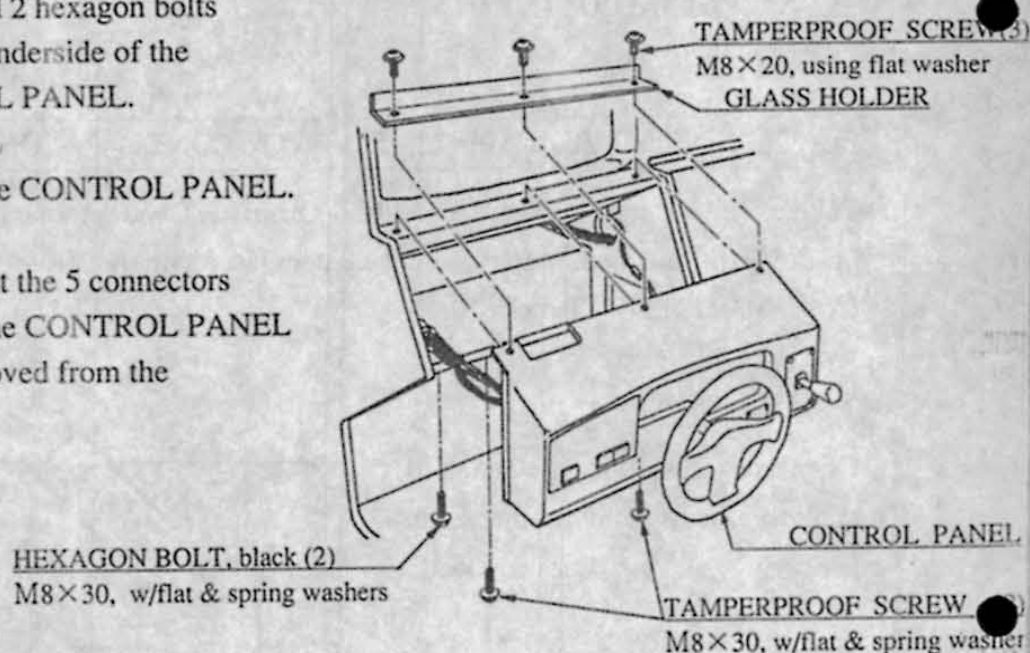
10. CONTROL PANEL

In the TEST mode, if adjustment can not be made in a manner so that the VR value variations are within the allowable range, an adjustment of VR position or a replacement of VR is required. Also, apply grease to the steering wheel mechanism's shaft or sliding portions once every 6 months as a standard.

When performing the above work, remove the CONTROL PANEL from the cabinet.

10-1 REMOVING THE CONTROL PANEL

- ① Take off the 3 tamperproof screws and remove the glass holder.
- ② Take off the 2 tamperproof screws and 2 hexagon bolts from the underside of the CONTROL PANEL.
- ③ Pull out the CONTROL PANEL.
- ④ Disconnect the 5 connectors to allow the CONTROL PANEL to be removed from the cabinet.

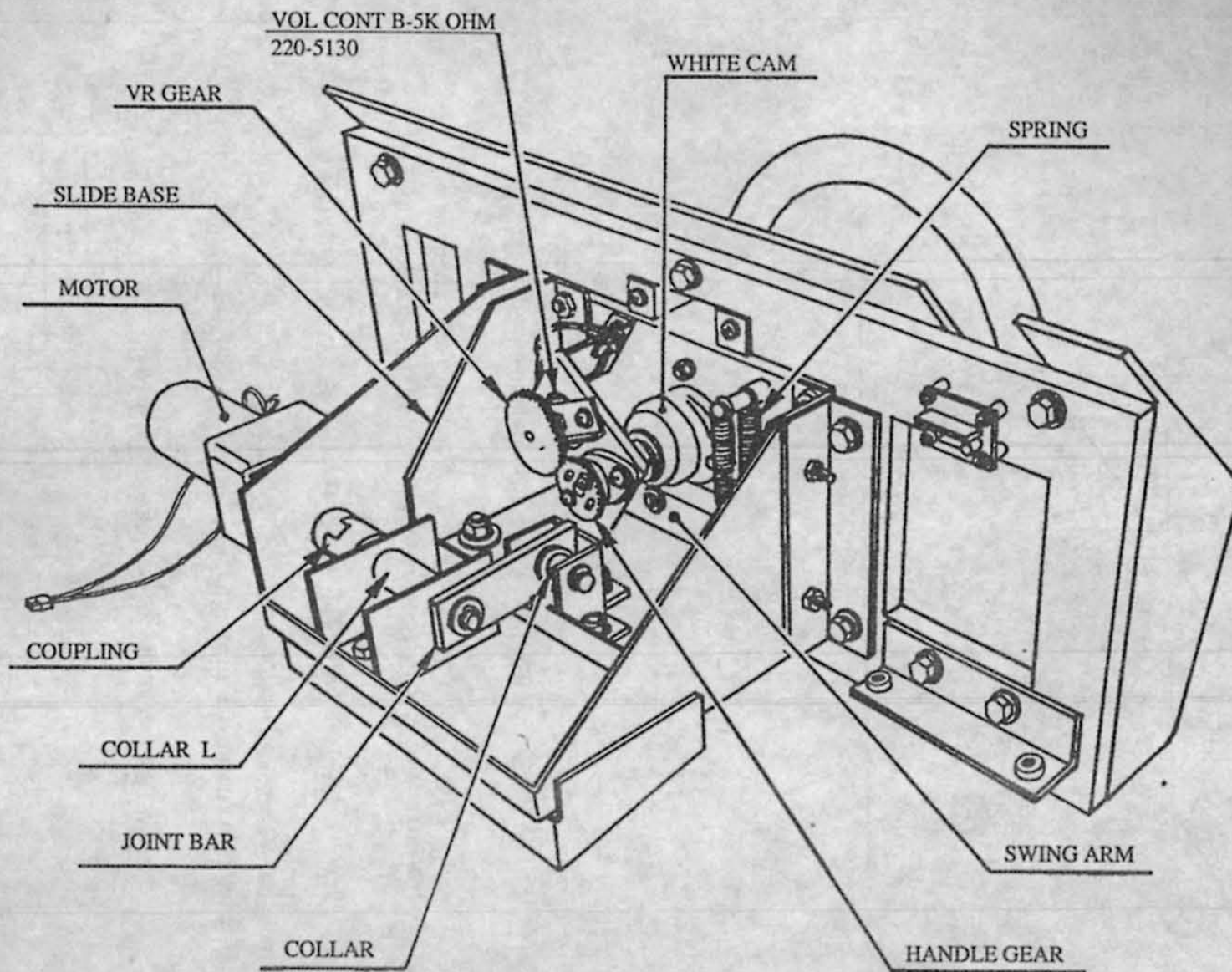


When making the VR adjustment, perform the work with the connectors as is connected, watching the VOLUME ADJUSTMENT mode on the screen.

When installing the CONTROL PANEL, pay attention so that the connectors are not caused to be damaged.

When the CONTROL PANEL is removed, the monitor adjustment knobs appear. For adjustment, refer to the following section.

10-2 NAME OF THE CONTROL PANEL PARTS

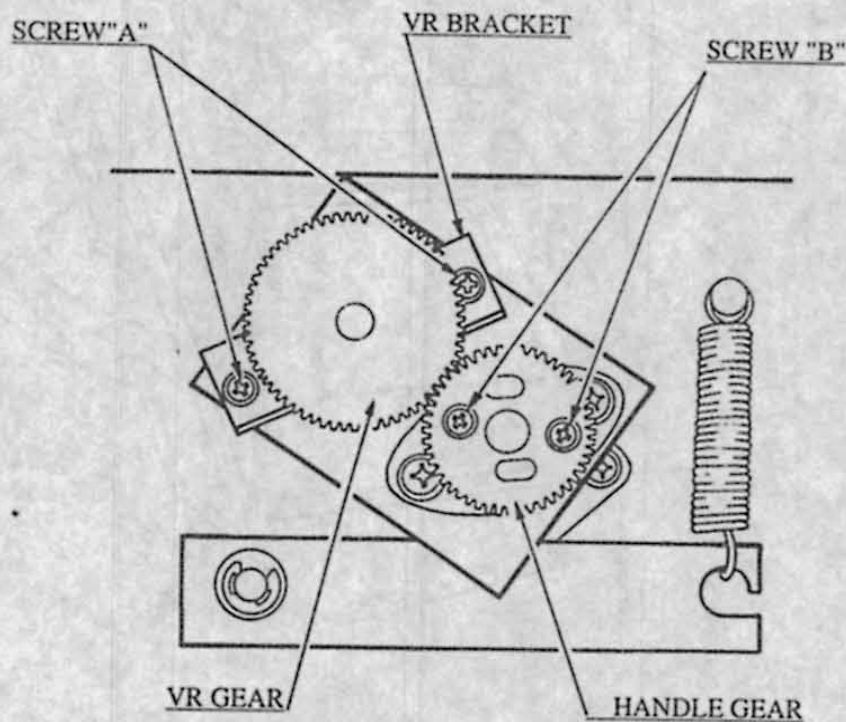


10-3 ADJUSTMENT AND REPLACEMENT OF VOLUME

Cause the VOLUME ADJUSTMENT mode to appear on the screen. Move the steering wheel to its maximum mobile range and ascertain the VR value variation shown on the screen. If the VR value is out of the displayed range, an adjustment of the VR position or a replacement of VR is required.

Adjusting the VR

- ① Make the VR BRACKET movable by loosening its SCREWS "A".
- ② Move the VR BRACKET until the VR GEAR is disengaged from the HANDLE GEAR. Rotate the VR shaft so that the value displayed on screen is within the tolerance.
- ③ Tighten SCREWS "A." Backlash should be adjusted at this moment.
- ④ If fine adjustment is necessary, loosen the SCREWS "B" and rotate the HANDLE GEAR until the desired value is attained.
- ⑤ After making adjustments, newly set the VR value in the VOLUME ADJUSTMENT mode.



REPLACEMENT OF VOLUME (220-5130 VOL CONT B - 5K OHM)

- ① Remove the SCREWS "A" that fasten the VR BRACKET. The VR BRACKET becomes unfastened and the VR GEAR disengaged from the HANDLE GEAR.
- ② Remove the VR GEAR from the VR. Now replace the VR.
- ③ After the replacement of the VR, newly set the VR value in the VOLUME ADJUSTMENT mode.

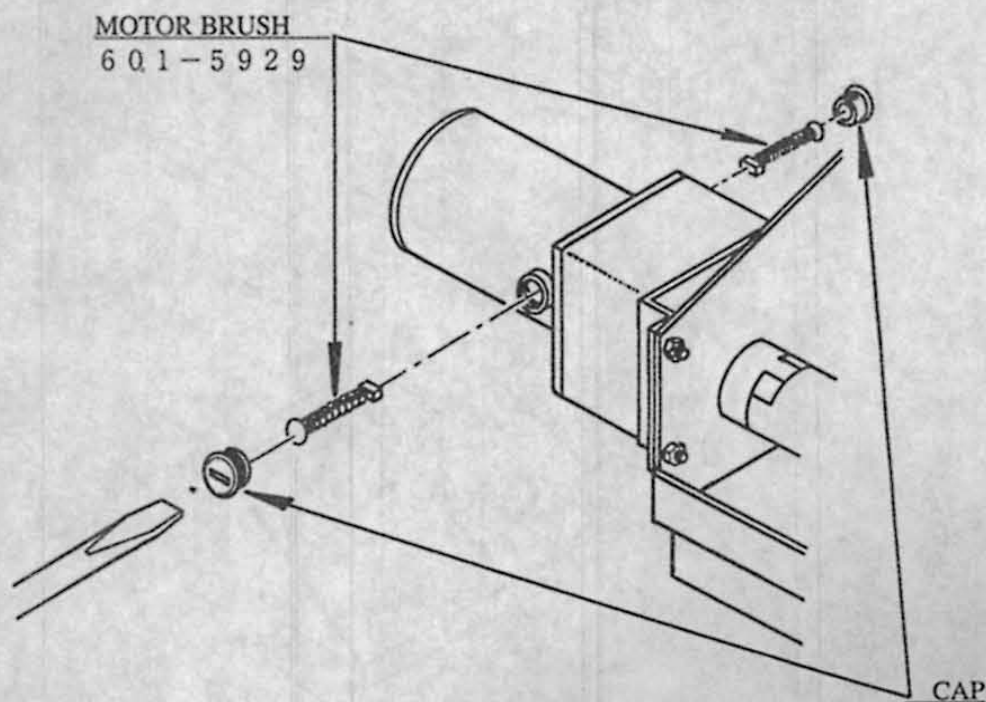
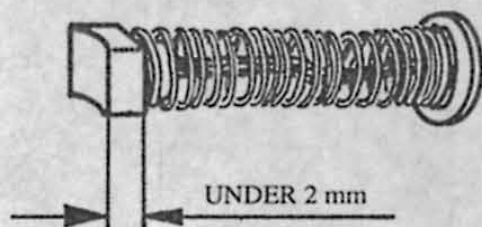
10-4 REPLACEMENT MOTOR BRUSH

In the OUTPUT TEST mode, when the display of STEERING WHEEL is ON, if the STEERING WHEEL does not vibrate, first check the circuit protector of the switch unit.

If the circuit protector is satisfactorily working, check the motor brushes.

Take the brushes out by turning the caps with a screwdriver. If the motor brushes are worn out as shown, replace them.

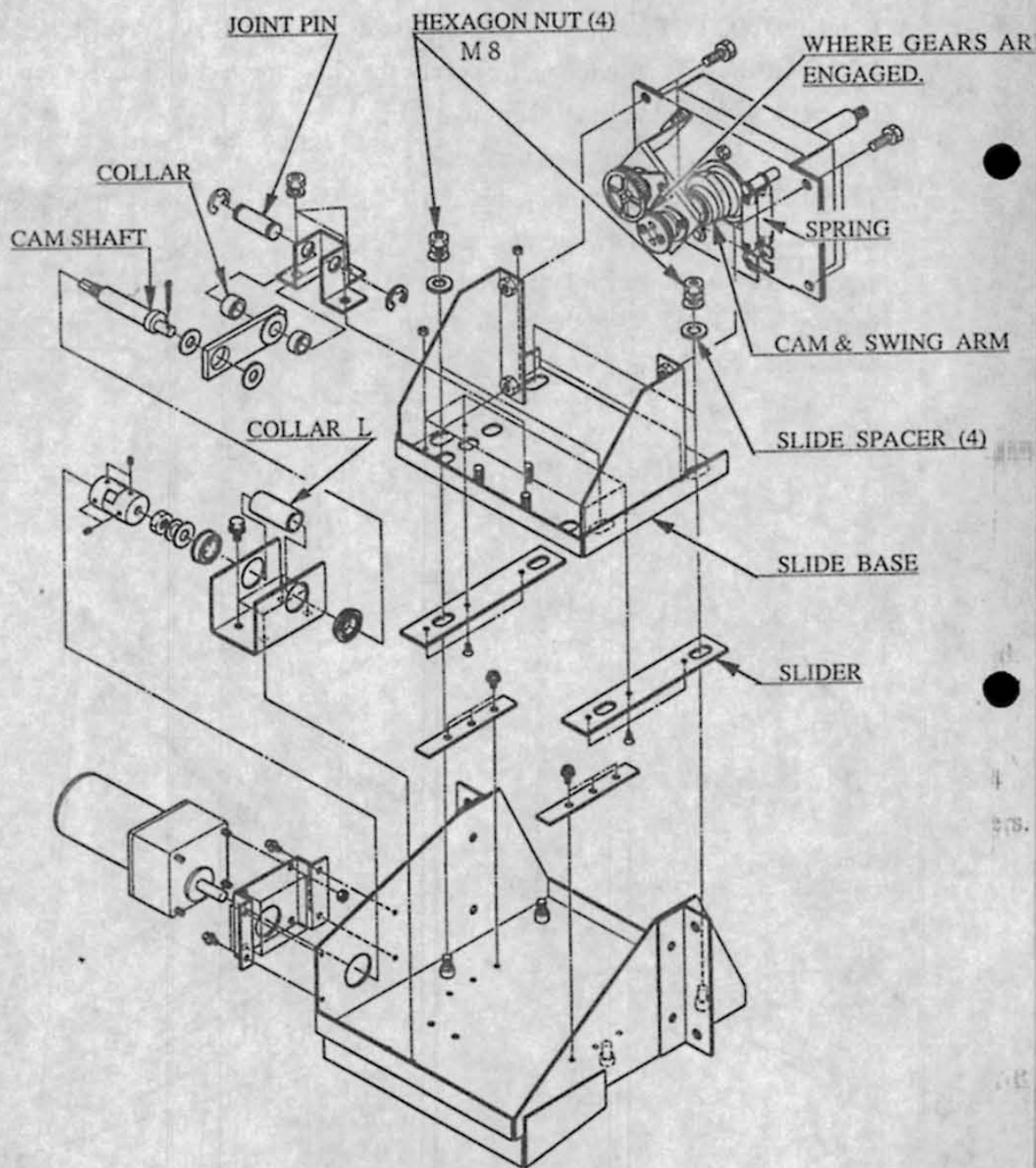
Be sure to replace both of the brushes at the same time.



10-5 GREASING

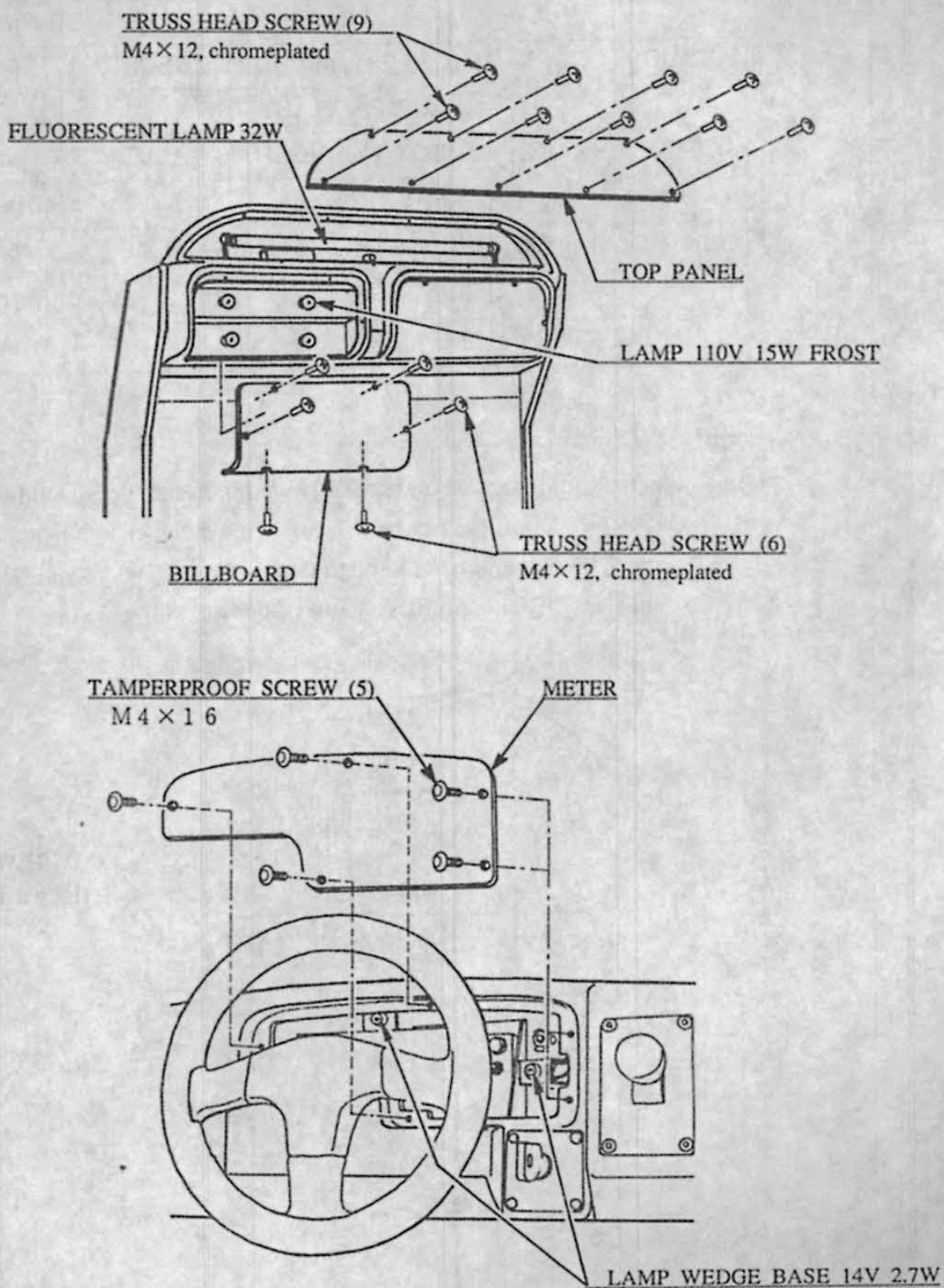
Apply grease to the parts and portions mentioned below, once every 6 months as a standard. Note that for the purpose of greasing, disassembly as shown below is NOT required. Also, do not apply grease to the coupling.

When applying grease to the SLIDE BASE and the SLIDER, perform the work from the 4 elongating holes of the slide base, by removing the 4 each of hexagon nuts and slide spacers.



11. REPLACEMENT OF FLUORESCENT LAMP, AND LAMPS

In a manner as shown below, remove the parts and replace the Fluorescent lamp and Lamps.



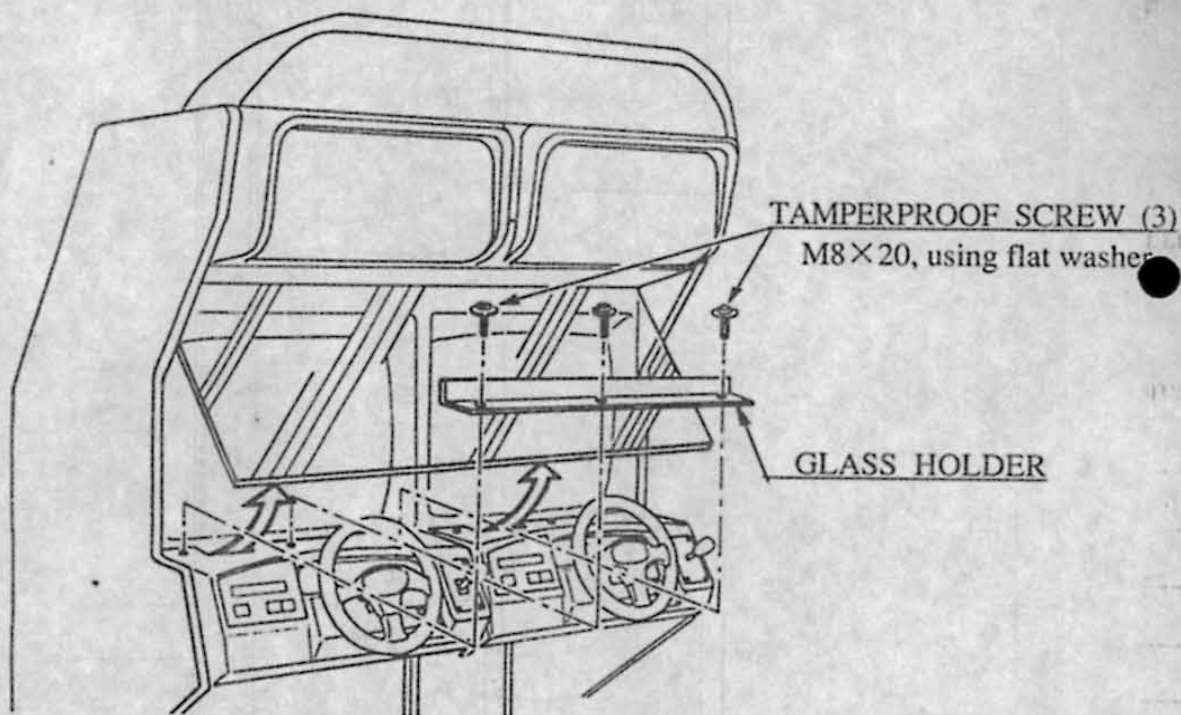
14. PERIODIC INSPECTION TABLE

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

	Item	Interval	Referen
PERIODIC CHECK	SELF TEST, MEMORY CHECK	Monthly	8-3、8-
	CHECK EACH SETTING		8-9、8-
ACCEL. & BRAKE	CHECK THE VOLUME VALUE	Monthly	8-4
	GREASING	Biannually	9-3
CONTROL PANEL	CHECK THE VOLUME VALUE	Monthly	8-4
	GREASING	Biannually	10-3
COIN SELECTOR	CLEANING	Trimonthly	12

● REMOVING THE FRONT GLASS

When cleaning the backside of the front glass, and the MONITORS, remove the front glass. To take off the front glass, first remove the glass holders from the left and right seats, then, put your hand through the square hole on the upper left-hand portion of each of the CONTROL PANELS and pull the lower part of the glass toward you.



15. TROUBLESHOOTING

PROBLEM	CAUSE	COUNTERMEASURES				
Main SW is turned ON but the machine is not functioning.	The power is not supplied.	Make sure that the plug is fully inserted into the plug socket.				
	The power supply voltage is not correct.	Make sure that the power supply voltage is correct.				
	Blowing off of fuse due to instantaneous overcurrent.	Replace AC unit fuse. <table border="1" data-bbox="842 721 1458 918"> <tr> <td>FUSE 6.4 ϕ \times 30 10000mA 125V (514-5036-10000)</td> <td>AC 100~120V AREA</td> </tr> <tr> <td>FUSE 6.4 ϕ \times 30 6000mA 250V (514-5037-6000)</td> <td>AC 220~240V AREA</td> </tr> </table>	FUSE 6.4 ϕ \times 30 10000mA 125V (514-5036-10000)	AC 100~120V AREA	FUSE 6.4 ϕ \times 30 6000mA 250V (514-5037-6000)	AC 220~240V AREA
	FUSE 6.4 ϕ \times 30 10000mA 125V (514-5036-10000)	AC 100~120V AREA				
	FUSE 6.4 ϕ \times 30 6000mA 250V (514-5037-6000)	AC 220~240V AREA				
Blowing off of fuse due to instantaneous overcurrent.	Replace power supply fuse: FUSE 6.4 ϕ \times 30 4A \times 250V					
COMMUNICATION mode setting is not made correctly.	Correctly set the NETWORK ASSIGNMENT in the TEST mode. When independently operating, set to STAND ALONE. When operating plural cabinets in COMMUNICATION mode, set one of them to MASTER and others to SLAVE (see 8-11).					
The Optical Fiber Cable connection is not correct.	Correctly connect the Optical Fiber Cable.					
Sound is not emitted.	VR setting is incorrect.	Adjust the SW unit and VOLUME ADJUSTMENT (refer to 8-1 and 17-2).				
	The connector connection for Rear Cabinet Speaker is not correct.	Make sure that the connector for the Rear Cabinet Speaker is made correctly. (Refer to Section 6.)				

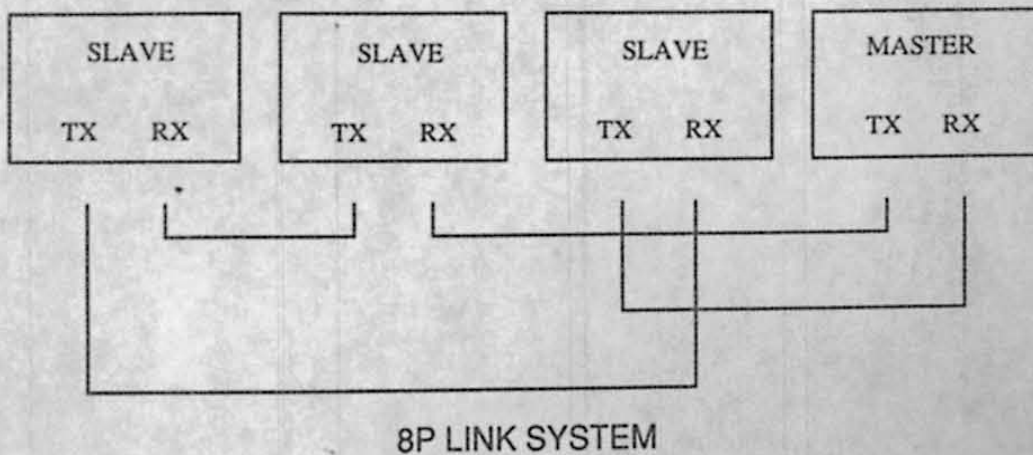
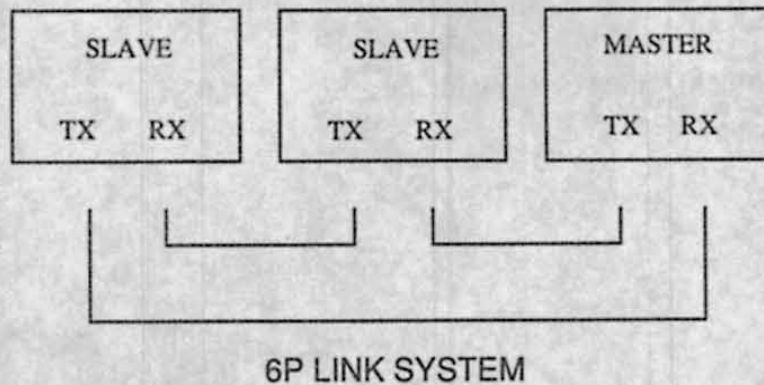
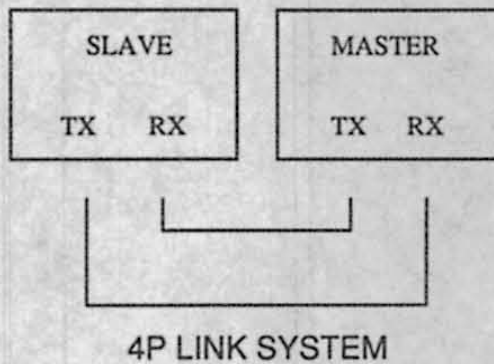
PROBLEM	CAUSE	COUNTERMEASURES
The Steering Wheel Motor does not function.	The protector functioned due to an instantaneous overcurrent. The Motor Brushes are worn out.	Cause the functioning of the SW unit Circuit Protector to restore to its original condition (refer to 8-1). Replace the Motor Brushes (refer to 10-4).
The Fluorescent lamp does not light up.	The Fluorescent tube is burnt out.	Replace the Fluorescent tube with an FL 32W tube (refer to Section 11).
The Check Point Lamp and or Race Leader Lamp do not light up.	The bulb of the lamp is burnt out. The SSR BD. is defective.	Replace the bulb with LAMP 110V 15W E17 (390-5257-01) (refer to Section 11). Replace the SSR BD (839-0048) of the Power Supply Unit.
The Meter Lamp does not light up.	The bulb is burnt out.	Replace the bulb with LAMP 14V 2.7W (390-5257-01) (refer to Section 11).
The Steering Wheel operation during game play is not satisfactory.	VR adjustment is not correct.	Make adjustment correctly as per VOLUME ADJUSTMENT in the TEST mode (refer to 8-4).
The car speed does not increase even when you step on the Accelerator.	VR adjustment is not correct.	Make adjustment correctly as per VOLUME ADJUSTMENT in the TEST mode (refer to 8-4).
The on-screen image of the monitor sways and or shrinks.	The power source and voltage are not correct.	Make sure that the power supply and voltage are correct.

16. COMMUNICATIONS PLAY

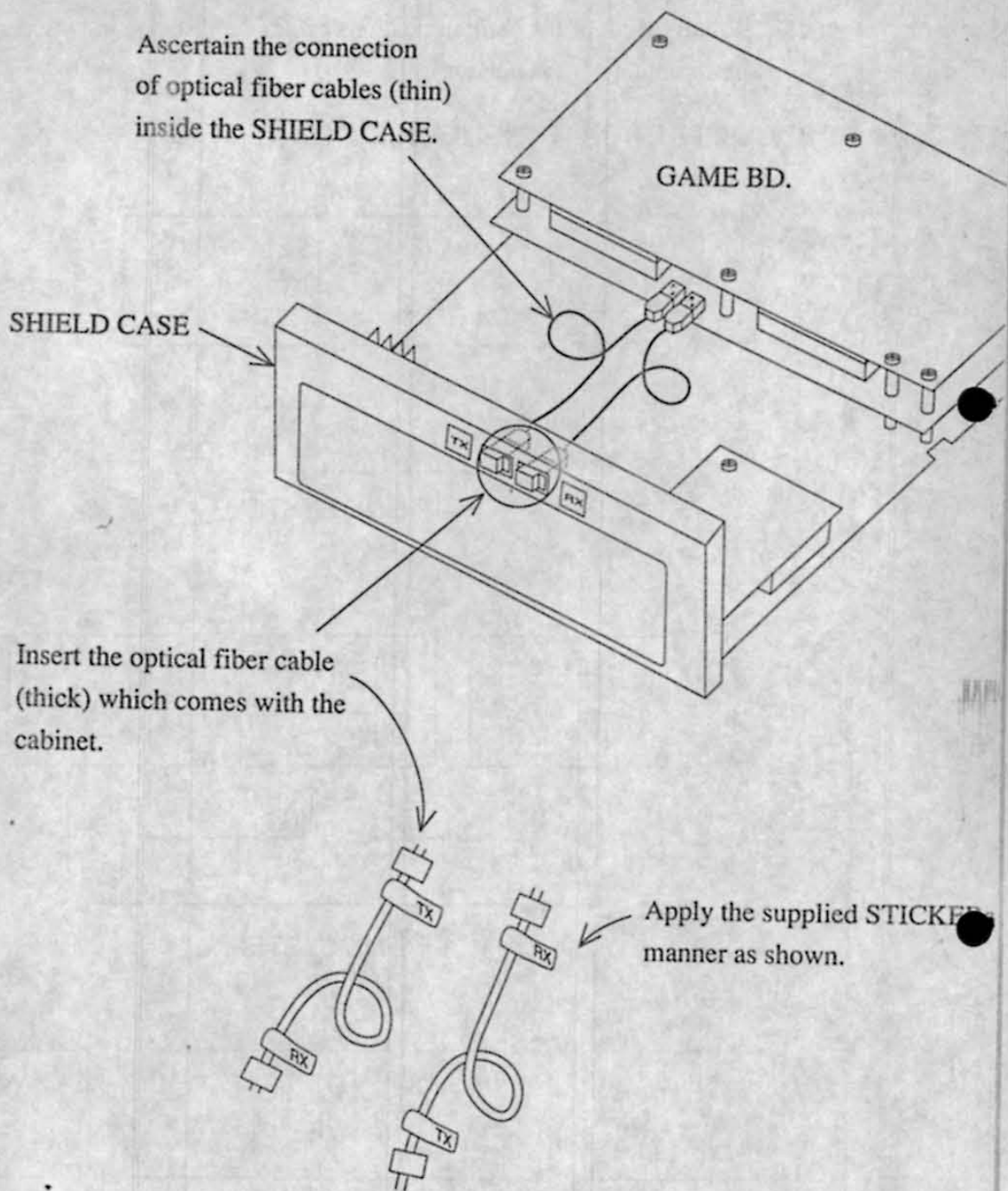
16-1 INSTALLATION PRECAUTIONS

- 1) When linking a number of machines, be sure to supply sufficient power for the corresponding number of machines. The per unit standard voltage/ampere is 100~120V/10A and 200~240V/5A.
- 2) Due to the length of the communications cable, the distance in between the machines will be approximately 1.2 meters or less.

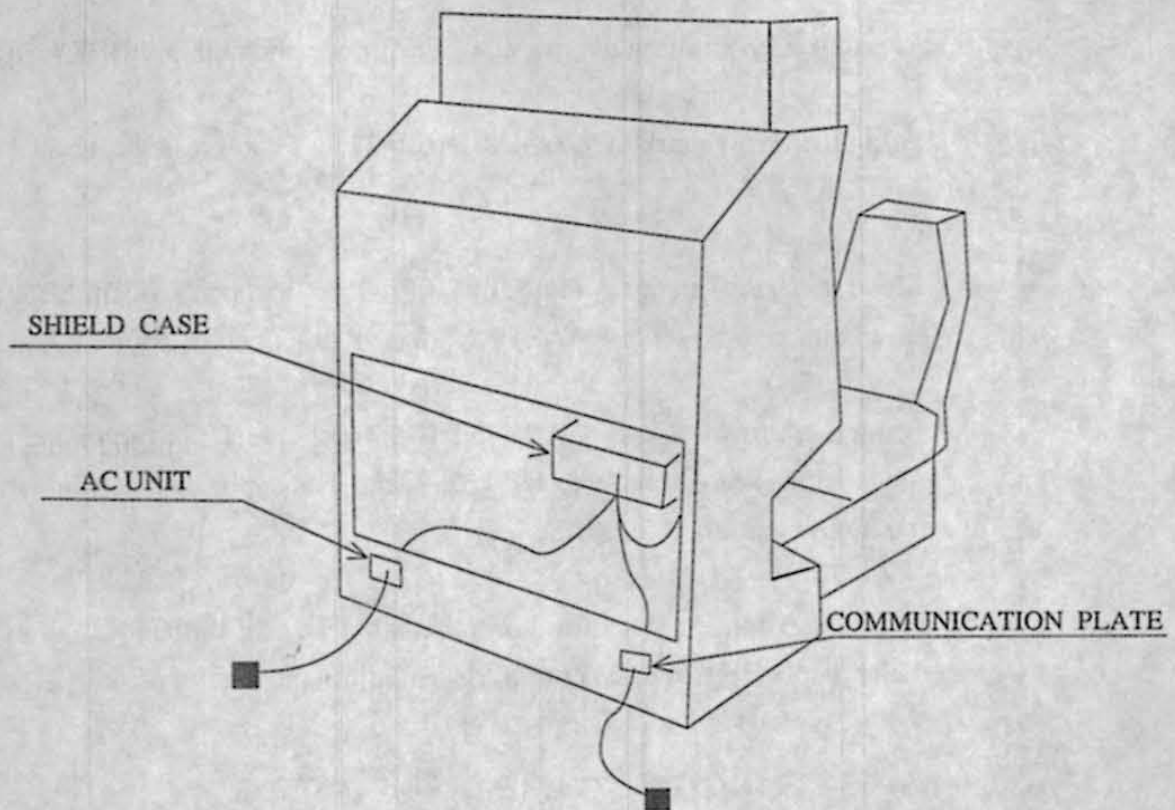
16-2 COMMUNICATIONS CABLE CONNECTION



CONNECTION OF GAME BOARD AND FIBER CABLE



CONNECTION WITH OTHER CABINET



The COMMUNICATION CABLES to be used for the connection with other units can be pulled out from the AC unit on the back of the cabinet or from the COMMUNICATION PLATE.

When wiring the COMMUNICATION CABLES, be careful so that the cables do not sharply bend.

16-3 SETTING FOR COMMUNICATIONS PLAY

- Cause all of the machines to enter the test mode and change the game setting for each a manner so as to meet the communications play. When changing the setting, refer to explanations mentioned in Section 8. TEST AND DATA DISPLAY.
- Press the TEST button to enter the TEST mode and choose "NETWORK ASSIGNMENT WORK."
- Bring the arrow mark to "COMMUNICATION" and press the TEST button to select "WORK."
- Move the arrow mark to "PRIVILEGE MODE" and press the TEST button to allow of the cabinets to be set to "MASTER." Set all other cabinets to "SLAVE."
- Bring the arrow mark to "CABINET ID#," press the TEST button, and set plural number of the machines sequentially to ID#1, 2, 3, and 4 as applicable starting from the extreme left facing the monitors' front side.
- If the same number is set for 2 or more cabinets, or if the sequential order is incorrect, the game display, etc. will be confused. Therefore, be careful of this point.

16-4 SETTING THE GAME DIFFICULTY

In the case of COMMUNICATIONS play, the game difficulty setting is made by the MASTER cabinet. Even if the setting is changed by the SLAVE machines, the setting will be effective for the game. Changing the setting by the MASTER cabinet causes all of the SLAVE machines also to change the setting by following the MASTER unit.

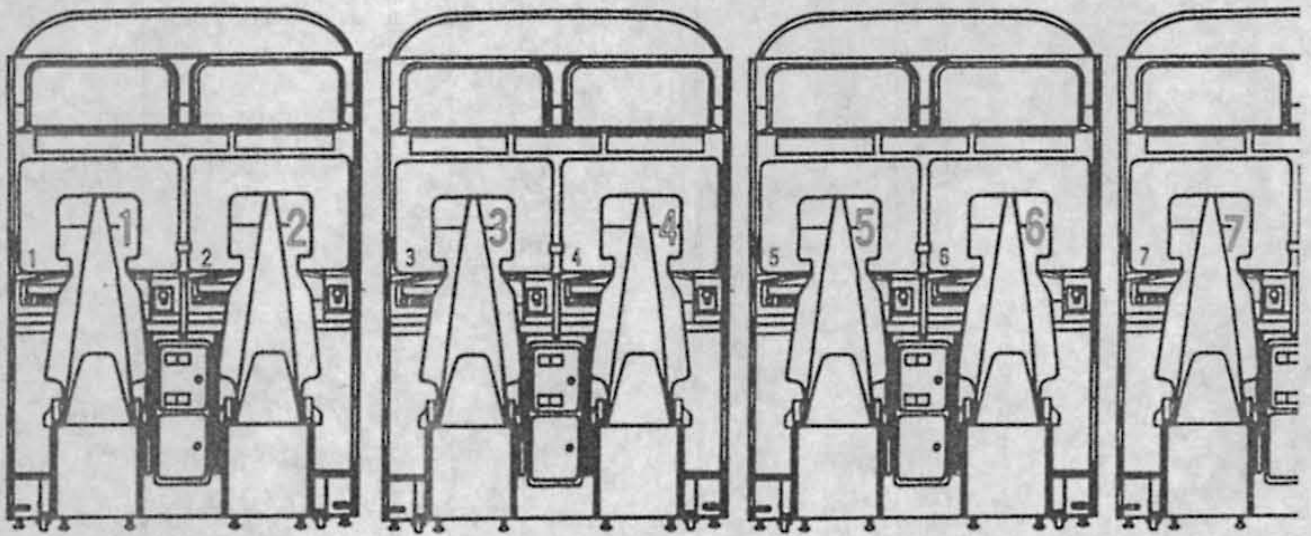
16-5 CAUTIONS TO BE HEEDED WHEN IN THE TEST MODE

The machines connected for the communications play perform the NETWORK CHECK at the time the power is turned on and when exiting the test mode. The communications play for all of the machines is not possible unless all of the machines which were connected for communications play simultaneously perform the NETWORK CHECK. Should the test become necessary for even one machine, all of the remaining machines are required to enter the test mode. When the test is finished for the unit which required the test, all of the machines are to exit from the test mode at the same time.

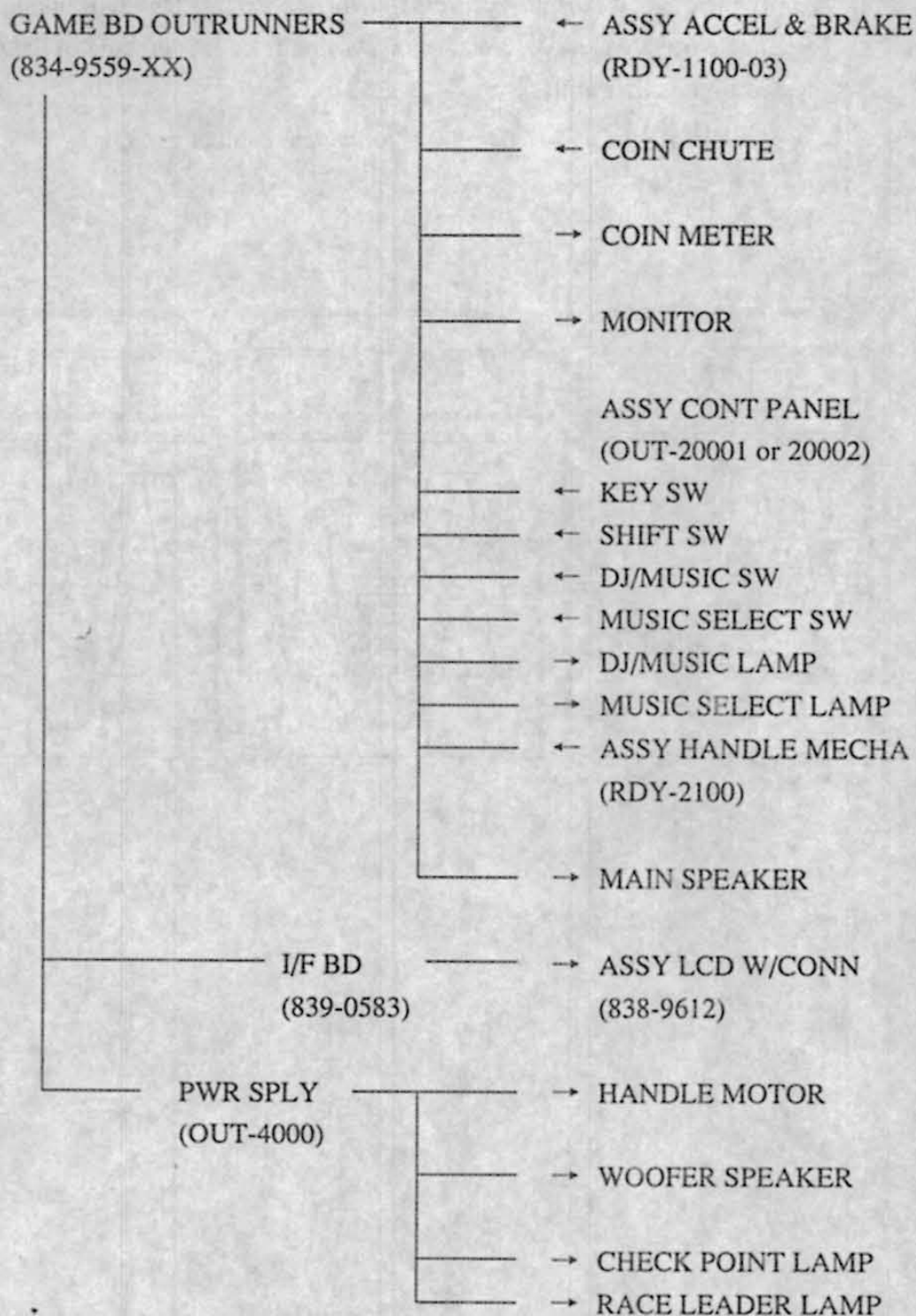
16-6 APPLICATION OF SEAT NO. DISPLAY STICKERS

Apply the Seat No. display stickers in a manner so that they will line up in the sequential order of No. 1, No. 2, No. 3 and so on starting from the left side of the unit which was connected to the other unit(s).

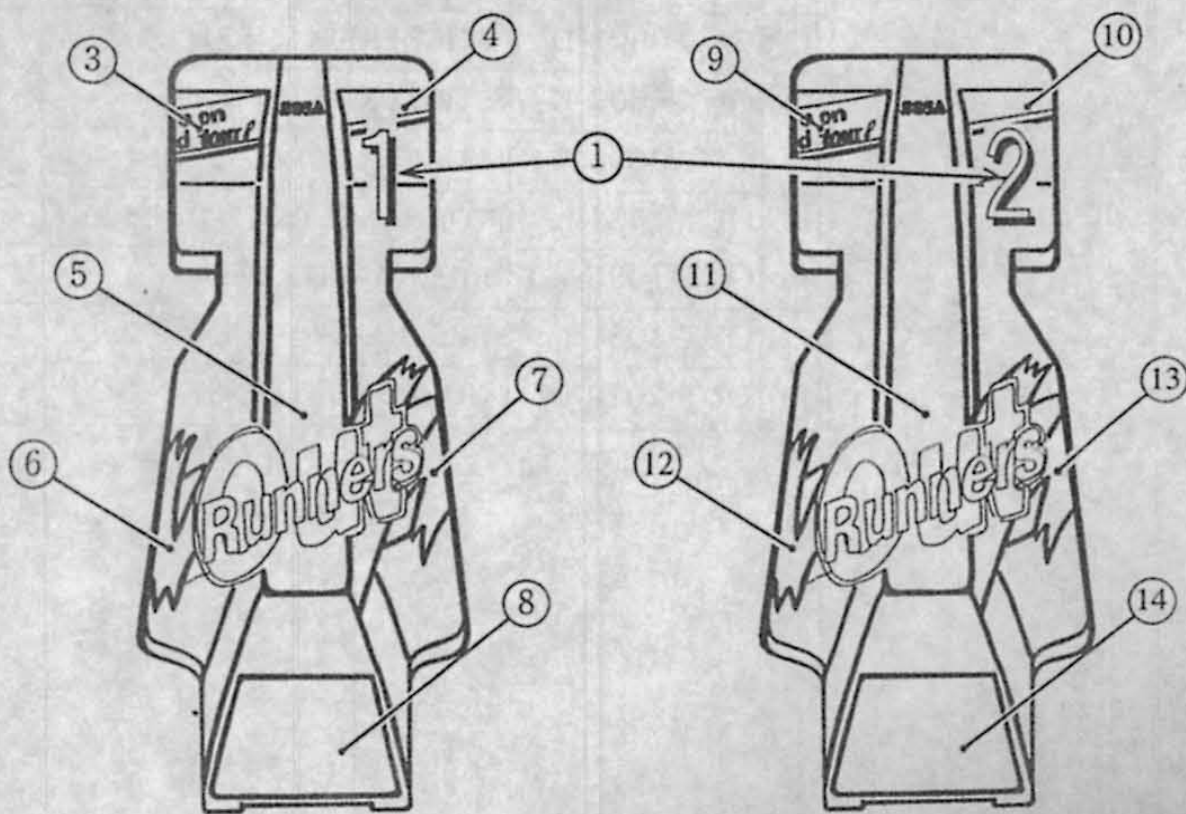
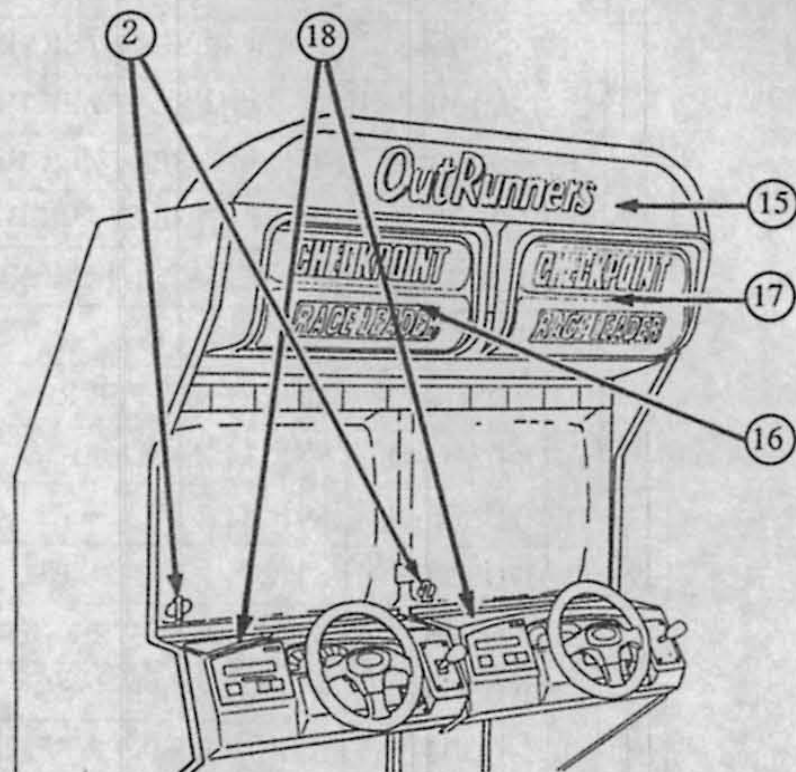
Apply STICKER OUT-0004 ~ 0007 to the rear cabinet and OUT-0008 to the front glass.



INPUT AND OUTPUT RELATIONS



18. DESIGN RELATED PARTS



LEFT-SIDE(RED)

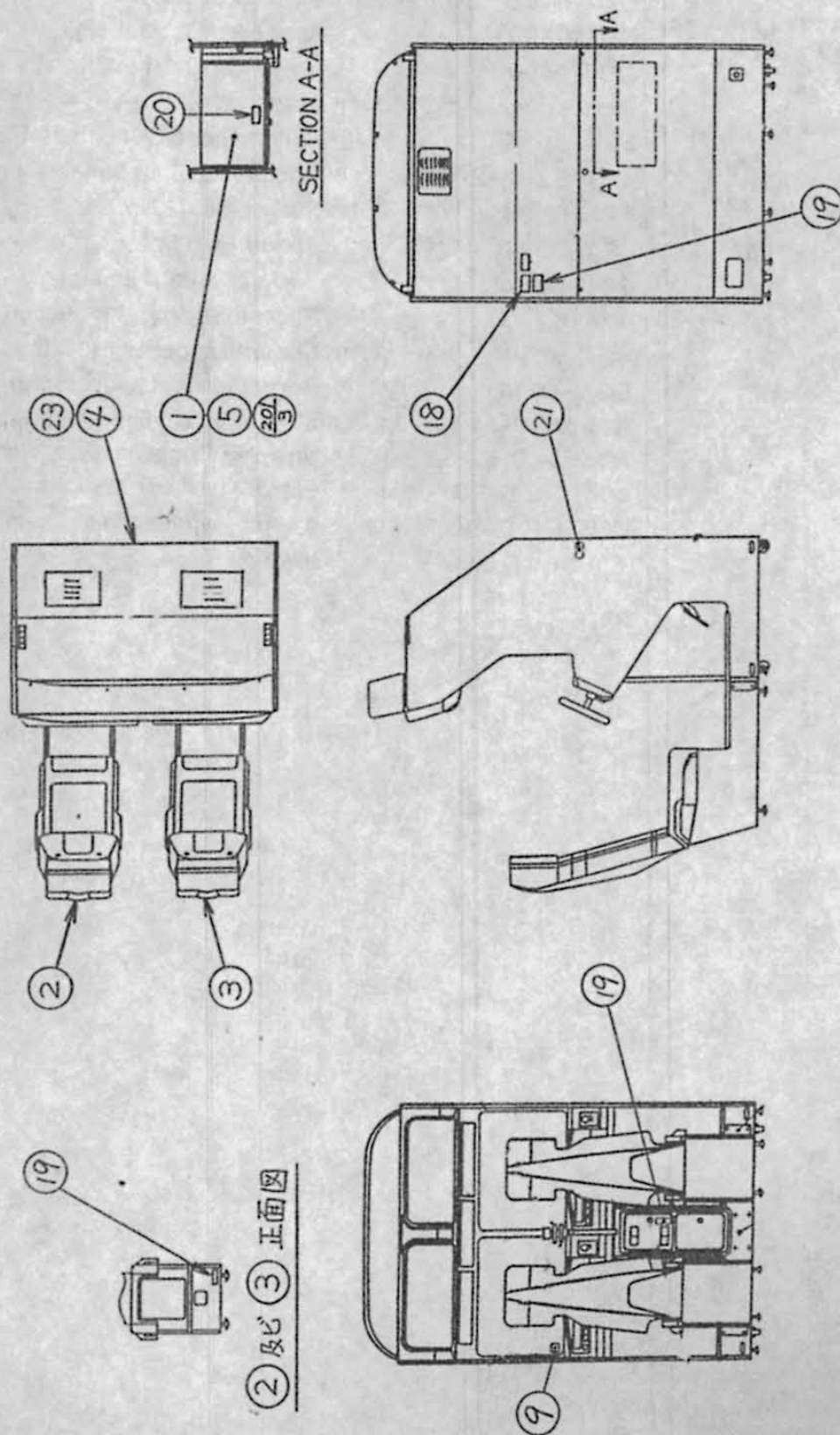
RIGHT-SIDE(BLUE)

NO.	PART NO.	DESCRIPTION
1	OUT-0004	STICKER SEAT ZEICHEN NO.1, 2
	OUT-0005	STICKER SEAT ZEICHEN NO.3, 4
	OUT-0006	STICKER SEAT ZEICHEN NO.5, 6
	OUT-0007	STICKER SEAT ZEICHEN NO.7, 8
2	OUT-0008	STICKER CONT ZEICHEN
3	OUT-0505-B	STICKER UPPER RL
4	OUT-0505-C	STICKER UPPER RR
5	OUT-0505-D	STICKER MIDDLE RED
6	OUT-0505-E	STICKER BRASH RL
7	OUT-0505-F	STICKER BRASH RR
8	OUT-0505-G	STICKER LOWER RED
9	OUT-0603-A	STICKER UPPER BL
10	OUT-0603-B	STICKER UPPER BR
11	OUT-0603-C	STICKER MIDDLE BLUE
12	OUT-0603-D	STICKER BRASH BL
13	OUT-0603-E	STICKER BRASH BR
14	OUT-0603-F	STICKER LOWER BLUE
15	OUT-1034	TOP PANEL OUTFRINNERS
16	OUT-1035	BILLBOARD RED
17	OUT-1036	BILLBOARD BLUE
18	OUT-2022-01	GUARD PLATE INSTR ENG

19: PARTS LIST

① TOP ASSY OUTFITTERS (OUT-0000)

(D-1/2)



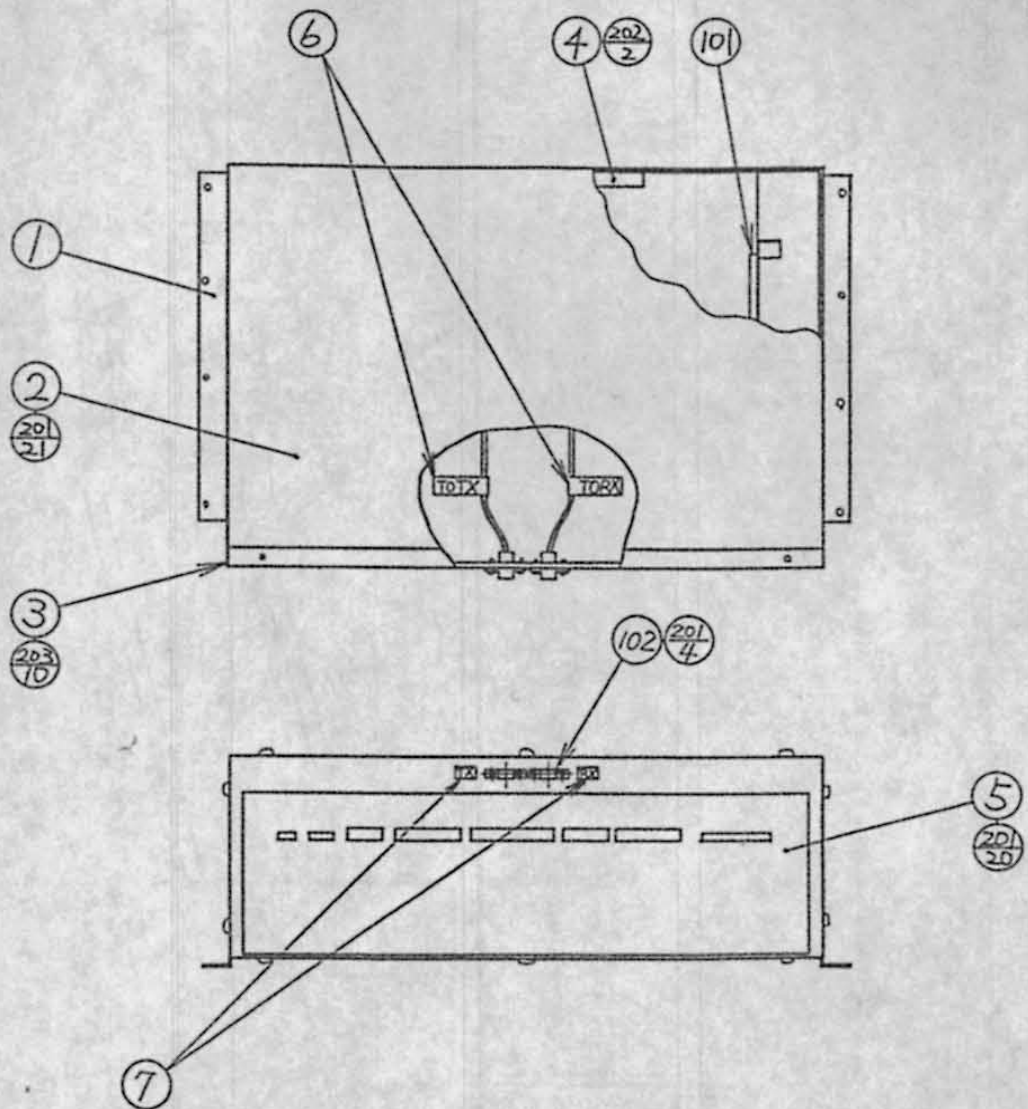
① TOP ASSY OUTFUNNERS (OUT-0000)

(D-2/2)

Item	Part No.	Description
1	OUT-0100	Shield Case Assy
2	OUT-0500	Assy Rear Cabinet 1P
3	OUT-0600	Assy Rear Cabinet 2P
4	OUT-1000	Assy Cabinet
5	834-9559-02	Board, Game Outrunners Export
9	421-5800-202	Original Seal Outrunners
10	421-6594	Sticker Serial No Info
18	421-7987	Sticker Elec Spec
19	421-7988	Sticker Serial Number
20	421-6709	Sticker Service Instruction
21	421-6671	Sticker Danger High Voltage
23	SGM-4040	Polyethylene Cover 950 x 1350 x 1800
25	A050619-51	Shipping Container Assy Cabinet Outrunners
26	A050620-51	Shipping Container Assy Seats
201	000-0308-FS	Screw Mach PH M3 x 8 w / FS
600	OUT-0000-AK	Kit Accessories, Outrunners Sega
602	A050604-51	Harness Accessory Kit

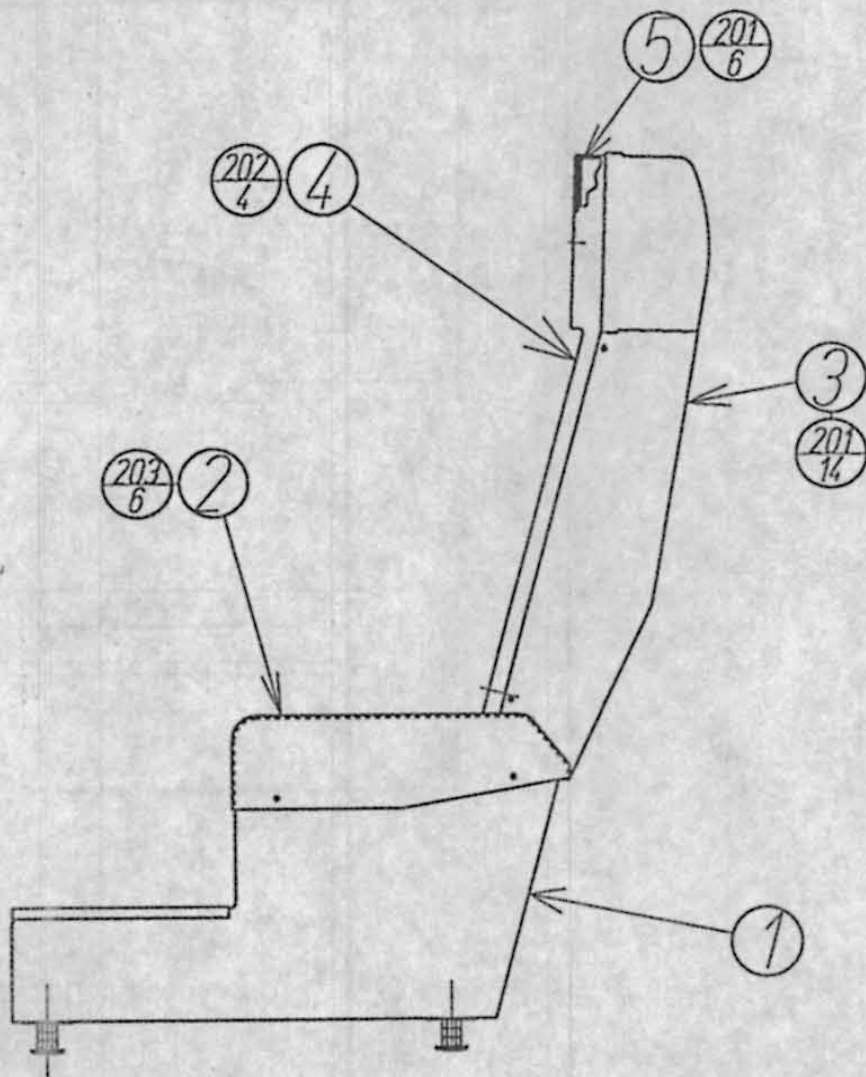
② ASSY SHIELD CASE (OUT-0100)

(D-1/2)



ITEM NO.	PART NO.	DESCRIPTION
1	SCR-0501-01	SHIELD CASE
2	SCR-0502-01	UPPER COVER
3	SCR-0503-01	SHIELD COVER
4	SCR-0504	HOLDER
5	839-0538-01	SYSTEM MULTI FLT BD OUT
6	421-7378	STICKER FIBER CABLE
7	421-7515	STICKER FIBER CABLE TX/RX
101	280-5232	GUIDE RAIL
102	211-5479	CONN OPT JOINT
201	010-0308-F	S-TITE SCR PH W/F M3×8
202	012-0308	TAP SCR PH 3×8
203	000-0410-FS	M SCR PH W/FS M4×10
301	600-6182-50	ASSY SINGLE CA P L=50CM
302	600-6180-70	WIRE HARN LINE OUT SHIELD
303	600-6253-61	WIRE HARN A/D SHLD CASE

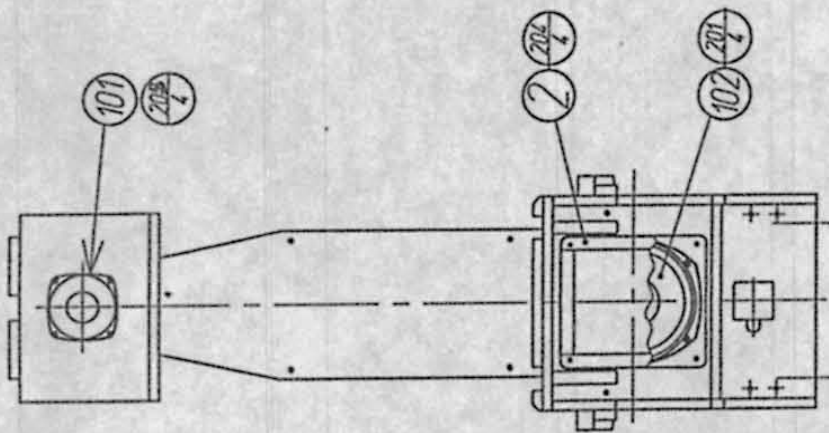
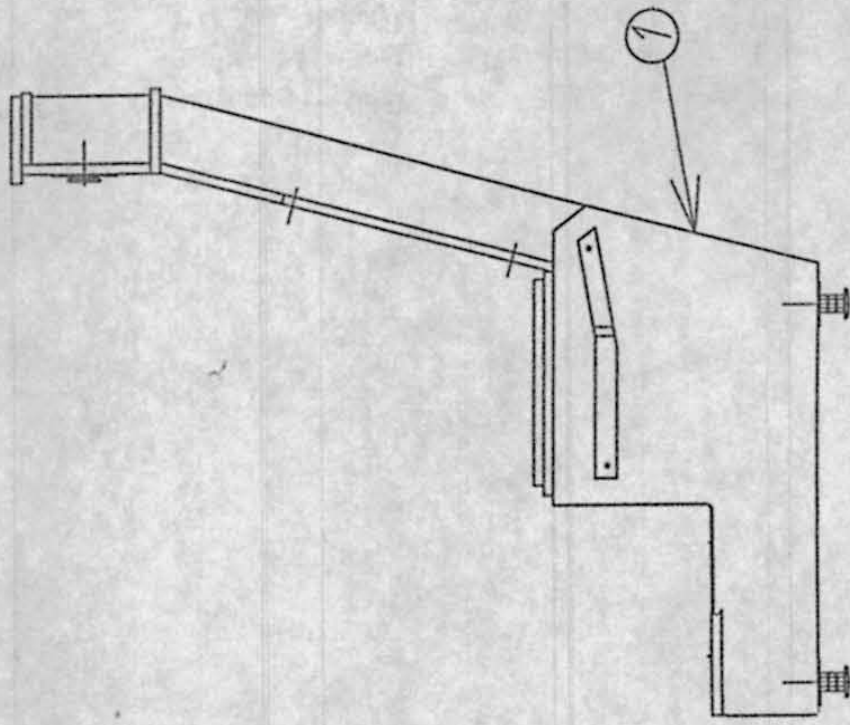
③ ASSY REAR CABINET 1P (OUT-0500)



ITEM NO.	PART NO.	DESCRIPTION
1	OUT-0501	ASSY SUB-CABINET REAR 1P
2	OUT-0504	SEAT
3	OUT-0505	SEAT REAR 1P
4	EXT-0506	SEAT FRONT
5	EXT-0507	SPKR GUARD PLATE
201	029-0119	TMP PRF SCR TH CHROME M4×12
202	029-0192	TMP PRF SCR TH CROME M5×20
203	029-0382	TMP PRF SCR TH CRM M5×35

④ ASSY SUB-CABINET REAR 1P (OUT-0501)

(D-1/2)



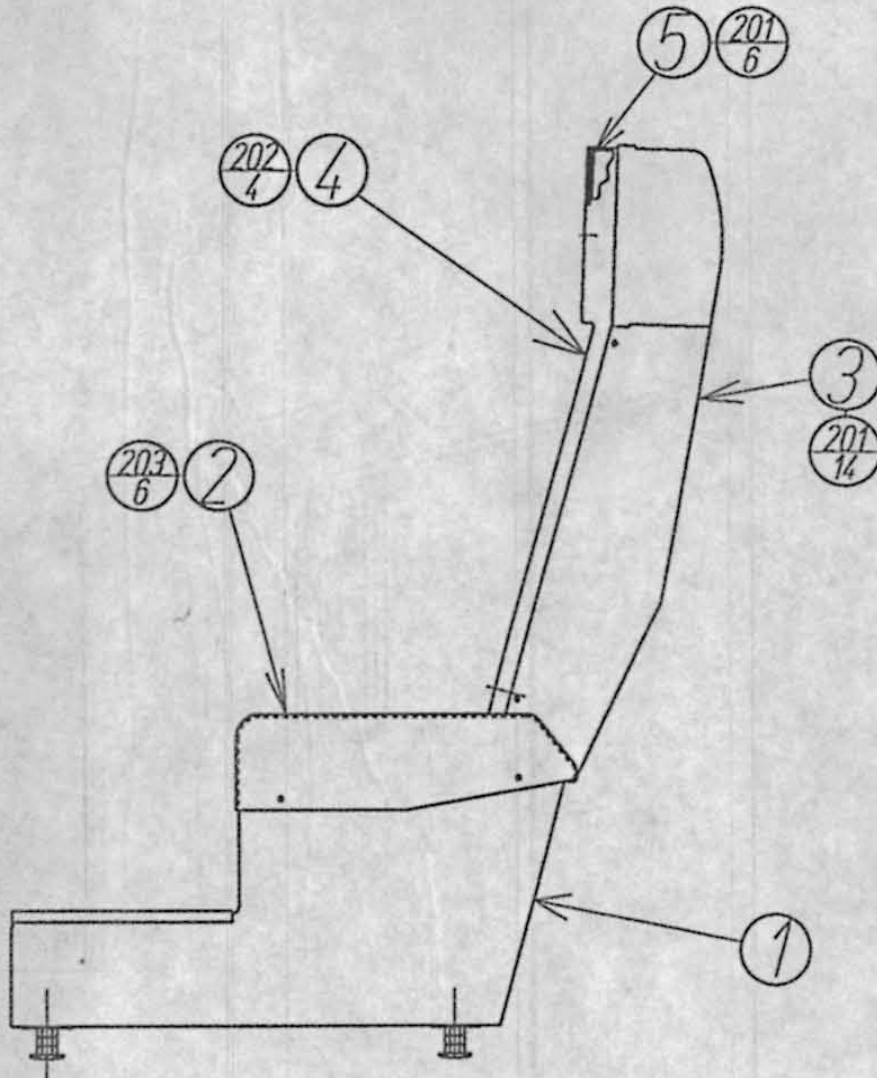
4

ASSY SUB CABINET REAR 1P (OUT-0501)

(D-2/2)

Item	Part No.	Description
1	OUT-0502	Wooden Cabinet 1P
2	OUT-0503OR	Speaker Net Grille
101	130-5075	Speaker 8 Ω 10W
102	130-5093	Spekaer 4 Ω
201	178032-002	Tyrap #10 Screw down
204	008-0425	Screw TMP Prf TH M4 x 25
206	175014-3040	Washer Flat #10
205	176015-110	Screw #10 x 5/8
301	A050608-51	Harness Speaker

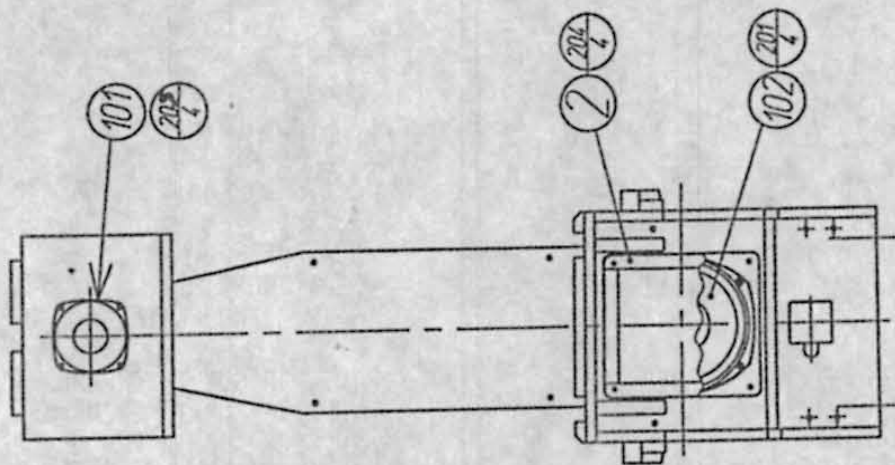
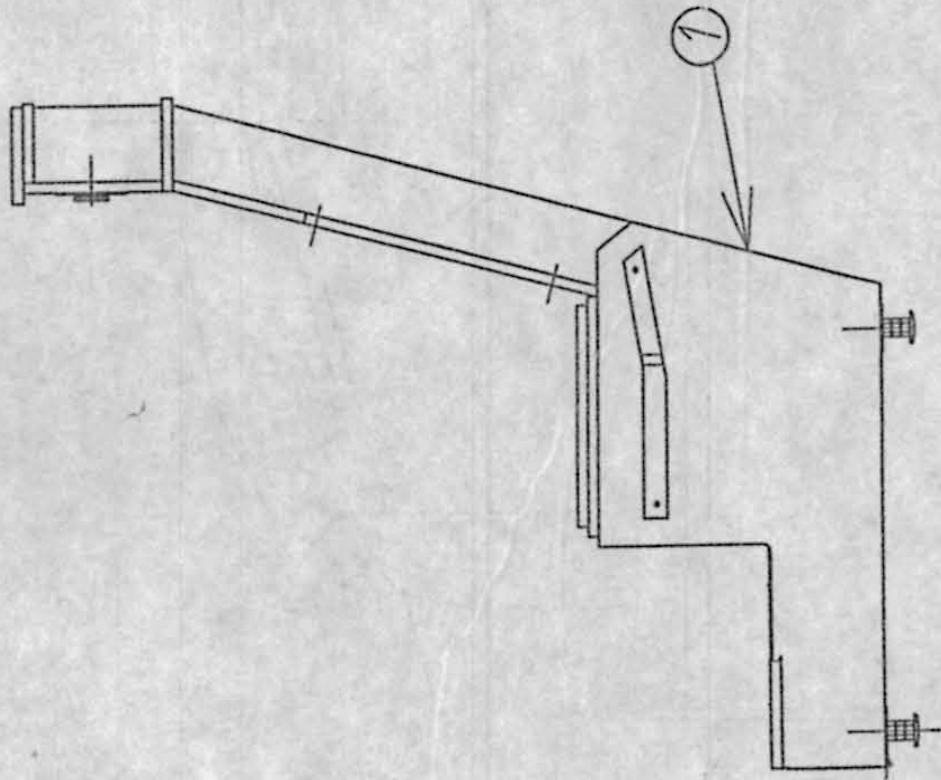
⑤ ASSY REAR CABINET 2P (OUT-0600)



ITEM NO.	PART NO.	DESCRIPTION
1	OUT-0601	ASSY SUB-CABINET REAR 2P
2	OUT-0504	SEAT
3	OUT-0603	SEAT REAR 2P
4	EXT-0506	SEAT FRONT
5	EXT-0507	SPKR GUARD PLATE
201	029-0119	TMP PRF SCR TH CHROME M4×12
202	029-0192	TMP PRF SCR TH CROME M5×20
203	029-0382	TMP PRF SCR TH CRM M5×35

⑥ ASSY SUB-CABINET REAR 2P (OUT-0601)

(D-1/2)



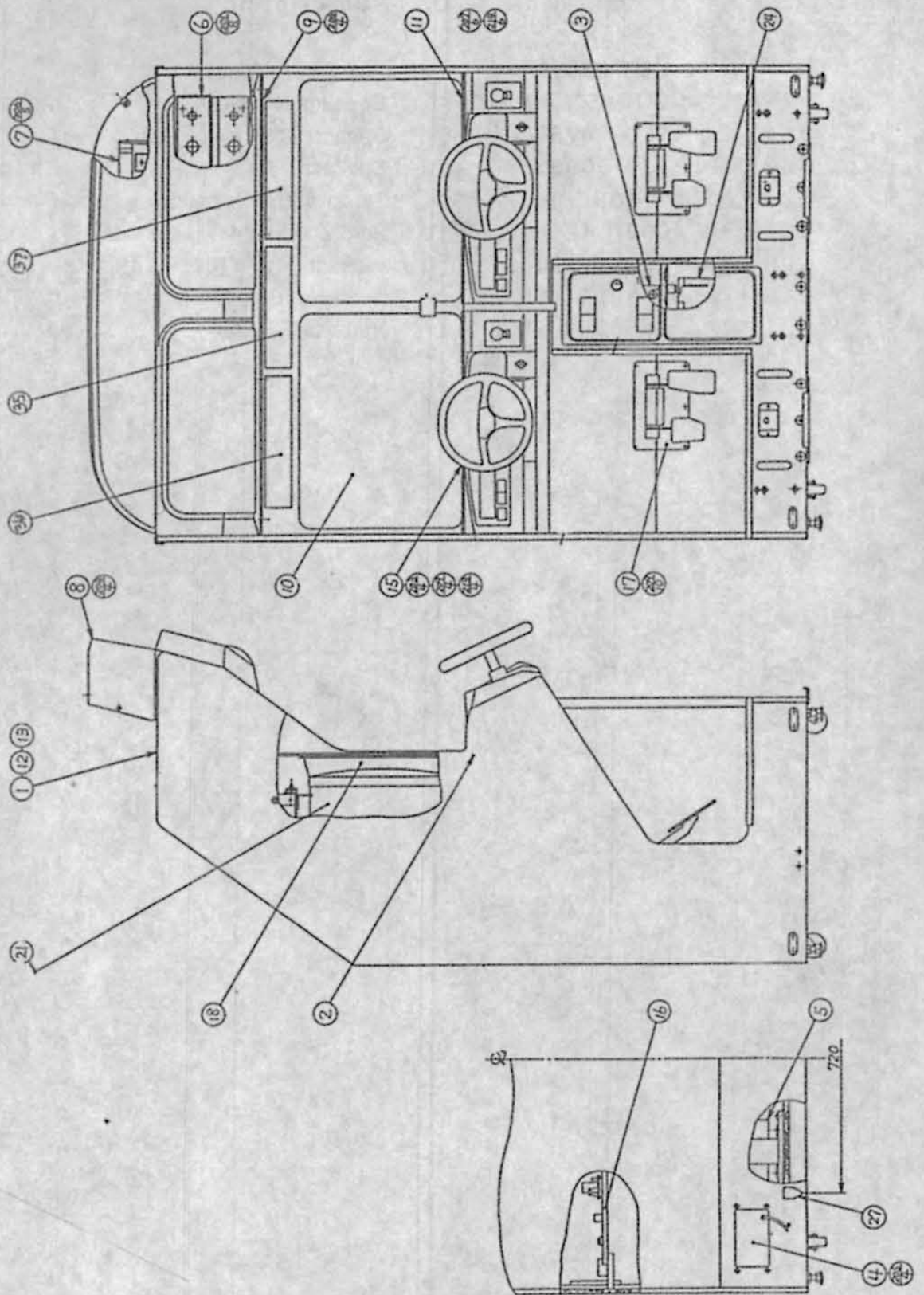
⑥ ASSY SUB CABINET REAR 1P (OUT-0601)

(D-2/2)

Item	Part No.	Description
1	OUT-0502	Wooden Cabinet 1P
2	OUT-0503OR	Speaker Net Grille
101	130-5075	Speaker 8 Ω 10W
102	130-5093	Spekaer 4 Ω
201	178032-002	Tyrap #10 Screw down
204	008-0425	Screw TMP Prf TH M4 x 25
206	175014-3040	Washer Flat #10
205	176015-110	Screw #10 x 5/8
301	A050608-51	Harness Speaker

⑦ ASSY CABINET (OUT-1000)

(D-1/3)

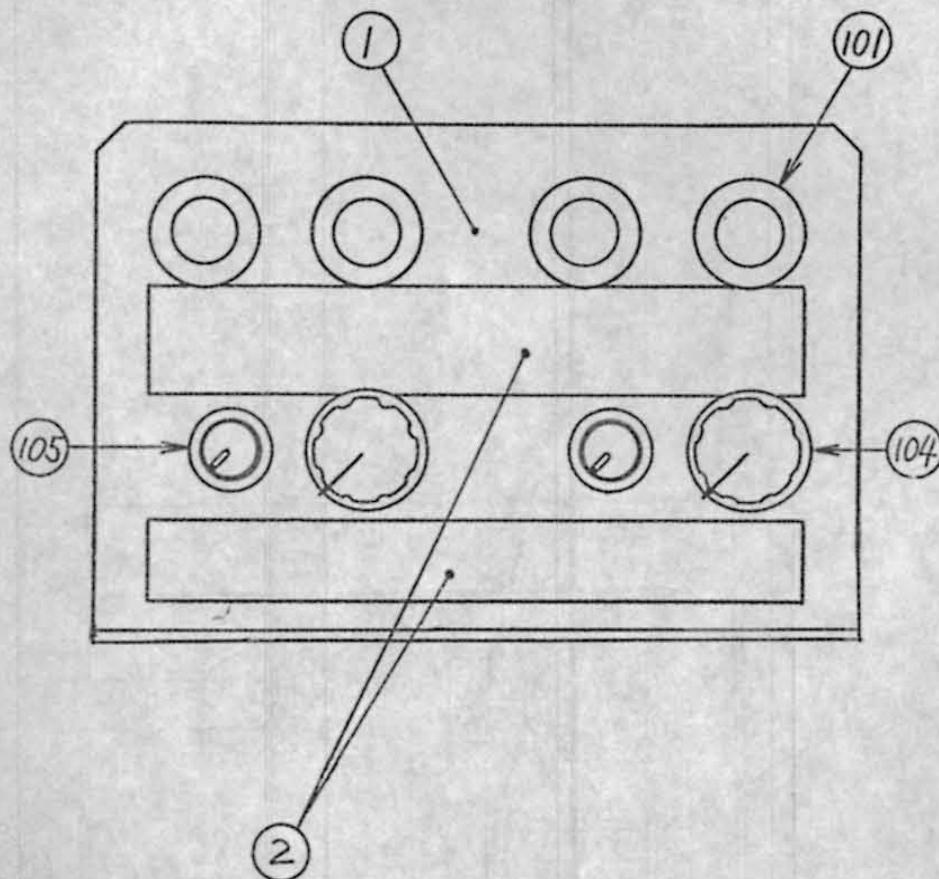


Item	Part No.	Description
1	OUT-1001	Sub Cabinet Assy.
2	OUT-1018	Bracket Panel Mount
3	OUT-1019	Switch Unit Comp. Brkt
4	OUT-1021	AC Unit
5	OUT-1023	Transformer Assy
6	OUT-1025	Lamp Unit
7	OUT-1027	FI Unit
8	OUT-1032	Bill Board Assy.
9	OUT-1037	Holder
10	OUT-138	Glass Front
11	OUT-1039	Holder Glass
12	OUT-1041	Wire DC Assy.
13	OUT-1042	Wire AC Assy.
14	OUT-1043	Sash Plastic
15	OUT-20002	Control Panel Assy W/O Shifter
16	OUT-4000	Power Supply Assy.
17	RDY-1100-03	Accel & Brake Assy.
18	RDY-1028	Mask TV 26 Type
19	OUT-0003	Shield Case Stopper
20	OUT-1029	Bracket Bill Board
21	BVG-1503	Bracket Monitor
22	A050603-51	Harness Fl. Light Ext.
23	A050605-51	Harness Earths
24	042251-51	Cash Box
25	A050606-51	Harness Monitor Power L & R
26	A050607-51	Harness Video
27	A050612-51	Harness 220V Hantarex Power Supply
28	A050613-51	Harness Mars/Sentinel
29	A050615-51	Harness Mech Adaptor
31	A050622-51	Display Unit Assy
32	149-006	Switcher Hantarex US 150
33	600-6253-30	Harness Wire Ext. Speaker - L
34	421-7020	Sticker Caution Fork
35	422-0447-01	Play Inst. Sh Out
36	422-0448	Sub Instr Sh Out A
37	422-0449	Sub Instr Sh Out B
38	139022-401	Display 25" Col, Std Res.
39	171-016	Shifter Happ, P/N 50-8110-00
40	171002-103	Fan, Exhaust, 110 CFM, 220V

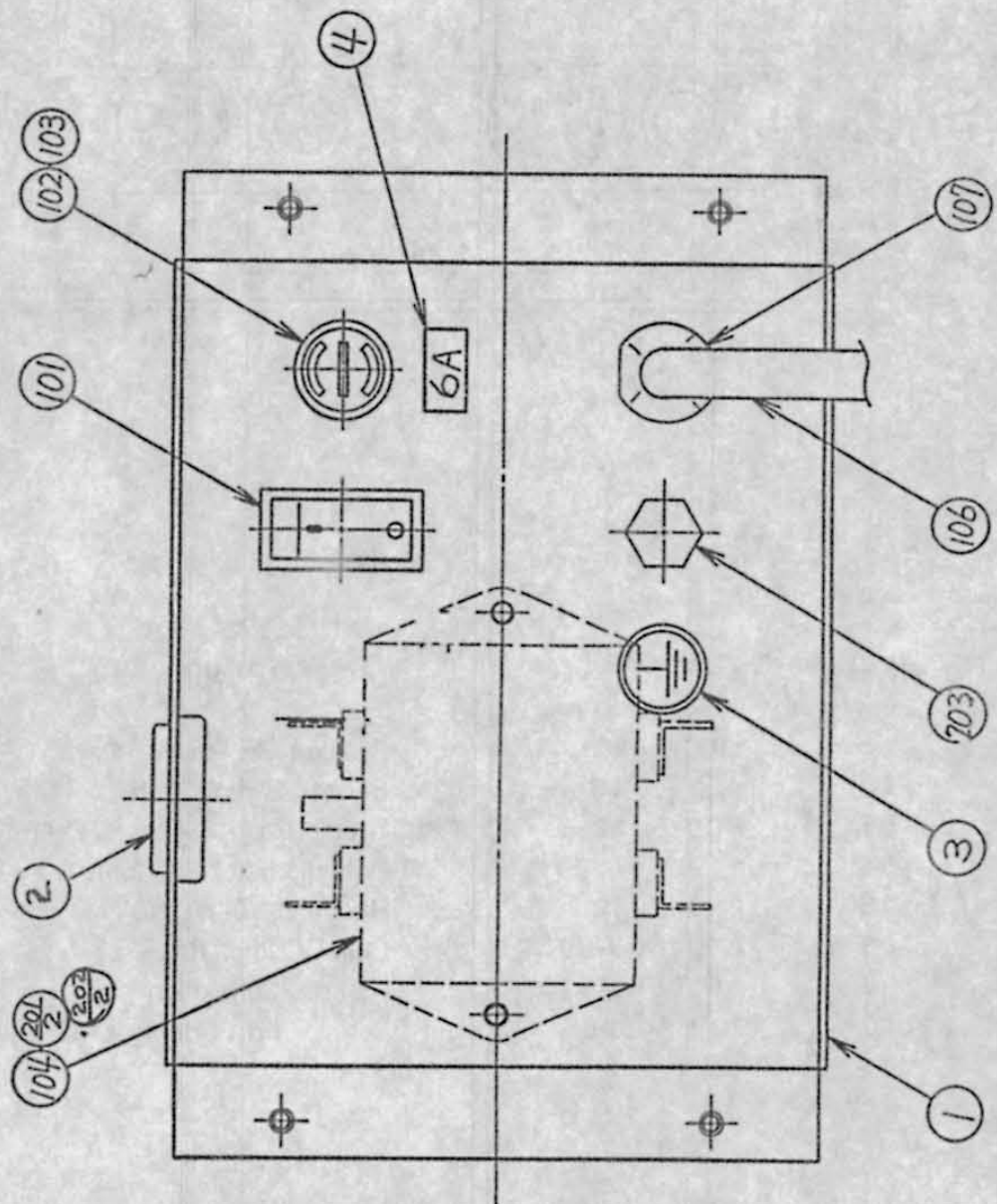
Item	Part No.	Description
41	A050609-51	Harness Fan
42	A050610-51	Harness Power Distr.
43	A050611-51	Harness Hantarex Power 5V Ext.
201	000-0420	Screw, Pan Hd, Mach, M4 x 20mm, X-Rec
203	029-0050	Screw Tmp Prf Bh M8 x 30
204	029-0062	Screw M Th CRM M5 x 12
205	000-0425	Scr Mch M4 x 25 X-Rec
206	029-0404	Screw M Th CRM M5 x 16
207	029-0444	Screw Tmp Prf Bh CRM M8 x 20
208	039-0087	Bolt Carriage CRM M6 x 30
209	039-0154	Bolt Hex Blk W/FS M8 x 30
210	030-0635	Bolt Hex M6 x 35
211	050-0006K	Kep Nut Zinc M6
213	069-0048	Washer Flat Black 8.5-22 / 1.6
214	060-F00800-0C	Washer Flat Crome M8
215	090-0009	Tape Double Face 10mm x 50m Roll
216	000-0408	Screw M Ph M4 x 8
218	75-07002	Washer, Flat, 0.28 x 1 .25 x .059
219	172025-3644	Screw Pan 6-32 x 2.75 XR (Z) 72-1644F
220	177026-0036	Nut/Washer Assy, 6-32, Zinc
221	175014-1032	Washer Flat .188 x .438 x .049, No. 8, Zinc
222	030-0625	Bolt, Hex Hd, Mach, M6 x 25mm
223	175014-1050	Washer Flat, .281 x .625 x .065, 1/4 Zinc
224	175017-2025	Washer Spring Lock Reg, 1/4, Zinc
225	176015-110	Screw, Tap, Pan Hd, No. 10 x 5/8". X-Rec
226	176020-216S	Screw, LPW, No. 8 x 1, X-Rec, Zinc
227	175014-1040	Washer Flat, .219 x .5 x .049, No. 10 Zinc
228	175017-2019	Washer No. 10 Split lock
229	000-0425B	Screw, Mach M4 x 25 Pan Hd Blk x Rec
230	176020-220	Screw LPW, No. 8 x 1 1/4, X-Rec, Blk.
231	178-039	Clip (WHC-750-01) Wire Routing
232	178129-001	Clip. Wire Routing
233	178120-608	Spacer, Standoff
234	72-6624S	Screw, AB, Pan Hd X-Rec No. 6 x 1 1/2"
235	175004-706	Washer, Febre, Flat .154 x .375 x .125
236	000-0525	Screw Pan Hd, Mach M5 x 25mm, X-Rec
301	600-6253-60AT	Harness Wire Earth Cabinet
302	600-6253-68AT	Harness Wire Ext Player Select

Item	Part No.	Description
1	OUT-1002	Cabinet Front Wooden
2	OUT-1005	Floor Mat
3	OUT-1006	Protector Corner - L
4	OUT-1007	Protector Corner - R
5	OUT-1008	Protector Centre - L
6	OUT-1009	Protector Centre - R
7	OUT-1010	Protector Under
8	OUT-1011	Plate Nut Centre
9	OUT-1012	Plate Nut Side
10	OUT-1013	Bracket Hook
11	OUT-0507	Sash Outrunner
12	176015-110	Screw, Tap, Pan Hd, No. 10 x 5/8, X-Rec
13	OUT-0502B	Bracket 'L'
14	RDY-1047	Plate Nut
15	029-0403	Tmp Prf Scr Crm M5 x 25
16	BVG-1025	Communication Plate
17	046317-52	Plate Leg Leveller
18	048205-51	Leg Leveller
19	048205-54	Leg Leveller
20	BVG-2064-OR	Vent Air (White), Outrunner
21	A038881-02	Lock Rear Door
22	048206-51	Plate, Leg Leveller
23	OUT-1002-E/D	Decal, Outrunners S/D Left
24	OUT-1002-D/D	Decal, Outrunner S/D Right
25	048207-51	Castor, Four Trax
26	99-15074FB	Frame, Coin Door
27	280-5234	Rubber Grommet 026 W/Cover
28	052-0008	Nut, Tee, M8.
29	052-0006	Nut, Tee, M6.
30	052-0005	Nut, Tee, M5.
31	052-0004	Nut, Tee, M4.
32	031-0630S	Bolt Carriage Chrome M6 x 30
33	031-0630	Carriage Bolt M6 x 30 Blk
34	EI-0158	Screw, CSK 2"
35	176020-220	Screw, LPW, No. 8 x 1 1/4, X-Rec, Blk.
36	176036-012	Screw Nail, 3/4"
37	008-0425	crew, Butt Hd, Mach, M4 x 25mm, T-Prf.

Item	Part No.	Description
38	175014-1050	Washer, Flat, .281 x.625 x .065, 1/4 ZN.
39	175017-2025	Washer, Spring Lock, Reg, 1/4, Zinc.
40	030-0640	Bolt, Hex, Hd, Mach, M6 x 40mm
41	030-0630	Bolt Hex M6 x 30
42	050-0006K	Kep Nut Zinc M6
43	030-0620	Screw Set HX M6 x 20 ZC
44	060-0006	Washer, Flat, M6
45	175014-1040	Washer, Flat, .219 x .5 x .049, No 10, Zinc
46	005-0520	Screw, Sock Hd, Mach, M5 x 20mm, Hex, Bk
47	061-0005	Washer, Spring, M5



Item	Part No.	Description
1	OUT-1020	Bracket Switch
2	421-8343	Sticker Switch Unit
101	509-5028	Switch Push Button STC 007713R
104	119008-1001	Potentiometer 5K ohm
105	220-5420	Rheostat 100 Ω 10W
108	A002465-56	Coin COutner 10V Assy
109	A050600-51	Harness Component Assy
110	72-HA4606S	Screw Thd Forming 6-32



① AC UNIT (OUT-1021)

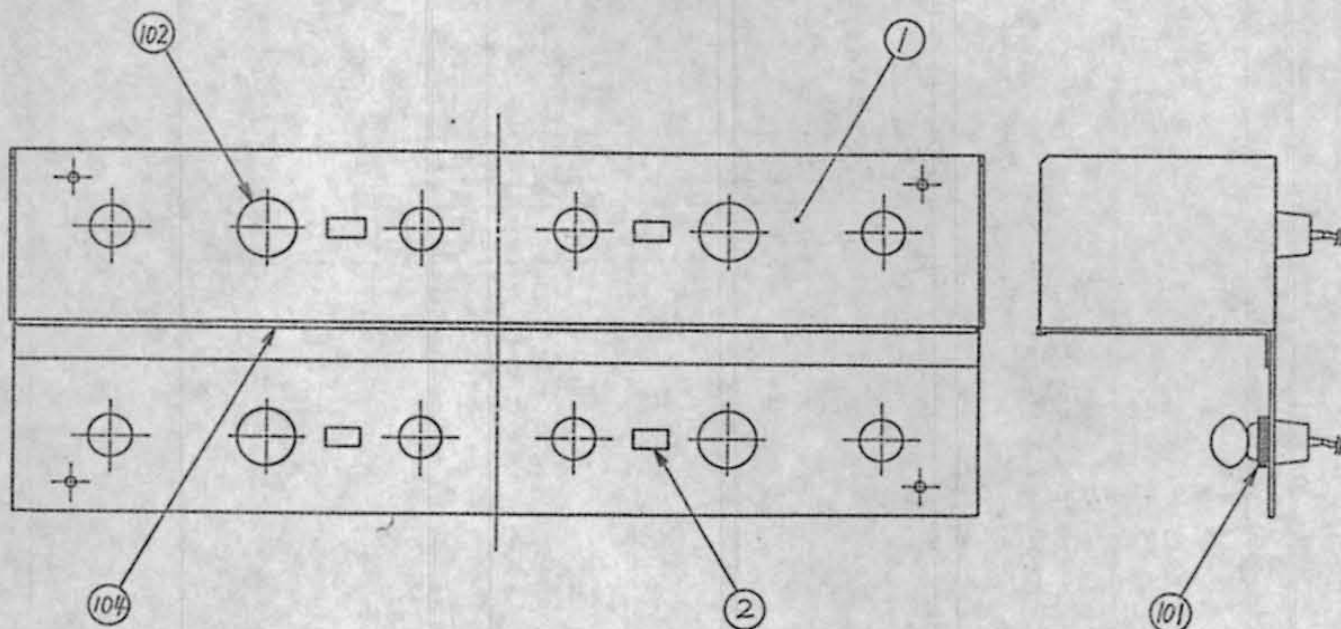
(D-2/2)

Item	Part No.	Description
1	BVG-1026	AC Bracket
2	280-5234	Rubber Grommet dia 26mm w /cover
3	185-007	Label Ground, Raha
4	421-6595-06	Sticker 6A
101	160-002	Switch C1350VQ 16A Mains
102	178-051	Fuse Holder
103	146008-6022	Fuse 6A Slo Blow 250V
104	A042384-51	Filter Line RFI Assy
106	A040586-04	Power Cord Eng / Irish
107	78-2111P	Strain Relief
201	000-0310S	Screw Pan Hd M3 x 10
202	050-0003K	Kep Nut M3
203	177026-0038	Nut Washer Assy 8-32
204	A050598-51	Harness On/ Off
205	A050602-51	Jumper

⑫ - ASSY TRANSFORMER (OUT-1023)

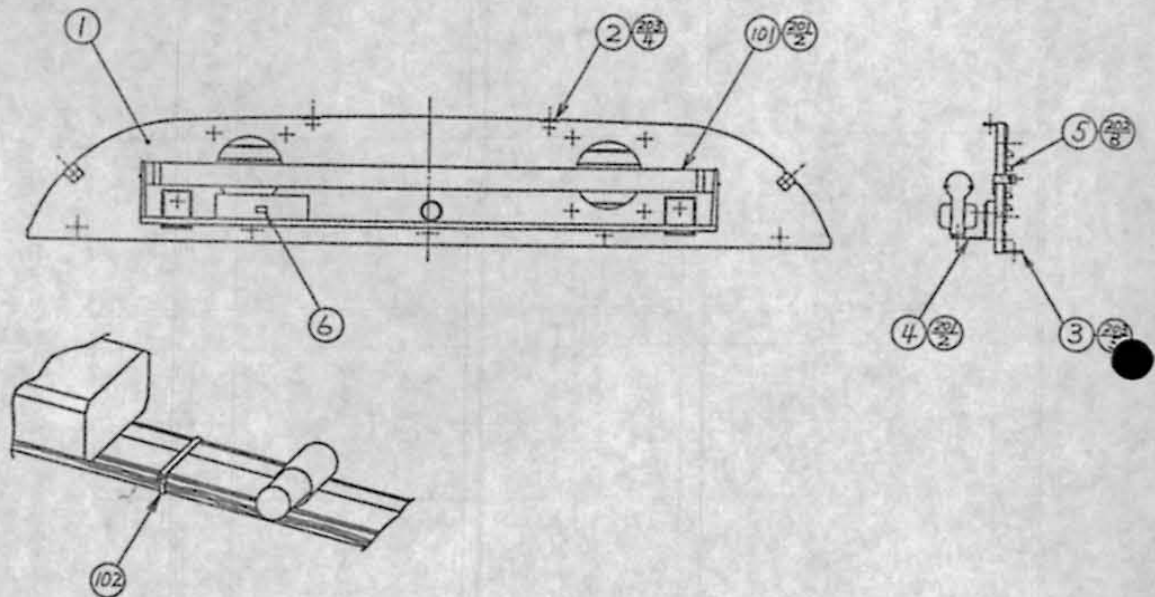
Item	Part No.	Description
1	142-009	Transformer Toroid, Outrunners
2	179225-2202	Fuse Block 2 position
3	146008-2022	Fuse 2A, 250VSlow blow
4	179231-002	Terminal Block 2 position
5	050612-51	Base Wood
6	048546-51	Cover, Interlock
7	035118-51	Label Warning
8	043908-51	Label Power Supply
9	030-0890	Screw Mach Hx M8 x 90
10	060-0008	Washer Flat M8
11	72-6612S	Screw Self Tapper #6
12	72-6610S	Screw #6 x 5/8
13	050616-51	Cover Terminal Blk, Cardboard
14	176015-110	Screw Tap Pan Hd #10 x 5/8

⑬ LAMP UNIT (OUT-1025)



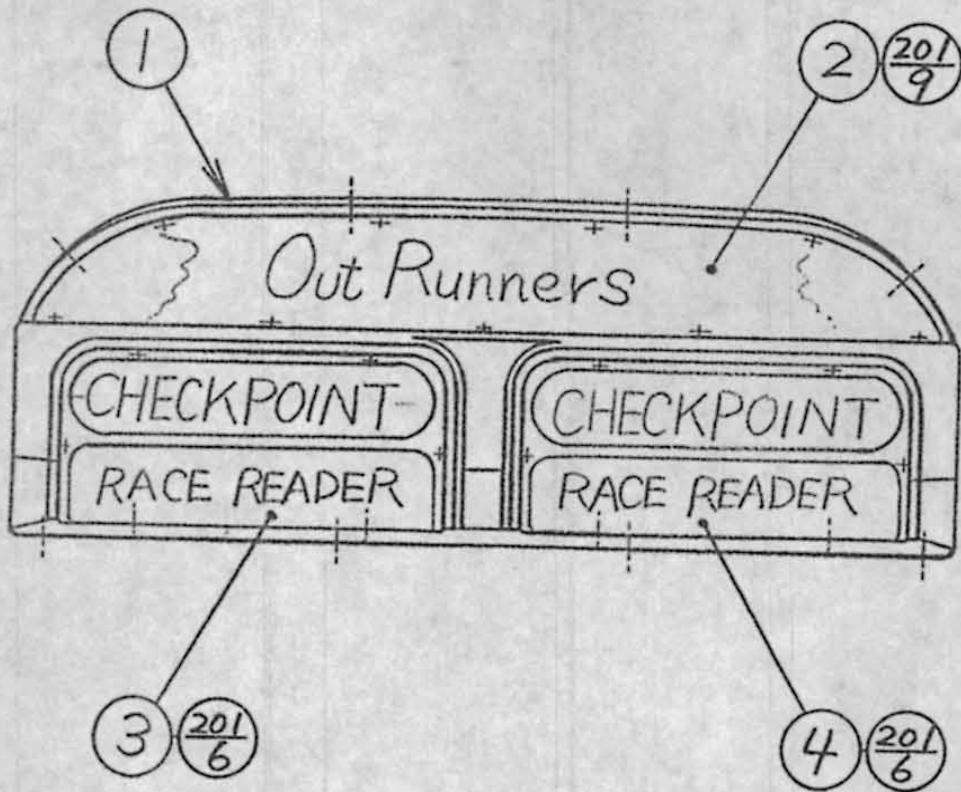
ITEM NO.	PART NO.	DESCRIPTION
1	OUT-1026	SOCKET BRACKET
2	421-7501-08	STICKER 110V 15W
101	214-0118	LAMP SOCKET
102	390-5257-01	LAMP 110V 15W FROST
103	601-0460	PLASTIC TIE BELT 100mm
104	601-6231-B498	EDGING NEW TYPE (l=498mm)
301	600-6253-46	WIRE HARN LAMP UNIT

⑭ FL UNIT (OUT-1027)



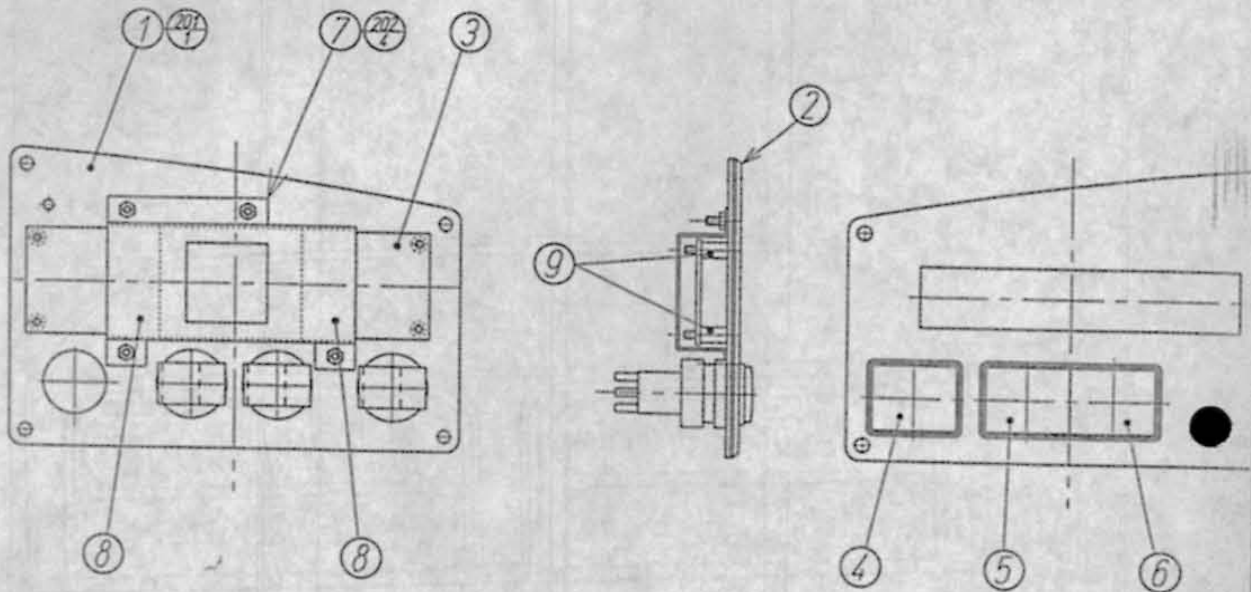
Item	Part No.	Description
101	170-009	Light Lamp Fixture 32"
103	170-010	Tube FL Light 32" 30W
301	A005493-02	Harness Flourescent Light

⑮ ASSY BILLBOARD (OUT-1032)



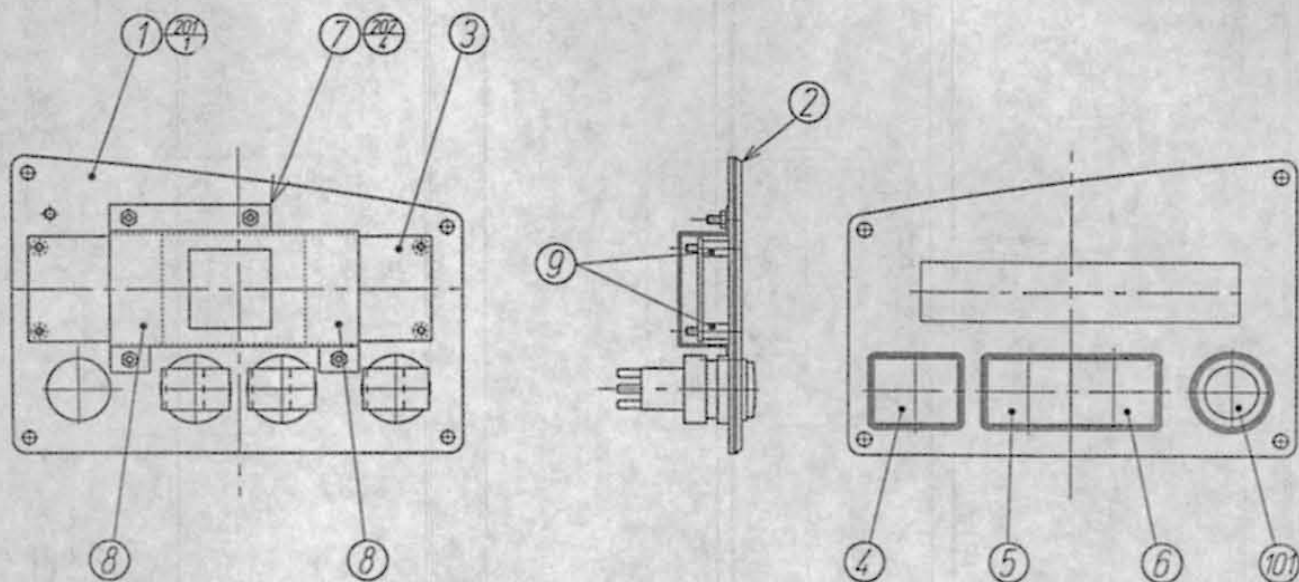
ITEM NO.	PART NO.	DESCRIPTION
1	OUT-1033	BILLBOARD COVER
2	OUT-1034	TOP PANEL OUTRUNNERS
3	OUT-1035	BILLBOARD RED
4	OUT-1036	BILLBOARD BLUE
201	029-0016	M SCR TH CRM M4×16

⑩ ASSY RADIO (OUT-2008)



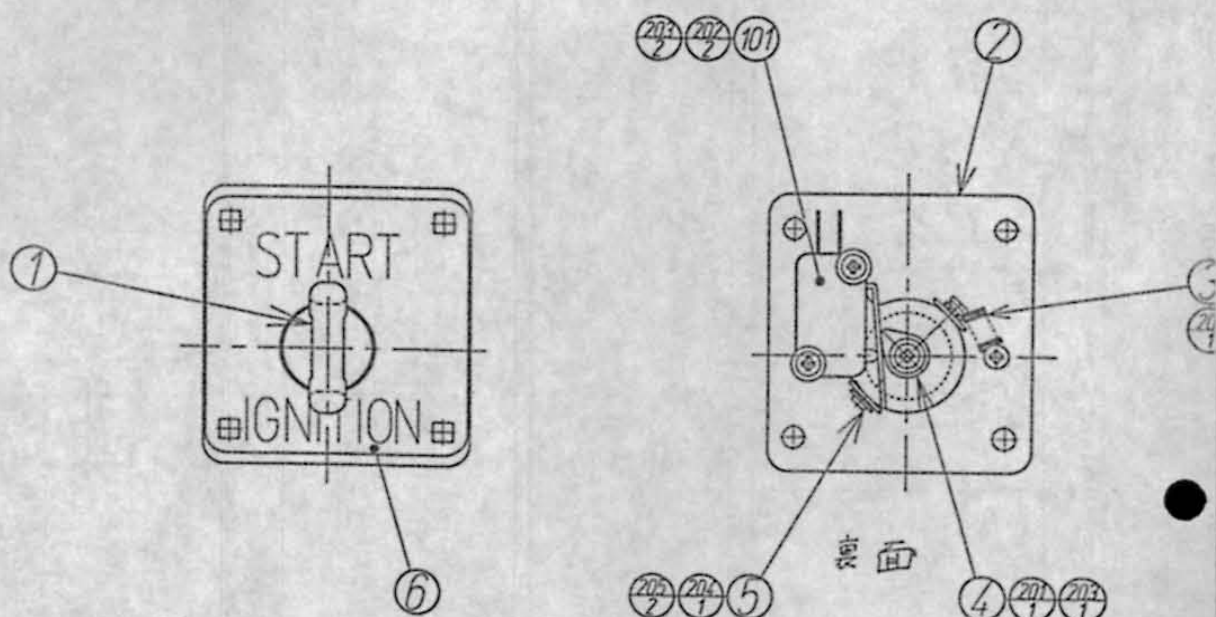
ITEM NO.	PART NO.	DESCRIPTION
1	OUT-2009	RADIO PLATE
2	OUT-2010	RADIO PANEL
3	838-9612	ASSY LCD W/CONN
4	509-5495-01	PUSH BUTTON DJ/MUSIC
5	509-5495-02	PUSH BUTTON MUSIC
6	509-5495-03	PUSH BUTTON SELECT
7	OUT-2020	LCD HOLDER
8	OUT-2021	CUSHION
9	280-5185-10	SPACER TUBE L=10
201	051-0004	FLG NUT M4
202	051-0003	FLG NUT M3
301	600-6253-57	WIRE HARN RADIO SW
302	600-6253-59	WIRE HARN LCD
303	600-6253-63	WIRE HARN EARTH RADIO

⑰ ASSY RADIO (OUT-2024)



ITEM NO.	PART NO.	DESCRIPTION
1	OUT-2009	RADIO PLATE
2	OUT-2023	RADIO PANEL MARS
3	838-9612	ASSY LCD W/CONN
4	509-5495-01	PUSH BUTTON DJ/MUSIC
5	509-5495-02	PUSH BUTTON MUSIC
6	509-5495-03	PUSH BUTTON SELECT
7	OUT-2020	LCD HOLDER
8	OUT-2021	CUSHION
9	280-5185-10	SPACER TUBE L=10
101	509-5440	PUSH BTN SW 1T GREEN W/L DC14V
201	051-0004	FLG NUT M4
202	051-0003	FLG NUT M3
301	600-6253-57	WIRE HARN RADIO SW
302	600-6253-59	WIRE HARN LCD
303	600-6253-63	WIRE HARN EARTH RADIO
304	600-6253-71	WIRE HARN PLAYER SEL SW

⑱ ASSY KEY (OUT-2011)

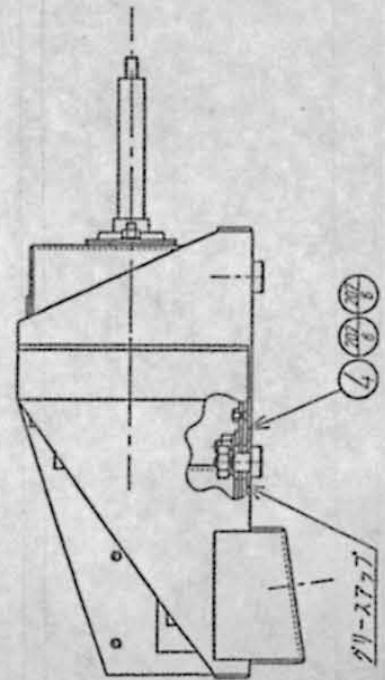
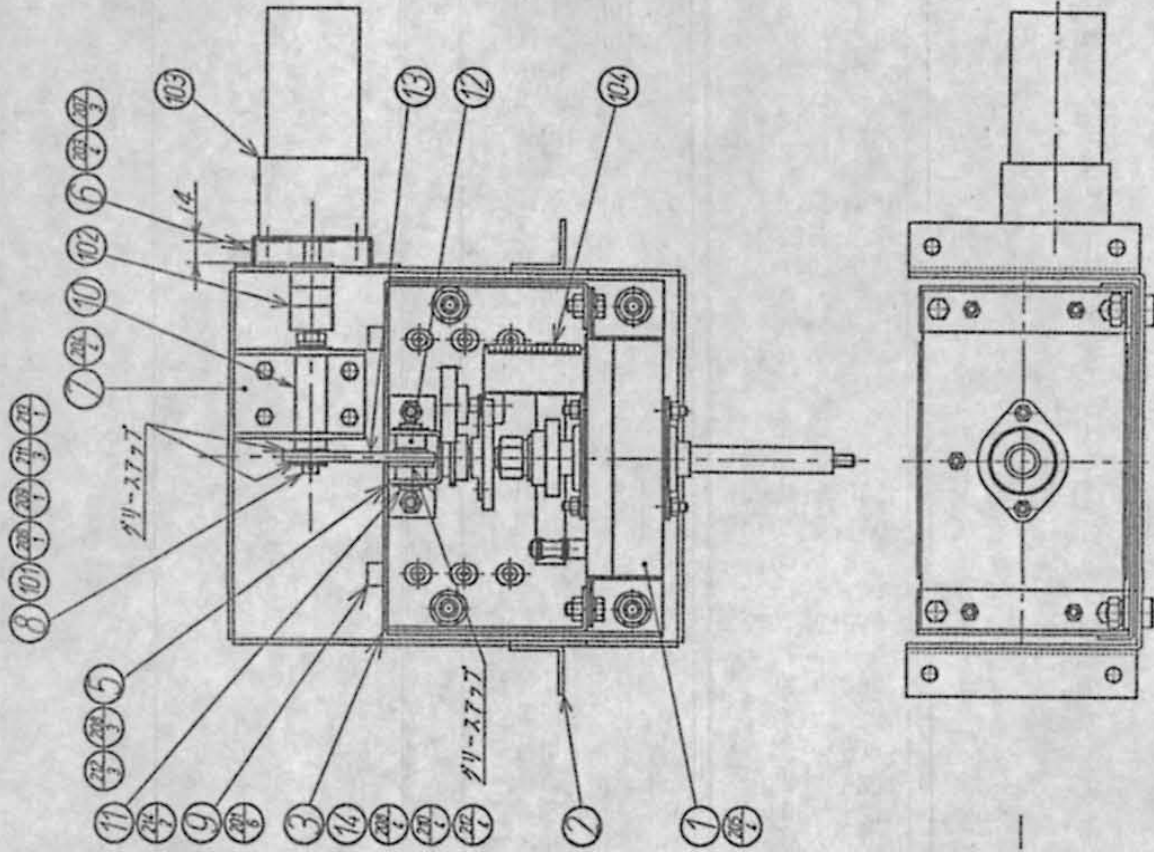


- 註 1. 摺動部グリースアップノコト
(ホワイトグリス)
2. ネジ締めトルク 5kgf-cm

ITEM NO.	PART NO.	DESCRIPTION
1	OUT-2012	KEY
2	OUT-2013	HOUSING
3	OUT-2014	EXT SPRING
4	OUT-2015	CAM
5	OUT-2016	PIN
6	OUT-2019	PLATE IGNITION
101	509-5281	SW MICRO TYPE (MATSUSHITA AH76525)
201	012-0308	TAP SCR PH 3×8
202	012-0320	TAP SCR PH 3×20
203	060-0003	FLT WSHR M3
204	065-0003	E RING 3mm
205	060-0004	FLT WSHR M4
301	600-6253-56	WIRE HARN KEY SW

① ASSY SLIDE MECHA (OUT-2100)

(D-1/2)



摺動部及びギアノカミ合金部ニハグリースアップノコト
ネジ締メ付ケトルク

M4 (SET SCR)	25kg cm
M6	80kg cm
M8	140kg cm

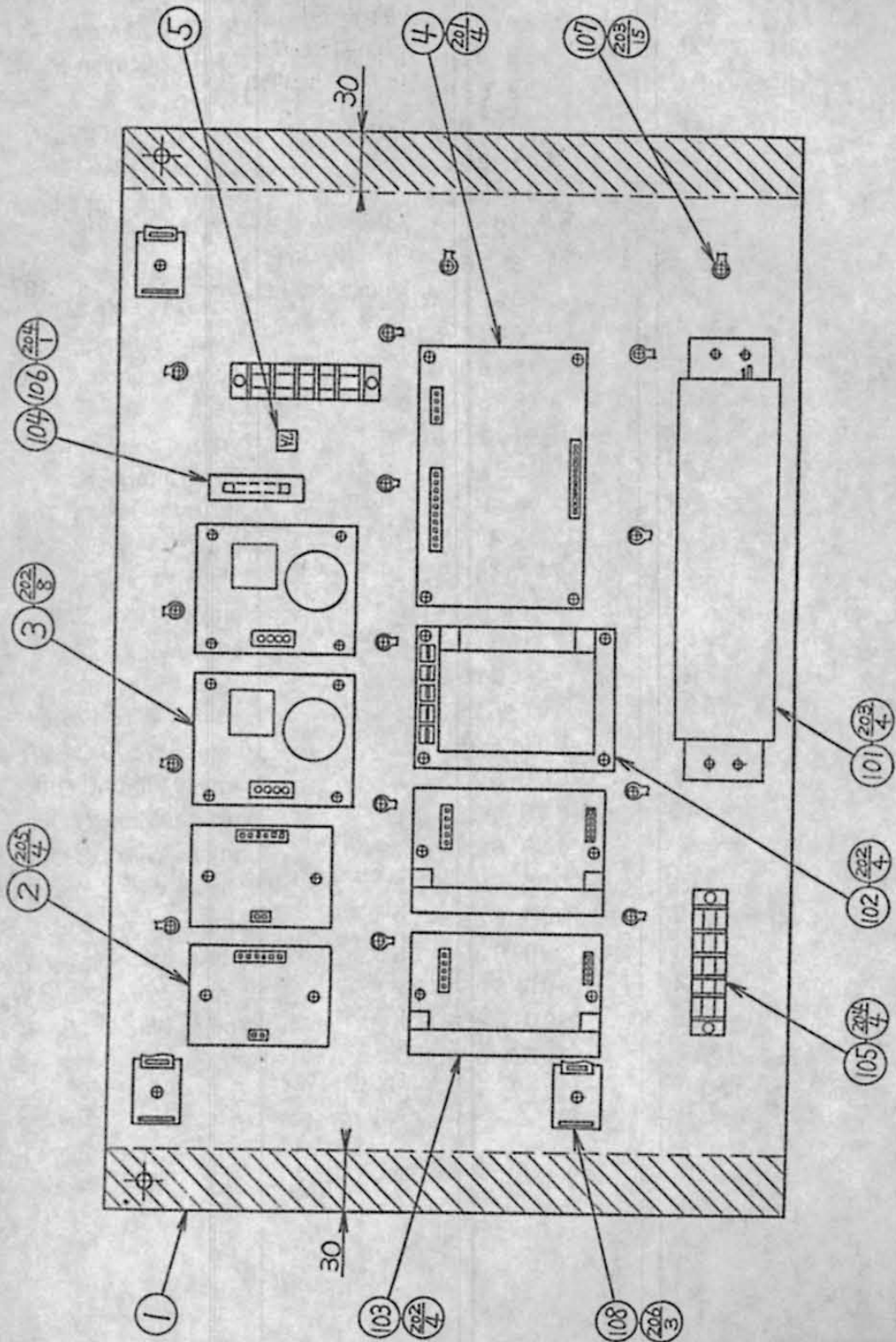
①9 ASSY SLIDE MECHA (OUT-2100)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION
1	RDY-2100	ASSY HANDLE MECHA
2	OUT-2101	BASE
3	OUT-2102	SLIDE BASE
4	OUT-2103	SLIDER
5	OUT-2104	JOINT BRACKET
6	OUT-2105	MOTOR BRACKET
7	OUT-2106	SHAFT BRACKET
8	OUT-2107	CAM SHAFT
9	OUT-2108	SLIDE GUIDE
10	OUT-2109	COLLAR L
11	OUT-2110	JOINT PIN
12	OUT-2111	COLLAR
13	OUT-2112	JOINT BAR
14	OUT-2113	SLIDE SPACER
101	100-5165	BEARING ϕ 15 W/FLANGE
102	111-0036	COUPLING (MIK1 J-050-T5)
103	350-5142-01	MOTOR DC45V W/HOLE
104	601-5526-060	BUSH 1.6t
105	209-0023	CONN CLOSED END
201	000-0510-FS	M SCR PH W/FS M5 \times 10
202	001-0410	M SCR FH M4 \times 10
203	000-0410-FS	M SCR PH W/FS M4 \times 10
204	039-0160	HEX BLT W/FS M6 \times 16
205	039-0124	HEX BLT W/FS M8 \times 20
206	045-0022	COT PIN 2.5 \times 20
207	051-0004	FLG NUT M4
208	050-0008	HEX NUT M8
209	059-0038	HEX NUT (3種) M10
210	060-0008	FLT WSHR M8
211	060-0010	FLT WSHR M10
212	061-0008	SPR WSHR M8
213	061-0010	SPR WSHR M10
214	065-0012	E RING 12mm
301	600-6253-62	WIRE HARN DC MOTOR

②⑩ ASSY PWR SPLY (OUT-4000)

(D-1/2)

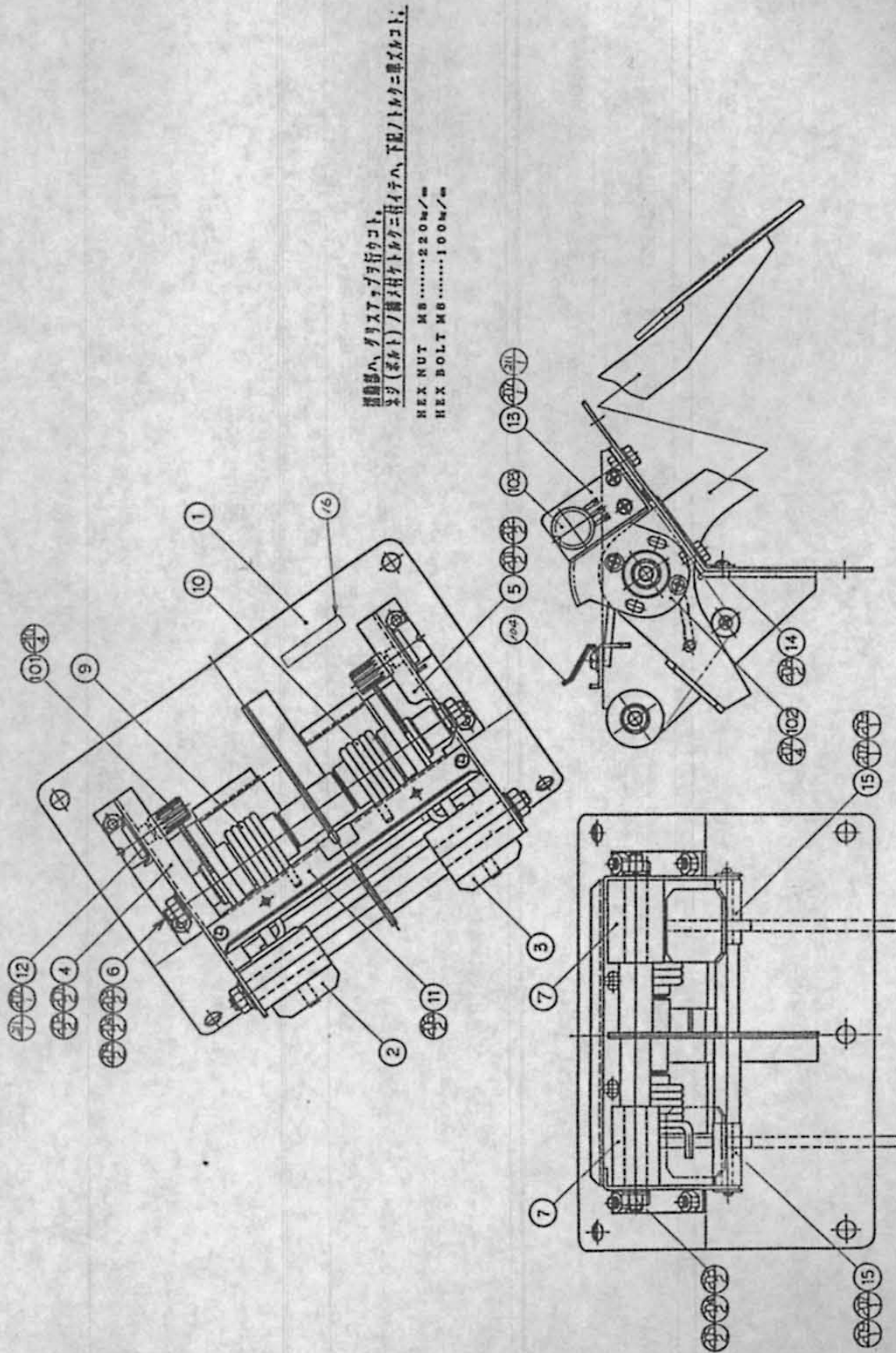


註. 1 斜線部ニ パーツ及ビワイヤヲハミダサナイコト

Item	Part No.	Description
1	OUT-4001	Base Wooden
2	839-0048	Bd SSR DC Motor
3	839-0217-91	Bd Rectification Bd 48V
4	839-0585	Bd SSR
5	421-7914-1007	Sticker AC 100V 4A
102	149-008	Switcher 12V
103	601-6228	Power Amp for Super Woofer
104	179225-2201	Fuse Block
105	178-062	Terminal Block 5 position x DS .187 Tabs
106	146008-4022	Fuse 4A 250V Slow Blow
107	050616-51	Cover Terminal Block Blk
108	038086-01	Label Caution
109	178065-100	Tyrap
110	178032-002	Tyrap, Screw down
111	048546-51	Cover Interlock
112	178-053	Clip Interlocking Terminal Block
201	72-6412S	Screw #4 x 3/4"
202	72-6416S	Screw #4 x 1"
203	176015-110	Screw #10 x 5/8"
204	72-6610S	Screw #6 x 5/8"
205	72-6616S	Screw #6 x 1"
301	600-6253-08	Harness Wire Power Supply
306	600-6253-13	Harness Wire AC SSR In
307	600-6253-14	Harness Wire AC SSR
309	600-6253-16	Harness Wire DC Out
310	600-6253-17	Harness Wire DC Out 2
311	600-6253-18	Harness Wire Cntr AC SSR
312	600-6253-19	Harness Wire Cntr DC SSR
313	600-6253-20	Harness Wire Super Woofer Out
314	600-6253-21	Harness Wire Super Woofer In
315	600-6253-22	Harness Wire DC SSR
316	A050601-51	Harness 5V

②1 ASSY ACCEL & BRAKE EXT (RDY-1100-03)

(D-1/2)

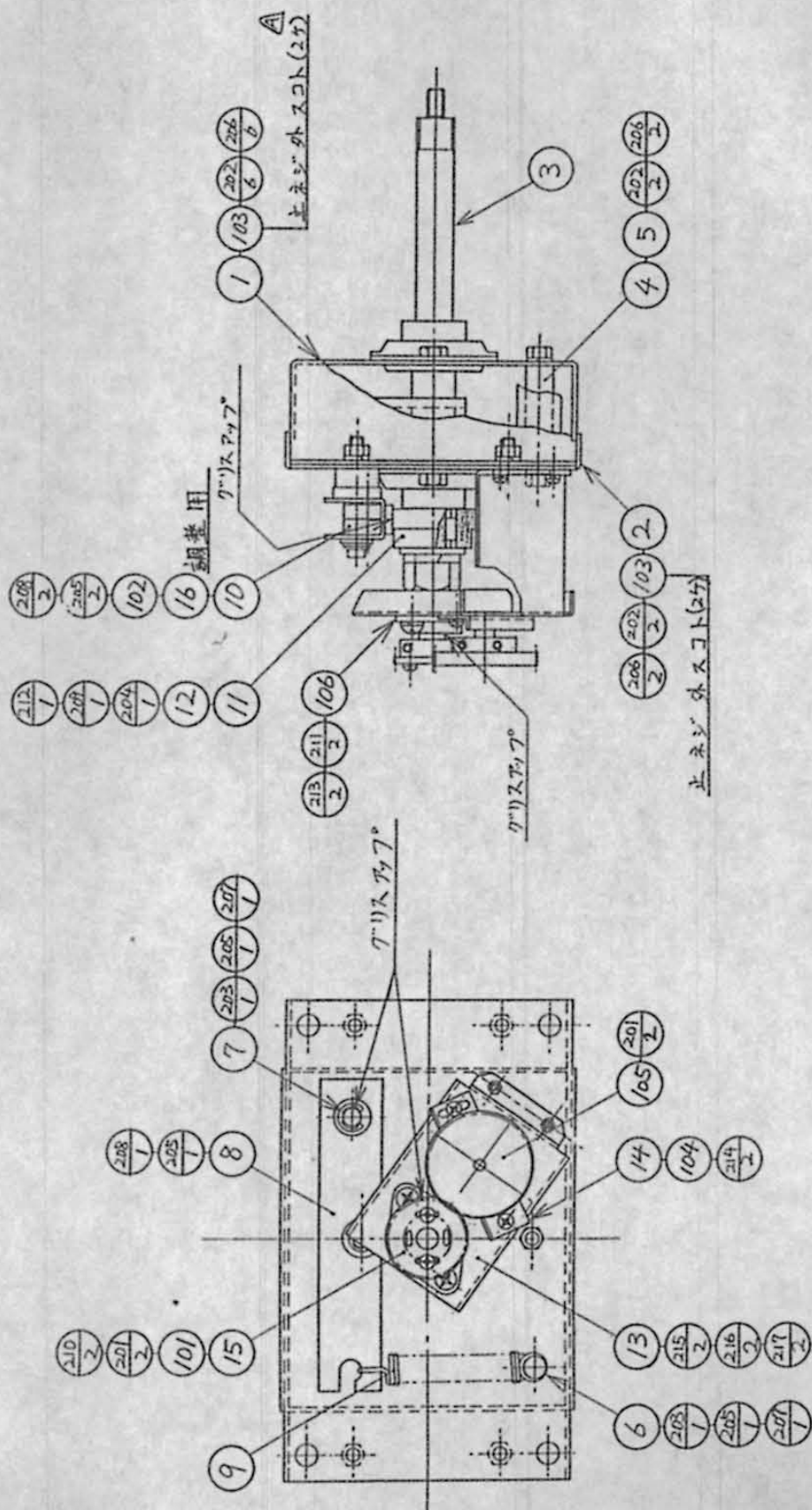


調整部ハ、ガラスアプリア行ウコト、
 支シ(ネジト)ノ締メ付ケトケクニ付イテハ、下配ノトルクニ準ズルコト、
 HEX NUT M8.....220m/m
 HEX BOLT M8.....100m/m

②1 ASSY ACCEL & BRAKE EXT (RDY-1100-03)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION
1	RDY-1101	PEDAL BASE
2	RDY-1102	ACCEL PEDAL
3	RDY-1103	BRAKE PEDAL
4	RDY-1104	SIDE PLATE A
5	RDY-1105	SIDE PLATE B
6	RDY-1106	PEDAL AXLE
7	RDY-1107	STOPPER A
9	RDY-1109	TORSION SPRING A
10	RDY-1110	TORSION SPRING B
11	RDY-1111	SPRING HOOK
12	RDY-1112	VOL. BRKT A
13	RDY-1113	VOL. BRKT B
14	RDY-1114	PEDAL BANDAGE
15	RDY-1115	RETURN STOPPER
16	421-8100-03	STICKER RDY-1100-03
101	601-5410	GEAR 15, ϕ 6
102	601-6450	GEAR 110
103	220-5130	VOL CONT B-5K OHM
104	280-0425	CORD CLAMP 10 ϕ
201	039-0128	HEX BLT BLK M6 \times 12
202	069-0023	SPR WSHR BLK M6
203	050-0008	HEX NUT M8
204	060-0008	FLT WSHR M8
205	061-0008	SPR WSHR M8
206	000-0510-S	M SCR PH W/FS M5 \times 10
207	000-0412-FS	M SCR PH W/FS M4 \times 12
208	008-0408	TMP PRF SCR TH M4 \times 8
209	069-0007	FLT WSHR 4.4-16 \times 1.6
210	028-0001	SET SCR HEX SKT CP UNBR M3 \times 4
211	000-0412-S	M SCR PH W/S M4 \times 12
301	SGB-4112-7	WIRE HARN ACCEL & BRAKE

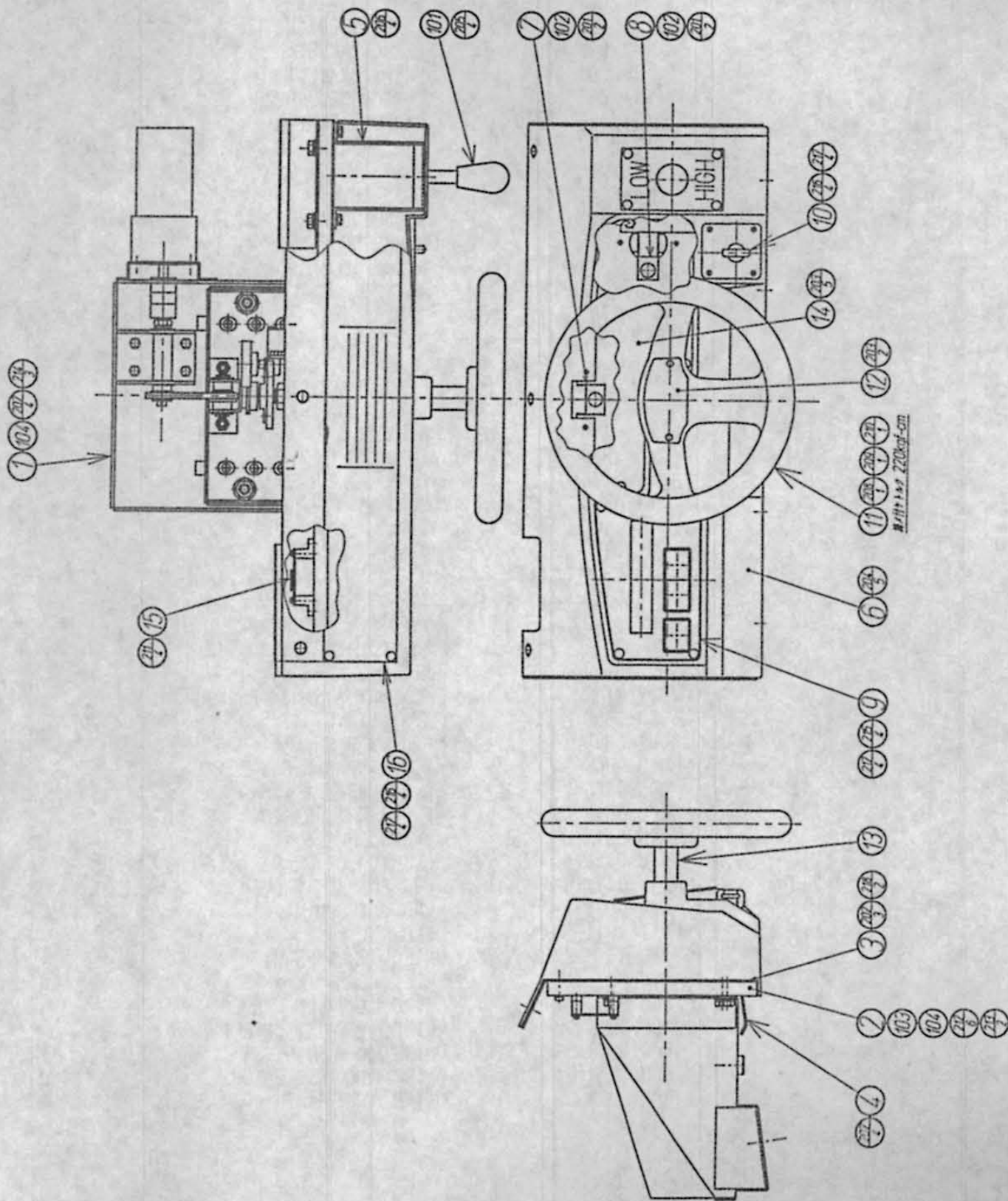


- 註) 1. ネジ締め時ニ初回ヲ使用シ
- 2. 指示部 クリス7° 1コト
- 3. 継付トルク M8 : 220 kgf・cm
M6 : 100 kgf・cm

② ASSY HANDLE MECHA (RDY-2100)

(D-2/)

ITEM NO.	PART NO.	DESCRIPTION
1	RDY-2101	HANDLE BASE
2	RDY-2102	LID HANDLE BASE
3	RDY-2103	STEERING SHAFT
4	RDY-2104	STOPPER SHAFT
5	SLC-1120	STOPPER RUBBER
6	SLC-1122X	HOOK SPRING
7	SLC-1123	SWING ARM SHAFT
8	SLC-1124	SWING ARM
9	SLC-1137X	EXT SPRING L
10	SOR-2112	BEARING SHAFT
11	SLC-1141X	WHITE CAM
12	SOR-2115	KEY 5×10
13	RDY-2105	VR BASE
14	RDY-2106	VR BRACKET
15	RDY-2107	ADJUST RING
16	SDR-2113	SPACER
101	601-6172	GEAR 48
102	100-5018	BALL BEARING φ8
103	100-5096	BEARING φ17 (FYH SBPFL 203)
104	220-5130	VOL CONT B-5KOHM
105	601-7088	GEAR 64
106	100-5138	BEARING φ12 (オイレスピロー 80FL-12)
201	028-0019	SET SCR HEX SKT CP UNBR M4×8
202	050-0006	HEX NUT M6
203	050-0008	HEX NUT M8
204	059-0022	HEX NUT M16
205	060-0008	FLT WSHR M8
206	061-0006	SPR WSHR M6
207	061-0008	SPR WSHR M8
208	065-0007	E RING 7mm
209	069-0060	SPR WSHR M16
210	000-0412-FS	M SCR PH W/FS M4×12
211	054-0006	U NUT M6
212	069-0042	FLT WSHR M16
213	029-0372	M SCR PH W/FS M6×16
214	000-0408-FS	M SCR PH W/FS M4×8
215	050-0004	HEX NUT M4
216	061-0004	SPR WSHR M4
217	060-0004	FLT WSHR M4
301	SGB-4112-16	WIRE HARN HANDLE VR



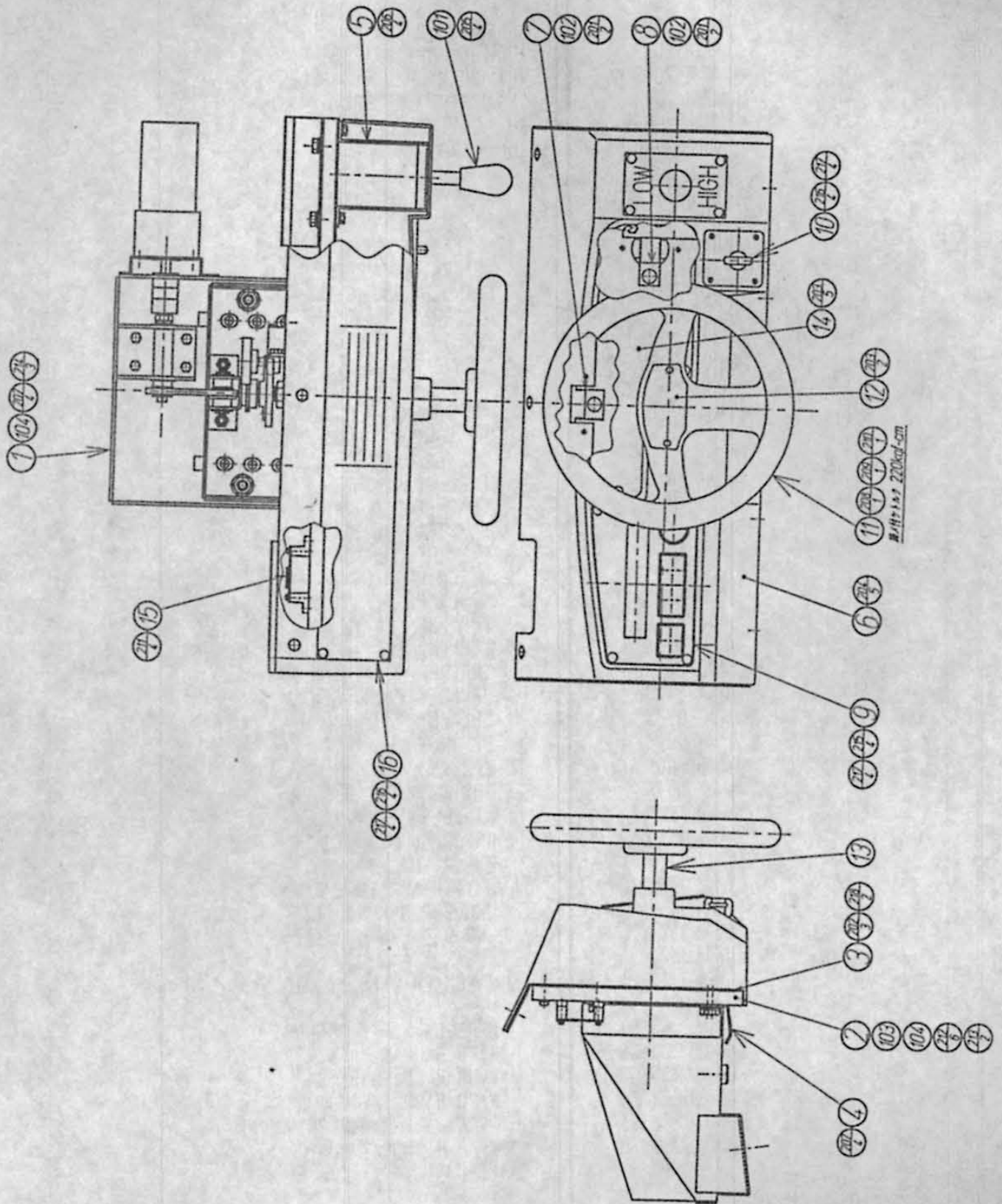
②③ ASSY CONT PANEL EXP (OUT-20001)

(D-2/

ITEM NO.	PART NO.	DESCRIPTION
1	OUT-2100	ASSY SLIDE MECHA
2	OUT-2001	WOOD BASE
3	OUT-2002	SUPPORT BRACKET
4	OUT-2003	REAR BRACKET
5	OUT-2004	SHIFT BRACKET
6	OUT-2005	CONT PANEL COVER
7	OUT-2006	LAMP BRACKET A
8	OUT-2007	LAMP BRACKET B
9	OUT-2008	ASSY RADIO
10	OUT-2011	ASSY KEY
11	RDM-2001	STEERING WHEEL ϕ 270
12	RDM-2012	STEERING EMBLEM
13	OUT-2017	HANDLE COLLAR
14	OUT-2018	METER
15	839-0583	I/F BD
16	OUT-2022-01	GUARD PLATE INSTR ENG
101	610-0316	UP/DOWN SHIFT
102	390-5346	LAMP WEDGE BASE TYPE 14V 2.7W
103	280-0419	HARNES LUG
104	280-5225	CORD CLAMP 21
105	209-0023	CONN CLOSED END
106	601-0460	PLASTIC TIE BELT 100mm
201	000-0425-FS	M SCR PH W/FS M4 \times 25
202	000-0525-FS	M SCR PH W/FS M5 \times 25
203	008-0416	TMP PRF SCR TH M4 \times 16
204	029-0169	TMP PRF SCR TH CHROME M4 \times 16
205	008-0512	TMP PRF SCR TH M5 \times 12
206	039-0160	HEX BLT W/FS M6 \times 16
207	069-0162	HEX BLT W/S M8 \times 30
208	050-0008	HEX NUT M8
209	061-0008	SPR WSHR M8
210	069-0048	FLT WSHR BLK 8.5-22 \times 1.6
211	005-3125	W SCR RH 3.1 \times 25
212	005-3510	W SCR RH 3.5 \times 10
213	006-3113	W SCR FH 3.1 \times 13
214	010-0406-F	S-TITE SCR PH W/F M4 \times 6
215	031-0414-B	CRG BLT BLK M4 \times 14
216	039-0131	CRG BLT CRM M4 \times 14
217	051-0004	FLG NUT M4
218	000-0416-FS	M SCR PH W/FS M4 \times 16
301	600-6253-51	WIRE HARN EXT HANDLE
302	600-6253-52	WIRE HARN EXT CNTR PNL
303	600-6253-53	WIRE HARN SHIFT SW
304	600-6253-54	WIRE HARN EXT MOTOR
305	600-6253-55	WIRE HARN EARTH CNTR PNL

24 ASSY CONT PANEL MARS (OUT-20002)

(D-1/2)



②④ ASSY CONT PANEL MARS (OUT-20002)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION
1	OUT-2100	ASSY SLIDE MECHA
2	OUT-2001	WOOD BASE
3	OUT-2002	SUPPORT BRACKET
4	OUT-2003	REAR BRACKET
5	OUT-2004	SHIFT BRACKET
6	OUT-2005	CONT PANEL COVER
7	OUT-2006	LAMP BRACKET A
8	OUT-2007	LAMP BRACKET B
9	OUT-2024	ASSY RADIO MARS
10	OUT-2011	ASSY KEY
11	RDM-2001	STEERING WHEEL ϕ 270
12	RDM-2012	STEERING EMBLEM
13	OUT-2017	HANDLE COLLAR
14	OUT-2018	METER
15	839-0583	I/F BD
16	OUT-2022-01	GUARD PLATE INSTR ENG
101	610-0316	UP/DOWN SHIFT
102	390-5346	LAMP WEDGE BASE TYPE 14V 2.7W
103	280-0419	HARNESS LUG
104	280-5225	CORD CLAMP 21
105	209-0023	CONN CLOSED END
106	601-0460	PLASTIC TIE BELT 100mm
201	000-0425-FS	M SCR PH W/FS M4 \times 25
202	000-0525-FS	M SCR PH W/FS M5 \times 25
203	008-0416	TMP PRF SCR TH M4 \times 16
204	029-0169	TMP PRF SCR TH CHROME M4 \times 16
205	008-0512	TMP PRF SCR TH M5 \times 12
206	039-0160	HEX BLT W/FS M6 \times 16
207	069-0162	HEX BLT W/S M8 \times 30
208	050-0008	HEX NUT M8
209	061-0008	SPR WSHR M8
210	069-0048	FLT WSHR BLK 8.5-22 \times 1.6
211	005-3125	W SCR RH 3.1 \times 25
212	005-3510	W SCR RH 3.5 \times 10
213	006-3113	W SCR FH 3.1 \times 13
214	010-0406-F	S-TITE SCR PH W/F M4 \times 6
215	031-0414-B	CRG BLT BLK M4 \times 14
216	039-0131	CRG BLT CRM M4 \times 14
217	051-0004	FLG NUT M4
218	000-0416-FS	M SCR PH W/FS M4 \times 16
301	600-6253-51	WIRE HARN EXT HANDLE
302	600-6253-52	WIRE HARN EXT CNTR PNL
303	600-6253-53	WIRE HARN SHIFT SW
304	600-6253-54	WIRE HARN EXT MOTOR
305	600-6253-55	WIRE HARN EARTH CNTR PNL
306	600-6253-70	WIRE HARN EXT PLAYER SEL SW

20. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follows:

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

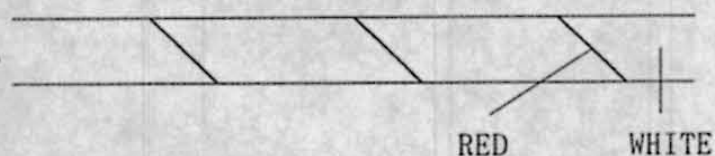
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

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

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

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

< Example > 51 WHITE / RED



Note 1 : The character following the wire color code indicates the size of the wire.

K : A W G 18, U L 1015

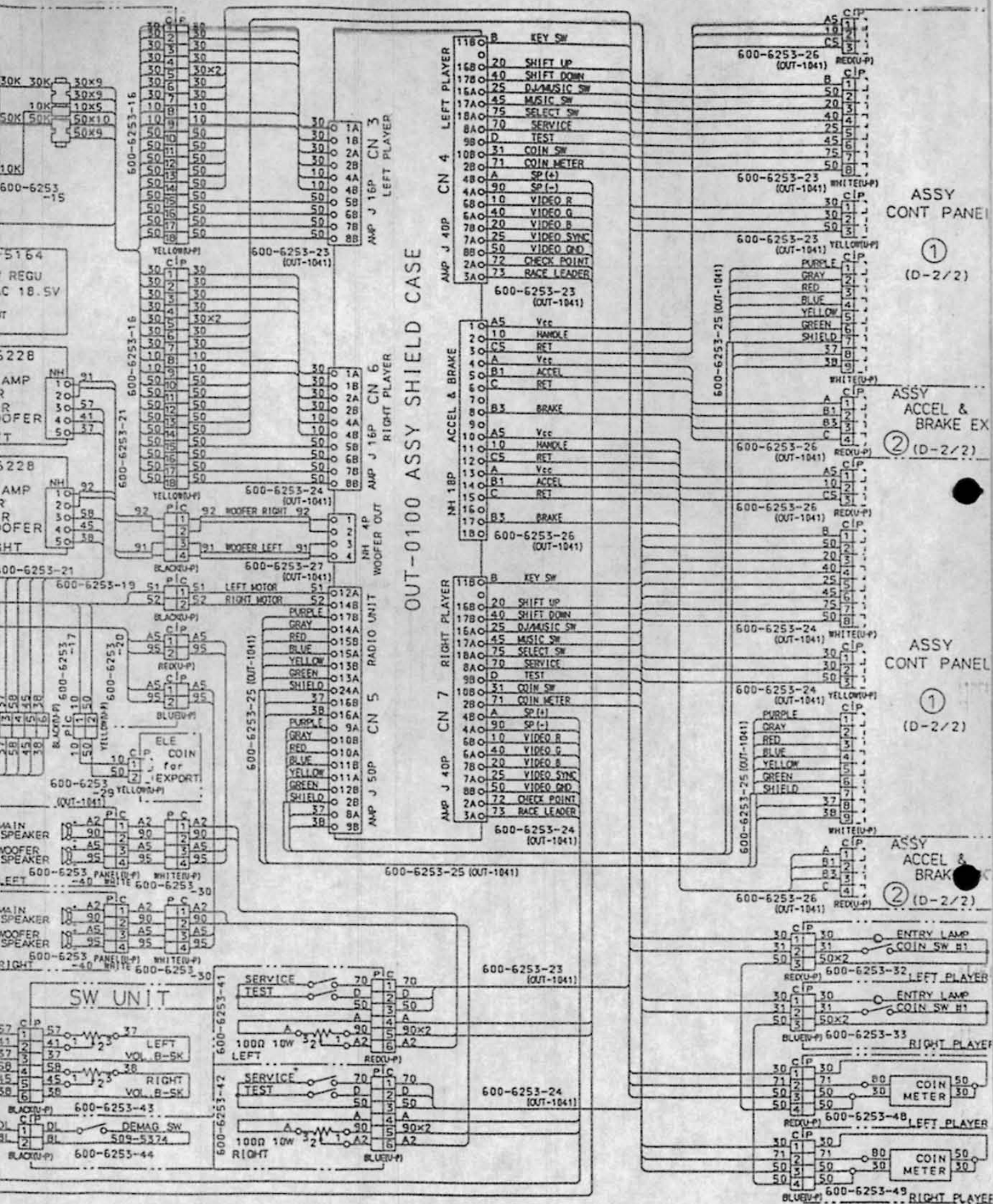
L : A W G 20, U L 1007

None: A W G 22, U L 1007

N O T E S

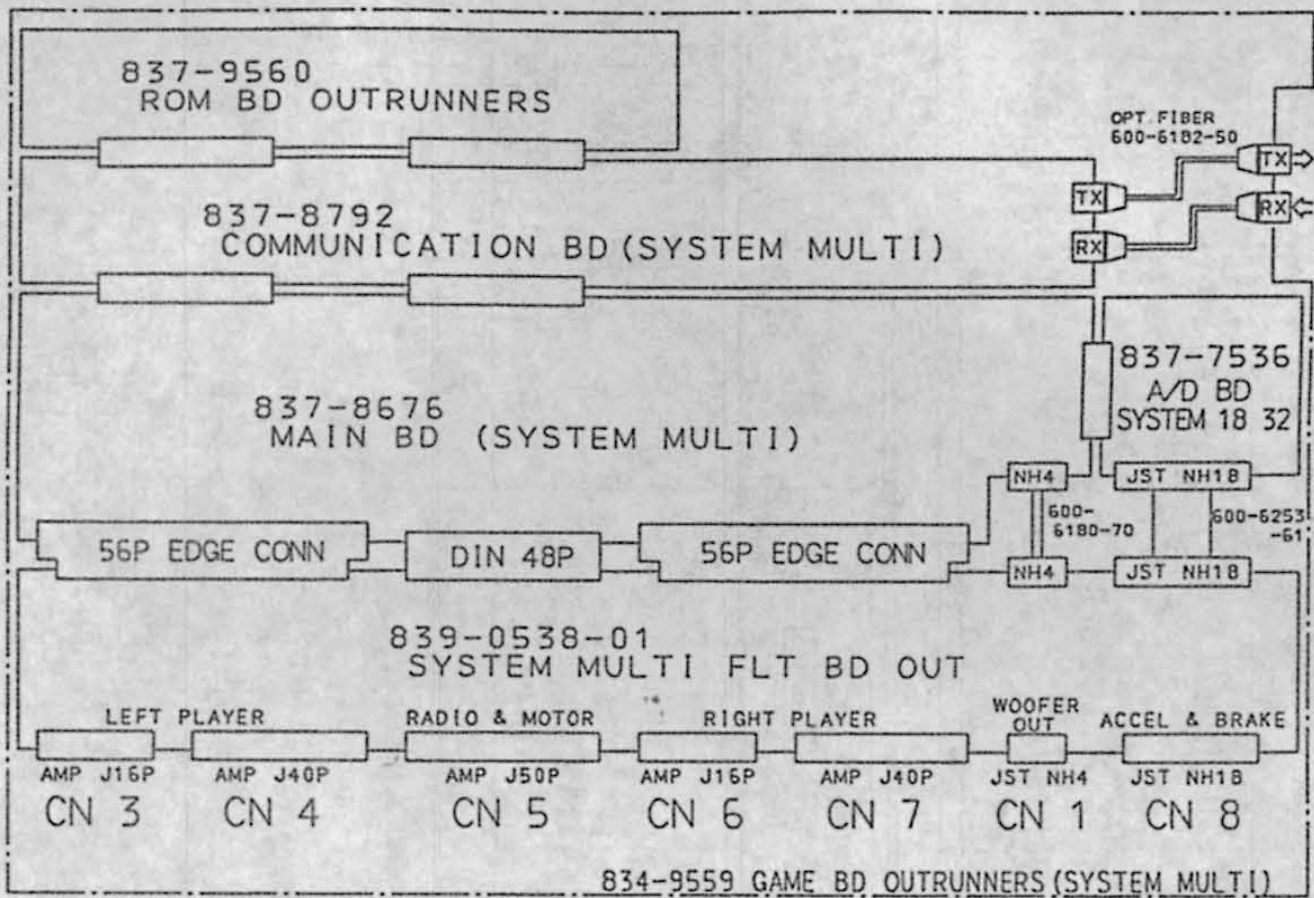
N O T E S

N O T E S



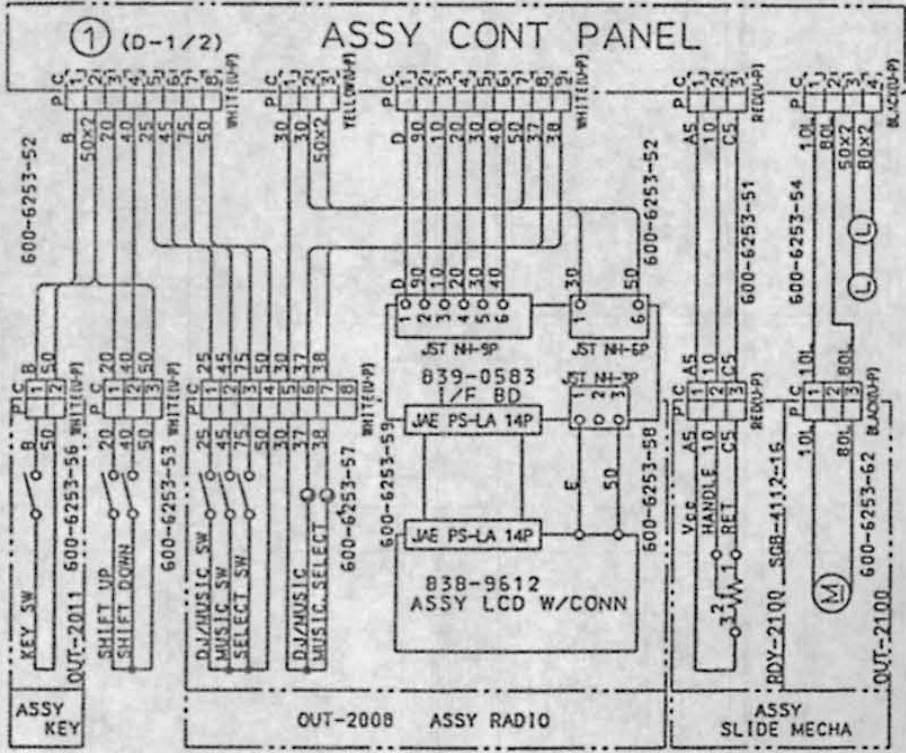
21. WIRING DIAGRAM (D-1/2)

OUT-0100
ASSY SHIELD CASE

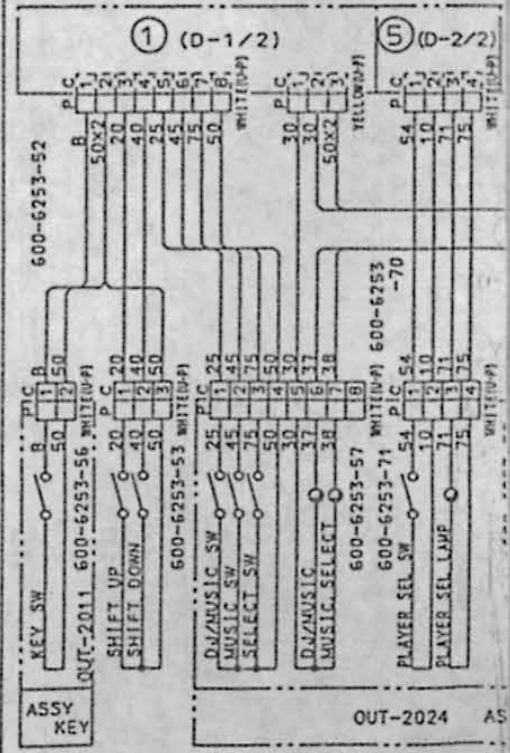


(2) A
ASSY ACCE BRA
(3) E
EARTH TERM

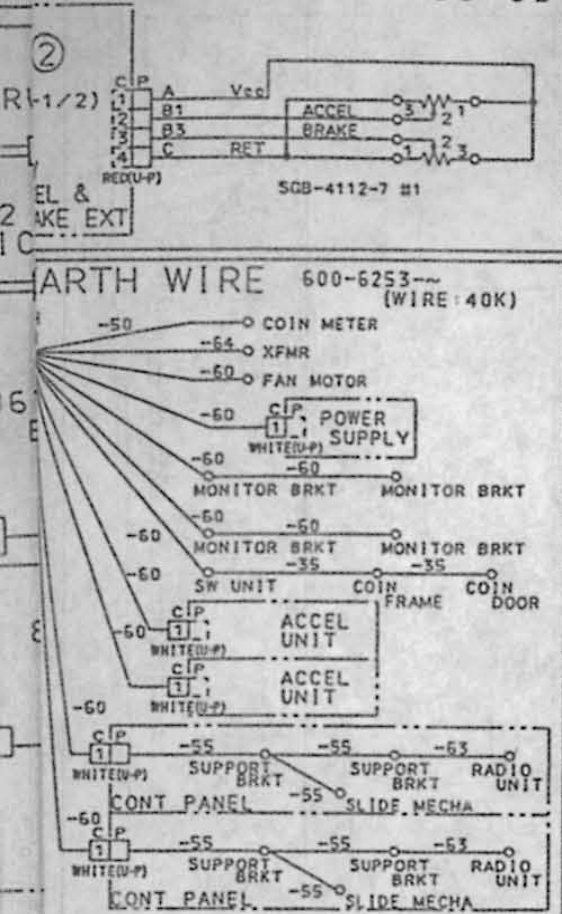
① ASSY CONT PANEL OUT-2000
(ASSY CONT PANEL EXP OUT-20001)



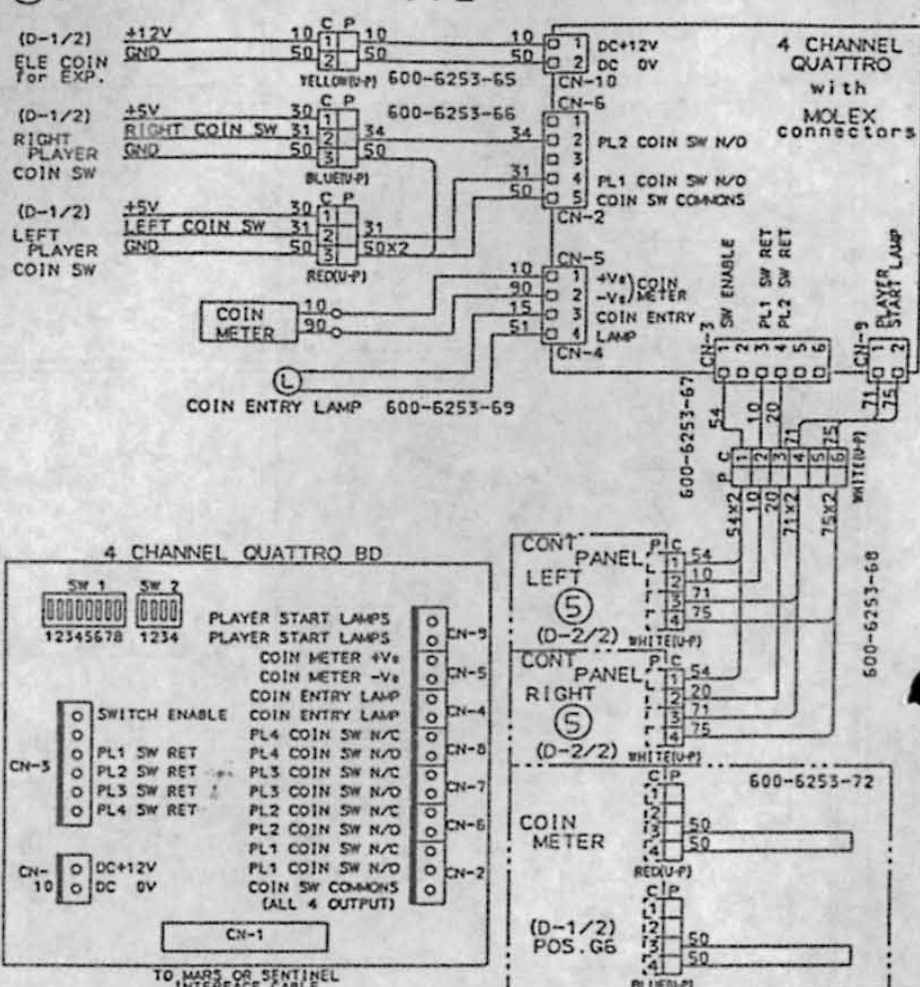
④ ASSY CONT PANEL M OUT



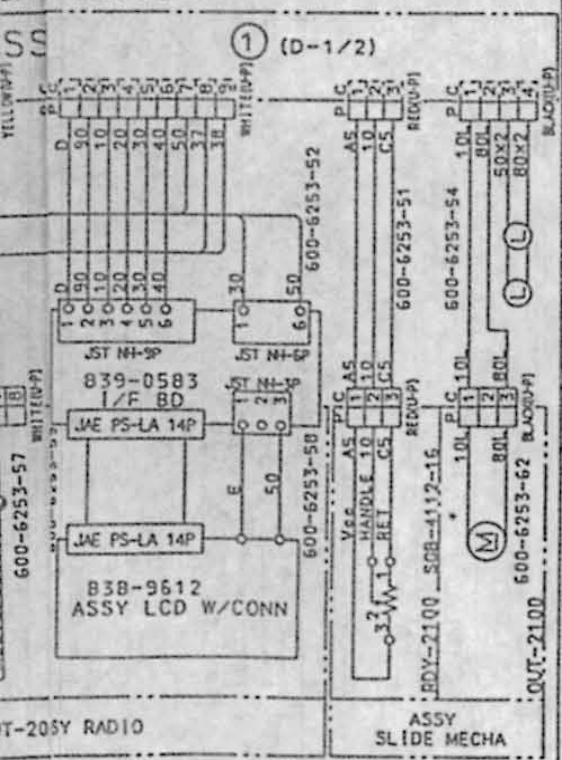
ASSY
ACCEL & BRAKE EXT
RDY-1100-03



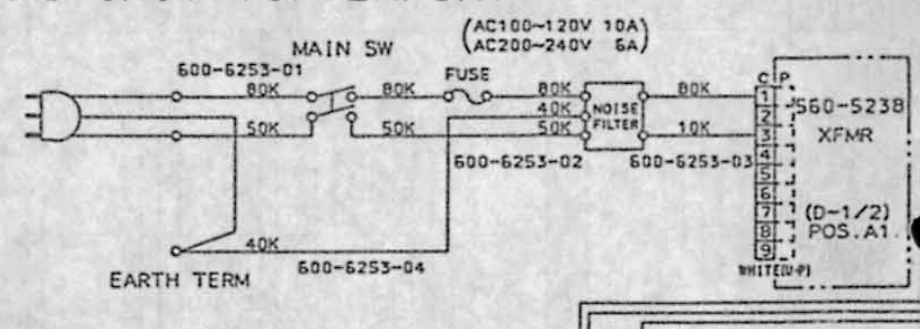
⑤ MARS COIN CHUTE



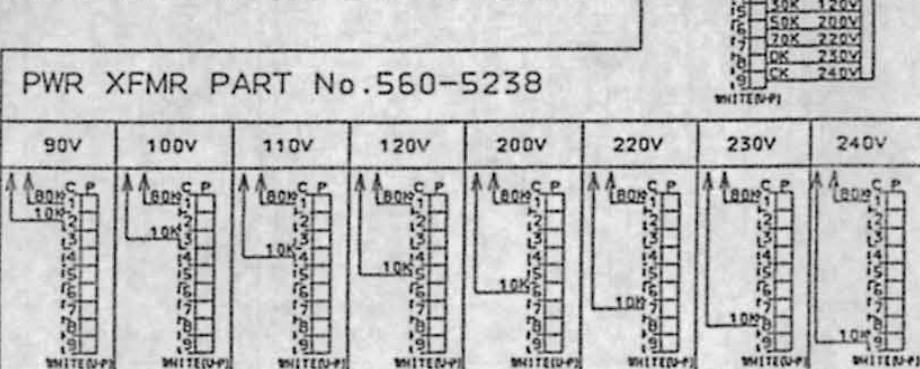
ANARS
ONT-20002



AC UNIT for EXPORT



PWR TRANSFORMER WIRING



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13-1, Higashikohjiya 2-Chome,
Ohta-ku, Tokyo, Japan 144

- Tel. : (03) 3743-7438
- FAX : (03) 3743-5539
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