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# 取扱説明書

## OPERATOR'S MANUAL



FUJI TELEVISION NETWORK, INC.  
OFFICIAL



### Simulation Game

# F1 GRAND PRIX

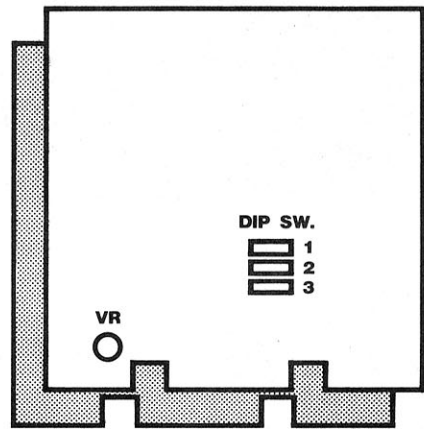
|                       |                             |
|-----------------------|-----------------------------|
| 使用電源<br>Power Supply  | DC+5V DC+12V                |
| CRT画面<br>Monitor      | 縦画面<br>Vertical Screen      |
| ゲームスタイル<br>Game Style | 多人数(マルチ)プレイ可能<br>Multi-Play |



**VIDEOSYSTEM Co.,Ltd.**

# CONNECTOR DIAGRAM

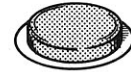
| SOLDER SIDE(半田面) |   |    | COMPONENT SIDE(部品面)         |
|------------------|---|----|-----------------------------|
| GND              | A | 1  | GND                         |
| GND              | B | 2  | GND                         |
| +5V              | C | 3  | +5V                         |
| +5V              | D | 4  | +5V                         |
|                  | E | 5  |                             |
| +12V             | F | 6  | +12V                        |
|                  | H | 7  |                             |
| COIN COUNTER 2   | J | 8  | COIN COUNTER 1              |
|                  | K | 9  |                             |
| SPEAKER (-)      | L | 10 | SPEAKER (+)                 |
| AUDIO (GND)      | M | 11 | AUDIO (+)                   |
| VIDEO (GREEN)    | N | 12 | VIDEO (RED)                 |
| VIDEO (SYNC)     | P | 13 | VIDEO (BLUE)                |
| SERVICE          | R | 14 | VIDEO (GND)                 |
|                  | S | 15 |                             |
| COIN SW.2        | T | 16 | COIN SW.1                   |
| START SW.2       | U | 17 | START SW.1                  |
|                  | V | 18 |                             |
|                  | W | 19 |                             |
|                  | X | 20 | 1P. CONTROL 3 (LEFT)        |
|                  | Y | 21 | 1P. CONTROL 4 (RIGHT)       |
|                  | Z | 22 | 1P. CONTROL 5 (BRAKE)       |
|                  | a | 23 | 1P. CONTROL 6 (ACCELERATOR) |
|                  | b | 24 |                             |
|                  | c | 25 |                             |
|                  | d | 26 |                             |
| GND              | e | 27 | GND                         |
| GND              | f | 28 | GND                         |



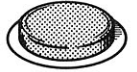
## 操作方法 HOW TO PLAY



ジョイスティック  
Joystick



ブレーキ&バック  
Brake & Back



アクセル  
Accelerator

- 6位以内でゴールすれば入賞です。  
(World Grand Prix モードでは、レースで入賞すると次のレースに出場できます。)
- シングルプレイではFree-RunモードとWorld Grand Prix モードがあります。
- マルチプレイでは最大6台まで通信可能です。
- Prize is received if score is in the top 6.  
(In the World Grand Prix mode, you go on to the next race if you take a prize.)
- For Single-Play, there are Free-Run and World Grand Prix modes.
- A maximum of 6 machine can play in multi-play.

| <b>DIP SWITCH 1</b>                                   |                   | [1]  | [2]  | [3]  | [4]  | [5]  | [6]  | [7]  | [8]  |
|---|-------------------|------|------|------|------|------|------|------|------|
| <b>N.C.</b>   |                   | *OFF |      |      |      |      |      |      |      |
| <b>Coin-1</b>   | -1COIN = 1CREDIT  |      | *OFF | *OFF | *OFF |      |      |      |      |
|   | -2COINS = 1CREDIT |      | ON   | OFF  | OFF  |      |      |      |      |
|   | -3COINS = 1CREDIT |      | OFF  | ON   | OFF  |      |      |      |      |
|   | -1COIN = 2CREDITS |      | ON   | ON   | OFF  |      |      |      |      |
|   | -1COIN = 3CREDITS |      | OFF  | OFF  | ON   |      |      |      |      |
|   | -1COIN = 4CREDITS |      | ON   | OFF  | ON   |      |      |      |      |
|   | -1COIN = 5CREDITS |      | OFF  | ON   | ON   |      |      |      |      |
|   | -1COIN = 6CREDITS |      | ON   | ON   | ON   |      |      |      |      |
| <b>Coin-2</b>   | -1COIN = 1CREDIT  |      |      |      |      | *OFF | *OFF | *OFF |      |
|   | -2COINS = 1CREDIT |      |      |      |      | ON   | OFF  | OFF  |      |
|   | -3COINS = 1CREDIT |      |      |      |      | OFF  | ON   | OFF  |      |
|   | -1COIN = 2CREDITS |      |      |      |      | ON   | ON   | OFF  |      |
|   | -1COIN = 3CREDITS |      |      |      |      | OFF  | OFF  | ON   |      |
|   | -1COIN = 4CREDITS |      |      |      |      | ON   | OFF  | ON   |      |
|   | -1COIN = 5CREDITS |      |      |      |      | OFF  | ON   | ON   |      |
|   | -1COIN = 6CREDITS |      |      |      |      | ON   | ON   | ON   |      |
| <b>Continue-Coin</b>                                  |                   |      |      |      |      |      |      |      |      |
| ●NORMAL   |                   |      |      |      |      |      |      |      | *OFF |
| ●CONTINUE・<br>( START = 2COINS,<br>CONTINUE = 1COIN ) |                   |      |      |      |      |      |      |      | ON   |

■Continue-CoinがCONTINUEの時は、DIP[2]～[7]の設定が無視されます。

■N.C.は、必ずOFFに設定してください。

■When "Continue-Coin" is set to CONTINUE, the positions of switches [2]—[7] are useless.

■N.C. switches must be OFF.

| <b>DIP SWITCH 2</b> |                                | [1]  | [2]  | [3]        | [4]        | [5]  | [6]  | [7]  | [8]  |
|---------------------|--------------------------------|------|------|------------|------------|------|------|------|------|
| ゲーム難度<br>Difficulty | Normal                         | *OFF | *OFF |            |            |      |      |      |      |
|                     | Easy                           | *ON  | *OFF |            |            |      |      |      |      |
|                     | Hard                           | OFF  | ON   |            |            |      |      |      |      |
|                     | Super                          | ON   | ON   |            |            |      |      |      |      |
| シングルプレイ<br>マルチプレイ   | Single-Player<br>Multi-Player  |      |      | OFF<br>*ON |            |      |      |      |      |
| マルチプレイ①<br>マルチプレイ②  | Multi-Player①<br>Multi-Player② |      |      |            | *OFF<br>ON |      |      |      |      |
| <b>N.C.</b>         |                                |      |      |            |            | *OFF | *OFF | *OFF | *OFF |

■DIP[3]がOFFの時は、DIP[4]の設定が無視されます。

■N.C.は、必ずOFFに設定してください。

■When DIP [3] is set off, the position of DIP switch [4] is useless.

■N.C. switches must be OFF.

| <b>DIP SWITCH 3</b>  |                   | [1]        | [2]        | [3]        | [4]  | [5]  | [6]  | [7]  | [8]  |
|----------------------|-------------------|------------|------------|------------|------|------|------|------|------|
| テストモード<br>Test Mode  | OFF<br>ON         | *OFF<br>ON |            |            |      |      |      |      |      |
| 画面反転<br>Flip Flop    | Normal<br>Reverse |            | *OFF<br>ON |            |      |      |      |      |      |
| デモサウンド<br>Demo-Sound | OFF<br>ON         |            |            | OFF<br>*ON |      |      |      |      |      |
| <b>N.C.</b>          |                   |            |            |            | *OFF | *OFF | *OFF | *OFF | *OFF |

■デモサウンドは、コイン入力待ち時に音楽をならすモードです。

■N.C.は、必ずOFFに設定してください。

■DEMO-SOUND set to ON plays music while waiting for a coin.

■N.C. switches must be OFF.

\* 出荷時の設定

\* INDICATES FACTORY SETTING

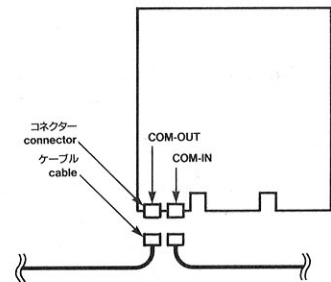
## 通信機能

- 接続方法:ケーブルをコネクタのCOM-OUTからCOM-INへ接続します。  
最後のCOM-OUTからは最初のCOM-INへ接続します。

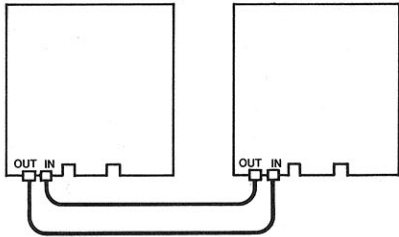
## MACHINE HOOK-UP

- How to link PCBs: Connect the cables to COM-IN from COM-OUT.  
Connect cable of the last COM-OUT to the first COM-IN.

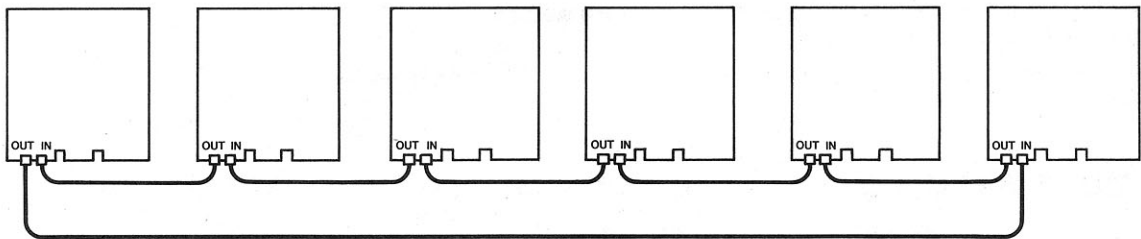
- ※COM-IN.....COMMUNICATION-IN
- ※COM-OUT...COMMUNICATION-OUT



### 2台接続例 2 Machine Hook-up



### 6台接続例 6 Machine Hook-up



- 使用状況によって必ずDIP SW.を設定してください。(DIP SW.2の[3]をON)
- Change DIP SW. according to usage. (Set DIP SW. 2, with [3]ON.)

### DIP SWITCH 2

| DIP SWITCH 2 |               | [4]   |
|--------------|---------------|-------|
| マルチプレイ①      | Multi-Player① | * OFF |
| マルチプレイ②      | Multi-Player② | ON    |

- マルチプレイ①...シングル・マルチプレイの選択が可能になります。
- マルチプレイ②...マルチプレイのみ。  
[注:エンター1人の場合、自動的にシングルプレイになります。]
- Multi-player①...Single or multiple players can be selected.
- Multi-player②...Only multiple players can be selected.  
[Note:When only one person is entered, the game is automatically set for a single player.]