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SEGA

The King of Route 66

MINI DELUXE VERSION

OWNER'S MANUAL



SEGA ENTERPRISES, INC. USA

MANUAL NO. 999-1385



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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 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 warning will cause a potentially hazardous situation which can result in death or serious injury.



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.

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



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

- **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. SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.
 - **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 running 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.
 - **Be sure to adjust the monitor (projector) properly. (Applies only to the product w/monitor.)**
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.
 - **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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BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

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SPECIFICATIONS

Installation space	:	(61 in. X 95 in.)
Height	:	(1045.0 in.)
Weight	:	(1000.0 lbs.)
Power, maximum current	:	680 W 7.63 A (AC 110V 50 Hz AREA) 660 W 7.39 A (AC 110V 60 Hz AREA) 650 W 6.79 A (AC 120V 60 Hz AREA) 700 W 3.90 A (AC 220V 50 Hz AREA) 690 W 3.89 A (AC 220V 60 Hz AREA) 720 W 3.94 A (AC 230V 50 Hz AREA) 700 W 3.80 A (AC 230V 60 Hz AREA) 690 W 3.61 A (AC 240V 50 Hz AREA) 660 W 3.44 A (AC 240V 60 Hz AREA)
MONITOR	:	39" NEOTECH

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, **THE KING OF ROUTE 66 MINI DELUXE.**

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.

Use of this product is unlikely to cause physical injuries or damages to property. However, where special attention is required this is indicated by a thick line, the word "IMPORTANT" and its sign in this manual.



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

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DEFINITION OF LOCATION MAINTENANCE MAN AND SERVICEMAN



WARNING!

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.

General Precautions

Follow Instructions: All operating and use instructions should be followed.

Attachments: Do not use attachments not recommended by the product manufacturer as they may cause hazards.

Accessories: Do not place this product on an unstable cart, stand, tripod, bracket, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer, or sold with the product. Any mounting of the product should follow the manufacturer's instructions, and should use only mounting accessories recommended by the manufacturer.

Moving the Product: This product should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the product to overturn.

Ventilation: Slots and openings in the cabinet are provided for ventilation, to ensure reliable operation of the product and to protect it from overheating; these openings must not be blocked or covered. The openings should never be blocked by placing the product in a built-in installation such as a bookcase or rack unless proper ventilation is provided or the manufacturer's instructions have been adhered to.

Power Sources: This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your location, consult your local power company. For products intended to operate from battery power or other sources, refer to the operating instructions.

Grounding or Polarization: This product is equipped with a three-wire grounding-type plug, a plug having a third (grounding) pin. This plug will only fit into a grounding-type power outlet. This is a safety feature. If you are unable to insert the plug into the outlet, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the grounding-type plug.

Power Cord Protection: Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the product.

Overloading: Do not overload wall outlets, extension cords, or integral convenience receptacles as this can result in a risk of fire or electric shock.

Object and Liquid Entry: Never push objects of any kind into this product through openings as they may touch dangerous voltage points or short-out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.

Servicing: Do not attempt to service this product yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

Damage Requiring Service: Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

- a) If the power cord or plug is damaged;
- b) If liquid has been spilled, or objects have fallen into the product;
- c) If the product has been exposed to rain or water;
- d) If the product does not operate normally when following the operating instructions. Adjust only those controls that are explained in the operating instructions. An improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to its normal operation;
- e) If the product has been dropped or damaged in any way;
- f) When the product exhibits a distinct change in performance; this indicates a need for service.

Replacement Parts: When replacement parts are required, be sure the service technician has used replacements parts specified by the manufacturer or that have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.

Safety Check: Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

Heat: The product should be situated away from heat sources such as radiators, heat registers, stoves, or other products (including amplifiers) that produce heat.

Lithium Battery- Dispose of batteries only in accordance with the battery manufacturer's recommendations. Do not dispose in an open flame condition, since the battery may explode.

Cleaning: When cleaning the monitor glass, use water or glass cleaner and a soft cloth. Do not apply chemicals such as benzene, thinner, etc.

Location: This is an indoor game machine, DO NOT install it outside. To ensure proper usage, avoid installing indoors in the places mentioned below:

- Places subject to rain/water leakage, or condensation due to humidity;
- In close proximity to a potential wet area;
- Locations receiving direct sunlight;
- Places close to heating units or hot air;
- In the vicinity of highly inflammable/volatile chemicals or hazardous matter;
- On sloped surfaces;
- In the vicinity of emergency response facilities such as fire exits and fire extinguishers;
- Places subject to any type of violent impact;
- Dusty places.

INSTALLATION PRECAUTIONS

- Verify the amperage of the branch circuit outlet before plugging in the power plug. Do not overload the circuit.
- Avoid using an extension cord. If one is required, use an extension cord of type SJT, 16/3 AWG rated min. 120 VAC, 7A.
- Moving this unit requires a minimum clearance (of doors, etc.) of 48" (W) by 84" (H).
- For the operation of this machine, secure a minimum area of 61" (W) by 91" (D).

REGULATORY APPROVALS

This game has been tested and found to comply with the Federal Communications Commission Rules.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This game has been tested and listed by Underwriters Laboratories, Inc. to ANSI/UL22.

LISTED



5K92

AMUSEMENT MACHINE

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 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 effect.

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.

Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted.

- Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players or the lookers-on, or result in injury during play.
 - SEGA shall not be held responsible for damage, compensation for damage to a third party, caused by specification changes not 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 Monitor is employed for this machine. The Monitor's screen is susceptible to damage, therefore, be very careful when cleaning the screen. For details, refer to MONITOR.

SUITABLE
FOR ALL
AGES

AAMA RATING

2. PRECAUTIONS CONCERNING INSTALLATION

LOCATION



WARNING!

This product is an indoor game machine. 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



WARNING!

- 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 Electrical 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 15A or higher (AC single phase 100 ~ 120V area), and 7A or higher (AC 220 ~ 240V area). 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 15A 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.

OPERATION AREA



For the operation of this machine, secure a minimum area of 45 inches (W) X 90 inches (D). In order to prevent injury resulting from the falling down accident during game play, be sure to secure the minimum area for operation. Be sure to provide sufficient space so as to allow this product's ventilation fan to function efficiently. To avoid machine malfunctioning and a fire, do not place any obstacles near the ventilation opening. SEGA shall not be held responsible for damage, compensation for damage to a third party, resulting from the failure to observe this instruction.



For transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 48 inches(W) and 84 inches(H).

Electric current consumption

- MAX. 7.63 A (AC 110V 50 Hz)
- MAX. 7.39 A (AC 110V 60 Hz)
- MAX. 6.79 A (AC 120V 60 Hz)
- MAX. 3.90 A (AC 220V 50 Hz)
- MAX. 3.89 A (AC 220V 60 Hz)
- MAX. 3.94 A (AC 230V 50 Hz)
- MAX. 3.80 A (AC 230V 60 Hz)
- MAX. 3.61 A (AC 240V 50 Hz)
- MAX. 3.44 A (AC 240V 60 Hz)
- MAX. 8.00 A (AC 120 V 60Hz)

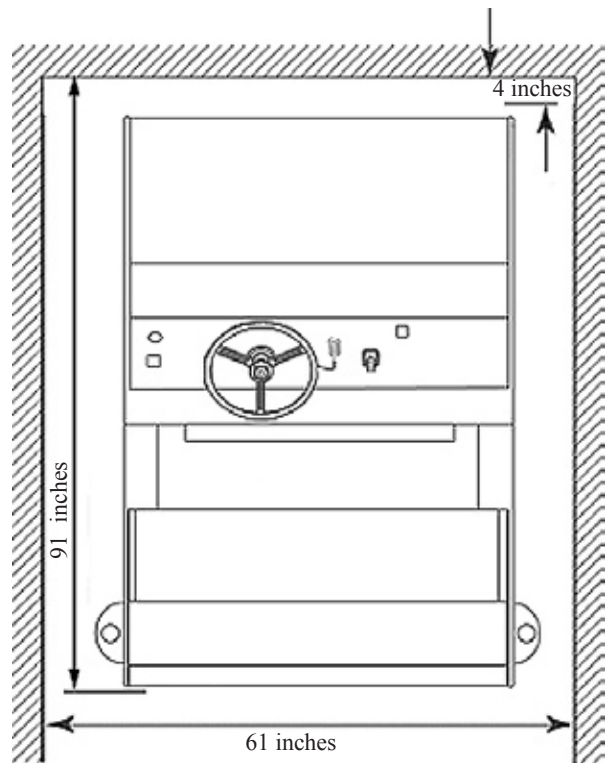


FIG. 2

3. OPERATION

PRECAUTIONS TO BE HEEDED BEFORE STARTING THE OPERATION

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



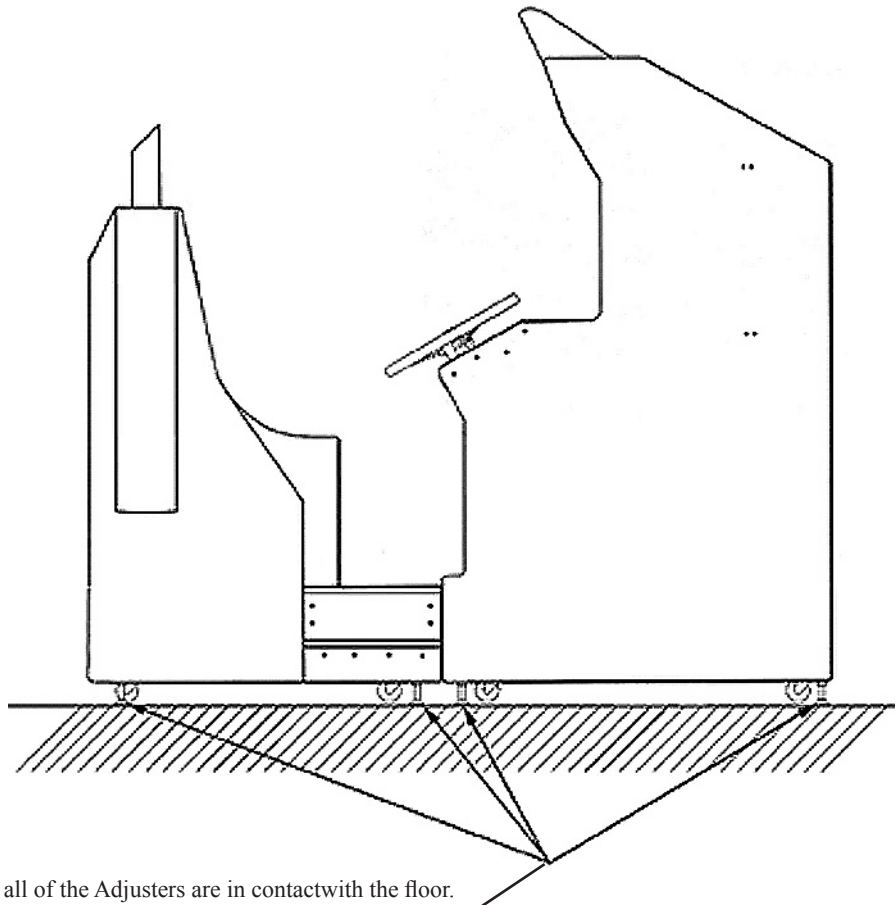
In order to avoid accidents, check the following before starting the operation:

To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and or trouble between customers.

Be sure to perform appropriate adjustment of the monitor (projector). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.

It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.

Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident.





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 avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause making bodily contact with each other, hitting accidents, and or trouble between customers.

PRECAUTIONS TO BE HEEDED DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

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.

- 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.
- Those who have a trouble in the neck and or spinal cord.
- Intoxicated persons.
- Pregnant women or those who are in the likelihood of pregnancy.
- Persons susceptible to motion sickness.
- Persons whose act runs counter to the product's warning displays.

A player who has never been adversely affected by light stimulus might experience dizziness or headache depending on his physical condition when playing the game. Especially, small children can be subject to those conditions. Caution guardians of small children to keep watch on their children during play.

Instruct those who feel sick during play to have a medical examination.

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.

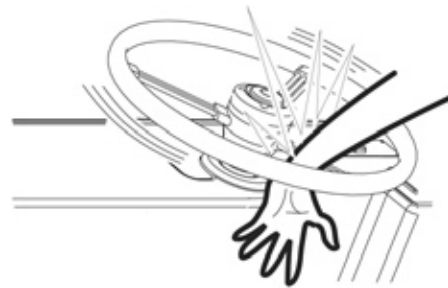


Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.

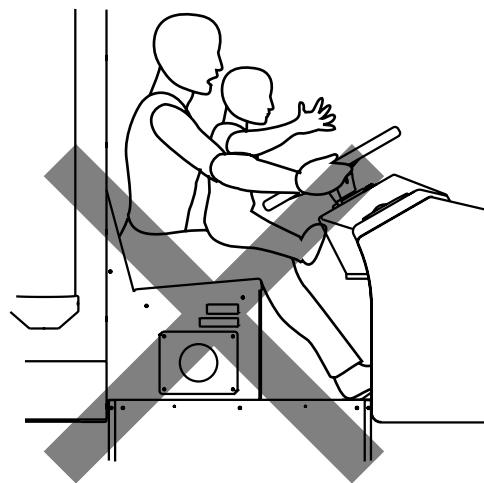
Children should be accompanied by their guardians for playing the game.



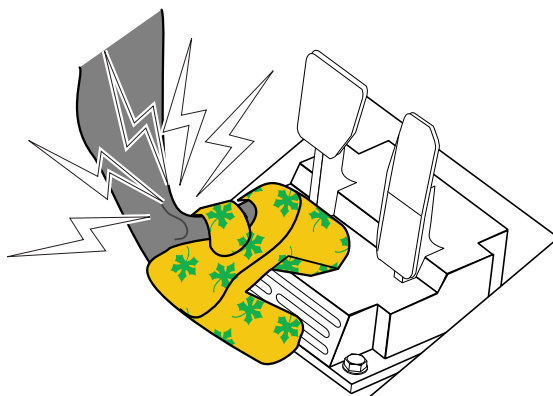
The steering wheel has reaction mechanism. Caution the guardians of children so as not to insert hands or arms in between the spokes. Failure to observe this can cause injury due to a sudden move of the steering wheel.



Caution the player so as not to hold a child in his/her lap to play. Failure to observe this may cause injuries resulting from a falling accident.



Instruct those who wear high-heel or thick-sole shoes to refrain from playing the game. Failure to observe this can cause a sprain.



4. NAME OF PARTS

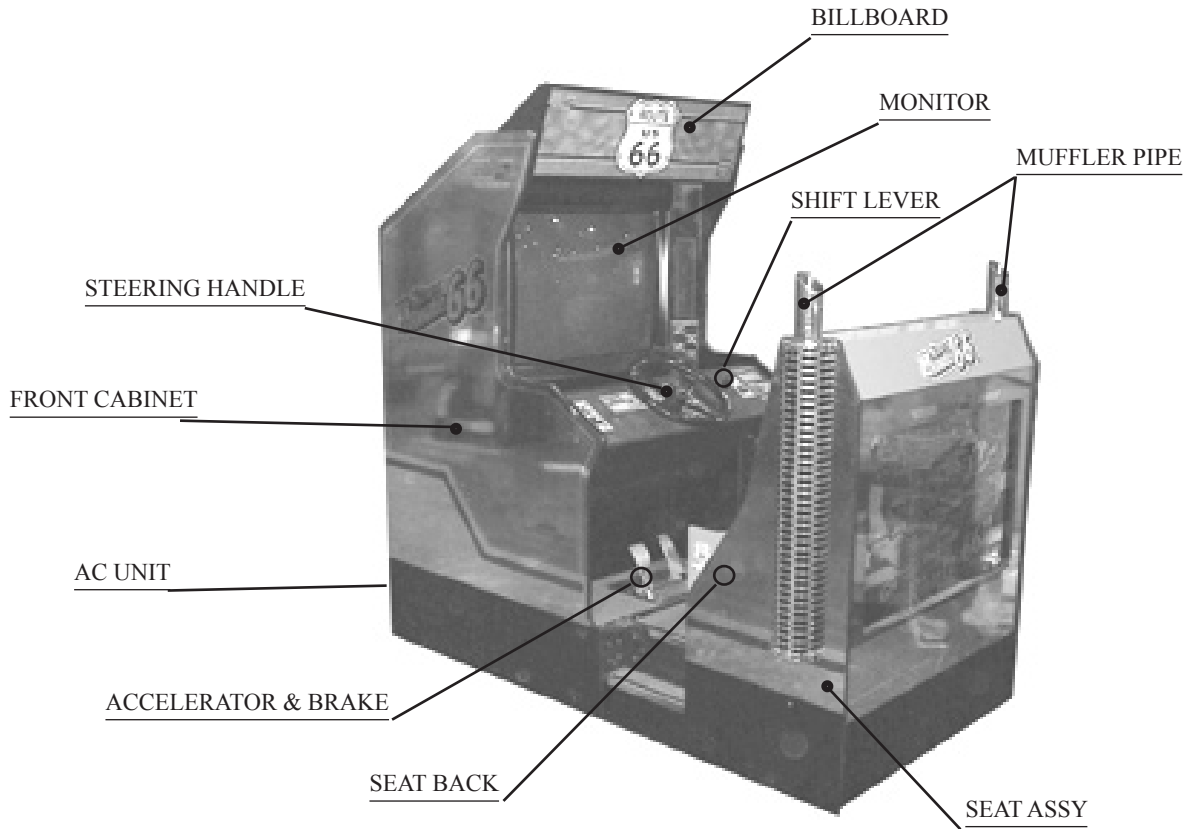


FIG. 4 a OVERVIEW

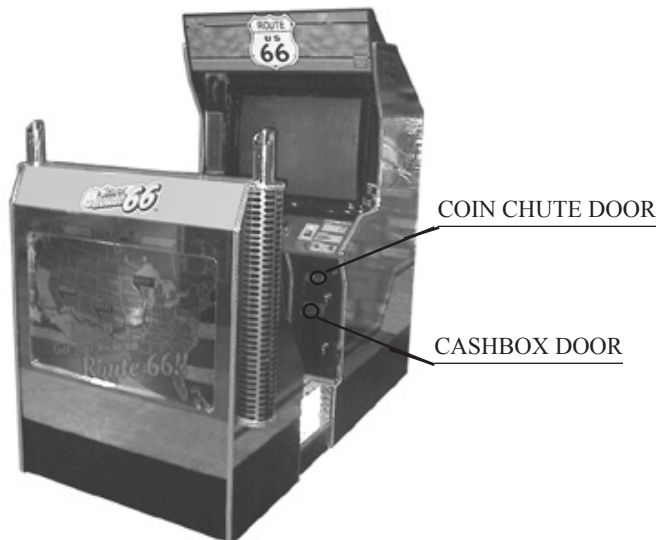


FIG. 4 b SIDE VIEW

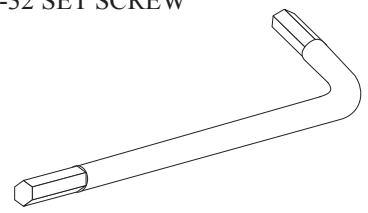
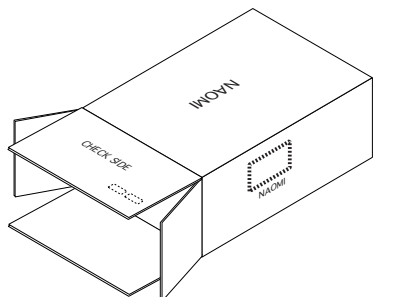
TABLE 4

	Width	X	Length	X	Height	Weight
FRONT CABINET	43.25 inches	X	47.5 inches	X	79 inches	/
SEAT ASSEMBLY	39.25 inches	X	39.25 inches	X	61.25 inches	
BILLBOARD	42.75 inches	X	12 inches	X	12 inches	
When assembled	43.25 inches	X	86.75 inches	X	86 inches	1000 lbs

5. ACCESSORIES

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

TABLE 5 ACCESSORIES

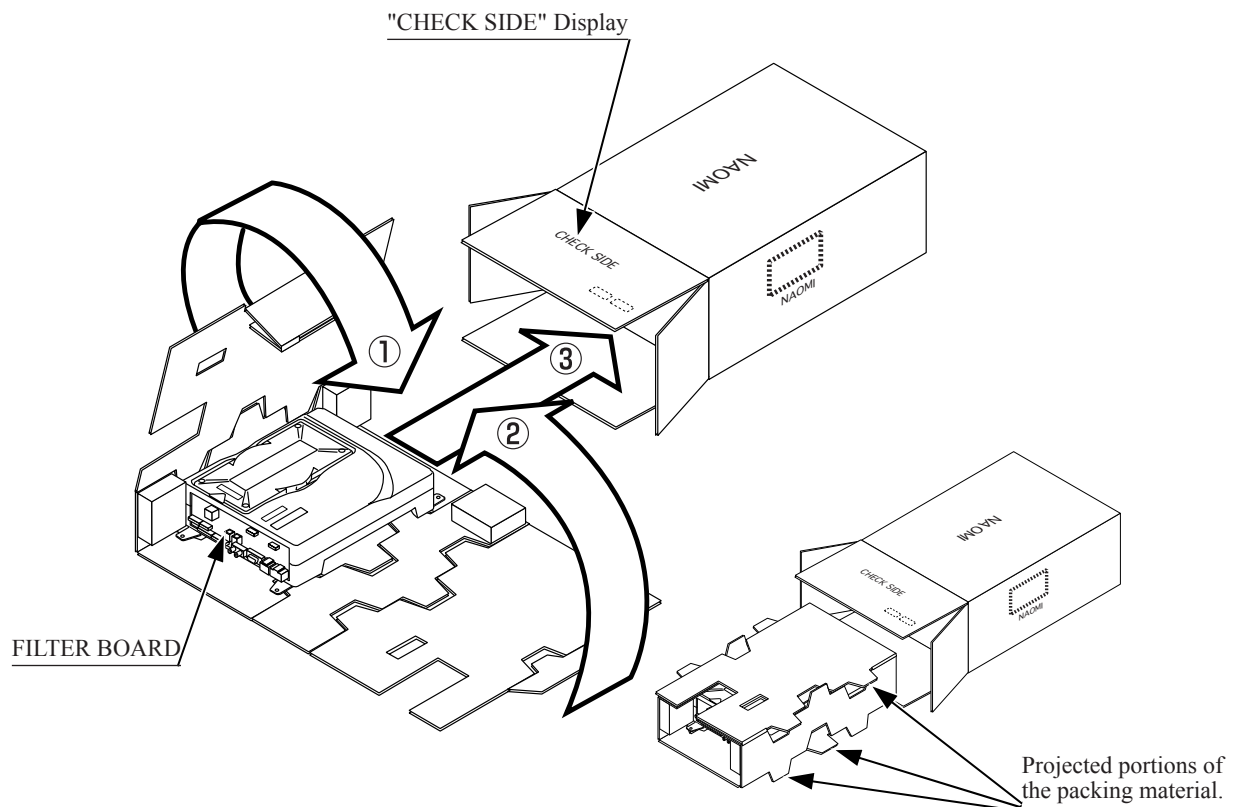
<p>DESCRIPTION OWNERS MANUAL Part No. (Qty.) 999-1385 (1 Qty) Note Figures If Part No. has no description, the Number has not been registered or can not be registered. Such a part may not be obtainable even if the customer desires to purchase it. Therefore, ensure that the part is in safekeeping with you.</p>	<p>KEY MASTER 9301A (2) For opening/closing the doors</p>	<p>KEY (2) For the CASHBOX DOOR The Keys are inside the Coin Chute Door at the time of shipment from the factory.</p>
<p>SERVICE MANUAL NAOMI ENG 420-6455-01 (1)</p>		
<p>INSTRUCTION MANUAL FOR THE GAME BOARD</p>		
<p>WRENCH HEX 1/8" WRENCH T-15 TORX 8-32 WRENCH T-27 TORX 1/4-20 WRENCH T-40 TORX 5/16-18 WRENCH HEX 06-32 SET SCREW</p>		
	<p>CARTON BOX 601-10532 (1) Used for transporting the Game Board. Refer to Next Page.</p>	

HOW TO USE THE CARTON BOX

STOP

When requesting for the replacement/repair of this product's Game Board (NAOMI BOARD), follow the instructions below. Transporting the Game Board in an undesignated status is unacceptable. An erroneous handling can cause parts damage.

- Put the Game Board in the Carton Box together with the Shield Case. Do not unnecessarily disassemble nor remove parts.
- By paying careful attention to the following Figure and the direction shown by on-Carton-Box printing, put the Shield Case in the Carton Box.
- When putting the Shield Case in the Carton Box, do not remove Leg Brackets.
- The projected portions of the packing material is intended for cushioning. Therefore, do not bend the projected portions.



Fold the packing material in the sequential order of the numbers shown in the Figure, enfold the Shield Case and put it in the Carton Box. Positioning the Shield Case upside down or packing in the manner different from what is shown in this Figure can cause the Game Board and other parts to be damaged.

6. ASSEMBLING AND INSTALLATION



WARNING!

Perform assembly work by following the procedure herein stated. Failing to comply with the instructions can cause electric shock hazard.

Perform assembling as per this manual. Since this is a complex machine, erroneous assembling can cause an electric shock, machine damage and or not functioning as per specified performance.

When assembling, be sure to use plural persons. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.

Ensure that connectors are accurately connected. Incomplete connections can cause electric shock hazard.

Be careful so as not to damage wirings. Damaged wiring can cause electric shock and short circuit hazards.

This work should be performed by the Location's Maintenance Man or Serviceman. Performing work by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation.

Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult.



CAUTION!

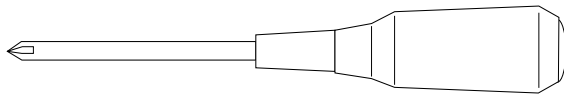
When handling plastic parts, use care. Do not give a shock or apply excessive load to the fluorescent lamps and plastic parts. Failure to observe this can cause parts damage, resulting in injury due to fragments, cracks and broken pieces.

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

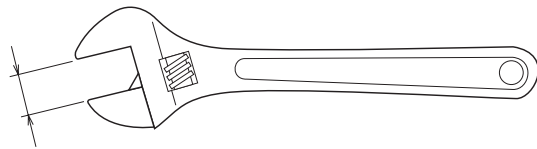
When carrying out the assembly work, follow the procedure in the following 7-item sequence:

- 1** ASSEMBLING THE FRONT CABINET AND SUB ASSEMBLY
- 2** INSTALLING THE BILLBOARD
- 3** SECURING IN PLACE (ADJUSTER ADJUSTMENT)
- 4** POWER SUPPLY
- 5** TURNING POWER ON
- 6** ASSEMBLY CHECK

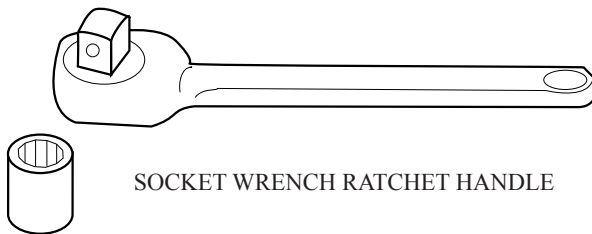
When assembling, make sure that tools such as a Phillips type screwdriver, wrench (for M16 hexagon bolt), socket wrench (M6, M8 hexagon bolt), ratchet handle, and the master key are available.



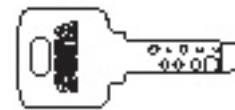
Phillips type screwdriver



WRENCH



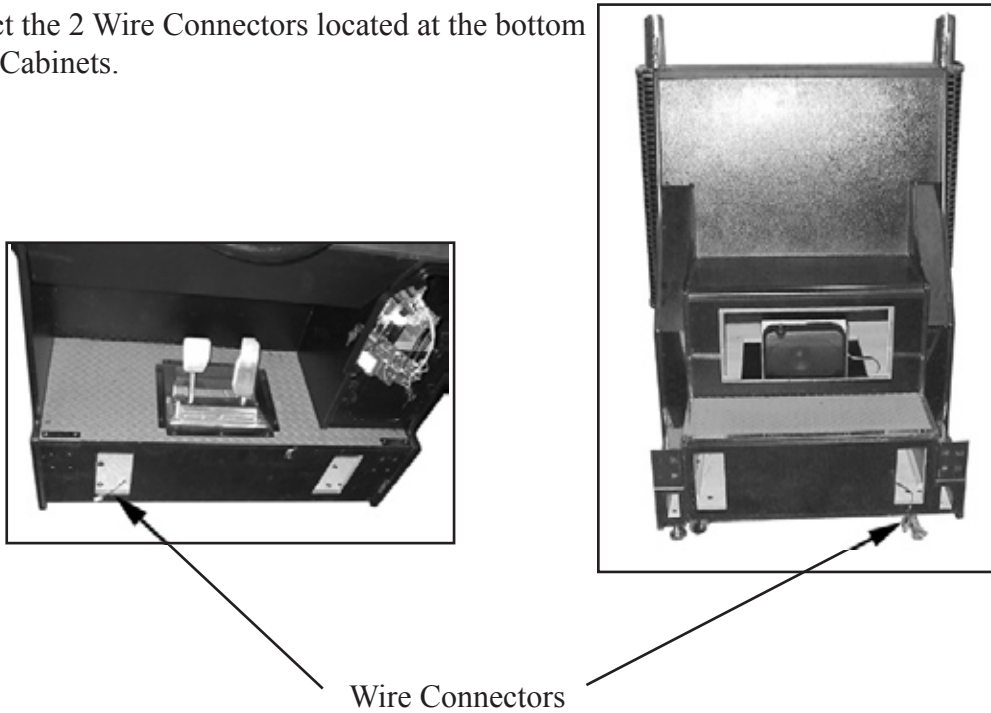
SOCKET WRENCH RATCHET HANDLE



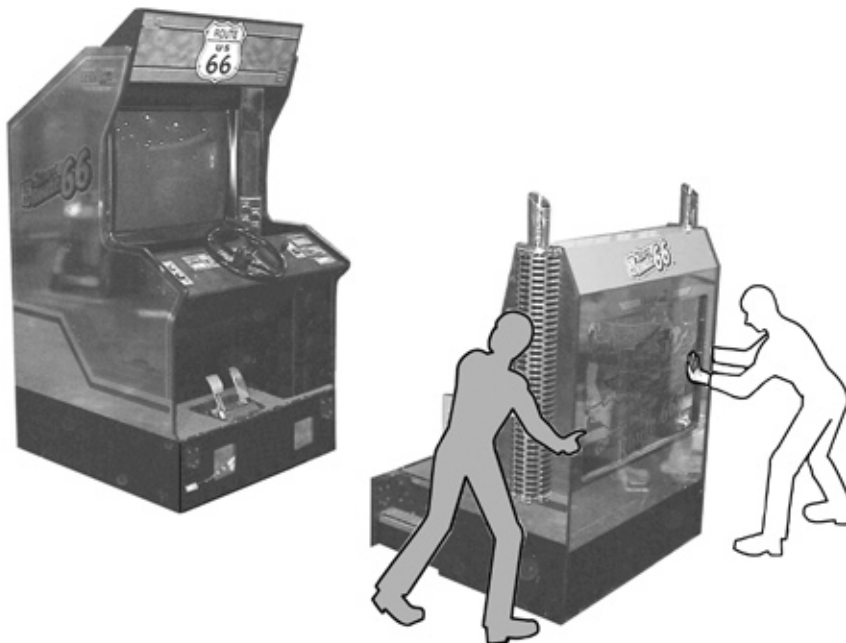
MASTER KEY

1 ASSEMBLING THE FRONT CABINET AND SEAT ASSEMBLY

- 1 Connect the 2 Wire Connectors located at the bottom part of Cabinets.



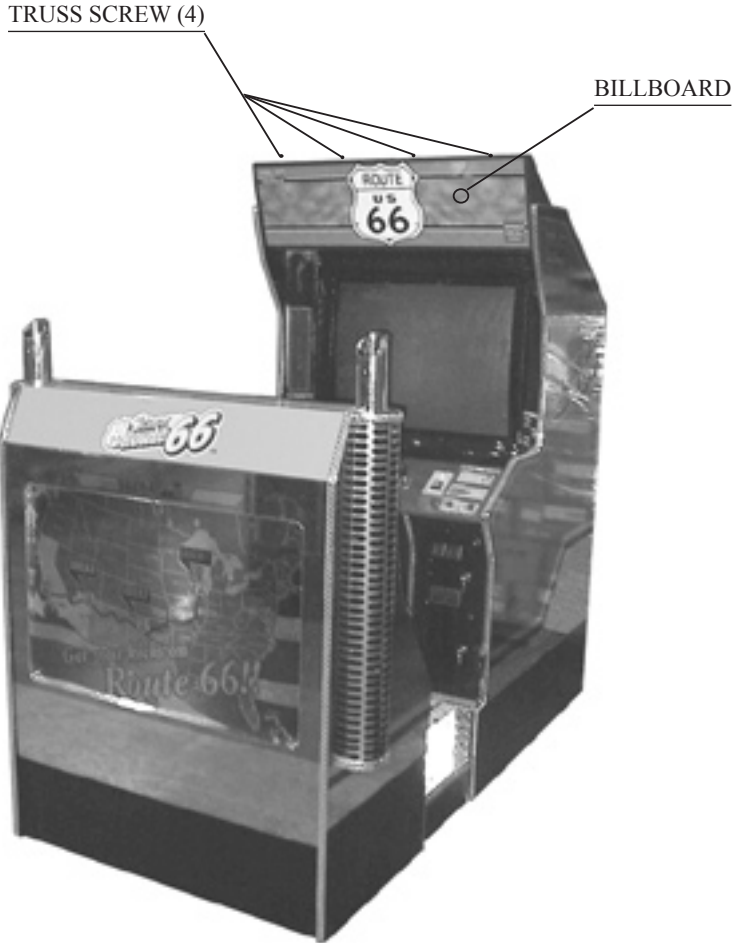
- 2 Fit the Seat Assy with the Front Cabinet. The Surface of the fitting to the Cabinets are predetermined.
- 3 At this time, be sure to use another person to support the Front Cabinet or cause the adjusters to come into contact with the floor.
- 4 Secure the Cabinets with a total of (8) 5/16-18" x 24" S HEX bolts and (8) 1" washers.



2

INSTALLING THE BILLBOARD

- ① Install the BILLBOARD to the Monitor ceiling. Insert the BILLBOARD to the 2 Mask Holders on the Monitor ceiling and secure with the 2 truss screws. To perform work safely and securely, be sure to use a step. Do not step on the Monitor or the main or sub cabinet to perform work.



When performing work, be sure to use a step.

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 can move and cause an accident.

This product has 8 casters (4 for SEAT ASSY, 4 for FRONT CABINET) and 8 Adjusters (4 for SEAT ASSY, 4 for FRONT 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 Transport the product to the installation position. Be sure to provide adequate space allowing the player to get on and off.
- ② Have all of the Adjusters make contact with the floor. Adjust the Adjuster's height by using a wrench so that the machine position is kept level.
- ③ After making adjustment, fasten the Adjuster Nut upward and secure the height of Adjuster (FIG. 6. 3 b).

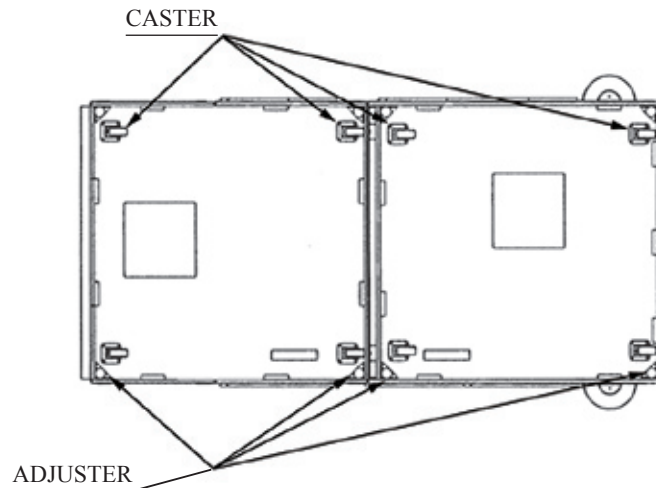


FIG. 6. 3 a BOTTOM VIEW

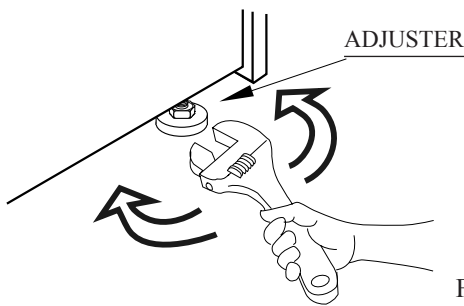


FIG. 6. 3 b ADJUSTER

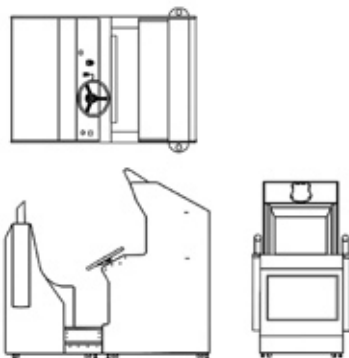
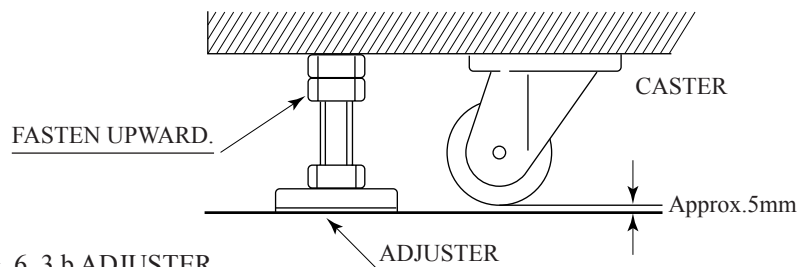


FIG. 6. 3 c
Refer to this Fig. (Scale:1/100)
for the layout of the place of
installation.

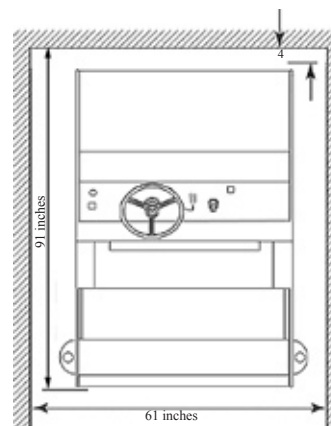


FIG. 6. 3 d
Be sure to provide space as shown between
the Air Vent and the wall surface.

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 electric 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 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.

After wiring power cord on the floor, be sure to protect the power cord. Exposed power cord is susceptible to damage and causes an electric shock accident.

The AC Unit is mounted on the left side of the machine. The AC Unit has Main SW, Circuit Protector and the Inlet which connects the Power Cord.

- 1 Ensure that the Main SW is OFF.

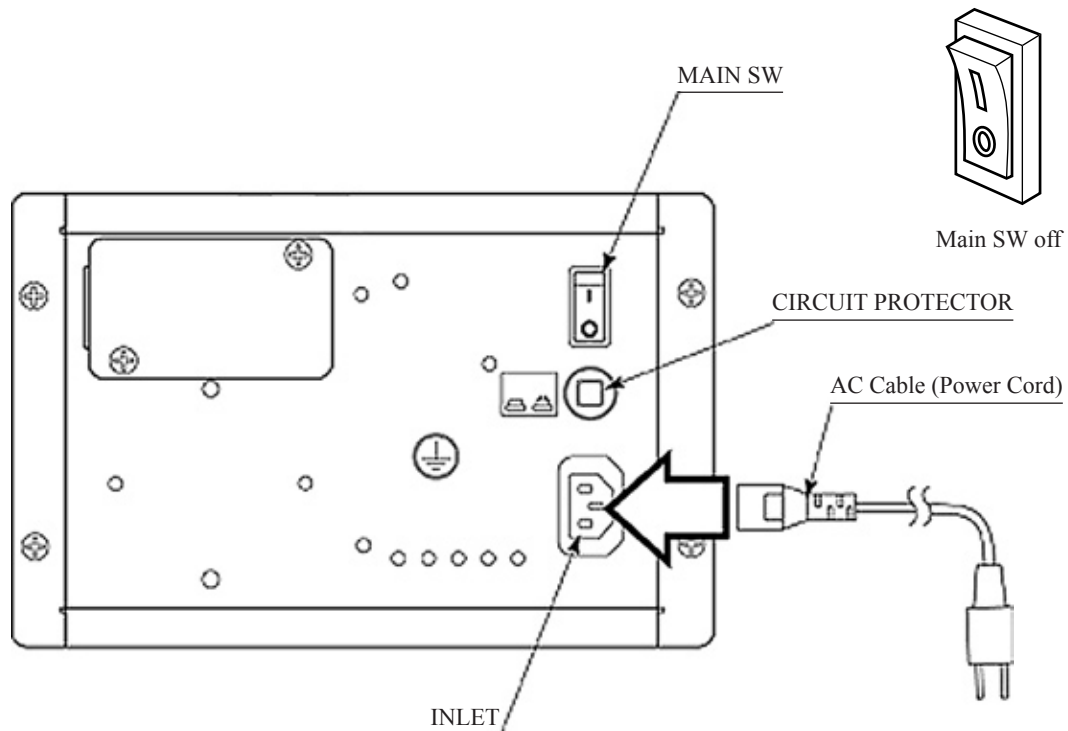
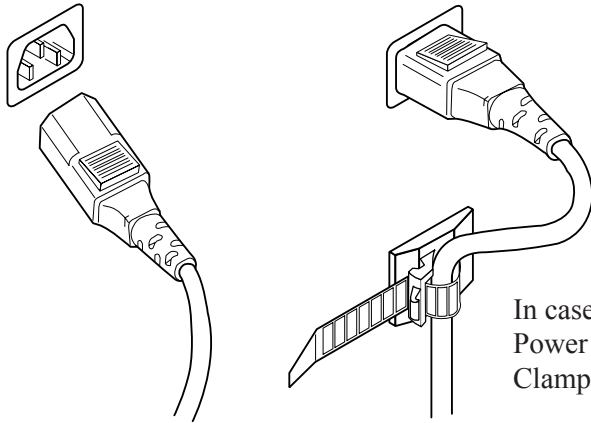


FIG. 6. 4 a AC unit

- ② Firmly insert the power plug into the socket outlet.
Insert the opposite side of Power Cord plug to the AC Unit's connector ("INLET").



In case the Power Plug is apt to come out of place, secure the Power Cord to the periphery of the AC Unit with the Cord Clamp (an accessory).

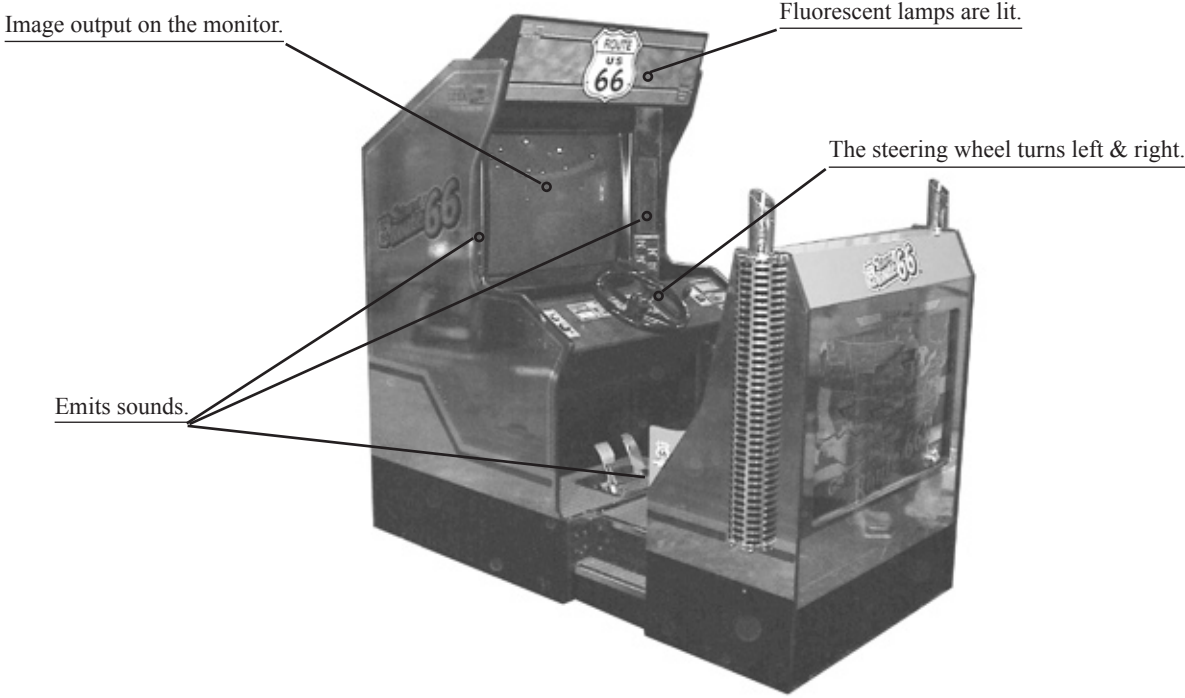
HOW TO USE THE CORD CLAMP

5

TURNING POWER ON

Turn the AC Unit's main switch on to supply power. When power is turned on, the fluorescent lamp inside the MAIN BILLBOARD lights up. The monitor displays NAOMI SYSTEM boot up and then proceeds to the advertise mode. During this time, the initialization setting is automatically performed. Do not touch the machine until the advertise mode is displayed on the monitor after finishing the initialization setting. While initializing, the steering wheel turns left & right and stops at the centering position. In the initialization setting, the values of V.R. inside the control panel are corrected. Until the initialization is finished (the steering wheel stops automatically), do not touch the steering wheel or play the game. If you do, the steering wheel reaction during the game (reaction at the time of a course-out or crashing) can not be obtained correctly. In case of an abnormal reaction during the game, turn the power on again from the beginning and complete the initialization setting.

In this product, once the power is turned off, the data of inserted coins less than one credit and BONUS ADDER is cleared. In the advertise mode, sound is emitted from the 2 speakers. Sound is not emitted if set to NO SOUND OUTPUT in the test mode.



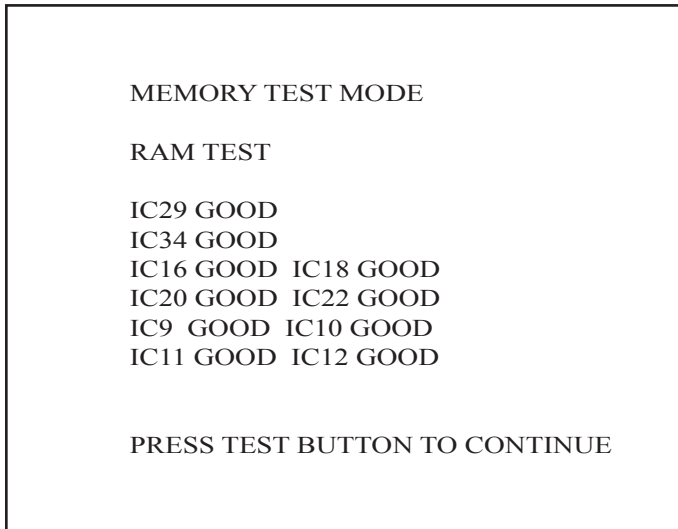
6

ASSEMBLING CHECK

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

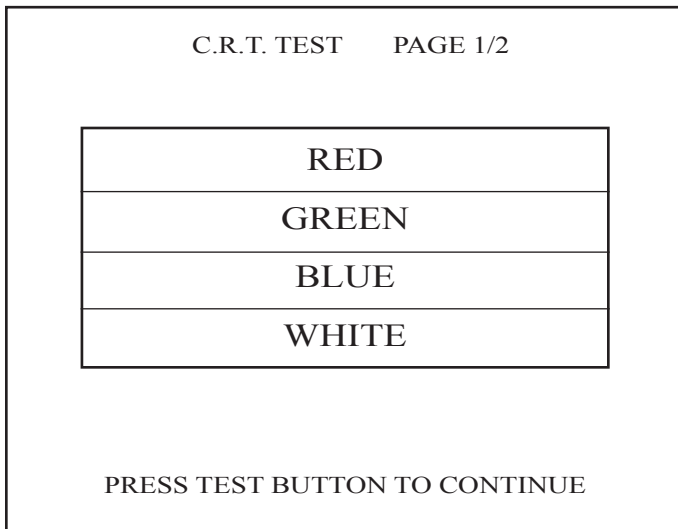
In the test mode, perform the following test:

(1) MEMORY TEST

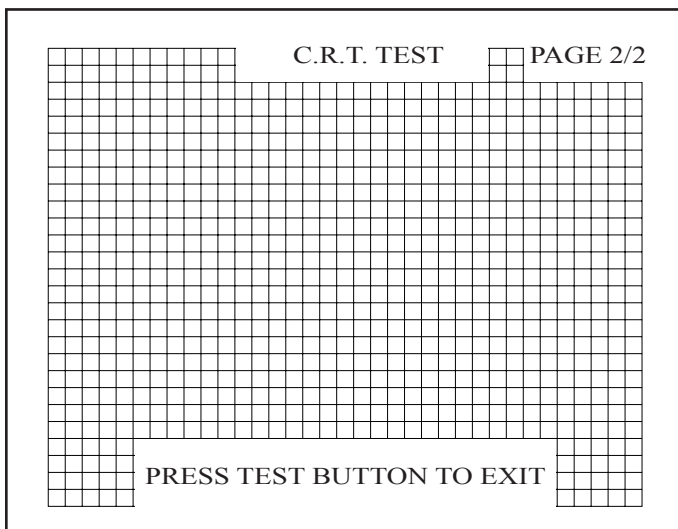


Selecting the desired RAM TEST item on the test mode menu screen causes the on-board memory to be tested automatically. The game board is satisfactory if the display beside each IC No. shows GOOD.

(2) C.R.T. TEST



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, color deviation, etc., may occur due to the effect caused by geomagnetism, the location building's steel frames and other game machines in the periphery. By watching the test mode screen, make judgment as to whether an adjustment is needed. If it is necessary, adjust the monitor by referring to Section 14.



(3) INPUT TEST

INPUT TEST		
SERVICE TEST	OFF	OFF
START VIEW HORN	OFF	OFF
SHIFT [L]	OFF	
SHIFT [H]	OFF	
SHIFT [R]	OFF	
HANDLE	1400H	
ACCEL	1400H	
BRAKE	1400H	
CB-MIC RECOGNITION		
[TALK] OK	OFF	
INPUT	000000	
BUTTON	OFF	

PRESS TEST + SERVICE BUTTON TO EXIT

Selecting the INPUT TEST on the test mode menu screen causes the screen (on which each switch is tested) to be displayed. Press each switch. For the coin switch test, insert a coin from the coin inlet with the coin chute door open. If the display beside each switch indicates "ON," the switch and wiring connections are satisfactory.

(4) OUTPUT TEST

OUTPUT TEST	
START LAMP	[OFF]
VIEW LAMP	[OFF]
HORN LAMP	[OFF]
ROLL LEFT	[OFF]
ROLL RIGHT	[OFF]

->EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

Select OUTPUT TEST from the menu in the test mode to cause the screen (on which each lamp and wiring connections are tested) to appear. Ensure that lamp light up satisfactorily.

(5) SOUND TEST

SOUND TEST	
B.G.M	0/ XX
EFFECT	0/ XX
[]	
ICS	0/ XX
[]	

-> EXIT

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

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

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

7. PRECAUTIONS TO BE HEEDED WHEN MOVING THE MACHINE



WARNING!

When moving the machine, be sure to unplug the power plug. Moving the machine with the plug as is inserted can damage the power cord and cause fire and electric shock hazards.

When moving the machine on the floor, retract the 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 electric shock and short circuit hazards.

When lifting the cabinet, be sure to hold the grip 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 transporting the product in places with step-like differences in grade, disassemble into each unit before transporting. Lifting up the product in an attempt to cross the step-like differences in an as is assembled condition may damage the unit's joining portions and cause a personal injury resulting from damage.

In case the floor has slanted surfaces or step-like differences, be sure to move the machine by 2 or more persons.

Do not insert the fork to places other than designated when using a Forklift to transport the machine.

Failure to observe this could cause falling down and injury resulting from falling down.



CAUTION!

Do not push the plastic made parts. Failure to observe this may damage parts and cause injury due to fragments resulting from damage.



When transporting the product in places with steps, disassemble into each unit before transporting. Inclining the product in an as is assembled condition or placing the cabinet in places with steps can damage the unit's joining portions. To protect surface, do not directly apply a rope to the surfaces of product. Use protective materials to the places the rope is applied to.

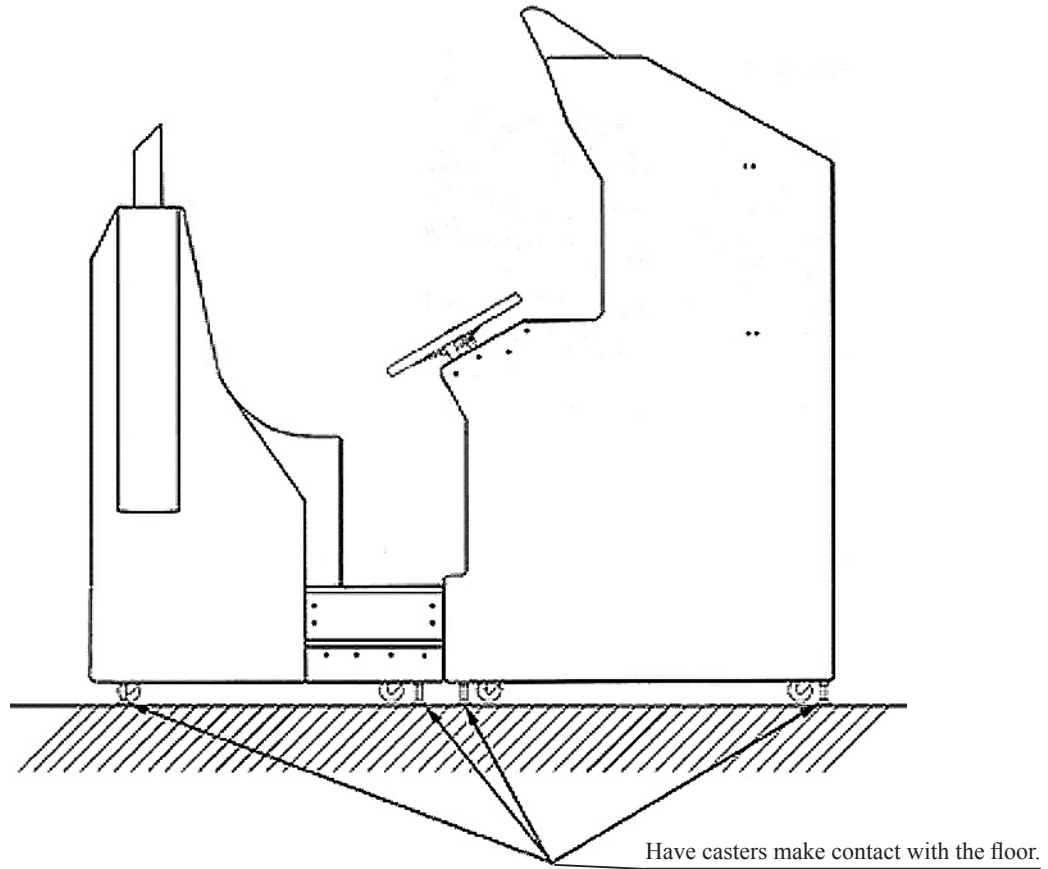


FIG. 7 a

When transporting the product in places with steps or step-like differences in grade, disassemble into each unit before transporting.

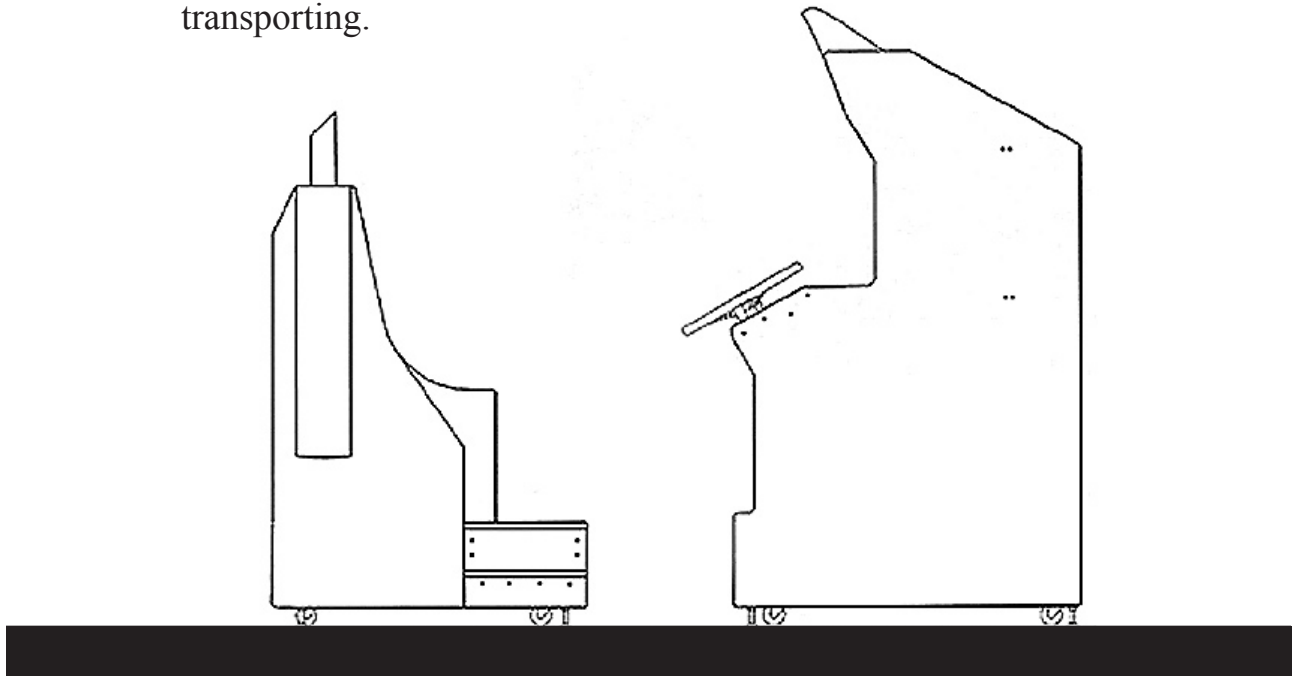
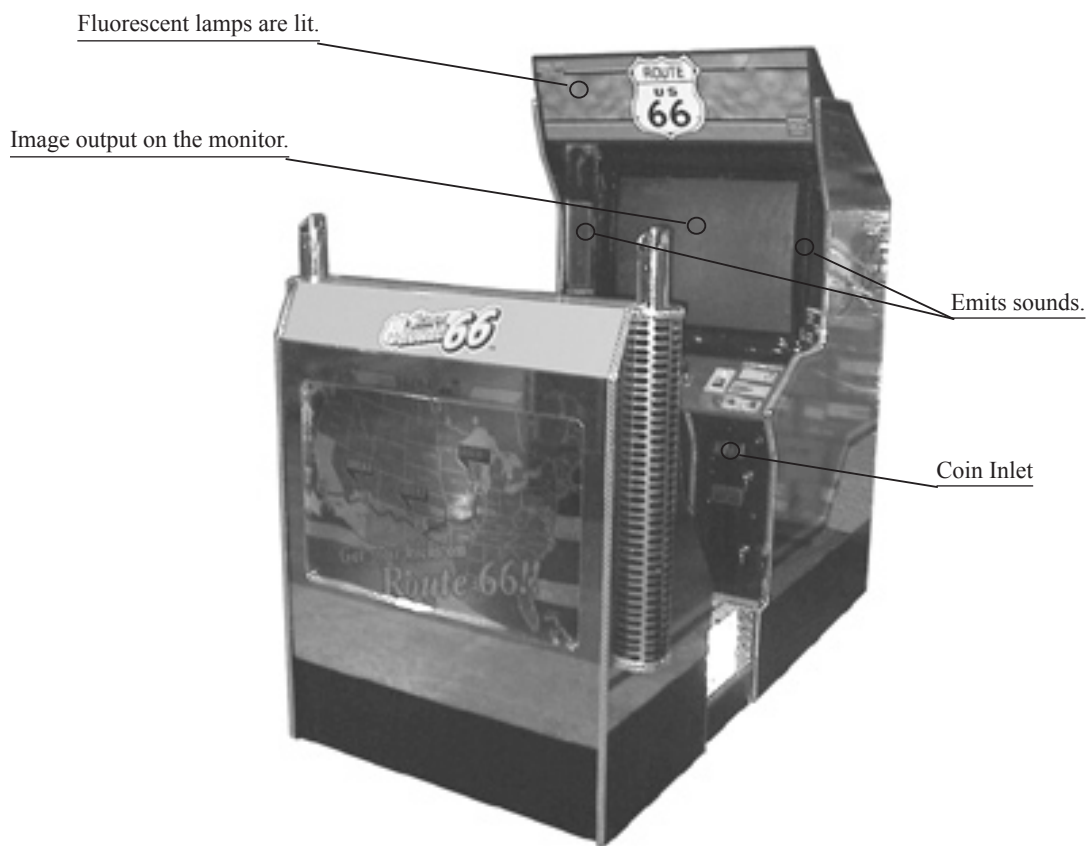


FIG. 7 b

8. CONTENTS OF GAME

The following explanations apply to the case the product is functioning satisfactorily. Should there be any moves different from the following contents, some sort of faults may have occurred. Immediately look into the cause of the fault and eliminate the cause thereof to ensure satisfactory operation.

When the product is energized, the Billboard's fluorescent lamp is always lit. During the advertise mode, the advertise screen is shown on the monitor and sound is emitted from the speakers. Setting to No Sound Output during the advertise is possible in the TEST mode.



9. GAME DESCRIPTION

OVERVIEW

- An action-packed trailer-truck race that runs along America’s famed “Route 66”
- Voice-recognition CB-style device enables real oral communication between rival players.
- 3 area types and a “mini-stage” during which the trailer is appended to the cab. 3 freight transport sections per area.
- Maximum of 2 components may compete in a given race. First to the goal wins.
- “Continue” command take the Player back to the beginning of the last section played prior to reaching GAME OVER.

OBJECTIVE

- Reach the destination and clear the section within the allotted time limit. When all sections have been cleared, the Player has conquered the area.
- Players clear the game by clearing all 3 areas.

GAME OVER

GAME OVER occurs when the Player fails to arrive at the destination within the time limit.

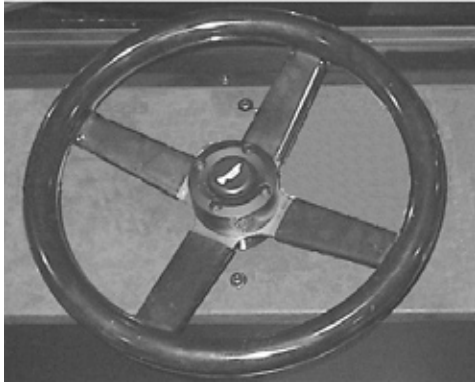
Note: Failing to connect a trailer does not lead to GAME OVER.

TERMINOLOGY

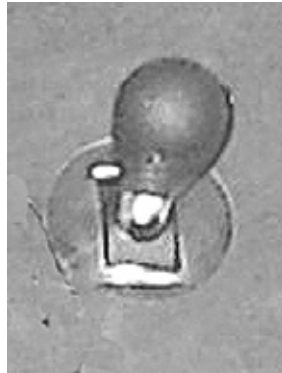
- **NITRO** Saying “NITRO” into the MIC allows the truck to accelerate exponentially for a limited period of time.
- **MIC** Wireless, CB-style communication device.
- **CB-RADIO** Communications come through the CB-RADIO from fellow truckers. Using the MIC, Players respond to questions phrased in multiple-choice format.
- **CONVOY COMBO** Refers to a tactic in which a fellow trucker tails the Player’s truck, as a result of the Player’s response to a CB-RADIO question. Increases MAX speed.
- **SLIPSTREAM** The Act of following directly behind a truck running in front, eliminating wind resistance and thereby increasing speed.

OPERATION

STEERING WHEEL



GEAR



MIC



<Large Wheel>

Select Screen: Select by turning right or left.

In Game: Directs the truck.

<Driver Side Horn>

Select Screen: Enter selection.

In Game: Forces cars preceding Players truck to change lanes or speed up.

<MIC>

Voice Recognition: Engage NITRO command. Respond to CB calls for CONVOY COMBO.

<Gas Pedal>

Select Screen: Enter selection.

In Game: Acceleration.

<Brakes>

Select Screen: N/A

In Game: Deceleration.

<Gears>

Select Screen: N/A

In Game: D Move Forward. R Move backward.

<POV>

Select Screen: N/A

In Game: Set Point Of View to Driver's or Bird's Eye.

<WINDOW WIPERS>

Select Screen: N/A

In Game: Rid windshield of raindrops and debris.
Stops automatically after a certain amount of time.

MIC [NOT IN USE] Select CONVOY COMBO option.

<START BUTTON>

Main Operation: Start Game.

Select Screen: Enter selection.

MIC [NOT IN USE]: Enable NITRO command.

MIC OPERATION



- Press MIC button. This puts the device in Standby, either for voice recognition or communication.
- While pressing the MIC button, speak into the receiver of the MIC.
(Note: Speaking too loudly, or with the mouth too close to the component may prevent the device from working optimally.)
- Release MIC button.
- Voice recognition is executed, and the Player's actions are reflected within the game.

Supplementary Information

- Holding down the MIC button for approximately 2 seconds enables the voice recognition feature; after the system is switched on, the system will be on standby until a command is verbalized.
- The voice recognition device is sensitive to background noise and individual differences in speech patterns. Therefore, please note that accuracy may at times be compromised.

MIC USAGE AND ITS EFFECTS

NITRO



May be enabled when "NITRO" is displayed on the screen. By using the NITRO feature, it is possible to accelerate at an unbelievable rate for a set amount of time. To engage the feature, say "NITRO" into the CB-MIC.

CONVOY COMBO

<To be changed on Convoy Combo ver.>



Figure A



Figure B

During the game, the Player may receive radio communications from other truckers(Figure A). The incoming message will be phrased as a question, to which the Player must respond by selecting an answer out of 2 choices, and entering the selection through the CB feature.

As in the above illustration, the CONVOY COMBO is executed when the Player selects YES, and the truckers who transmitted the communication will drive closely behind the Player's vehicle shortly thereafter.

The advantage of the CONVOY COMBO is that it helps the Player to speed up by eliminating air resistance on the moving vehicle.

The CONVOY COMBO strategy utilizes a maximum of 2 vehicles (3 including the Player's truck).

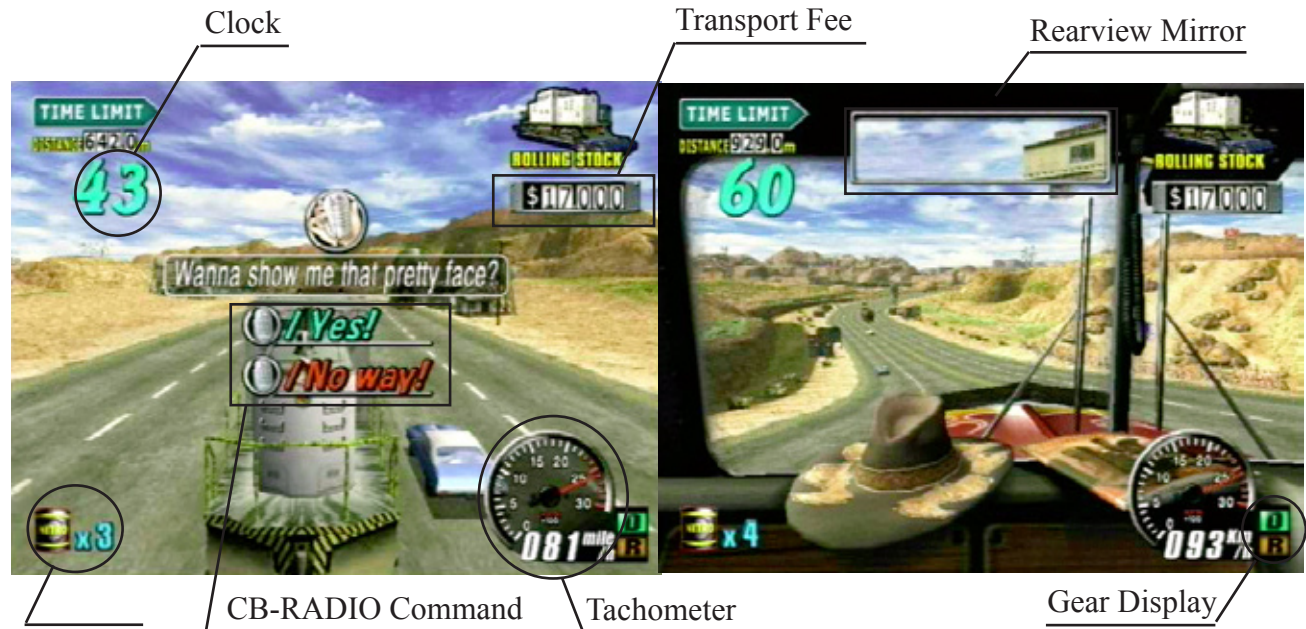
Vocal Communication

Adding another facet to the game is the Vocal Communication feature, with which opposing players may speak to each other via "CB radio", trucker-style.

The Player's altered, CB-like voice is heard from the speakers on the opponent's vehicle; the output is not heard on the side of the player making the transmission (to avoid MIC interference). Other sound effects throughout the game will be heard on both sides.

There is a time limit per vocal transmission. The exact amount of time is incumbent upon numerous factors, and cannot be determined here.

SCREEN DISPLAY



Clock: The Clock displays the time remaining for the Player. Once a destination is reached and the goods are delivered, a certain amount of time is added onto the Clock.

Rearview Mirror: When the POV is set to Driver's, the Player may see the rear view.

Transport Fee: Displays the amount of money earned upon reaching the goal. The amount decreases with events such as scraping the trailer against another vehicle, etc.

Tachometer: Displays vehicle travel speed.

Gear Display: Indicates current gear. There are 2 gears: D (DRIVE) and R (REVERSE).

Nitro: Found at the bottom left corner of the screen is the NITRO display, which indicates the amount of NITRO left, the supply is augmented by successfully connecting to the trailer, or by picking Nitro items up along the way at various points on the course. In dual-Player setting, it can be gained by ramming the rear of the opponent's trailer strongly, or repeatedly.

CB - Radio Command: Shows important CB-Radio communications from fellow truckers.

CONVOY COMBO: Display appears when a CONVOY COMBO (acceleration strategy in which other truckers drive closely behind the Player's vehicle) is taking place.

DUAL PLAYER MODE



Operation

- Insert credits and press START to arrive at the Entry Registration screen. If Single Player Mode is desired, simply press start again to begin the game.
- Those wishing to compete with a human opponent in Dual Player Mode must insert coins into the opponent's cabinet. When opponent credits have been inserted, press START to begin the Dual Player Mode sequence.
- There is a time limit on the Entry Registration screen. If nothing is entered within the Time Limit, the Single Player Mode sequence is activated.
- Once Dual Player Mode has been set up, the next screen to appear will be the Truck Select screen. Both Players may not select the same vehicle; the opponent's choice is indicated by a cursor labeled "RIVAL".
- When the vehicles have been selected, the Area Select screen will follow. Both Players may select Area, but in the case that different Areas are selected, an easier level is entered as the default.
- The 2 Players race each other, and the one to reach the goal first within the allotted time wins. When the winning Player passes a checkpoint, time is added onto the clock. When the clock counts down to 0, both Players reach GAME OVER.

Notes

1. NITRO is available in Dual Player Mode. Players may obtain more Nitro by ramming the rear hatch of the opponent's vehicle, and collecting the Nitro that comes tumbling out. This increases the Player's Nitro by 1. NITRO is also available to be picked up at various points along the course.
2. In Dual Player Mode, in addition to the Voice Recognition system, vocal transmissions are possible between players. As with Single Player Mode, the MIC is operated by speaking into the Receiver while holding down the MIC button. The speaker's voice is altered, producing a radio-like voice quality with realistic interference, and can be heard from the opponent's cabinet. The Vocal Communications feature differs from the average CB-Radio transmission in that both parties use the radio communications device; both Players may make transmissions and hear the other through their respective vehicle cabinets.

SELECT SCREEN

Truck Select

<Single Player>



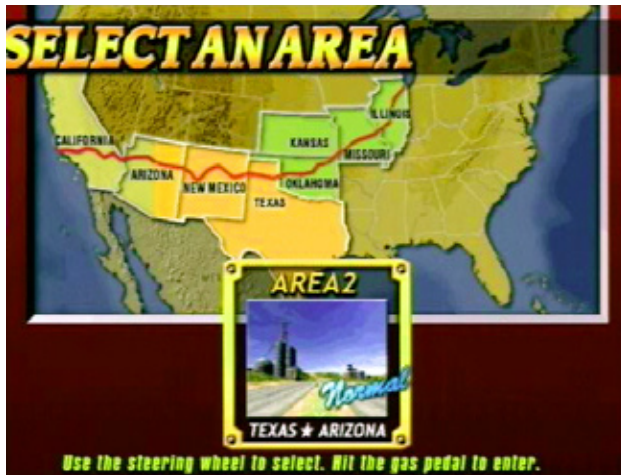
<Dual Player>



<To be changed on overseas ver.>

Select a vehicle from 5 options: TEXAS HAWK, HIGHWAY CAT, IRON BULL, SOUL MAN and ICHIBAN. All vehicles are rated based on SPEED, TORQUE AND TOUGHNESS.

Area Select



<Single Player:>

There are 2 Areas from which to select: Area 1 and Area 2.
Select Area 1 → Area → Area 3 (All Areas Cleared)
Select Area 2 → Area → (All Areas Cleared)

<Dual Player:>

There are 3 Areas from which to select: Area 1, Area 2, and Area 3.
GAME OVER is reached once the winner has been determined following clearance of all Areas.

Trailer Select

<Single Player>



Depending on the section being played, the Player must select 1 trailer from a choice of 2 - 3. The destinations, and therefore courses, differ depending on the goods being transported. These are divided into classes of EASY, NORMAL and HARD.

NAME ENTRY



The top 10 scores are recorded along with the names of the Players. Select letters by moving the wheel left or right, and enter selections with the gas pedal or the START button.

10. 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.

NAOMI GAME BOARD is used for the product. The system of this game board allows another game to be played by replacing the ROM Board Case mounted on the NAOMI CASE.

As such, the Test Mode of this system consists of the System Test Mode for the system to execute SELF-TEST, COIN ASSIGNMENTS, etc. used in common for the machines employing the NAOMI BOARD, and the Game Test Mode for the specific product to execute Input/Output test for the operation equipment, difficulty setting, etc. In this manual, explanations regarding the System Test Mode cover the settings for this product only. For the details of the System Test Mode, refer to NAOMI SERVICE MANUAL, an accessory.

TABLE 9 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	REFERENCE SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to ensure each is the standard setting at shipment. 2. Check each Input equipment in the INPUT TEST mode. 3. Check each Output equipment in the OUTPUT TEST mode.	SERVICE MANUAL 9-4 9-5 SERVICE MAN-
MEMORY	This test is automatically executed by selecting RAM TEST, or ROM BOARD TEST in the Menu mode.	UAL SERVICE MAN-
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. To test each Input equipment in the INPUT TEST mode. 4. To test each Output equipment in the OUTPUT TEST mode.	UAL SERVICE MAN-
CONTROL SYSTEM	1. To check each Input equipment in the INPUT TEST mode. 2. Adjust or replace each Input equipment. 3. If the problem still remains unsolved, check each equipment's mechanism movements.	UAL SERVICE MAN-
MONITOR	In the Monitor Adjustment mode, check to see if Monitor adjustments are appropriate.	UAL SERVICE MAN-
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.	UAL SERVICE MAN-
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	UAL

10 - 1 SWITCH UNIT AND COIN METER



WARNING!

Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit accidents.

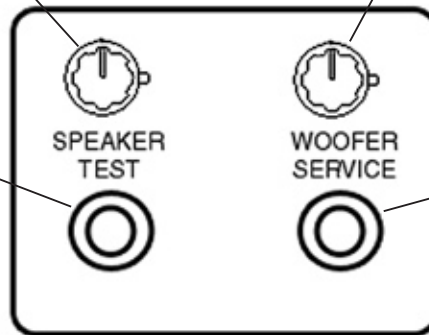


Adjust to the optimum sound volume by considering the environmental requirements of the installation location.
If the COIN METER and the game board are electrically disconnected, game play is not possible.

SPEAKER VOLUME For SPEAKERS
at the CONTROL PANEL left & right.

SPEAKER VOLUME
For WOOFER

TEST BUTTON



SERVICE BUTTON

SWITCH UNIT

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

FIG. 10. 1 a SWITCH UNIT

SPEAKER VOLUME: SPEAKER Sound volume can be adjusted for the CONTROL PANEL left & right speakers.

SPEAKER VOLUME: WOOFER Sound volume can be adjusted for the WOOFER and the under the seat.

TEST BUTTON: TEST Enters to the test mode.

SERVICE BUTTON: SERVICE Gives credits without registering on the coin meter.

COIN METER

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

COIN METER



FIG. 10. 1 b COIN METER

10 - 2 SYSTEM TEST MODE



The contents of settings changed in the TEST mode are stored when the test mode is finished from EXIT in the menu mode. If the power is turned off before the TEST mode is finished, the contents of setting change become ineffective.

Executing "BACKUP DATA CLEAR" in the SYSTEM TEST MODE does not clear the BOOKKEEPING data in the GAME TEST mode.

Entering the TEST mode clears fractional number of coins less than one credit and BONUS ADDER data.

Perform setting as per specified in this manual for operation. If setting not specified is performed for operation, proper function of this product may not be obtained.

In the SYSTEM TEST MODE, IC BD functioning can be checked, the monitor adjusted, and the coin setting performed.

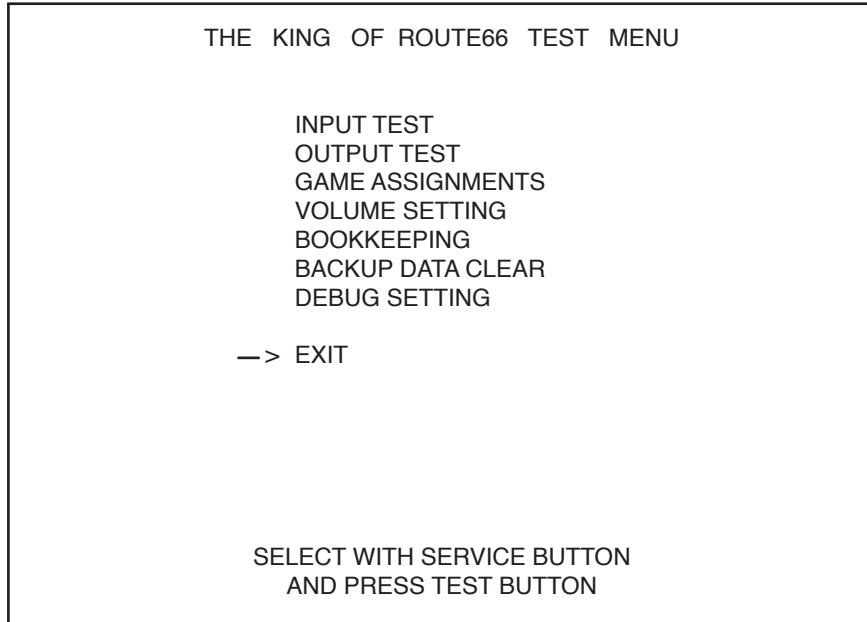
Refer to NAOMI SERVICE MANUAL for the details. Note that the setting of the following items need to be performed in accordance with the instruction given.

CABINET TYPE :	1 PLAYER(S)
MONITOR TYPE :	HORIZONTAL
SERVICE TYPE :	COMMON
COIN CHUTE TYPE :	COMMON

GAME TEST MODE

10 - 3 TEST MENU SCREEN

Select GAME TEST MODE from the System Menu screen to display the Game Test Menu screen as follows.



Press the SERVICE Button until the pointer is pointing to the desired item. Move the pointer to the desired item and press the TEST Button to enter the selected item's test. this method works for all operations within Game Test Mode.

After the test is complete, move the pointer to EXIT and press the TEST Button to return to the System Menu Screen.

10 - 4 INPUT TEST

Selecting INPUT TEST displays the following screen and allows the status of each input device to be checked.

In this mode, periodically check the status of each input devices.

INPUT TEST	
SERVICE	OFF
TEST	OFF
START	OFF
VIEW	OFF
HORN	OFF
WIPER	OFF
SHIFT [D]	OFF
SHIFT [R]	OFF
HANDLE	1400H
ACCEL	1400H
BRAKE	1400H
CB-MIC RECOGNITION	
[TALK] OK	OFF
INPUT	000000
BUTTON	OFF
PRESS TEST + SERVICE BUTTON TO EXIT	

The Test Mode ensures that all mechanisms are functioning optimally.

- When pressing each switch, if the display next to the item changes to ON or OFF, the switch and the wiring connection are satisfactory.
- For the Steering Wheel, the Accelerator (Gas Pedal) and the Brake, operate each input device and check to see if the value changes in accordance with operation.

Items to be checked:

Each switch [SERVICE, TEST, START, VIEW CHANGE, HORN, WIPER, SHIFT (D & R)]
Each volume [STEERING WHEEL (HANDLE), ACCELERATOR, BRAKE, CB-MIC]

About the CB-MIC

CB-MIC RECOGNITION shows the status of the voice recognition feature. Say “OK” into the MIC while pressing the MIC Button. If the reading is accurate, the indicator will display OK; if recognition was not successful, the BAD display will be shown. When there is no recognition enabled at all, the display will read OFF.

Press button ___ Say “OK” once ___ Release button ___ Test Results displayed

If the result is BAD, recognition may have failed due to a few different factors. Continue the test keeping in mind the volume of background noise, intonation of input, and reconfirm that the button is held down at the time of input.

CB-MIC INPUT confirms connectivity between the microphone and other components. After speaking “OK” into the MIC, if the input reading reaches above 1000, the MIC is functioning optimally.

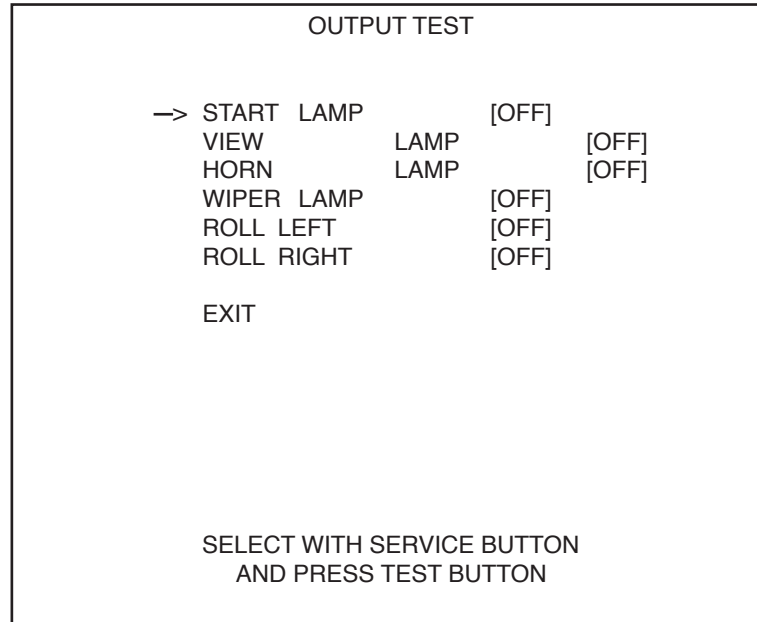
The CB-MIC Button is specifically for microphone use. It will turn ON when the main switch is on.

Note: Repeating the test command while pressing the button (i.e. “OK, OK, OK....”) will prevent the test from running successfully.

Simultaneously pressing the SERVICE Button and the TEST Button returns the display to the Game Test Menu screen.

10 - 5 OUTPUT TEST

Selecting OUTPUT TEST displays the following screen and allows the status of each lamp and motor to be checked.



Press the SERVICE Button to move the pointer to the desired item and press the TEST Button. The display next to the item changes to ON from OFF, the lamp lights up, and the motor functions.

LAMP ITEM: If the lamp lights up, operation is satisfactory.

ROLL LEFT: If the motor moves so as to turn the steering wheel counterclockwise, operation is satisfactory.

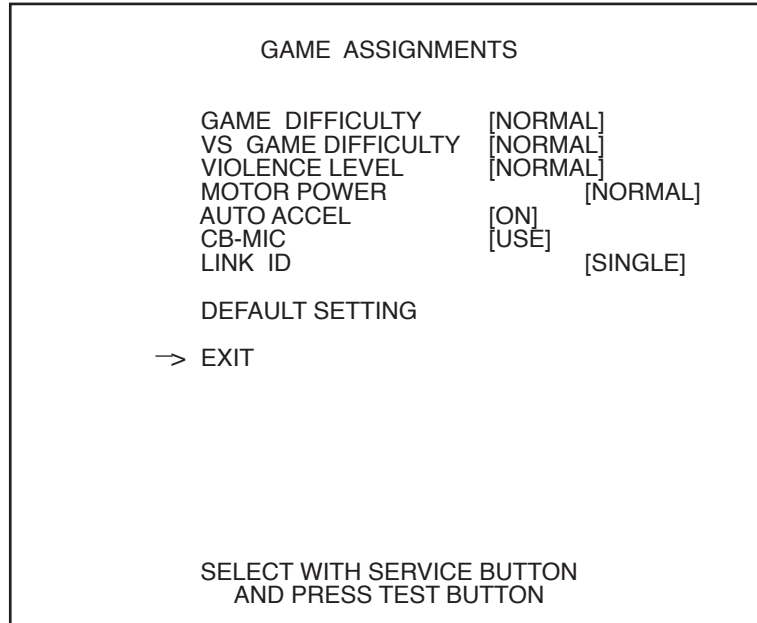
ROLL RIGHT: If the motor moves so as to turn the steering wheel clockwise, operation is satisfactory.

Move the pointer to EXIT and press the TEST Button to return to the Game Test Menu screen.

10 - 6 GAME ASSIGNMENTS

Selecting GAME ASSIGNMENTS causes the present game setting to be displayed, allowing you to change game settings.

Setting changes are not effected until Test Mode is exited. After changing settings, be sure to exit Test Mode.



GAME DIFFICULTY: Sets difficulty level in Single Player Mode. There are 5 levels of difficulty; VERY EASY / EASY / NORMAL / HARD / VERY HARD.

VS GAME DIFFICULTY: Sets difficulty level in Dual Player Mode. There are 5 levels of difficulty; VERY EASY / EASY / NORMAL / HARD / VERY HARD.

VIOLENCE LEVEL: Sets the level of violence in the game. There are 2 violence levels; NORMAL and LOW. LOW is a “milder” version of the game, in which less violence is depicted than in the NORMAL version.

MOTOR POWER: Sets the steering weight. There are 3 levels; NO USE / LIGHT / NORMAL / HARD. In the case of components without the wheel kickback feature, the default setting is NO USE. This mode does not display the “Motor-Related Error” screen.

AUTO ACCEL: Feature enabling even small children, who cannot reach the Gas Pedal, to play. When there is no action utilizing the Gas Pedal or the Brakes in the first few seconds after the game begins, the game will automatically go into AUTO ACCEL MODE, in which the vehicle will move forward on its own and needs only to be steered in the right direction. If AUTO ACCEL is ON, and there is action involving the Gas Pedal or the Brakes during the game, AUTO ACCEL may also be turned ON or OFF.

Note: As this is an auxiliary feature, it is impossible to clear the game using this feature.

CB-MIC: Set the CB-MIC to USE or NO USE. In the case of microphone dysfunction, setting the CB-MIC to NO USE allows the Player to Play the game using the START button, Window Wipers, and Passenger Side Horn button.

LINK ID: SINGLE.

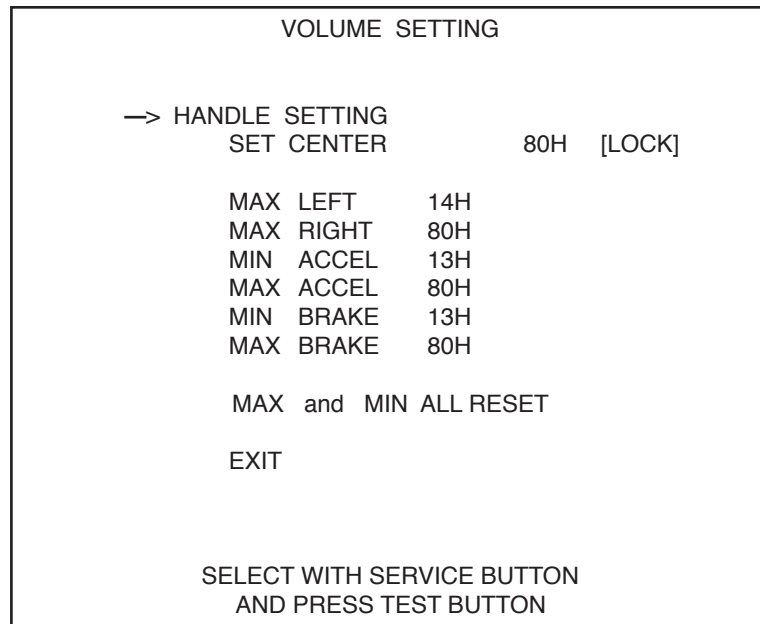
SINGLE is used only in Single Player Mode. **MASTER** and **SLAVE** may be used in Dual Player Mode.

DEFAULT SETTING: Returns all settings to their original positions.

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.

10 - 7 VOLUME SETTING

Selecting VOLUME SETTING displays the following screen on the monitor.



The volume of the detection for the Steering Wheel/Accelerator/Brake operation can be manually set. The value can be stored when exiting from the item.

HANDLE SETTING: Sets the minimum and maximum volumes for the wheel. Turn the wheel in both directions until it locks. The value will be recorded.

SET CENTER: Sets the center position of the wheel.

Setup: Move the pointer with the SERVICE Button and press the TEST Button to enter.

The SET CENTER [LOCK] display switches to the SET CENTER [SET] display.

Adjust the center manually and press the TEST Button again.

The placement is then recorded, and the display again returns to SET CENTER [LOCK].

MAX ACCEL: Sets the Gas Pedal.

Step on the Gas Pedal as far as it will go. The placement is recorded.

MAX BRAKE: Sets the Brakes.

Step on the Brakes as far as it will go. The placement recorded.

MAX and MIN ALL RESET: All values are reset.

Move the pointer to EXIT and press the TEST Button to return to the Game Test Menu screen.

10 - 8 BOOKKEEPING

Selecting BOOKKEEPING displays operating status data in 2 Pages. Press the TEST Button to proceed to the next screen.

Pressing the TEST Button while the 2/2 Page is displayed causes the Game Test Menu to return on the screen.

BOOK KEEPING 1/2	
NUMBER OF GAMES	0
NUMBER OF CONTINUE	0
AVERAGE PLAY TIME	00M00S
NUMBER OF VS GAME	0
AVERAGE VS PLAY TIME	00M00S
TOTAL PLAY TIME	00H00M00S
PRESS TEST BUTTON TO CONTINUE	

Page 1/2 displays operation status data.

NUMBER OF GAMES:	Total number of plays.
NUMBER OF CONTINUES:	Total number of continue.
AVERAGE PLAY TIME:	Average amount of time being played.
NUMBER OF VS GAMES:	Total number of games played in Dual Player Mode.
AVERAGE VS PLAY TIME:	Average amount of time being played in Dual Player Mode.
TOTAL PLAY TIME:	Total amount of time played.

Press the TEST Button again to display the following screen.

BOOK KEEPING 2/2	
TIME HISTOGRAM	
00M00S - 00M59S -----	0
01M00S - 01M59S -----	0
02M00S - 02M29S -----	0
02M30S - 02M59S -----	0
03M00S - 03M29S -----	0
03M30S - 03M59S -----	0
04M00S - 04M29S -----	0
04M30S - 04M59S -----	0
05M00S - 05M59S -----	0
06M00S - 06M59S -----	0
07M00S - 07M59S -----	0
08M00S - 09M59S -----	0
10M00S - 14M59S -----	0
15M00S - 21M59S -----	0
21M59S - OVER -----	0
PRESS TEST BUTTON TO CONTINUE	

Page 2/2 displays PLAY TIME HISTOGRAM that shows the number of plays associated with the respective play times.

10 - 9 BACKUP DATA CLEAR

Selecting BACKUP DATA CLEAR allows the contents of BOOKKEEPING and the Ranking Data to be cleared.

Note that this operation does not affect the settings of the GAME ASSIGNMENTS and the VOLUME SETTING.

BACKUP DATA CLEAR

→ YES (CLEAR)
NO (CANCEL)

SELECT WITH SERVICE BUTTON
AND PRESS TEST BUTTON

When clearing data, use the SERVICE Button to move the pointer to YES(CLEAR) and press the TEST Button. When the data has been cleared, “COMPLETED” will be displayed.

Press the TEST Button again to return to the Game Test Menu screen.

Move the pointer to NO (CANCEL) and press the TEST Button to return to the Game Test Menu screen without clearing the data. data.



11. CONTROL PANEL (HANDLE MECHA)



Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or short circuit.

Use care so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.

Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.

This work should be performed by the Location's Maintenance Man or Serviceman. Performing work by non-technical personnel can cause electric shock hazard.

Do not insert hand into the mechanism so as not to cause hand and fingers pinched in. Failure to observe this can cause a serious injury such as a fracture.

When performing work such as parts replacement other than those specified in this manual, be sure to contact where you purchased the product from and confirm the work procedures and obtain precautions prior to performing work. Inappropriate parts replacement and/or installing with erroneous adjustment can cause an overload or the parts to come into contact, resulting in an electric shock, a short circuit, and a fire.

Use care when removing the HANDLE MECHA so as not to hurt the back. Dropping the HANDLE MECHA on your foot can cause a fracture. Be very careful of this point.



When putting the HANDLE MECHA, do not make the gear or the sensor portion face down. Failure to observe this may damage the parts due to its own weight.



Be sure to perform Volume value setting in the Volume Setting in the Test Mode after replacing or adjusting the Volume.

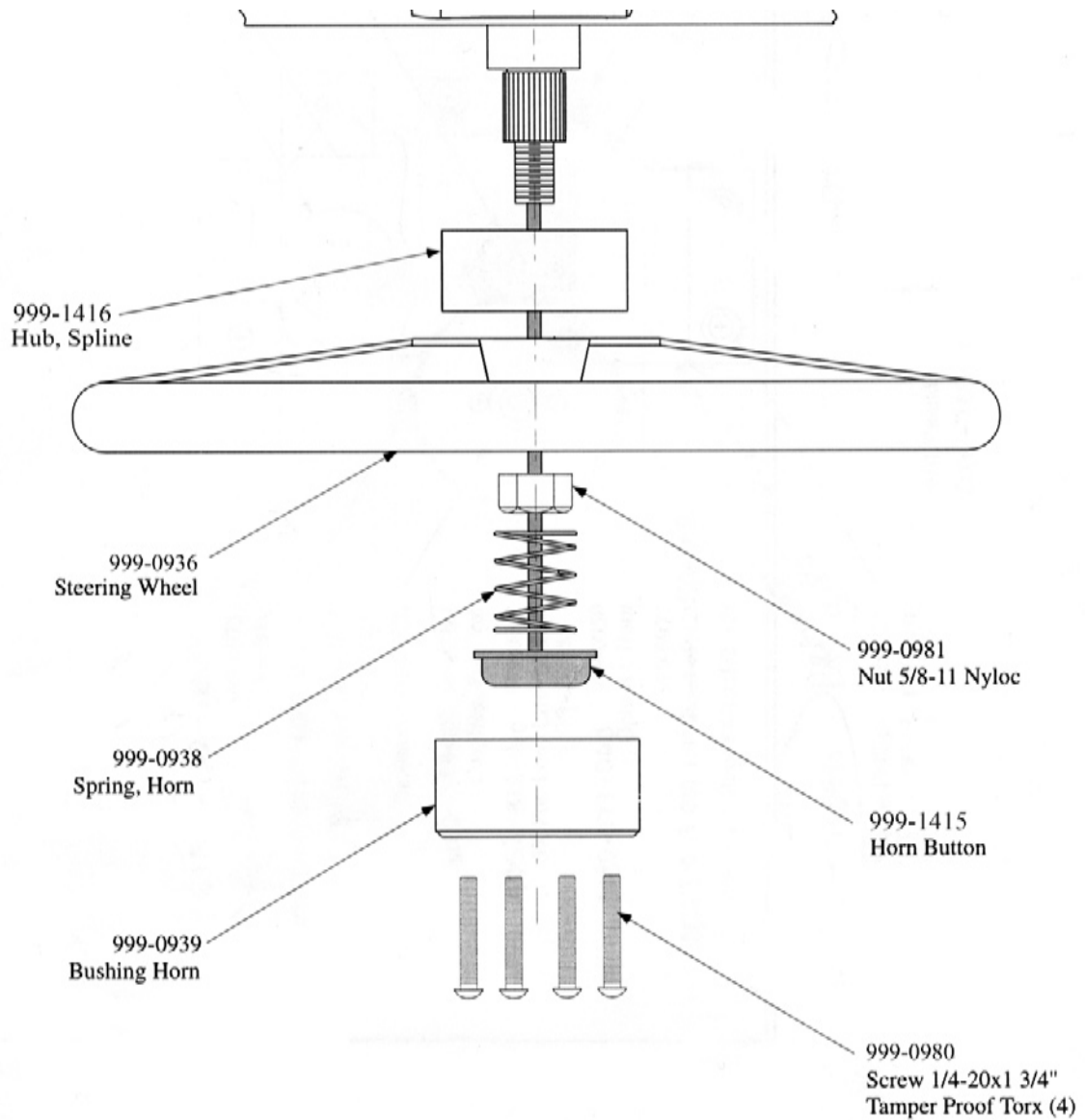
11- 1 REMOVING THE HANDLE MECHA

In cases the Steering operability is poor and the adjustment of VOLUME SETTING in the TEST mode is ineffective, the causes may be the Volume Gear's mesh failure and or Volume malfunctioning. By using the following procedure, adjust Volume gear mesh, or replace the Volume. In this product, when the Steering Wheel is moved fully left/right, if the Volume shaft is rotating within the movable range, the Volume is not feared to be damaged. Secure the Volume in the manner the Volume shaft is oriented as shown and the gears are appropriately engaged when the steering wheel is in the centering position allowing the car to go straight forward.

In order to perform V.R. adjustment or replacement, remove the HANDLE MECHA as per the following procedure.

- ① Turn power off.

- ② Take out the 4 Tamper proof screws at the center of the steering wheel to remove the HORN BUSHING and the HORN BUTTON & SPRING.
- ③ Remove 5/8 -11 NYLOC NUT
- ④ Pull off the STEERING WHEEL.
- ⑤ Remove the HUB SPLINE



- ⑥ Take out the screws to remove the CONTROL PANEL COVER. Wiring connection is inside the CONTROL PANEL COVER. Use care so as not to damage wiring.
- ⑦ Disconnect the 2 connectors inside the CONTROL PANEL COVER, and remove the CONTROL PANEL COVER.

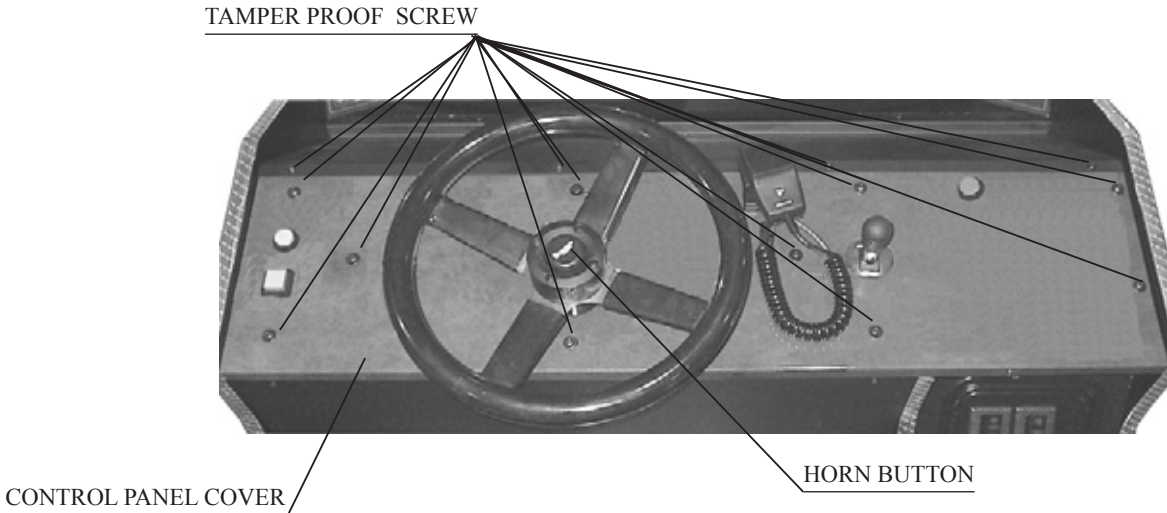
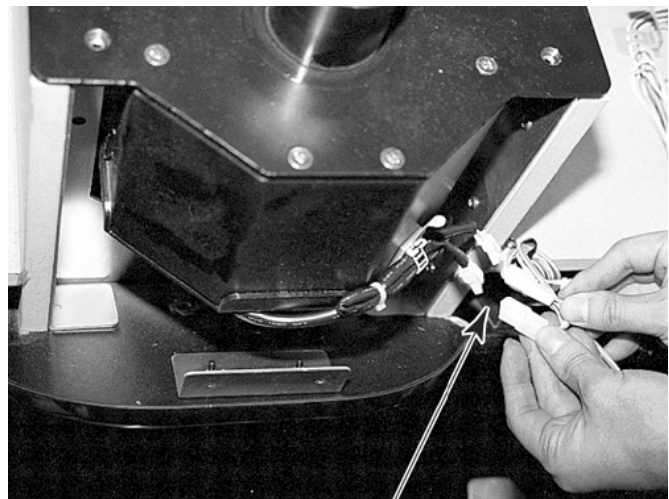


PHOTO 11. 1 a

- ⑧ Disconnect the HANDLE ME-CHA's 2 wire connectors.
- ⑨ Take out a screw to remove the earth wire.



Disconnect the connector.

PHOTO 11. 1 b

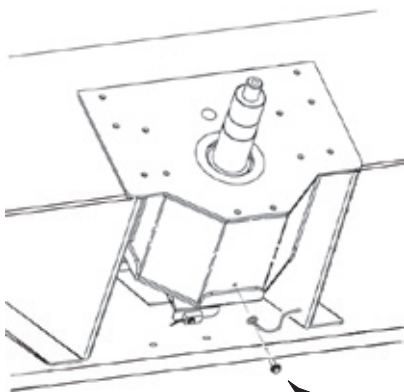


FIG. 11. 1 b

SCREW (1)M4 X 12,w/flat & spring washers

⑩ Take out the screws to remove the FRONT LID.

⑪ Disconnect the 2 wire connectors of the motor inside the FRONT LID.

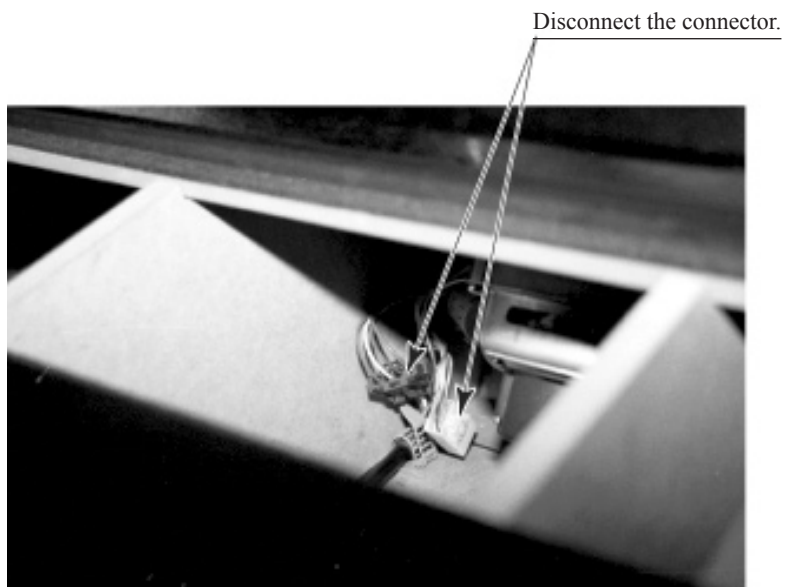
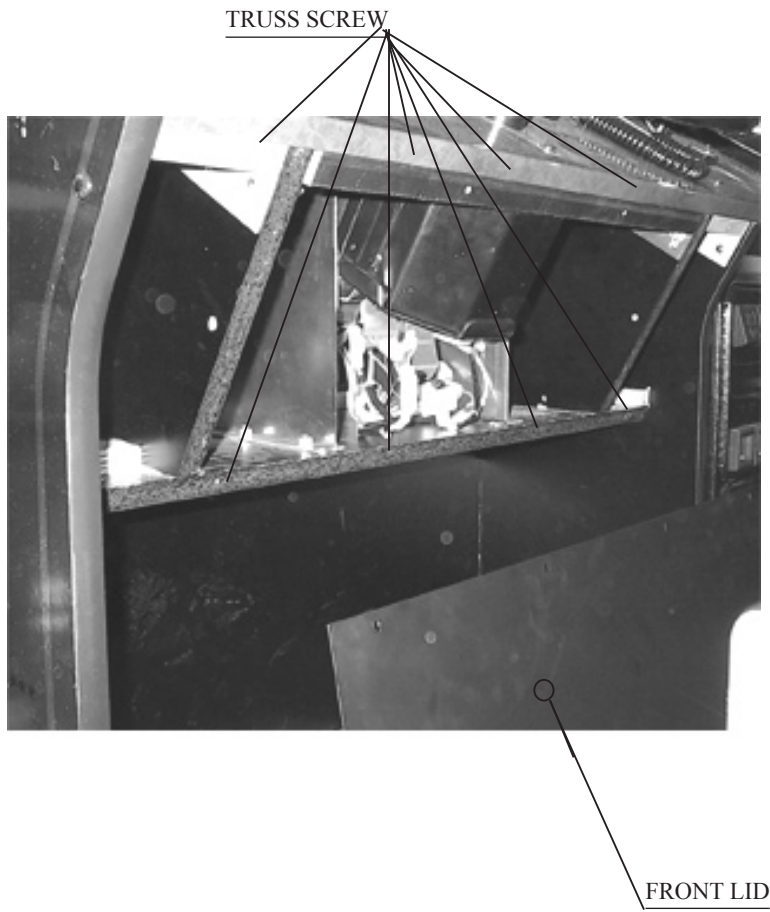


PHOTO 11. 1 c

- ⑫ Take out a total of screws and the hexagon bolts which secure the HANDLE MECHA.
- Remove the HANDLE MECHA. Use care when performing work.
- ⑭ When putting the HANDLE MECHA, be sure to have the gear and the sensor portions face

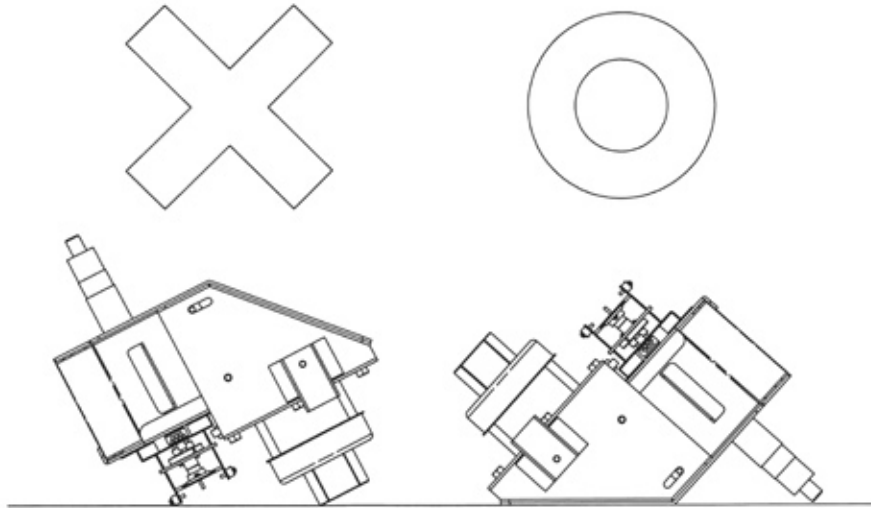


FIG. 11. 1 c

11 - 2 VOLUME ADJUSTMENT/REPLACEMENT

Volume adjustment/replacement should be performed after the HANDLE MECHA has been removed as per 10-1.

ADJUSTMENT

- ① In order to turn the HANDLE SHAFT, insert the STEERING HANDLE to the HANDLE SHAFT.
- ② Secure the HANDLE at the centering position.
- ③ Loosen the 2 screws which secure the VOLUME BRACKET to push the gear out of mesh.
- ④ With the HANDLE SHAFT being at the centering position, bring the gear into mesh so that the status of the volume's shaft is as shown in the Figure Below.
- ⑤ Fasten the screws securing the VOLUME BRACKET.
- ⑥ After work is finished, perform volume setting in the Test mode.

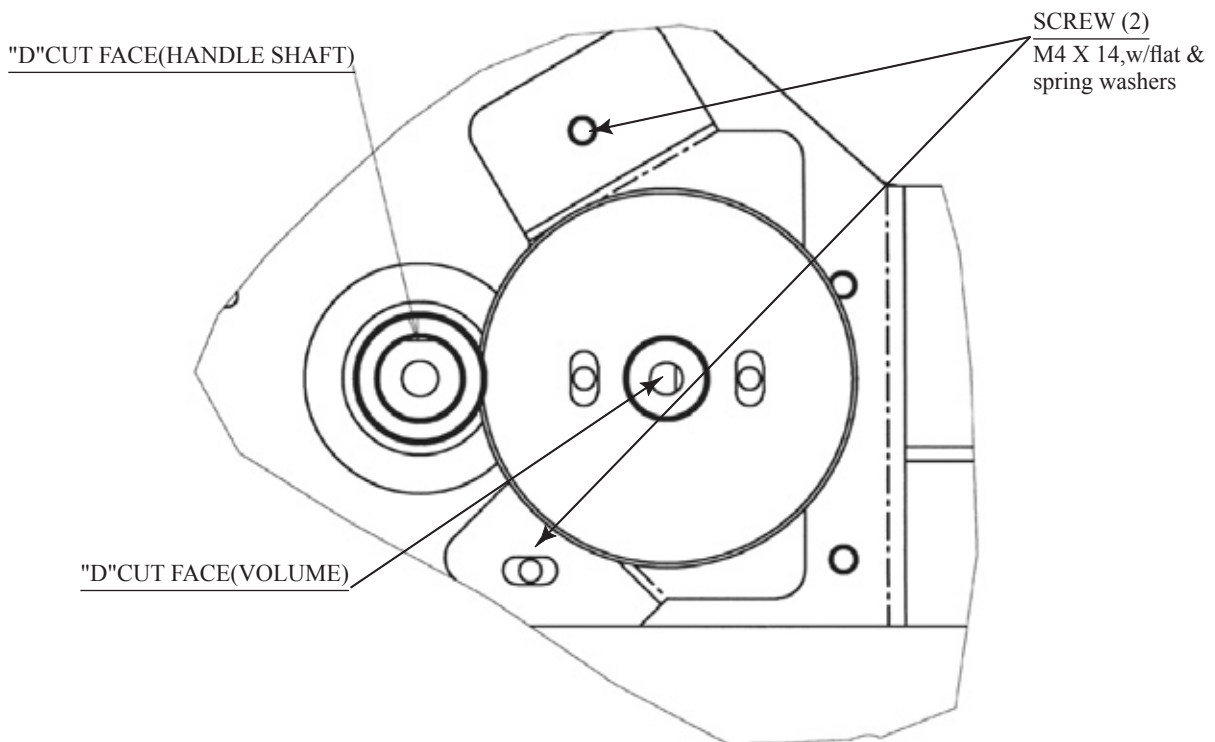


FIG. 11. 2 a

REPLACEMENT

- ① Disconnect the volume's wire connector.
- ② Take out the 2 screws which secure the VOLUME BRACKET to remove the BRACKET together with the volume.
- ③ Take out the 2 screws, remove the VOLUME GEAR, and replace the VOLUME.
- ④ With the HANDLE SHAFT being at the centering position, bring the gear into mesh so that the status of the volume's shaft is as shown in the Fig.
- ⑤ Fasten the screws securing the VOLUME BRACKET.
- ⑥ After work is finished, perform volume setting in the Test mode.

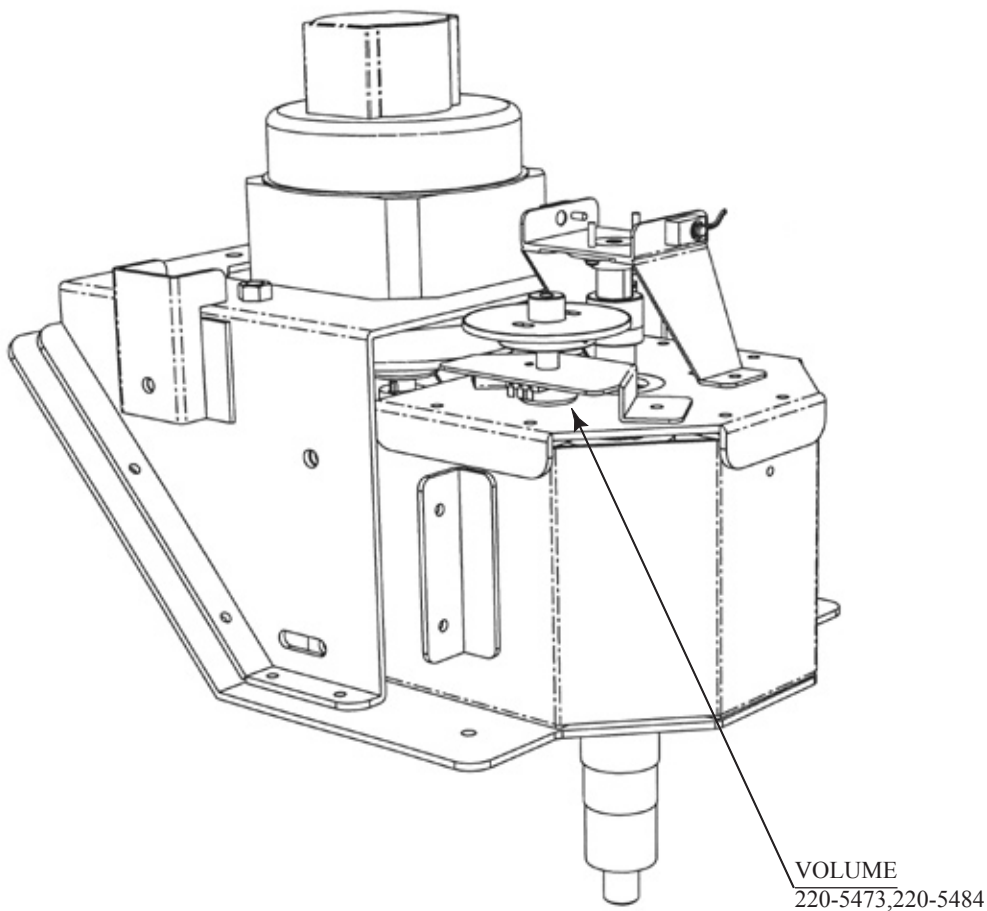


FIG. 11. 2 b

12. SHIFT LEVER



Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or short circuit.

Use care so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.

If the Shift Lever operation is not satisfactory, remove the Shift Lever in the following procedure and replace the microswitch.

12 - 1 REMOVING THE SHIFT LEVER

① By following "10-1 REMOVING THE HANDLE MECHA", turn power off, remove the STEERING HANDLE, and remove the CONTROL PANEL COVER.

② Take out the 4 Hexagon Bolts.

HEXAGON BOLT (4)

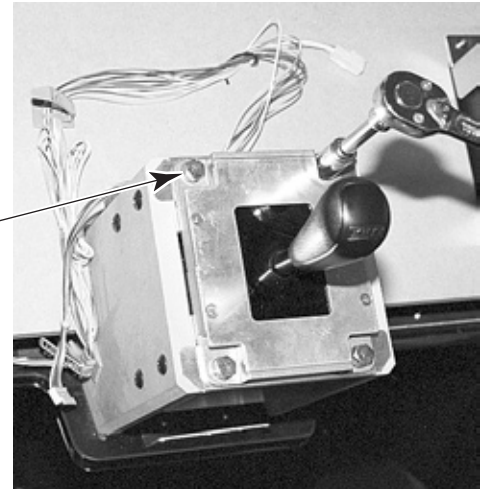


PHOTO 12. 1 a *

③ Remove the SHIFT LEVER. The SHIFT LEVER has wiring connector. Pull up the SHIFT LEVER slowly until the 2 connectors can be seen.

④ Disconnect the 2 connectors.

Disconnect the connector.

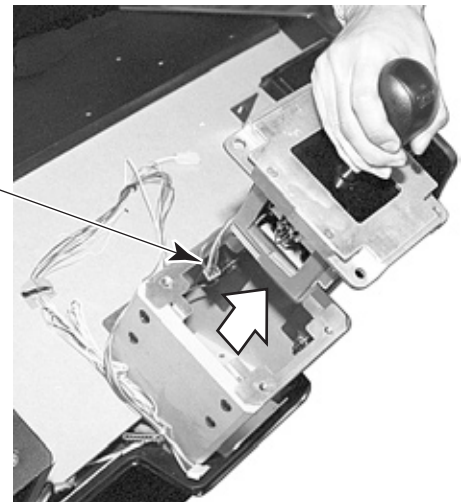


PHOTO 12. 1 b *

* Actual item may differ from photos

13. ACCELERATOR & BRAKE



Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or short circuit.

Use care so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.

Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.

This work should be performed by the Location's Maintenance Man or Serviceman. Performing work by non-technical personnel can cause electric shock hazard.

When performing work such as parts replacement other than those specified in this manual, be sure to contact where you purchased the product from. Confirm the work procedures and obtain precautions from where you purchased the product prior to performing work. Inappropriate parts replacement and/or installation with erroneous adjustment can cause an overload or the parts to come into contact, resulting in an electric shock, a short circuit, and a fire.



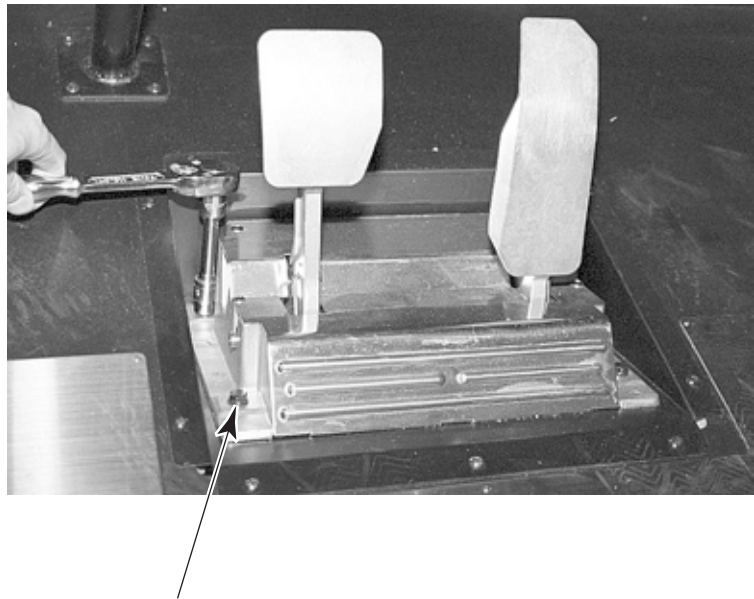
After having performed adjustment or replacement of the volume, be sure to check the variation of the volume value in the INPUT TEST in the test mode.

If Accel. and Brake operation is not satisfactory, adjustment of volume installation position or volume replacement is needed. Also, be sure to apply greasing to the gear mesh portion once every 3 months.

13 - 1 REMOVING THE ACCELERATOR AND THE BRAKE

Remove the accelerator and the brake to perform maintenance. To remove the accelerator and the brake, a socket wrench for M6 Hexagon bolts and an extension tool are necessary. The wiring connector is inside the accelerator and the brake. When removing, use care so as not to damage wiring.

- ① Turn power off.
- ② Apply the extension tool to the socket wrench. Remove the 4 Hexagon bolts which secure the accelerator and the brake.
- ③ The 2 wire connectors are connected to the accelerator and the brake. Disconnect the connectors, and the accelerator and the brake can be removed. Since work is performed inside the energized cabinet, be very careful so as not to touch undesignated portions.

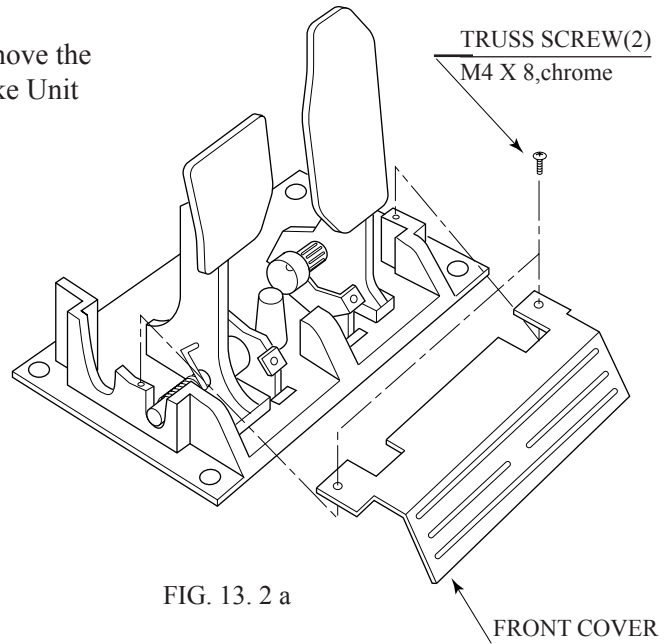


13 - 2 ADJUSTING OR REPLACING THE VOLUME

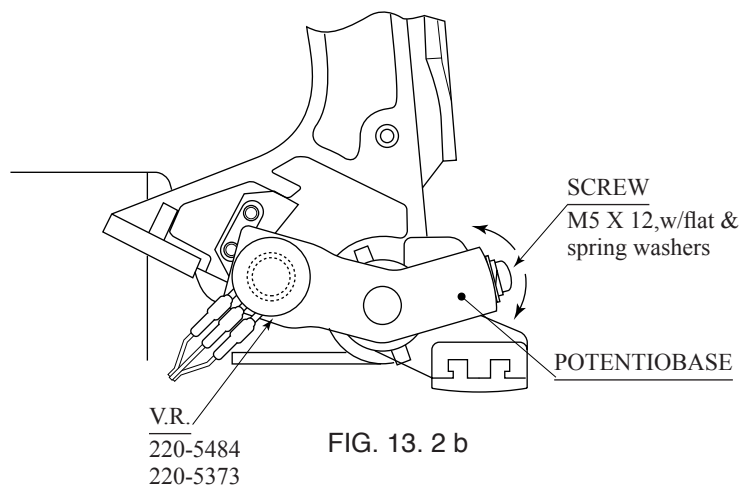
The appropriate value for both ACCEL. Volume and Brake Volume is under 30H when released and over C0H when stepped on. Check Volume values in the TEST mode. Since work is performed inside the energized cabinet, be very careful so as not to touch undesigned places. Touching places not specified can cause electric shock or short circuit.

ADJUSTMENT

- 1 Take out the 2 truss screws and remove the Front Cover from the Accel. & Brake Unit (FIG. 13. 2 a).



- 2 Loosen the screw which secure the Potentiobase, and adjust the Volume value by moving the Base. (FIG. 13. 2 b)
- 3 Secure the Potentiobase.
- 4 In the INPUT TEST screen, check to see if the volume value varies in accordance with operation of the pedal.



REPLACEMENT

- 1 Turn the power off.
- 2 Take out the 2 screws and remove the Potentiocover (FIG. 13. 2 c).
- 3 Disconnect the connector of the volume to be replaced.
- 4 Remove the screw which secures the Potentiobase (FIG. 13. 2 b).
- 5 Remove the Potentiobase together with the volume as is attached (FIG. 13. 2 c).
- 6 Remove the base and the gear to replace the volume.
- 7 After replacing, check to see if the volume values varies in accordance with operation of the pedal.

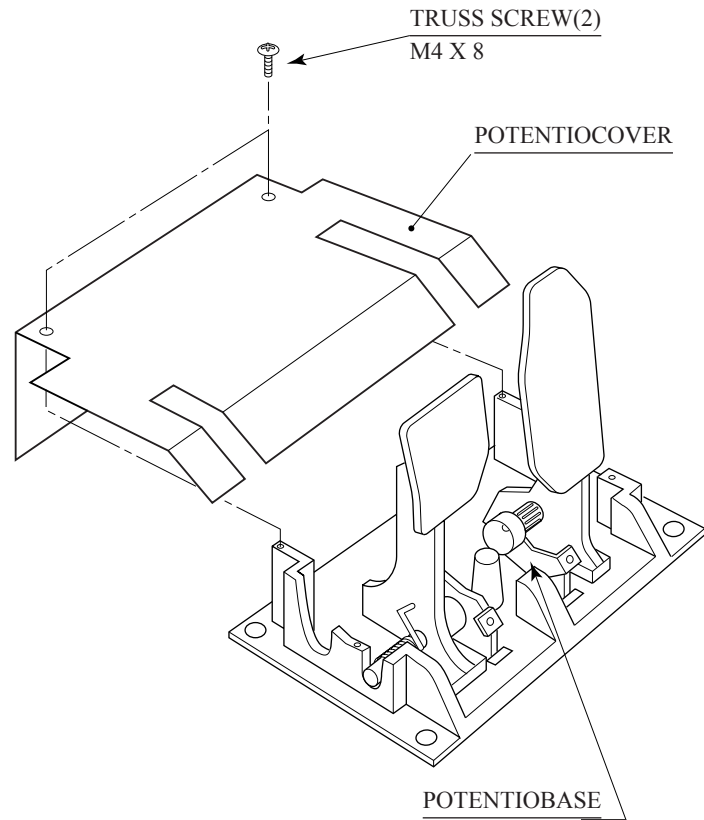


FIG. 13. 2 c

13 - 3 GREASING



Be sure to use the designated grease. Using undesignated grease can cause parts damage.

Once every 3 months, apply greasing to the Spring and gear mesh portion. For spray greasing, use GREASE MATE (PART No. 090-0066).

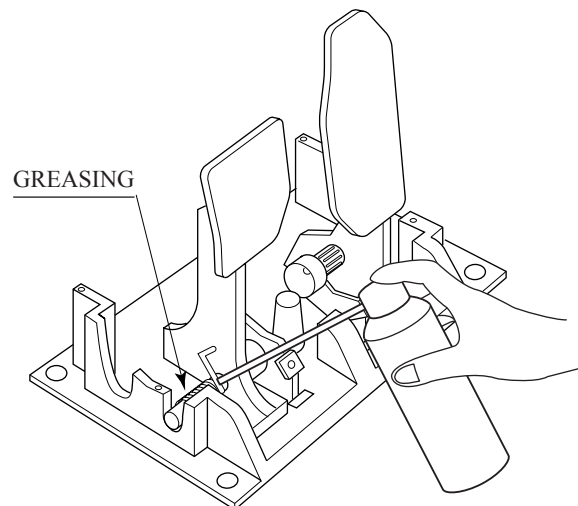


FIG. 13. 3

14. COIN SELECTOR

HANDLING THE COIN JAM

If the coin is not rejected when the REJECT button is pressed, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

CLEANING THE COIN SELECTOR

STOP

Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
Never apply machine oil, etc. to the Coin Selector.
After cleaning the Coin Selector, insert a regular coin in the normal working status and ensure that the Selector correctly functions.

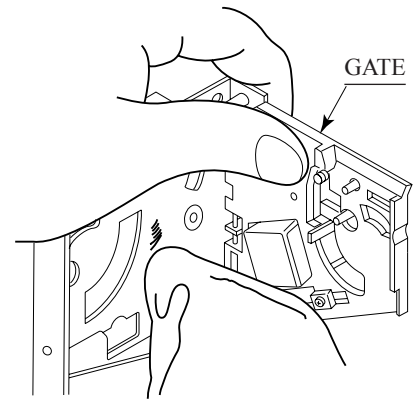


FIG .

The coin selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

- ① Turn the power for the machine OFF. Open the coin chute door.
- ② Open the gate and dust off by using a soft brush (made of wool, etc.).
- ③ Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- ④ Remove the CRADLE.
When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.
- ⑤ Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.
- ⑥ After wiping off as per áD above, further apply a dry cloth, etc. to cause the coin selector to dry completely.

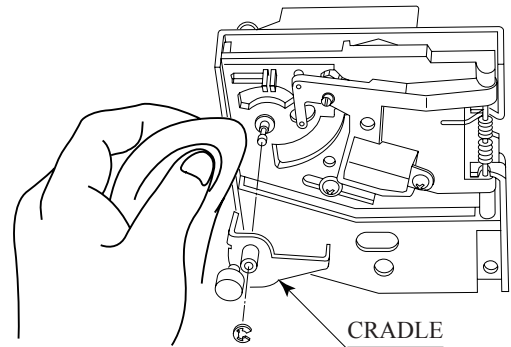


FIG. 14 b

COIN INSERTION TEST

Once every month, when performing the Coin SW Test, simultaneously check the following:

- ┌ Does the Coin Meter count satisfactorily?
- ┌ Does the coin drop into the Cashbox correctly?
- ┌ Is the coin rejected when inserted while keeping the Reject Button pressed down?

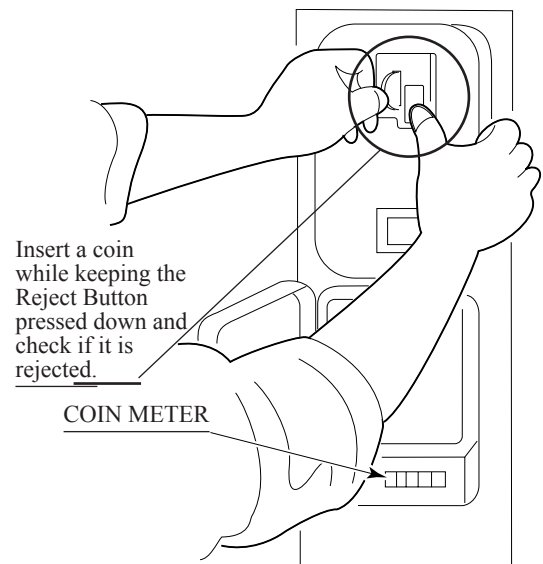


FIG. 14 c

OPTIONAL DOLLAR BILL ACCEPTOR

- THE COIN DOOR ASSEMBLY USED ON **THE KING OF ROUTE 66 MINI DELUXE** COMES EQUIPPED TO ACCEPT A DOLLAR BILL ACCEPTOR. ALL NEEDED WIRING CONNECTIONS ARE CONVENIENTLY LOCATED INSIDE THE GAME FOR THIS APPLICATION.
- THE COIN DOOR CAN ACCCOMMODATE THE FOLLOWING VALIDATOR(S):

FORWARD-MOST
HOLE POSITION

Mars 2000 series

**42-1155-00 MARS VALIDATOR \$1, 2, 5 300 CAP

The frame and cashbox enclosure on this coindoor has been modified to accomodate a Mars 2000 series upstacker. A 2000 series stacker can be added by simply removing the cut-out plate. This one entry door can be ordered through Happ Controls or one of Happ Controls authorized distributors. The part number is 40-6000-10EX. The Mars stacker can be obtained through an authorized Mars distributor.

Note: Your game may have either Happ Controls Coin Door Assembly or the Wells Gardner Coin Door Assembly.

**Happ part number

Security Locking Bar/Bracket Set Part No.# 999-0966 (included)

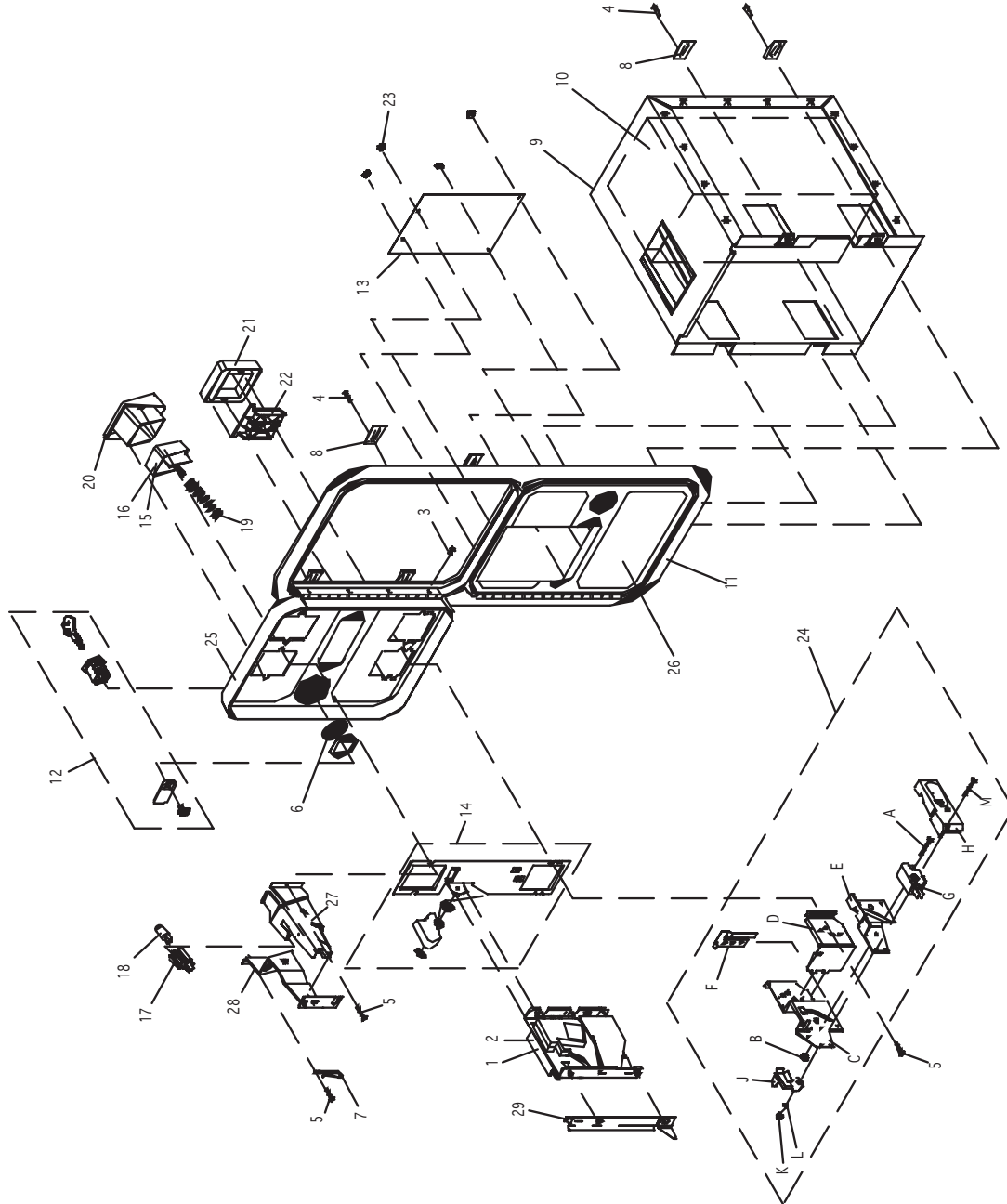
Modified Cash Box (For use when DBA installed) Part No. # 999-1106 (included)

Plastic Cash Box - Full Size Part No. # 999-1177 (included)

WELLS-GARDNER
ELECTRONICS CORPORATION
2701 N. KILDARE CHICAGO, IL 60639
1-800-336-6630

WWW.WGEC.COM

WGD15-2110-01
OVER/UNDER MINI DOOR
2 ENTRIES WITH BILL
VALIDATOR BOTTOM DOOR
& SPECIAL ENCLOSURE



#	W.G. PART #	DESCRIPTION
1	812-4150-011	S-7 US 25c COIN MECH LEFT
2	812-4050-011	S-10 US \$1 CONMECH RIGHT
3	890-1002-00	HINGE SCREW
4	890-1003-00	CLAMP SCREW
5	890-1017-00	SCREW TRILOBULAR
6	890-1019-00	WASHER INTERNAL TOOTH 3/4"
7	890-1300-00	KEYHOOK
8	891-0514-00	CLAMP UK 5/8" CABINET
9	025X3711-001	ENCLOSURE W/CHUTE
10	025X3712-001	METAL CASHBOX
11	891-0509-162	DOUBLE FRAME
12	891-0547-00	LOCK SINGLE BIT
13	891-0100-4016	COVER PLATE
14	891-1008-107	BASE PLATE ASSEMBLY
15	891-1113-03	E/R BUTTON US 425C/\$1 LEFT
16	891-1113-011	E/R BUTTON US \$1 COIN RIGHT
17	891-1117-00	LAMPHOLDER
18	891-1118-00	LAMP WEDGE BASE 6 VOLT
19	891-1121-00	SPRING, E/R BUTTON
20	891-1311-16	BUTTON BEZEL, NYLON
21	891-1312-16	REFLECT BEZEL, NYLON
22	891-1109-16	REFLECT FLAP
23	020X1877-005	NUTS #32 X 5/16 HEX
24	891-2216-16	MICROSWITCH ASSEMBLY
24A	890-1007-00	SCREW FLAT HEAD W/S
24B	890-1206-02	KEP NUT
24C	891-1105-01	REFLECT CUP SIDE PLATE
24D	891-1106-00	REFLECT CUP BASE PLATE
24E	891-1107-00	BRACKET, MICROSWITCH
24F	891-1110-00	ADJUSTER, COIN
24G	891-1116-16	MICROSWITCH, BLACK - MED.
24H	891-1125-00	COVER, PLASTIC
24J	892-1002-07	CLIP, SNAP-ON
24K	892-1002-08	ELASTIC SWAP NUT
24L	892-1002-09	SLEEVE, SWAP-ON
24M	892-1002-11	SCREW, PAN HEAD
25	891-0604-16	MINI DOOR 2 ENTRIES
26	891-0614-16	MINI DOOR W/DBY C/O
27	892-1002-01	BRACKET, LAMP SIDE
28	892-1002-021	BRACKET, COVERSIDE
29	892-1002-10	BRACKET, HOLD DOWN

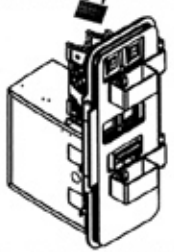
Tom Happ
 tom.happ@happcontrols.com
 Happ Controls
 106 Garlich Drive
 Elk Grove, IL. 60007
 Ph. 847-593-6161 ext. 107
 Fx. 847-956-2091

Visit our website <http://www.happcontrols.com>

EXCLUSIVE!

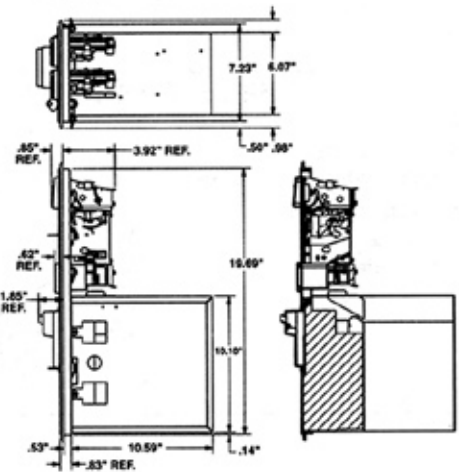
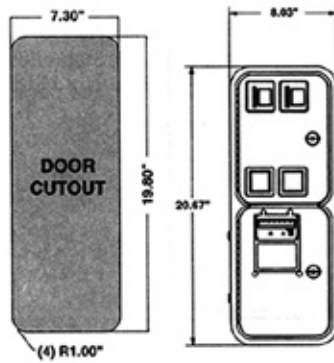
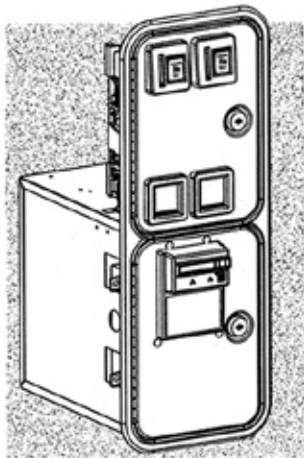
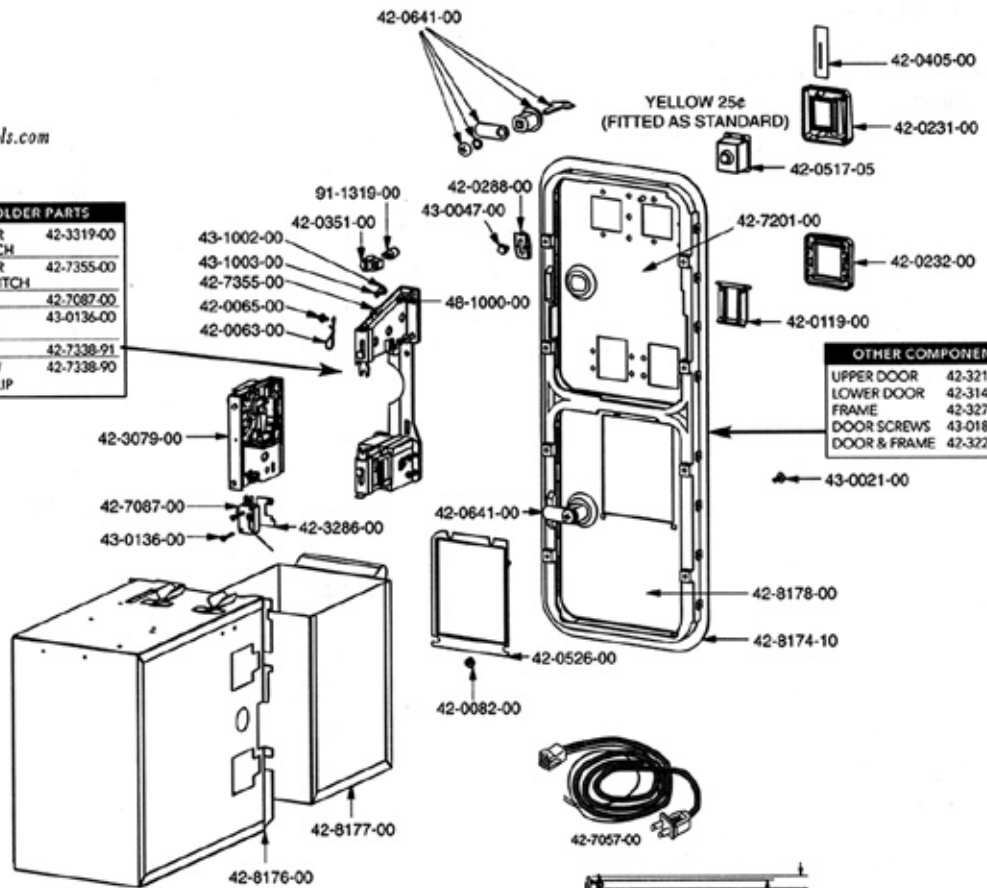
Custom
 "Guardian"
 Security Hasp
 available
 to protect your
 dollars,

GUARDIAN



MECH HOLDER PARTS	
MECH HOLDER W/COIN SWITCH	42-3319-00
MECH HOLDER W/O COIN SWITCH	42-7355-00
COIN SWITCH	42-7087-00
SCREW FOR COIN SWITCH	43-0136-00
METAL CLIP	42-7338-91
THUMBSCREW FOR METAL CLIP	42-7338-90

OTHER COMPONENTS	
UPPER DOOR	42-3216-00
LOWER DOOR	42-3145-16
FRAME	42-3272-00
DOOR SCREWS	43-0183-00
DOOR & FRAME	42-3227-00



15. MONITOR



CAUTION!

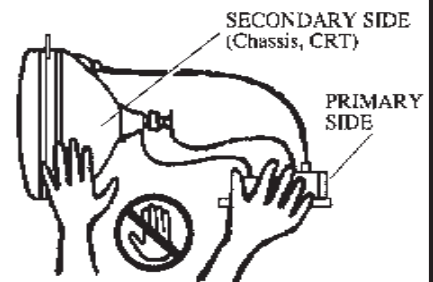
When performing such work as installing and removing the monitor, inserting and disconnecting the external connectors to and from monitor, be sure to disconnect the power connector (plug) before starting work. Proceeding the work without following this instruction can cause electric shock or malfunctioning. Using the monitor by converting it without obtaining a prior permission is not allowed. SEGA shall not be liable for any malfunctioning and accident caused by said conversion.



WARNING!

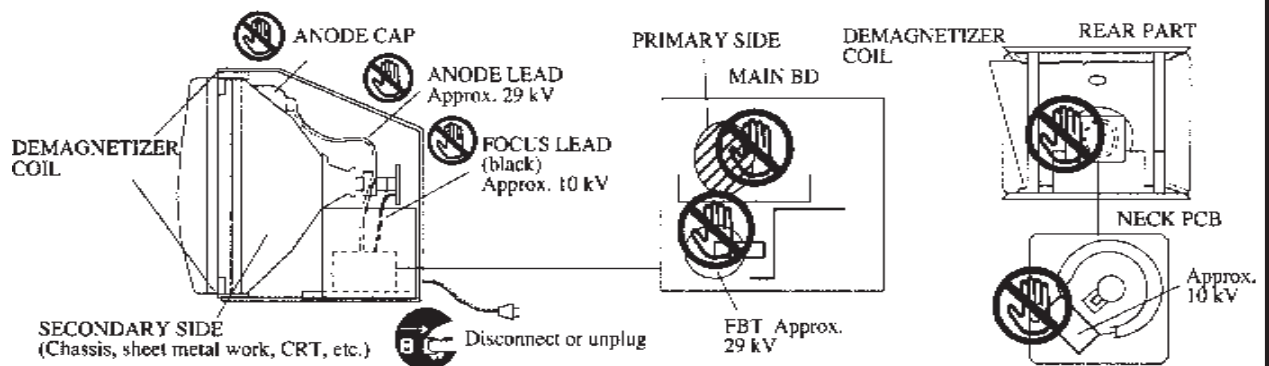
Primary side and secondary side

The monitor's circuit which is divided into the Primary side and secondary side, is electrically isolated. Do not touch the primary side and the secondary side simultaneously. Failing to observe the instruction can cause electric shock, and this is very dangerous. When making monitor adjustments, use a non-conductive driver and make adjustment without touching any other part other than the Adjustment V.R. and Knob. Also, be sure not to cause a short-circuit to the Primary side and the Secondary side. If short-circuited, it can cause electric shock or malfunctioning, which is very dangerous.



High tension Voltage

Some of the parts inside the monitor are subject to high-tension voltage in excess of 20,000 volts and very dangerous. Therefore, do not touch the monitor interior. Should soldering & paper wastes, etc. be mixed in the monitor, turn the power off so as not to cause malfunctioning or fire hazard.



Connecting the CRT and PCB

For combining the CRT and PCB, use the specified part No. to maintain the status of adjustments made at the factory. The anode of the CRT itself will be accumulatively charged as time elapses, generating high tension voltage which is very dangerous. The monitor should be used with the Chassis, CRT and PCB assembled. When repair, etc. is required at the time of malfunctioning, be sure to send it in an "as assembled" condition. If these are disassembled, what's charged to said high tension voltage can be discharged, causing a very hazardous situation. Therefore, under no circumstances should it be disassembled.



CAUTION!

Static Electricity

Touching the CRT surface sometimes causes you to slightly feel electricity. This is because the CRT surfaces are subject to static and will not adversely affect the human body.

Installation and removal

Ensure that the Magnetizer Coil, FBT (Fly-Back Transformer), Anode Lead and Focus Lead are not positioned close to the sheet metal work's sharp edges, etc. and avoid damaging the insulated portions so as not to cause an electric shock and malfunctioning. (For the name of parts, refer to the above figures.)

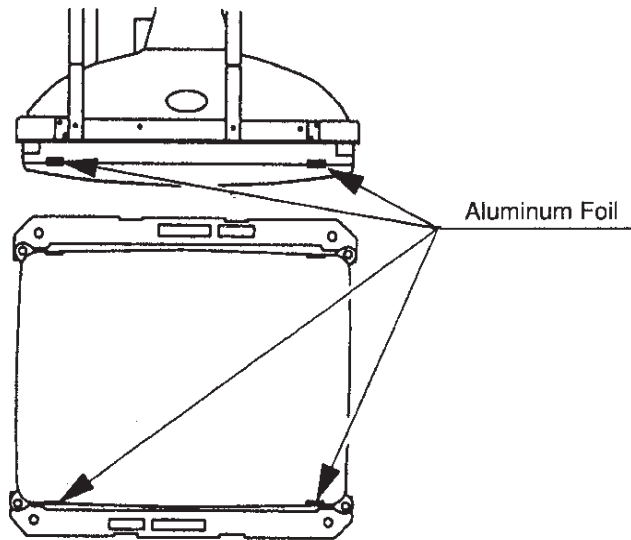


CAUTION!

For the purpose of static prevention, special coating is applied to the CRT face of this product. To protect the coating, pay attention to the following points. Damaging the coating film can cause electric shock to the customers. For the caution to be heeded when clearing, refer to the Section of Periodic inspection Table.

Do not apply or rub with a hard item (a rod with pointed edge, pen, etc.) to or on C.R.T. surfaces. Avoid applying stickers, seals, etc. on the C.R.T. face.

Do not remove aluminum foils from the C.R.T. corners. Removing the aluminum foils can cause static prevention effects to be lowered.



CAUTION!

Monitor adjustments have been made at the time of shipment. Therefore do not make further adjustment without a justifiable reason. Adjusting the monitor which contains high tension parts is dangerous work. Also, an erroneous adjustment can cause deviated synchronization and image fault, resulting in malfunctioning.

When making adjustment, utilize a resinous Alignment Rod. Servicing with bare hands or using conductive tools can cause electric shock.

16. REPLACING THE FLUORESCENT LAMP



WARNING!

When performing work, be sure to turn power off. Working with power on can cause electric shock and short circuit hazards.

The Fluorescent Lamp, when it gets hot, can cause burn. Be very careful when replacing the Fluorescent Lamp.

Be sure to use lamps of the designated rating. Using lamps of undesignated rating can cause a fire or malfunctioning.



CAUTION!

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

Be careful when handling the plastic made parts. Failure to observe this may cause injury due to damage or fragments resulting from damage.

THE FLUORESCENT LAMP INSIDE THE MAIN BILLBOARD

- ① Turn off power.
- ② Take out the 3 Tamper Proof screws to remove the SASH.

PHOTO 16 b

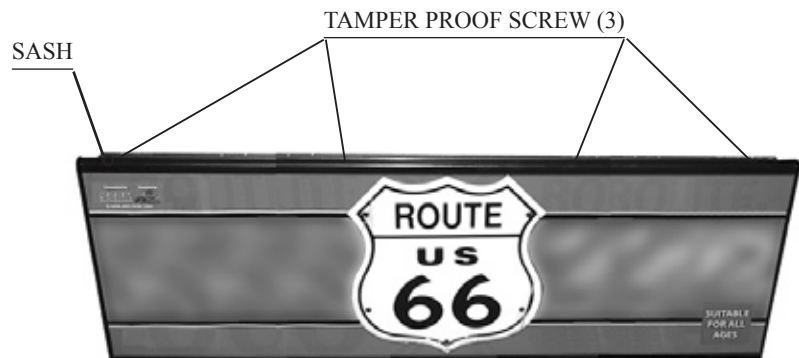


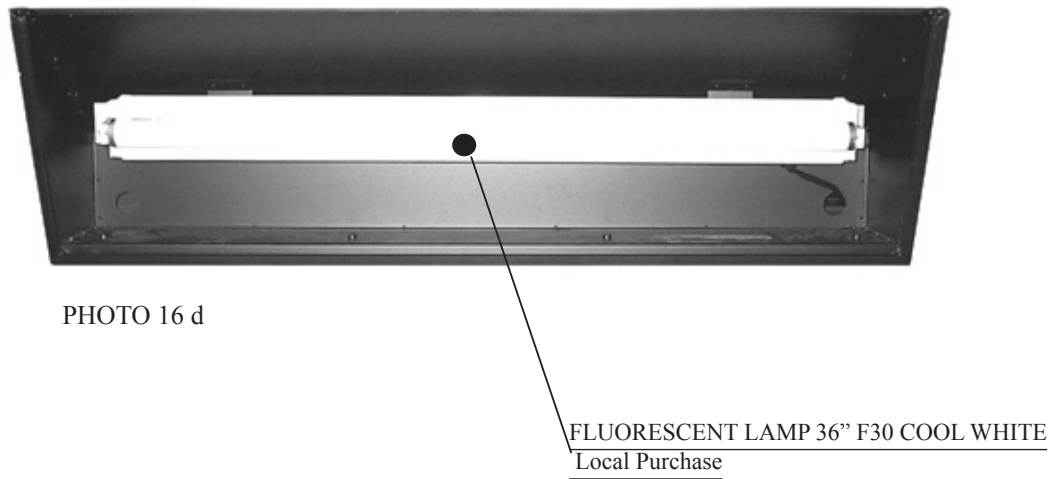
PHOTO 16 a

When performing work,
be sure to use a step.

- ③ Remove the MAIN BILL BOARD PLATE.



- ④ Replace the fluorescent lamp inside the BILLBOARD.



17. PERIODIC INSPECTION TABLE

The items listed below require periodic check and maintenance to retain the performance of this machine and to ensure safe business operation.



Be sure to check once a year to see if Power Cords are damaged, the plug is securely inserted, dust is accumulated between the Socket Outlet and the Power Plug, etc. Using the product with dust as is accumulated can cause fire and electric shock hazards.

Periodically once a year, request the place of contact herein stated or the Distributor, etc. where the product was purchased from, as regards the internal cleaning. Using the product with dust as is accumulated in the interior without cleaning can cause a fire or accident. Note that cleaning the interior parts can be performed on a pay-basis.

TABLE 17

	Item	Interval
CABINET	Check Adjusters'contact with surface.	Daily
HANDLE MECHA	Check lamp.	Monthly
	Check VOLUME VALUE.	Monthly
	Check ADJUST GEAR engagement.	Trimonthly
ACCEL. & BRAKE	Check VOLUME value.	Monthly
	Check ADJUST GEAR engagement.	Trimonthly
	Gear and Spring portion greasing.	Trimonthly
SHIFT LEVER	Check SW.	Monthly
COIN CHUTE	Check COIN SW.	Monthly
	Coin insertion test.	Monthly
	Cleaning of COIN SELECTOR.	Trimonthly
MONITOR	SCREEN cleaning.	Weekly
	Check adjustments.	Monthly
GAME BD	MEMORY TEST.	Monthly
	Check settings.	Monthly
Cabinet surfaces	Cleaning	As necessary.
INTERIOR	Cleaning	Annually
POWER SUPPLY PLUG	Inspection and cleaning	

CLEANING THE CABINET SURFACES

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted (with water) chemical detergent and squeezed dry. To avoid damaging surface finish, do not use such solvents as thinner, benzine, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dustcloth.

18. TROUBLESHOOTING



In order to prevent electric shock and short circuit, be sure to turn power off before performing work.
 Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.
 After removing the cause of the functioning of the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the functioning, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard.

In case a problem occurs, first check wiring connector connections.

TABLE 18 a

PROBLEMS	CAUSE	COUNTERMEASURES
With Main SW ON, no activation.	Power is not supplied.	Securely insert the power plug into the plug socket.
	Power supply/voltage is not correct.	Make sure that power supply/voltage is correct.
	The Circuit Protector functioned due to the momentary overload.	After eliminating the cause of overload, reinstate the AC Unit's Circuit Protector (see 5, Section 6, Refer to the following).
The color on screen is incorrect.	Image adjustment is inappropriate.	
Color deviation on screen.	Affected by peripheral machines or the building's steel frames.	Change installation direction or position. Move the machine which causes the problem.

CIRCUIT PROTECTOR

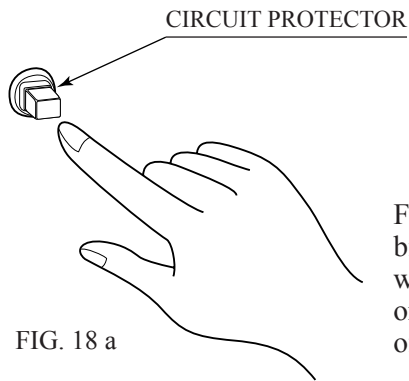


FIG. 18 a

Functions due to the activation of bimetal. To restore the function, wait for approximately one minute or longer until the bimetal cools off. (Press the Button.)

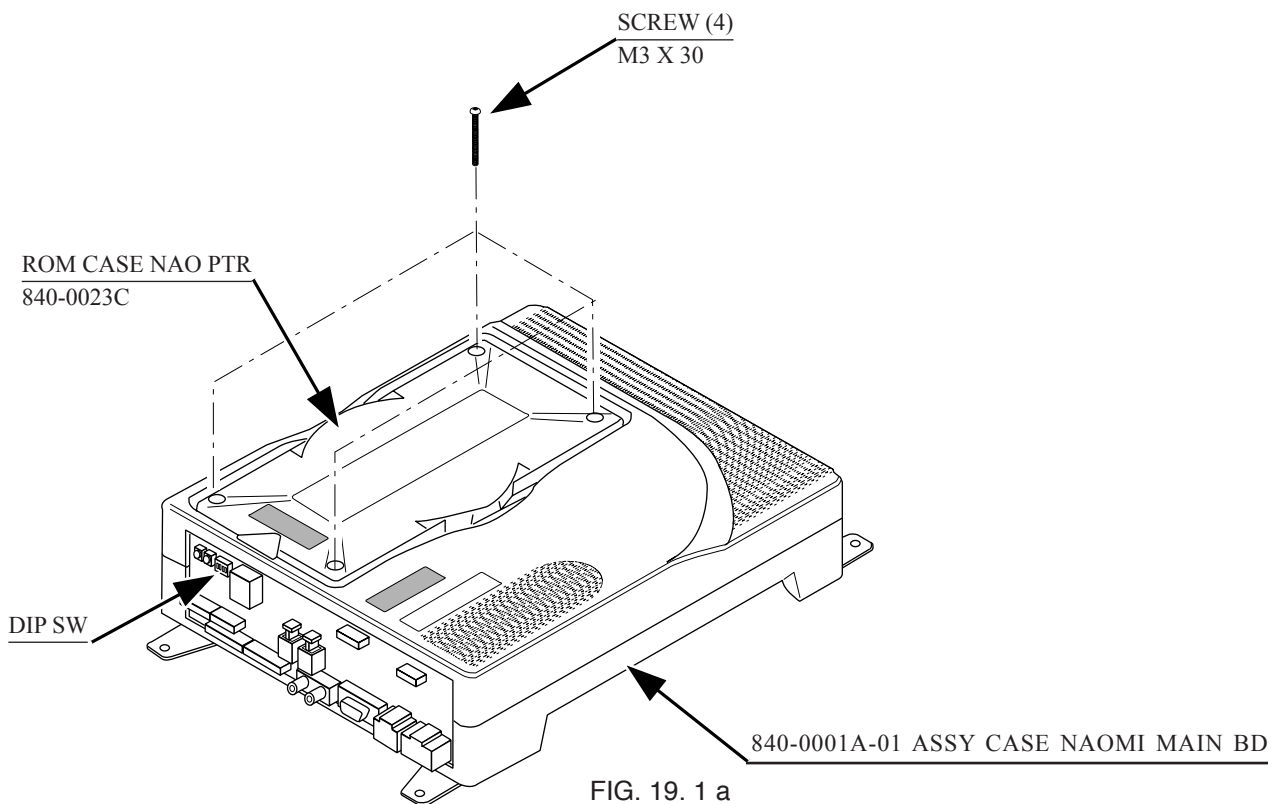
19. GAME BOARD



Ensure that the DIP SW setting is performed as designated. Failure to observe this may cause functioning not suitable for the actual operation, or malfunctioning.

19 - 1 COMPOSITION OF GAME BOARD

GAME BOARD ASSY NAT RTS USA(840-0087D-01):USA



In this product, set the DIP SW to OFF. There is another DIP SW on the IC BOARD (other than NAOMI GAME BOARD). Set this DIP SW to OFF as well.

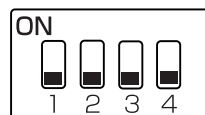


FIG. 19. 1 b

19 - 2 ERROR DISPLAY (DRIVE CONTROL BOARD)



Be careful so as not to damage wirings. Damaged wiring can cause electric shock and short circuit hazards.
 Do not touch undesignated places. Touching places not specified can cause electric shock and short circuit hazards.

Inside the LID TOP FRONT is the Drive Control Board. If an irregularity occurs in the Drive Control Board, the ERROR message is shown on the screen and the 7-SEG display on the Drive Control Board. Take countermeasures in the manner corresponding to the ERROR message. Note that even in the case an error occurs, game is playable.

Errors can be classified roughly into 2 types, such as communication related errors between Drive Control Board & Game Board and the others.

If an error relating to communication occurs, "MOTOR NETWORK ERROR IN: XX OUT: XX" is displayed on the monitor. "MOTOR TROUBLE CODE: XX" is displayed when an error relating to other than communication occurs.

For communication error display, the value outputted by NAOMI Board and the value corresponding to the NAOMI's value outputted by Drive Control Board are displayed. Under normal operation, these values are identical. However, if an irregularity occurs, the values are not identical and the results are displayed on the monitor.

If an irregularity relating to other than communication occurs, an error code is displayed.

On-screen ERROR display differs from 7-SEG display on the Drive Control Board. For an error code and its countermeasures, refer to Table 19.2.

Table 19. 2 ERROR DISPLAY

On-screen ERROR display	7-SEG display on Drive Control Board	ERROR	CAUSE/COUNTERMEASURES
e7	E R 0 1	ROM ERROR	Malfunctioning of Drive Control Board. Replace Drive Control Board.
e6		RAM ERROR	
e0	E R 0 2	Initialization setting irregularity of motor	Irregularity during initialization setting movement. Finish initialization setting movement by turning power off and then on. Note that when ERROR is displayed, the malfunctioning relates to the Motor System (Motor, Drive Control BD which controls the Motor, Drive BD., wirings in between, etc.)
	E R 2 0		
e9	E R 2 2	Steering Wheel's centering error	Malfunctioning during initial setting movement. Finish initialization setting movement by turning power off and then on. Note that when ERROR is displayed, the malfunctioning relates to the Steering Wheel Volume system.
e1	E R 2 3	ERROR of the Encoder incorporated in the motor.	Malfunctioning which occurs during operation. First turn the power off and after 10 min., turn it back on again. Note that when this Error is displayed, the malfunctioning relates to the Motor System.
e2	E R 2 4	Overcurrent ERROR	
e3	E R 2 5	Overheat Overload	
ea		VOLUME ERROR	Malfunctioning which occurs during operation. Check the variation of the volume value in the test mode.

Among the ERROR display as per Table 19.2, each of Er 01, 02, 20 and 22 (Error Code e7, 6, 0 and 9) is displayed before the Advertise mode is displayed if an irregularity is found during initialization setting movements when power is turned on.

From among error displays as per Table 19.2, Er 23, 24, 25, and 30 (Error Code e1, 2, 3 and a) indicate On-Board 7-SEG error display when an irregularity is found during game and ADVERTISE mode. If an irregularity is found during game, game play can be continued without Steering Wheel reaction.

If Error display is shown on the screen, remove LID TOP FRONT without turning power off to check the 7-SEG display on the Drive Control Board. At this time, if the power is turned off, each of Er 23, 24, 25 and 30 (Error Code e1, 2, 3 and a) which could have occurred during operation may not be displayed.

Perform the DIP SW setting on the DRIVE CONTROL BOARD as shown below.

DRIVE CONTROL BOARD

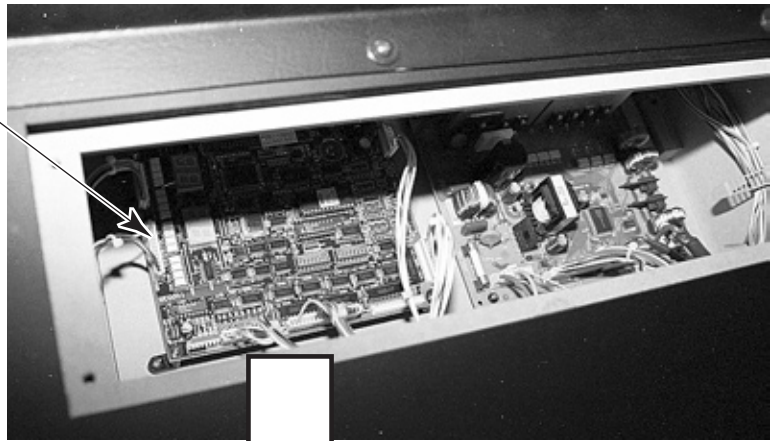


PHOTO 19.3

DIP SW #1

1	2	3	4	5	6	7	8
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

DIP SW #2

1	2	3	4	5	6	7	8
ON	ON	ON	ON	ON	OFF	ON	OFF

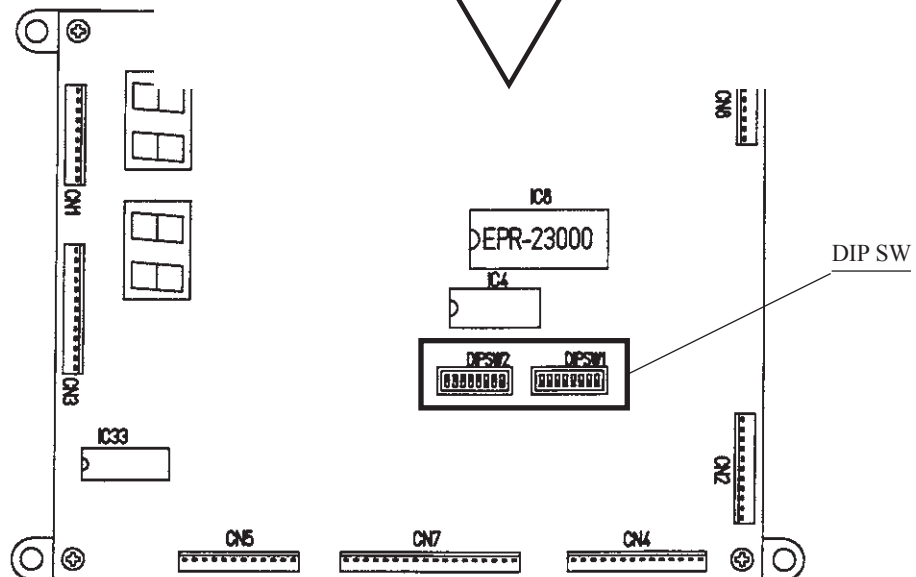
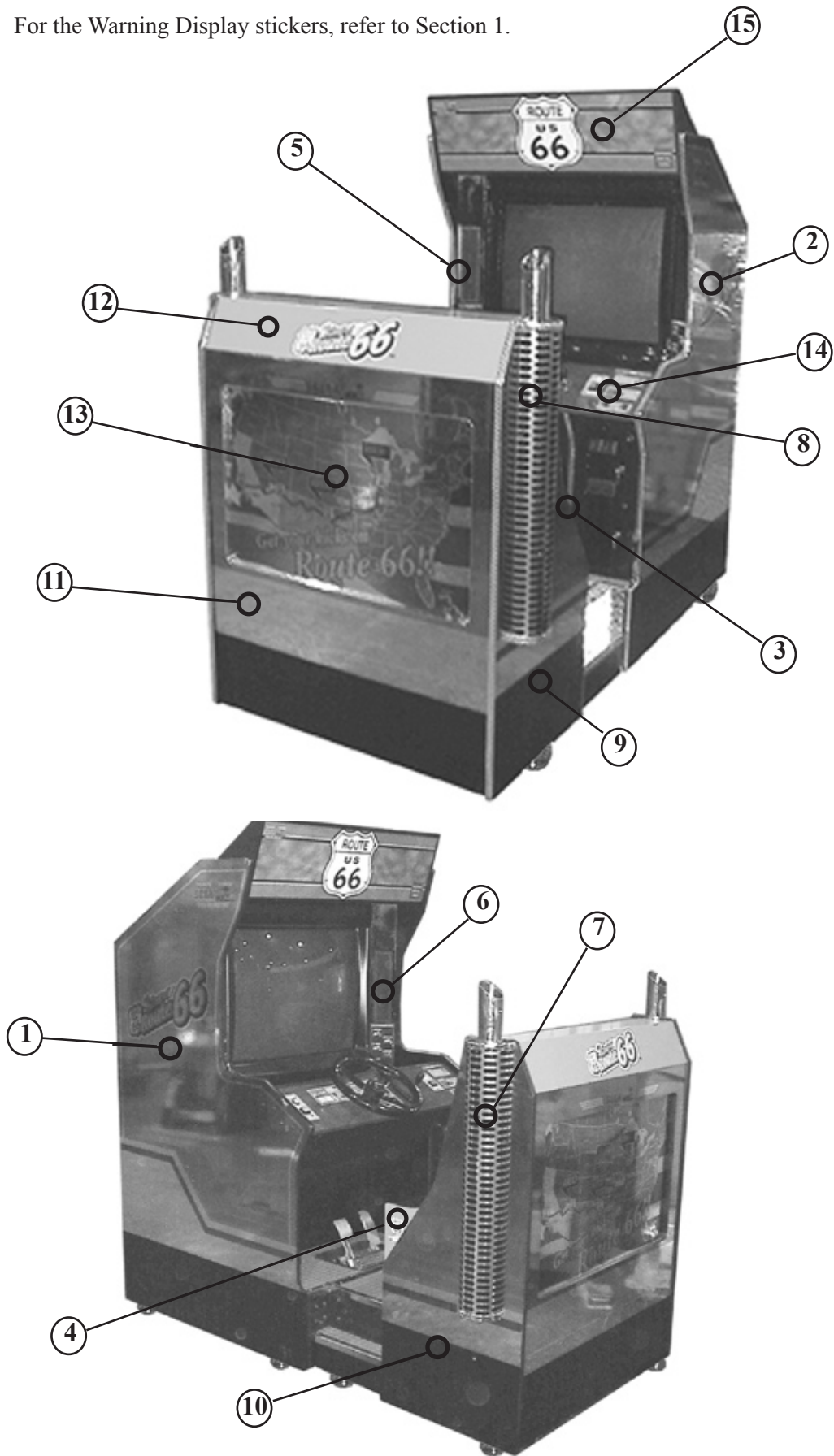


FIG. 19.3

20. DESIGN RELATED PARTS

(D-1/2)

For the Warning Display stickers, refer to Section 1.



20. DESIGN RELATED PARTS

(D-2/2)

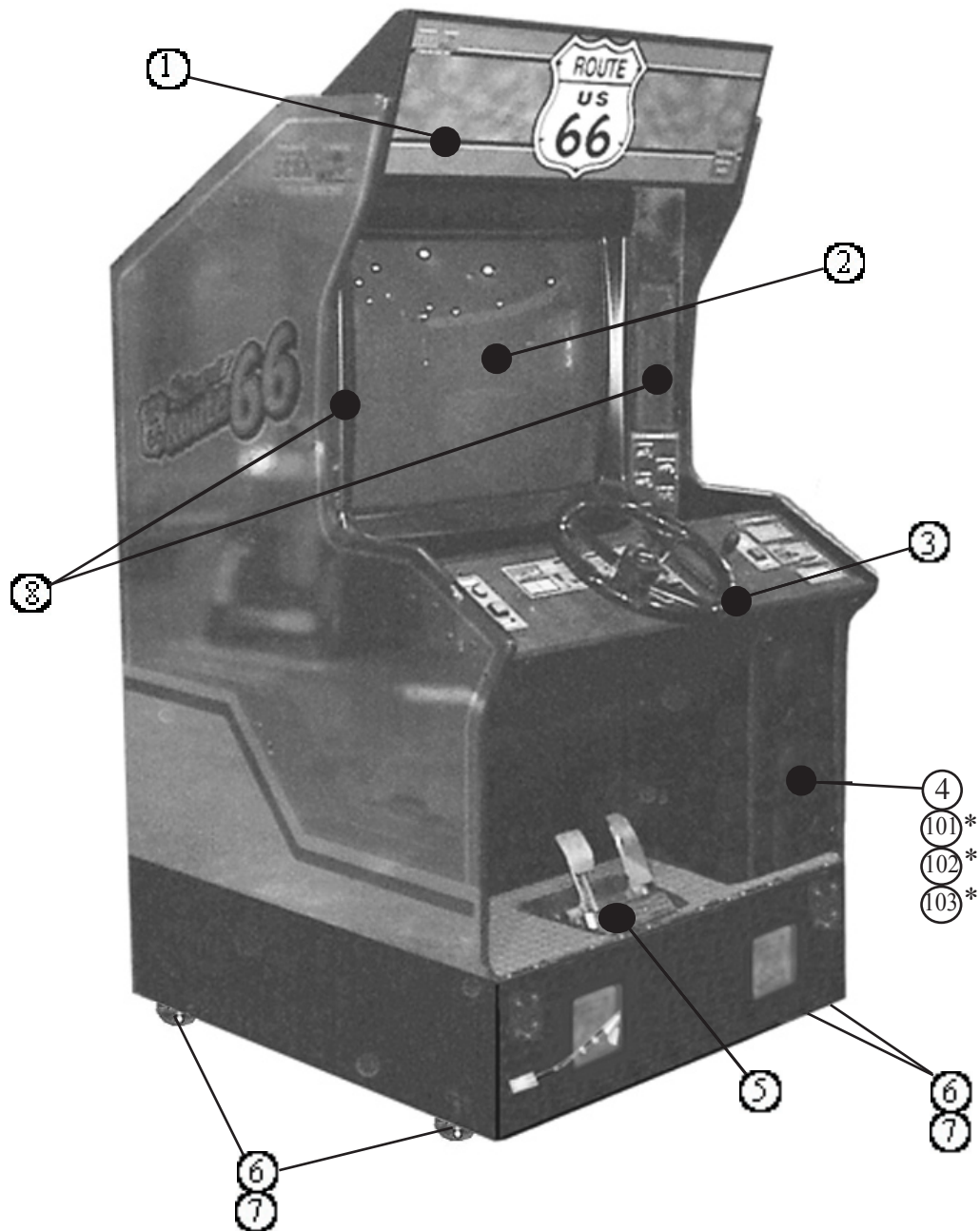
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-1386	DECAL SIDE MONITOR LEFT	
2	999-1387	DECAL SIDE MONITOR RIGHT	
3	999-1388	DECAL INNER SEAT RIGHT	
4	999-1389	DECAL INNER SEAT LEFT	
5	999-1390	BEZEL TRUCKER PIC LEFT	
6	999-1391	BEZEL TIPS RIGHT	
7	999-1392	DECAL MUFFLER PIPE	
8	999-1392	DECAL MUFFLER PIPE	
9	999-1393	DECAL OUTER RIGHT	
10	999-1394	DECAL OUTER LEFT	
11	999-1395	DECAL SEAT BACK MAP FRAME	
12	999-1396	DECAL SEAT BACK TOP	
13	999-1397	DECAL BACK MAP	
14	999-1398	OVERLAY CONTROL PANEL	
15	999-1399	MARQUEE (KING OF ROUTE 66)	

21. TOP ASSEMBLY



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1		FRONT CABINET	
2		SEAT ASSEMBLY	

ASSY FRONT CABINET



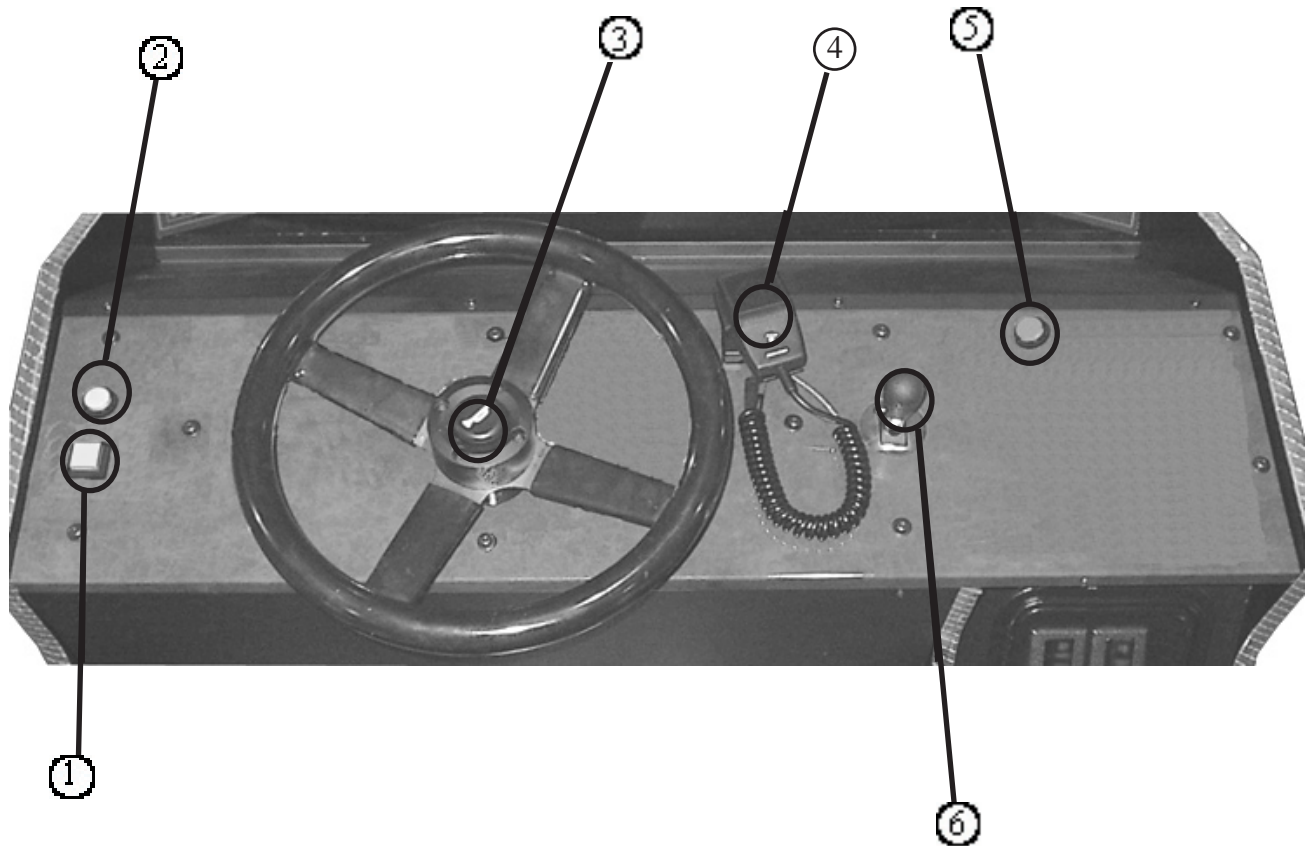
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1		ASSY BILLBOARD	
2		MONITOR 39" NEOTECH	
3		ASSY CONTROL PANEL	
4	Happ Controls	ASSY COIN CHUTE #50-8110-16EX	REFER TO PAGE 54-57
5	SPG-2000	ASSYACCELERATOR & BRAKE	
6	999-0167	LEG LEVELERS (4 QTY)	
7	999-0169	CASTERS (4 QTY)	
8	130-5156	SPEAKER BOX 8OHM 20W	
* 101	999-1067	STRIKE - BLACK POWDERCOAT	
* 102	999-1400	S/A;LATCH BAR - BLACK POWDERCOAT	
* 103	999-1401	LATCH - BLACK POWDERCOAT	

ASSY BILLBOARD



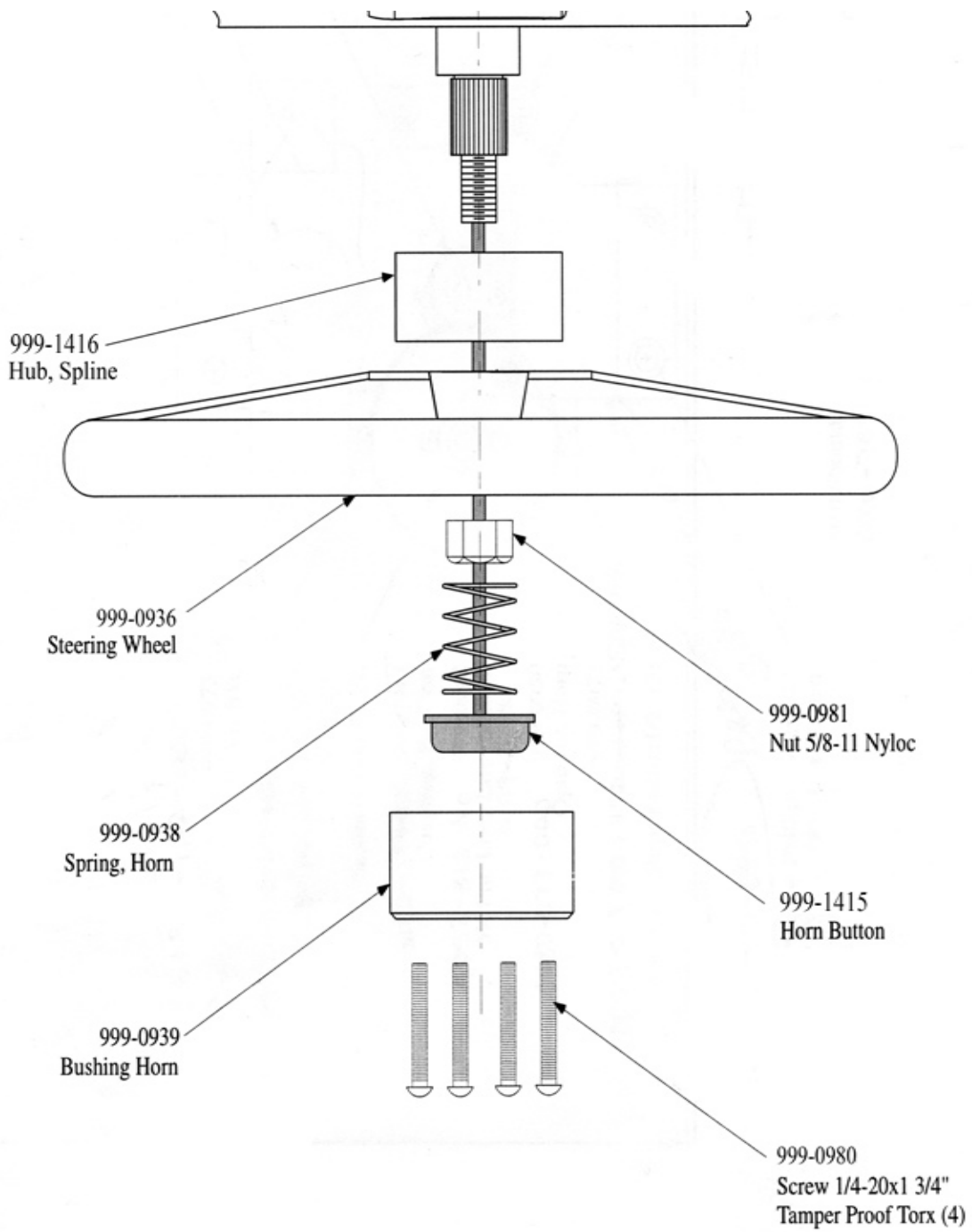
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LOCAL PURCHASE	FLOURESCENT 36" COOL WHITE F30	
2	999-1399	MARQUEE	

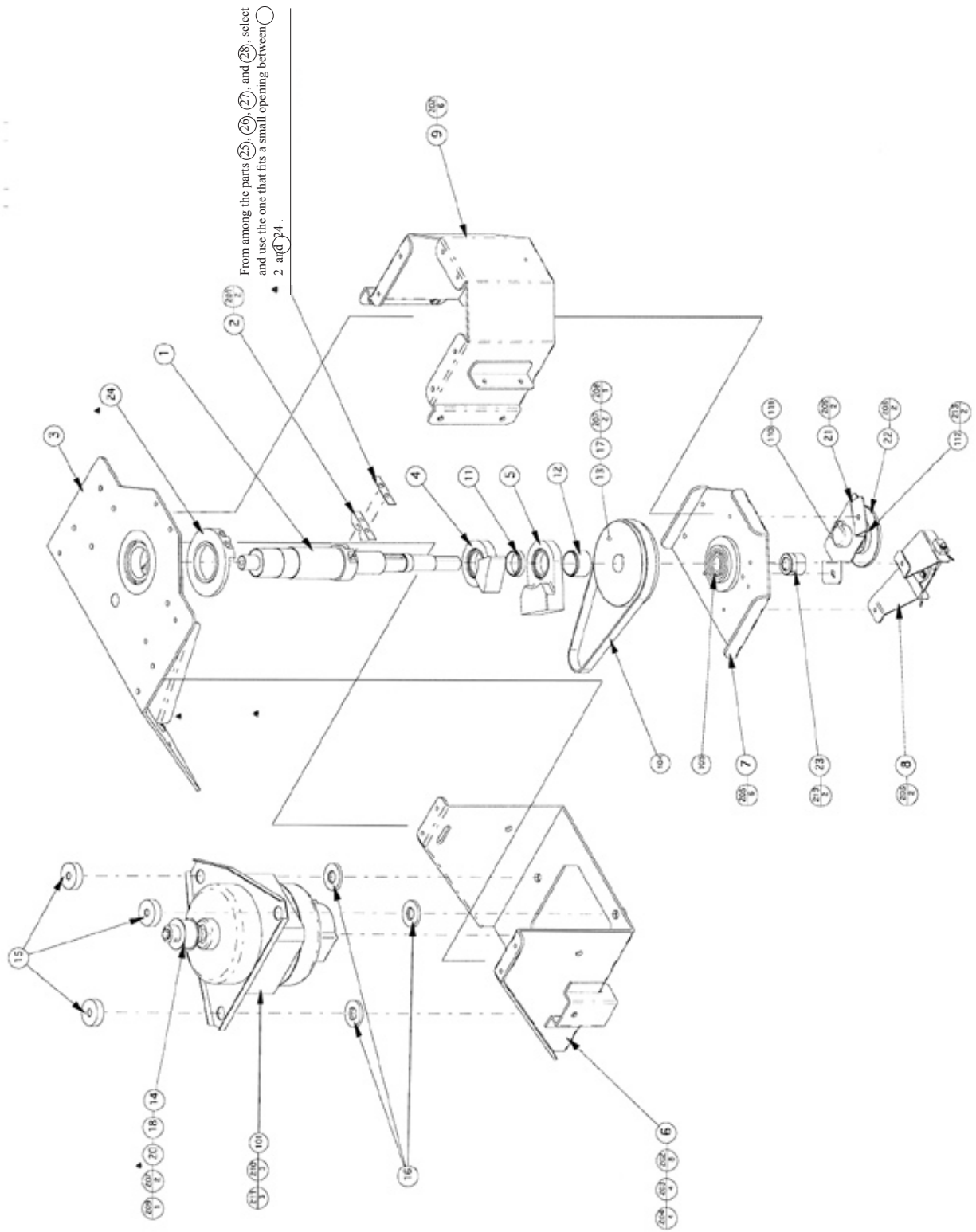
ASSY CONTROL PANEL



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LOCAL PURCHASE	VIEW BUTTON - HAPP #54-0006-42	
2	LOCAL PURCHASE	START BUTTON - HAPP #54-0006-25	
3		STEERING WHEEL ASSY	
4	999-1382	ASSY MIC & CABLE	
5	LOCAL PURCHASE	WINDSHIELD WIPER BUTTON - HAPP #54-0006-21	
6	LOCAL PURCHASE	SHIFTER - HAPP #50-8110-16 EX	SEE PAGE 78

STEERING WHEEL ASSY



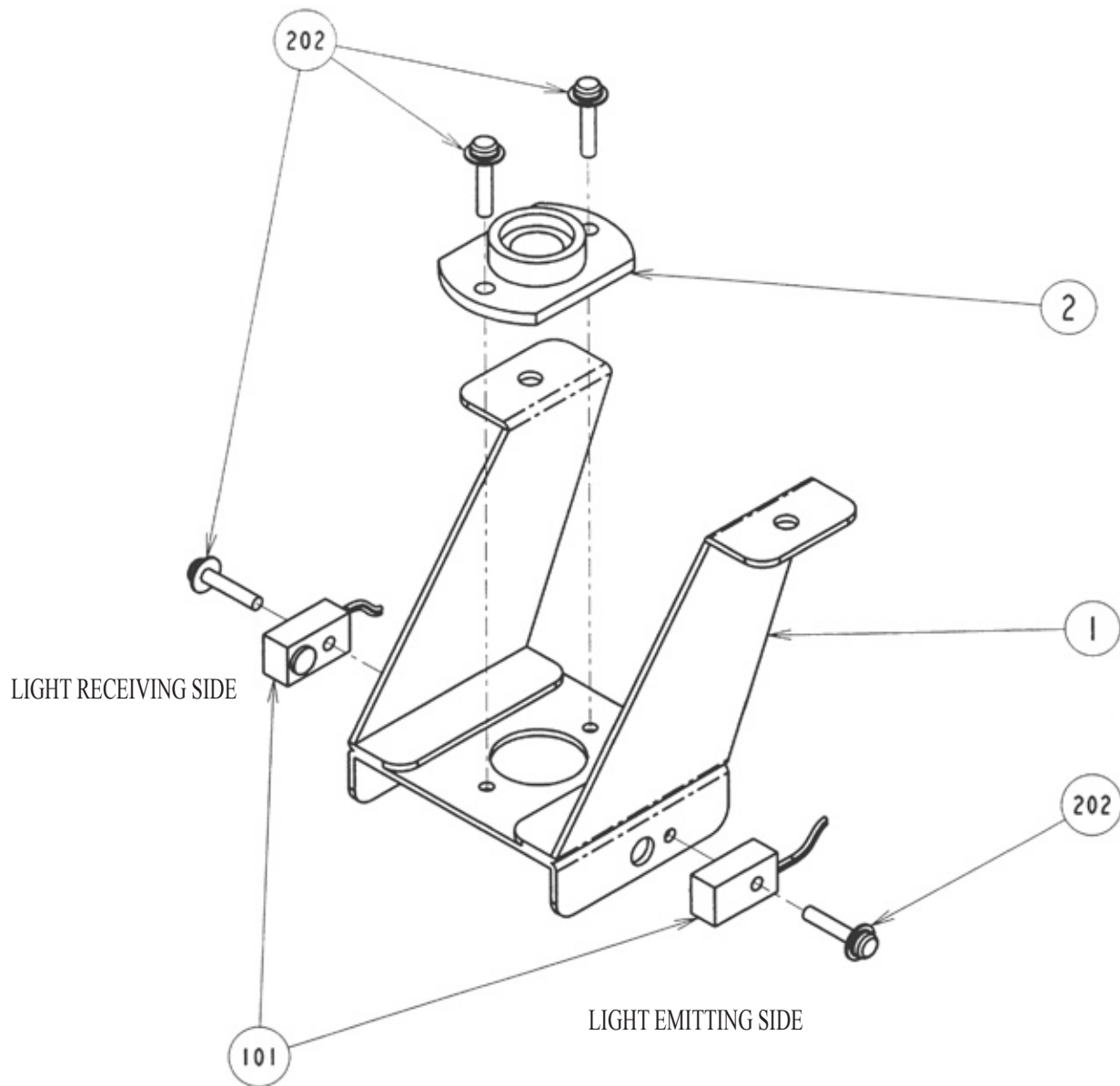


ASSY HANDLE MECHA (PTR-2500)

(D-2/2)

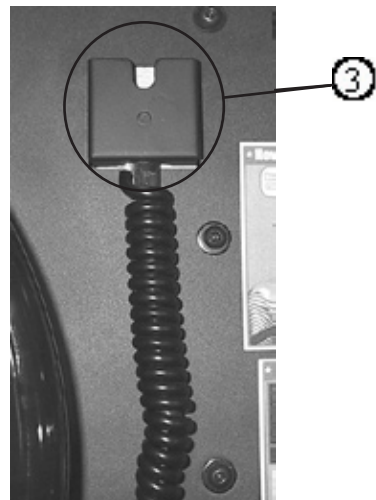
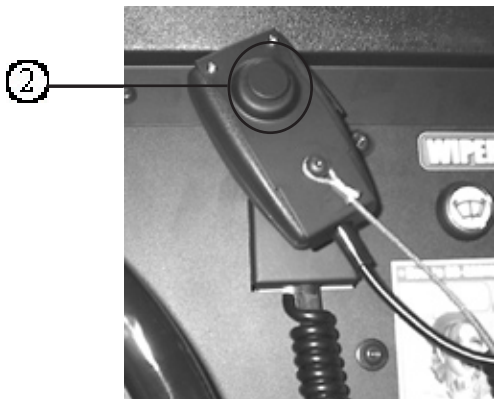
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	PTR-2502	HANDLE SHAFT	
2	PTR-2503	STOPPER BLOCK	
3	PTR-2590	ASSY TOP PLATE HANDLE MECHA	
4	PTR-2505	STOPPER RING A	
5	PTR-2506	STOPPER RING B	
6	PTR-2515	MOTOR BASE	
7	PTR-2516	BEARING BASE	
8	PTR-2550	SENSOR UNIT	
9	PTR-2521	COVER BRKT	
11	PTR-2523	COLLAR A	
12	PTR-2524	COLLAR B	
13	PTR-2528	PULLEY 60	
14	SPG-2504	PULLEY 20 S5M	
15	ASK-3502	MOTOR SPACER	
16	ASK-3503	MOTOR COLLAR	
17	DYN-1270	STOPPER KEY 5 X 5 X 25	
18	SPG-2453	KEY 4 X 4 X 40	
20	SPG-2454	MOTOR SHAFT COLLAR	
21	PTR-2517	VOL BRKT	
22	PTR-2518	GEAR 90 MO75	
23	PTR-2519	GEAR 30 MO75	
24	PTR-2531	STOPPER COLLAR	
25	PTR-2532-06	SPACER PLATE06	
26	PTR-2532-08	SPACER PLATE08	
27	PTR-2532-10	SPACER PLATE10	
28	PTR-2532-12	SPACER PLATE12	
101	350-5448-01	SERVO MOTOR 500W NEW	
104	601-9173	TIMING BELT	
105	100-5112	BEARING 17	
107	280-5009-01	CORD CLAMP 21	
108	280-5275-SR10	CORD CLAMP SR10	
109	601-0460	PLASTIC TIE BELT 100 MM	
110	220-5484	VOL CONT B-5K OHM	
111	310-5029-F20	SUMITUBE F F 20MM (SHRINK TUBING)	
112	601-8966	GEAR HOLDER	
113	270-5117	FERRITE CORE TDK ZCAT3035-1330	
201	020-000525-0Z	HEX SKT H CAP SCR BLK 0Z M5 X 30	
202	000-P00516-W	M SCR PH W/FS M5 X 16	
203	030-000620-S	HEX BLT W/S M6 X 25	
204	060-F00600	FLT WSHR M6	
205	000-P00414-W	M SCR PH W/FS M4 X 14	
207	028-C00416-P	SET SCR CH CUP P M4 X 16	
208	065-S020S0-Z	STP RING BLK OZ S20	
209	065-S012S0-Z	STP RING BLK OZ S12	
210	030-000830-S	HEX BLT W/S M8 X 30	
211	060-F00800	FLT WSHR M8	
213	028-A00304-P	SET SCR HEX SKT CUP P M3 X 4	
301	PTR-60029	WIRE HARN HORN MAIN	
302	PTR-60030	WIRE HARN HANDLE	

SENSOR UNIT (PTR-2550)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	PTR-2551	SENSOR BEKT	
2	PTR-2552	GUIDE RING	
101	370-5226	PHOTO SENSOR OMT-01DAMP NEW	
102	280-5275-SR10	CORD CLAMP SR10	
202	000-P00312-W	M SCR PH W/FS M3 X 12	

ASSY MIC & CABLE



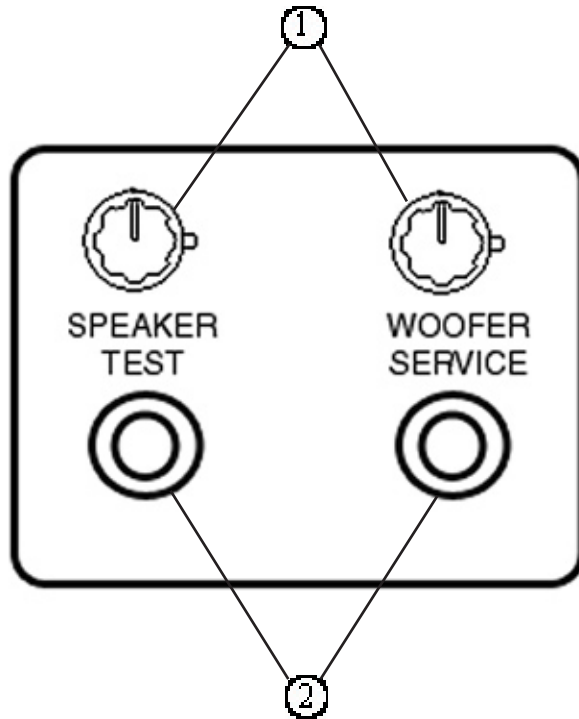
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-1382	ASSY MICROPHONE & CABLE	
2	999-1402	S/A:MIC RETAINER	
3	999-1403	BRACKET HOLDER MIC	

ASSY ACCEL&BRAKE (SPG-2200)

(D-2/2)

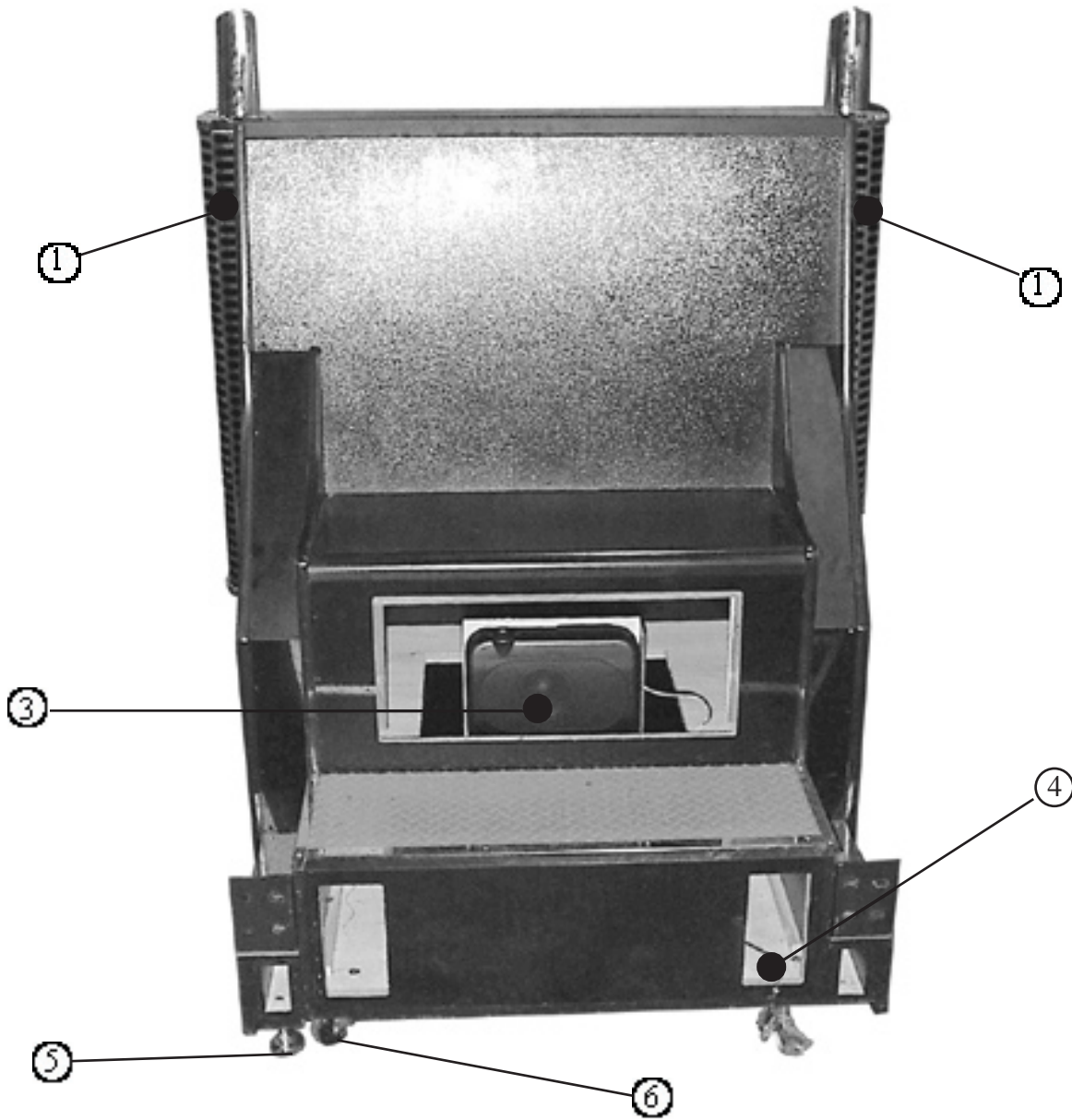
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2201	BASE	
2	SPG-2202	ACCEL PEDAL	
3	SPG-2203	BRAKE PEDAL	
4	SPG-2204	ACCEL SPRING	
5	SPG-2205	BRAKE SPRING	
6	SPG-2206	SHAFT	
7	SPG-2207	ACCEL GEAR	
8	SPG-2208	BRAKE GEAR	
9	SPG-2209	NEUTRAL STOPPER	
10	SPG-2210	VR PLATE ACCEL	
11	SPG-2211	VR PLATE BRAKE	
12	SPG-2212	AMPL GEAR	
13	SPG-2213	GEAR SHAFT	
14	SPG-2214	STOPPER	
15	SPG-2215	RUBBER CUSHION	
16	SPG-2216	COVER	
17	SPG-2217	VR COVER	
19	SPG-2219	GEAR STAY	
20	SPG-2220	WSHR	
21	SPG-2221	NEUTRAL STOPPER D	
101	100-5263	BEARING 12	
102	220-5484	VOL CONT B-5K OHM	
104	601-7944	GEAR 15	
105	310-5029-F15	SUMITUBE F F 15MM	
106	280-0419	HARNES LUG	
201	028-A00304-P	SET SCR HEX SKT CUP P M3 X 4	
202	020-000520-OZ	HEX SKT H CAP SCR BLK M5 X 20	
203	000-P00420	M SCR PH M4 X 2	
204	000-P00508-W	M SCR PH W/FS M5 X 8	
205	000-T00408-0C	M SCR TH CRM M4 X 8	
206	FAS-450005	SPR PIN BLK OZ 6 X 10	
207	000-P00405	M SCR PH M4 X 5	
208	FAS-000001	M SCR TH CRM M3 X 6	
209	050-H00500	HEX NUT M5	
210	060-F00400	FLT WSHR M4	
301	600-6840	WIRE HARN ACCEL&BRAKE	

SW UNIT



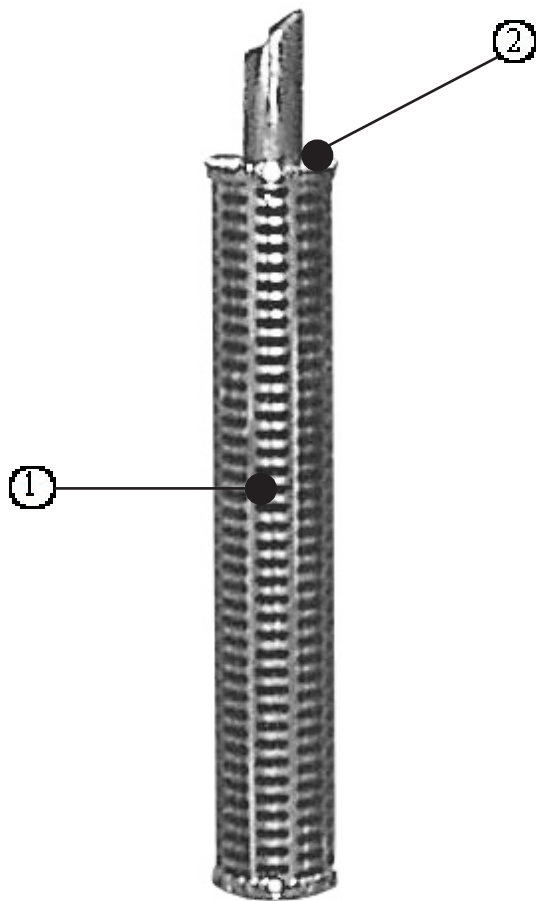
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	LOCAL PURCHASE	VOLUME KNOB - MOUSER #45KN015	
2	LOCAL PURCHASE	SWITCH TEST/SVC.5 AMP - MOUSER #104-0015	
3	999-1222	VOL CONT B-5K OHM (CONNECTED TO VOLUME KNOB)	

SEAT ASSEMBLY



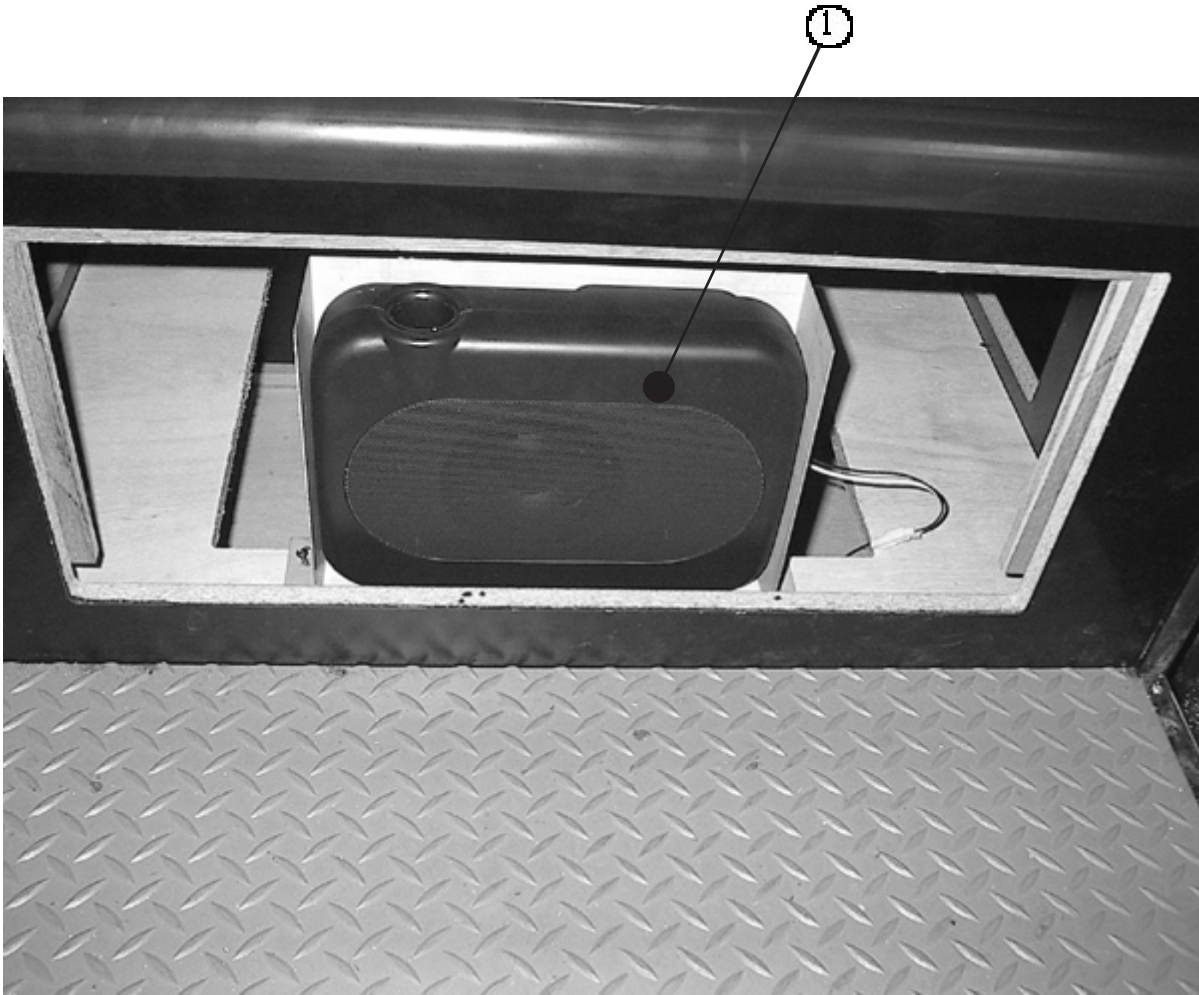
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1		MUFFLER PIPE ASSY	
3	130-5218	SUB WOOFER 4OHM 40W	
4	LOCAL PURCHASE	WIRE HARNESS HAPP CONTROL#S202-056-000	
5	999-0167	LEG LEVELERS (4 Qty)	
6	999-0169	CASTERS (4 Qty)	

ASSY MUFFLER



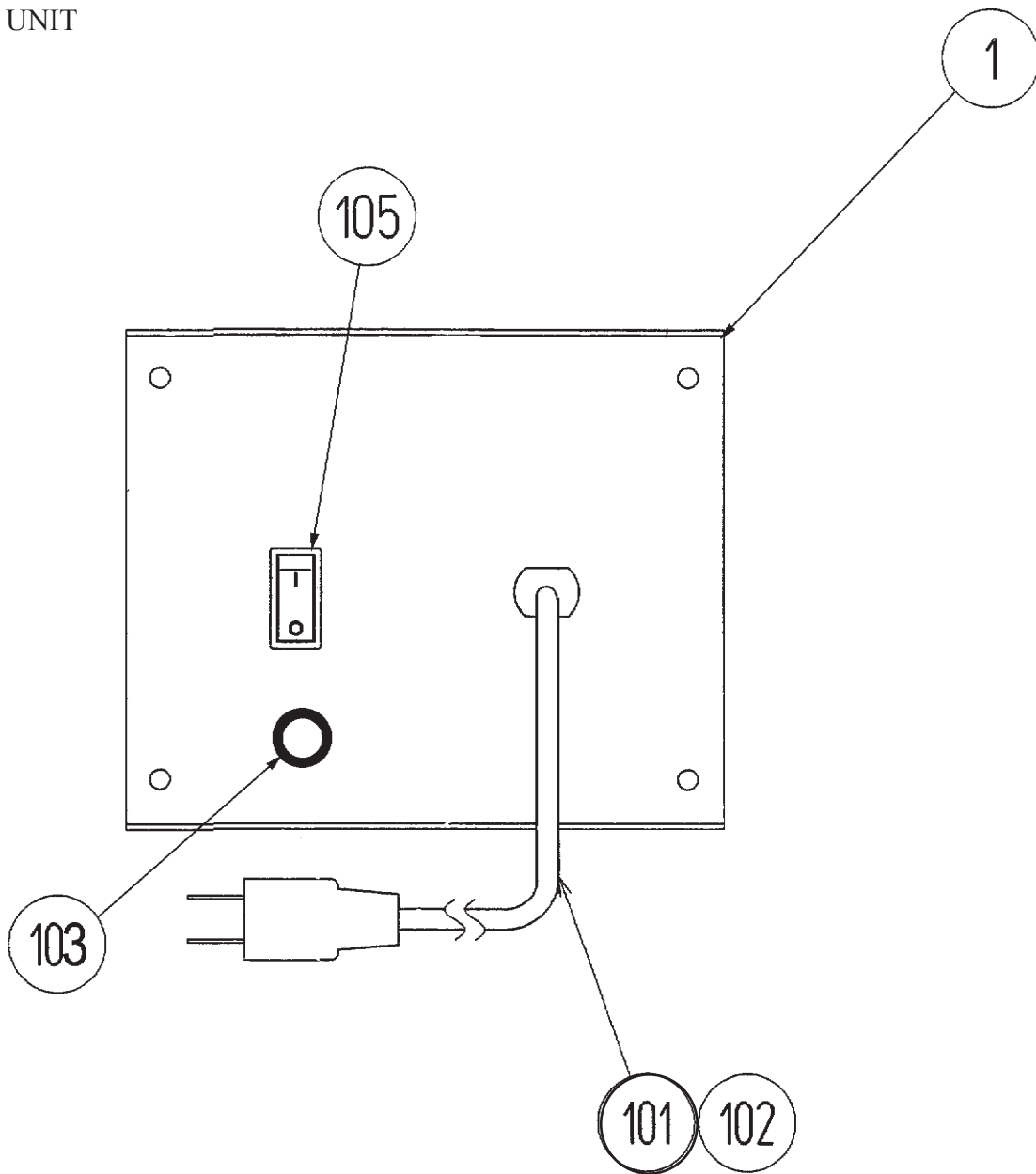
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-1417	MUFFLER PIPE	
2	999-1418	MUFFLER CAP/CHROME	

SUB WOOFER



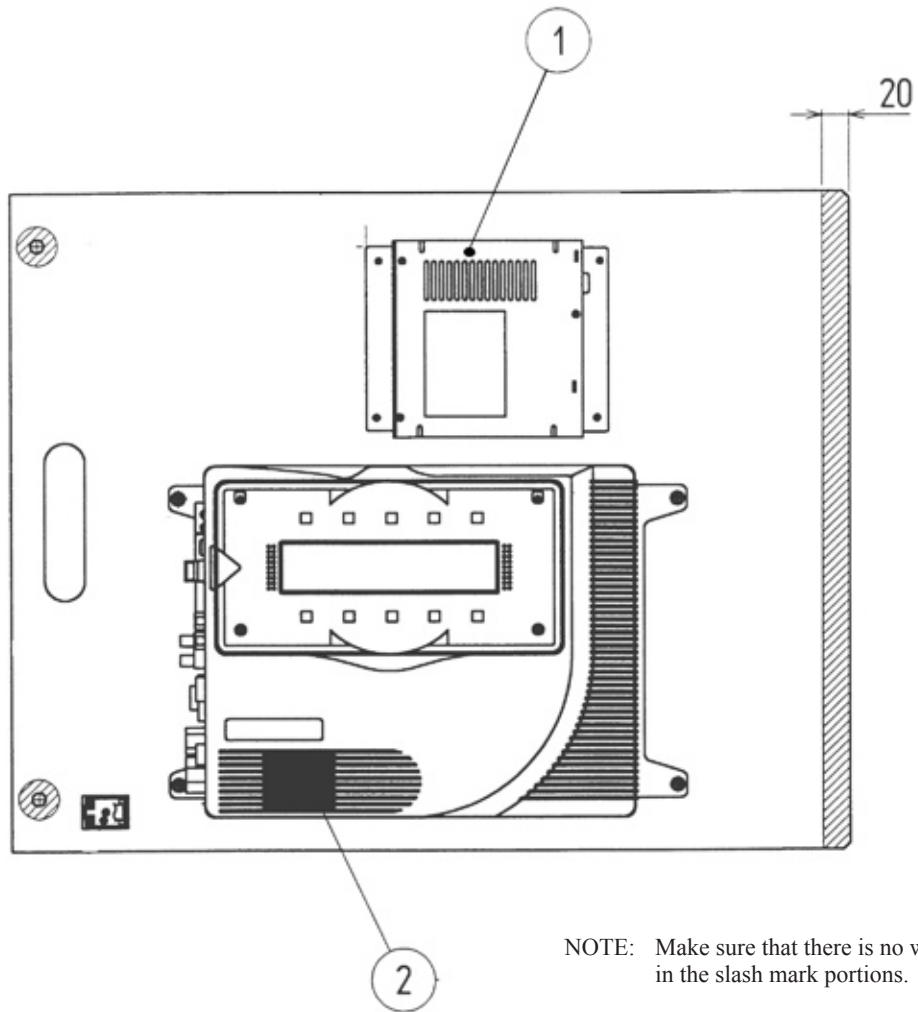
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	130-5218	SUB WOOFER 4OHM 40W	

ASSY AC UNIT



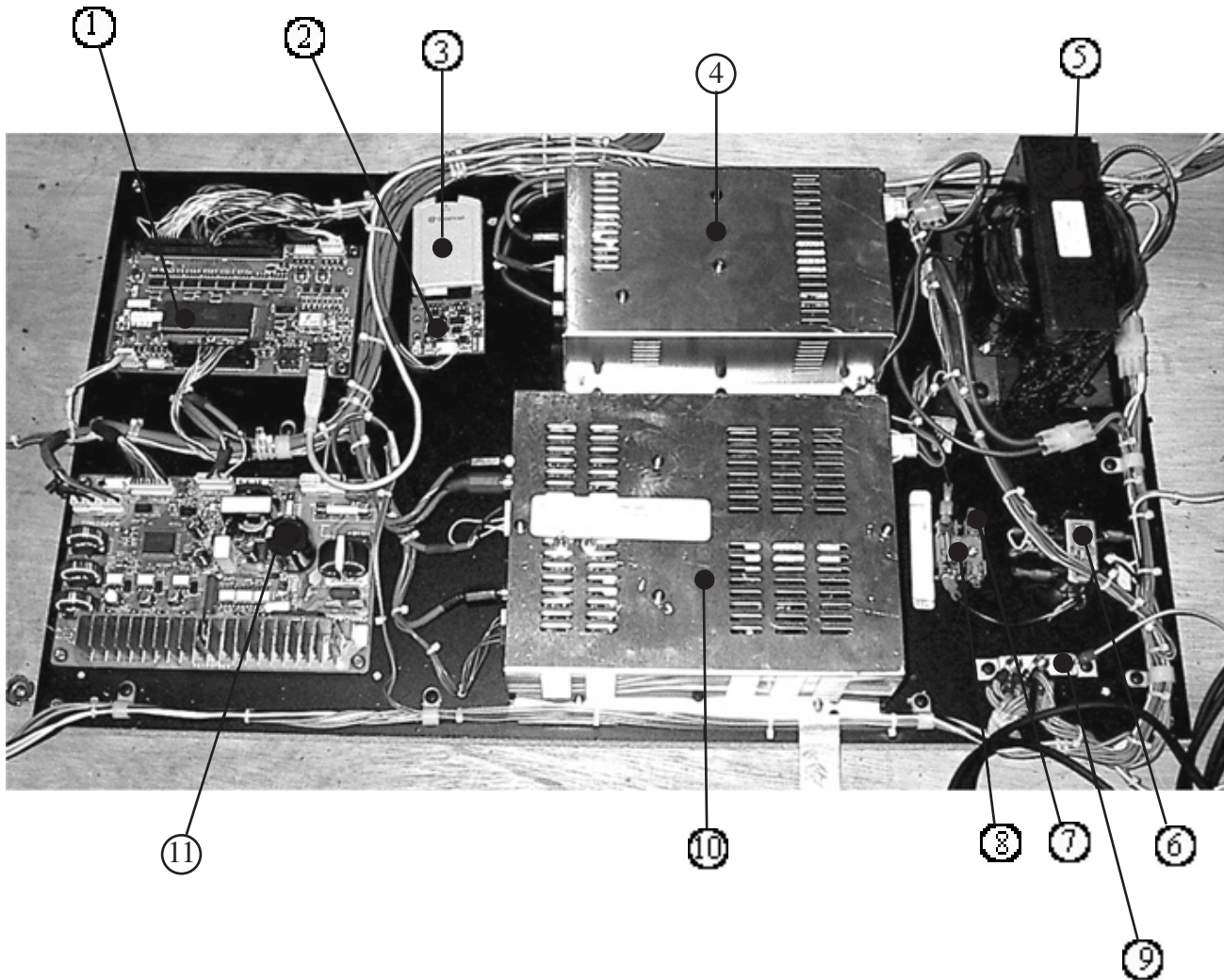
ITEM NO.	PART NO.	DESCRIPTION
1	SPG5-0401	AC BRKT
102	Local Purchase	BUSHING STRAIN RELIEF 6N34
103	Local Purchase	FUSE 5000 MA UL
105	Local Purchase	SW ROCKER J8 V-B

ASSY MAIN BD



ITEM NO.	PART NO.	DESCRIPTION
1	400-5397	POWER SUPPLY
2	840-0087D-01	ASSY CASE NAT RTS USA

ASSY AMP BD



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	837-13551-92	I/O BOARD	
2	839-1132	MAPLE/LM CONVERT BD. W/VM SKT	
3	610-6872	I/C SIP MAIN VOA JPN	
4	610-0609	LOW PASS AMP 40HM 30 WATT	
5	998-0160	XFMR 100V SEC R66 MDX	
6	998-0159	LINE FILTER 10 AMP GP#0053-010-006	
7	LOCAL PURCHASE	FUSES 3 AMP SLO BLOW X 2 & 5 AMP SLO BLOW X 1	
8	LOCAL PURCHASE	FUSE HOLDER 2 POS GP#0057-011-000 X2	
9	LOCAL PURCHASE	GROUND PLATE GP#S109-049-100	
10	601-10369	STEREO POWER AMP 47	
11	838-14174	SERVO MOTOR DRIVE BD.	

22. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

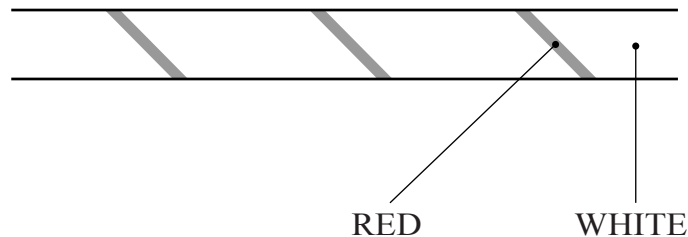
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

1	RED
2	BLUE
3	YELLOW
4	GREEN
5	WHITE
7	ORANGE
8	BLACK
9	GRAY

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

Note 1: If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example> 51 WHITE / RED



Note 2: The character following the wire color code indicates the size of the wire.

U:	AWG16
K:	AWG18
L:	AWG20
None:	AWG22

Warranty

Your new Sega Product is covered for a period of 90 days from the date of shipment. This certifies that the Printed Circuit Boards, Power Supplies and Monitor are to be free of defects in workmanship or materials under normal operating conditions. This also certifies that all Interactive Control Assemblies are to be free from defects in workmanship and materials under normal operating conditions. No other product in this machine is hereby covered.

Sellers sole liability in the event a warranted part described above fails shall be, at its option, to replace or repair the defective part during the warranty period. For Warranty claims, contact your Sega Distributor.

Should the Seller determine, by inspection that the product was caused by Accident, Misuse, Neglect, Alteration, Improper Repair, Installation or Testing, the warranty offered will be null and void.

Under no circumstances is the Seller responsible for any loss of profits, loss of use, or other damages.

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.



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