![KONAMI]

ORIGINAL VIDEO GAME

OPERATOR'S MANUAL

■THRILLDRIVE■

THRILL DRIVE

©1998 KONAMI ALL RIGHTS RESERVED.

TM

CONVERSION KIT

⚠ **Failure to operate the machine correctly could result in malfunction or accidents,so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.**

Keep this manual carefully so as to be ready for use when necessary.

KONAMI

About this product

Thank you for purchasing this KONAMI product. This manual explains how to operate your game machine correctly and safely.

⚠️

•**Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.**
•**Before using this product, read the "RACING JAM™" Operator's Manual too.**
•**Keep this manual carefully so as to be ready for use when necessary.**
•**If the machine remains in trouble or malfunctions, immediately turn OFF the machine's main power switch, unplug the power cord, and contact your nearest dealer.**

This manual covers the following models:

This kit can replace the following machine models. Any other conversions are not possible.

•**GM676-TB/HD (RACING JAM™ Twin type)**
•**GE888-AC (RACING JAM™ CHAPTER II Twin type)**
•**GN676-TB/HD (RACING JAM™ Deluxe type)**
•**GE888-AB (RACING JAM™ CHAPTER II Deluxe type)**

Driver software used under license of 3Dfx interactive.

Contents

Specifications

Twin type

Name	THRILLDRIVE™
Kit's supplies	· Instruction manual .... This manual · Networking board .... 2 · ROM .... 2set · Title panel .... 1 · Label 1set

Deluxe type

Name	THRILLDRIVE™
Kit's supplies	· Instruction manual .... This manual · Networking board .... 1 · ROM .... 1set · Title panel .... 1 · Label 1set

•If any part is defective or not found, contact your nearest dealer.

•The specifications of this product are subject to change without notice for reasons such as improving the performance.

■ Precautions for use

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to prevent other people's injuries and property damages.

Be sure to read the following

•**The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.**

⚠ WARNING	**Indicates a situation where disregarding the suggestions could result in death or serious injury.**
⚠ CAUTION	**Indicates a situation where disregarding the suggestions could result in injury or product damage.**

•**The following graphic suggestions describe the types of precautions to be followed.**

⚠	**Indicates a matter of which care should be taken.**
🚫	**Indicates a matter which is forbidden.**
🔌	**Indicates a matter which should be performed without fail.**

•**Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.**

•**In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.**
·Otherwise an electric shock, machine trouble, or a serious accident may result.
·Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

Qualified in-shop maintenance persons
· A qualified in-shop maintenance person must have experiences in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

Jobs handled by qualified in-shop maintenance persons
· Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

Industry specialist
· An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by industry specialist
· Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

ENGLISH

⚠ **WARNING**

•**Failure to handle this product correctly may result in malfunction or accidents. Before setting it up, be sure to carefully read the this manual. For setting up this product, ask a qualified industry specialist or contact your nearest dealer. (You will be charged.)**

•**Handle this kit with due care when installing it.**
·Wrong handling may cause kit trouble or accident.
·Parts inside the game PC board get hot structurally. Do not touch them until completely cooled down.
·The game PC boards have some projections on them. Handle the game PC boards carefully not to get injured.

•**Do not leave anything, such as a water- or chemical-containing container, on top of or close to the kit or the detached game PC boards.**
·Electrical shock or damage could be caused by water or foreign matter entering the inside of the kit.

•**Before attaching or detaching the game PC boards, be sure to turn OFF the machine's main power switch and unplug the power cord.**
·Otherwise, a machine trouble or electric shock may result.

•**The machine has some high-voltage parts inside. Only a qualified industry specialist is allowed to open the back door of the machine. With this back door open, be very careful not to touch unnecessary parts.**
·Otherwise, an accident or electric shock may result.

•**Before installing the kit or the game PC boards, clean up the inside of the machine using a vacuum cleaner or the like.**
·If the electrical components are left covered with dust, an electric shock or fire may result.

•**In installing the game PC boards in the machine, connect the connectors securely.**
·Otherwise, a machine trouble or fire may be caused.

•**Never disassemble, repair or modify any other parts and components than those specified in this manual.**
·A fire, malfunction or machine trouble may result.
Ask your nearest dealer for repairs and other services. We do not assume any responsibility for any damages that would be caused by such unspecified changes or tampering with the kit.

ENGLISH

⚠ **CAUTION**

- •**Before removing the game PC boards or installing the kit on the game PC boards, put on a wrist band to prevent static electricity.   Do not do this job on a carpet or the like.**
  ·Static electricity may damage the electric parts on the game PC boards.

- •**Do not touch the kit or game PC boards with wet hands.**
  ·Otherwise, a machine trouble or electric shock may result.

- •**Do not make any other settings of the DIP switches on the game PC board than specified in this manual.**
  ·Otherwise the game may fall to play properly.

- •**If by any chance any of the connectors and cables to be connected to the machine or the game PC boards is found defective, immediately stop using the machine and ask your nearest dealer to replace the damaged part.**
  ·Using a damaged connectors and cables could result in fire or electrical shock.

**PRECAUTION
IN HANDLING**

- •When setting up or handling this product, follow the procedures and instructions set forth in this manual and perform such work safely.

- •Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.

- •Do not set up or handle this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.

- •If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

規　　格

雙型

名　　　　　　稱	THRILLDRIVE ™
捆　包　內　容	・使用説明書……………………………………………………………… 本書 ・通信板 ……………………………………………………………………2 ・存儲條 …………………………………………………………………2套 ・名稱板 …………………………………………………………………… 1 ・標籤……………………………………………………………………1套

特別型

名　　　　　　稱	THRILLDRIVE ™
捆　包　內　容	・使用説明書……………………………………………………………… 本書 ・通信板 ……………………………………………………………………1 ・存儲條 …………………………………………………………………1套 ・名稱板 …………………………………………………………………… 1 ・標籤……………………………………………………………………1套

●萬一有不足零件或不良零件，請惠詢當地的經銷店。

●本產品的規格因性能改良等理由而變更時，恕不預告。

■ 安全使用注意事項

本書説明爲防止危害本產品的設置、使用、維護等人員及他人和財產的安全注意事項，本書內容務請遵守。

務 請 閱 讀

●本書使用如下標注，區分無視表示內容、錯誤使用時產生的危險和損害程度。

| ⚠ **警告** | 該項標注表示"有可能造成死亡或身負重傷"的內容。 |
| ⚠ **注意** | 該項標注表示"有可能造成傷害或物品損壞"的內容。 |

●本書使用如下圖標，説明務請遵守的內容種類。

⚠	本圖標表示"提請注意"的內容。
🚫	本圖標表示"禁止"的內容。
（圖）	本圖標表示"強制實行"的內容。

●經營本產品的店內維修人員和技術人員的定義

●本書中記載的説明中，凡指示爲由"店內維修人員"或"技術人員"進行的操作，必須由具有專門知識和技術的人員進行。
　▶否則，將造成觸電或故障等重大事故。
　▶交換本產品零件、維修檢查、以及處置發生的異常情況時必須由"店內維修人員"或"技術人員"進行。本書中，特別是有關危險的操作規定由"技術人員"進行。有關"店內維修人員"和"技術人員"定義如下：

什麼是店內維修人員？
・擁有娛樂機器、換錢機的維修經驗，在娛樂機器（本產品）的所有者和運營者的管理下，對娛樂設施或店內的機器進行日常的安裝、設置、檢查維修，交換裝置和消耗零部件等對機器整體進行維修管理的人員。

店內維修人員的工作內容
・安裝、設置、檢查維修娛樂機器和換錢機，交換裝置和消耗零部件。

什麼是技術人員？
・關機器設計、製造、檢查和維修工作的人員，以及具有，擁有電子、機械工學等專門技術知識，日常對娛樂機器進行維修管理和修理的人員。

技術人員的工作內容
・安裝、設置娛樂機器和換錢機，對電子部件和結構部件進行修理和調整。

⚠ 警告

●本產品如安裝錯誤，則可造成故障或事故，因此在安裝前必須仔細閱讀本書。此外，安裝機體時必須由專門技術人員進行，或者與當地的經銷店商洽（收費）。

●安裝本產品時，應充分進行處置。
  ▶否則，可造成故障或事故。
  ▶在結構上，機體使用的部件會發熱，到完全冷卻爲止不可觸摸。
  ▶在結構上，本產品有突起的部分。請注意不要受傷。

●本產品以及拆卸下來的機板上面或周圍，不可放置裝有水或藥品的器物。
  ▶水份或異物進入內部，可致觸電或故障。

禁　止

●在安裝或拆卸遊戲機板時，務請先關閉機體的電源開關，把電源插頭從插座上拔下後再進行。
  ▶否則，可致觸電或故障。

●機體內部有高壓，非常危險。除技術人員以外，不可打開機體的背面門。另外，在機體背面門打開時，不可隨意觸碰，請充分予以注意。
  ▶否則可致事故或有觸電危險。

●安裝本產品以及遊戲機板時，務請先用吸塵器清掃機體內的灰塵。
  ▶否則，電子零件等堆積灰塵過多，可致觸電或火災。

●將遊戲機板安裝在機體上時，務請確切連接插頭。
  ▶否則，可致機體故障或火災。

●千萬不得拆卸、修理、各種設定或改造本書指示的部分。
  ▶否則可造成火災、異常工作或故障。
    需要修理等時，請委託當地的經銷店。
    因拆卸、修理、各種設定或改造兒造成損害，本公司概不負責。

禁止拆卸

CHINESE

⚠ 注意

●在拆卸遊戲機板或將本產品安裝遊戲機板上時，請用地線帶採取靜電防止措施。另外，
請不要在地毯上進行操作。
▶否則，發生靜電，遊戲機板上電子零件的破損。

●請不要用濕手碰觸本產品或遊戲機板。
▶否則，可致觸電或故障。

🚫 禁　止

●遊戲PC板的開關，不可進行本書記載以外的設定。
▶否則不能正常進行遊戲。

🚫 禁　止

●萬一連接在所使用的機體或遊戲機板上的接出的接頭、纜線等損傷時，應立即停止
使用，委託當地的經銷店更換零件。
▶在損傷狀態下使用，可造成火災或觸電。

請留意

●本產品設置、操作，請遵照本書所載步驟及內容進行，確保安全。

●不要揭下貼在本產品上的"警告""注意"等標簽。

●不要在相當於間接性警告或注意的狀態下，設置、操作 。

●因轉讓等，本產品的所有者發生變化時，務必將本書轉交給新的所有者。

1 Setting the kit in the machine

1-1 Removing the game PC boards (Twin type).

■Removing the game PC boards (Twin type)▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

In this manual, how to remove the 2P game PC board (on the left when viewed from the back of the machine) is discussed. After replacing the left ROM, follow the same procedure to replace the right (1P) ROM.
Replace the ROMs at one side first and then the other side to check the connectors of game PC board.

⚠

- •**Be sure to ask a qualified industry specialist or your nearest dealer to replace the ROMs. (You will be charged.)**
- •**Before removing the game PC boards, be sure to turn OFF the machine's main power switch and unplug the power cord.**
- •**Before installing the kit or the game PC boards, clean up the inside of the machine using a vacuum cleaner or the like.**
- •**The machine has some high-voltage parts inside.   Only a qualified industry specialist is allowed to open the back door of the machine.   With this back door open, be very careful not to touch unnecessary parts.**
- •**Be sure to replace the ROMs on both the 1P and 2P game PC boards.**

1 | Be sure to turn OFF the machine's main power switch and unplug the power cord from the receptacle.

2 | Remove the screws off the back door and detach the back door.

Key for maintenance
Screws
Back door
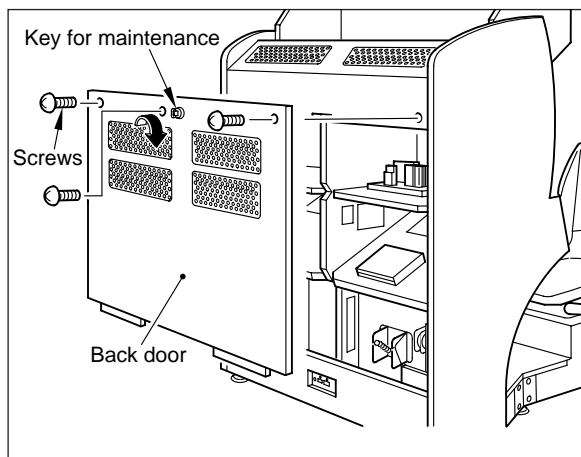
3 | Undo the clamp to release the cables off the game PC board.

4 | Remove the wood screws of the fixing spacers that are used to fix the game PC board.

5 | Disconnect all the connectors from the game PC board. (Some of the connectors are screwed down. Remove these screws.)

Wood screws
Game PC board
Clamp
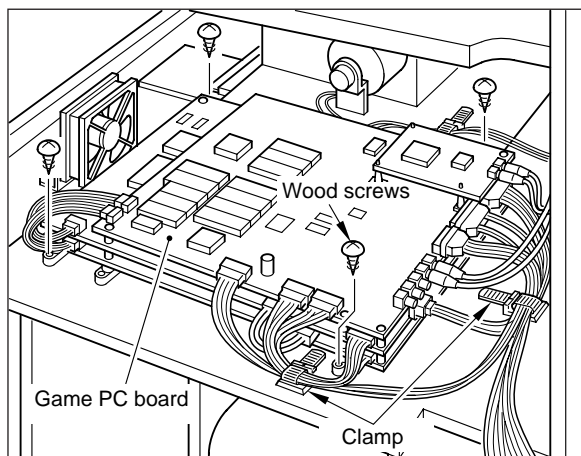
6 ▌ Take out the game PC board one by one from top. (See pages 11 and 12.)

⚠

•**Do not do this job on a carpet or the like.   Static electricity may occur, resulting in damaged electronic parts on the game PC board.**
•**Be sure to take out the PC board straight upward.   Forced removal may get the PC boards deformed, resulting in malfunction or damage.**

•**Exploded view of game PC board**
 See pages 11 and 12 for removing the PC board.

Networking PC board

Networking cable

From the machine

Main PC board
See page 11 for removal

I/O cables

From the machine

*1

*1

*1

AUDIO cable

From the machine

Graphics PC board(1)
See page 12 for removal

RGB cable
Be careful not to confuse the top and bottom of this connector.

*1

From the machine

From the machine

Graphics PC board(2)
The ROM is not replaced.

*1: Be careful not to confuse the screws that are different in type.

7 | **Removing the networking PC board and the main PC board.**
Pull the connectors out of the main PC board.

8 | Remove the screw to disconnect the networking PC board.

9 | Remove the 7 screws to disconnect the main PC board.

Use the clip spacer as guide for positioning

8 Screw (M3x25L)

8 Networking PC board

9 Screw (M3x8L)

7 Connector

Spacer(white)

Main PC board

7 Connector

• Be sure to take out the main PC board straight upward.

Connector

Otherwise the connectors or the PC board may be damaged.

To remove and tighten the screws, use a well-fitting screwdriver.
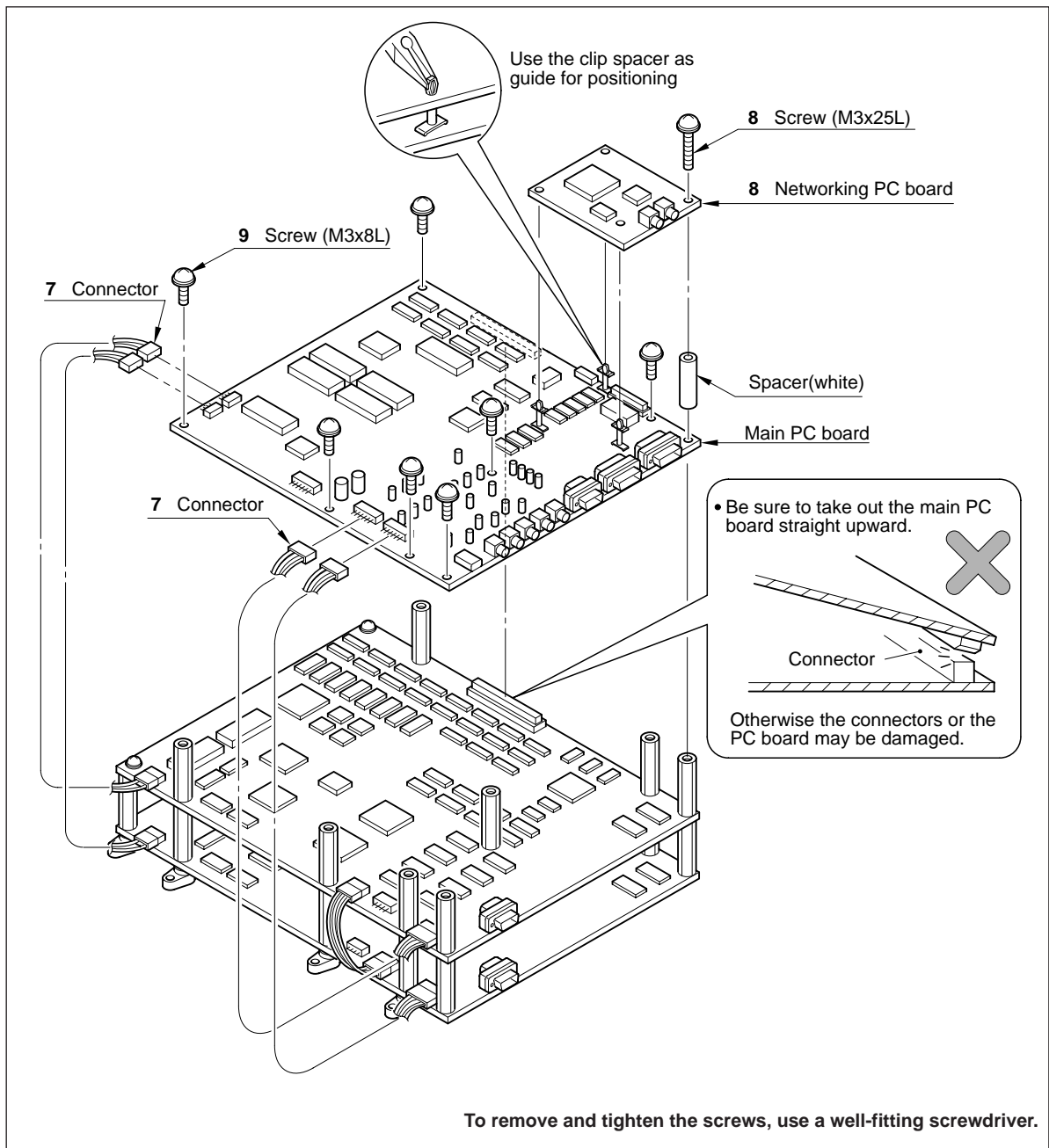
10 ▌ Removing the graphics PC board
Disconnect the connectors from the graphics PC board (1).

11 ▌ Remove the 2 screws and the 8 spacers, and take out the graphics PC board (1).

11 Screw
(M3x8L)

Main PC
board

11 Metallic spacer (18mm)

Graphics PC board(1)

10 Connector

• Be sure to take out the graphics
PC board (1) straight upward.

Connector

Main PC
board

Otherwise the connectors or the
PC board may be damaged.

Main PC
board

Graphics PC board(2)

Main PC board

To detach and attach the metallic spacers, use a 5.5 mm box wrench.
To remove and tighten the screws, use a well-fitting screwdriver.

1-2 Replacing the ROMs

■Precautions in replacing the ROMs ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

⚠

- **Be sure to ask a qualified industry specialist or your nearest dealer to replace the ROMs. (You will be charged.)**
- **Replace all the specified ROMs at once, or add necessary ones.**
- **Before touching the ROMs and bending its terminals, be sure to put on a wrist band or the like to keep them from static electricity.**
- **When replacing or adding the ROMs, be very careful not to confuse their numbers and directions.**
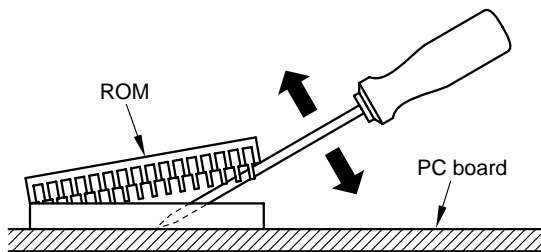- **Be sure to replace or remove the twin type machine ROMs for both the 1P and 2P sides.**
- **Do not make any other settings of the DIP switches on the game PC board than specified in this manual.**

■Precautions in removing the ROMs ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

Do not insert a screwdriver or the like and pry the ROM apart.   The PC board or the ROM may get damaged.

ROM

PC board

Use a commercially available IC removal tool or the like.

IC removal tool
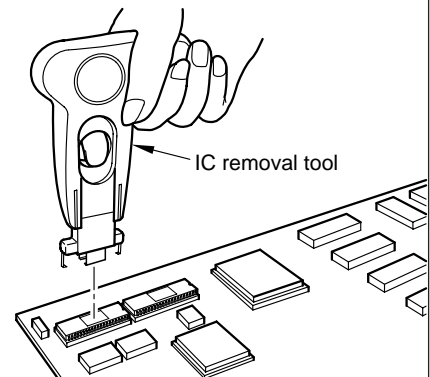
■Precautions in identifying and positioning the replacement ROMs ▬ ▬ ▬ ▬ ▬

•EP ROMs in use

713B*01
713A08

ROM number

713
B*01
*

Align with the ROM's notch, referring to the pattern printed on the PC board.
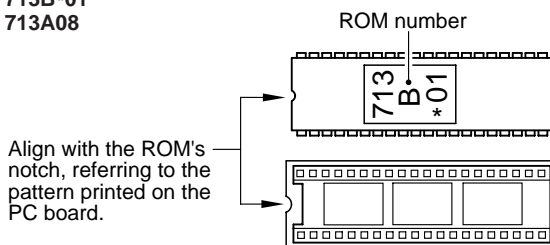
•MASK ROMs in use

713A04
713A05
713A09
713A10
713A13
713A14

ROM number

KONAMI
* * * *
713A14
* * * *

Align with the ROM's circle (O) mark, referring to the pattern printed on the PC board.
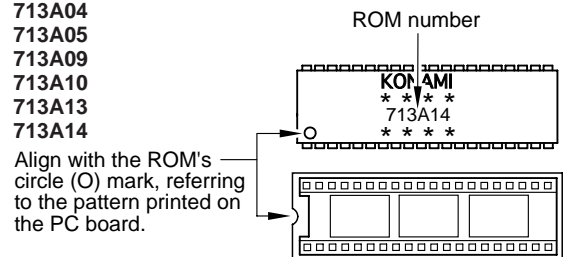
■Precautions in mounting and dismounting the ROMs ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

Do not detach and attach the ROMs in this way. The PC board may get deformed or damaged.
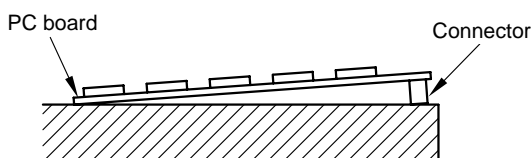
PC board

Connector

Place the PC board flat with the connector out of the way to detach and attach the ROMs.

PC board

Connector
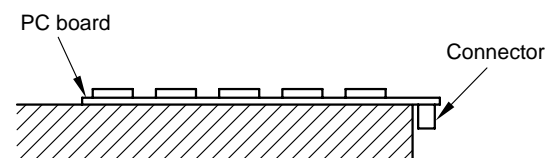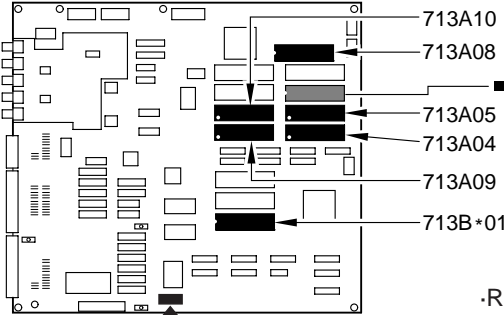
■ Positioning and placing the replacement ROMs ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━

Remove the ROMs specified in the figure, and insert the new ones with care not to confuse their numbers and directions.

•Replacement ROMs for the main PC board

713A10
713A08
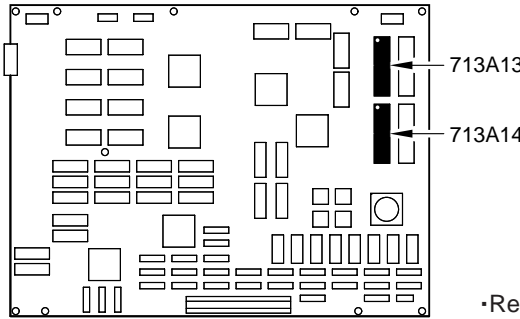
• Remove the ROMs for the GE888-AC and GE888-AB.
• Not the ROMs for the GM676-TB/HD and GN676-TB/HD.

713A05
713A04
713A09
713B*01

·Replace the 6 ROMs and remove an ROM, as shown in the figure, for the main PC board.
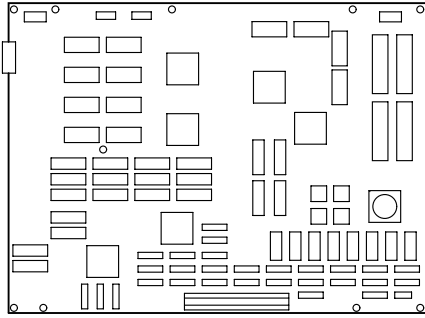
Set all the DIP switches on the main PC board to the OFF positions.

•Replacement ROMs for the graphics PC board (1)

713A13

713A14

·Replace the 2 ROMs, as shown at left, for the graphics PC board (1).

•Graphics PC board (2)

·The ROM is not replaced.

1 | Take the ROM out of the ROM mat.

2 | The ROM terminals are kept stretched outward. Bend the terminals perpendicular to the ROM proper.
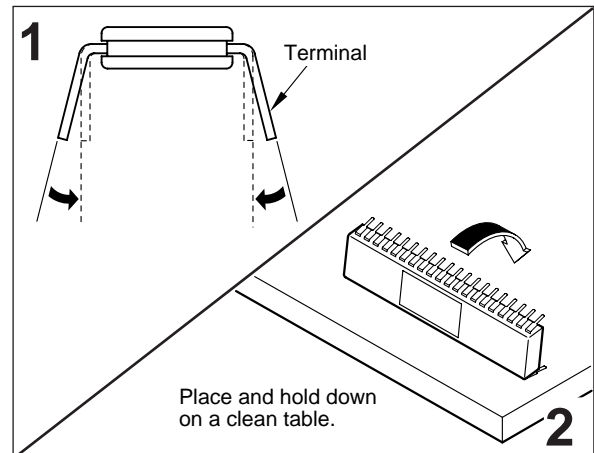
⚠️

•**Before touching the ROMs and bending its terminals, be sure to put on a wrist band or the like to keep them from static electricity.**

1

Terminal

Place and hold down on a clean table.

2

3 | Make sure the ROMs are in position. Mount the PC boards back into position in the reverse order. Be sure to replace the old networking PC board with the accompanying new one.

⚠️
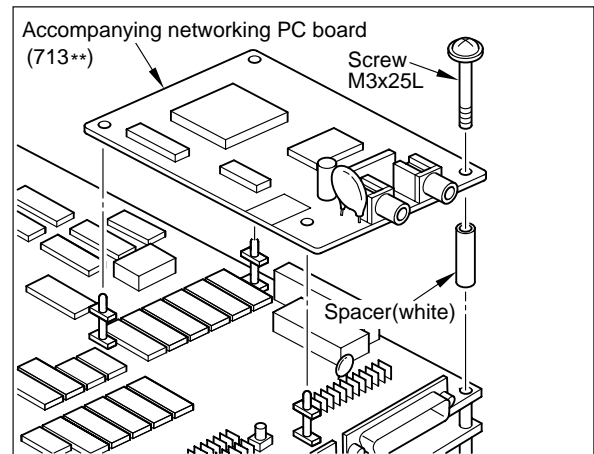
•**The accompanying networking board is labeled 713∗∗. This board appears the same as the GE888-AC and GE888-AB boards. Be careful not to confuse between them.**

Accompanying networking PC board (713∗∗)

Screw M3x25L

Spacer(white)

•Before setting the PC boards back into place, make sure all the specified ROMs are tight in their respective positions.
•First temporarily tighten the PC board screws and spacers. After the final setting, tighten them up.
•Keep the detached old ROMs and networking PC board in a safe place.

MEMO

4 | Reconnect the connectors between the PC boards. Be careful not to confuse the connections.

5 | Set up the game PC board in place in the machine, and reconnect all the connectors.

•If you are not sure about the positions of connectors, refer to the 1P game PC board to connect all the connectors correctly and securely. (Twin type machine)

MEMO

6 | When the 2P game PC board has been installed and its connectors connected, the same procedure is followed to replace the ROMs on the 1P game PC board. (Twin type machine)

7 | When the game PC board has been installed and its connectors connected, close the back door of the machine.

2 Game settings

2-1 Checking the game performance

When the power switch is turned ON after replacing the game PC boards, the operating condition of game PC boards is checked automatically and the check results appear on the screen.

⚠️

- **For networking, be sure to connect with the same "THRILLDRIVE™" machine.**
- **Be sure to check the PCB (self test) before using the machine.**
- **Do not make any other settings of the DIP switches on the game PC board than specified in this manual.**
- **If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.**

■**Result of test** ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━

If test is OK

· The steering wheel and other components are automatically repositioned.   The machine then goes to the game mode and the demonstration game gets started.

If any abnormality is detected

· "BAD" or "HARDWARE ERROR (∗∗∗)" appears on the screen, and the checking is repeated.

 If "OPTION SETTINGS BACKUP DATA ERROR." and "PRESS TEST SWITCH TO INITIALIZE." appear, press the test switch on the service panel.
 (The settings will be back to the factory settings.)

 If "RECORD BACKUP DATA ERROR." and "PRESS TEST SWITCH TO INITIALIZE." appear, press the test switch on the service panel.
 (The course record will be back to the factory setting.)

 If "BOOKKEEPING BACKUP DATA ERROR." and "PRESS TEST SWITCH TO INITIALIZE." appear, press the test switch on the service panel.
 (The bookkeeping data will be back to the factory setting.)

 If an abnormal display continues or the machine does not operate normally, immediately turn OFF the main power switch and contact your nearest dealer.

2-2 Correcting the positions of the steering wheel etc.

■After the self-test, the positions of the steering wheel, accelerator pedal, brake pedal, hand brake, and clutch pedal (only for the machine equipped with the clutch pedal) are corrected automatically.
Then "DO NOT TOUCH THE CONTROL DEVICES WHEN THE MACHINE IS BEING INITIALIZED." appears on the screen.   Never touch the steering wheel, accelerator pedal, brake pedal, hand brake, and clutch pedal (only for the machine equipped with the clutch pedal). The steering wheel makes a few turns itself clockwise and counterclockwise.

■**Result of position check** ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

If test is OK

•When the position check is over, the operation mode returns automatically to the game mode.

If any abnormality is detected

The result of check is displayed as follows on the screen.
•**Steering wheel abnormal**
   The message "DEVICE ERROR (STEERING WHEEL)" appears on the screen.
   What to do .... The steering wheel control exceeds the correctable range or the steering wheel reaction device is out of order.   In the former case, make the adjustment by referring to "Replacing and adjusting the potentiometer" of the machine's instruction manual.
•**Accelerator abnormal**
   The message "DEVICE ERROR (ACCEL)" appears on the screen.
   What to do .... The accelerator control exceeds the correctable range. Refer to the "Replacing and adjusting the potentiometer" of the machine's instruction manual to make the adjustment.
•**Brake abnormal**
   The message "DEVICE ERROR (BRAKE)" appears on the screen.
   What to do .... The brake control exceeds the correctable range. Refer to the "Replacing and adjusting the potentiometer" of the machine's instruction manual to make the adjustment.
•**Hand brake abnormal**
   The message "DEVICE ERROR (HAND BRAKE)" appears on the screen.
   What to do .... The hand brake control exceeds the correctable range. Refer to the "Replacing and adjusting the potentiometer" of the machine's instruction manual to make the adjustment.
•**Clutch abnormal (only for the machine eqipped with the clutch pedal)**
   The message "DEVICE ERROR (CLUTCH)" appears on the screen.
   What to do .... The clutch control exceeds the correctable range. Refer to the "Replacing and adjusting the potentiometer" of the machine's instruction manual to make the adjustment.

If any of the above signs is displayed, press the test switch on the service panel to go to the test mode. (The "MAIN MENU" screen shows up.)   Then choose "I/O CHECK" to check the device which shows the error.   If the "DEVICE ERROR (∗∗∗∗)"is still displayed after the adjustment, the device itself may be in trouble.   Immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer. If the "GAME MODE" is selected on the "MAIN MENU" screen with some troubles of any devices, the game may not be played normally.

If an abnormality persists or the machine does not operate properly, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

2-3 Testing and adjusting the game settings

Manually check and change the settings for the screen displays and game contents.

■ Starting the test mode ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬

1 Turn ON the power switch.

2 Press the test switch on the service panel during the game mode demo (during the game mode demo of all the game machines in the case of networking) .
(Press and hold the test switch and turn ON the power switch. The following message appears to clear the current settings, course records, and bookkeeping data back to the factory settings.)

> **OPTION SETTINGS DATA INITIALIZE COMPLETE**
> **RECORD DATA INITIALIZE COMPLETE**
> **BOOKKEEPING DATA INITIALIZE COMPLETE**

·The test mode is called up and the main menu appears on the screen.

■ Quit the test mode ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬

1 Choose the "GAME MODE" from the main menu by the shift lever.

2 Press the START button.

·Then, the screen returns to game mode.

■ Main menu screen (basic items) ▬▬▬▬▬▬▬▬▬▬▬▬▬▬

MAIN MENU

I/O CHECK ———————————— •Checking the controls.
  --> Page 19
SCREEN CHECK ——————————— •Adjusting the screen distortion.
  --> Page 20
COLOR CHECK ———————————— •Adjusting the display color.
  --> Page 20
MASK ROM CHECK —————————— •Checking the mask ROMs.
  --> Page 20
C.G. BOARD CHECK ————————— •Checking the C.G. board function.
  --> Page 21
SOUND OPTIONS ——————————— •Setting the sound options.
  --> Page 21
GAME OPTIONS ——————————— •Setting the game options.
  --> Page 22
COIN OPTIONS ——————————— •Setting the coin options.
  --> Page 23
NETWORK OPTIONS ————————— •Setting the network options.
  --> Page 24
CALIBRATION ———————————— •Calibrating the steering wheel, etc.
  --> Page 26
BOOKKEEPING ———————————— •Displaying the coin data.
  --> Page 28
NETWORK CONFIGURATION ——————— •Unifying the network configuration.
  --> Page 30
ALL FACTORY SETTINGS ———————— •Returns all the settings to the factory settings.
  --> Page 29
GAME MODE ————————————— •Return to game mode.

GEAR SHIFT UP/DOWN = SELECT ITEM
PRESS START SWITCH = DO CHECK

■ Selecting each mode ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬

How to select each mode from the main menu

·SELECT --> ·For 5 - speed gearshift

Move the shift lever up side (1, 3 or 5) or down side (2, 4 or R).

·For 2 - speed gearshift

Move the shift lever up side or down side.

·SET --> Press the START button.

After selecting a mode, refer to the page on which that mode is described in details.

2-4 Mode descriptions

■ The original factory settings are displayed in green; the changed settings are displayed in red.
·To change the settings, move the shift lever up side or down side to select an item, and press the START button to enter it.
·After the setting change, select "SAVE AND EXIT" and press the START button. The settings are saved automatically and the screen returns to the main menu.
·If "EXIT" is selected after the modification of the settings, the following message will appear:

> **NEED TO PRESS START SWITCH**
> **YOU DID NOT SAVE. DO YOU WANT TO SAVE? [YES / NO]**

Select "YES" or "NO" by shift lever up side or down side and set it by pressing the START button.
If "YES" is selected, the new settings will be saved with "NOW SAVING" displayed and the screen will return to the main menu.
If "NO" is selected, the new settings will not be saved with "NO MODIFICATION" displayed.

•If "FACTORY SETTINGS" is selected and the START button is pressed, all the settings of the mode will be back to the factory ones.

— MEMO —

I/O CHECK

Checking the controls

■ Mode for checking the performance each control.
To return to the main menu screen, hold press the START button and move up side the shift lever.

```
                        I/O CHECK

GEAR SHIFT LEVER   1 3 5    UP    OFF   DOWN   OFF ┐
        ERROR   • • •       LEFT  OFF   RIGHT  OFF ┘
                   2 4 R
    START SWITCH    OFF            COIN MECH SWITCH  OFF ┐
    SERVICE SWITCH  OFF            TEST SWITCH       OFF ┘

STEERING WHEEL      LEFT          CENTER          RIGHT
  00000 (0000)      +---+-----------------------+---+
ACCEL PEDAL         MIN                            MAX
  00000 (0000)      +---+-----------------------+---+
FOOT BRAKE PEDAL    MIN                            MAX
  00000 (0000)      +---+-----------------------+---+
HAND BRAKE LEVER    MIN                            MAX
  00000 (0000)      +---+-----------------------+---+
CLUTCH PEDAL        MIN                            MAX
  00000 (0000)      +---+-----------------------+---+


  HOLD START SWITCH + GEAR SHIFT DOWN = ACTIVE STEERING TEST
    HOLD GEAR SHIFT UP + PRESS START SWITCH = EXIT
```

Shows the condition of each switch.
·ON ....The switch is on.
·OFF...........The switch is off.
·ERROR.....The switch is defective.

The marker position changes to show the input value.

Shows the value for steering wheel in decimal (hexadecimal).
The steering wheel is set properly when the steering wheel is fully turned clockwise and the red "I" mark comes to the "RIGHT" position as well as when the wheel is fully turned counterclockwise and the mark comes to the "LEFT" position.

Shows the value for the accelerator pedal [decimal (hexadecimal)]. if the "I" mark moves to "MIN" when the accelerator pedal is eleased and to "MAX" when the accelerator pedal is fully press, the accelerator pedal is properly adjusted.

Shows the value for the foot brake unit [decimal (hexadecimal)].
Make sure the "I" mark moves to "MIN" when the foot brake is released and to "MAX"when the foot brake is fully pressed.

Shows the value for hand brake in decimal (hexadecimal).
The hand brake is set properly when the hand brake is released and the "I" mark comes to the "MIN" position as well as when the hand brake is pulled up and the mark comes to the "MAX" position.

Shows the value for the clutch pedal [decimal (hexadecimal)]. if the "I" mark moves to "MIN" when the clutch pedal is eleased and to "MAX" when the clutch pedal is fully pressed, the clutch pedal is properly adjusted.

Check the steering wheel reaction device by putting down side the shift lever while pressing the START button.
The steering wheel turns automatically clockwise and counterclockwise by turns during checking. Then, make sure that the "I" mark moves accordingly to the right and left on the meter which shows the value for the steering wheel. Do not touch the steering wheel while this checking is conducted.

•This screen is just an example.
(What appears on the screen is different depending on whether the clutch pedal is provided.)

•If the steering wheel or the accelerator is not correctly adjusted, make an adjustment by referring to "Replacing and adjusting the potentiometer" of the machine's instruction manual.

— MEMO —

SCREEN CHECK

Adjusting the screen distortion

■ Mode for checking the screen display.
Adjust the focus, distortion and size of the image on the screen while watching the crosshatch pattern.   Use the projector adjusting remote control for the deluxe type and the monitor adjustment PCB for the twin type to make adjustments. (Refer to the machine's instruction manual.)
To return to the main menu screen, press the START button.

COLOR CHECK

Adjusting the display color

■ Mode for checking the display color.
Make the adjustment so that the color bars should appear properly graduated and the background should become dark sufficiently.   To make the adjustment, use the projector adjusting remote control for the deluxe type and the monitor adjustment PCB for the twin type. (Refer to the machine's instruction manual.)
To return to the main menu screen, press the START button.

MASK ROM CHECK

Checking the mask ROMs

■ Mode for checking the mask ROMs.
In this mode, the mask ROMs are checked one after the other.   "OK" appears on the screen when not in trouble: "BAD" if in trouble.   When the machine is put into this mode, tilt down the shift lever to start checking automatically.
Press the START button to interrupt checking or return to the main menu screen.

• If "BAD" appears, immediately turn OFF the main power switch, unplug the power cord from the receptacle and contact your nearest dealer.

C.G. BOARD CHECK

Checking the C.G. board function

■ Mode for checking the function of the C.G. board.
Watch the screen in this mode to make sure the images appear correctly.
To return to the main menu screen, press the START button.
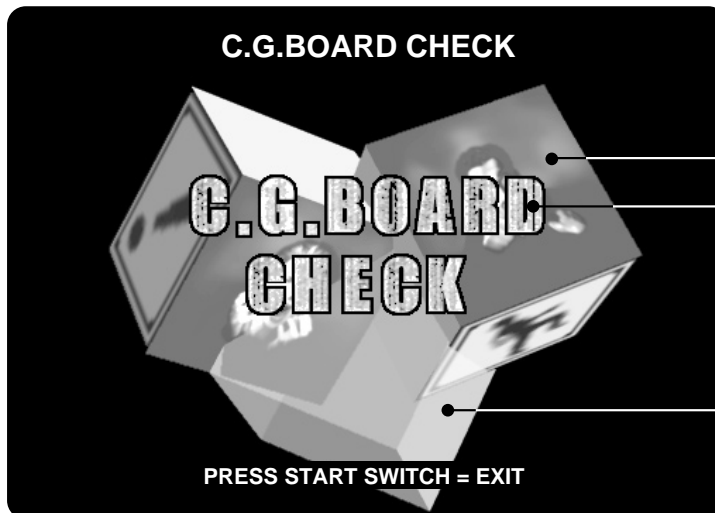
C.G.BOARD CHECK

Two cubes are rotating and entangled with each other.

"C.G. BOARD CHECK" moves in all directions.

A semi-transparent cube is rotating.

PRESS START SWITCH = EXIT

SOUND OPTIONS

Setting the sound options

■ Mode for setting and checking the sound options.
Move the shift lever up side or down side to select an item, and press the START button to enter it.
To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.

SOUND OPTIONS

SOUND IN ATTRACT MODE	
	ALL THE TIME
SOUND SCALE CHECK	
SOUND VOLUME	
■■■■■■■■■■■□□□□□ **20**	
SCREAM IN ATTRACT MODE	ON
POLICE CAR SIREN	ON
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	

GEAR SHIFT UP/DOWN = SELECT OPTION
PRESS START SWITCH = MODIFY SETTING
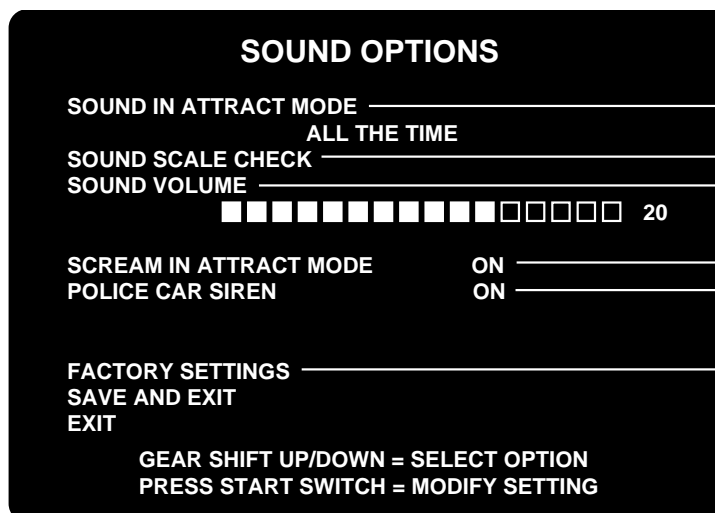
Turns on and off the demo play sound.
·ALL THE TIME .... Sound always on.
·ONCE EVERY 4 CYCLES .... Sound on every
4 cycles.
·COMPLETE OFF ……… Sound always off.

You will hear a do-re-mi...do musical scale from
the left speaker first and then from the right
speaker, which is repeated twice.
The second round is given acoustic echo.
(Sound effect is given for the 2nd round.)

Adjusts the sound volume from level 0 (mute) to
30 (maximum).
·To raise the sound level, hold press the START
button and move up side the shift lever.
·To lower the sound level, hold press the START
button and move down side the shift lever.

Turns on/off the scream in the game demo.
·ON ..... The scream is heard.
·OFF ... The scream is not heard.

Turns on/off the police car siren.
·ON......The siren sounds.
·OFF....The siren does not sound.

Press the START button to clear all the settings in
this mode back to the factory settings.

•This screen is just an example.

GAME OPTIONS

Setting the game options

■ Mode for setting and checking the game options.
Move the shift lever up side or down side to select an item, and press the START button to enter it.
To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.

⚠

• **When networking the machines, be sure to set all the machines to the same settings.**

```
                    GAME OPTIONS
DIFFICULTY LEVEL            4/MEDIUM
DRIVER ANIMATION           MILD
MESSAGE IN REPLAY          HARD
LANGUAGE                   JAPANESE
GAME JOINING PERIOD        15
SPEED METER DISPLAY        km/h
MOTOR POWER LEVEL          MEDIUM
WORST RANKING              YES
RECORD SAVING              YES
CLEAR RANKING DATA

FACTORY SETTINGS
SAVE AND EXIT
EXIT


     GEAR SHIFT UP/DOWN = SELECT OPTION
     PRESS START SWITCH = MODIFY SETTING
```

• This screen is just an example.

Sets a dificulty level (from the 8 levels)

1/EASIEST	**Easier**
2/VERY EASY	⬆
3/EASY	
4/MEDIUM-------------- Standard
5/MEDIUM HARD	
6/HARD	
7/VERY HARD	⬇
8/HARDEST	**Harder**

Sets a driver's animation in the event of accident.
·HARD.....The driver is thrown out of the car on the bonnet by a shock.
·MILD......The driver is shaken in the car.

Sets a message in the event of accident. (Refer to the messages shown below.)

Switches the language. "JAPANESE" or "ENGLISH"

Sets the waiting time for networking. Choose from 5, 10, 15 and 20.

Selects the speed meter display [km/h] or [MPH].

Sets the return force of the steering wheel.
·OFF...............................No return force
·POWERLESS ....Weak
·MEDIUM.......................Standard
·POWERFULL................Strong

Sets whether to take or not the course record.
·YES...Takes and initializes the course record.
·NO.....Does not take and initialize the course record.

Set whether to take or not the worst course record.
·YES...Displays, records and initializes the worst ranking.
·NO.....Does not display, record and initialize the worst ranking.

Erases the ranking data.

Press the START button to clear all the settings in this mode back to the factory settings.

• **Settings of the MESSAGE IN REPLAY**

LANGUAGE setting	Setting	Condition of game play	Message
JAPANESE	MILD or HARD	Small accident	事故発生!
		Medium accident	大事故発生!
		Large accident	大惨事!!
ENGLISH	MILD	Small accident	COLLISION!
		Medium accident	ACCIDENT!
		Large accident	ACCIDENT!!
	HARD	Small accident	COLLISION!
		Medium accident	SERIOUS ACCIDENT!
		Large accident	FATAL ACCIDENT!!

COIN OPTIONS

Setting the coin options

■ Mode for setting and checking the coin options.

Move the shift lever up side or down side to select an item, and press the START button to enter it.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.

⚠

•The coin setting options are not displayed when "FREE PLAY" is set to "YES". In such case, remember the game will be free.

COIN OPTIONS

FREE PLAY	NO
COIN MECHANISM	COMMON
COIN SLOT 1	1 COIN [S] 1 CREDIT [S]
COIN SLOT 2	1 COIN [S] 1 CREDIT [S]
START	2 CREDIT [S] TO START
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	

GEAR SHIFT UP/DOWN = SELECT OPTION
PRESS START SWITCH = MODIFY SETTING

Selects a free play.
·YES......Available for free play.
·NO........Not available for free play.

Sets the credits of coin slots common or independent when two or more coin slots are available.
·COMMON............When two or more coin slots are available, their credit is common.
·INDEPENDENT....The credit of each coin slot is independent.

Sets the number of credits for a coin.
(16 COINS 1 CREDIT to 1 COIN 16 CREDITS.)

Sets the number of credits required to start the game.
(1 CREDIT to 16 CREDITS.)

Press the START button to clear all the settings in this mode back to the factory settings.

•This screen is just an example.

NETWORK OPTIONS

Setting the network options

■This mode is used to set the network ID and to check the networking condition of each networked machine.

When the machines have been networked, be sure to check the networking condition on this screen.

Move the shift lever up side or down side to select an item, and press the START button to enter it.

To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.

⚠

- **If any of the three items responds incorrectly, it indicates possible communication malfunction.   Take measures while referring to "2-5 Measures to be taken when there is a network abnormality" on page 31.**
- **If the machine still shows the same trouble or any troubles that are not discussed in this manual, immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer.**

Shows network ID.
Enters different numbers (machine numbers) to the machines that will be networked.

NETWORK OPTIONS

NETWORK ID   1

FACTORY SETTINGS
SAVE AND EXIT
EXIT

Press the START button to clear all the settings in this mode back to the factory settings.

	ERROR	DOWN	STATUS
ID No.1	0	0	I
ID No.2	0	0	I
ID No.3	0	0	DNC
ID No.4	0	0	DNC

The current network conditions appear.
The "I" mark is moving from left to right when the machine is networked.

"DNC" (Did Not Connect) appears if the machine is not networked.

GEAR SHIFT UP/DOWN = SELECT OPTION
PRESS START SWITCH = MODIFY SETTING

•This screen is just an example.

Check items (Watch the screen for longer than 1 minute and make sure the following 3 conditions are met.)
·Check that the "I" mark in the STATUS column is moving from the left to the right at a fixed speed.
·Check that the value in the ERROR column is below "10" after one minute.
·Check that the value in the DOWN column does not change from "0".

■Screen display when game machines are networked ━ ━ ━ ━ ━ ━ ━ ━ ━ ━

•One game machine are networked (Twin type)

Screen for player 1

```
              NETWORK OPTIONS

NETWORK ID                    1

FACTORY SETTINGS
SAVE AND EXIT
EXIT

              ERROR DOWN STATUS
        ID No.1    0    0    I
        ID No.2    0    0    I
        ID No.3    0    0    DNC
        ID No.4    0    0    DNC


    GEAR SHIFT UP/DOWN = SELECT OPTION
    PRESS START SWITCH = MODIFY SETTING
```

Screen for player 2

```
              NETWORK OPTIONS

NETWORK ID                    2

FACTORY SETTINGS
SAVE AND EXIT
EXIT

              ERROR DOWN STATUS
        ID No.1    0    0    I
        ID No.2    0    0    I
        ID No.3    0    0    DNC
        ID No.4    0    0    DNC


    GEAR SHIFT UP/DOWN = SELECT OPTION
    PRESS START SWITCH = MODIFY SETTING
```

•Two game machines are networked (Twin type)

Screen for player 1

```
              NETWORK OPTIONS

NETWORK ID                    1

FACTORY SETTINGS
SAVE AND EXIT
EXIT

              ERROR DOWN STATUS
        ID No.1    0    0    I
        ID No.2    0    0    I
        ID No.3    0    0    I
        ID No.4    0    0    I


    GEAR SHIFT UP/DOWN = SELECT OPTION
    PRESS START SWITCH = MODIFY SETTING
```

Screen for player 2

```
              NETWORK OPTIONS

NETWORK ID                    2

FACTORY SETTINGS
SAVE AND EXIT
EXIT

              ERROR DOWN STATUS
        ID No.1    0    0    I
        ID No.2    0    0    I
        ID No.3    0    0    I
        ID No.4    0    0    I


    GEAR SHIFT UP/DOWN = SELECT OPTION
    PRESS START SWITCH = MODIFY SETTING
```

Screen for player 3

```
              NETWORK OPTIONS

NETWORK ID                    3

FACTORY SETTINGS
SAVE AND EXIT
EXIT

              ERROR DOWN STATUS
        ID No.1    0    0    I
        ID No.2    0    0    I
        ID No.3    0    0    I
        ID No.4    0    0    I


    GEAR SHIFT UP/DOWN = SELECT OPTION
    PRESS START SWITCH = MODIFY SETTING
```

Screen for player 4

```
              NETWORK OPTIONS

NETWORK ID                    4

FACTORY SETTINGS
SAVE AND EXIT
EXIT

              ERROR DOWN STATUS
        ID No.1    0    0    I
        ID No.2    0    0    I
        ID No.3    0    0    I
        ID No.4    0    0    I


    GEAR SHIFT UP/DOWN = SELECT OPTION
    PRESS START SWITCH = MODIFY SETTING
```
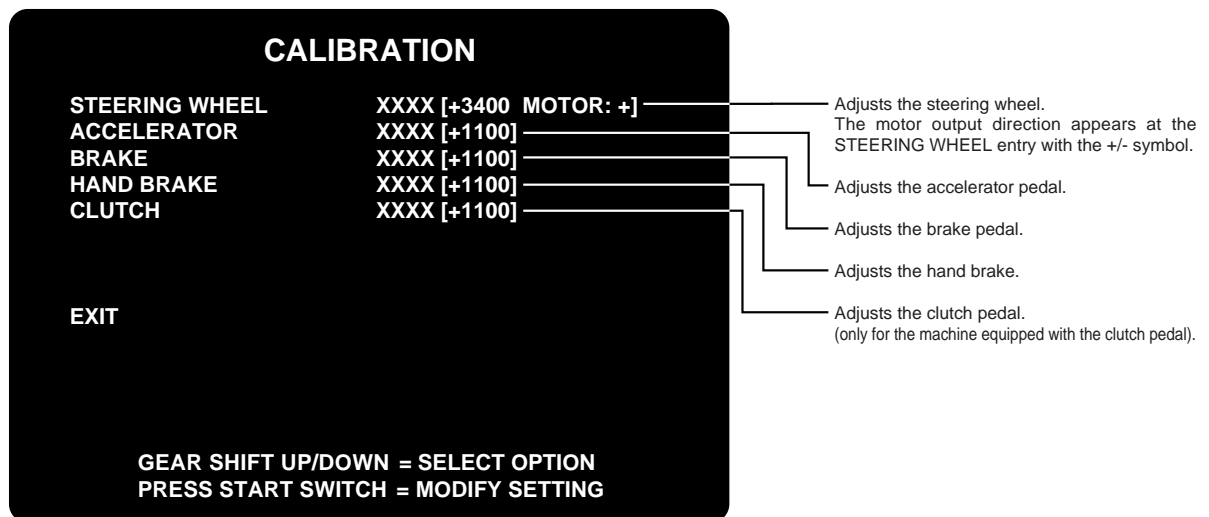
•This screen is just an example.

CALIBRATION

Calibrating the steering wheel, etc.

■This mode is used to calibrate the steering wheel, accelerator pedal, brake pedal, hand brake and clutch pedal. (only for the machine equipped with the clutch pedal). When "DEVICE ERROR (∗∗∗∗)" appears in the self-test during system start-up, make the calibrations in this mode.

Move the shift lever up side or down side to select an item, and press the START button to enter it.

To return to the main menu screen, select "EXIT" and press the START button.

```
                 CALIBRATION

STEERING WHEEL        XXXX [+3400  MOTOR: +]        Adjusts the steering wheel.
ACCELERATOR           XXXX [+1100]                  The motor output direction appears at the
BRAKE                 XXXX [+1100]                  STEERING WHEEL entry with the +/- symbol.
HAND BRAKE            XXXX [+1100]
CLUTCH               XXXX [+1100]                   Adjusts the accelerator pedal.

                                                    Adjusts the brake pedal.

                                                    Adjusts the hand brake.

EXIT                                                Adjusts the clutch pedal.
                                                    (only for the machine equipped with the clutch pedal).




    GEAR SHIFT UP/DOWN = SELECT OPTION
    PRESS START SWITCH = MODIFY SETTING
```

•This screen is just an example.
 (What appears on the screen is different depending on whether
  the clutch pedal is provided.)

•The yellow characters on the left of brackets are the value input by a control.
•The orange characters in the brackets are the current correction value.
•For the details of calibration of each device, see page 27.
•When the calibration is performed and "ERROR" appears, follow the "Replacing and adjusting the potentiometer" of the machine's instruction manual.
•Press and hold the test switch and turn ON the power switch, the current correction value is also cleared.

MEMO

•To calibrate the steering wheel

Adjust the potentiometer so that the input value is not off-scale when fully steering to the right and left.
The input value, ranging from 0 to 4095, becomes 0 or 4095 when off-scale.
Choose "STEERING WHEEL" and press the START button so that the screen shown below appears.
Follow the instructions on the screen to make the steering wheel calibration.

1 At first, the following message appears. Do not touch the steering wheel.

> **DO NOT TOUCH THE STEERING WHEEL**
> **5** ——————————— The time to finish calibration appears.

2 Then, the following message appears. Fully turn the steering wheel to the left.

> **TURN THE STEERING TO THE LEFT FULLY**
> **5**

3 When the following message appears, fully turn the steering wheel to the right.

> **TURN THE STEERING TO THE RIGHT FULLY**
> **5**

4 The following message appears again. Do not touch the steering wheel.
(The steering wheel turns automatically to the right and left a few times.)

> **DO NOT TOUCH THE STEERING WHEEL**
> **45**

5 When the calibration is finished correctly, the following message appears.

> **STEERING WHEEL : OK**

In the event of a calibration error, the following message appears.

> **STEERING WHEEL : ERROR**

•To calibrate the accelerator pedal, brake pedal, hand brake and clutch pedal (only for the machine equipped with the clutch pedal)

For the accelerator pedal, brake pedal and clutch pedal (only for the machine equipped with the clutch pedal), adjust the potentiometer so that the input value is not off-scale when pressing the pedal all the way or releasing it.
For the hand brake, adjust the potentiometer so that the input value is not off-scale when fully pulling the hand brake or releasing it.
The input value, ranging from 0 to 4095, becomes 0 or 4095 when it is off-scale.
Choose "ACCELERATOR", "BRAKE", "HAND BRAKE" or "CLUTCH (for compatible machines only)" and press the START button. The screen shown below appears. Follow the instructions on the screen to make the calibration.

1 At first, the following message appears. Do not touch the accelerator pedal nor the hand brake.

> **DO NOT TOUCH THE ACCELERATOR**
> **5** ——————————— The time to finish calibration appears.
> (The example shows the accelerator pedal.)

2 Then, the following message appears. Press the pedal all the way.
For the hand brake, pull it fully.

> **STEP ON THE ACCELERATOR FULLY**
> **5**

3 When the calibration is finished correctly, the following message appears.

> **ACCELERATOR : OK**

In the event of a calibration error, the following message appears.

> **ACCELERATOR : ERROR**

BOOKKEEPING

Displaying the coin data

■ Mode for displaying the total data on the number of coins put in the machine.
If the current time is set in this mode in advance, you can see the information on the number of coins slotted.
To return to the main menu screen, select "EXIT" and press the START button.

BOOKKEEPING

CLOCK SET UP

CURRENT TIME	21:20:19
SET TO	21:20:19
SET	
EXIT	

GEAR SHIFT UP/DOWN = SELECT OPTION
PRESS START SWITCH = MODIFY SETTING

Displays the current time in the 24-hour system.
(21 hours, 20 minutes, 19 seconds)

Move the cursor to the time to be set.
Use the shift lever to move the cursor to the hour, minute or second and press the START button to adjust the value.
Sets the adjusted time.

If the time in "SET TO" is not saved by "SET", it is void.

The main menu screen appears again.

•This screen is just an example.

•Once the time is set, the "CLOCK SET UP" screen does not appear until the total coin data is cleared.
If the time is not set, the coins slotted will not be totaled nor displayed.

MEMO

■ When the time has been set on the "CLOCK SET UP" screen, the following BOOKKEEPING screen show up. Tilt down the shift lever and press the START button, and the total coin data and the set time are cleared.
To return to the main menu screen, press the START button.

BOOKKEEPING

COIN DATA OF LAST 7 DAYS

TODAY	XX
YESTERDAY	XX
-2DAY	XX
-3DAY	XX
-4DAY	XX
-5DAY	XX
-6DAY	XX
LAST 7DAYS AVERAGE	XX
TOTAL COINS	XX

Number of coins of today.
Number of coins of yesterday.
Number of coins of 2 days ago.
Number of coins of 3 days ago.
Number of coins of 4 days ago.
Number of coins of 5 days ago.
Number of coins of 6 days ago.
Average number of coins of last 7 days.
Total number of coins after the time being set.

HOLD GEAR SHIFT DOWN + PRESS START SWITCH = DATA CLEAR
GEAR SHIFT DOWN = COIN DATA OF LAST 51 WEEKS
PRESS START SWITCH = EXIT

•This screen is just an example.

28

■ When the shift lever is moved downward on the "COIN DATA OF LAST 7 DAYS" screen, shown on the preceding page, the last 51-week coin data is displayed in weekly totals.   Tilt down the shift lever and press the START button, and the total coin data and the set time are cleared.
To return to the main menu screen, press the START button.

BOOKKEEPING

COIN DATA OF LAST 51 WEEKS

-01:XXXX	-02:XXXX	-03:XXXX	-04:XXXX	-05:XXXX
-06:XXXX	-07:XXXX	-08:XXXX	-09:XXXX	-10:XXXX
-11:XXXX	-12:XXXX	-13:XXXX	-14:XXXX	-15:XXXX
-16:XXXX	-17:XXXX	-18:XXXX	-19:XXXX	-20:XXXX
-21:XXXX	-22:XXXX	-23:XXXX	-24:XXXX	-25:XXXX
-26:XXXX	-27:XXXX	-28:XXXX	-29:XXXX	-30:XXXX
-31:XXXX	-32:XXXX	-33:XXXX	-34:XXXX	-35:XXXX
-36:XXXX	-37:XXXX	-38:XXXX	-39:XXXX	-40:XXXX
-41:XXXX	-42:XXXX	-43:XXXX	-44:XXXX	-45:XXXX
-46:XXXX	-47:XXXX	-48:XXXX	-49:XXXX	-50:XXXX
-51:XXXX				

•Displays the total data for the period of 51 weeks ago up to one week ago.

HOLD GEAR SHIFT DOWN + PRESS START SWITCH = DATA CLEAR
GEAR SHIFT DOWN = COIN DATA OF LAST 7 DAYS
PRESS START SWITCH = EXIT

•This screen is just an example.

•When the data is cleared on the "COIN DATA OF LAST 7 DAYS" screen or the "COIN DATA OF LAST 51 WEEKS" screen, choose "BOOKKEEPING" to call up the "CLOCK SET UP" screen.
If the time setting is not made, the coin totalization is not started.

MEMO

ALL FACTORY SETTINGS
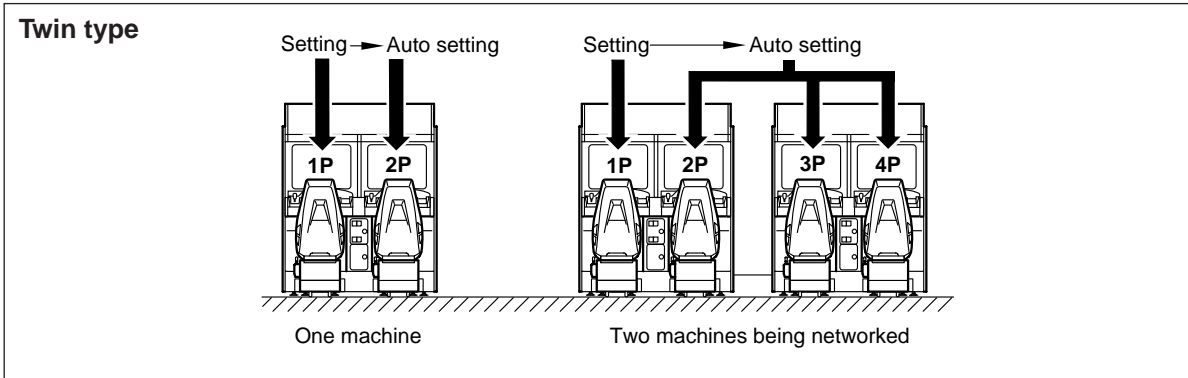
Returns all the settings to the factory settings

■ Mode for Returning all the settings to the factory settings.
When this entry is selected, the following settings will be back to the factory settings.

•**SOUND OPTIONS**
•**GAME OPTIONS**
•**COIN OPTIONS**
•**NETWORK OPTIONS**

NETWORK CONFIGURATION

Unifying the network configuration

■ This mode is to automatically configure a group of already networked machines to the settings of a machine that has been connected to the group.
To return to the main menu screen, press the START button.

Twin type

Setting ➤ Auto setting   Setting ──────➤ Auto setting

| 1P | 2P | | 1P | 2P | 3P | 4P |

One machine   Two machines being networked

Setting modes which can be unified are as follow:
•"SOUND OPTIONS" .... (See page 21)
•"GAME OPTIONS" .... (See page 22)
•"COIN OPTIONS" .... (See page 23)

NETWORK CONFIGURATION

PRESS TEST SWITCH = START

PRESS START SWITCH = EXIT
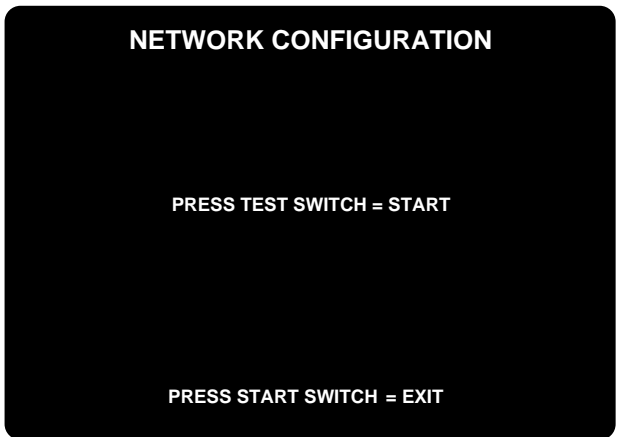
■ Organizing the machine settings being networked ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

1. Check the network configuration in the "NETWORK OPTIONS" screen.
2. All the machines which are connected to the network are displayed on the "MAIN MENU" screen for the test mode.
3. Set "SOUND OPTIONS", "GAME OPTIONS", "COIN OPTIONS" for only one set of machine among the others connected to the network. (Do not operate the other machines for setting.)
4. When the setting is finished, choose "NETWORK CONFIGURATION" on the "MAIN MENU" screen only for the machine set up in Step **3** above, and then press the START button.
5. Press the test switch on the service panel of the machine set up in Step **3** above, the following message appears on the screen of each machine and the unified setting becomes active.

NETWORK CONFIGURATION ─────── Flashing.

6. When the unified setting is completed, the following message appears on the screen of each machine, and the "MAIN MENU" screen shows up again.

COMPLETE

•If each machine is set the same way in the manual mode, you can play the network game.

MEMO

# 2-5 Measures to be taken when there is a network abnormality

If the "NETWORK ERROR" message appears on the screen, if the "NETWORK OPTIONS" entries are not fully correct in the test mode, or if the messages differ from the specified ones, take the following measures.

⚠

•**If the machine still shows the same trouble or any troubles that are not discussed in this manual, immediately turn OFF the main power switch, unplug the power cord and contact your nearest dealer.**

Symptom 1	The "NETWORK ERROR" message appears on the screen after the power is turned ON.

NETWORK ERROR

CHECK PLAYER MACHINE NUMBER
IN THE NETWORK OR
CHECK NETWORK CABLES
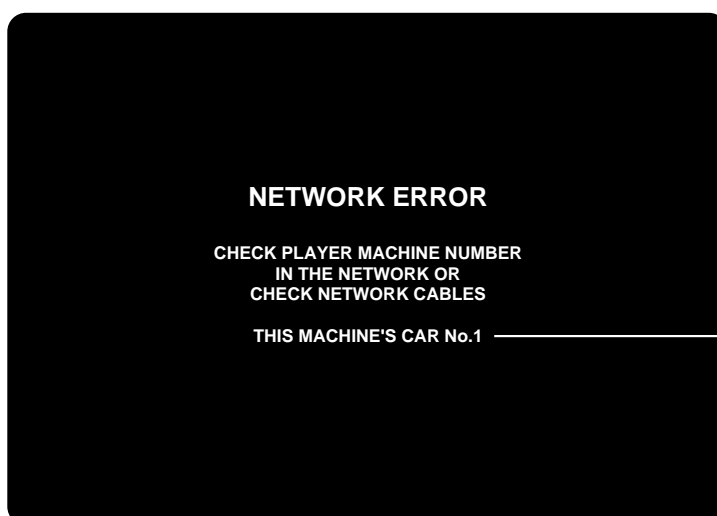
THIS MACHINE'S CAR No.1 ————————— •Shows the "Network ID" of game machine.
(A number for 1 to 4)

■ Possible causes and measures to be taken ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

Possible causes	Measures
•The "Network ID" settings are improper.	·Readjust the "Network ID" settings on the "NETWORK OPTIONS" screen in the test mode. (See page 24)
•The networking cable is in trouble.	·Reconnet the networking cable properly between the machines. ·Replace the networking cable with new one.
•An unnecessary networking cable is connected to the pin jacks of the first and last machines.	·Disconnect the networking cable from those pin jacks. (Refer to the machine's instruction manual.)

Symptom 2	The "NETWORK ERROR" message appears on the screen during playing.

NETWORK ERROR

CALL ATTENDANT

■**Possible causes and measures to be taken** ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

Possible causes	Measures
•One of the networking cable has been disconnected from during play.	·1.Turn OFF the main power switch. 2.Connect the networking cable properly. 3.Turn ON the main power switch.
•One of the networking cable has been internally broken or broken.	·Replace the networking cable with new one. (You can also use commercially-sold video cable (75 Ω 3C-FV) having a length of 2m(78.74in) or less.)
•The test switch (on the service panel) of one of the networked game machines has been pressed. ⚠ •The test switch should pressed during the game demo of all the networked game machines.	·1.Turn OFF the main power switch of all the networked game machines. 2.Close the maintenance door. 3.Turn ON the main power switch.
•The settings of the test mode are different between the networked machines.	·Refer to "NETWORK CONFIGURATION" on page 30 to unify the settings of all machines.

2-6 Troubleshooting

Let's suppose that the ROMs have been correctly replaced and the power switch turned ON but the machine does not get started.   Check the points listed below.
If the machine still fails, immediately turn OFF the machine's main power switch, unplug the power cord and contact your nearest dealer.

Trouble	Possible cause & check point	Measures
Nothing displayed on screen	•AC power cord	∘Reconnect the power cord.
	•Connectors (wirings)	∘See if all the connectors of the game PC boards are connected as specified.
		∘See if the RGB cable is connected with the graphics PC board (1). (See page 10)
		∘See if the wirings (connectors)between the graphics PC board (1) and(2) are connected as specified. (See pages 11 and 12)
	•Game PC board	∘See if the PC board-to-PC board connectors are all connected tightly enough.
		∘See if the ROMs are correctly mounted on the main PC board. (See page 14)
		∘Check the terminals of replacement ROMs for deformation.
Error displays ("BAD" in red) in device checking	•"BAD" appearing for 27P, 12T, 7S, 16P or 14P	∘See if the ROMs are correctly mounted on the main PC board. (See page 14)
	•"BAD" appearing for 8X or 16X	∘See if the ROMs are correctly mounted on the graphics PC boards. (See page 14) If "ID0" is displayed at the top of the screen, check the graphics PC board (1): If "ID1", check the graphics PC board (2).
	•"BAD" appearing for 6F or 3C	∘See if the connector of the networking PC board are connected tightly enough.

Trouble	Possible cause & check point	Measures
"HARDWARE ERROR" displayed and machine reset	•Networking PC board	○See if the accompanying networking PC board is mounted in position. ○See if the PC board-to-PC board connectors are connected tightly enough.
I/O signals (steering wheel, accelerator pedal, start button, etc.) not given	•Connectors (wirings)	○See if the connectors of the game PC board are connected tightly enough.
Networked play impossible	•Connectors (wirings) •Game PC board	○See if all the connectors of the game PC boards are connected as specified. ○See if the connector of the networking PC board are connected tightly enough.
No sound output	•Game PC board •Connectors (wirings)	○See if the ROMs are correctly mounted on the main PC board. (See page 14) ○Check the terminals of replacement ROMs for deformation. ○See if the connectors of the game PC boards are connected tightly enough.

3 Replacing the labels and others

⚠

• **Before replacing the title panel, be sure to turn OFF the machine's main power switch and unplug the power cord from the receptacle.**

8 Remove the screw to replace the title panel.

1 Attach this label over the existing label.

9,10 Replace the existing label with a new one.

2 Replace the existing label with a new one.

11 Attach the label (**10**) first and then the "KONAMI" label.

3,4 Attach these labels along the curved surfaces of the seats.

12 Attach this label over the existing label.

6 Attach the label (**5**) first and then the "DRIVER'S NUMBER" label.

13,14 Replace the existing label with a new one.

5 Replace the existing label with a new one.

15 Attach this label over the existing label.

7 Replace the existing label with a new one.
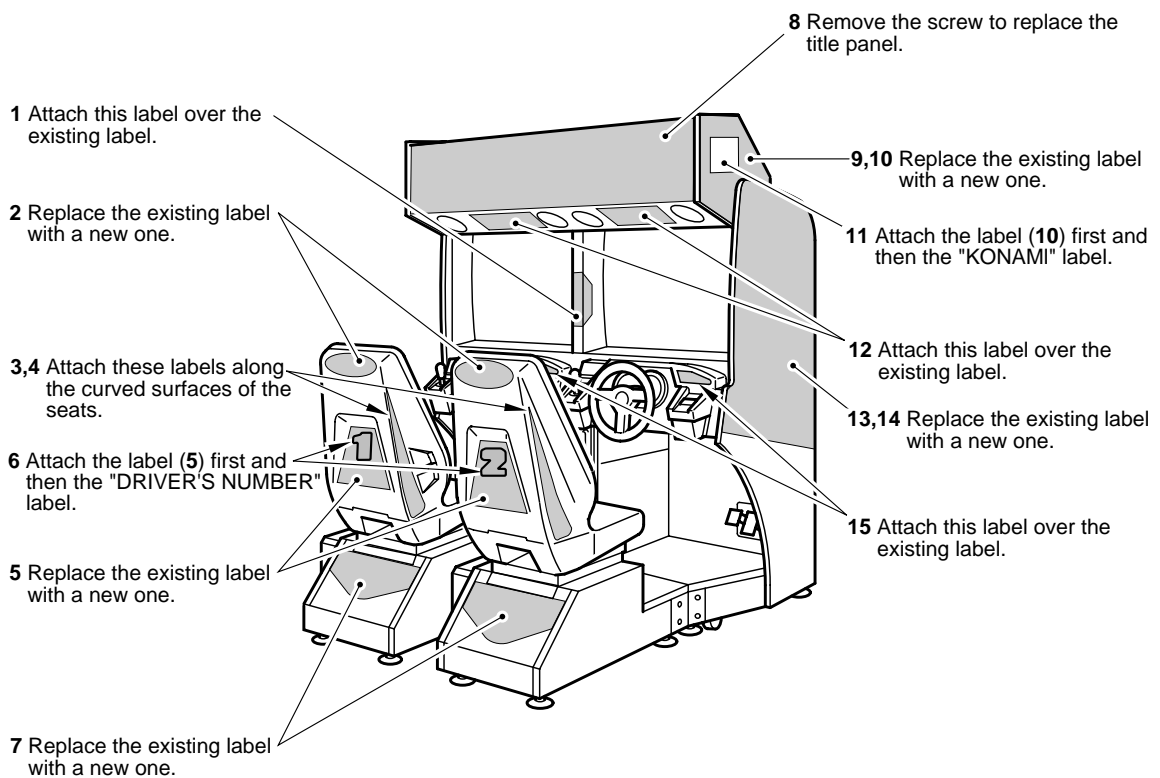
No.	Part #	Part name	Quantity	Remarks
1	0000056621	LABEL, PLAYING B/JA	1	
2	0000056207	LABEL, REAR D	2	
3	0000056199	LABEL, SIDE B/L	2	
4	0000056200	LABEL, SIDE B/R	2	
5	0000056204	LABEL, REAR A	2	
6	0000056209	LABEL, ZEICHEN	1	Driver's number (1 to 4)
7	0000056618	LABEL, REAR E	2	
8	0000057625	PANEL, TITLE	1	
9	0000056616	LABEL, SIDE F/L	1	
10	0000056617	LABEL, SIDE F/R	1	
11	0000056586	LABEL, KONAMI/M	2	
12	0000057744	LABEL, PLAYING A/AC	2	How to play
13	0000056614	LABEL, SIDE A/L	1	
14	0000056615	LABEL, SIDE A/R	1	
15	0000056619	LABEL, CONPANE C	2	

1 Setting the kit in the machine (Deluxe type)

1-1 Removing the game PC board (Deluxe type)

The customers of the twin type machine do not have to read this section.

■**To remove the game PC board (Deluxe type)** ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬

⚠

- •Be sure to ask a qualified industry specialist or your nearest dealer to remove the ROMs. (You will be charged.)
- •Before removing the game PC board, be sure to turn OFF the machine's power switch and unplug the power cord.
- •Before installing the kit or the game PC board, clean up the inside of the machine using a vacuum cleaner or the like.
- •The projector unit has some high-voltage parts inside. Only a qualified industry specialist is allowed to open the back door of the machine. With this back door open, be very careful not to touch unnecessary parts.

1 ┃ Be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.

2 ┃ Remove the 3 screws from the access door on the back of the projector unit. Remove the access door and pull out the wooden board on which the PCB unit is mounted.

3 ┃ Disconnect all the connectors from the PCB unit.

Projector unit

PCB unit

Screws

Back door

Wooden board

4 ┃ Remove the screws off the PCB unit. Detach the PCB unit from the wooden board.
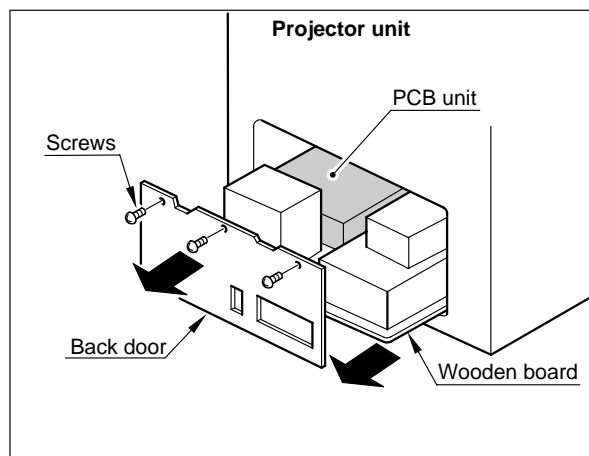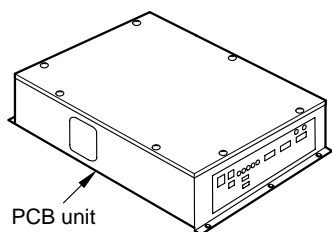
The Asia version	EXAMPLE (The U.S.A. and Europe version)
See page 37.	See page 38.
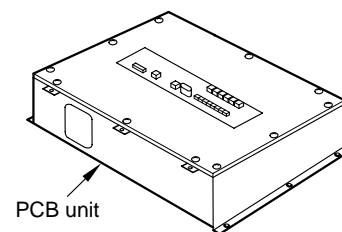
PCB unit

PCB unit

The Asia version

5 ▌ Remove the screws from the top cover of the PCB unit and the top cover.

6 ▌ Disconnect the connectors and "A" from the PCB unit. Also disconnect the grounding wire "B" as shown at right.

7 ▌ Remove the screws from the game PC board and take the boards out of the PCB box.

Screws

Top cover

B:Grounding wire

Screws
(M3x20L)

Game PC board

To detach and attach the metallic
spacers,use a 5mm box wrench.

Networking cables

A:Pull the connector out
of the main PC board.
(CN9 B8PS-VH)

Metallic spacers

I/O cables

RGB cable   Audio cables

PCB box
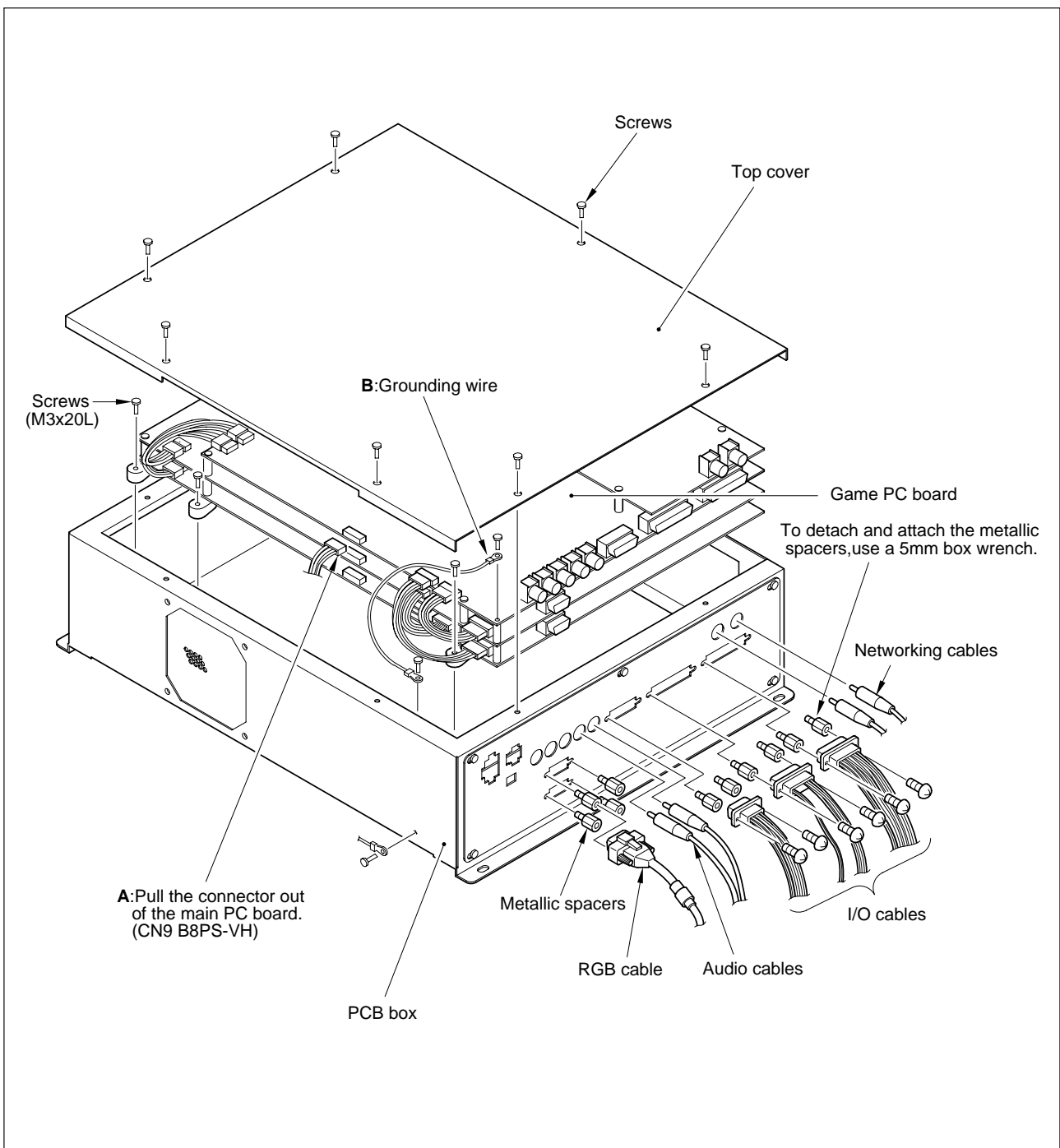
EXAMPLE (The U.S.A. and Europe version)

5 | Remove the screws from the top cover of the PCB unit.   Slide the top cover sideways and lift it half-open.

6 | With the top cover half-open, disconnect the connector "A" as shown at right and fully open the top cover.   Also disconnect the grounding wire "B" as shown at right.

7 | Remove the screws from the game PC board and take the boards out of the PCB box. (Replace the ROMs with the connectors connected.)

CN3
CN4
CN5
CN6
CN7
S2
S5
S6
CN8
CN9
CN10
S7
S1
Top cover
Screws
Game PC board
PCB box
Screws (M3x20L)

A:Pull the connector out of the main PC board (CN9 B8PS-VH)

B:Disconnect the grounding wire

With the top cover open.
Keep the connectors connected when replacing the ROMs.
PCB box
Top cover
Soft padding
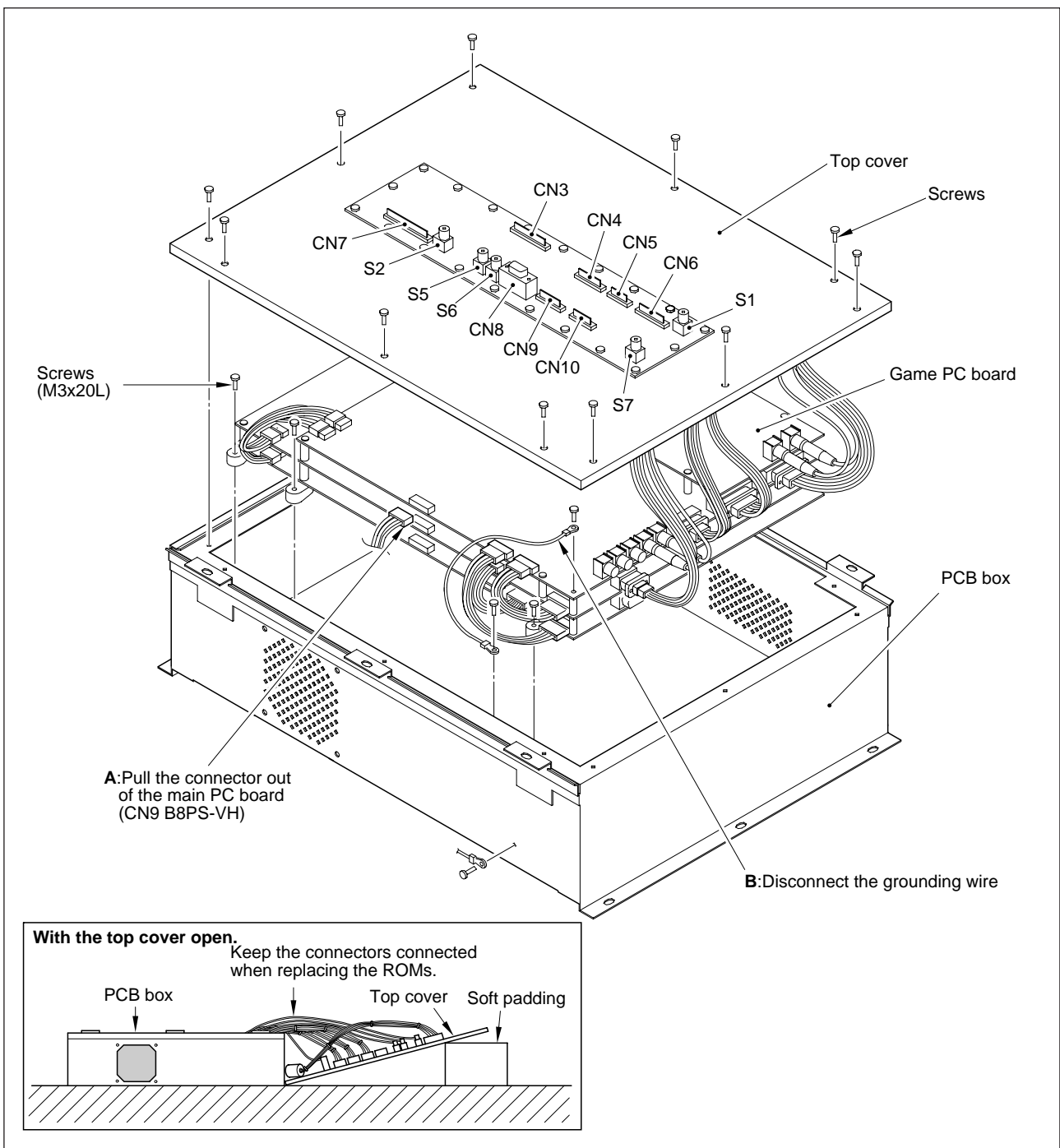
8 | Take out the game PC board one by one from top. (See pages 11 and 12.)

⚠

•Do not do this job on a carpet or the like.   Static electricity may occur, resulting in damaged electronic parts on the game PC board.
•Be sure to take out the PC board straight upward.   Forced removal may get the PC boards deformed, resulting in malfunction or damage.

•Exploded view of game PC boards
See pages 11 and 12 for removing the PC board.

Networking PC board

Networking cable

From the machine

Main PC board
See page 11 for removal

I/O cables

From the machine

*1

*1

*1

From the machine

AUDIO cable

From the machine

Graphics PC board(1)
See page 12 for removal

RGB cable
Be careful not to confuse the top and bottom of this connector.

*1

From the machine

Graphics PC board(2)
The ROM is not replaced.

*1: Be careful not to confuse the screws that are different in type.

9 ▌ Go to pages 11 and 12 (in common with the twin type machine).

1-2 Replacing the ROMs

For replacing the ROMs, refer to pages 13 to 15 (in common with the twin type machine).
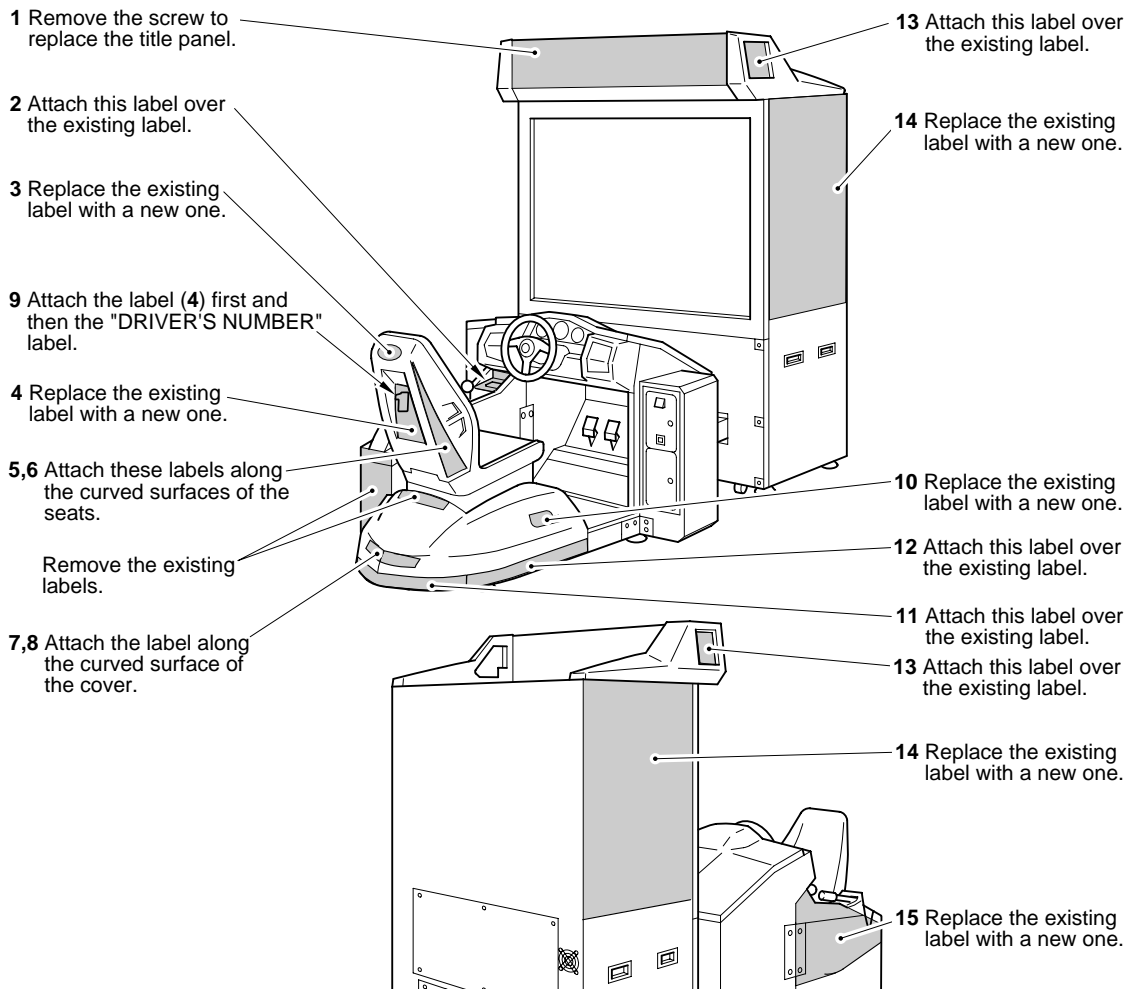
2 Game settings

For game settings, refer to pages 16 to 34 (in common with the twin type machine).

3 Replacing the labels and others (Deluxe type)

■ **Replacing the title panel and labels** ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬

⚠

• Before replacing the title panel, be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.

1 Remove the screw to replace the title panel.

2 Attach this label over the existing label.

3 Replace the existing label with a new one.

9 Attach the label (**4**) first and then the "DRIVER'S NUMBER" label.

4 Replace the existing label with a new one.

5,6 Attach these labels along the curved surfaces of the seats.

Remove the existing labels.

7,8 Attach the label along the curved surface of the cover.

13 Attach this label over the existing label.

14 Replace the existing label with a new one.

10 Replace the existing label with a new one.

12 Attach this label over the existing label.

11 Attach this label over the existing label.

13 Attach this label over the existing label.

14 Replace the existing label with a new one.

15 Replace the existing label with a new one.

No.	Part #	Part name	Quantity	Remarks
1	0000057623	PANEL, TITLE	1	
2	0000057743	LABEL, PLAYING/AB	1	How to play
3	0000056207	LABEL, REAR D	1	
4	0000056204	LABEL, REAR A	1	
5	0000056199	LABEL, SIDE B/L	1	
6	0000056200	LABEL, SIDE B/R	1	
7	0000056202	LABEL, SIDE D/L	1	
8	0000056208	LABEL, SIDE D/R	1	
9	0000056209	LABEL, ZEICHEN	1	Driver's number (1 to 4)
10	0000056203	LABEL, SIDE E	1	
11	0000056205	LABEL, REAR B	1	
12	0000056206	LABEL, REAR C	1	
13	0000056586	LABEL, KONAMI/M	2	
14	0000056198	LABEL, SIDE A	2	
15	0000056201	LABEL, SIDE C	1	

4 How to play

"THRILLDRIVE™" is a unique driving game with the concept "Crisis and panic management when driving". The players gun for the finish line within the time limit, avoiding various risks of traffic accidents. Up to four players can join the race by the network game function.

■ How to play ▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬

1 Put a coin(s) in the slot.
The "CAR SELECT" screen appears.

2 Choose a player car among seven cars on the "CAR SELECT" screen.
Use the steering wheel to choose a car and step on the accelerator pedal or press the START button to decide it.
If the shift lever is set to neutral, the AT (automatic transmission) mode is selected. If the lever is set to up side or down side, the MT (manual transmission) mode is selected.
·AT.....Gearshift is not needed during the game play.
·MT.....Gearshift is needed during the game play.

When the player car is decided, the "COURSE SELECT" screen appears.

3 The following courses can be selected on the "COURSE SELECT" screen.
·JAPAN
·EUROPE
·U.S.A.
When other players join the game, the course is decided by majority.

4 When the above selection is made, what has been chosen will appear on the screen and the game will start.

5 If a player reaches the finish line within the time limit or the time is up, the game is over.
When the game is over, the race results are displayed and the player's driving technique is judged by analysis graph or scores.

■ Joining the game halfway ▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬

Nobody can join the game halfway.

■ Continuing the game ▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬▪▬▬

Once the game is over, the player can not continue the game.