

OPERATING MANUAL

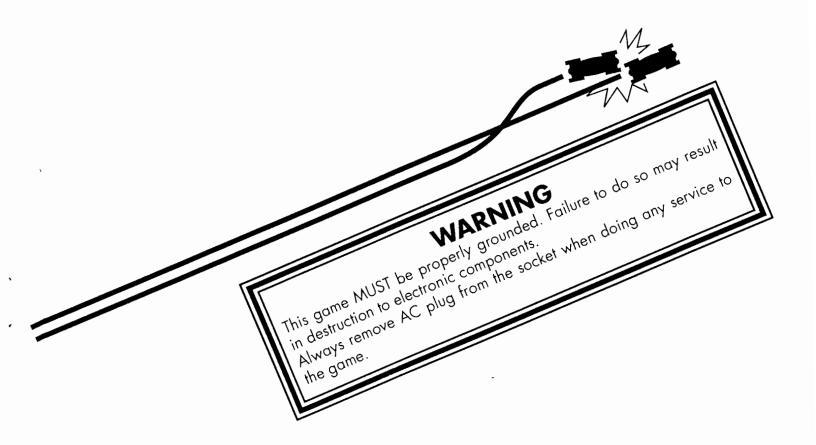


### TAITO AMERICA CORPORATION

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#### I. GAME INSPECTION

Super Chase has been thoroughly tested and readied for operation at the factory and should not require any special set-up procedure. However it is suggested that upon receiving your game you examine the following to further insure the game is in proper working condition:

#### **CHECK:**

J	Plug-in connectors are tirmly seated.
	All player control connections are complete.
	No loose components on PC board.
	Fuses are installed firmly in holders.
	Coin mechanisms are operating properly.
	No loose foriegn objects in cabinet (screws, components, etc.) which may cause shorting and result in damage to the game.

If problems do occur or technical assistance is required, please call our customer service department at 708/520-9280.

#### II. POWER REQUIREMENTS

The game is shipped ready for operation at 120VAC, 60 Hz with a power consumption of approximately 350 watts.

# **CAUTION**

FOR SAFE OPERATION IT IS STRONGLY RECOMMENDED THE CABINET BE PROPERLY GROUNDED. THIS GAME IS EQUIPPED WITH A THREE-CONDUCTOR POWER CABLE. THE THIRD PRONG (ROUND IN SHAPE) WILL AUTOMATICALLY GROUND THE GAME WHEN PLUGGED INTO A PROPERLY GROUNDED THREE-PRONG RECEPTACLE. IF IT BECOMES NECESSARY TO USE AN ADAPTOR, THE GROUNDING LUG OR WIRE ON THE ADAPTOR MUST BE PROPERLY GROUNDED TO ASSURE SAFE OPERATION.

#### III. GAME INSTALLATION

The following precautions should be followed when installing the game:

- Handle the game with care so as not to damage the fragile picture tube.
- Do NOT install the game in direct sunlight or near a heat source. Doing so might cause the
  internal temperature of the game to exceed its maximum operating temperature and could
  result in damage to the game's components.
- Do not install the game in excessively dusty or damp environments.





#### **PLAY INSTRUCTIONS**

The player is driving different vehicles during the different rounds. The rounds take place in different cities. The player must chase and apprend the various criminals according to radio dispatch.

To accomplish this he must locate the target vehicle, catch up to it, and repeatedly crash into it. This will put the criminal's vehicle out of commission and allow them to be apprehended.

To aid the player there is a map on the right side of screen showing the distance between the two vehicles. On the left side of the screen is the "crash" gauge. This shows the number of crashes needed to apprehend the crinimals. On the bottom of the screen is shown the number of nitro bursts left.

When the player has caught up to the criminal car, the flashing lamp comes on, the siren is sounded, and the timer is extended.

The player may continue the game when the optional "Continue Play" feature is set on in the configuration setup.

**Round 1** starts off in Beverly Hills. The player drives a red sports car and must chase the criminals in a blue convertible.

**Round 2** is in Texas with the player driving a truck. This time the criminals are getting away in a truck.

**Round 3** takes place in New Orleans with the player driving a Jeep. The criminals are also making their getaway in a Jeep. This time a helicopter and some firends of the criminals make the chase more difficult.

**Round 4** has the player in a sports car chasing the criminals around The Big Apple. The criminals, who are in a sports car, have some friends on motorcycles who are out to thwart the player. He must overcome them.

**Round 5** takes place in Chicago—many believe it's the best! This one is only for the skilled player!

#### **PLAY HINTS**

Avoid contact with vehicles other than the criminal's. Hitting the other vehicles or running off the course will result in loss of time.

Bump the criminal's vehicle from inside the curves.

Crash the criminal's car from the side it does more damage!



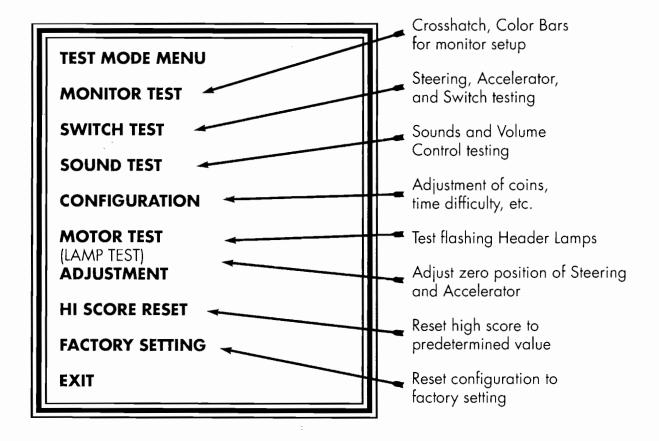


#### **TEST MODE**

To enter test mode, press test switch anytime the power is on. The test switch is located on a bracket inside the coin door.

To exit from the test mode, choose "exit" by pressing Nitro Button on shift. When "exit" is highlighted press the start button. The machine will then reset itself, and enter into the game mode.

The test mode menu is shown below. A general explanation of each function is provided on the side.



To select the desired item in the test menu press Nitro Button on shift. This will move the red highlight up or down. Pressing the Start Button on the desired highlighted item will select that particular item.





#### MONITOR TEST

In this test the crosshatch and color bar patterns are displayed on the screen. When monitor test is selected, press the Start Button to enter the test. Pressing the Start Button once more will display the color bar pattern. The crosshatch pattern is used to adjust horizontal and vertical size of the video. This pattern can be used to check convergence and color impurity. The color bar pattern is used to adjust the brightness and contrast. Remember, for the most part adusting the grid and screen controls will not be necessary.

#### **SWITCH TEST**

Select Switch Test from the menu and press the Start Button to enter. The display will look as shown.

COIN A: OFF COIN B: OFF SERVICE: OFF START: OFF SHIFT: OFF

NITRO: OFF HANDLE: 0000 ACCEL: OFF

**SOUND VOLUME:** 0013 - - - 00FE

#### SOUND TEST

Select the sound test option from the menu and press the Start Switch. The display will look as shown:

SOUND CODE: XX
SOUND VOLUME: MIN - - MAX
EXIT

Pressing the Nitro Button selects the function by highlighting it in red. Use the Shift Handle to change the sound code. When the start button is pressed the particular sound determined by the sound code is played. By turning the Volume Pot the visual indicator on the screen will change.

To exit, select the exit function and press the Start Button.





#### CONFIGURATION

Select the configuration function from the menu and press Start to enter. The display will appear as follows.

ATTRACT SOUND: ON OFF

DIFFICULTY: NORMAL HARD VERY HARD EASY

CABINET TYPE: DX UR

CONTINUE PLAY: WITH WITHOUT

COIN A: 1-4 COIN(S)

/ 1-6 CREDITS

CONTINUE COIN: 1-4 COIN(S) CONTINUE HANDLE DIRECTION: NORMAL REVERSE

TARGET DAMAGE: RESET CONTINUE

TIME SETTING: **SHORT STANDARD** LONG VERY LONG 27-65-60 **ROUND 1:** 30-50-65 33-53-58 36-56-71 55-65-65 61-71-71 53-60-60 **ROUND 2:** 58-68-68 50-55-55 **ROUND 3:** 55-60-60 58-63-63 61-66-66 70-70-70 **73-73-73** 76-76-76 65-65-65 **ROUND 4:** ROUND 5: 50-70-70 53-73-73 56-76-76 45-65-65

HANDLE VIBRATION: ON OFF SEAT VIBRATION: ON OFF

TV MONITOR TYPE: WITH MIRROR WITHOUT MIRROR

**OFF** 

AGING: OFF ON

**NITRO VIBRATION:** 

An explanation of each of the above functions is given below:

ON

**ATTRACT SOUND**—sounds enabled/disabled in game over

**DIFFICULTY**—four (4) difficulty levels available (normal, hard, very hard, easy)

**CABINET TYPE**—deluxe or upright. Choose upright.

**COIN A**—setting of the two coin slots

**CONTINUE COIN**—coin setting for continuation of play

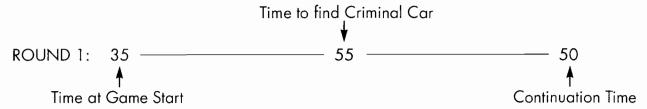
**HANDLE DIRECTION**—change steering wheel direction (normal, normal turn-reverse, reverse turn.

**TARGET DAMAGE**—reset, damage of criminal car is not shown continue, criminal car damage is shown





**TIME SETTING**—the four (4) time settings are self-explanatory (short is difficult, very long is easy). By choosing one of the 4 times, the times of the rounds are set.



HANDLE VIBRATION—deluxe only, set to OFF

**SEAT VIBRATION**—deluxe only, set to OFF

NITRO VIBRATION—deluxe only, set to OFF

TV MONITOR TYPE—upright is without a mirror

**AGING MODE**—deluxe only, set to OFF

To change a function, select it by using the steering wheel. When the desired item is reached, press the Start Button to change.

When you are finished, press the Test Switch. You will be asked whether you want save the changed data. When YES is selected the data is saved.

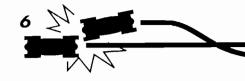
## MOTOR TEST (Lamp Test)

When this test is selected the display will appear as below:

PATROL LAMP: OFF-ON EXIT

When the Patrol Lamp is selected and the Start Button is pressed the display will change to ON and the top incandescent lamp will light. When the Start Button is pressed the display will change to OFF. The top incandescent lamp will turn off.

To exit this test, select EXIT and press the Start Switch.





#### **ADJUSTMENTS**

When this test is selected the display will appear as below.

HANDLE ADUST: 0000 EXIT

To adjust the Steering Wheel, select adjustments using the Nitro Button. With the Steering Wheel in the center of travel press Start Button. The Steering Wheel is now adjusted.

To exit, select the EXIT function and press Start.

#### **FACTORY SETTINGS**

When this function is selected and the Start Button is pressed you will be asked whether you want to default to the factory settings. If you select YES and press the Start Button, the following settings will be selected.

:ON

TARGET DAMAGE :RESET
TIME SETTING :STANDARD
ROUND 1 :30-50-65
ROUND 2 :55-65-65

ROUND 3 :55-60-60 ROUND 4 :70-70-70 ROUND 5 :50-70-70

HANDLE VIBRATION :OFF SEAT VIBRATION :OFF

ATTRACT SOUND

TV MONITOR TYPE :WITHOUT MIRROR

AGING MODE :OFF





#### **SERVICING**

Let's get the warnings out of the way first.

#### **WARNING:**

- This game must be properly grounded. Failure to do so may result in damage to game.
- Always turn power OFF (remove the plug) when performing any service to the game.
- Always replace fuses with the same value and type for continued protection.
- Replace line cord if damaged.
- Replace lamps with the same wattage. Never use a larger watt lamp.

#### LAMP REPLACEMENT

To replace the header fluorescent lamp and flashing lamps remove the screws on the top of the cabinet that secures the header glass hold down bracket. Remove the bracket and glass to gain access to the lamps. Remove and replace the defective lamp.

#### **FUSE REPLACEMENT**

The fuses are all located on the transformer board, except for those on the monitor itself. There is one for the main power line, one for the audio power, and one each on the lamp driver board for the two flashing lamps.

#### **MONITOR**

There is a remote board located near the coin door to adjust the monitor. Brightness, contrast, sync., and size can be adjusted using this board.

To check the fuse on the monitor or to gain access to the connectors, remove the access plate on the rear of the cabinet.

To remove the monitor, remove the two bolts that hold the control panel to the cabinet. Open the control panel. Remove the monitor glass and bezel. There are three bolts above and below the picture tube. These must be removed. Disconnect the video and power cable from the monitor. Now remove the monitor from the front of the cabinet.

#### **LOGIC BOARD**

To remove the logic board, open the back door. Remove the connectors from the logic board. Unscrew the ground plane from the cabinet. Lift the logic board and ground plane from the cabinet.

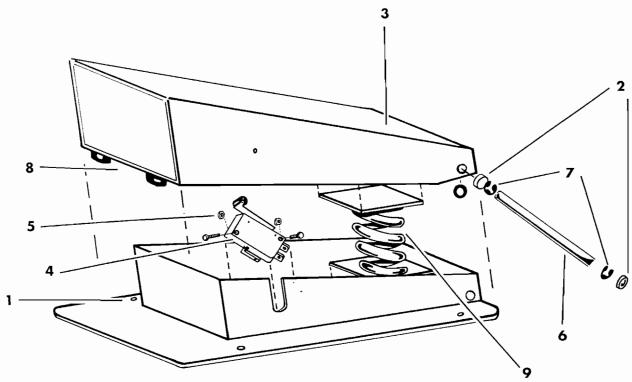
#### SERVICE BRACKET

Located on a bracket inside of the coin door are the coin meter, volume control, service switch, and the test switch.





# **FOOT PEDAL ASSEMBLY**

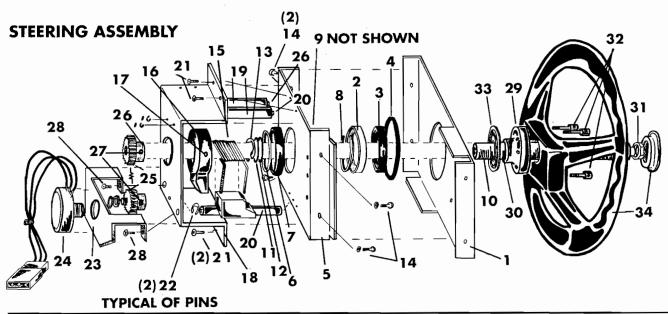


	PART/ASSY. NO.	DESCRIPTION	QUANTITY
1	15-423200	Base Assy.	1
2	15-430300	Brass Bushing	2
3	15-429600	Pedal Assy.	1
4	23-140700	Microswitch	1
5	30-028100	#4-40 x 3/4 Phillips Pan Head Machine Screw	2
5	30-167400	#4-40 x 3/8 Phillips Round Head Screw	2
5	30-126600	#4-40 Hex Keps Nut	4
5	30-178800	Washer .312 O.D. x .125 l.D. x .016 Th.	4
6	15-430100	Shaft	1
7	30-093200	E-Ring	2
8	26-330600	One Side Adhesive Damper	2
9	30-773500	Compression Spring	1

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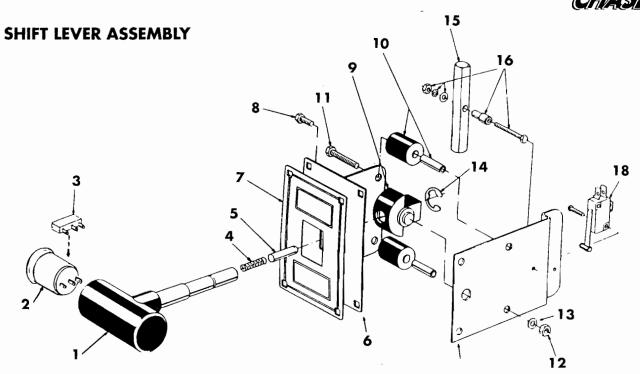


PART/ASSY. NO	DESCRIPTION	QUANTITY	PART/ASSY. NO	. DESCRIPTION	QUANTITY
15-4205-00	Top Plote Assembly	1	98-0789-00	Base Plate	
<b>1</b> 15-4043-00	Top Plate	1	<b>18</b> 15-4219-00	Base Plate	1
<b>2</b> 15-4094-00	Bushing	1			
<b>3</b> 15-4114-00	Bearing	1	<b>19</b> 15-4217-00	Urethane Tube	2
<b>4</b> 30-0981-00	C Ring	1	<b>20</b> 15-4214-00	Pin	3
			<b>21</b> 30-1760-00	10-32 x 3/8" Phil. Hd. w/Int. Washer	4
15-4098-00	Mounting Plate Assembly	<u>-</u>	<b>22</b> 30-0931-00	E Ring	6
<b>5</b> 15-4111-00	Mounting Plate	1			
<b>6</b> 15-4094-00	Bushing	1	98-0818-00	Bracket w/Pat Assembly	
<b>7</b> 15-4114-00	Bearing	1	<b>23</b> 15-9373-00	Bracket for Pat.	1
<b>8</b> 30-0981-00	C Ring	1	<b>24</b> 72-2094-00	5K Pot. Clarastat	1
			<b>25</b> 15-4334-00	24 T Gear w/ 1/4" Bore 8/32 Thd. Housing	2
<b>9</b> 15-4224-00	Bearing Spacer	1	<b>26</b> 15-4287-00	Steel Ring	2
10 15-4289-00	Central Shaft	1	<b>27</b> 30-2158-00	8-32 x 1/2" Set Screw	2
<b>11</b> 30-0685-00	Spring Washer	1	<b>28</b> 30-1760-00	10-32 x 3/8" Phil. Hd. w/Int. Washer	2
<b>12</b> 30-7957-00	Washer	2			
<b>13</b> 30-0957-00	É Ring	1	<b>29</b> 15-4113-00	Hub	1
<b>14</b> 30-1760-00	10-32 x 3/8" Phillips Hd. wInt Washer	4	<b>30</b> 30-2014-00	Woodruff Key	1
<b>15</b> 30-7163-00	Return Spring	1	<b>31</b> 30-1475-00	3/8-16 Lacknut	1
<b>16</b> 15-4206-00	Carrier Assembly	-	<b>32</b> 30-1836-00	1/4-28 x 7/16" Button Hd Cap Screw	3
			<b>33</b> 15-4112-00	Bearing Cover Plate SS Washer	1
17 30-0889-00	3/16" x 1-5/8" Roll Pin	1	<b>34</b> 15-4369-00	Steering Wheel Inc. w/Decorative Insert	1

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P	ART/ASSY. NO.	DESCRIPTION	QUANTITY
1	50-8071-00	T Handle	1
2	50-8054-00	Push Button Thumb Switch	1
3	95-4117-00	DA3 Switch	1
4	50-8184-00	Spring	1
5	50-8392-000	Pin	1
6	50-8272-00	Top/Right Side	1
7	50-8339-00	Top Plate	1
8	43-0042-00	Screw M 6 x 10	2
9	50-8346-00	Trunnion, Turbo Shifter	1
10	50-8018-00	Rubber Stop	2
11	43-0080-00	Screw M 6 x 35	2
12	43-0041-00	M 6 Nut	4
13	43-0983-00	M 6 Lockwasher	4
14	50-8118-00	E Ring M 15	1
15	50-8342-00	Switch Actuator Bar	111
16	50-8344-00	Bolt Assembly Pivot	1
17	50-8273-00	Switch Mtg. Plate	1
18	50-8018-00	Micro Switch with Roller	1

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