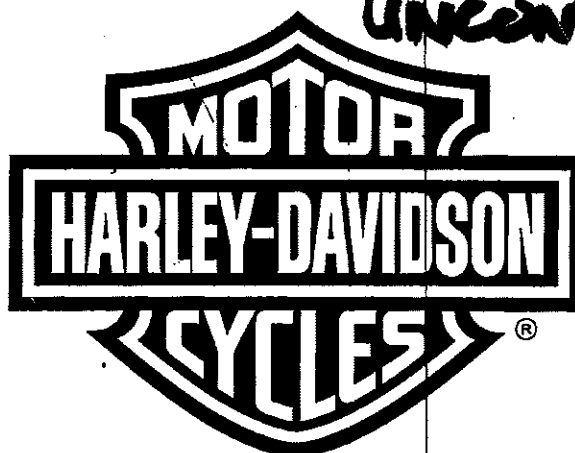


UNCONTROLLED

SEGA™

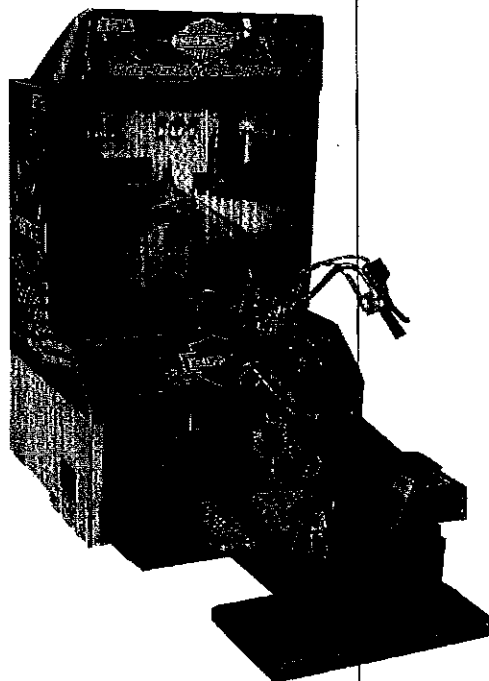
UNCONTROLLED



Harley-Davidson & L.A. Riders

DX TYPE

OWNER'S MANUAL



IMPORTANT!

- Before using this product, read this OWNER'S MANUAL carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it available nearby the product or elsewhere convenient for referring to it anytime when necessary.

SEGA ENTERPRISES, LTD.

MANUAL NO. 420 - 6365 - 01

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER!, WARNING!, CAUTION!, etc. are used. Be sure to understand the contents of the displays before reading the text.



Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.



Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and or material damage.



Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.



Indicates that mishandling the product by disregarding this display can cause the product's intrinsic performance not to be obtained, resulting in malfunctioning.

For the safe usage of the product, the following pictographs are used:



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the Owner's Manual and or Service Manual should be referred to.



Indicates a "Protective Earth Terminal." Before operating the equipment, be sure to connect it to the Ground.

○ Perform work in accordance with the instructions herein stated.

Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the serviceman should perform such work.

○ Be sure to turn off power before working on the machine.

To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.

○ Be sure to ground the Earth Terminal (this, however, is not required in the case where a power cord with earth is used).

This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, ensure that the Earth Wire is firmly connected to the Control equipment.

○ Ensure that the Power Supply used is equipped with an Earth Leakage Breaker.

This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.

○ Be sure to use fuses which meet the specified rating. (only for the machines which use fuses).

Using fuses exceeding the specified rating can cause a fire and electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated.

- **Ensure that the product meets the requirements of appropriate Electrical Specifications.**

Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and electric shock.

- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**

To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

- **When handling the Monitor, be very careful. (Applies only to the product w/ monitor).**

Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

- **When transporting or reselling this product, be sure to attach this manual to the product.**

In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.

- Descriptions herein contained may be subject to improvement changes without notice.
- The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on power, check the following points to ensure that the product has been transported in a satisfactory status.

- ☐ Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- ☐ Are Casters and Adjusters, damaged?
- ☐ Do the power supply voltage and frequency requirements meet with those of the location?
- ☐ Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- ☐ Do power cords have cuts and dents?
- ☐ Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- ☐ Are all accessories available?
- ☐ Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

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SPECIFICATIONS

Installation space	: 1,140 mm (W) × 2,347 mm (D) (44.9 in. × 92.4 in.)
Height	: 1,966 mm (77.4 in.)
Weight	: Approx. 342 kg. (754.0 lbs.)
Power, maximum current	: 644W 7.07A (AC 110V 50 Hz AREA) 627W 6.89A (AC 110V 60 Hz AREA) 628W 6.36A (AC 120V 60 Hz AREA) 633W 3.53A (AC 220V 50 Hz AREA) 617W 3.43A (AC 220V 60 Hz AREA) 631W 3.37A (AC 230V 50 Hz AREA) 618W 3.30A (AC 230V 60 Hz AREA) 628W 3.21A (AC 240V 50 Hz AREA) 614W 3.13A (AC 240V 60 Hz AREA)
For TAIWAN	
Power, current	: 650W 7.0A (MAX.) 380W 4.3A (MIN.)
MONITOR	: 50 INCH PROJECTION DISPLAY

INTRODUCTION OF THE OWNER'S MANUAL

This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards the product, **Harley-Davidson & L. A. Riders DELUXE TYPE.**

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances touch the internal system. Please contact where the product was purchased from.

SEGA ENTERPRISES, INC. (U.S.A.)/CUSTOMER SERVICE
45133 Industrial Drive, Fremont, California 94538, U.S.A.

Phone : (415) 802-3100
 Fax : (415) 802-1754

DEFINITION OF LOCATION MAINTENANCE MAN AND SERVICEMAN



Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the location's maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

The location's maintenance man and serviceman are herein defined as follows:

"Location's Maintenance Man" :

Those who have experience in the maintenance of amusement equipment and vending machines, etc., and also participate in the servicing and control of the equipment through such routine work as equipment assembly and installation, servicing and inspections, replacement of units and consumables, etc. within the Amusement Facilities and or locations under the management of the Owner and Owner's Operators of the product.

Activities of Location's Maintenance Man :

Assembly & installation, servicing & inspections, and replacement of units & consumables as regards amusement equipment, vending machines, etc.

Serviceman :

Those who participate in the designing, manufacturing, inspections and maintenance service of the equipment at an amusement equipment manufacturer.

Those who have technical expertise equivalent to that of technical high school graduates as regards electricity, electronics and or mechanical engineering, and daily take part in the servicing & control and repair of amusement equipment.

Serviceman's Activities :

Assembly & installation and repair & adjustments of electrical, electronic and mechanical parts of amusement equipment and vending machines.

1. HANDLING PRECAUTIONS

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

Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.



- Before performing the work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effects.
- To avoid electric shock or short circuit, do not plug in or unplug quickly.
- To avoid electric shock, do not plug in or unplug with a wet hand.
- Do not expose Power Cords and Earth Wires on the surface, (floor, passage, etc.). If exposed, the Power Cords and Earth Wires are susceptible to damage. Damaged cords and wires can cause electric shock or short circuit.
- To avoid causing a fire or electric shock, do not put things on or damage Power Cords.
- When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or electric shock.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, electric shock or leakage.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause a fire or electric shock.
- Completely make connector connections for IC BD and others. Insufficient insertion can cause an electric shock.
- To avoid causing a fire or electric shock, do not make Specification changes by removing, converting and making additions unless otherwise designated by SEGA.
- Be sure to perform periodic maintenance inspections herein stated.



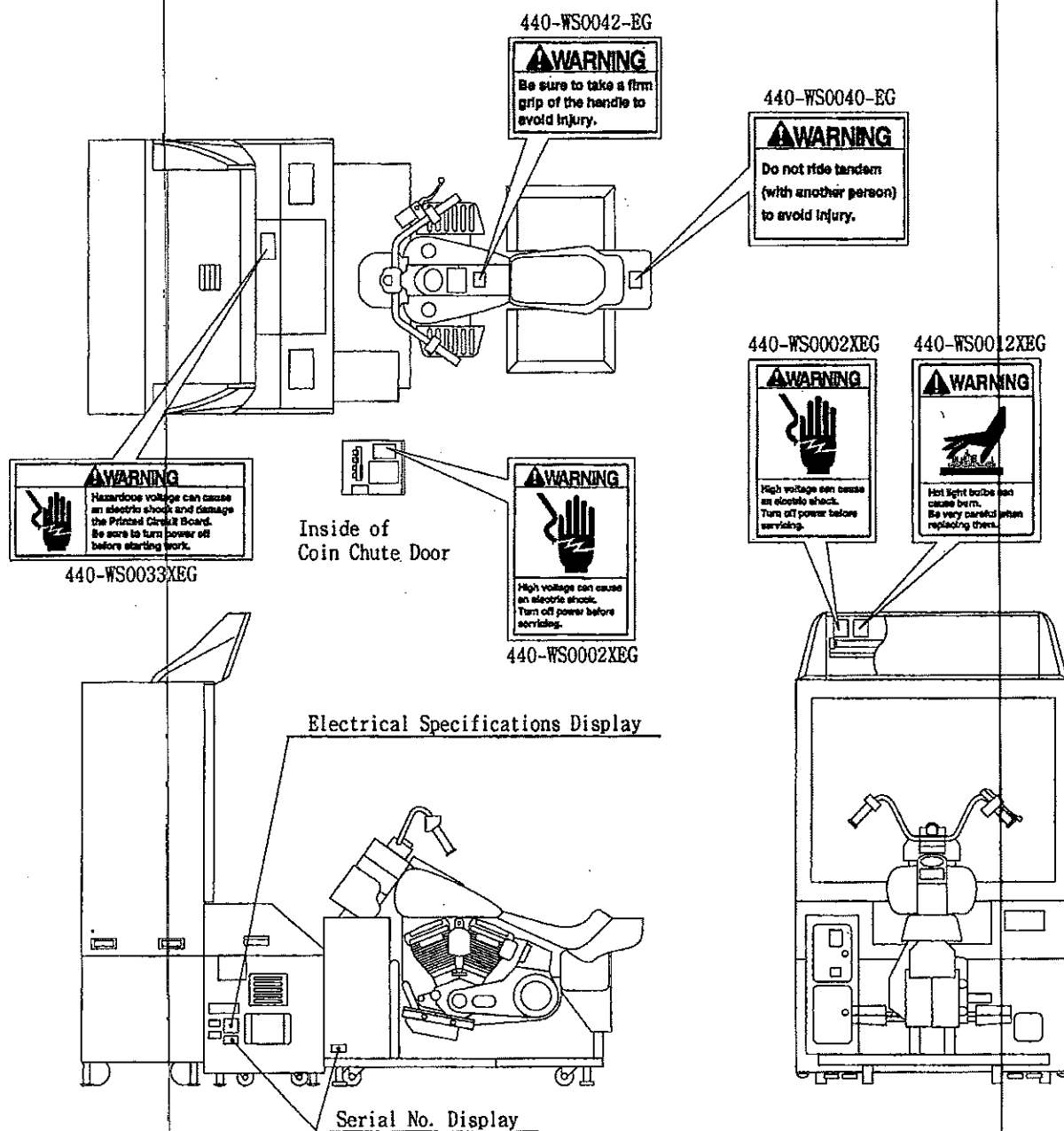
- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
- The Projector is employed for this machine. The Projector's screen is susceptible to damage, therefore, be very careful when cleaning the screen. For details, refer to PROJECTOR.

CONCERNING THE STICKER DISPLAY

SEGA product has Stickers describing the product manufacture No. (Serial No.) and Electrical Specifications. Also it has a Sticker describing where to contact for repair and for purchasing parts. When inquiring about or asking for repair, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial No. indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this Manual. In order to meet the above situations, mention the Serial No. when contacting the applicable places.

CONCERNING WARNING DISPLAYS

SEGA product has warning displays on Stickers, Labels and or printed instructions adhered / attached to or incorporated in the places where a potentially hazardous situation can arise. The warning displays are intended for accident prevention for the customers and for avoiding hazardous situation relating to maintenance and servicing work. There are some portions in the Cabinet, which are subject to high tension voltage, etc. where accidents can be caused only by touching. When performing the servicing work, be very careful of the warning displays. Especially, any complex repair and replacement work not mentioned herein, should be performed by those technical personnel who have knowledge of electricity and technical expertise. For the prevention of accidents, caution any customer whose act runs counter to the warnings, as to the effect that he must stop the act.



2. PRECAUTIONS CONCERNING INSTALLATION LOCATION



This product is to be used indoors. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

- Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
- Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- The operating (ambient) temperature range is from 5°C to 40°C. Only in the case a projector is employed, the temperature range is from 5°C to 30°C.

LIMITATIONS OF USAGE REQUIREMENTS



- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage and frequency requirements. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electric Specifications can cause a fire and electric shock.
- This product requires the Breaker and Earth Mechanisms as part of the location facilities. Using them in a manner not independent can cause a fire and electric shock.
- Ensure that the indoor wiring for the power supply is rated at 10A or higher (AC single phase 100~120V), and 7A or higher (AC 220~240V). Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- Be sure to independently use the power supply equipped with the Earth Leakage Breaker. Using a power supply without the Earth Leakage Breaker can cause an outbreak of fire when earth leakage occurs.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.
- When using an extension cord, ensure that the cord is rated at 10A or higher (AC 100~120V area) and 7A or higher (AC 220~240V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.



- Note that for transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 1.1 m (W) and 1.2m(H).
- For the operation of this machine, secure a minimum area of 1.6m (W)× 2.6m (D).
- Provide sufficient space so as to allow this product's ventilation fan to function efficiently. To avoid machine malfunctioning, do not turn off power for the fan, or do not place any obstacles near the ventilation opening.

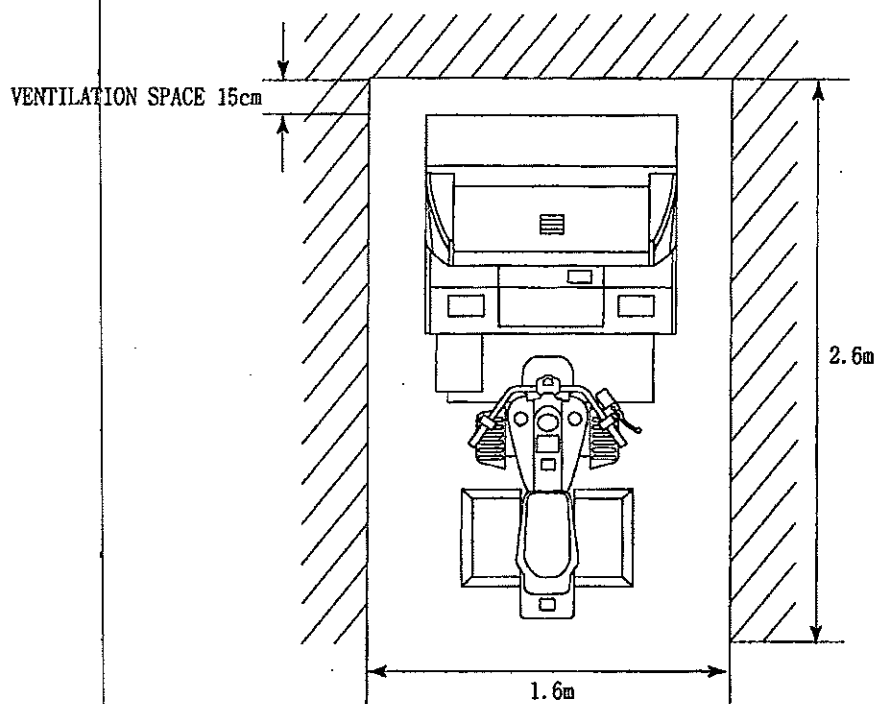


FIG. 2

Electric current consumption

MAX.	7.07 A	(AC 110V	50 Hz)
MAX.	6.89 A	(AC 110V	60 Hz)
MAX.	6.36 A	(AC 120V	60 Hz)
MAX.	3.53 A	(AC 220V	50 Hz)
MAX.	3.43 A	(AC 220V	60 Hz)
MAX.	3.37 A	(AC 230V	50 Hz)
MAX.	3.30 A	(AC 230V	60 Hz)
MAX.	3.21 A	(AC 240V	50 Hz)
MAX.	3.13 A	(AC 240V	60 Hz)
MAX.	7.0 A	(For TAIWAN)	

3. OPERATION

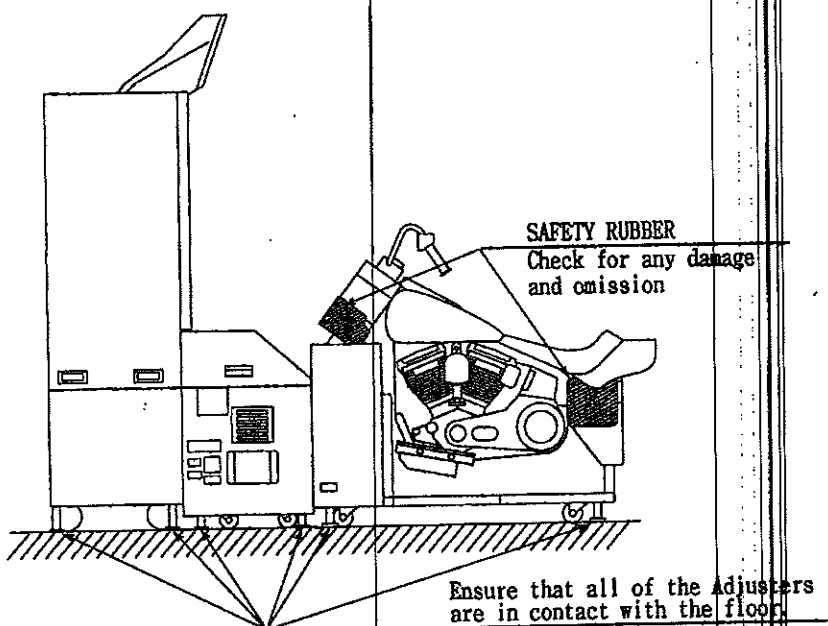
The bike body of the product banks left and right during game play. In order to prevent accidents, be sure to comply with the following points before and during operation.

PRECAUTIONS TO BE HEEDED BEFORE STARTING THE OPERATION



In order to avoid accidents, check the following before starting the operation:

- Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.
- Check the Safety Rubber of the bike body's front and rear portions for any damage or omission. An irregular Safety Rubber can cause injury such as the customer's finger(s) being caught.



- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- To avoid electric shock, short circuit and or parts damage, do not put the following items on or in the periphery of the product.
Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.



To prevent accidents, provide sufficient space for machine installation considering potentially crowded situation. Depending on the player's operation, the bike body banks left and right. If the installation space is limited, the bike can come into contact with and hit customers causing an accident or trouble.

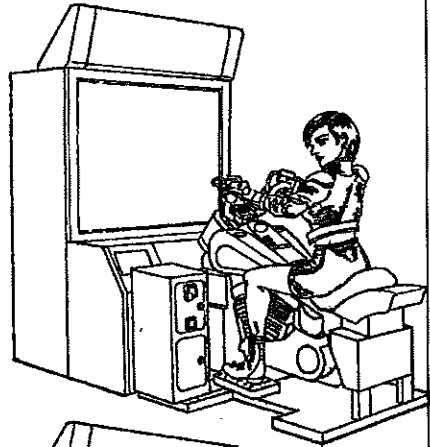
PRECAUTIONS TO BE HEEDED DURING OPERATION

To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.



- To avoid injury and accidents, those who fall under the following categories are not allowed to play the game.
 - Intoxicated persons.
 - Pregnant women or those who are in the likelihood of pregnancy.
 - Those who need assistance such as the use of an apparatus when walking.
 - Those who have high blood pressure or a heart problem.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video game, etc.
 - Persons susceptible to motion sickness.
 - Persons whose act runs counter to the product's warning displays.

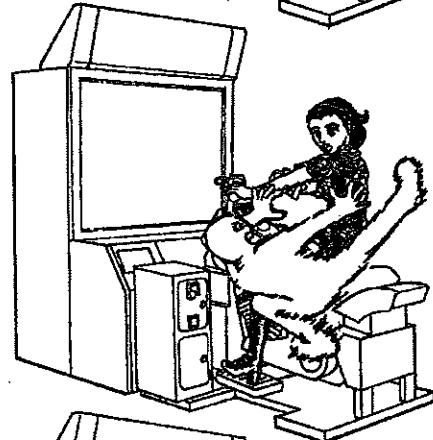
- To avoid falling down accidents and injury, do not allow the player to ride if his feet can not be placed on the step when he is seated. To avoid an accident, instruct persons of short stature to refrain from playing the game.



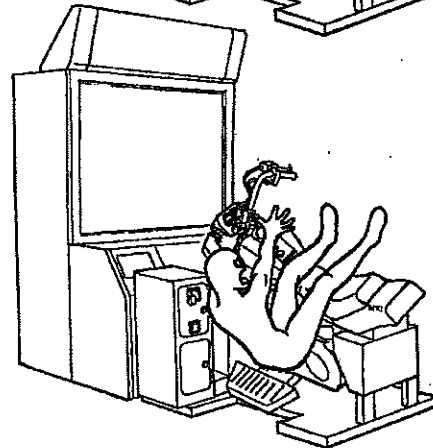
- To avoid injury and parts damage, instruct not to ride tandem (with another person).



- Instruct those who wear high-heeled shoes to refrain from playing the game by explaining that playing game with high-heeled shoes is very likely to cause potentially hazardous situation.



- Ensure the player is seated appropriately by bestriding the seat. Since the motorcycle banks, riding sideways can cause violent falling down accidents.

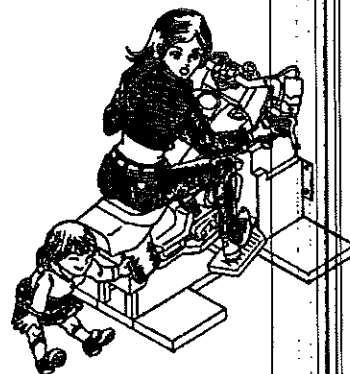




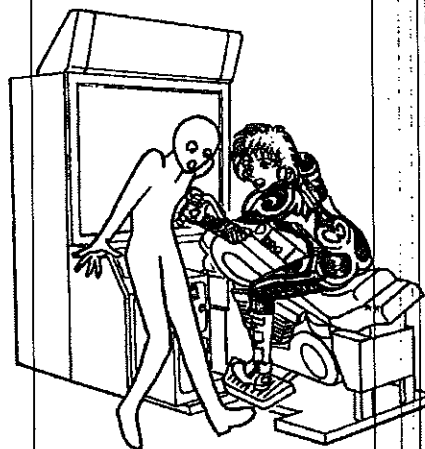
- To avoid injury resulting from falling down, and electric shock due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falling down and injury resulting from falling down, immediately stop the customer's leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.



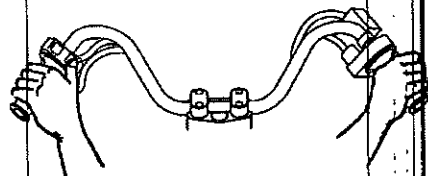
- Although this product has the accident preventive covering attached to potentially hazardous places where hand and fingers could be caught, small children are unable to perceive hazards. Use care so that small children do not come close to the product when in play.



- Use care so that onlookers do not come close to the cabinet. Keep persons other than the player away from the motorcycle.



- To prevent accidents, instruct the player to take firm hold of the handlebar. To avoid injury, instruct the players to refrain from single-handed taking grip of the handle (which is very likely to cause potentially hazardous situation, should he attempt to do so).



- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.

4. NAME OF PARTS

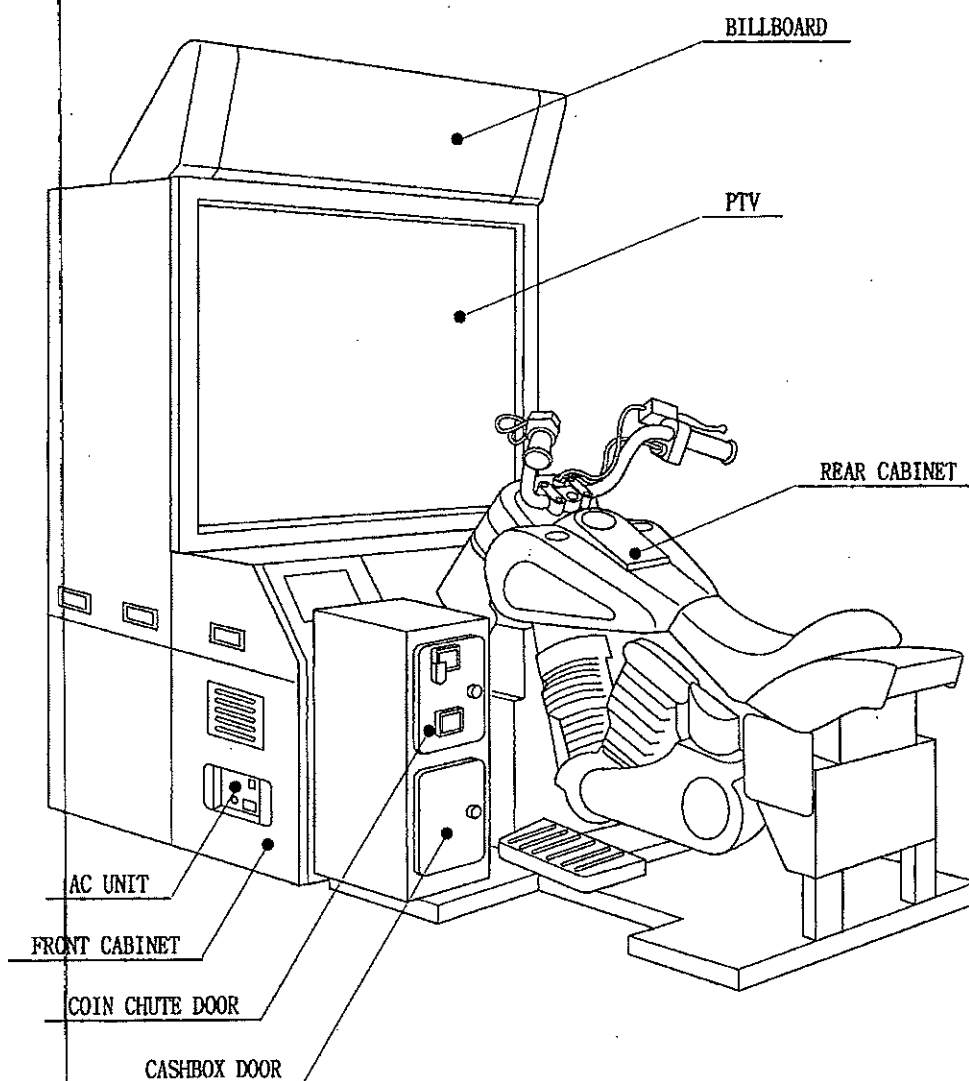


FIG. 4

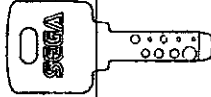
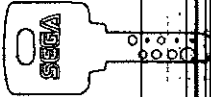
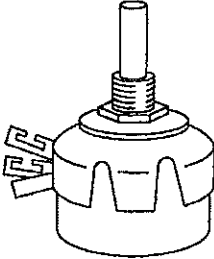
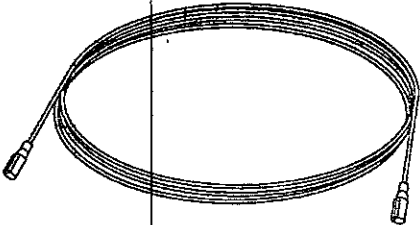
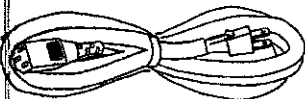
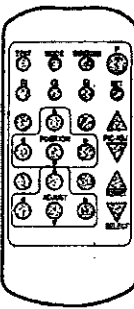
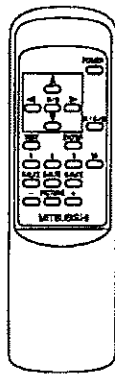
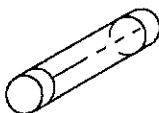
TABLE 4

	Width × Lenght × Height	Weight
PTV	1,140mm (W) × 554mm (D) × 1,670mm (H)	TOSHIBA TYPE 93kg MITSUBISHI TYPE 91kg
BILLBOARD	1,140mm (W) × 454mm (D) × 296mm (H)	15kg
FRONT CABINET	1,140mm (W) × 500mm (D) × 754mm (H)	73kg
REAR CABINET	1,006mm (W) × 1,424mm (D) × 1,166mm (H)	161kg
When assembled	1,140mm (W) × 2,347mm (D) × 1,966mm (H)	Approx. 342kg

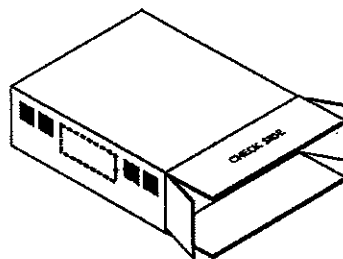
5. ACCESSORIES

When transporting the machine, make sure that the following parts are supplied.

TABLE 5 ACCESSORIES

<p>DESCRIPTION Part No. (Qty.) Note</p> <p>OWNERS MANUAL 420-6365-01 (1)</p> <p>Figures If Part No. has no description, the Number has not been registered or can not be registered. Such a part may not be obtainable even if the customer desires to purchase it. Therefore, ensure that the part is in safekeeping with you.</p>	<table border="0"> <tr> <td>KEY MASTER</td> <td>KEY</td> </tr> <tr> <td>220-5576 (2)</td> <td>(2)</td> </tr> <tr> <td>For opening/closing the doors</td> <td>For the CASHBOX DOOR</td> </tr> </table> <div style="display: flex; justify-content: space-around; align-items: center;">   </div>		KEY MASTER	KEY	220-5576 (2)	(2)	For opening/closing the doors	For the CASHBOX DOOR
KEY MASTER	KEY							
220-5576 (2)	(2)							
For opening/closing the doors	For the CASHBOX DOOR							
<p>VOL. CONT B-5K OHM 220-5484 (1) For spare, refer to Section 10, 11.</p> 	<p>ASSY FIBER CABLE 600-6275-0200 (3) For communications play, refer to Section 19.</p> 							
<p>AC Cable (Power Cord) 600-8724 (1) : TAIWAN 600-8729 (1) : USA 600-8695 (1) : USA 600-8695-01 (1) : USA 600-8618 (1) : OTHERS Used for installation, see [A] of Section 6.</p> 	<p>TOSHIBA Remote Control for Projector Used for adjustment. See Sec. 13. 200-5536 (1)</p> 	<p>MITSUBISHI Remote Control for Projector Used for adjustment. See Sec. 13. 200-5532 (1)</p> 						
<p>FUSE 7000mA 125V 514-5036-7000 (1) For spare, refer to Section 16.</p> 	<p>One of the above 2 types of Remote Controls is used for the Projector.</p>							

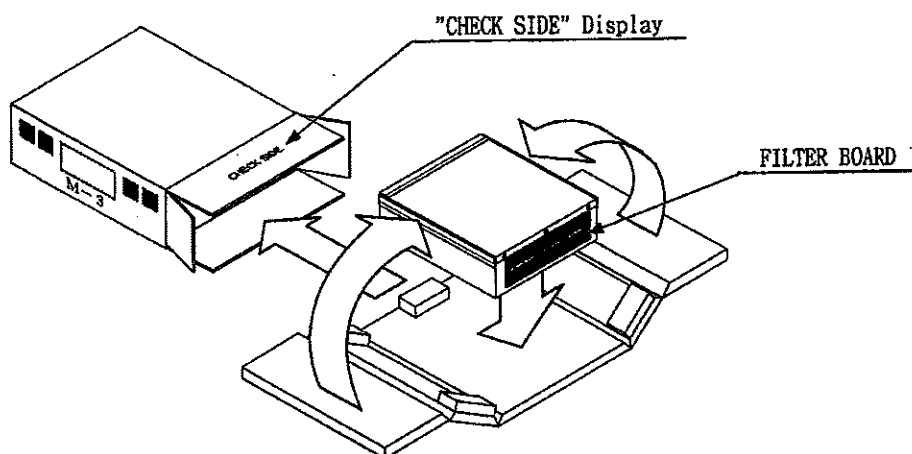
CARTON BOX
601-8928 (1)
Used for transporting
the Game Board.
Refer to the following.



HOW TO USE THE CARTON BOX



- When asking for the replacement or repair of the product's Game Board (MODEL 3 BOARD), be sure to put the Game Board together with the Shield Case in the Carton Box. Otherwise, the request is not acceptable.
- Put the Shield Case in the Carton Box by paying attention to the correct direction as per the following instructions and as shown by the instructions printed on the Carton Box. Handling in an erroneous manner can damage the Game Board.



Wrap the Shield Case with the packing material and put it in the Carton Box as shown. Putting it upside down or packing otherwise in the manner not shown can damage the Game Board and parts.

6. ASSEMBLING AND PRECAUTIONS

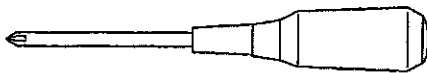


- Perform the assembly work by following the procedure herein stated. Failing to comply with the instructions can cause an electric shock.
- Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling can cause an electric shock or damage to the machine resulting in not functioning as per specified performance.
- When assembling, be sure to perform the work by plural persons. Depending on the assembly work, there are some cases in which performing the work by a single person can cause personal injury or parts damage.

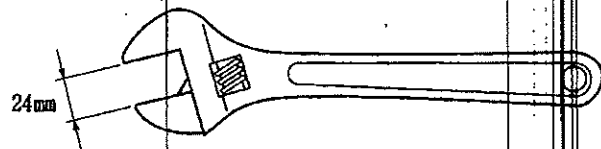
When carrying out the assembly work, follow the procedure in the following 5-item sequence:

- 1** ASSEMBLING THE PTV
- 2** ASSEMBLING THE CABINET
- 3** SECURING IN PLACE (ADJUSTER ADJUSTMENT)
- 4** POWER SUPPLY, AND EARTH CONNECTION
- 5** ASSEMBLY CHECK

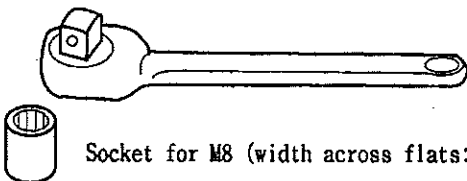
When assembling, make sure that tools such as a Phillips type screwdriver, wrench (for M16 hexagon bolt), and socket wrench (M8 hexagon bolt and nut) are available.



Phillips type screwdriver



WRENCH (for M16 hexagon bolt)



Socket for M8 (width across flats: 13 mm)

SOCKET WRENCH

1**ASSEMBLING THE PTV****WARNING!**

Installing the Billboard by one person is difficult. Be sure to use plural persons to perform work safely and accurately.

**CAUTION!**

To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Working without using a step can cause a violent falling down accidents.

- ① By using the specified screws, secure the 2 Mask Holders to the top of Projection Display.
- ② Insert the TV Mask from the underside as shown and secure with a total of 6 screws.
- ③ 2 Side Brackets to the front of Projection Display in the installation direction shown with 2 screws for each. (FIG. 6. 1a)
- ④ While supporting the Billboard by 2 persons, another person using the step is to insert the Billboard Connector into the Terminal Board on top of Projection Display. (FIG. 6. 1b)
- ⑤ Insert the Billboard from the rear to the screen side as shown and secure with 2 screws. (FIG. 6. 1a)

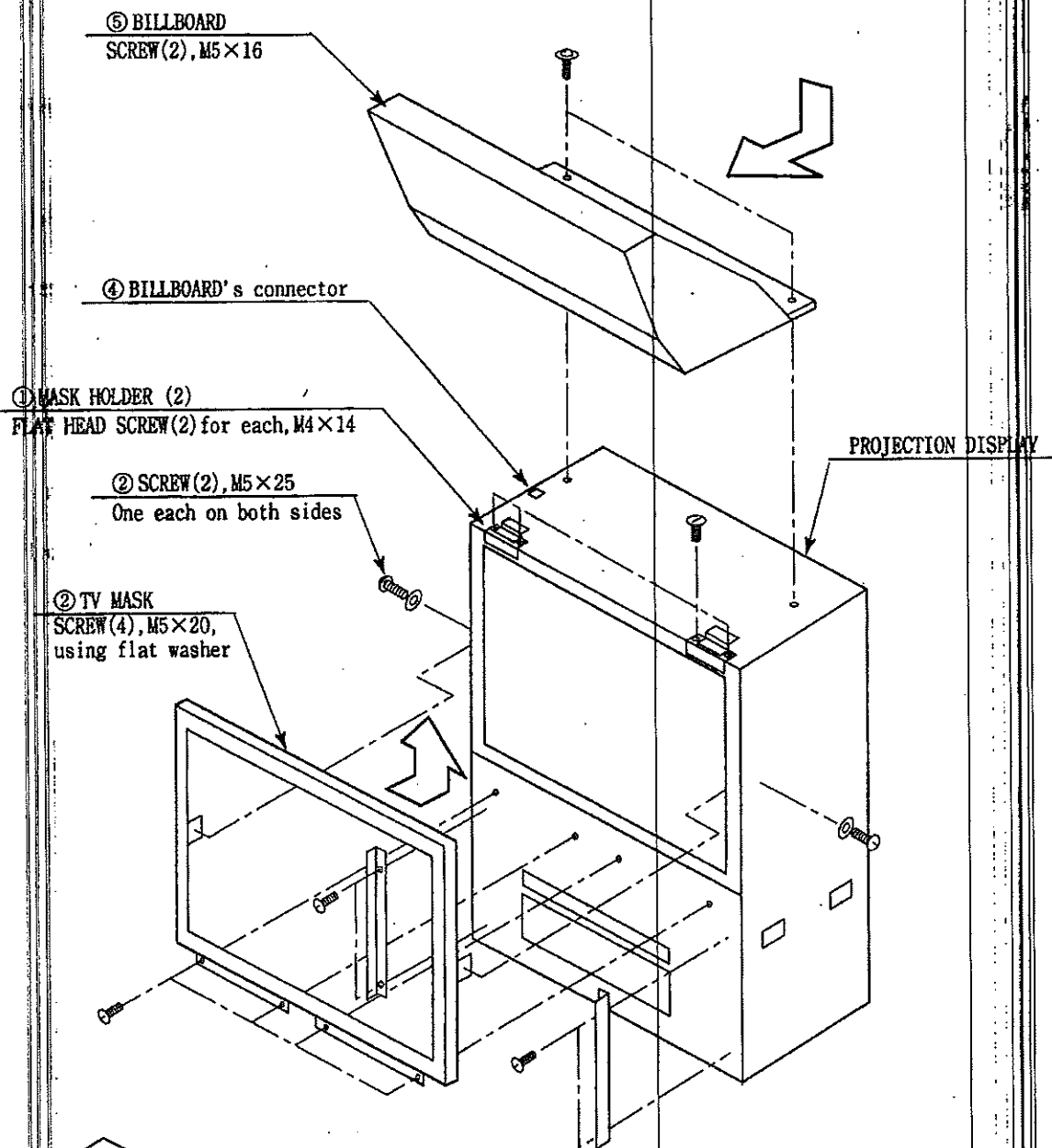


FIG. 6. 1a

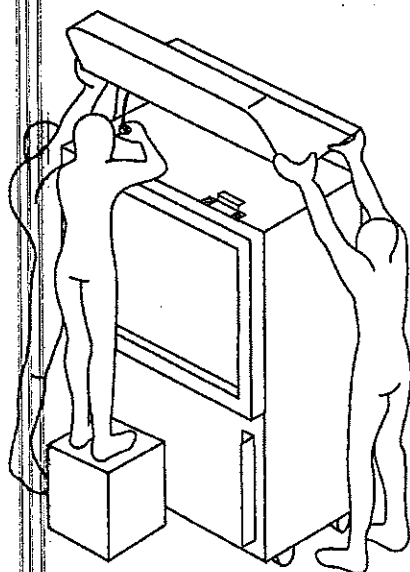


FIG. 6. 1b

2

ASSEMBLING THE CABINET

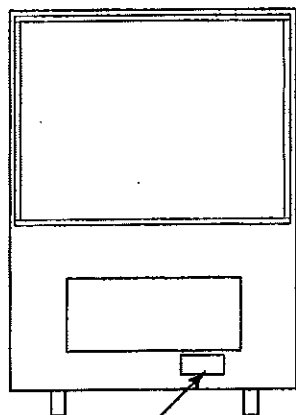


- Ensure that connectors are accurately connected. Incomplete connections can cause electric shock.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock and short circuit.

- ① By utilizing the 2 wires of the Front Cabinet, make wiring connection between the PTV and the Front Cabinet. One of the 2 wires has 4 connectors. Insert the wiring connectors each of which wire covering is red, green, and blue to the corresponding one of R. G. B. terminals as per connector panel display inside the PTV, and insert the remaining wire connector to the SYNC terminal (FIG. 6. 2 a).

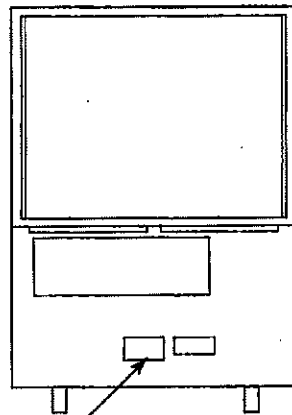
The Connector's insertion angle is predetermined. Inserting the Connector in a forcible manner will damage the Connector. Check for the correct inserting direction and then insert the Connector. After the insertion of Connector, turn the Connector's Ring to the right to lock the connection.

MITSUBISHI PTV



CONNECTOR PANEL

TOSHIBA PTV



CONNECTOR PANEL

Depending on the Projector, the connector panel position varies.

FIG. 6. 2 a

- ② The PTV connector panel has 3p white connector in addition to the Connectors displayed as R. G. B. and SYNC. Connect the remaining wire, which comes from the Front Cabinet, to the 3p white connector.
- ③ Tightly join the PTV and the Front Cabinet by using care so as not to damage the wiring.
- ④ Connect the PTV and the Front Cabinet with the 4 screws. (FIG. 6. 2 b)
- ⑤ Make wiring connection between the Front Cabinet and Rear Cabinet. Connect a total of 3 connectors.
- ⑥ Remove the screw which secures the earth wire inside the rear cabinet, fasten the terminal of the earth wire which comes from the Front Cabinet together with the terminal of the earth wire inside the rear cabinet to the screw by using the previously removed screw.
- ⑦ By using care so as not to damage the wiring, tightly join the Front and Rear cabinets together.
- ⑧ Secure both cabinets with 4 hexagon bolts.

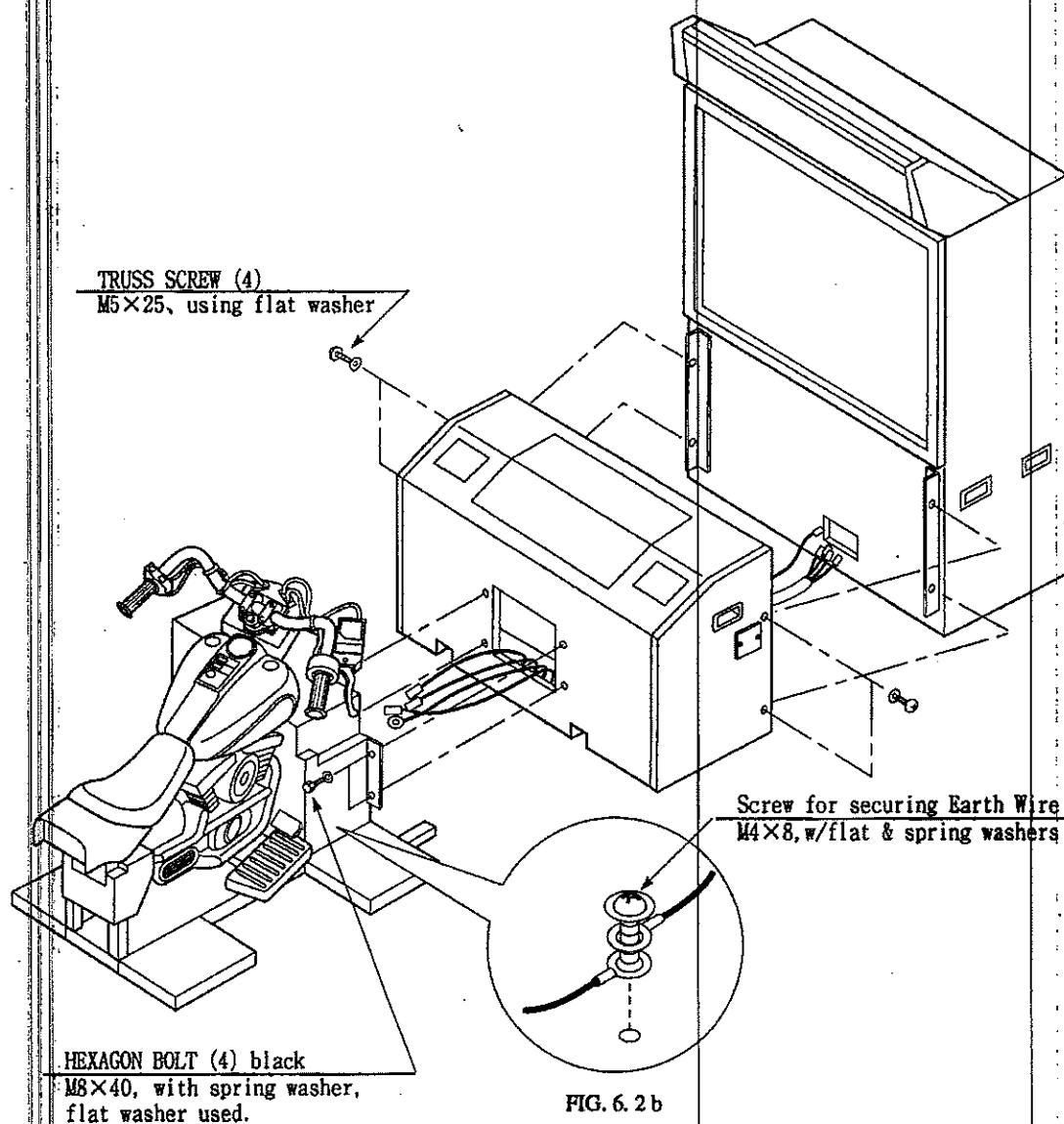


FIG. 6. 2 b

3

SECURING IN PLACE (ADJUSTER ADJUSTMENT)



Make sure that all of the adjusters are in contact with the floor. If they are not, the cabinet may move causing an accident.

This machine has 12 casters (4 for the PTV, 4 for the Front Cabinet, 4 for the Rear Cabinet) and 12 adjusters (4 for the PTV, 4 for the Front Cabinet, 4 for the Rear Cabinet). (FIG. 6. 3 a)
When the installation position is determined, cause the adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5mm. from the floor and make sure that the machine position is level.

- ① Move the machine to the installation position. When installing the machine close to a wall, be sure to secure passage space to enable the player to get in the machine.
- ② Cause all of the adjusters to make contact with the floor. By using a wrench, make adjustments in the height of the adjusters to ensure that the machine's position is level.
- ③ After making adjustments, fasten the adjuster nut upward and secure the height of the adjuster. (FIG. 6. 3 b)

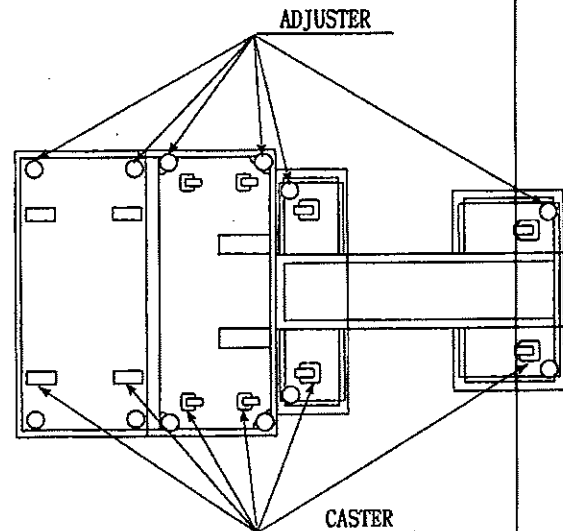


FIG. 6. 3 a BOTTOM VIEW

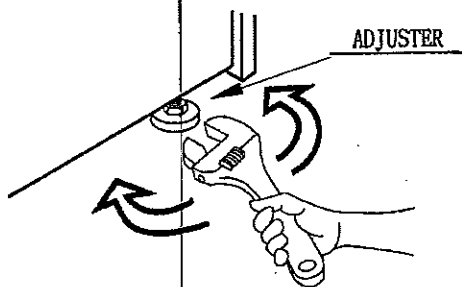


FIG. 6. 3 b ADJUSTER

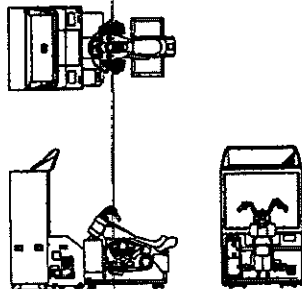
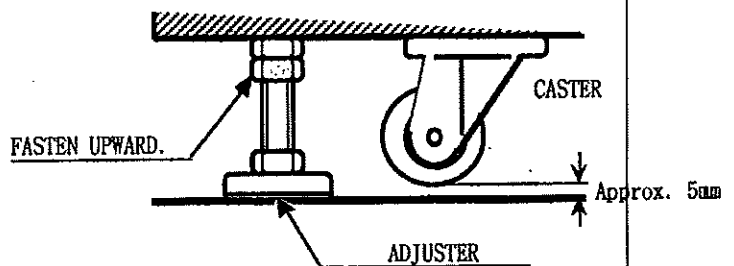


FIG. 6. 3 c
Refer to this Fig. (Scale:1/100)
for the layout of the place of
installation.

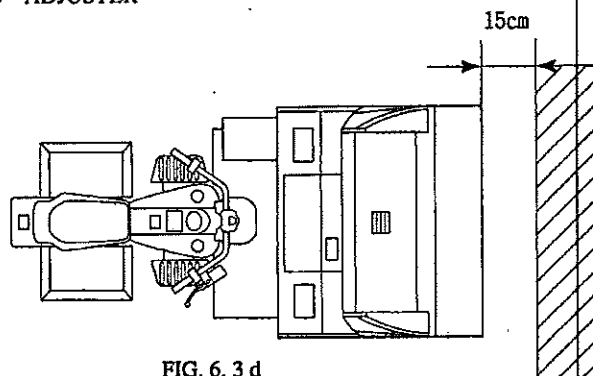


FIG. 6. 3 d
Provide sufficient space so as to
allow for ventilation by the
ventilation fan.

4

POWER SUPPLY, AND EARTH CONNECTION



- Be sure to independently use the power supply socket outlet equipped with an Earth Leakage Breaker. Using a power supply without an Earth Leakage Breaker can cause a fire when the leakage occurs.
- Ensure that the "accurately grounded indoor earth terminal" and the earth wire cable are available (except in the case where a power cord plug with earth is used). This product is equipped with the earth terminal. Connect the earth terminal and the indoor earth terminal with the prepared cable. If the grounding work is not performed appropriately, customers can be subjected to an electric shock, and the product's functioning may not be stable.
- Ensure that the power cord and earth wire are not exposed on the surface (passage, etc.). If exposed, they can be caught and are susceptible to damage. If damaged, the cord and wire can cause an electric shock and short circuit accidents. Ensure that the wiring position is not in the customer's passage way or the wiring has protective covering.

① The AC unit is mounted on the side of Front Cabinet. The AC Unit incorporates the Main SW, Earth Terminal and the Inlet which connects the Power Cord. Firmly insert the Power Plug into the Plug Socket and the other side of the plug to the Inlet. Turn the Main SW ON to turn power ON.

② Ensure that the Main SW is OFF.

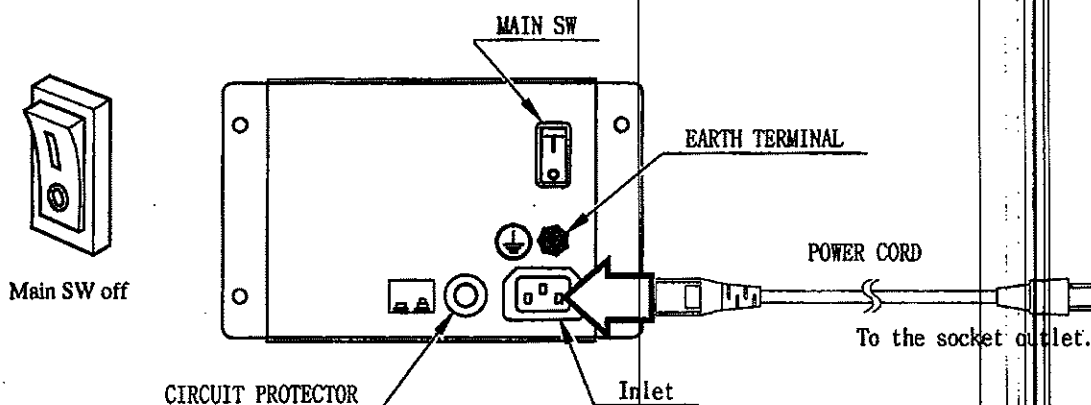


FIG. 6. 4 a AC UNIT

③ Connect one end of the earth wire to the AC Unit earth terminal, and the other end to the indoor earth terminal. The AC Unit earth terminal has a Bolt and Nut combination. Take off the Nut, pass the end of earth wire through the Bolt, and fasten the Nut.

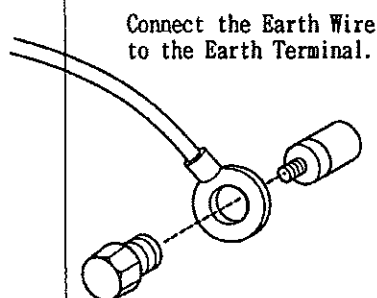


FIG. 6. 4 b Earth Wire Connection

- ④ Firmly insert the power cord into the plug socket and inlet.
- ⑤ Perform wiring for the Power Cord and Earth Wire. Install protective covering for the Power Cord and Earth Wire.

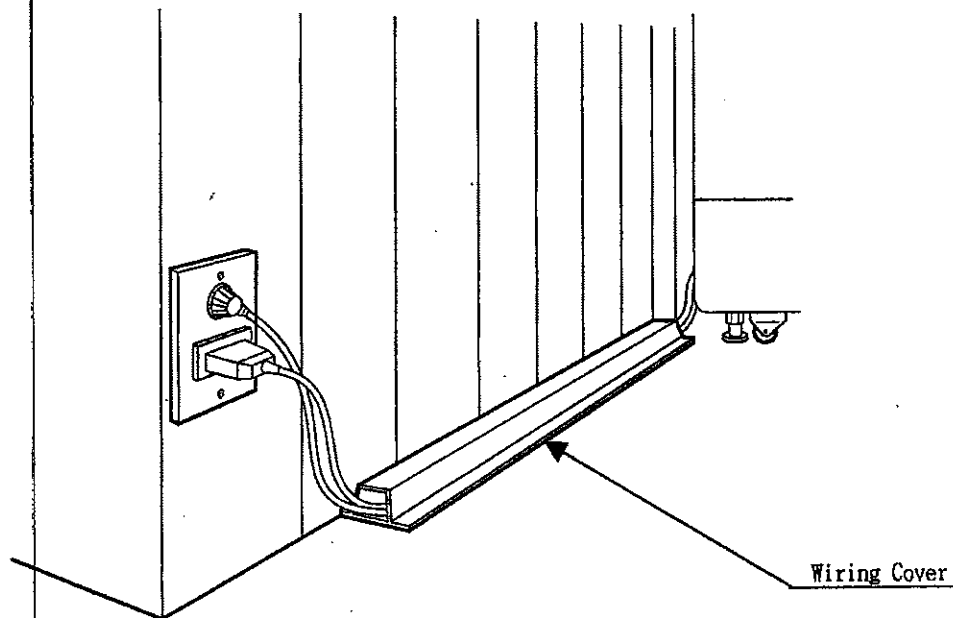


FIG. 6. 4 c Connecting Power Cord and Earth Wire

5

ASSEMBLY CHECK

In the TEST MODE, ascertain that the assembly has been made correctly and IC BD. is satisfactory (refer to Section 9).

In the test mode, perform the following test:

(1) MEMORY TEST

CPU ROM TEST

```
GOOD (CROM03 MASK) IC. 1
GOOD (CROM02 MASK) IC. 2
GOOD (CROM01 MASK) IC. 3
GOOD (CROM00 MASK) IC. 4
GOOD (CROM13 MASK) IC. 5
GOOD (CROM12 MASK) IC. 6
GOOD (CROM11 MASK) IC. 7
GOOD (CROM10 MASK) IC. 8
GOOD (CROM33 EPROM) IC. 13
GOOD (CROM32 EPROM) IC. 14
GOOD (CROM31 EPROM) IC. 15
GOOD (CROM30 EPROM) IC. 16
GOOD (CROM3 EPROM) IC. 17
GOOD (CROM2 EPROM) IC. 18
GOOD (CROM1 EPROM) IC. 19
GOOD (CROM0 EPROM) IC. 20
```

PRESS SERVICE BUTTON TO CONTINUE

Selecting the MEMORY TEST on the test mode menu screen causes the on-board memory to be tested automatically. The game board is satisfactory if the display beside each IC No. shows GOOD.

(2) INPUT TEST

INPUT TEST

```
HANDLEBAR 80
THROTTLE 00
FRONT BRAKE 00
REAR BRAKE 00

VIEW CHANGE OFF
MUSIC SELECT OFF
SHIFT UP OFF
SHIFT DOWN OFF

START OFF

COIN #1 OFF
COIN #2 OFF
SERVICE-SW OFF
TEST-SW OFF
```

PRESS SERVICE+TEST BUTTON TO EXIT

Selecting the INPUT TEST on the test mode menu screen causes the screen (on which each switch and V. R. are tested) to be displayed. Press each switch. For the coin switch test, insert a coin from the coin inlet with the coin chute door being open. If the display beside each switch indicates "ON," the switch and wiring connections are satisfactory. Check the display of V. R. value for the handlebar and accelerator & brake. If the V. R. values are not satisfactory, refer to Sections 10 & 11.

(3) OUTPUT TEST

OUTPUT TEST

```
START LAMP OFF
VIEW CHANGE LAMP OFF
MUSIC SELECT LAMP OFF
CABINET LOCK OFF
```

→EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

In the output test mode, carry out lamp test to ensure that each lamp lights up satisfactorily.

(4) SOUND TEST

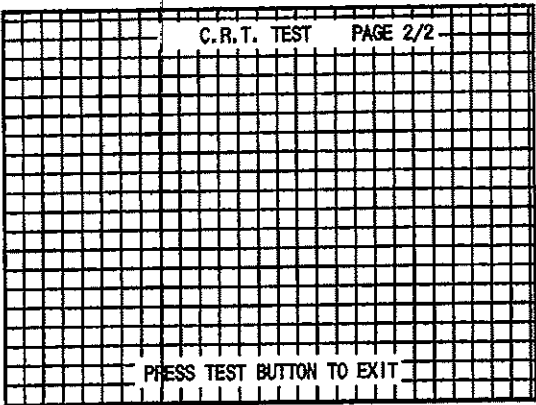
SOUND TEST	
No. 0	
SELECT WITH SERVICE BUTTON PRESS TEST BUTTON TO EXIT	

In the TEST mode, selecting SOUND TEST causes the screen (on which sound related BD and wiring connections are tested) to be displayed. Be sure to check if the sound is satisfactorily emitted from each speaker and the sound volume is appropriate.

(5) C.R.T. TEST

C.R.T. TEST PAGE 1/2	
0	31
	RED
	GREEN
	BLUE
	WHITE
PRESS TEST BUTTON TO CONTINUE	

In the TEST mode menu, selecting C.R.T. TEST allows the screen (on which the monitor is tested) to be displayed. Although the monitor adjustments have been made at the time of shipment from the factory, make judgment as to whether an adjustment is needed by watching the test mode screen. If it is necessary, adjust the monitor by referring to Section 13.

C.R.T. TEST PAGE 2/2	
	
PRESS TEST BUTTON TO EXIT	

Perform the above inspections also at the time of monthly inspection.

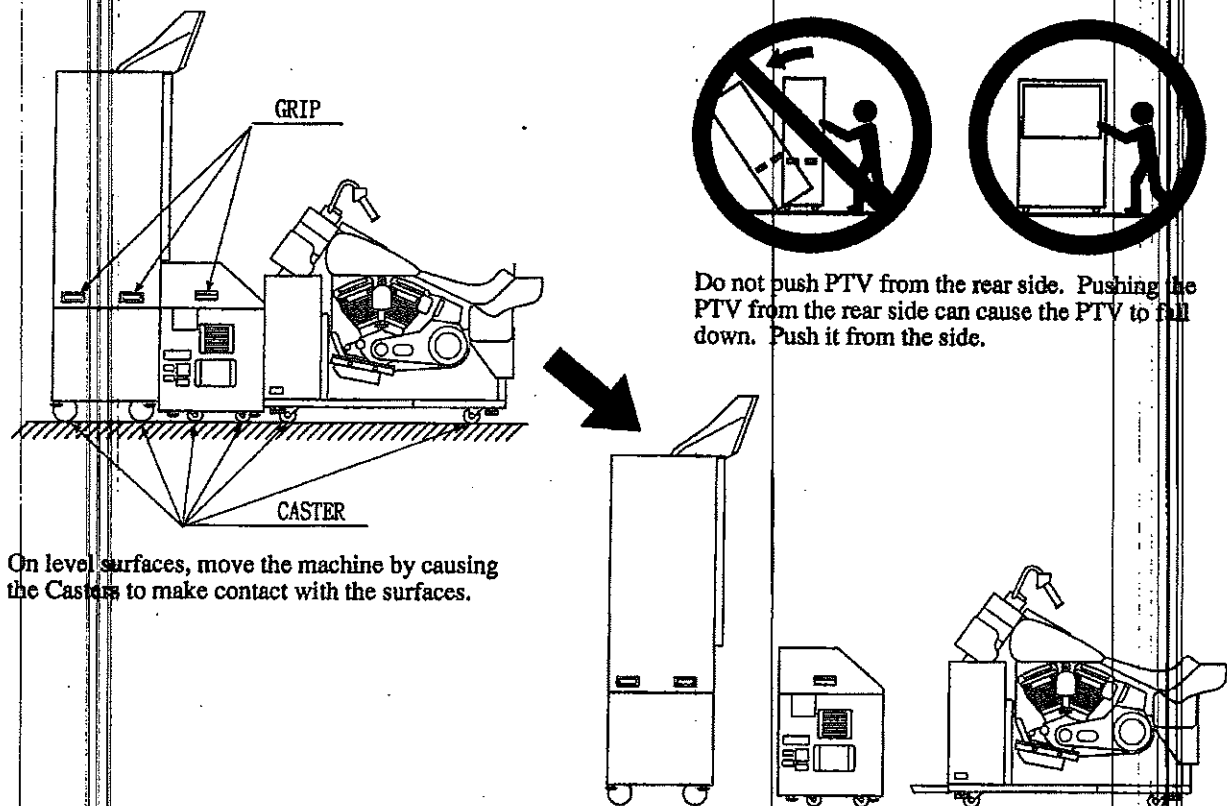
7. PRECAUTIONS TO BE HEEDED WHEN MOVING THE MACHINE



- When moving the machine, be sure to pull out the plug from the power supply. Moving the machine with the plug as is inserted can cause the power cord to be damaged, resulting in a fire and or electric shock.
- When moving the machine on the floor, retract the Leg Adjusters and ensure that Casters make contact with the floor. During transportation, pay careful attention so that Casters do not tread power cords and earth wires. Damaging the power cords can cause an electric shock and or short circuit.
- When lifting the cabinet, be sure to hold the catch portions or bottom part. Lifting the cabinet by holding other portions can damage parts and installation portions due to the empty weight of the cabinet, and cause personal injury.
- When moving the PTV, do not push it from the rear side. Push it from sideways. Pushing the PTV from the rear side can have the PTV fall down, causing personal injury etc. In case the floor has slanted surfaces or step-like differences, be sure to move the machine by 2 or more persons.



When moving the machine on the floor with slanted surfaces or step-like differences, ensure that the PTV, Front Cabinet and Rear Cabinet are separated. Lifting the Cabinet with those items as is joined can cause the joint portions to be damaged.



On level surfaces, move the machine by causing the Casters to make contact with the surfaces.

FIG. 7

Where there are steps (or step-like differences in grade), move the machine by separating into each unit.

8. CONTENTS OF GAME

The following are operations and responses obtained when the machine functions satisfactorily. Any functioning different from the following may have been caused by a certain fault. Immediately investigate and eliminate the cause of malfunctioning to ensure satisfactory operation. The explanations herein mainly refer to the case where the game machine is used independently. In the communication play, some points may differ from the following explanations.

When energized, the Billboard's fluorescent lamp is always lit.

During ADVERTISE (in the status a coin(s) is not inserted), the contents of game and HOW TO PLAY, etc., are audio-visually explained. Note 1

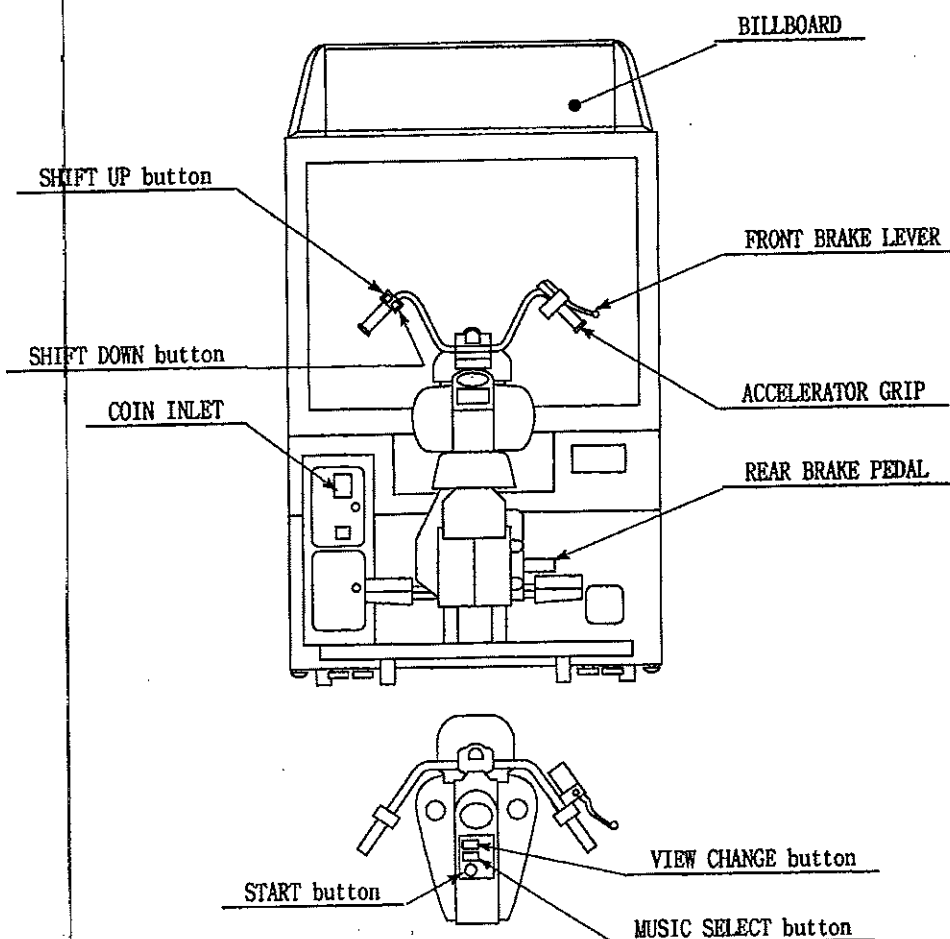
The status of the on-tank 3 buttons will change to and from lighting up / flashing / Lights-out. Although the Start button is unlit during ADVERTISE, it blinks if even one coin is inserted, and is always lit during game play.

The View Change button and Music Select button are unlit during ADVERTISE and lit when the Select mode is displayed. During game, these flash alternately.

During ADVERTISE, the Handlebar and Bike Body are locked and do not move.

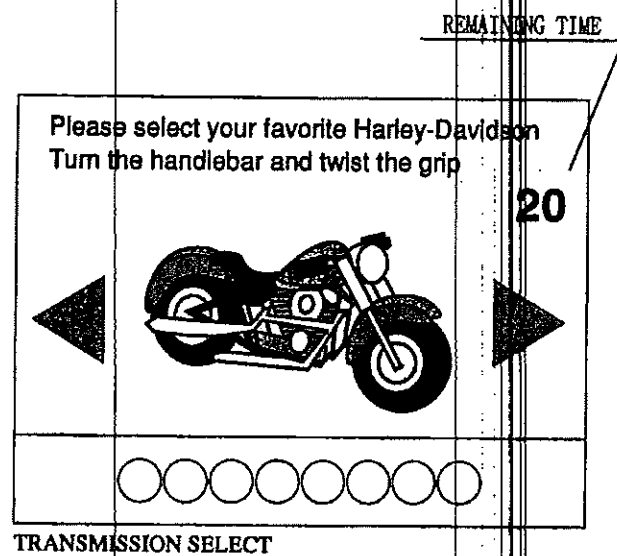
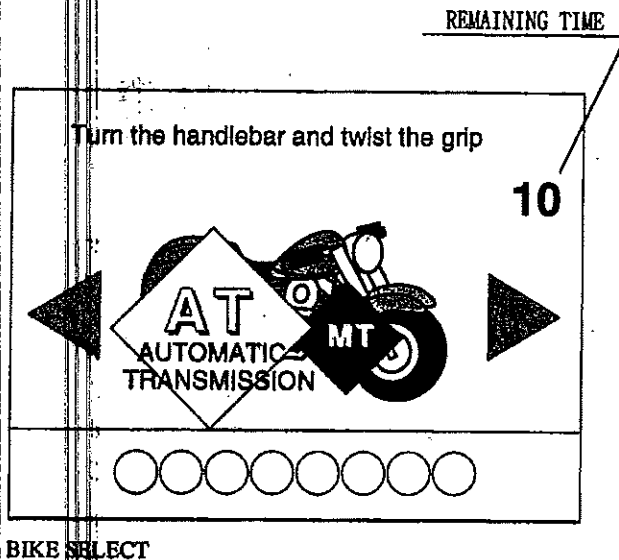
- ① Be seated.
- ② Insert a coin(s). When one play worth of coin(s) is inserted, the Select mode appears.

At the same time the Select mode appears, the Handlebar and Bike Body are unlocked.

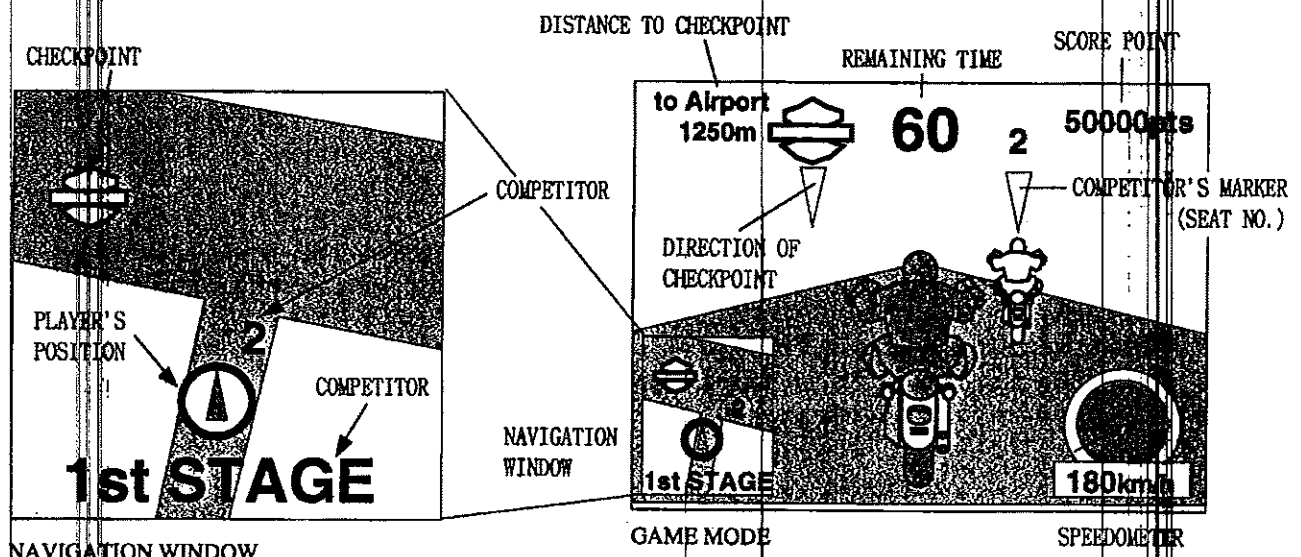


- ③ Select in order of BIKE and TRANSMISSION. Turn the handlebar to select and turn the ACCELERATOR GRIP to decide. Note 2

When the Select mode is displayed, countdown starts. At count 0, BIKE and TRANSMISSION being selected are automatically decided.

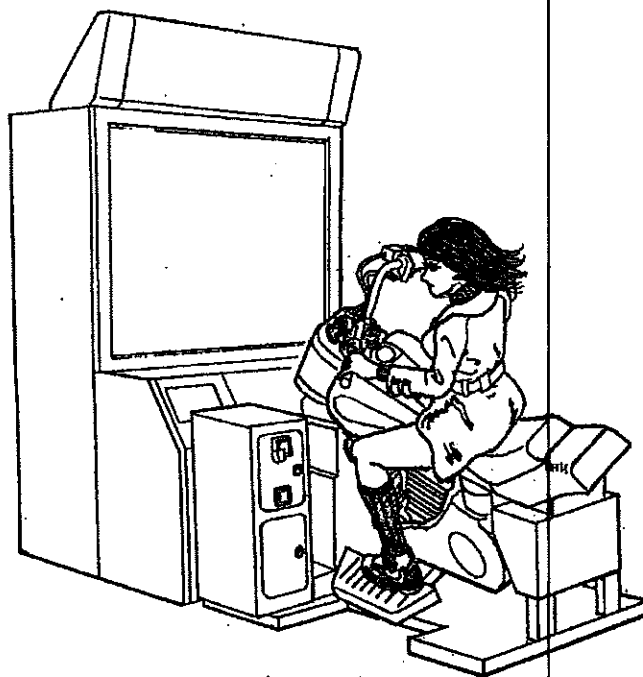


- ④ When TRANSMISSION is decided, the race starts. The checkpoint (destination) is displayed on the screen, and Time Limit countdown starts. By turning the handlebar, the bike body banks. At the same time the race starts, the View Change button and Music Select button alternately light up / light out. Pressing the View Change button changes the View point in the game mode. Pressing the Music Select button changes the BGM (background music).
- ⑤ The distance to the checkpoint is displayed on the upper left section of the screen. The remaining time is indicated on the upper center, score points on the upper right, navigation window (map) on the lower left, and speedometer on the lower right.



In the Specifications for USA, the distance to a checkpoint is displayed in feet and the Speedometer indicates MPH.

- ⑥ Run towards the checkpoint by judging the route from the arrow and NAVIGATION WINDOW. Passing the checkpoint within the time limit results in a Stage Clear. The time limit is extended and the next checkpoint is displayed.
- ⑦ If the player fails to pass the checkpoint within the time limit, the game is over.
- ⑧ Passing all of the checkpoints results in a Game Clear. Note 3 The successful player can see the ending mode.
- ⑨ After a game over, the accomplishment results are displayed on the map.
- ⑩ If the player scores high points, the Name Entry mode appears. Turn the handlebar, select character, and turn the Accelerator Grip to register the initial, etc.



By turning the handlebar, the Bike Body banks.

- ⑪ When the game is over, or when you proceeded to the Name Entry mode, after determining the entry characters, return the handlebar to the front direction and have the bike body stand upright to cause locking to be applied. Even in the ADVERTISE mode, the bike body will not be locked in an as is banked status.

Note 1: Setting change can be made to no sound output during ADVERTISE.

Note 2: In the case where several machines are linked for communication play, the bike appearing first in the Select mode is predetermined by the ID number of each cabinet set for the communication play.

Note 3: The setting of the number of checkpoints required for game clear is changeable.

KNACK OF GAME PLAY

- To make full use of bike characteristics.

Each of the 5 types of bike has specific characteristic. High points can be earned by fully utilizing the bike characteristics and selecting the type which suites best for the player.

- To memorize the courses.

The player will surely accomplish a game clear by selecting the course on which he can make full use of the bike characteristics instead of overly relying on the map and arrow.

9. EXPLANATION OF TEST AND DATA DISPLAY

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

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



When you enter the test mode, the Handlebar and Bike Body are unlocked. Do not lean against the Bike Body when you press the test button. Failure to observe this can cause violent falling down accidents as the Bike Body will bank. When you finish the test mode, the Handlebar and Bike Body will be locked.



CAUTIONS TO BE HEEDED WHEN USING THE TEST MODE:

- In the case where plural machines are linked for communication play, if even one seat enters the test mode, all of the linked seats also enter the test mode. Therefore, if any one of the linked machines is in play, use care so as not to use the test mode.
- The contents of the setting changes made will not be effective unless the test mode is finished in the test mode. When the setting is changed, be sure to "EXIT" in the menu mode.
- Do not press the Test button during network check at the time of turning power on or exiting from the test mode. If any one of the linked machines uses the test mode during network check, all other Seats will continue network checking. Cause all of the Seats to reenter the test mode and then have all of the Seats exit from the test mode simultaneously.

TABLE 9. EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	REFERENCE SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to see that each setting is as per standard setting made at the time of shipment. 2. In the INPUT TEST mode, check each SW and VR. 3. In the OUTPUT TEST mode, check each of lamps. 4. In the SELF-TEST mode, check ICs on the IC Board. 5. Set the present time.	9-9, 9-10 9-5 9-6 9-3, 9-4 9-13
MEMORY	Choose MEMORY TEST in the MENU mode to allow the MEMORY test to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.	9-3, 9-4
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. In the INPUT TEST mode, test the CONTROL device 4. In the OUTPUT TEST mode, check each of lamps.	9-3, 9-4 9-9, 9-10, 9-13 9-5 9-6
CONTROL SYSTEM	1. In the INPUT TEST mode, check each SW and VR. 2. Adjust or replace each SW and VR. 3. If the problem can not be solved yet, check the CONTROL's moves.	9-5 10, 11
MONITOR	In the MONITOR ADJUSTMENT mode, check to see if the PROJECTOR adjustment is appropriately made.	9-8 13
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.	9-3, 9-4 9-7
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	9-14

9-1 SWITCH UNIT AND COIN METER



- Adjust to the optimum sound volume by considering the environmental requirements of the installation location.
- If the COIN METER and the game board are electrically disconnected, game play is not possible.

SWITCH UNIT

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

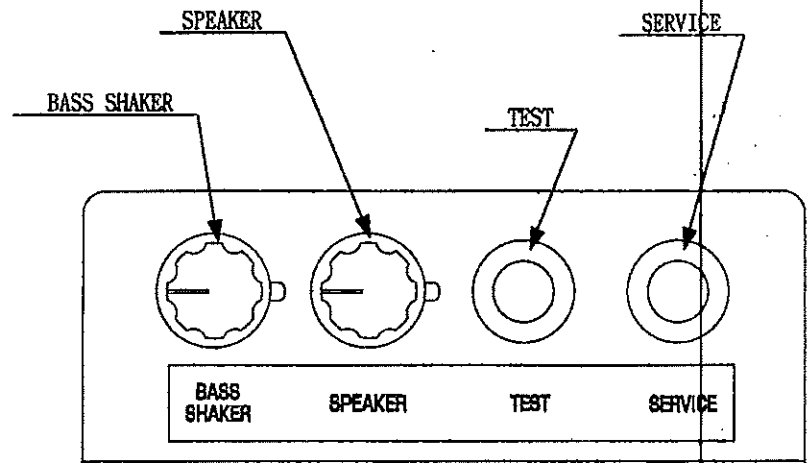


FIG. 9.1 a SWITCH UNIT

TEST BUTTON:
TEST

For the handling of the test button, refer to the following pages.

SERVICE BUTTON:
SERVICE

Gives credits without registering on the coin meter.

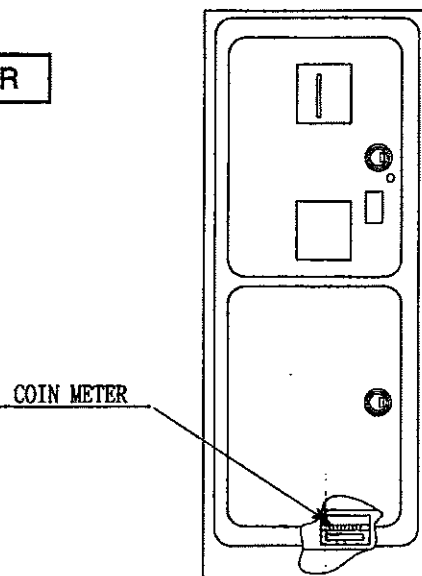
BASS SHAKER:
BASS SHAKER

Adjusts the output of the Handlebar's and under-the-seat Vibration Device.

SPEAKER:
SPEAKER

Adjusts sound volume of the Front Cabinet's left/right Speakers and the internal Woofer.

COIN METER



Open the Cashbox Door by using the key to have the Coin Meter appear underneath the Cashbox.

FIG. 9.1 b

9-2 TEST MODE

The test menu mainly allows the board to be checked for accurate functioning, coin assignments to be set, and also the monitor to be checked.

USING THE TEST MODE

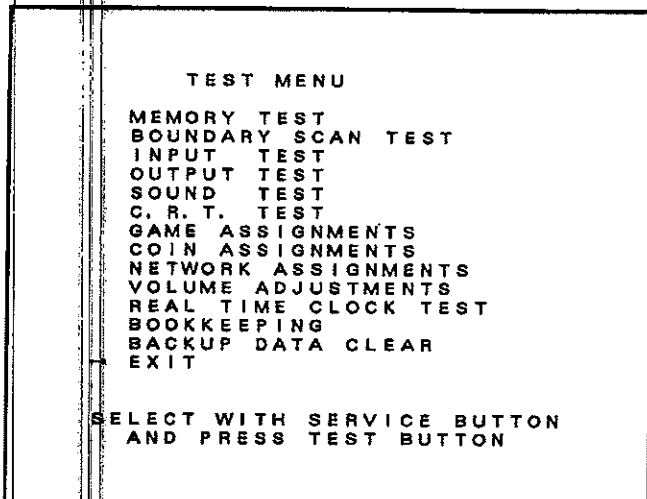


FIG. 9.2 Menu Mode

In the test mode, the following buttons can also be used for operation.

SHIFT UP & VIEW CHANGE buttons:

To move → upward.

SHIFT DOWN & VIEW CHANGE buttons:

To move → downward.

START button:

The selected item's execution and OK.

9-3 MEMORY TEST

When you select MEMORY TEST, test of each IC on the IC Board is executed in the order of CPU ROM TEST → CPU RAM TEST → VIDEO BOARD ROM TEST → VIDEO BOARD RAM TEST.

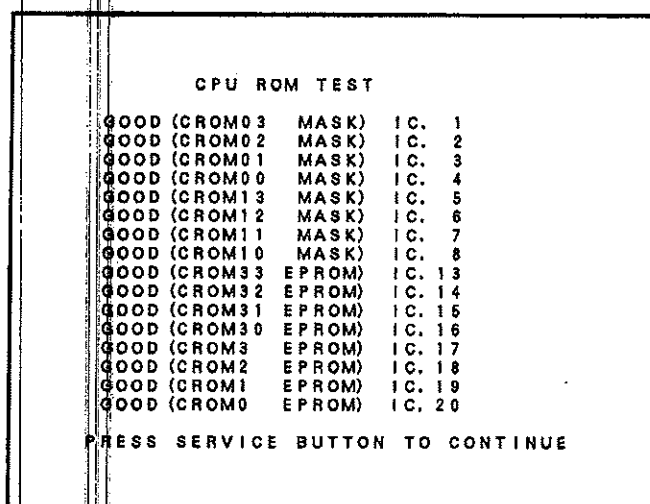


FIG. 9.3a MEMORY TEST (1)

- ① Press the test button to display the test item menu.
- ② Press the Service button to move the arrow. Bring the arrow to the desired item and press the test button to execute testing the item.
- ③ Select EXIT and press the test button to exit from the test mode and return to the game mode.

- During test, "TESTING NOW" will be displayed instead of "PRESS SERVICE BUTTON TO CONTINUE" and "PRESS TEST BUTTON TO EXIT" in FIGs. 9.3a~d.
- As a result of the test, GOOD will be displayed if the IC is satisfactory and BAD will be displayed if the IC is abnormal.
- When the test is complete, if FIGs 9.3a~d are displayed, it is satisfactory.
- After finishing the VIDEO BOARD RAM TEST, press the test button to return to the menu mode.

```

CPU RAM TEST

GOOD (SDRAM)      IC. 13 IC. 14 IC. 15 IC. 16
GOOD (BACKUP SRAM) IC. 21 IC. 22
GOOD (SCROLL SDRAM) IC. 94
GOOD (SCROLL SRAM) IC. 17 IC. 18

PRESS SERVICE BUTTON TO CONTINUE

```

FIG.9.3b MEMORY TEST (2)

```

VIDEO BOARD ROM TEST

GOOD (VROM01) IC. 26
GOOD (VROM00) IC. 27
GOOD (VROM03) IC. 28
GOOD (VROM02) IC. 29
GOOD (VROM05) IC. 30
GOOD (VROM04) IC. 31
GOOD (VROM07) IC. 32
GOOD (VROM06) IC. 33
GOOD (VROM11) IC. 34
GOOD (VROM10) IC. 35
GOOD (VROM13) IC. 36
GOOD (VROM12) IC. 37
GOOD (VROM15) IC. 38
GOOD (VROM14) IC. 39
GOOD (VROM17) IC. 40
GOOD (VROM16) IC. 41

PRESS SERVICE BUTTON TO CONTINUE

```

FIG.9.3c MEMORY TEST (3)

```

VIDEO BOARD RAM TEST

PRESS TEST BUTTON TO EXIT

```

FIG.9.3d MEMORY TEST (4)

9-4 BOUNDARY SCAN TEST



Upon finishing the test, cause the Test Menu to return on the screen, turn the power off and turn it back on again. To avoid malfunctioning, perform IC Board initialization by turning the power off and then turning it back on again.

Selecting "BOUNDARY SCAN TEST" causes the Game Board's testing in terms of hardware to be performed automatically.

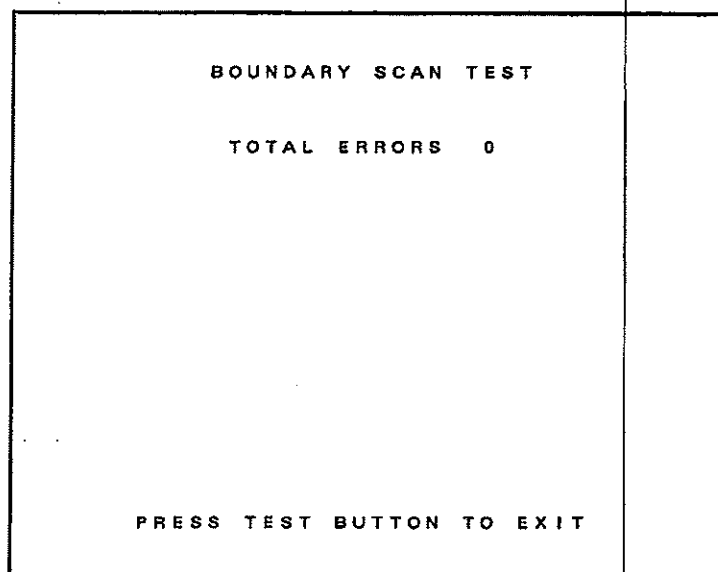


FIG. 9.4 BOUNDARY SCAN TEST

- When the test is completed, if the results are shown as above, it is satisfactory.
- After finishing the test, press the Test button to have the Menu mode return on the screen. Next, turn the power off and then turn it back on again. To avoid malfunctioning, have the Board initialized by turning the power off and then on.
- If there is any hardware problems, error message is displayed. Please contact the offices herein stated or where the product was purchased from.

9-5 INPUT TEST



The volume values in this test are obtained by converting the minimum value to 00 & the maximum value to FF from the Volume values set in the Volume setting mode and thus, differ from the values displayed in the Volume setting mode.

Selecting INPUT TEST displays the following on the screen and enables you to check the status of each switch and each Volume value of the cabinet.
On this screen, periodically check the status of each switch & V.R.

- By pressing each switch, if the display on the right-hand side of the name of each switch changes to ON from OFF, the SW and the wiring connections are satisfactory.
- To check the Coin SW of "COIN #X", open the Coin Chute Door and insert a coin into the Coin Inlet.
- Simultaneously pressing the Service button and the Test button returns the Test Menu on the screen.

INPUT TEST	
HANDLEBAR	80
THROTTLE	00
FRONT BRAKE	00
REAR BRAKE	00
VIEW CHANGE	OFF
MUSIC SELECT	OFF
SHIFT UP	OFF
SHIFT DOWN	OFF
START	OFF
COIN #1	OFF
COIN #2	OFF
SERVICE-SW	OFF
TEST-SW	OFF

PRESS SERVICE+TEST BUTTON TO EXIT

FIG. 9.5 a INPUT TEST

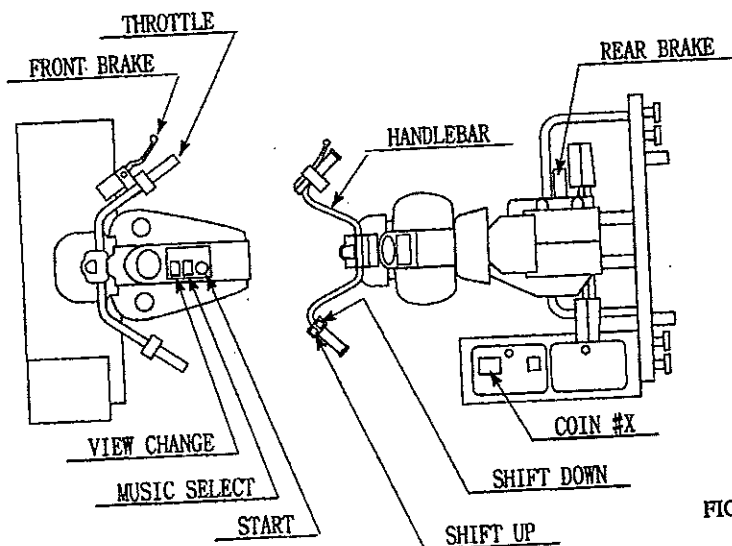


FIG. 9.5 b

- When the Handlebar is turned fully to the left and right, if the HANDLEBAR value varies between 00 (left) and FF (right), and if the value is around 80 when the Handlebar is returned to the center, it is satisfactory.
- When the Accelerator Grip is moved, if the THROTTLE value varies between 00 and FF, and if the value is about 00 when force is not exerted, it is satisfactory.
- When you grip the Front Brake Lever, if the FRONT BRAKE value varies between 00 and FF, and if the value is about 00 when force is not exerted, it is satisfactory.
- When you step on the Rear Brake Pedal, if the REAR BRAKE value varies between 00 and FF, and if the value is about 00 when force is not exerted, it is satisfactory.

9-6 OUTPUT TEST



Depending on the operation when this mode is displayed, the Lock Mechanism functions to lock or unlock. When testing, use care so as to avoid violent falling down accidents.

This mode allows the on-tank button's lamp and lock mechanism functioning to be checked. Periodically check each lamp and lock mechanism in this mode.

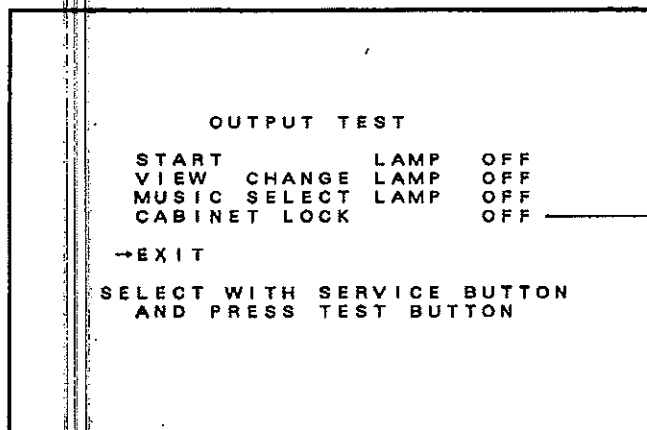


FIG. 9.6a OUTPUT TEST

In the Game Assignments, setting "CABINET TYPE" to "STANDARD" causes "RACE LEADER LAMP" to be displayed.

By turning the Handlebar and in the status the Bike Body is banked, if CABINET LOCK is on, the Bike Body is locked in the status as is banked.

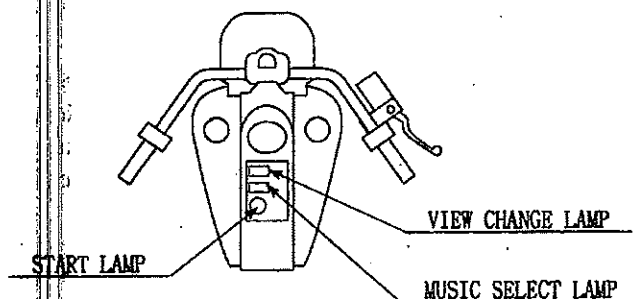
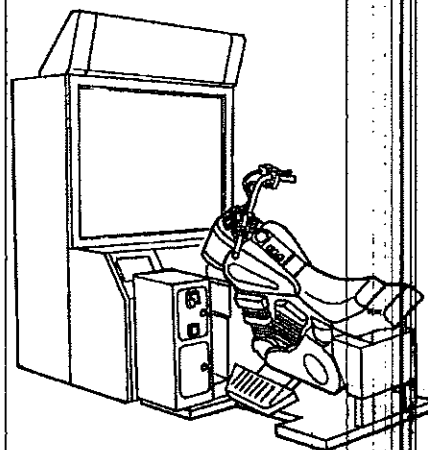


FIG. 9.6b LAMP AND LOCK MECHANISM



- Press the Service button to bring the arrow to each item and press the test button to shift the display beside each item ON↔OFF. When ON is indicated, if the lamp lights up and the lock mechanism functions to secure the Handlebar and Bike Body, and when OFF is indicated, if the lamp lights out and the locking mechanism is unlocked, then each lamp and lock mechanism are satisfactory.
- While the menu mode is displayed, the locking mechanism is unlocked. When this mode is displayed, if OFF is indicated, the locking mechanism is unlocked and when ON is indicated the locking mechanism is locked.

9-7. SOUND TEST

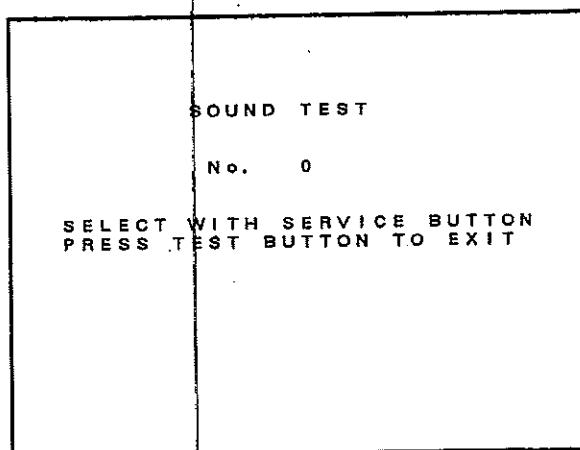


FIG. 9.7 SOUND TEST

This enables sounds used in the game to be checked. Sound related memory and each speaker are checked. Every time the Service button is pressed, the numeral beside No. counts up and different sound is emitted. Press the test button to return to the menu mode (FIG. 9. 2)

9-8 C.R.T. TEST

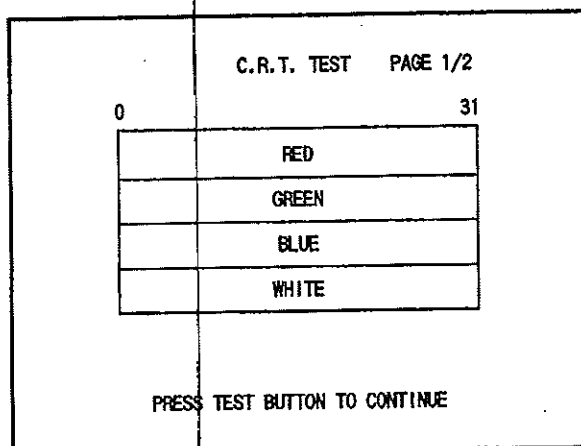


FIG. 9.8 a C.R.T TEST (1/2)

Select C. R. T. TEST to cause the Monitor to display the screen shown left, allowing Monitor adjustment status to be checked.

Periodically check the Monitor adjustment status on this screen.

The screen (1/2) enables color adjustment check to be performed. The color bar of each of the 4 colors, i. e., red, green, blue and white, is darkest at the extreme left and becomes brighter towards the extreme right.

Press the TEST BUTTON to shift to the next page (2/2).

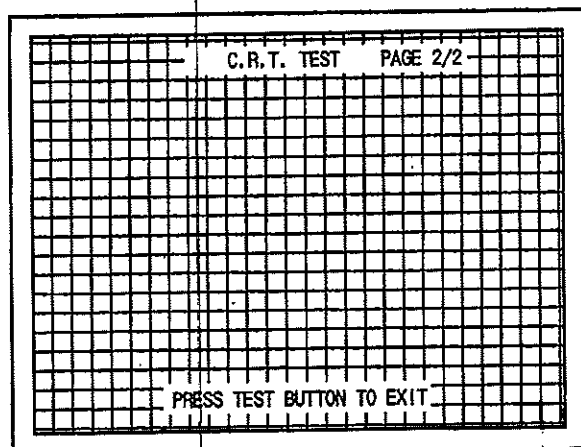


FIG. 9.8 b C.R.T TEST (2/2)

The screen (2/2) allows screen size and distortion to be tested.

Check if the Crosshatch Frame Line goes out of the screen and if the crosshatch lines are distorted.

Press the TEST BUTTON to return to the Menu mode. (FIG. 9. 2)

9-9 GAME ASSIGNMENTS

Selecting the GAME ASSIGNMENTS in the menu mode causes the present game setting to be displayed and also the game setting changes (game difficulty, etc.) can be made. Each item displays the following content.

In the case of communication play, settings in this mode for all of the machines linked for interactive play are the same as those set by the MASTER unit, except for "CABINET TYPE," "B.G.M. VOLUME," and "ENGINE VOLUME."

GAME ASSIGNMENTS		
DIFFICULTY		NORMAL
ADVERTISE SOUND		ON
CABINET TYPE		DELUXE
B. G. M. VOLUME		4
ENGINE VOLUME		8
NUMBER OF STAGES		4
TOURNAMENT MODE		ON
START		
MONTH	DEC	
DAY	25	
YEAR	1997	
HOUR	18	
END		
MONTH	DEC	
DAY	25	
YEAR	1997	
HOUR	18	
DURATION	DAILY	
→ EXIT		
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON		

If the TOURNAMENT mode is set to OFF, these are not displayed.

FIG. 9.9 GAME ASSIGNMENTS

SETTING CHANGE PROCEDURE

- ① Press the SERVICE BUTTON to move the arrow ">" to the desired item.
- ② Choose the desired setting change item by using the TEST BUTTON.
- ③ To return to the MENU mode, move the arrow to EXIT and press the TEST BUTTON.

- **DIFFICULTY :** The remaining time awarded at the time of starting game is set in increments of 5 seconds.
- **ADVERTISE SOUND :** Sets whether ADVERTISE sound is to be emitted or not.
To emit sound: ON Not to emit sound: OFF
- **CABINET TYPE :** Set to "DELUXE" or "STANDARD" as applicable. Setting to a wrong type can cause the following failure. Be sure to set correctly.
Example of failure: ☐ Locking mechanism in the deluxe type does not function satisfactorily.
☐ The cabinet appearing in the operation explanation mode differs from the type to be used.
- **B. G. M. VOLUME :** BGM VOLUME adjustment (1~8)
- **ENGINE VOLUME :** ENGINE VOLUME adjustment (1~8)
- **NUMBER OF STAGES :** Sets the number of stages needed to accomplish Game Clear. (3, 4, and 5)
- **TOURNAMENT MODE :** During the period set, special bookkeeping for ranking is executed. When set to ON, as shown above, the date of TOURNAMENT mode start, the end date of TOURNAMENT mode, and items of bookkeeping periods are displayed. DURATION refers to the unit of bookkeeping periods. The setting can be selected from among DAILY, WEEKLY, BI-WEEKLY, and MONTHLY.
Note: Be sure to set the present time when the TOURNAMENT mode is set to ON (9 - 13).

9-10 COIN ASSIGNMENTS

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

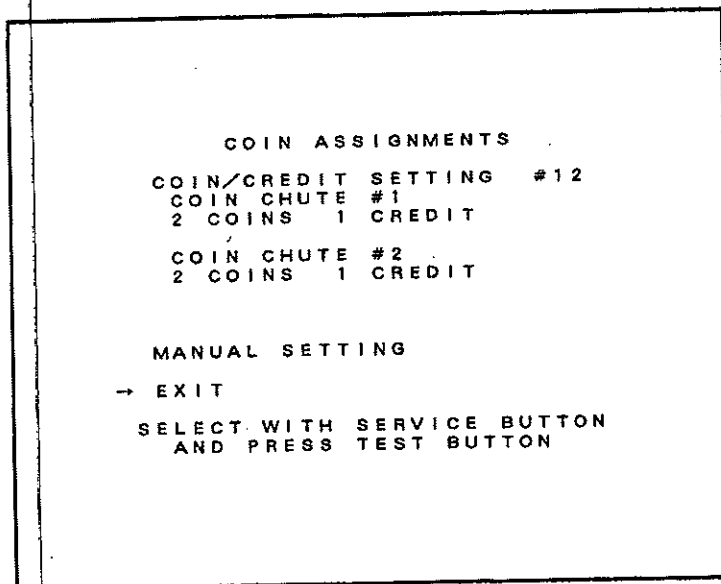


FIG. 9.10 a COIN ASSIGNMENTS

- **COIN/CREDIT SETTING** "How many coins correspond to how many credits."
In this machine, selection as per Table 9. 10a is possible.
- **MANUAL SETTING** Allows for finer settings. (Table 9. 10 b)

SETTING CHANGE PROCEDURE

- ① Press the Service button to bring the arrow to COIN/CREDIT setting.
- ② Press the TEST BUTTON to choose the desired setting item.
- ③ Bring the arrow to EXIT and press the TEST BUTTON to return to the menu mode.

TABLE 9.10a COIN/CREDIT SETTING

NAME OF SETTING	FUNCTIONING OF COIN CHUTE #1		FUNCTIONING OF COIN CHUTE #2	
SETTING #1	1 COIN	1 CREDIT	1 COIN	1 CREDIT
SETTING #2	1 COIN	2 CREDITS	1 COIN	1 CREDIT
SETTING #3	1 COIN	3 CREDITS	1 COIN	1 CREDIT
SETTING #4	1 COIN	4 CREDIT S	1 COIN	1 CREDIT
SETTING #5	1 COIN	5 CREDITS	1 COIN	1 CREDIT
SETTING #6	1 COIN	2 CREDITS	1 COIN	2 CREDITS
SETTING #7	1 COIN	5 CREDITS	1 COIN	2 CREDITS
SETTING #8	1 COIN	3 CREDITS	1 COIN	3 CREDITS
SETTING #9	1 COIN	4 CREDITS	1 COIN	4 CREDITS
SETTING #10	1 COIN	5 CREDITS	1 COIN	5 CREDITS
SETTING #11	1 COIN	6 CREDITS	1 COIN	6 CREDITS
SETTING #12	2 COINS	1 CREDIT	2 COINS	1 CREDIT
SETTING #13	1 COIN	1 CREDIT	2 COINS	1 CREDIT
SETTING #14	1 COIN	2 CREDITS	2 COINS	1 CREDIT
SETTING #15	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	3 CREDITS	2 COINS	3 CREDITS
SETTING #16	1 COIN	3 CREDIT S	1 COIN	1 CREDITS
			2 COINS	3 CREDITS
SETTING #17	3 COINS	1 CREDIT	3 COINS	1 CREDIT
SETTING #18	4 COINS	1 CREDIT	4 COINS	1 CREDIT
SETTING #19	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	2 CREDITS	2 COINS	2 CREDITS
	3 COINS	3 CREDITS	3 COINS	3 CREDITS
	4 COINS	5 CREDITS	4 COINS	5 CREDITS
SETTING #20	1 COIN	5 CREDITS	1 COIN	1 CREDIT
			2 COINS	2 CREDITS
			3 COINS	3 CREDITS
			4 COINS	5 CREDITS
SETTING #21	5 COINS	1 CREDIT	5 COINS	1 CREDIT
SETTING #22	1 COIN	2 CREDITS	3 COINS	1 CREDIT
			5 COINS	2 CREDITS
SETTING #23	2 COINS	1 CREDIT	2 COINS	1 CREDIT
	4 COINS	2 CREDITS	4 COINS	2 CREDITS
	5 COINS	3 CREDITS	5 COINS	3 CREDITS
SETTING #24	1 COIN	3 CREDIT	2 COINS	1 CREDIT
			4 COINS	2 CREDITS
			5 COINS	3 CREDITS
SETTING #25	1 COIN	1 CREDIT	1 COIN	1 CREDIT
	2 COINS	2 CREDITS	2 COINS	2 CREDITS
	3 COINS	3 CREDITS	3 COINS	3 CREDITS
	4 COINS	4 CREDITS	4 COINS	4 CREDITS
	5 COINS	6 CREDITS	5 COINS	6 CREDITS
SETTING #26	1 COIN	1 CREDIT	1 COIN	1 CREDIT
			2 COINS	2 CREDITS
			3 COINS	3 CREDITS
			4 COINS	4 CREDITS
			5 COINS	6 CREDITS
SETTING #27	FREE PLAY		FREE PLAY	