

KONAMI[®]

RACIN[™]
FORCE[™]

OPERATORS GUIDE
AND
SERVICE MANUAL

TEST MODE

To enter test mode, press the button located behind the coin mech. door.
The screen will display FIG 1, "MAIN MENU".

To choose an option, turn the steering wheel, the text will change colour to indicate which instruction line you are on. To pick the option press accelerator.

MAIN MENU	
(i)	I/O CHECK
(ii)	SCREEN CHECK
(iii)	COLOUR CHECK
(iv)	MASK ROM CHECK
(v)	LAN CHECK
(vi)	DIP SWITCH SETTINGS
(vii)	SOUND OPTIONS
(viii)	GAME OPTIONS
(ix)	COIN OPTIONS
(x)	GAME MODE

FIG.1

To exit from the menu, choose GAME MODE and press accelerator

(i) I/O CHECK

The screen displays as FIG 2. Choose the I/O CHECK option as described.

I/O CHECK			
STEERING	FF	80	00

	LEFT	NEUTRAL	RIGHT
	D8-C8	88-78	38-28
ACCELERATOR	00	80	FF

	MIN	MAX	
	00-10	58-68	
BRAKE	OFF		
GEAR	LOW		
SERVICE SWITCH	OFF		
TEST SWITCH	OFF		
STEP ON BRAKE AND ACCELERATOR TO EXIT			

The steering wheel should normally be between 88-78, when turned left, it should show C8 -D8 or 28-38 when fully right. When the accelerator is pressed, it should move from 00-10 to 58-68 when fully pressed.

FIG.2

Changing gear should display LOW or HIGH.

Pressing the test, service or brake should show the relevant states (ON or OFF).

To exit, press both accelerator and brake.

(ii) SCREEN CHECK

The screen will show a number of squares to help set up the aspect and position of the screen. The controls for this are behind the coin mech door.

Press brake and accelerator to exit.

(iii) COLOUR CHECK

The screen shows 16 colors in graduations. To adjust the color balance, consult the Hantarex manual.

Press brake and accelerator to exit.

(iv) MASK ROM CHECK

The programme ROMs are tested with this function. Good ROMs are shown with 'OK' in white and faulty ROMs with 'BAD' in red.

Press brake and accelerator to exit.

(v) LAN CHECK

This option shows the how many machines are connected and their respective colors. Note the car colors are set with DIP switches on the logic board. (See page for settings).

(vi) DIP-SWITCH SETTINGS

This option shows what Dip Switch settings are made.

DIP SWITCH 1		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
SCREEN	NORMAL			OFF					
	UPSIDE DOWN			ON					
CABINET TYPE	2 IN1				OFF	OFF			
	UPRIGHT(MONO)				ON	OFF			
	UPRIGHT(STEREO)				ON	ON			
CAR	1 (RED)						OFF	OFF	OFF
NUMBER	2 (BLUE)						ON	OFF	OFF
AND	3 (YELLOW)						OFF	ON	OFF
COLOUR	4 (GREEN)						ON	ON	OFF
	5 (RED)						OFF	OFF	ON
	6 (BLUE)						ON	OFF	ON
	7 (YELLOW)						OFF	ON	ON
	8 (GREEN)						ON	ON	ON

NOTE :- There are two Dip Switches located on the PCB. Use only Dip Switch 1. When 2 to 4 units are linked, set SW 6,7 and 8 accordingly. For any changes to Dip Switch settings switch OFF the machine then switch ON again.

(ix) COIN OPTIONS

This allows the cost of playing to be set.

Number of coins	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
Number of credits	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

Factory settings option will set all options to the default setting of 1 Coin, 1 Credit.

To save changes, choose 'Save and exit'

To exit without saving, choose 'Exit'.

Note ; Exit will prompt if changes were made, as for game options.

NETWORK OPERATION

NETWORK SELF-TEST

The following are the points you should pay attention to when you operate this games machine by linking 2 or more units.

1) NETWORK SELF-TEST

All the units in the Network should be tested simultaneously.

When you set up the units, please make the network self-test according to the following and check if the network system works well.


Firstly, operate the "LAN CHECK" for each separate screen. If the screen displays are as shown in FIG.4 and FIG.5 overleaf, then networking the system is no problem.

(vii) SOUND OPTIONS

The following screen will appear ; (FIG.3)

SOUND CHECK

(a) SOUND IN ATTRACT MODE ALL THE TIME

(b) VOLUME 04 

(c) SOUND SCALE CHECK XXXX

(d) SOUND TEST XXXX

(e) PAN TEST XXXX

(f) FACTORY SETTINGS

SAVE AND EXIT

EXIT

USE STEERING WHEEL TO CHOOSE
ACCELERATOR TO EXIT

(a) This option allows the audio volume and attract mode to be set. (Other options are : 'Once every 4 cycles 'or 'Not at all'.)

(b) To increase VOLUME, press accelerator or to decrease the brake.

(c) This function goes through the notes of the scale.

(d) This function samples various sounds found in the game.

(e) This function tests the stereo sound effects.

(f) This sets the above settings to the default settings as in the box left).

This will save the settings and return to the main menu.
This will return to the main menu.

NOTE :- If exiting via EXIT, if any changes have been made, it will prompt with -
'YOU DID NOT SAVE, DO YOU WANT TO SAVE ?'
Y/N

If you do wish to save the changes choose "Y" with the steering wheel and then pressing accelerator, otherwise select "N".

(viii) GAME OPTIONS

This function allows the setting of game variables:

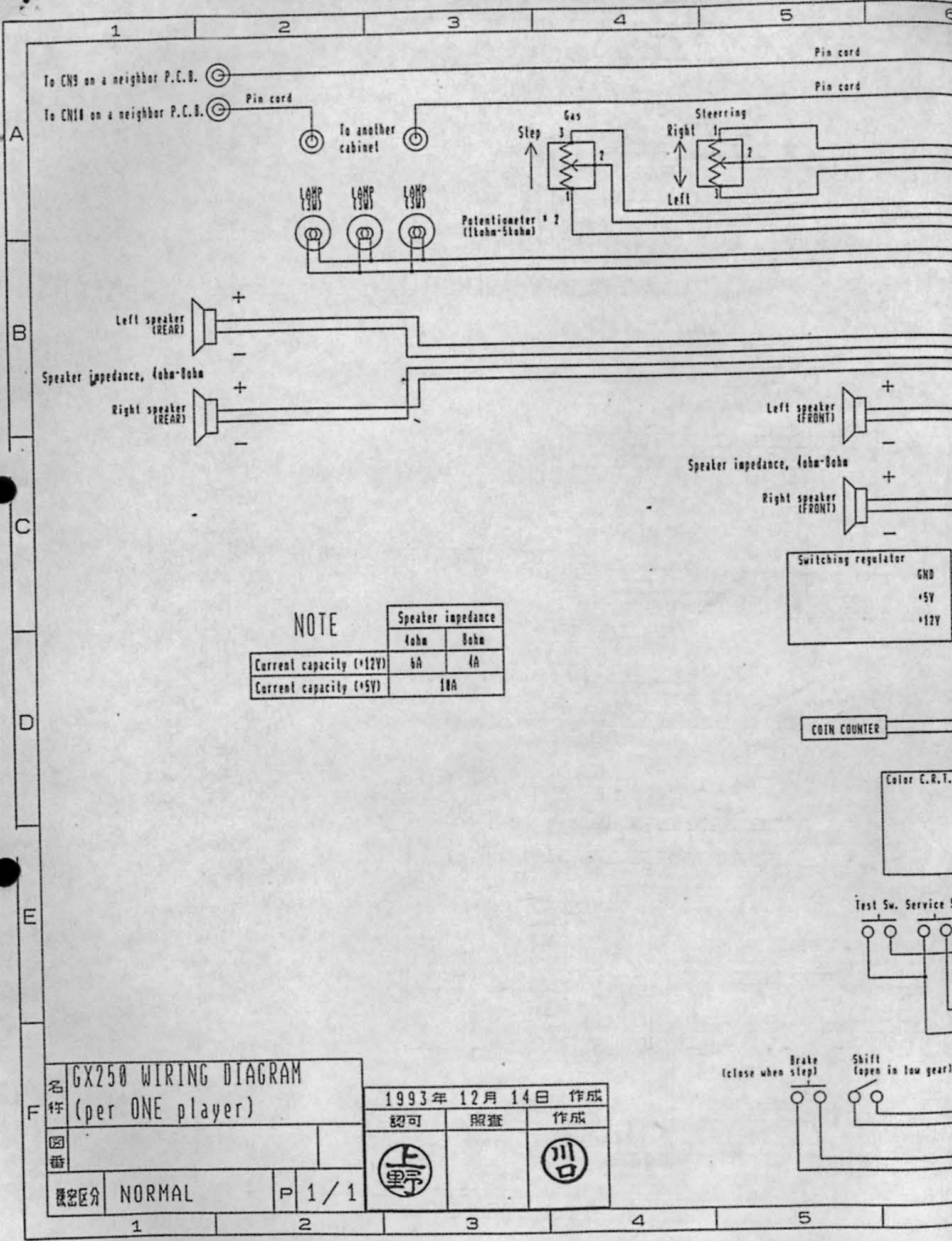
FUNCTION	SETTING	EXAMPLE
Difficulty level	Between 1 (easiest) and 8 (hardest)	Default is 4 medium.
Number of laps	Between 3 and 10.	4.
Speedometer display	MPH or Km/H	MPH.
Game joining period	Between 5 and 20 seconds	15 seconds

Factory settings option will set all options to the default settings.

To save changes, choose 'Save and exit'

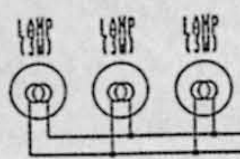
To exit without saving, choose 'Exit'.

Note...Exit will prompt if changes were made, as for game options.

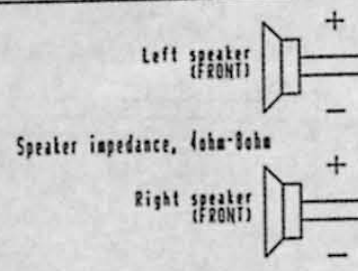
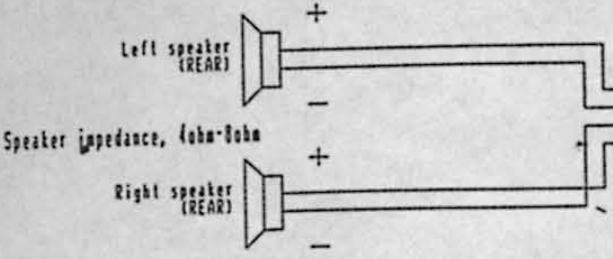
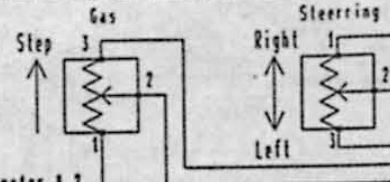


To CN9 on a neighbor P.C.B.

To CN10 on a neighbor P.C.B.

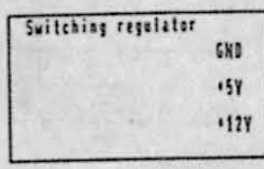


Potentiometer # 2
(10kΩ-50kΩ)

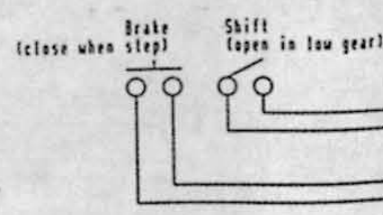
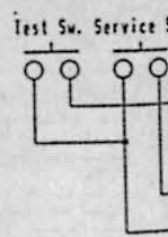
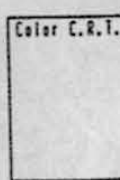


NOTE

	Speaker impedance	
	4Ω	8Ω
Current capacity (*12V)	6A	4A
Current capacity (*5V)	10A	



COIN COUNTER



名 号 GX250 WIRING DIAGRAM
(per ONE player)

1993年 12月 14日 作成		
認可	照査	作成

機密区分 NORMAL P 1 / 1

