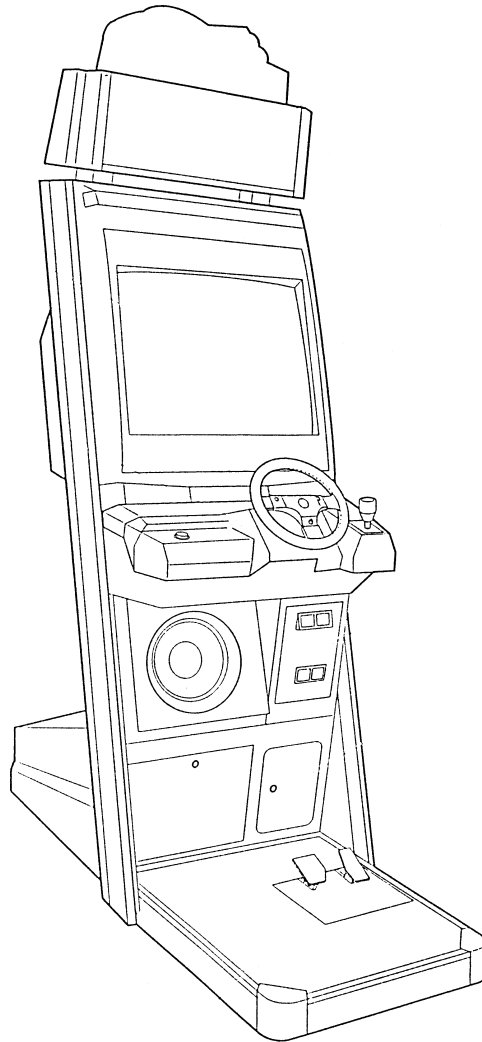


1st PRINTING Jan 00

SEGA

JAMBO! SAFARI

NAOMI CABINET VERSION
OWNER'S MANUAL



SEGA ENTERPRISES, INC. USA

MANUAL NO. 4201-6520



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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SPECIFICATIONS

Installation space:	58 in. (L) x 30 in. (W)
Height:	88 in.
Weight:	Approx. 379 lbs.
Power maximum current:	3.4 Amp AC 120V 60 Hz
MONITOR:	29" COLOR MONITOR

INTRODUCTION OF THE OWNERS MANUAL

SEGA ENTERPRISES, LTD., has for more than 30 years been supplying various innovative and popular amusement products to the world market. This Owners Manual is intended to provide detailed descriptions together with all the necessary installation, game settings and parts ordering information related to JAMBO SAFARI Naomi Cabinet type, a new SEGA product.

This manual is intended for those who have knowledge of electricity and technical expertise, especially in ICs, CRTs, microprocessors, and circuit boards. Read this manual carefully to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system. Should the need arise, contact our main office, or the closest branch office listed below.

SEGA ENTERPRISES, INC. (USA)

Customer Service

45133 Industrial Drive

Fremont, CA 94538

Phone 415-701-6580

Fax 415-701-6594

7:30 am - 4:00 pm, Pacific Standard Time

Monday thru Friday

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 32" (W) by 77" (H).
- For the operation of this machine, secure a minimum area of 32" (W) by 42" (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



AMUSEMENT MACHINE

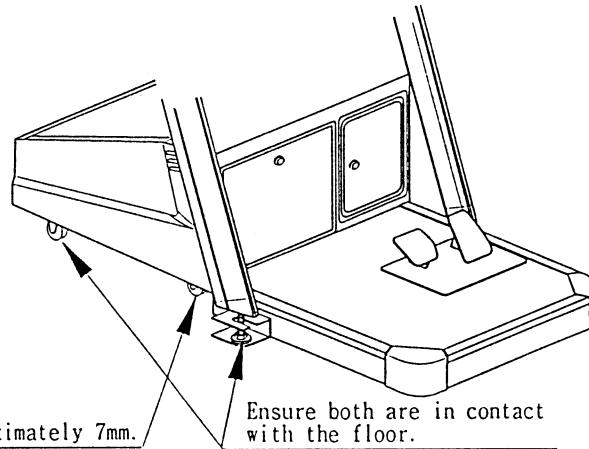
1 . PRECAUTIONS TO BE HEDED FOR OPERATION

In order to prevent accidents, be sure to comply with the following points before and during operation.

PRECAUTIONS TO BE HEDED FOR OPERATION BEFORE STARTING THE OPERATION



- In order to avoid accidents, check the following before starting the operation:
Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.



- 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 closed.
- 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, flower pots, 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 the player to come into contact with or hit others and result in injury or trouble.

PRECAUTIONS TO BE HEHEDED DURING OPERATION



CAUTION!

To avoid injury and accidents, those who fall under the following categories are not allowed to play the game:

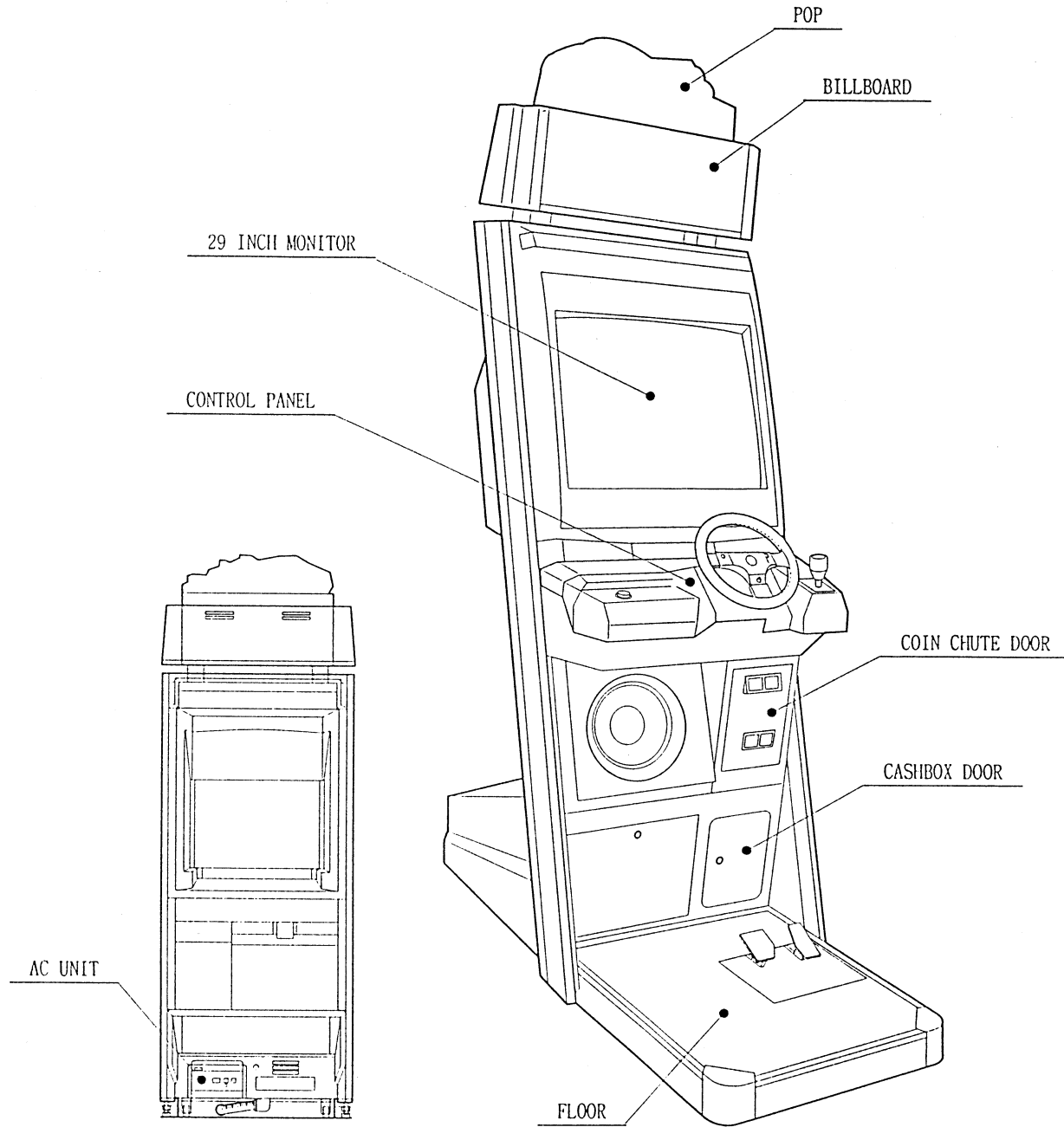
- * Intoxicated persons
- * Those who have high blood pressure or heart problems.
- * Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
- * Persons susceptible to motion sickness.
- * Persons whose acts runs counter to the products warning displays.
- * Instruct those who wear high-heeled shoes to refrain from playing the game by explaining that playing the game with high-heeled shoes is very dangerous and likely to cause a potentially hazardous situation.



CAUTION!

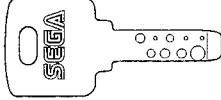
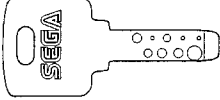
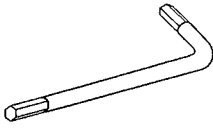
- To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in openings of the product or small openings in or around doors.
- To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.
- Although this product has the accident preventive covering attached to potentially hazardous places where hand and fingers could be caught, small children are unable to perceive hazards. Use care so that small children do not come close to the product when in play.
- Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage and/or falling down, resulting in injury due to fragments and falling down.

2 . NAME OF PARTS



GAME SPECIFICATIONS	WIDTH in.		LENGTH in.		HEIGHT in.	WEIGHT lbs.
DURING SHIPPING	40"	X	70"	X	100"	~ 425 LBS.
CABINET	30"	X	41"	X	71"	325 LBS.
FLOOR	25"	X	28"	X	6"	42 LBS.
BILLBOARD	30"	X	6.5"	X	12"	13 LBS.
WHEN ASSEMBLED	30"	X	58"	X	88"	380 LBS.

3 . ACCESSORIES

<p>DESCRIPTION OWNERS MANUAL Part No. (Qty.) 4201-6520 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 220-5576 (2) For opening/closing the doors</p> 	<p>KEY (2) For the CASHBOX DOOR</p> 
<p>TAMPERPROOF WRENCH M8 540-0009-01 (1) TOOL</p> 		

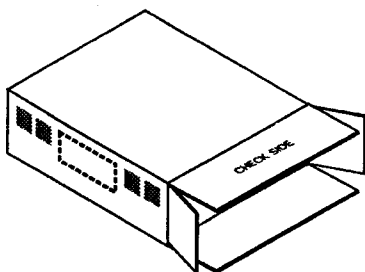


WARNING!

THE SHIPMENT METHOD DESCRIBED BELOW APPLIES TO ALL 'MODEL 3' OR 'NAOMI' BOARDS CONTAINED IN THE FOLLOWING GAMES:

LOST WORLD, VIRTUA FIGHTER 3, SUPER GT, SEGA BASS FISHING, STRIKER 2, HARLEY DAVIDSON, RALLY 2, DAYTONA 2, DIRT DEVILS, HOUSE OF THE DEAD 2, OCEAN HUNTER, STAR WARS TRILOGY, ZOMBIE REVENGE, CRAZY TAXI, JAMBO SAFARI, VIRTUA STRIKER 2000, VIRTUA NBA, VIRTUA TENNIS

!!NEVER SHIP MODEL 3 / NAOMI GAME BOARDS OUTSIDE OF CAGE!!



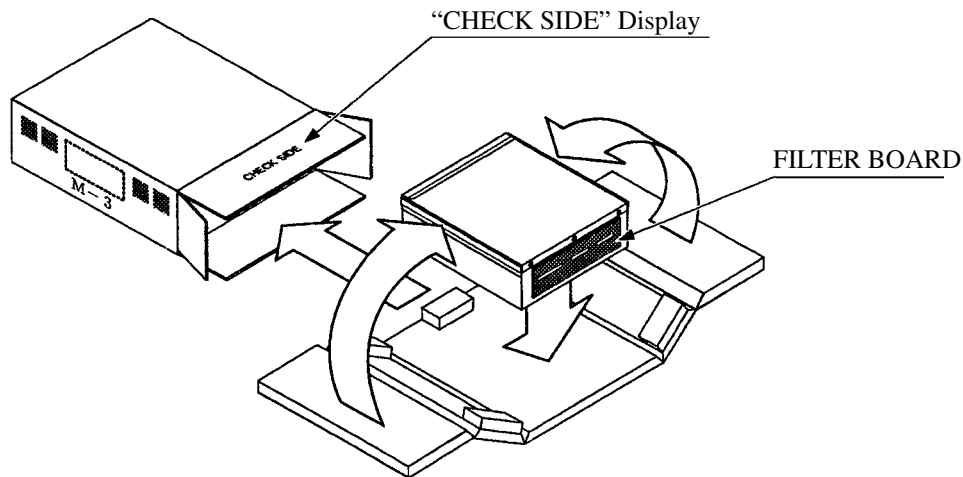
CARTON BOX

601-8928 (1)

Used for transporting the GAME BOARD.

{ SUPPLIED WITH YOUR GAME }

DO NOT SHIP GAME BOARD WITHOUT THIS BOX AS IT MAY DAMAGE THE GAME BOARD AND VOID YOUR WARRANTY.



WARNING!

NO OTHER GAMES BOARDS ARE TO BE SHIPPED IN THE CAGE AS THEY MAY BE DAMAGED BEYOND REPAIR. PLEASE SHIP THEM WITHOUT CAGE PROPERLY PROTECTED DURING SHIPPING.

4 . ASSEMBLING AND INSTALLATION



Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling may cause damage to the machine, or malfunctioning to occur.
When assembling, be sure to perform work by plural persons. Depending on the assembly work, there are some cases in which performing the work by a single person can cause personal injury or parts damage.

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

- 1 ASSY OF THE FLOOR
- 2 ASSY OF BILLBOARD
- 3 SECURING IN PLACE (ADJUSTER ADJUSTMENT)
- 4 POWER SUPPLY
- 5 ASSEMBLING CHECK

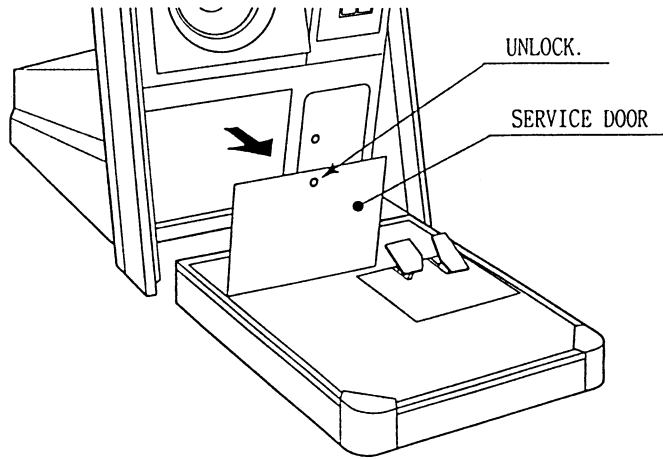
Note that the tools such as a phillips screwdriver and wrench for M16 hexagon bolt w/24 mm width across flats are required for the assembly work.

- 1 ASSY OF REAR FLOOR

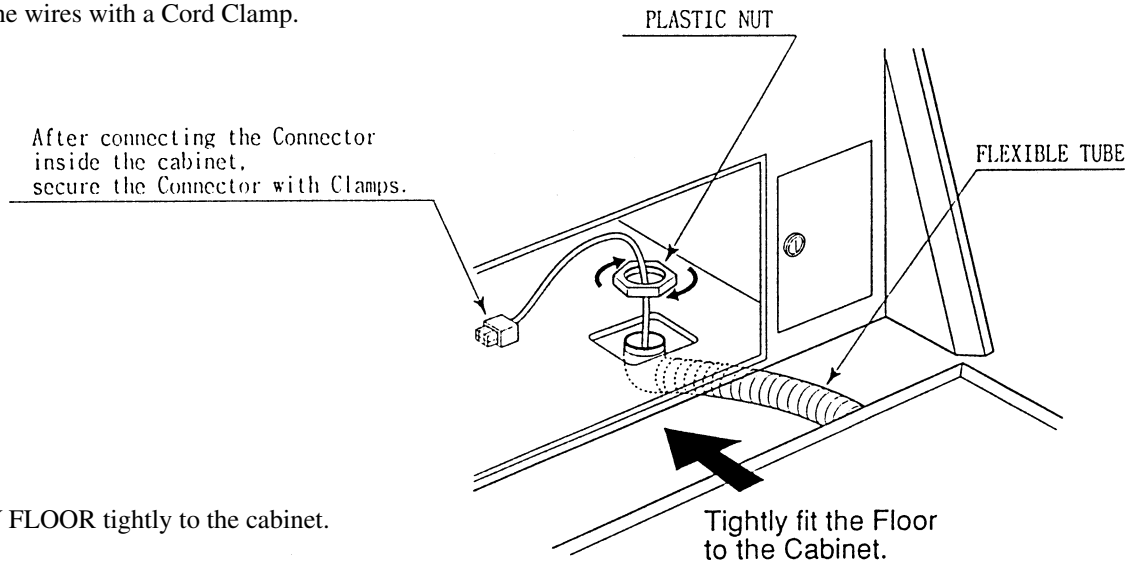


Perform conector connection securely. Insufficient insertin can cause electrical shock or short circuit.
Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.

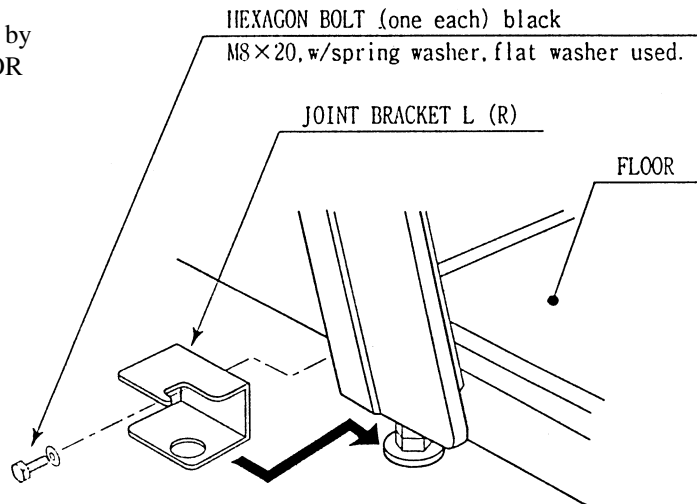
- ① Unlock and remove the SERVICE DOOR from the front of the cabinet.
- ② Remove the Plastic nut of the Connector at the end of ASSY FLOOR's Flexible Tube.
- ③ Insert the Connector at the end of the Flexible Tube into the round hole on the bottom of cabinet from the underside, and secure by fastening the plastic nut. At this time, be careful so as not to damage the wire passing through the flexible tube.



- ④ Connect the Connector at the end of the wires passing through the Flexible Tube to the Connector inside the cabinet.
- ⑤ Secure the wires with a Cord Clamp.



- ⑥ Fit ASSY FLOOR tightly to the cabinet.
- ⑦ Slightly lower the 2 Adjusters of the cabinet and install the JOINT BRACKET L & R as applicable by inserting from the rear, and secure to ASSY FLOOR with a hexagon bolt for each.
- ⑧ After lowering the Adjuster fully downward, raise the adjuster's hexagon nut fully upward.

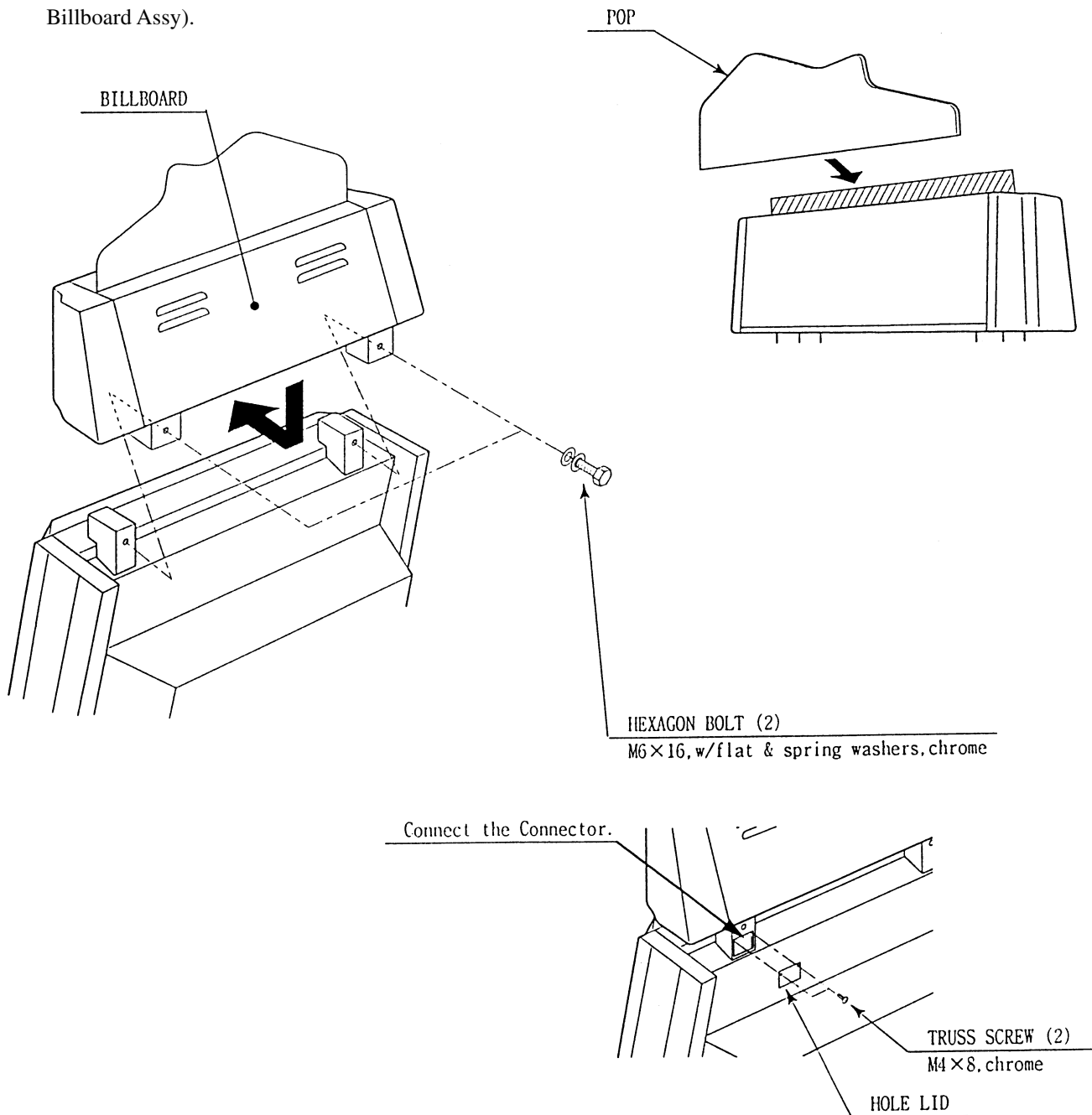


2 ASSY OF THE BILLBOARD



Due to its large size, it is very difficult for one person alone to install the billboard, Make sure 2 or more persons are available to perform this work. Attempting to perform the installation alone can cause an accident.

- ① Mount Billboard on cabinet by ensuring the front lip of the Billboard is securely placed under the mounting bracket already installed on the cabinet. Fasten with the 3 hexagon bolts.
- ② Connect all of the 4 connectors inside the Billboard box (This needs to be done prior to final installation of Billboard Assy).



3

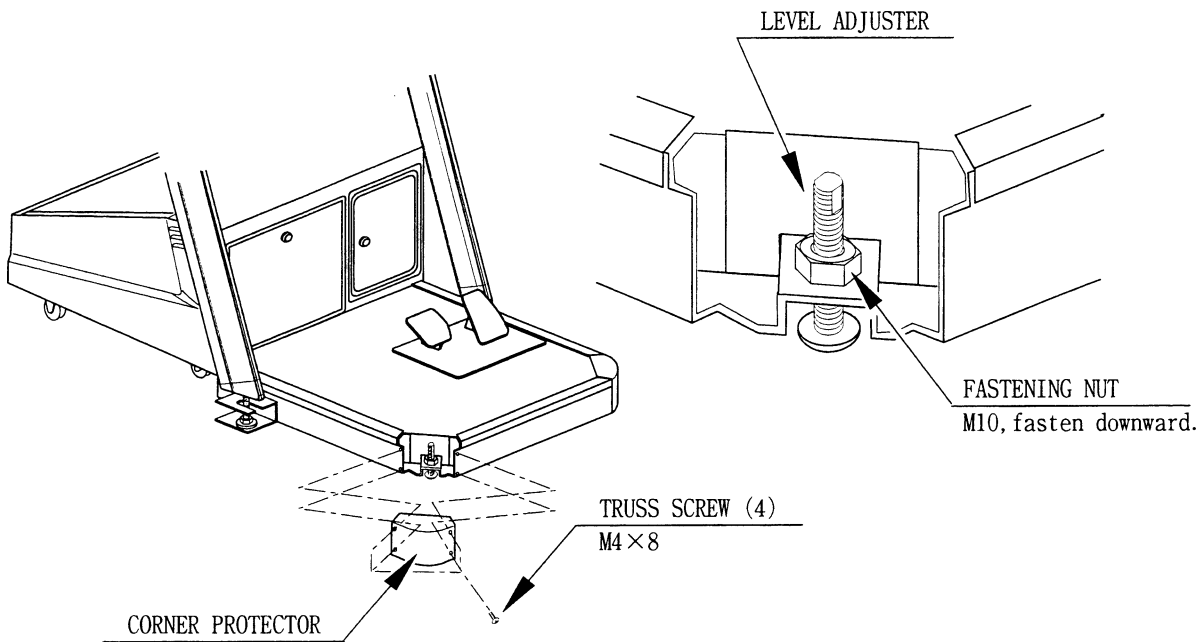
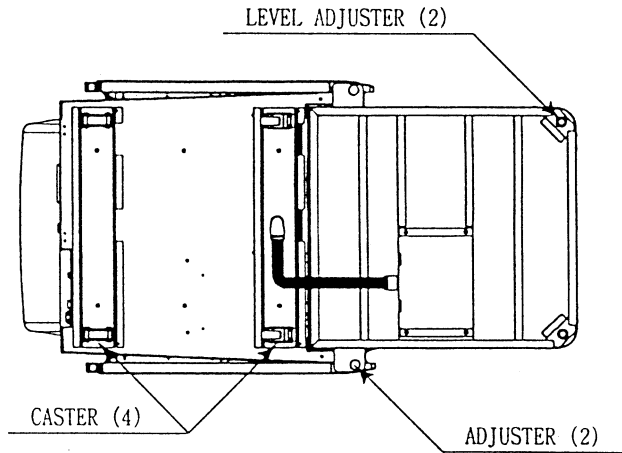
SECURING IN PLACE (ADJUSTER ADJUSTMENT)



Be sure to have all the Adjusters make contact with the surface. Unless the Adjusters come into contact with the surface, the Cabinet can move of itself, causing an accident.

This machine has 4 each of casters and adjusters (shown below). When the installation position is determined, cause the adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5mm. from the floor and make sure that the machine position is level.

- ① Move the machine to the installation position.
- ② Cause all of the leg levelers to make contact with the floor. By using a wrench, make adjustments in the height of the leg adjusters to ensure that the machine's position is level.
- ③ After making adjustments, fasten the leg adjuster nut upward and secure the height of the leg adjuster.



4

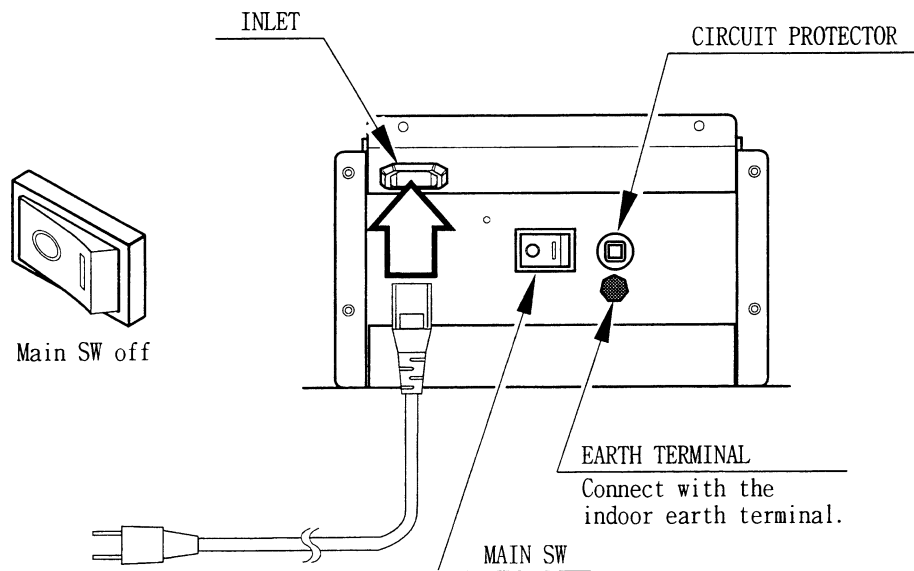
POWER SUPPLY



- Ensure that the power cord is not exposed on the surface (passage, etc.). If exposed, they can be caught and are susceptible to damage. If damaged, the cord can cause an electric shock or short circuit.
- Ensure that the wiring position is not in the customer's passage way or the wiring has protective covering.

Connect the game to the power supply and turn on power to the game. Before connecting power supply be sure that power switch is off

- ① Turning the AC unit's main switch on will cause the machine to start the power check and network check automatically.

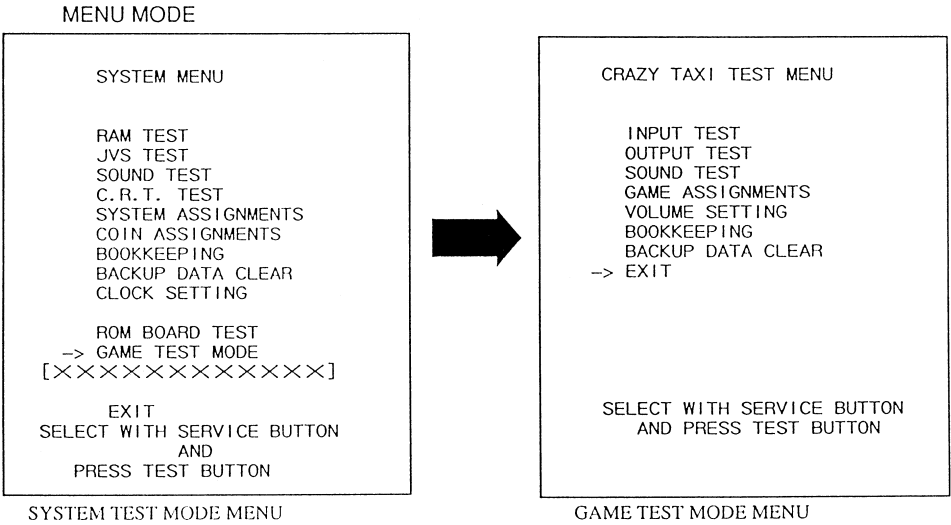


5

ASSEMBLING CHECK

The TEST MENU allows for each part of the cabinet to be checked, the Monitor to be adjusted, and the coin and game related various functions to be performed.

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



INPUT TEST

DRIVE GEAR	OFF
REVERSE GEAR	OFF
START	OFF
COIN CHUTE #1	OFF
COIN CHUTE #2	OFF
SERVICE	OFF
TEST	OFF
HANDLE	80H
ACCEL	30H
BRAKE	30H

PRESS TEST AND SERVICE BUTTON TO EXIT

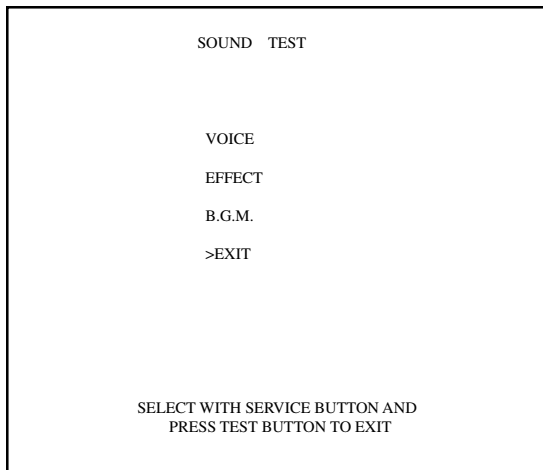
Selecting the INPUT TEST on the Test Mode menu screen causes the screen (on Which each switch and V.R. are tested) to be displayed. Press each switch. For the coin switch test, insert a coin from the coin inlet with the coin chute door being open. If the display beside each switch indicates "ON", the switch and wiring connections are satisfactory. Check the display of V.R. value for steering wheel and accelerator & brake. If the V.R. values are not satisfactory, make adjustments as necessary.

OUTPUT TEST

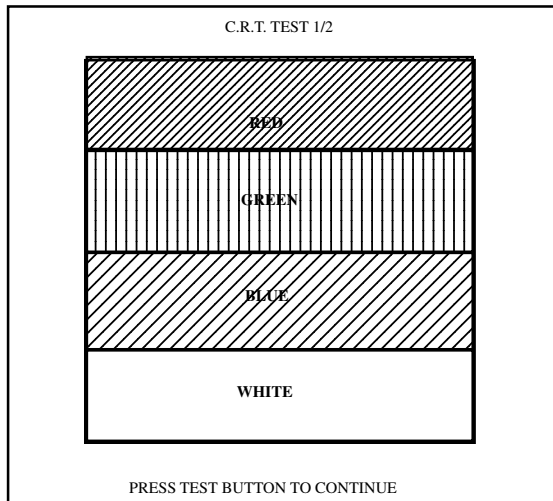
START LAMP ON

PRESS TEST BUTTON TO EXIT

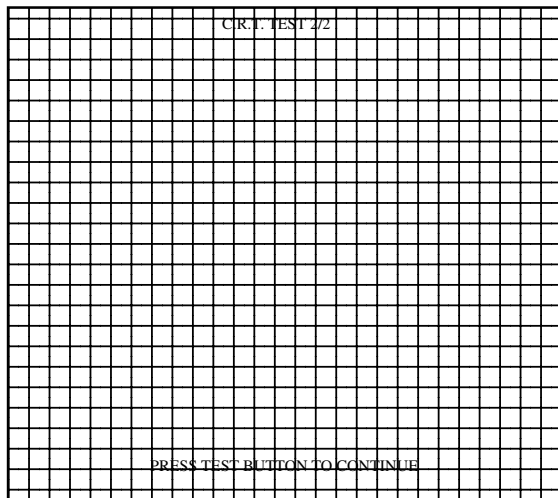
In the OUTPUT TEST mode, carry out lamp test to ensure that each lamp lights up satisfactory.



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



In the TEST mode menu, selecting C.R.T. TEST allows the screen (on which the projector is tested) to be displayed. Although the projector adjustments have been made at the same 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 judgement as to whether an adjustment is needed. If it is necessary, adjust the projector by referring to Section 9.



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

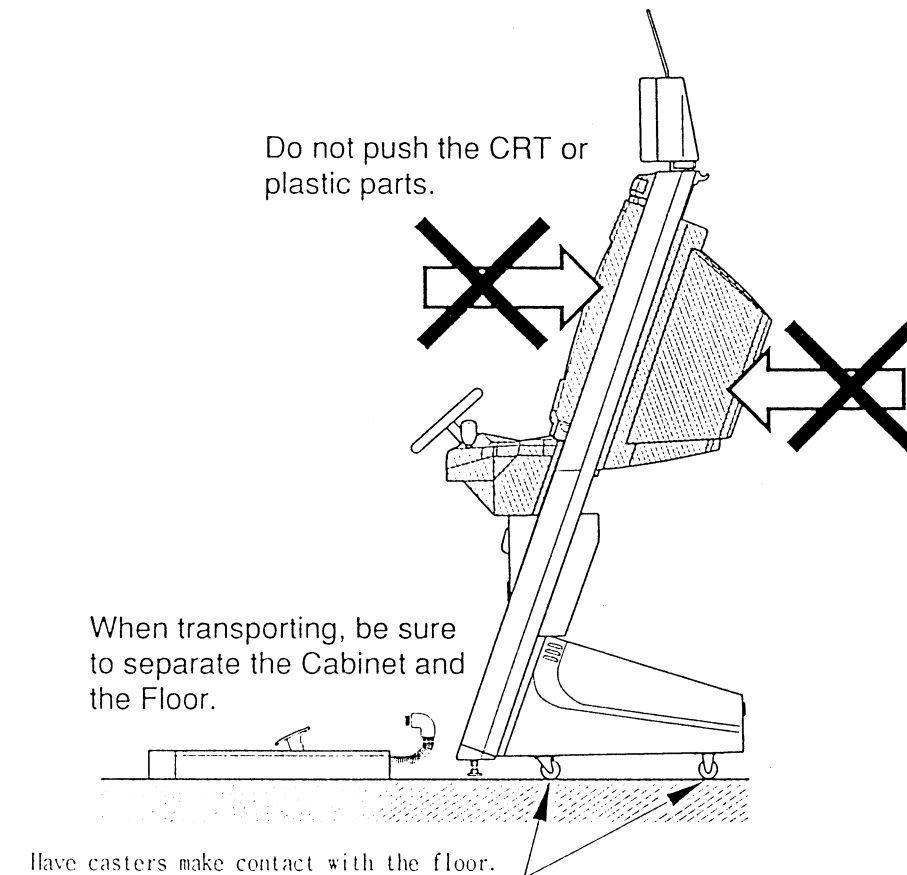
5 . PRECATIONS TO BE HEEDED WHEN MOVING THE MACHINE



- When moving the machine, be sure to pull out the plug from the power supply. Moving the machine with the plug as is inserted can damage the power cord and cause a fire or electric shock.
- 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. Damaging the power cords can cause an electric shock and/or short circuit.
- When lifting the cabinet, be sure to hold the catch portions or bottom part. Lifting the cabinet by holding other portions can damage parts and installation portions, due to the empty weight of the cabinet, and cause personal injury.



Use care when handling glass made parts. When the glass is damaged, fragments of glass can cause injury



6 . 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.

The 2 Fluorescent Lamps of the product are always lit when the product is energized. During Advertise, the 2 Speakers and SUB-WOOFER output Advertise sounds, and Advertise images are outputted on the monitor. Note that setting to NO SOUND OUTPUT during Advertise is possible.

OUTLINE OF GAME

The player as a Ranger who captures wild animals in Africa for investigation rides in a jeep and captures animals with a rope and net. Capturing an animal increases the ranger point (displayed on the upper left of screen) and the time.

Divided into 6 investigation areas, the various kinds of animals to capture as the norm set for the player (displayed on the upper center) and the time limit (displayed on the upper right) are provided in each area.

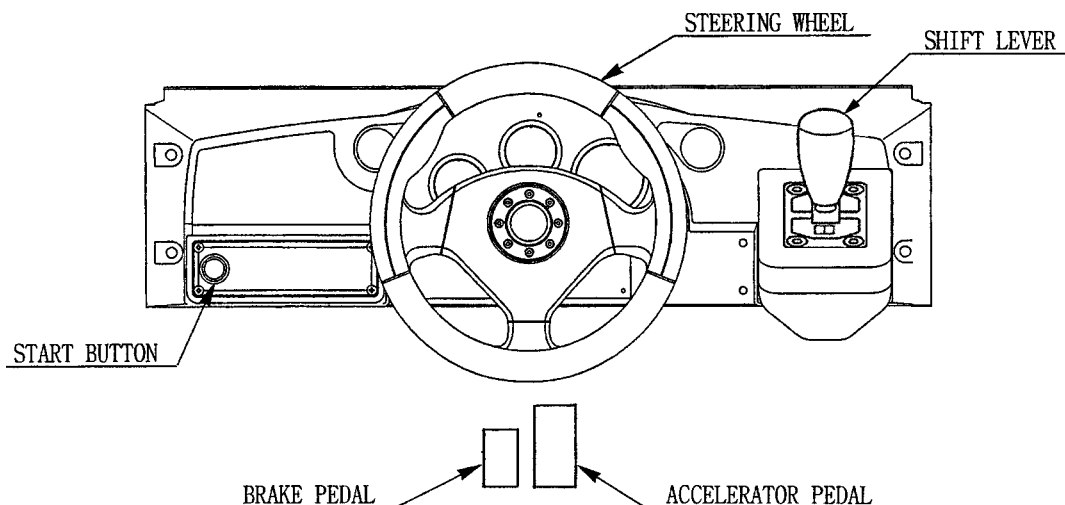
When the player fulfills the above average norm within the time limit, the investigation in that area is finished and he/she can proceed to the next area. finishing the investigation in all areas results in clearing the game. When the time limit becomes zero, the game is over.

HOW TO OPERATE

The operation of Steering Wheel, and Accelerator & Brake pedals are similiar to an actual car.

SHIFT LEVER/ROPE-NET LEVER

Throw a rope with the monitor (the rear) side input unit and cast a net when the animal is caught by the rope. Draw in the rope passed around the animal with the front side input unit.



HOW TO PLAY

- ① Insert a coin.
Coin insertion causes credit(s) to be displayed on the screen. For example, in the case of 2 coins one credits setting, "INSERT MORE COIN(S) CREDIT(S) 1/2" is displayed when one coin is inserted.
- ② Inserting one play worth of coin(s) causes "PRESS START BUTTON" to be displayed and START button to flash. Press START button to have the Mode Select Screen appear on the monitor.
- ③ Select the play mode from either BEGINNER or EXPERT Mode in the Mode Select Screen. BEGINNER mode consists of 2 areas. In this mode, "instructions" is given during the game play. BEGINNER Mode is suitable for those who first play this game. EXPERT Mode consists of 4 areas, and is suitable for those who have played this game before. "Instructions" is not given during the game in the EXPERT Mode.

To select the mode, turn the Steering Wheel left or right to shift the frame attached to the mode. Step on the Accelerator Pedal to decide on the mode with the frame being attached.

While the Mode Select is displayed, countdown is executed. Counting down to 0 causes the mode with frame being attached to be selected automatically.

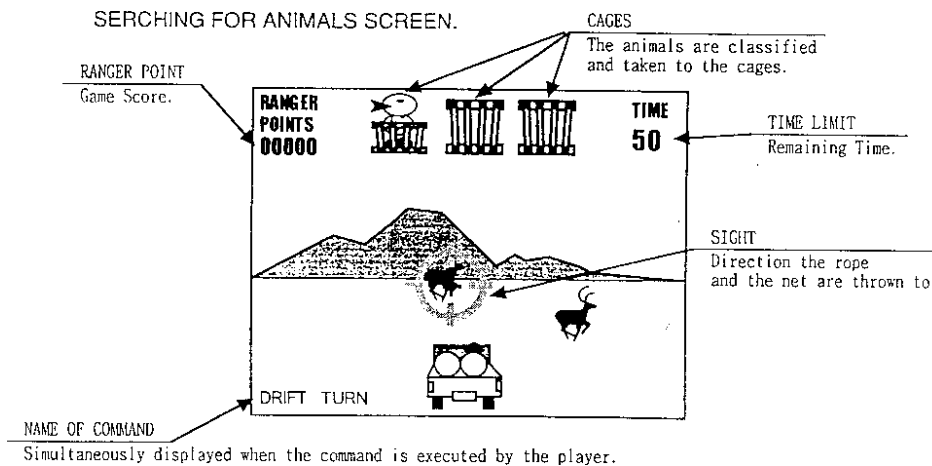
In case BEGINNER is selected, the monitor proceeds to the confirmation screen and the play mode to be selected again. Deciding the play mode causes the Character Select Screen to appear.

- ④ In the Character Select Mode, select on-screen player character. Turn the Steering Wheel left or right to shift each character. Press START button or step on the Accelerator Pedal to decide on the character being displayed.

While the Character Select Mode is displayed, countdown is executed. Counting down to 0 causes the character being displayed to be selected automatically. Character ability is identical.

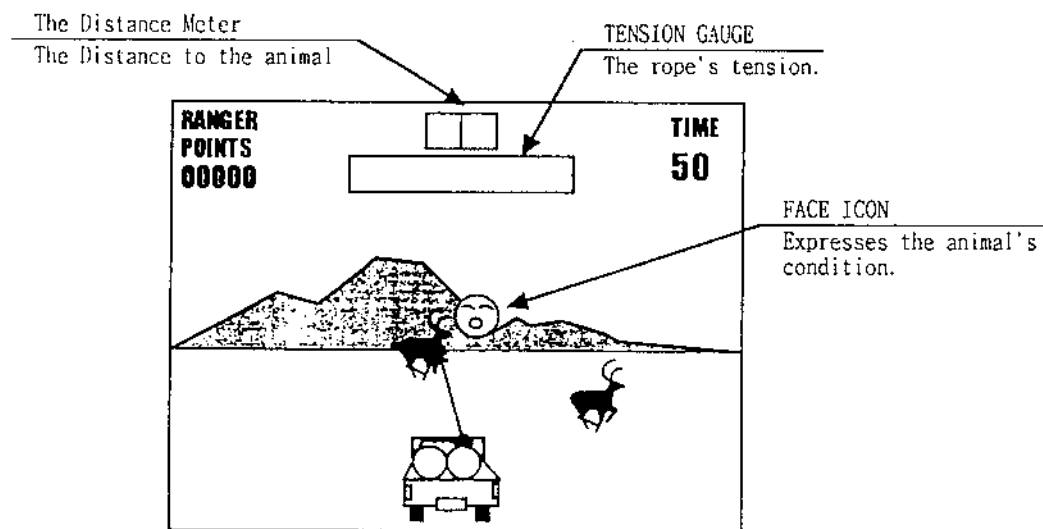
- ⑤ When the character is determined, the game starts.

By driving the jeep, move on the field and look for the animal you wish to catch. When you find the animal to aim at, approach to the animal until sight is appeared on the monitor and throw a rope by inclining the lever to the back. Zero-in on the animal until the rope captures the animal.



- ⑥ When the rope is passed around the animal, pull the rope by inclining the Lever towards you and approach the animal.
 Time is increased by at least one second each time the player gets the ring attached to the rope.
 When the rope flashes red and the tension gauge displays “ATTENTION”, release the Lever to loosen the rope.
 Otherwise the rope will be broken.
- ⑦ Throw the net over the animal. When the player’s view changes and the screen displays the sight, throw the net by inclining the Lever backward. Zero-in on the animal until the animal is captured by the net with the net.
 When the player succeeds to capture the animal without spending much time, the on-screen replay scene of capturing the animal is displayed.

GRAPPLING MODE



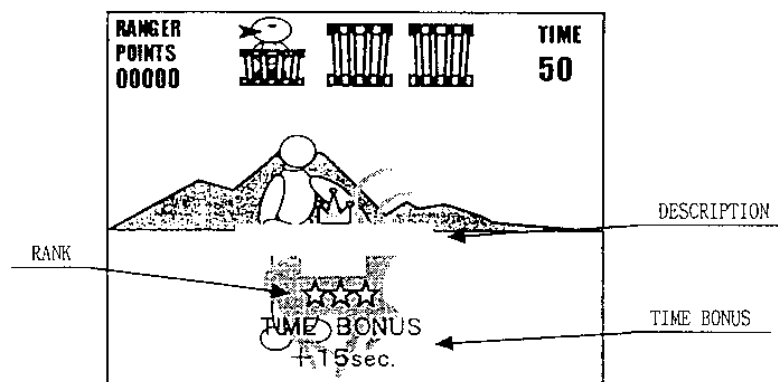
- ⑧ When the animal is captured, the on-screen image changes to the evaluation mode. Operation is not allowed during this time.

In the evaluation mode, the animals are taken into the cage after the descriptions and the rank (number of *) of animals captured, the time earned, and the points earned are displayed.

The evaluation is based on the rank of the animals the player captured. The higher the rank, the more time and points the player can earn.

However, capturing the identical animals decreases the amount of time and points the player can earn.

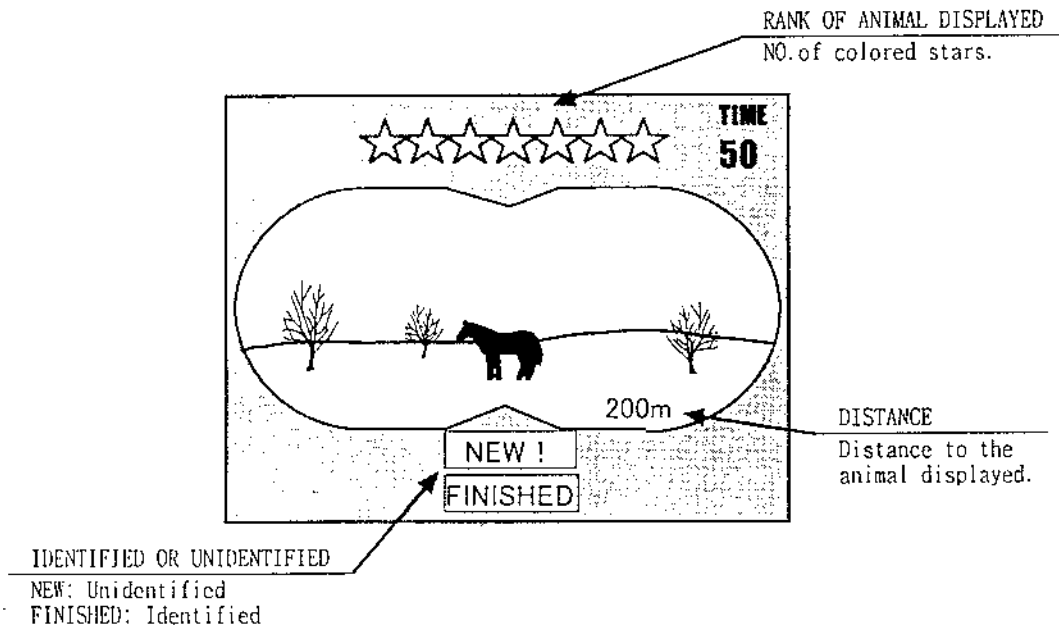
EVALUATION MODE



- ⑨ Upon completion of the Evaluation Mode, the monitor shifts to the Binoculars Mode. In the Binoculars Mode, various kinds of animals around the player and the distance to the animals are shown. In this mode, when the Steering Wheel is turned, the view point is also shifted to the same direction. Step on the Accelerator pedal when the animal aimed at appears, and the screen shifts to the Searching for animals mode from the Binoculars Mode and displays the arrow pointing to the animal on the ground.

The time limit counts down more slowly while the Binoculars mode is displayed

BINOCULARS MODE



- ⑩ After finishing the investigation, the screen shifts to the Report of Investigation Mode. The total point and the rank in technique are displayed in this mode.

TOTAL POINT: The sum of the points that the player has earned so far and that the remaining time in the area is converted to .

TECHNICAL LEVEL: Levels in accordance with the TOTAL POINT.

- ⑪ When the time limit becomes zero, the game is over. Total Level, Total Point, and the Total Ranking are displayed. The Total Ranking is the point ranking based on the data of 99 players who have played the game on the machine. then the screen proceeds to the "GAME OVER" screen. If any credit(s) which is one play worth or more remains, the START LAMP unlit during the game will then flash.

KNACK OF PLAY

- ① Always keep the animal on the center of the screen when drawing in the rope.

If you operate the Steering Wheel keeping the this in mind, you can smoothly get close to the animal.

- ② Don't chase the animal too far.

If it seems to take too much time to ge the animal you aim at, change to the animal of lower rank. Know your technical level and pay attention to the time.

- ③ Use Commands.

DASH:

With the Steering Wheel in the centering position, quickly step on the Accelerator pedal twice. Speed can be greatly increased for a while. Effective for getting close to animals who run fast or who are away from here.

DRIFT:

Turn the Steering Wheel to the direction you wish and step on the Accelerator Pedal again. This increases the turning ability without reducing speed. Efective for getting animals who have high turning ability.

7 . 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.

TABLE 7 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to see that each setting is as per standard setting made at the time of shipment. 2. In the INPUT TEST mode, check each SW and VR. 3. In the OUTPUT TEST mode, check each of lamps. 4. In the MEMORY TEST mode, check ICs on the IC Board.	7 - 10, 7 - 11 7 - 6 7 - 7 7 - 3, 7 - 4
MEMORY	Choose MEMORY TEST in the MENU mode to allow the MEMORY test to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.	7 - 3, 7 - 4
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. In the INPUT TEST mode, test the CONTROL device 4. In the OUTPUT TEST mode, check each of lamps.	7 - 10, 7 - 11 7 - 6 7 - 7
CONTROL SYSTEM	1. In the INPUT TEST mode, check each SW and VR. 2. Adjust or replace each SW and VR. 3. If the problem can not be solved yet, check the CONTROL's moves.	7 - 6 8
MONITOR	In the MONITOR ADJUSTMENT mode, check to see if the MONITOR adjustment is appropriately made.	12
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.	7 - 2 7 - 8
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc	7 - 15

7 - 1 SWITCH UNIT AND COIN METER

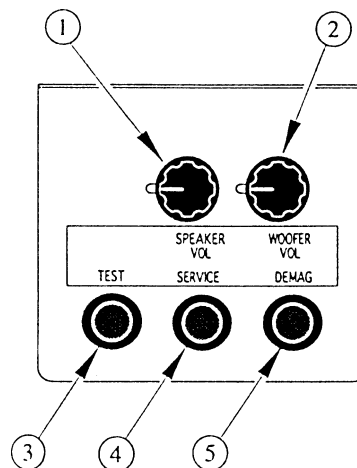


Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit.



- 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.

Open COIN CHUTE DOOR, and the switch unit shown appears. The function of each switch is as follows:



SWITCH UNIT

- ① **SPEAKER VOLUME:** Sound Volume can be adjusted for the 2 Speakers.
- ② **WOOFER VOLUME:** Sound Voume can be adjusted for the WOOFER.
- ③ **TEST BUTTON:** For the handling of the TEST BUTTON, refer to the following pages.
- ④ **SERVICE BUTTON:** Gives credits without registering on the coin meter.
- ⑤ **DEMAG. SWITCH:** Eliminates the on-screen color unevenness due to magnetization of CRT. First use this SW before performing the monitor's color adjustment.

7 - 2 SYSTEM TEST MODE



IMPORTANT!

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.

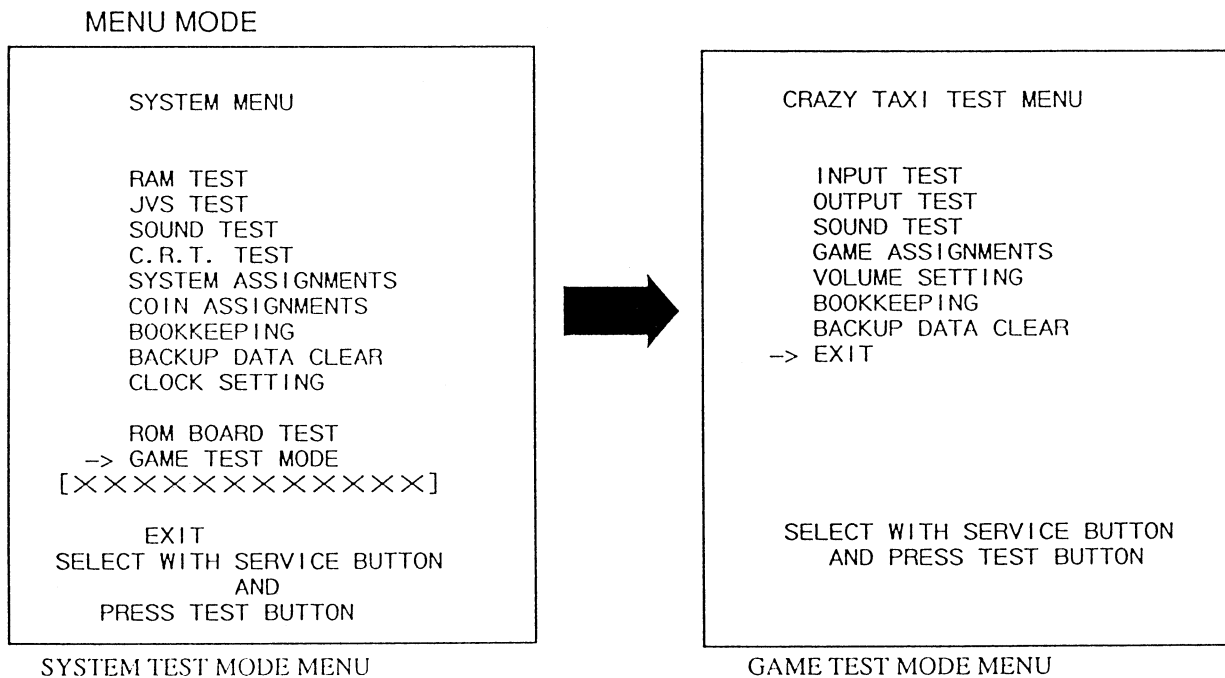
Executing "BACKUP DATA CLEAR" in the SYSTEM TEST MODE does not clear the BOOKKEEPING data in the GAME TEST MODE.

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

The SYSTEM TEST mode mainly allows for IC Board functioning check, monitor adjustment, coin assignments, etc. For details, refer to NAOMI SERVICE MANUAL. The following assignments, however, should be designated for this product.

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

7 - 3 GAME TEST MODE



- Press the TEST button to display the SYSTEM TEST MODE MENU.
- By pressing the SERVICE button, move the arrow (->) to select the GAME TEST MODE.
- Press the TEST button to enter GAME TEST MODE. The screen displays the GAME TEST MODE MENU.
- By pressing the SERVICE button, move the arrow (->) to select the desired item. Press the TEST button to execute the selected item.
- Select EXIT and press the TEST button to exit from the GAME TEST MODE and return to the SYSTEM TEST MODE MENU. Further, select EXIT and press the TEST button to finish SYSTEM TEST MODE and return to the normal mode.

7 -4 INPUT TEST

Select INPUT TEST to have the screen shown below appear and to observe the status of each switch and the value of each V.R. on the Control Panel. Periodically check the status of each switch and V.R. on this screen.

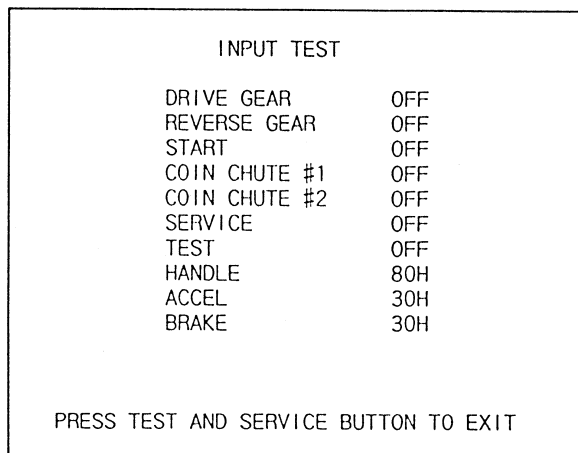


FIG. 7.4 INPUT TEST

- By pressing each switch, if the display on the right-hand side of the name of each switch changes to ON from OFF, the SW and the wiring connections are satisfactory.
- To check CHUTE 1 & CHUTE 2 coin switches, open the COIN CHUTE DOOR and insert a coin(s) in the slot.
- Press either the TEST BUTTON and the START BUTTON to return to the test menu.

As a standard, refer to the following for each of the Volume's adjustment. By operating the Handle (Steering Wheel) and Pedal, if the V of each Volume gauge smoothly moves as the corresponding value varies in a natural manner, then it is satisfactory.

7 - 5 OUTPUT TEST

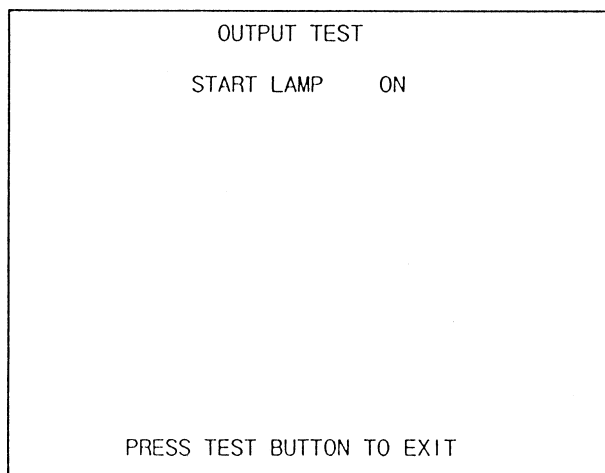


FIG. 7.5 OUTPUT TEST

Choose OUTPUT TEST to cause the following lower screen to appear. In this test, check the status of each lamp.

The right-hand side "ON" & "OFF" display of START LAMP automatically alternates. The lamp lights up when "ON" is displayed and goes off when "OFF" is displayed. Check to ensure that the lamp lights up and goes off in consistency with the display of "ON" and "OFF".

Press the TEST button to return to the TEST MENU.

7 - 6 SOUND TEST

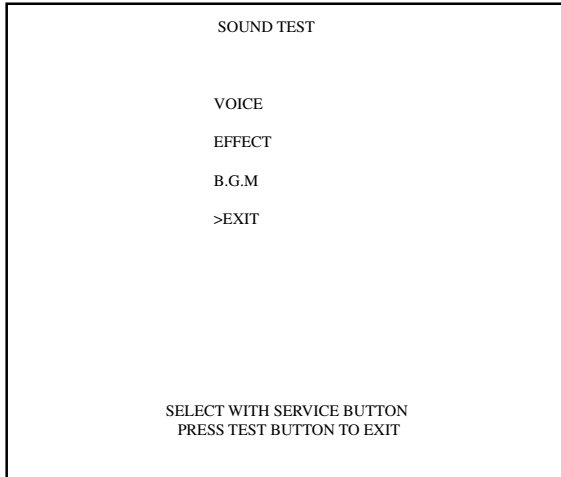
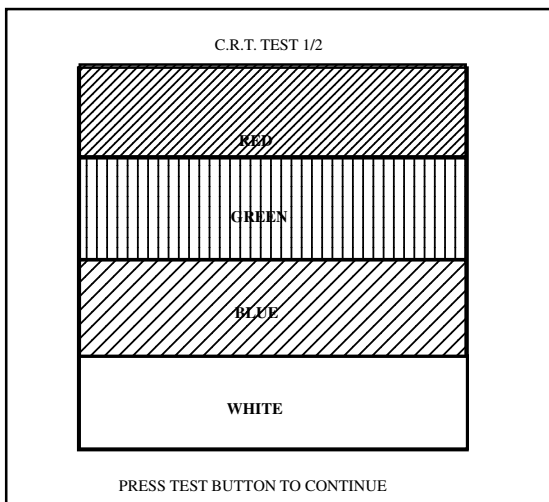


FIG. 7.6 SOUND TEST

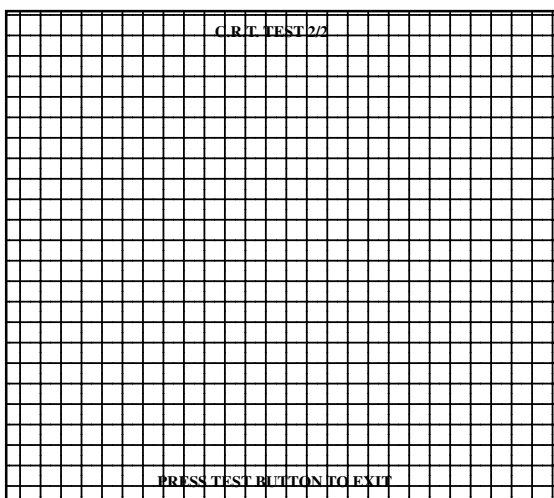
This test mode allows each sound related board and speaker to be checked.

- Press the Service Button to select the sound to be tested, and press the Test Button to have the selected Sound Test screen appear.
- Select EXIT and press the Test Button to return to the Test Menu.

7 - 7 C.R.T. TEST



- Select C.R.T. TEST to cause the MONITOR to display the screen shown left, allowing MONITOR adjustment status to be checked.
- Periodically check the MONITOR adjustment status on this screen.
- The screen (1/2) enables color adjustment check to be performed. The color bar of each of the 4 colors, i.e., red, green, blue, and white, is the darkest at the extreme left and becomes brighter towards the extreme right.
- Press the TEST BUTTON to shift to the next screen (2/2).
- The screen (2/2) allows screen size and distortion to be tested.



- Check if the CROSSHATCH FRAME LINE goes out of the screen and if the crosshatch lines are distorted.
- Press the TEST BUTTON to return to the MENU mode.

FIG. 7.7 C.R.T. TEST

7 - 8 VOLUME SETTING

When VOLUME SETTING is selected, the following appears on the screen and each operating unit's Volume can be set.

If the operability is unsatisfactory, or when the Volume is adjusted or replaced, set the Volume in this mode.

The 3 kinds of Volume Settings for HANDLE, ACCEL, and BRAKE are to be set. The Max. value, Min. value for each and the HANDLE'S CENTER value are to be set as applicable.

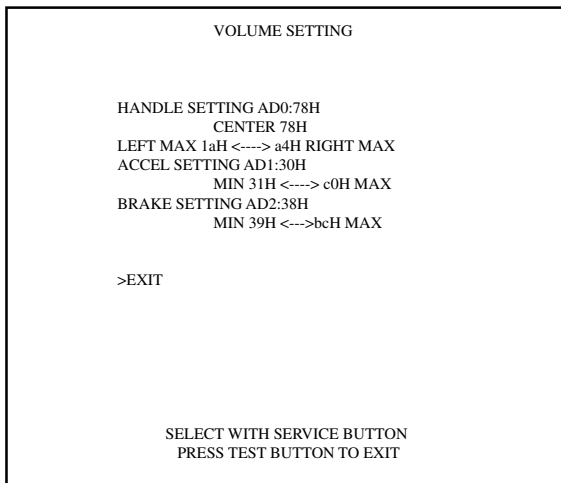


FIG. 7.8 VOLUME SETTING

- ① Press the SERVICE button to select the Volume value to be changed.
- ② Press the TEST button to cause the characters of the selected Volume value to turn red.
- ③ Input the value in the manner corresponding to the selected item.
- ④ Press the SERVICE button to select EXIT, and press the TEST button to return to the MENU mode. At the same time the VOLUME SETTING is finished, the input values are stored as the Max. and Min. values.

7 - 9 GAME ASSIGNMENTS

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

SETTING CHANGE PROCEDURE

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

GAME ASSIGNMENTS	
START TIME	50
TIME DIFICULTY	4/8
GAME DIFFICULTY	4/8
>EXIT	
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON TO EXIT	

- **START TIME**
This is the time allotted at the time of game start. Setting is possible starting from the shortest time sequentially in order of 35, 40, 45, 50, 55, -60, 65, and 70.
- **TIME DIFFICULTY**
Refers to the amount of BONUS TIME to be added when the taxi picks up the Customer. This can be set from 1/8 to 8/8 in 8 steps. The difficulty increases sequentially in order starting from 1/8.
- **GAME DIFFICULTY**
Sets the difficulty level in 4 categories, i.e., EASY, NORMAL, HARD, and HARDEST.

7 - 10 COIN ASSIGNMENTS

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

SETTING CHANGE PROCEDURE



IMPORTANT!

Setting changes cannot be stored unless the TEST BUTTON is pressed while the arrow is on EXIT.

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

7 - 10 COIN ASSIGNMENTS

COIN ASSIGNMENTS			
COIN/CREDIT SETTING	#1		
CHUTE#1	1 COIN		1 CREDIT
CHUTE#2	1 COIN		1 CREDIT
ADDITIONAL SETTING			
MANUAL SETTING			
>EXIT			
SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON			

- **COIN/CREDIT SETTING**
Sets the CREDITS increase increment per coin insertion. There are 27 settings from #1 to #27, expressed in XX CREDIT as against XX COINS inserted. (TABLE 7.10a, 7.10b) #27 refers to FREE PLAY.
When the COIN CHUTE TYPE is set to INDIVIDUAL, there are some setting numbers not displayed as indicated in TABLE 7.10b.
- **MANUAL SETTING**
This allows credit increase setting as against coin insertion to be further set in the manner finer than COIN/CREDIT SETTING (refer to TABLE 7.10c).

TABLE 7.10a COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

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

MANUAL SETTING

Selecting MANUAL SETTING in the COIN ASSIGNMENTS mode displays the following screen.

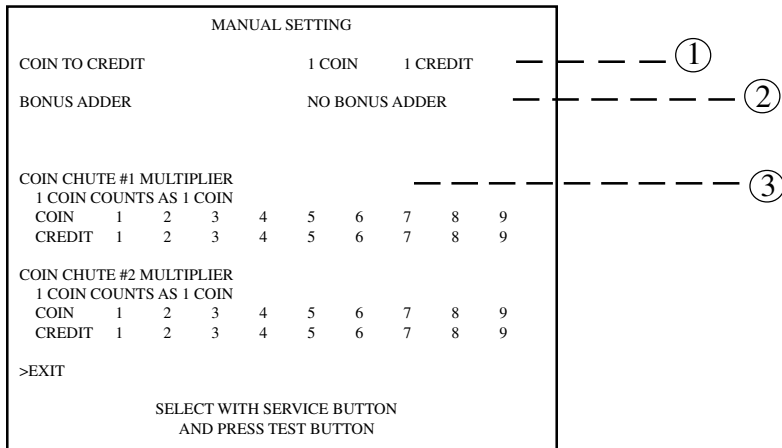


FIG. 7.11b MANUAL SETTING

- ① Determines Coin/Credit setting.
- ② This sets how many coins should be inserted to obtain one Service Coin.
- ③ This sets how many tokens one coin represents.

Table 7.10c MANUAL SETTING

COIN TO CREDIT	1 COIN	1 CREDIT
	2 COINS	1 CREDIT
	3 COINS	1 CREDIT
	4 COINS	1 CREDIT
	5 COINS	1 CREDIT
	6 COINS	1 CREDIT
	7 COINS	1 CREDIT
	8 COINS	1 CREDIT
	9 COINS	1 CREDIT
BONUS ADDER	NO BONUS ADDER	
	2 COINS GIVE 1 EXTRA COIN	
	3 COINS GIVE 1 EXTRA COIN	
	4 COINS GIVE 1 EXTRA COIN	
	5 COINS GIVE 1 EXTRA COIN	
	6 COINS GIVE 1 EXTRA COIN	
	7 COINS GIVE 1 EXTRA COIN	
	8 COINS GIVE 1 EXTRA COIN	
	9 COINS GIVE 1 EXTRA COIN	
COIN CHUTE MULTIPLIER	1 COIN COUNTS AS 1 COIN	
	1 COIN COUNTS AS 2 COINS	
	1 COIN COUNTS AS 3 COINS	
	1 COIN COUNTS AS 4 COINS	
	1 COIN COUNTS AS 5 COINS	
	1 COIN COUNTS AS 6 COINS	
	1 COIN COUNTS AS 7 COINS	
	1 COIN COUNTS AS 8 COINS	
	1 COIN COUNTS AS 9 COINS	

7 - 11 BOOKKEEPING

Choosing BOOKKEEPING in the MENU mode displays the data of operating status up to the present are shown on 2 pages. Press the TEST BUTTON to proceed to PAGE 2/2.

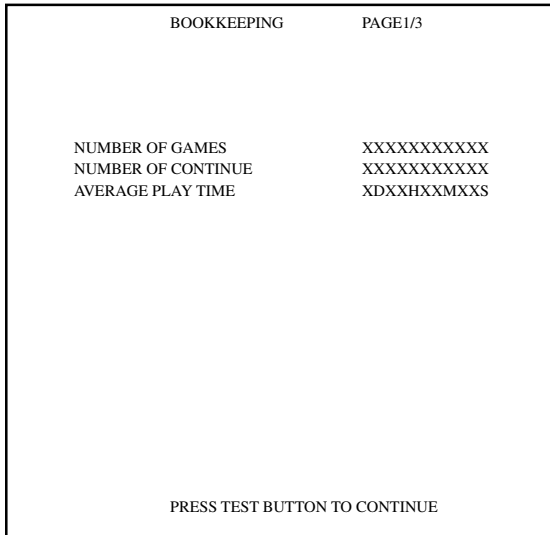


FIG. 7.11a BOOKKEEPING (1/3)

- COIN CHUTE#*:
Number of coins put in each Coin Chute.
- TOTAL COINS:
Total number of activations of Coin Chutes.
- COIN CREDITS:
Number of credits registered by inserting coins.

In Page 2/3, Histogram of Number of Play as against Play Time is displayed. For setting the DIFFICULTY, refer to this histogram.

Page 3/3 displays the character's selected frequency at the time of Game Start.

BOOKKEEPING PAGE 2/3
TIME HISTOGRAM

	BEGINNER	ADVANCED	EXPERT
00M00S-00M59S	0	0	0
01M00S-01M59S	0	0	0
02M00S-02M59S	0	0	0
03M00S-03M59S	0	0	0
04M00S-04M59S	0	0	0
05M00S-05M59S	0	0	0
06M00S-06M59S	0	0	0
07M00S-07M59S	0	0	0
08M00S-08M59S	0	0	0
09M00S-09M59S	0	0	0
10M00S-10M59S	0	0	0
11M00S-11M59S	0	0	0
12M00S-12M59S	0	0	0
13M00S-13M59S	0	0	0
14M00S-14M59S	0	0	0
OVER-15M59S	0	0	0

PRESS TEST BUTTON TO CONTINUE

FIG. 7.11b BOOKKEEPING (2/3)

BOOKKEEPING 3/3

TOTAL	SCORE	HISTOGRAM
-	19999	-- 0
-	39999	-- 0
-	59999	-- 0
-	79999	-- 0
-	99999	-- 0
-	119999	-- 0
-	139999	-- 0
-	159999	-- 0
-	179999	-- 0
-	199999	-- 0
-	219999	-- 0
-	229999	-- 0

SELECT WITH SERVICE BUTTON
PRESS TEST BUTTON TO EXIT

FIG. 7.11c BOOKKEEPING (3/3)

7 - 12 BACKUP DATA CLEAR

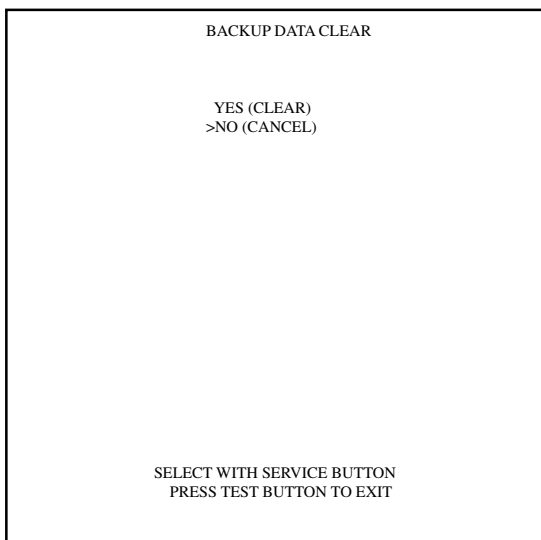


FIG. 7.12 BACKUP DATA CLEAR

Clears the contents of BOOKKEEPING and high score player ranking entry.

- When clearing, bring the arrow to “YES” and when not clearing, to “NO”, by using the SERVICE BUTTON, and push the TEST BUTTON.
- When the data has been cleared, “COMPLETED” will be displayed. Bring the arrow to “NO” and press the TEST BUTTON to cause the MENU mode to return on to the screen.
- Note that the contents of the GAME SETTING, COIN SETTING, and BOARD SETTING are not affected by BACKUP DATA CLEAR operation.

8. CONTROL PANEL (HANDLE MECHA)



- In order to prevent an electric shock and short circuit, be sure to turn power off before performing work by touching the interior parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.
- Do not touch undesignated areas. Touching undesignated areas can cause electrical 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.



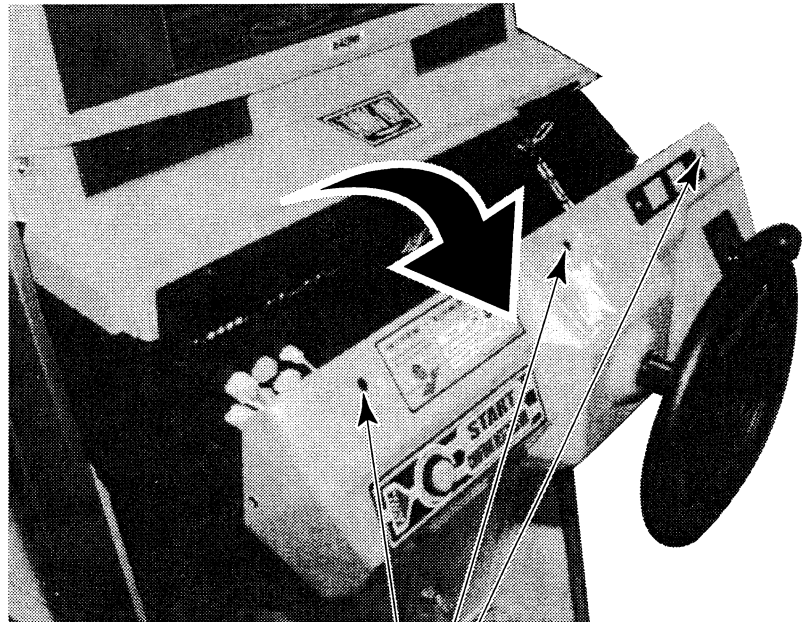
When closing the Control Panel, be very careful so as not to have hand and fingers pinched in.

In cases the Steering operability is poor and 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 Voume.

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.

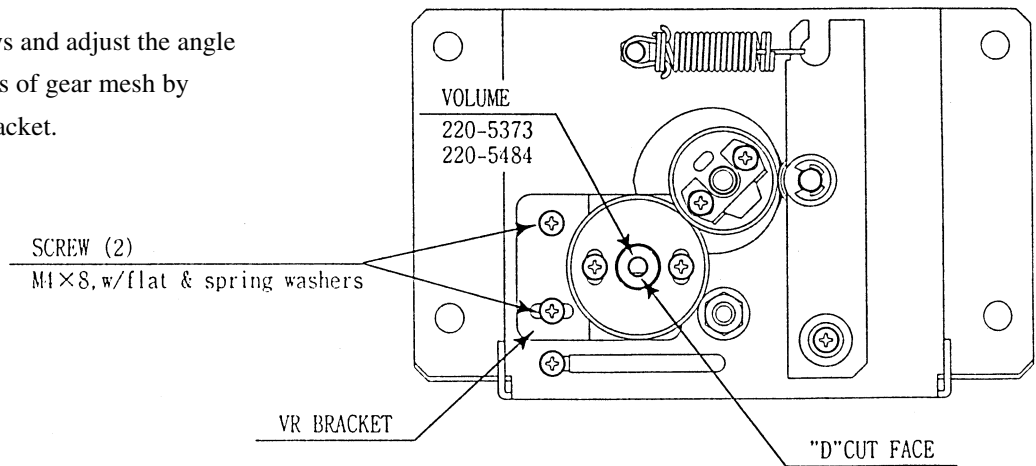
8 - 1 ADJUSTING AND REPLACING THE VOLUME

- ① Turn power OFF by using the Main SW of AC Unit or SUB PWR SPLY SW inside the SERVICE DOOR.
- ② Take out the 3 Tamperproof screws and open the Control Panel.



TAMPERPROOF SCREW (3)
M8×20, flat washer used. (chrome)

- ③ Loosen the 2 screws and adjust the angle and appropriateness of gear mesh by moving the VR Bracket.



- ④ Adjust to an appropriate mesh by securing the Steering Wheel in the direction allowing the car to advance straight forward and ensuring the "D" CUT FACE of the Volume Shaft is oriented as shown.

HOW TO REPLACE

- ① In the Test Mode, have the Volume value indicating screen displayed.
- ② Loosen the 2 screws which secure the Volume Bracket to disengage Gear Mesh.
- ③ With the Steering Wheel in the centering position, cause gears to be engaged in the manner so that the Volume Shaft is in the status shown below.
- ④ Fasten screws which secure the Volume Bracket.

8 - 2 GREASING

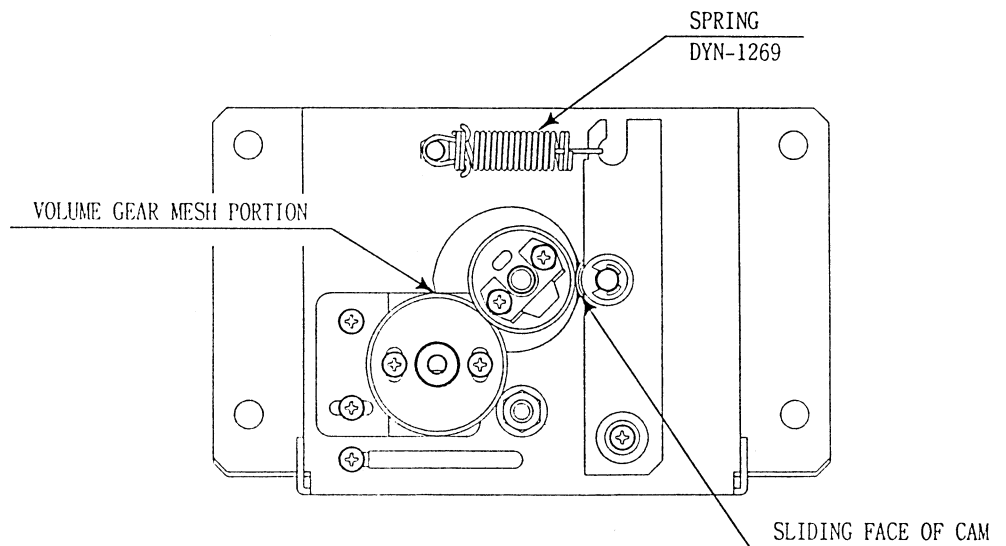


WARNING!

- Never touch places other than those specified. Touching places not specified can cause electric shock and/or short circuit.
- After the replacement or adjustment of the VR, be sure to set the variable value of the VR in the test mode's Volume Setting.

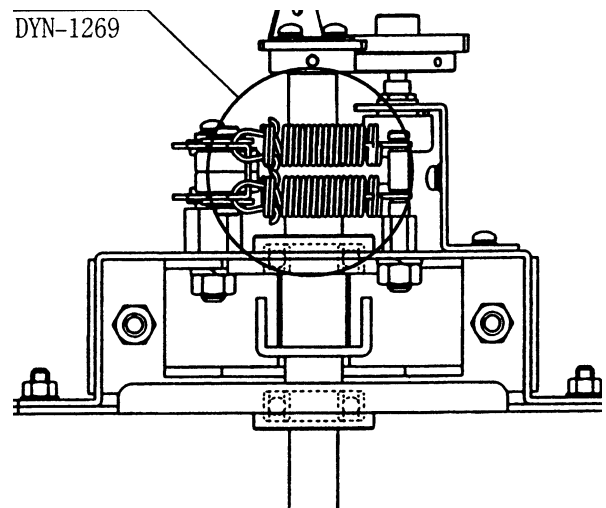
Apply greasing to the Volume gear mesh portion every 3 months.

For spray greasing, use Grease Mate (Part No. 090-0066).



8 - 3 REPLACEMENT OF SPRING

In case of spring damage, open the Control Panel and replace the spring.



9. SHIFT LEVER



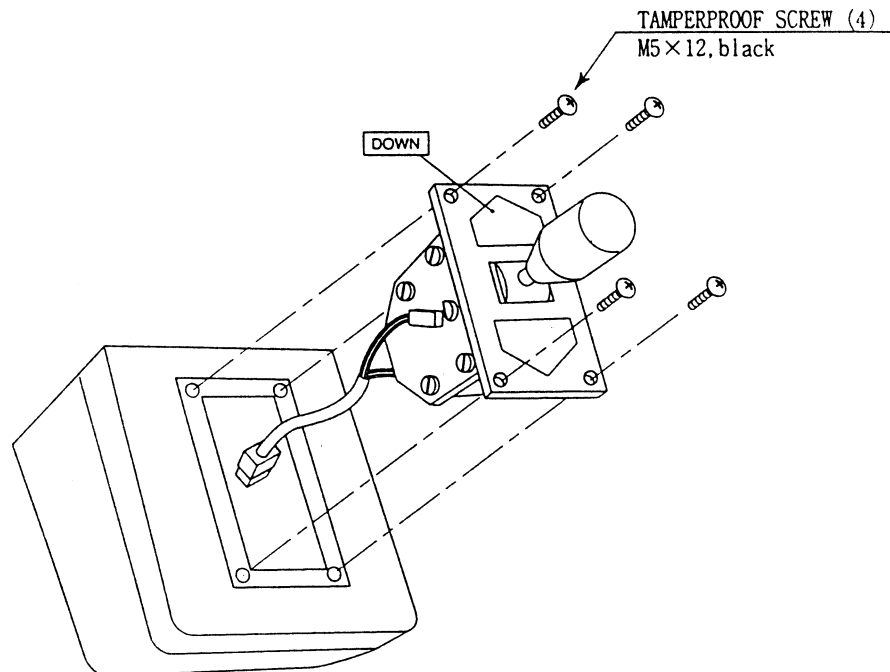
CAUTION!

- In order to prevent electric shock and short circuit, be sure to turn off the power before performing work on the interior parts of the product.
- Be careful not to damage wiring. Damaged wiring can cause electric shock or short circuit.
- Do not touch places other than those specified. Touching places other than those specified can cause an electric shock or short circuit accident.

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

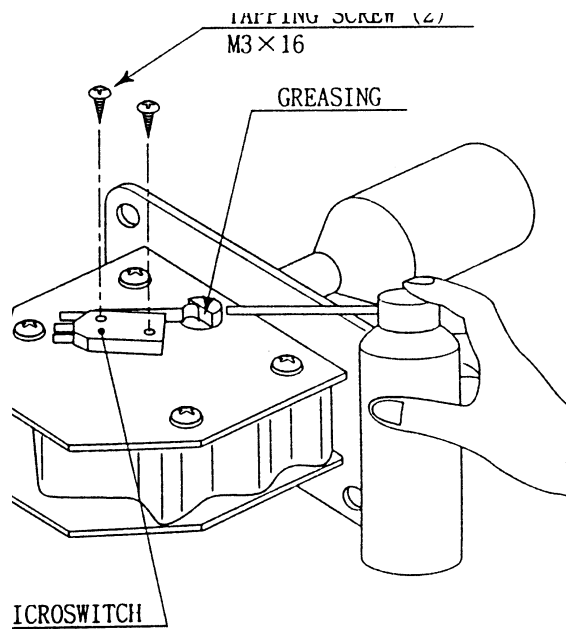
9 - 1 REMOVING THE SHIFT LEVER

- ① Turn Power off.
- ② Take out the 4 SPECIAL BOLTS and pull the SHIFT LEVER UNIT upward by paying careful attention so as not to damage the wiring.
- ③ Disconnect the 2 connectors to allow the unit to be removed.
- ④ When reinstalling, follow the procedure opposite as when removing. At this time, ensure that “DOWN” display appears on the upper part as shown.



9 - 2 SWITCH REPLACEMENT

Each microswitch is secured with 2 screws. Remove the 2 screws and replace the Microswitch.



After replacing the Switch, check to see if the switch is inputted as per Shift Lever Operation in the Test Mode.

9 - 3 GREASING

Apply greasing once in 3 months to the specified portions.

For spray grease, use NOK KLUBER L 60 or Grease Mate (P# 090-0066)

10. ACCEL & BRAKE



WARNING!

- In order to prevent an electric shock and short circuit, be sure to turn power off before performing work by touching the interior parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.
- Do not touch places other than those specified. Touching places not specified can cause an electric shock or short circuit accident.

In cases the operability of Accelerator and Brake Pedals is poor and adjustment in the VOLUME SETTING of the TEST mode is ineffective, the cause may be the Volume Gear's mesh failure and or Volume malfunctioning. By using the following procedure, adjust the Volume Gear Mesh, or replace the Volume.

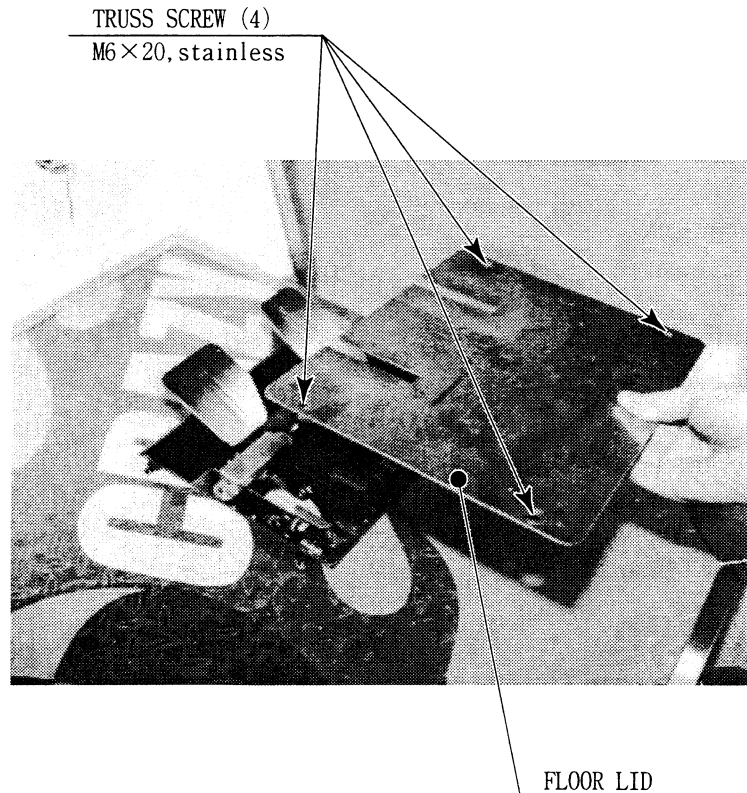
In this product, when the Pedals are fully stepped on, if the Volume Shaft is rotating within the movable range, the Volume is not feared to be damaged. Secure the Volume in the manner the Volume Shaft is oriented as shown and the gears are appropriately engaged when the Pedals are not stepped on.

10 - 1 REMOVING THE ACCELERATOR AND BRAKE

Check Volume values in the Test Mode.

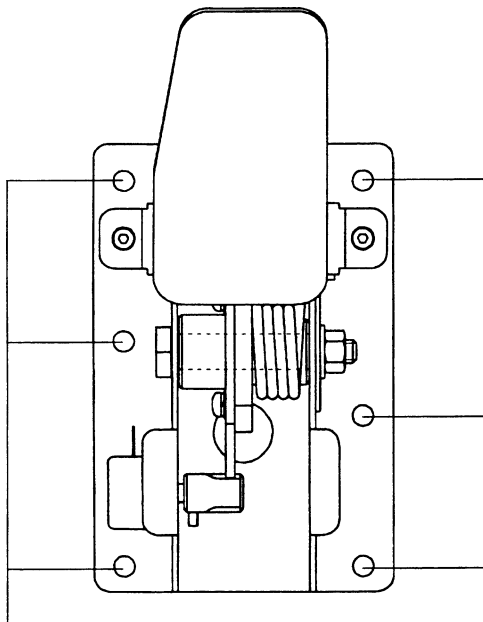
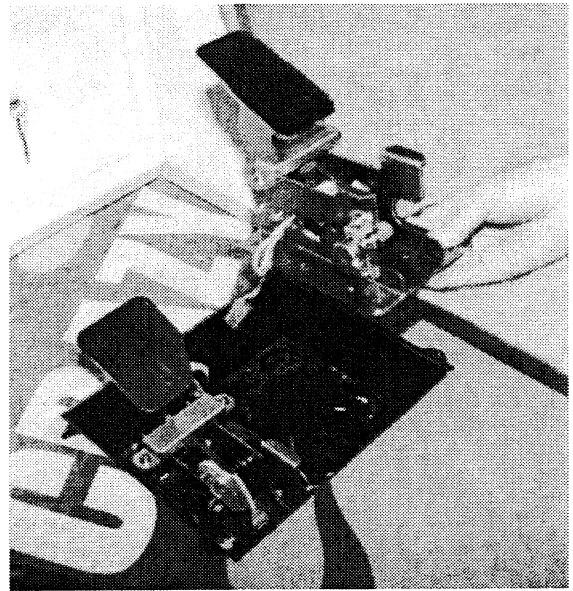
Since work is performed inside the energized cabinet, be very careful so as not to touch undesignated portions. Touching places not specified can cause an electric shock or short circuit.

- ① Turn power OFF by using the Main SW of AC Unit, or SUB PWR SW inside the SERVICE DOOR.
- ② Take out the 4 Truss screws and remove the Floor Lid.



③ Take out the 6 Hexagon Nuts to remove the Accelerator (Brake) Unit.

④ Disconnect the connector and remove the Accelerator (Brake) Unit.

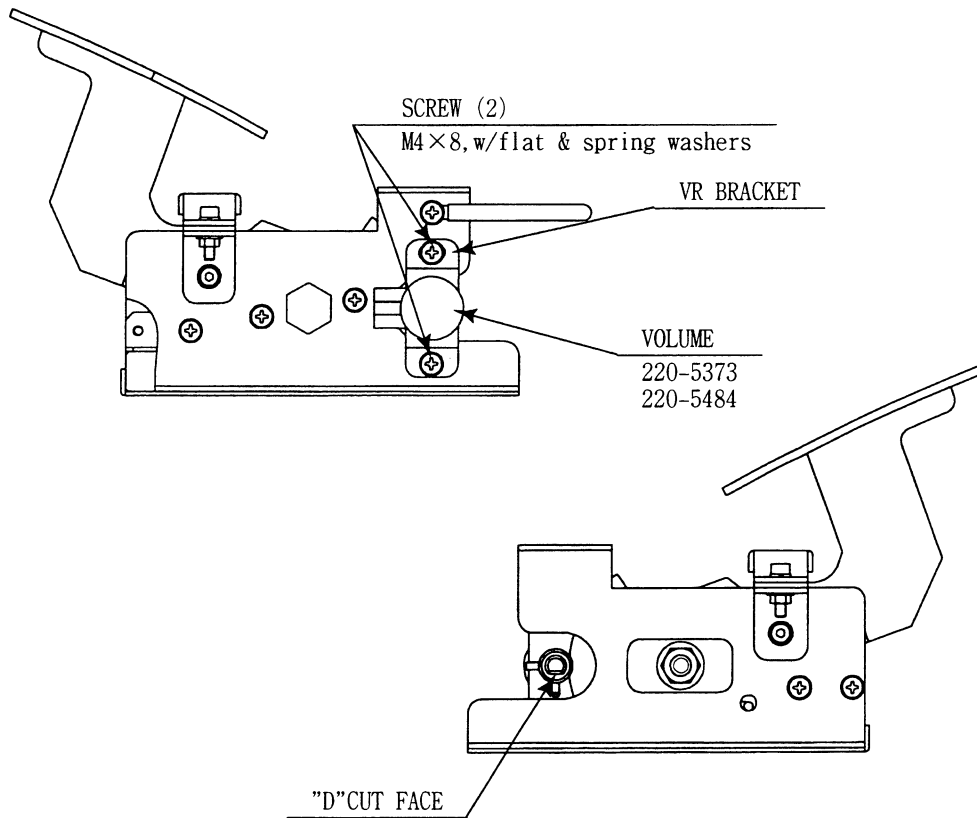


HEXAGON NUT (6)
M6, spring washer used.

10 - 2 ADJUSTING OR REPLACING THE VOLUME

ADJUSTMENT

Loosen the 2 screws, move the VR Bracket, and adjust the angle and appropriateness of gear mesh.



REPLACEMENT

- ① Take out the 2 screws and remove the Volume together with the V.R. Bracket.
- ② After replacing the Volume, engage the gears at the angle shown, and fix the V.R. Bracket.
- ③ Install the Accelerator (Brake) Unit and connect the Connector.
- ④ Turn Power ON and set the Volume value in the TEST MODE.

10 - 3 GREASING



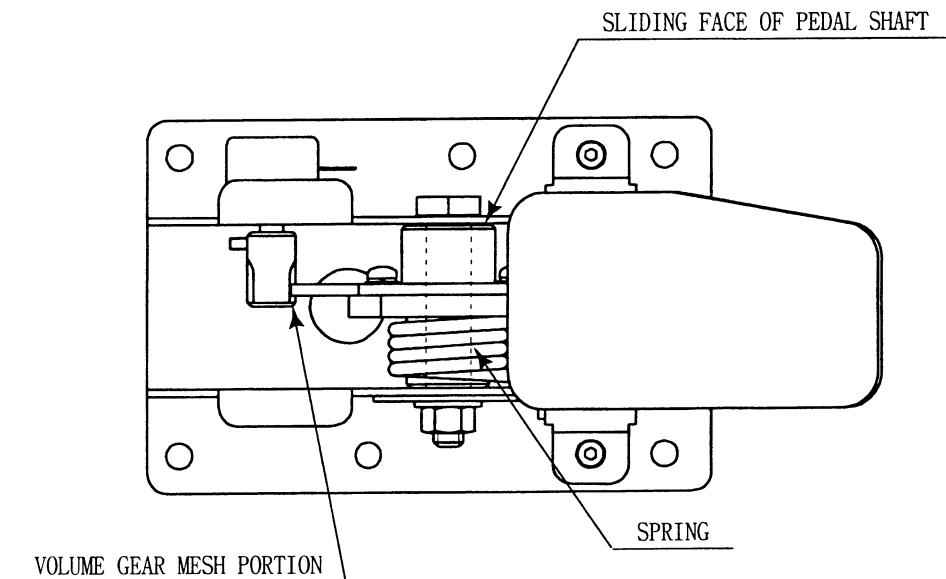
IMPORTANT!

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

Do not apply grease to undesignated areas. Failure to observe this can cause malfunctioning or quality deterioration of parts.

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

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



11 . 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

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 shaft.
- ⑤ Remove stain from the shaft and pillow portions by wiping off with a soft cloth, etc.
- ⑥ After wiping as per #5 above, further apply a dry cloth, etc. to cause the coin selector to dry completely.

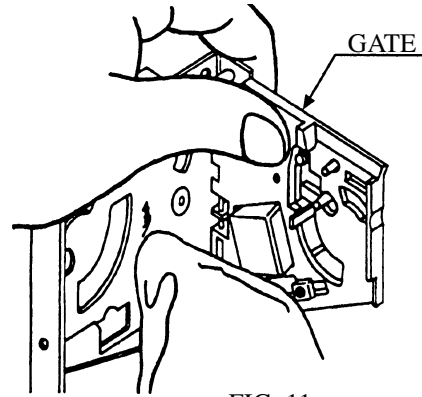


FIG. 11a

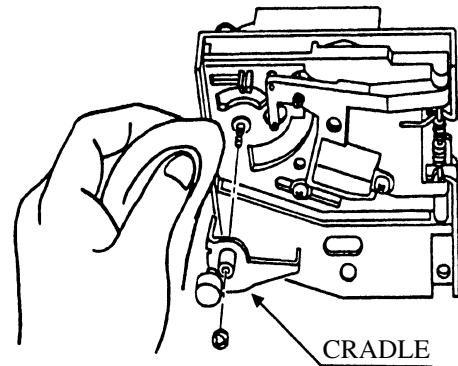


FIG.11b



IMPORTANT!

- Never apply machine oil, etc. to the coin selector
- After cleaning the Coin Selecting, Insert a regular coin in the normal working status and ensure that the Selector correctly functions.

COIN INSERTION TEST

Once a 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 is pressed down?

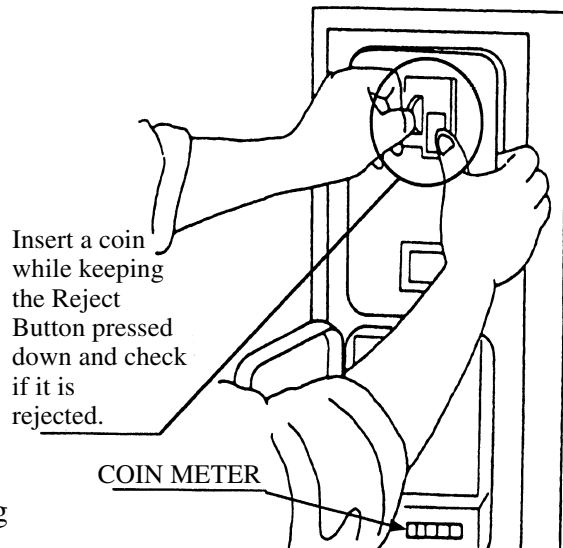


FIG. 11c

OPTIONAL DOLLAR BILL ACCEPTOR

● THE COIN DOOR ASSEMBLY USED ON **JAMBO SAFARI** 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 VALIDATORS:

HOLE POSITION#1 (FORWARD-MOST POSITION)	Mars 2000 series
HOLE POSITION#2	Mars 2000 series DBV45 (JCM)
HOLE POSITION #3	CURRENTLY NOT USED
HOLE POSITION #4	DSI01*

*The back flange on the chute can be removed for hold position #4. If the flange is not removed, it may interfere with the back of the cabinet.

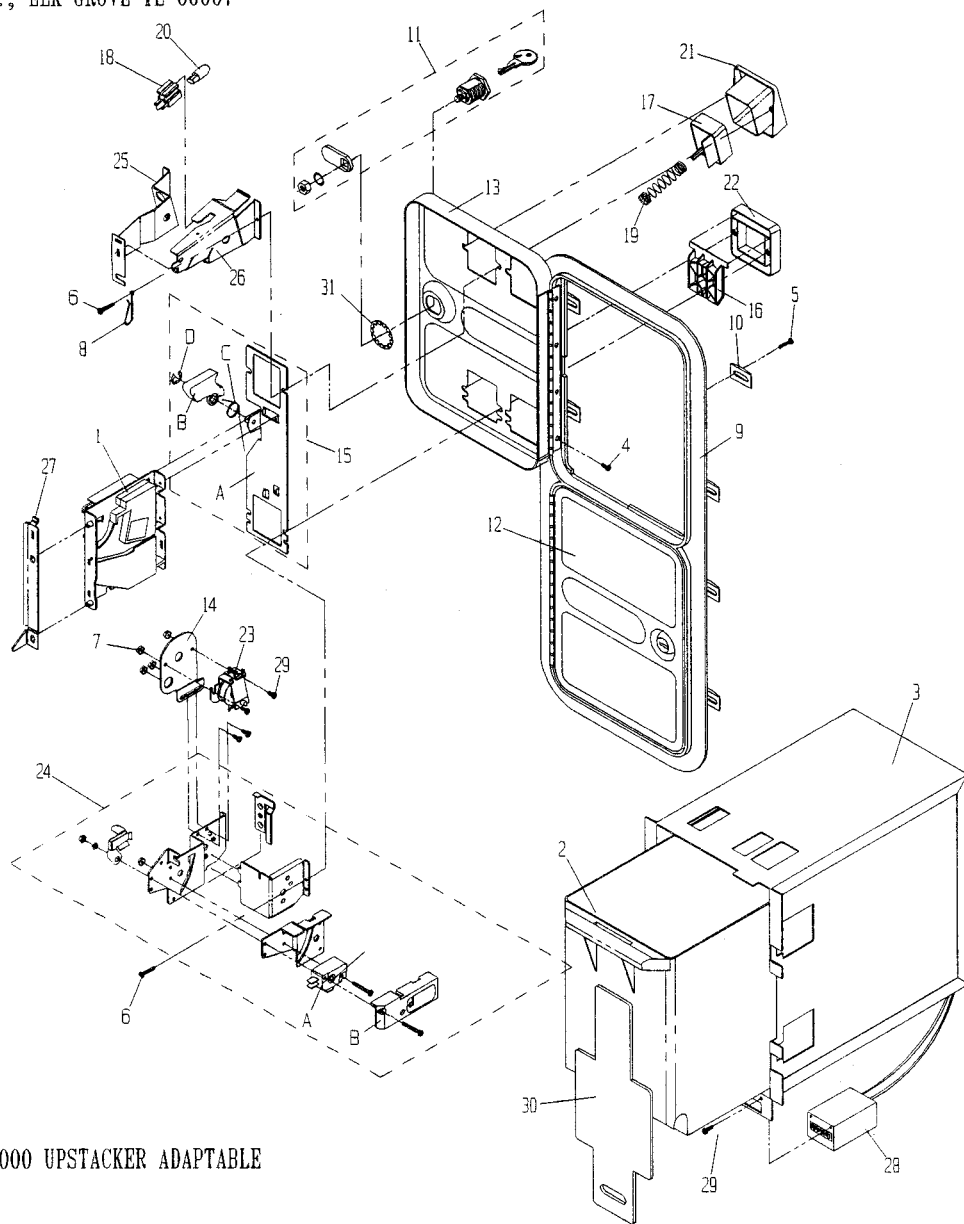
The frame and cashbox enclosure on this coindoor has been modified to accommodate a Mars 2000 series upstacker. A 2000 series stacker can be added by simply removing the top two entry door and replacing it with a one entry door with a cut-out for a stacker. This one entry door can be ordered through Coin Controls or one of Coin Controls authorized distributors. The part number is 91-4000-01. The Mars stacker can be obtained through an authorized Mars distributor.

It should also be noted that this unit comes equipped with security hasp that surrounds the two bottom doors where the cash box is located. This is to ensure that the monies within are not tampered with, except by the operator.

COIN CONTROLS INTERNATIONAL

1850 HOWARD ST., ELK GROVE IL 60007
(847) 228-1810

OVER/UNDER TWO ENTRY COIN DOOR*



* MARS SERIES 2000 UPSTACKER ADAPTABLE

PART #	DESCRIPTION	COST	PART #	DESCRIPTION	COST	PART #	DESCRIPTION	COST
1)	12-4050-XX S-10 ACCEPTOR	19.50	16)	91-1109-16 REJECT FLAP NYLON, BLACK	2.70	28)	23-1011-00 12V DC METER	8.50
	12-4150-011 S-7 US #.25	12.00	17)	91-1113-01 ENTRY/REJECT BUTTON 25c	4.45		23-1103-00 4.5V DC METER	8.50
2)	20-4177-00 PLASTIC CASHBOX	7.40	18)	91-1117-00 LAMPHOLDER	1.40	29)	90-1032-01 METER & LOCKOUT SCREW	.25
3)	20-4189-00 ENCLOSURE, Z2000	27.50	19)	91-1121-00 E/R BUTTON SPRING	.80	30)	22-1400-00 LOCKING BAR	7.00
4)	90-1002-00 HINGE SCREW	.25	20)	91-1118-00 6V LAMP WEDGE BASE	.95	31)	90-1019-00 3/4" LOCKWASHER	.25
5)	90-1003-00 CLAMP SCREW	.95	21)	91-1311-16 BUTTON BEZEL BLACK	2.70			
6)	90-1017-00 SCREW BEZEL NYLON	.25	22)	91-1312-16 REJECT BEZEL BLACK	2.70			
7)	90-1206-02 #4-40 KEP NUT	.25	23)	91-2125-00 12V LOCKOUT COIL ASSEMBLY	12.85			
8)	90-1300-00 KEYHOOK	.35	24)	91-2216-16 MICROSWITCH ASSEMBLY	15.00			
9)	91-0508-16 FRAME	30.00	24A)	91-1116-16 MICROSWITCH BLACK	5.40			
10)	91-0506-00 CLAMP	.45		91-1116-11 MICROSWITCH WHITE	5.40			
11)	91-0547-00 DOUBLE D CAM LOCK	5.25		91-1116-10 MICROSWITCH RED	5.40			
12)	91-0603-16 BLACK MINI DOOR	8.40	24B)	91-1125-00 MICROSWITCH PLASTIC COVER	.85			
13)	91-0604-16 2 ENTRY UPPER DOOR	10.00	25)	92-1002-01 COIN INLET LAMP SIDE	1.80			
14)	91-1008-039 LOCKOUT BRACKET	4.30	26)	92-1002-021 COIN INLET COVER SIDE	1.80			
15)	91-1008-107 BASEPLATE ASSEMBLY	5.00	27)	92-1002-10 HOLD DOWN BRACKET	1.50			

12. 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.

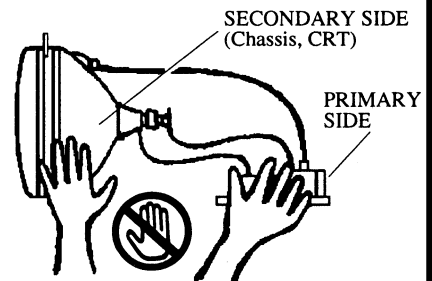


WARNING!

Primary side and secondary side

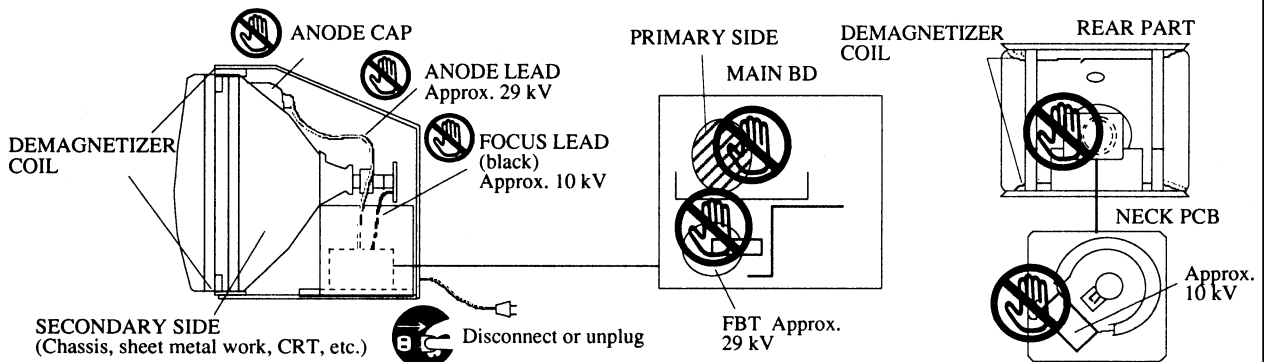
The monitor's circuit which is divided into the Primary side and secondary side, is electrically isolated. Do not touch the primary side and the secondary side simultaneously. Failing to observe the instruction can cause electric shock, and this is very dangerous.

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.)

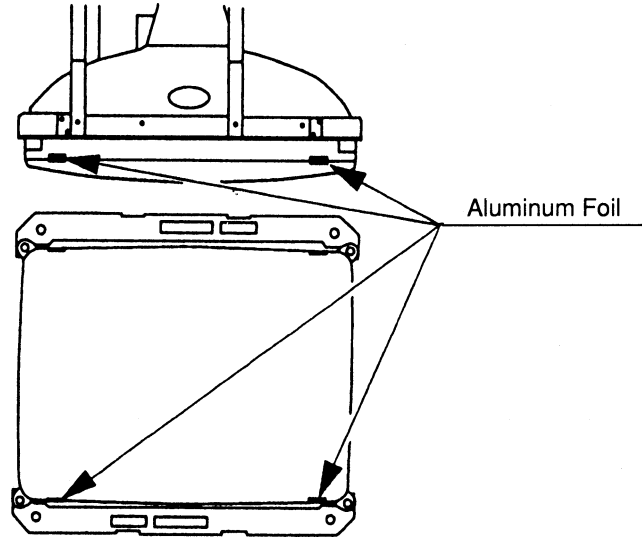


For the purpose of static prevention, special coating is applied to the CRT face of this product. To protect the coating, pay attention to the following points. Damaging the coating film can cause electric shock to the customers. For the caution to be heeded when clearing, refer to the Section of Periodic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

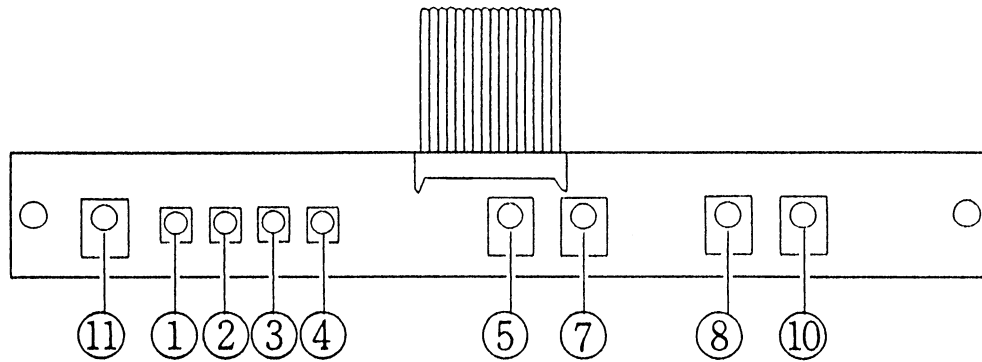
Do not remove aluminum foils from the C.R.T. corners. Removing the aluminum foils can cause static prevention effects to be lowered.



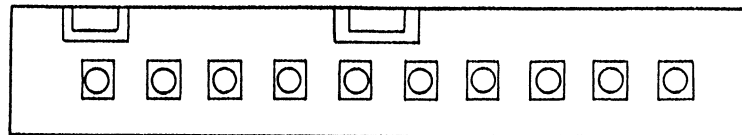
Monitor adjustments have been made at the time of shipment. Therefore do not make further adjustment without a justifiable reason. Adjusting the monitor which contains high tension parts is dangerous work. Also, an erroneous adjustment can cause deviated synchronization and image fault, resulting in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

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

NANAO monitor: 2 0 0 - 5 2 4 2 - 2 4 - 0 4 (24K mode)



SANWA monitor: 2 0 0 - 5 2 4 3 - 2 4 (24K mode)



①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩
R GAIN	G GAIN	B GAIN	BRIGHT	H SIZE	H HOLD	H POSI	V SIZE	V HOLD	V POSI

- ① R-GAIN
- ② G-GAIN Controls colors.
- ③ B-GAIN
- ④ BRIGHT Controls screen brightness.
- ⑤ H. SIZE Controls horizontal screen size.
- ⑥ H. HOLD Provides horizontal synchronization, i.e., controls right/left hold.
- ⑦ H. POSI Controls horizontal display position on screen.
- ⑧ V. SIZE Controls vertical screen size.
- ⑨ V. HOLD Provides vertical synchronization, i.e., controls up-down hold.
- ⑩ V. POSI Controls vertical display position on screen.
- ⑪ CONTRAST Adjusts image contrast.

13. REPLACEMENT OF FLUORESCENT LAMP



- When performing the work, be sure to turn power off. Working with power on can cause an electric shock or short circuit accident.
- The Fluorescent Lamp, when it gets hot, can cause burns. Be very careful when replacing the Fluorescent Lamp.

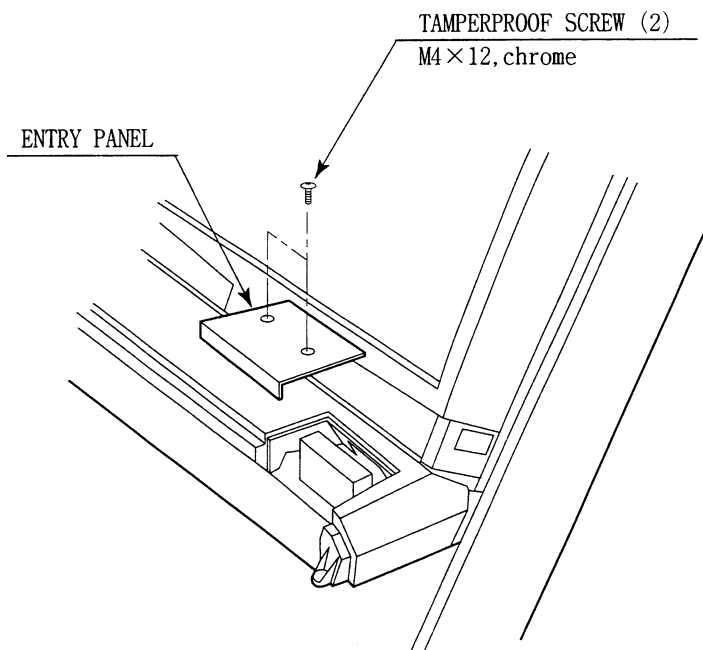


- To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Not using a step or using an unstable step can cause violent falling down accidents.
- When handling plastic parts, be very careful. The plastic parts, if damaged, may cause injury due to breakage or fractions.

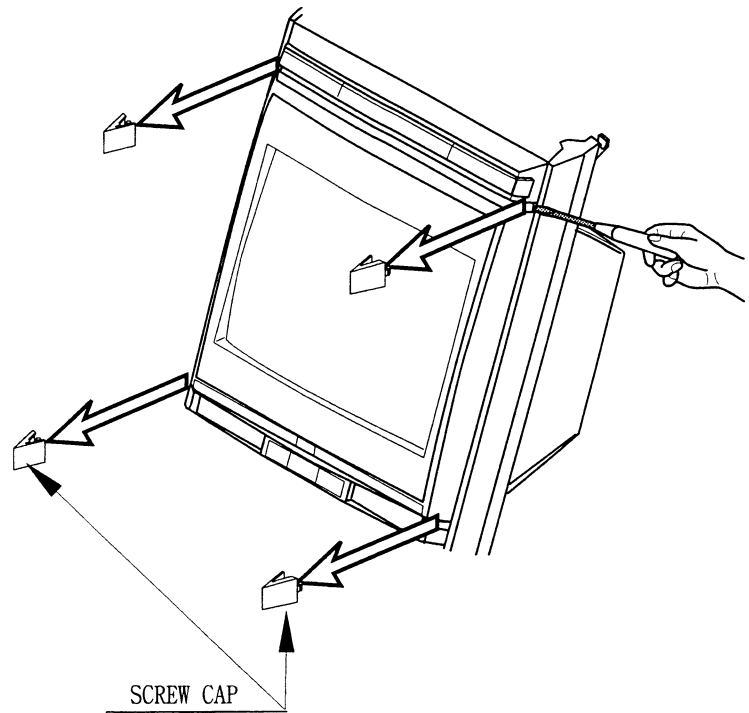
13 -1 REPLACEMENT OF FLUORESCENT LAMP

INTERIOR OF FRONT PANEL

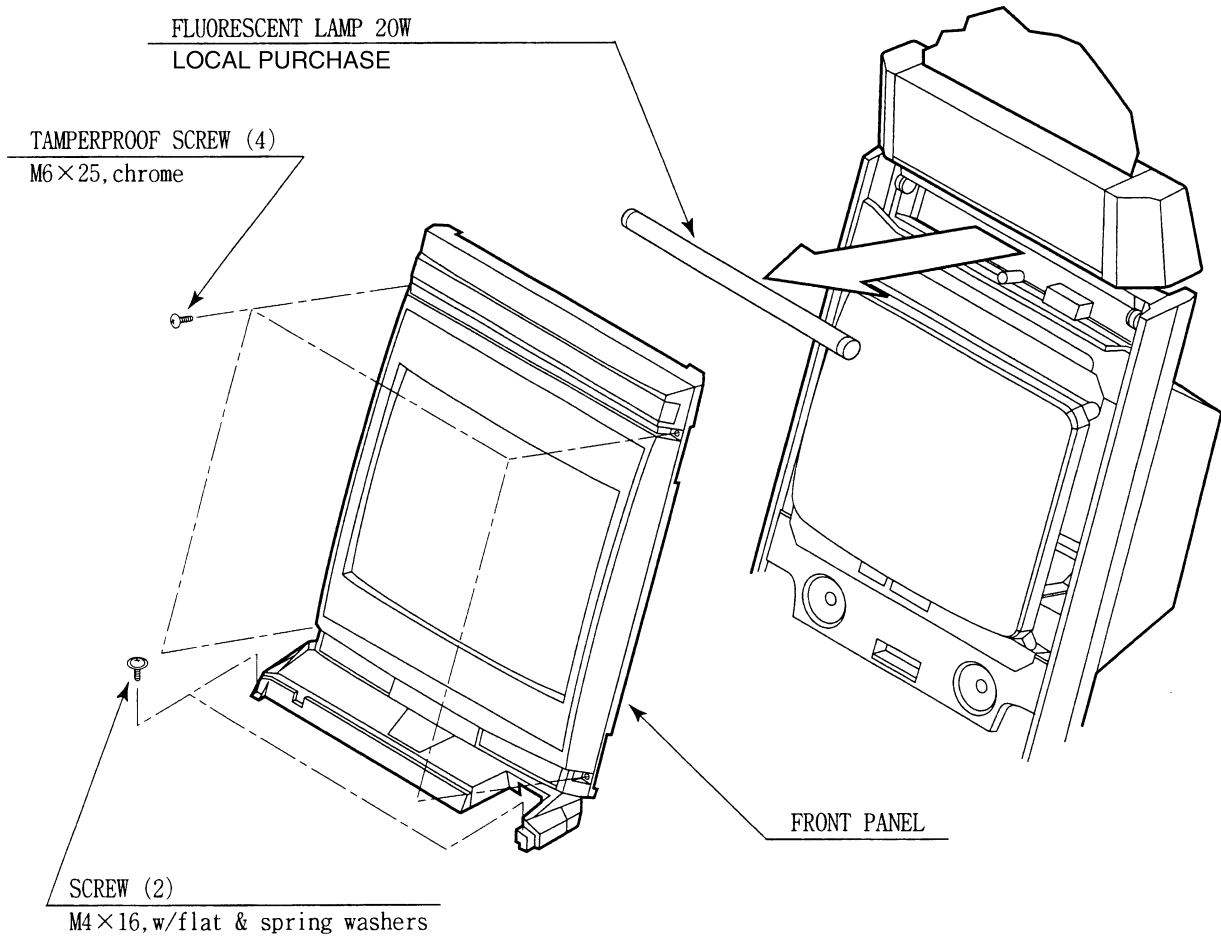
- ① Turn power OFF by using the Main SW or the SUB PWR SPLY SW inside the SERVICE DOOR.
- ② Open the Control Panel.
- ③ Take out the 2 Truss screws and open the Entry panel.



- ④ By using a Flat-blade screwdriver, etc.remove the 4 Screw Caps from the Front Panel.

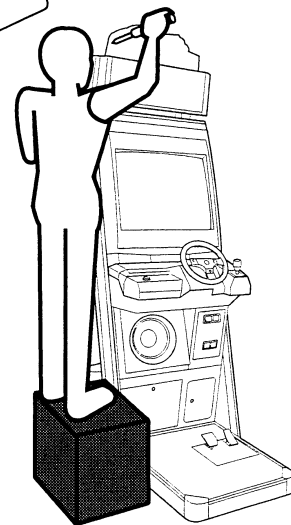
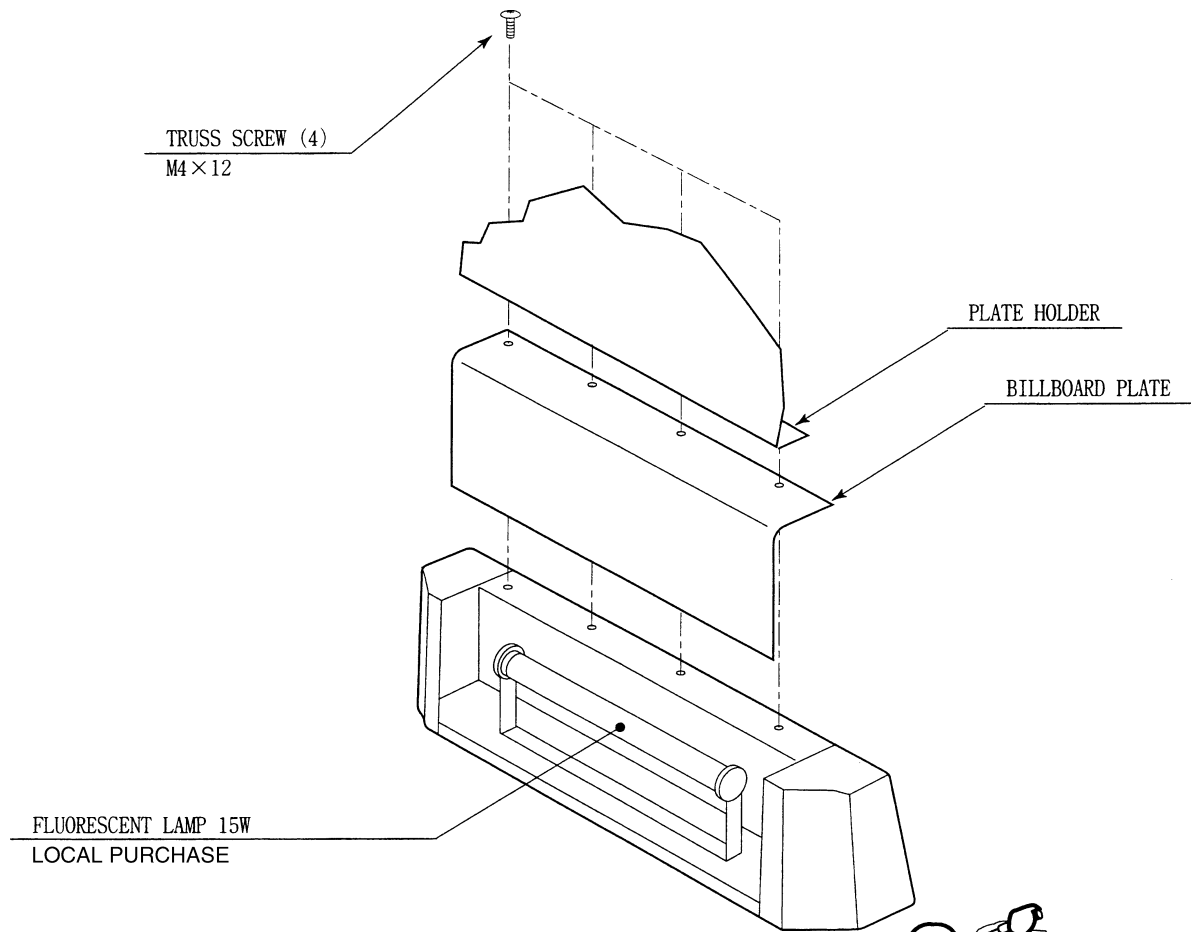


- ④ Take out the 4 Tamperproof screws and 2 screws, and remove the Front Panel to replace the Fluorescent Lamp.



INTERIOR OF BILLBOARD

- ① Take out the 4 screws and remove the Plate Holder.
- ② Remove the Billboard Plate and replace the Fluorescent Lamp.



When performing work,
be sure to use a step.

14. PERIODIC INSPECTION TABLE

The items listed below require periodic check and maintenance to retain the performance of this machine and ensure safe 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 a fire or electrical shock.
- Periodically once a year, request the place of contact herein stated or the Distributer, etc. where the product was purchased from, as regards to the interior cleaning. Using the product with dust as is accumulated in the interior without cleaning can cause a fire or short circuit accident. Note that cleaning the interior parts can be performed on a pay-basis.

	Item	Interval	Reference
CABINET	Check Adjusters' contact with surface.	Daily	3
CONTROL PANEL	Check lamps.	Monthly	9
	Check VOLUME value.	Monthly	9
	Greasing	Trimonthly	10-2
ACCEL. & BRAKE	Check VOLUME value.	Monthly	9
	Greasing	Trimonthly	12-3
SHIFT LEVER	Check switches.	Monthly	9
	Greasing	Trimonthly	11-3
COIN SELECTOR	Check COIN SW.	Monthly	9
	Coin insertion test.	Monthly	13
	Cleaning of COIN SELECTOR.	Trimonthly	13
MONITOR	Check adjustments.	Monthly or when moving.	6, 9, 14
	Cleaning of CRT surfaces.	Weekly	14-2
GAME BD	MEMORY TEST.	Monthly	SERVICE MANUAL
	Check settings.	Monthly	9
Cabinet surfaces	Cleaning	As necessary.	See below.
INTERIOR	Cleaning	Annually	See above.
POWER SUPPLY PLUG	Inspection and cleaning		

CLEANING CABINET SURFACES

If the cabinet is badly stained, use a cloth which is dipped in the chemical detergent liquid diluted with water and then squeezed dry. Do not use thinner, benzine, alcohol or chemical dustcloth as these can damage Cabinet surfaces.

15. TROUBLESHOOTING

Should trouble occur, first check connector connections.

PROBLEMS	CAUSE	COUNTERMEASURES
With Main SW ON, no activation	Power is not supplied. Power supply/voltage is not correct. AC main fuse causes the power to be cut off due to momentary overload.	Plug in correctly Make sure that power supply/voltage is correct. Check fuse. Remove the cause of overload and replace fuse
Operation is unsatisfactory	Volume Setting Failure Poor mesh of V.R. gear. Spring failure due to secular change of Accelerator and Brake Mecha.	Perform Volume setting Adjust or replace V.R. Adjust Gear mesh.. Replace the Spring.
Sound from Speakers and woofer not emitted	Incorrect volume adjustment Malfunctioning bd and AMP.	Adjust SW UNIT's sound adjustment volume. Perform Sound test.
The image on MON.. screen has color deviation.	Affected by the magnetic field of installation location.	Make CONVERGENCE adjustment. (Refer to Section 12.)
No sound is emitted.	Sound Volume adjustment is not appropriate. Sound BD and speaker are malfunctioning.	Adjust sound volume. (see Section 7). Perform sound test to find and replace defective parts.(Refer to Section 7).
SHIFT LEVER does not operate.	Switch malfunctioning.	Replace the SW.
The Fluorescent lamp does not light up.	The Fluorescent tube is burnt out.	Replace the Fluorescent tube (Refer to Section 11).

16. GAME BOARD



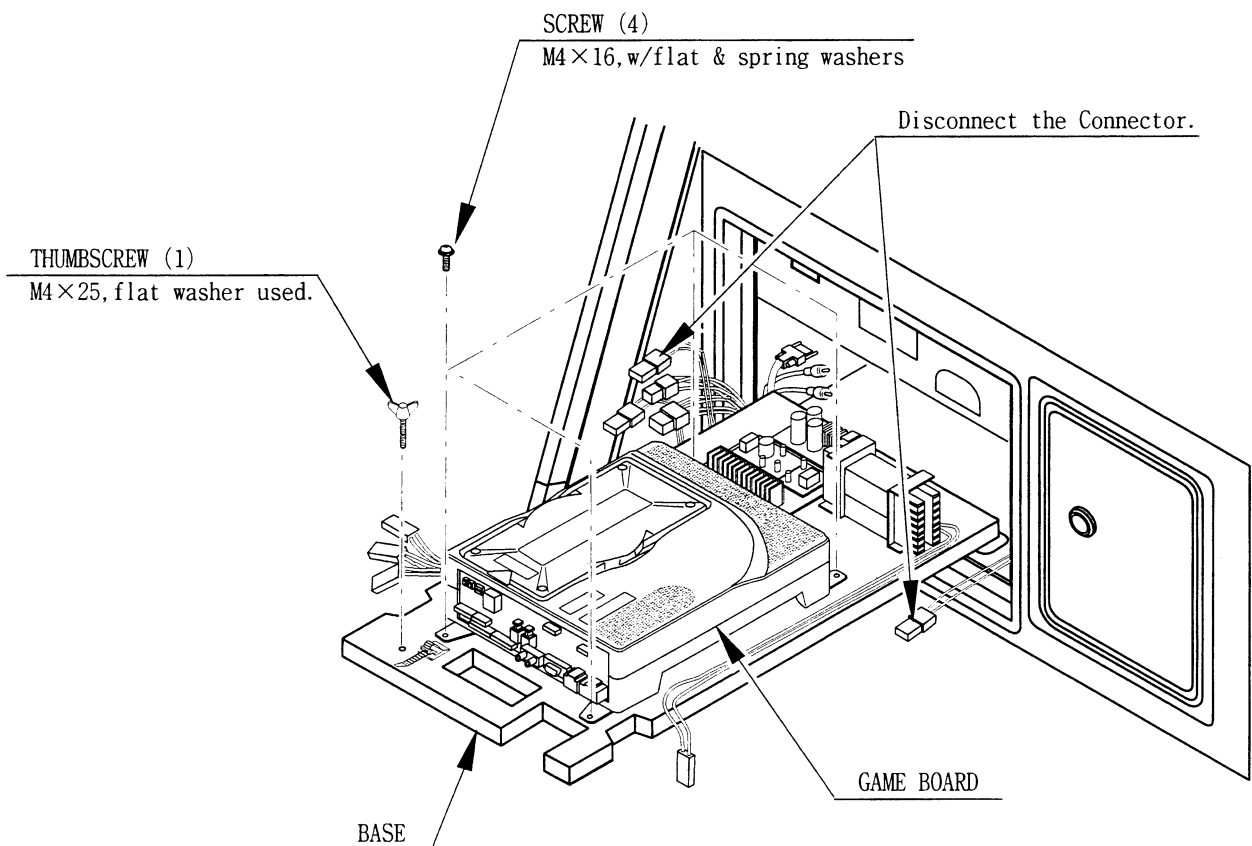
- In order to prevent an electrical shock, be sure to turn power off before performing work by touching the interior parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.



Do not expose the Game BD, etc. without a good reason. In this product, setting changes are made during the test mode. The Game BD need not be operated. Use the Game BD, etc. as is with the same setting made at the time of shipment.

16 -1 REMOVING THE GAME BOARD

- ① Turn main switch off.
- ② When the power is turned OFF with the Main SW, unlock and remove the SERVICE DOOR.
- ③ Disconnect the Connector connected at the time of FLOOR installation.
- ④ Disconnect all of the Connectors connected to the Filter Board at the front of the Shield Case, 3 connectors on the left hand side facing the Shield Case and the right-hand side Connector.
- ⑤ Take out the thumbscrew securing the Base, and remove the Base from the cabinet with the Shield Case as is mounted. When removing the Base first withdraw the Base towards you up to the notch portions allowing for evading the fitting which secures the Base. From that position, lift up and remove the Base. At this time, be very careful so as not to damage wiring.
- ⑥ Take out the 4 screws and remove the Shield Case.



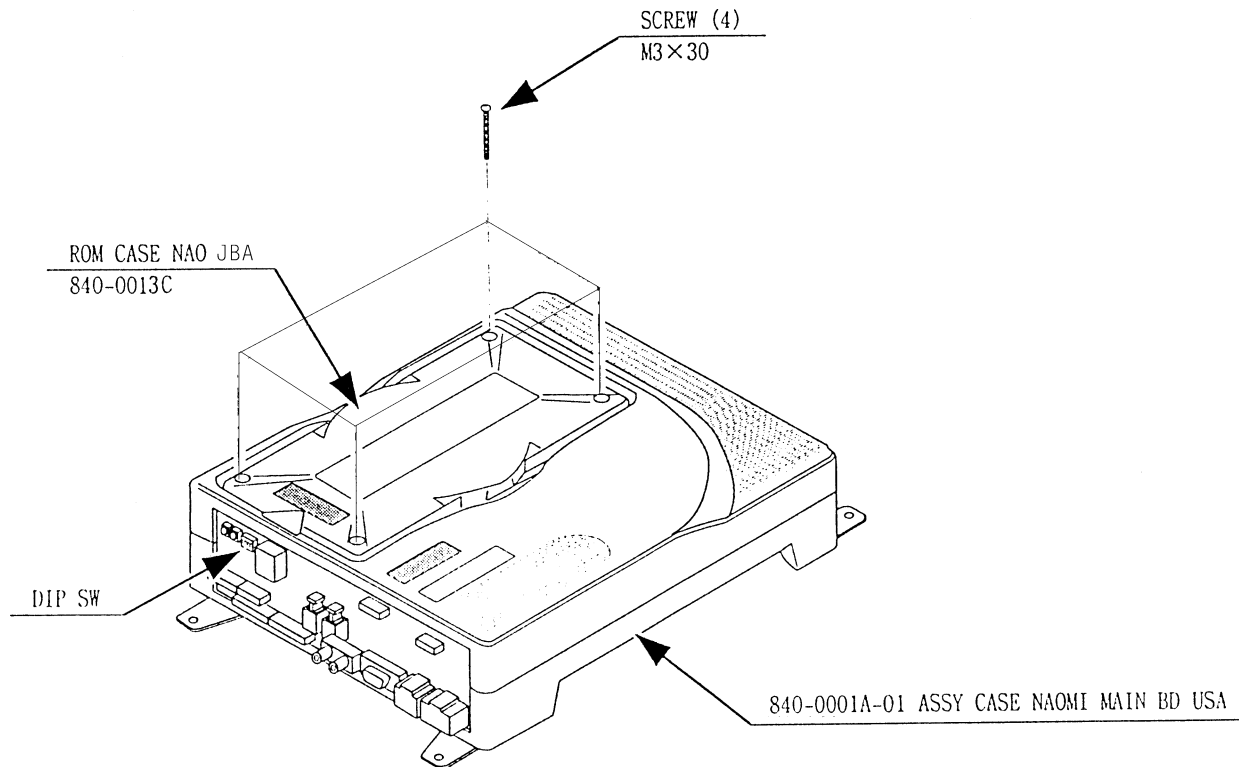
16 - 3 COMPOSITION OF GAME BOARD



IMPORTANT!

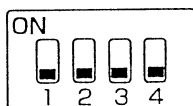
Ensure that the DIP SW setting is performed as designated as designated. Failure to observe this may cause functioning not suitable for the operation, or malfunctioning.

ASSY CASE NAO JBA USA (840-0013D-01) :USA

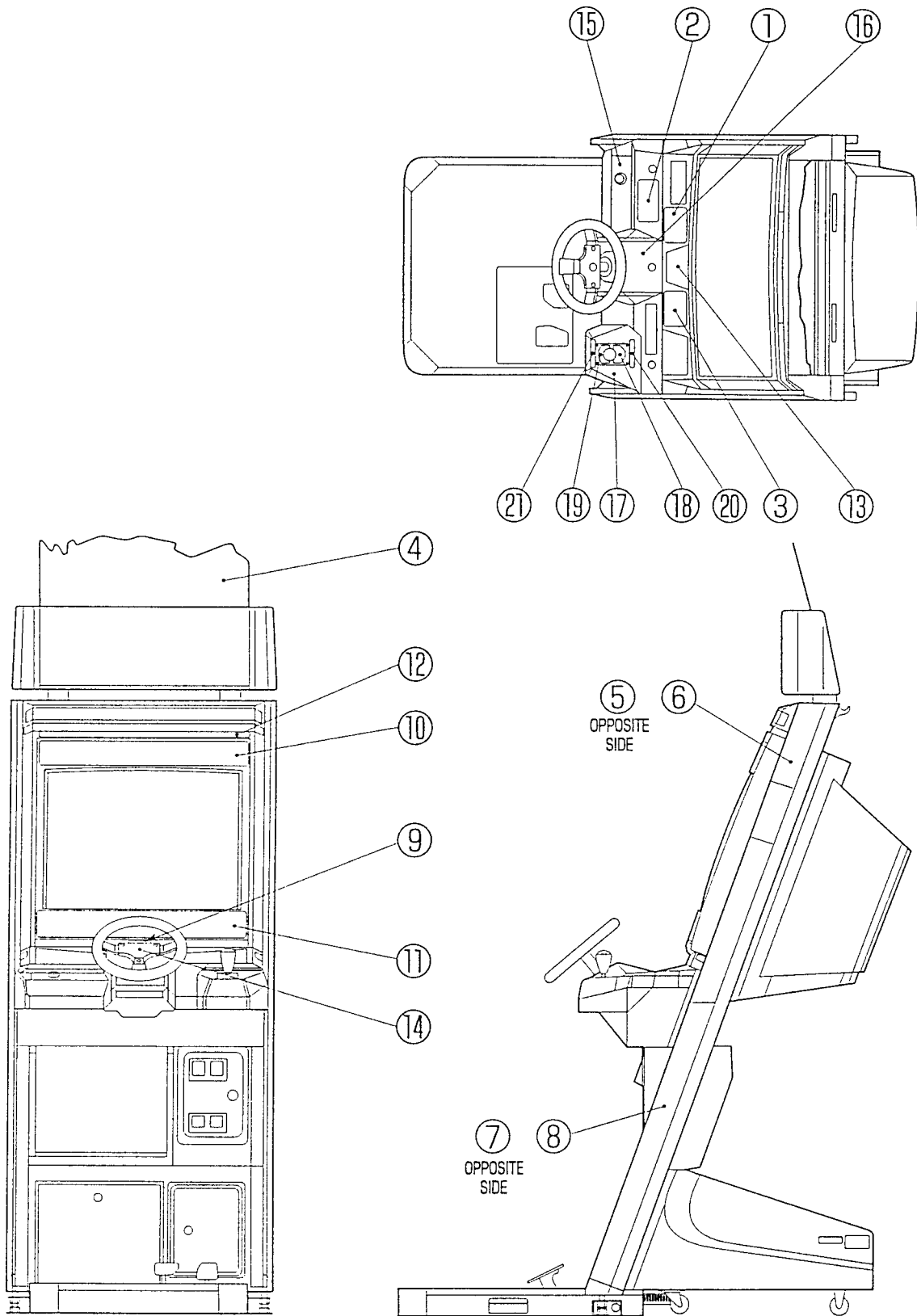


DIP SW SETTING

In the product, set all of the DIP SW's to OFF.



17. DESIGN RELATED PARTS

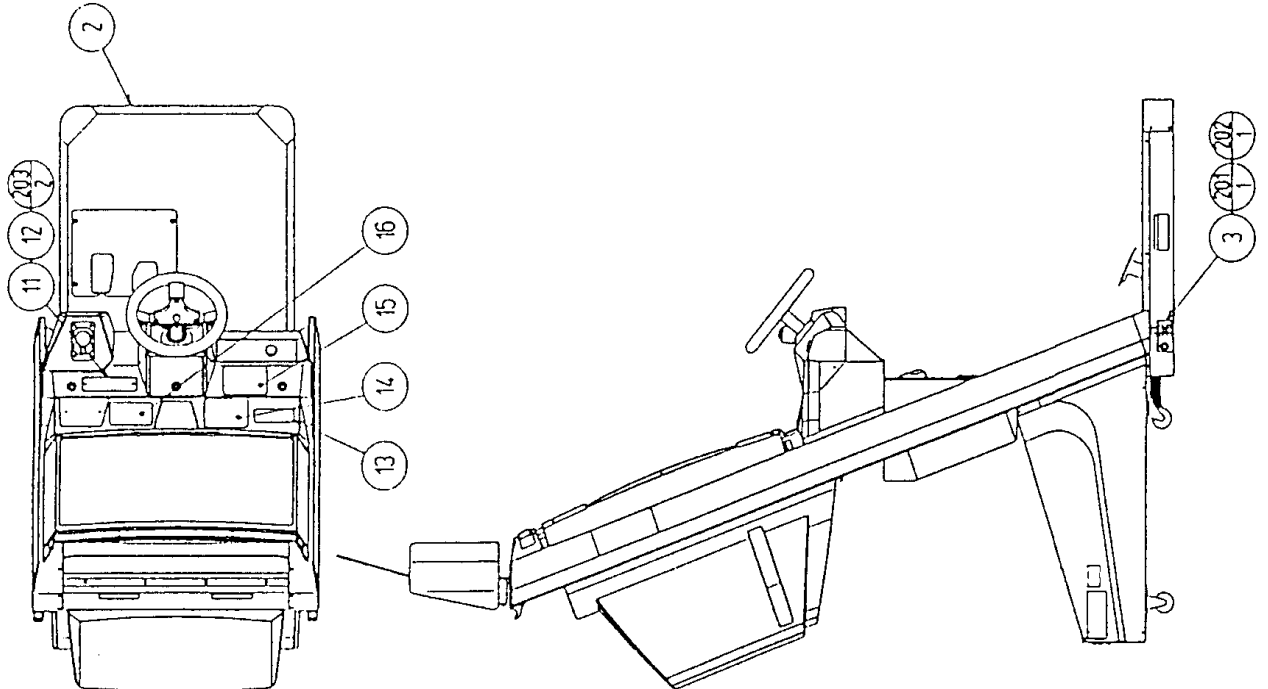
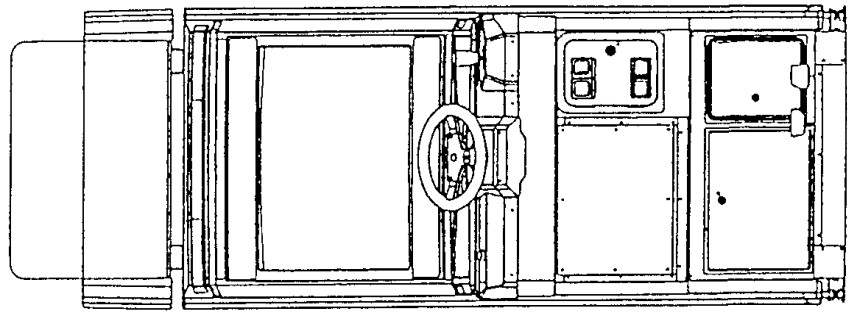
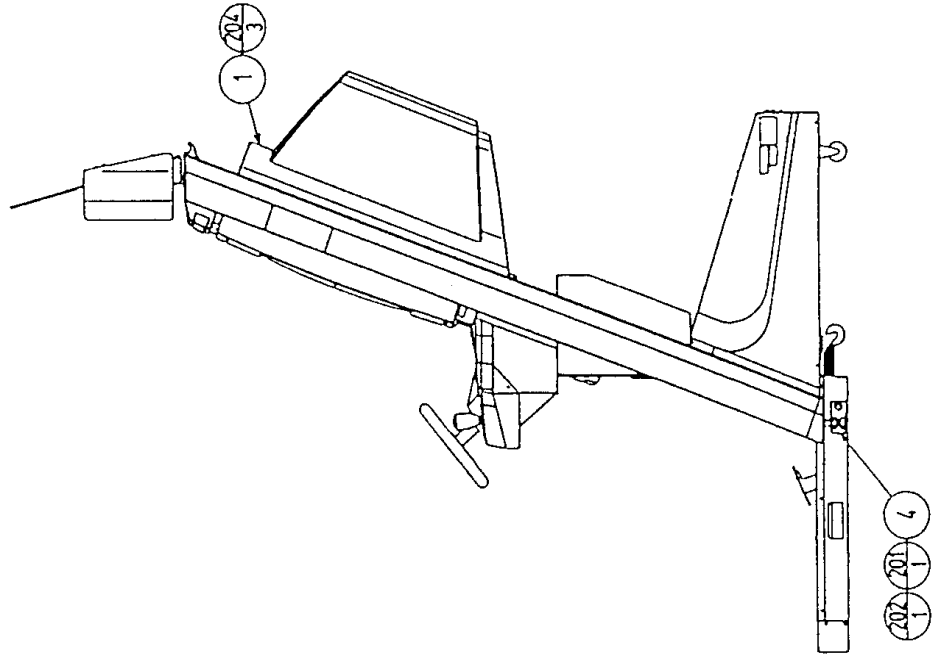


DESIGN RELATED

ITEM NO.	PART NO.	DESCRIPTION
1	422-0783-01	PLAY INSTRUCTION SH JBA A
2	422-0784-01	PLAY INSTRUCTION SH JBA B
3	422-0785-01	PLAY INSTRUCTION SH JBA C
4	429-0675	POP JBA STD
5	JBA-1012	STICKER SIDE L
6	JBA-1013	STICKER SIDE R
7	JBA-1015	STICKER SIDE L B
8	JBA-1016	STICKER SIDE R B
9	NOA-1507	EMBLEM NAOMI
10	JBA-1401	STICKER FRONT UPPER
11	JBA-1402	STICKER FRONT LOWER
12	JBA-1403	STICKER FRONT TOP
13	JBA-1404	STICKER FRONT LOGO
14	INY-1203	STEERING EMBLEM
15	JBA-2003-B	STICKER START
16	JBA-2003-C	GUARD PLATE CENTER
17	JBA-2003-D	STICKER ROPE
18	421-11165	DESIGN PLATE THROW
19	421-11164	DESIGN PLATE PULL
20	421-11176	STICKER THROW
21	421-11177	STICKER PULL

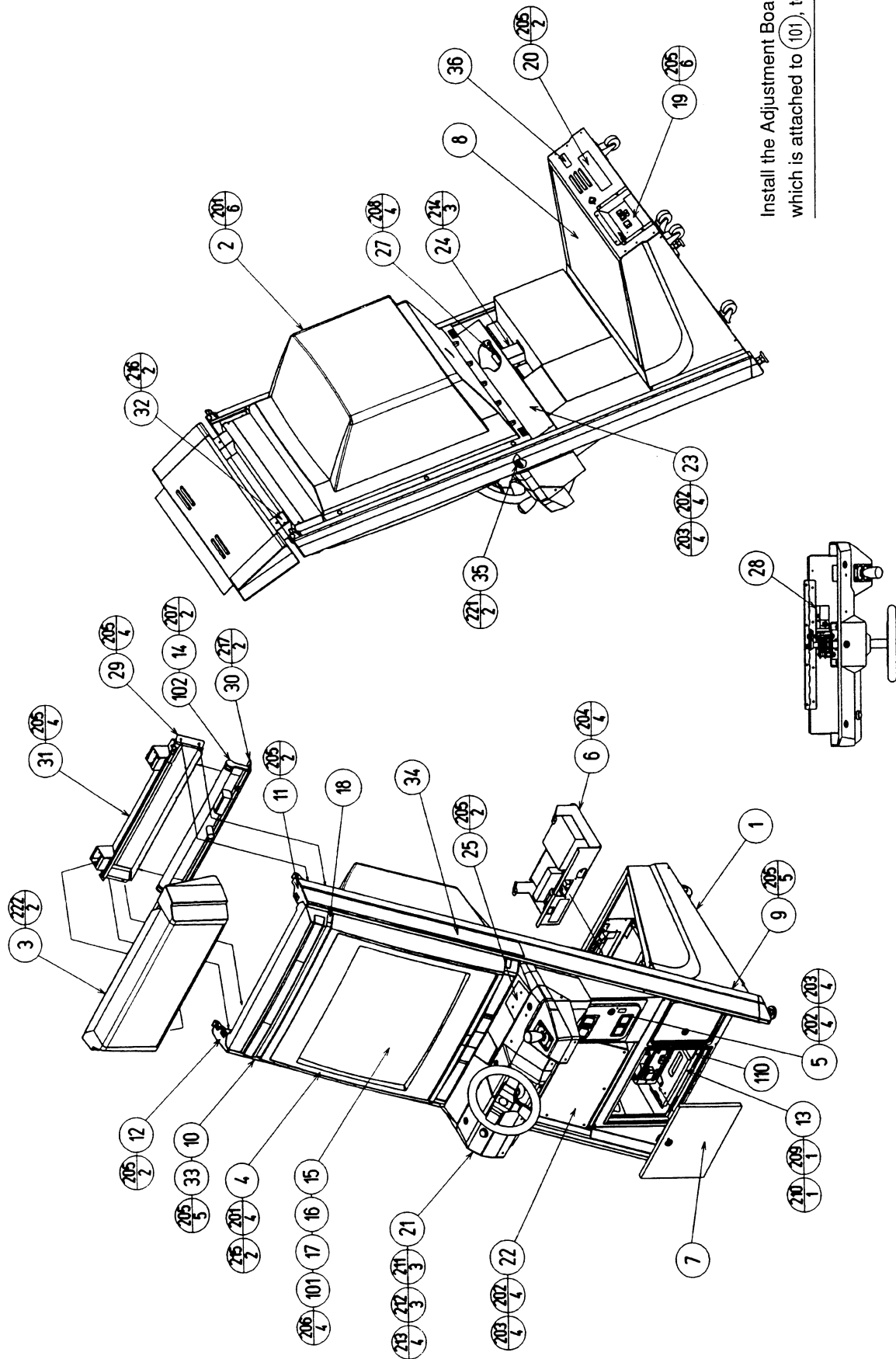
18. PARTS LIST

TOP ASSY JAMBO SAFARI



TOP ASSY JAMBO SAFARI

ITEM NO.	PART NO.	DESCRIPTION
1	JBA-10001	ASSY U/R CABI
2	JBA-1200	ASSY FLOOR
3	CTA-0001	JOINT BRKT L
4	CTA-0002	JOINT BRKT R
11	JEY-0005	DENOMI PLATE
12	421-7907--	DENOMI SH ~
14	422-0783-01	PLAY INSTR SH JBA A
15	422-0784-01	PLAY INSTR SH JBA B
16	422-0785-01	PLAY INSTR SH JBA C
201	030-000820-SB	HEX BLT W/S BLK M8X20
202	068-852216-0B	FLT WSHR BLK 8.5-22X1.6



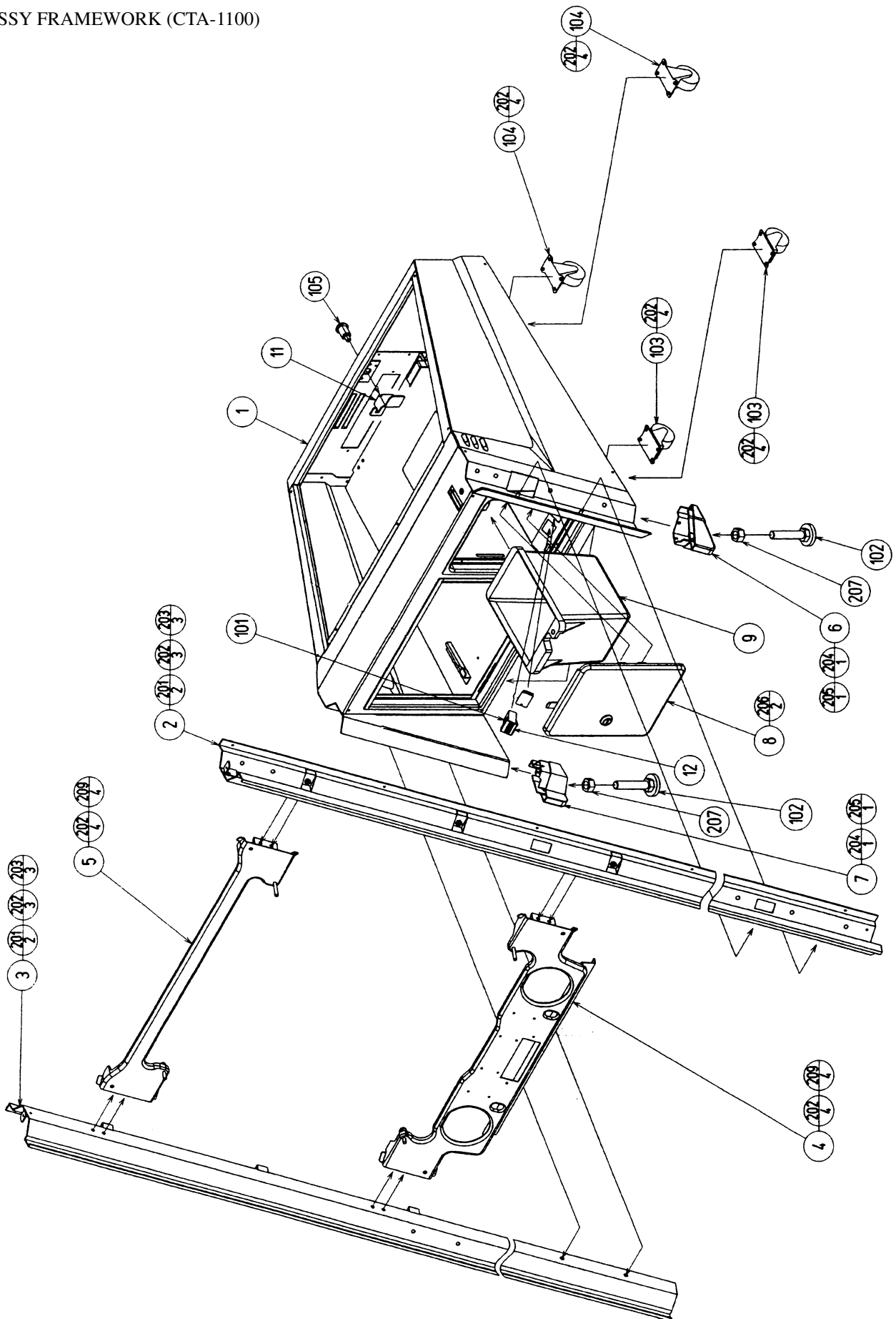
Install the Adjustment Board,
which is attached to (101), to (23).

PLAN VIEW
(when the (21) is opened.)

ASSY U/R CABI (JBA-10001)

ITEM NO.	PART NO.	DESCRIPTION
1	CTA-1100	ASSY FRAMEWORK UR
2	NOA-1200	ASSY CRT COVER
3	JBA-1300	ASSY BILLBOARD
4	JBA-1400	ASSY FRONT PANEL
5	CTA-1150	ASSY CC BOX WW
6	NOA-4000	ASSY ELEC
7	NOA-1750	ASSY SERVICE DOOR
8	NOA-1801	REAR HATCH
9	NOB-1001	FRAME COVER U/R R
10	NOB-1002	FRAME COVER U/R L
11	NOA-1003	ENDCAP R
12	NOA-1004	ENDCAP L
13	JBA-4300	ASSY MAIN BD
14	LOCAL PURCHASE	FL HOLDER
15	280-5112	BUSH FOR TV
16	280-5113	COLLAR FOR TV
17	280-5114	SPACER 6.4-25X2
18	CTA-1006	SCR CAP
19	NOC-1700	AC UNIT UL
20	NOA-1116	LID COMMUNI PORT
21	JBA-20001	ASSY CNTRL PNL
22	JBA-1150	ASSY WOOFER
23	CTA-1001	CONTROL BOX
24	CTA-1002	WIRE COVER
25	JBA-1014	ENTRY COVER
27	837-13551-92	I/O CONTROL BD FOR JVS
29	CTA-1011	REAR COVER UPPER UL
30	NOA-1011	FL BRKT
31	CTA-1007	BILLBOARD HOLDER
32	CTA-1008	HOLE LID
33	JBA-1012	STICKER SIDE L
34	JBA-1013	STICKER SIDE R
35	RCR-1019	CHAIN HOLDER
101	200-5787	ASSY CLR DSPL 29TYPE 31K 100V
102	LOCAL PURCHASE	ASSY FL 20W W/CONN HIGH
110	601-6231-01	EDGING NEW TYPE
201	008-T00625-0C	TMP PRF SCR TH CRM M6X25
202	030-000620-S	HEX BLT W/S M6X20
203	010-P00408-F	S-TITE SCR PH W/F M4X8
204	008-T00412-0C	TMP PRF SCR TH CRM M4X12
205	008-T00412-0C	TMP PRF SCR TH CRM M4X12
206	050-F00600	FLG NUT M6
207	000-P00430-W	M SCR PH W/FS M4X30
208	000-P00320	M SCR PH M3X20
209	032-000425	WING BLT M4X25
210	068-441616	FLT WSHR 4.4-16X1.6
211	008-B00820-0C	TMP PRF SCR BH CRM M8X20

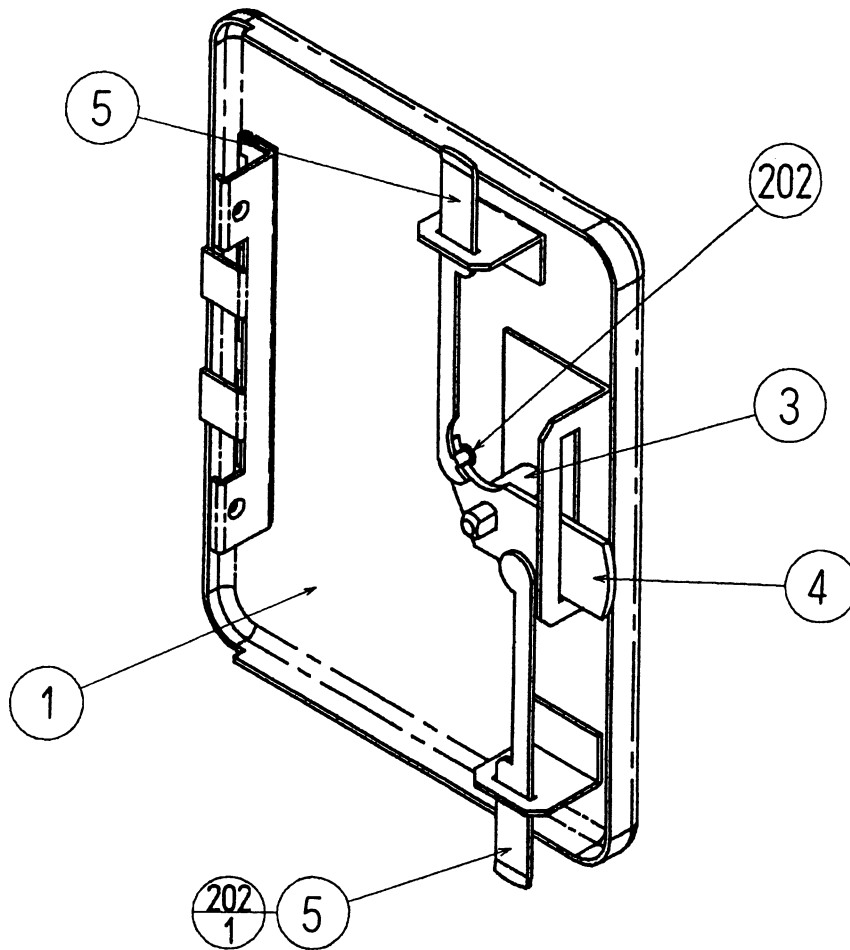
ASSY FRAMEWORK (CTA-1100)



ASSY FRAMEWORK (CTA-1100)

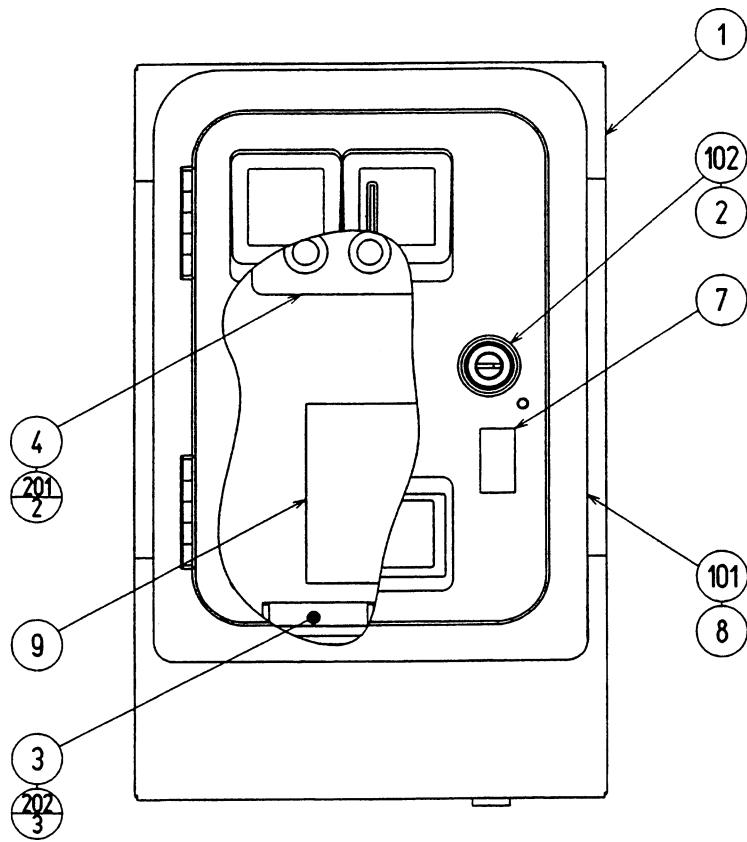
ITEM NO.	PART NO.	DESCRIPTION
1	NOA-1601	BASE BOX
2	NOB-1101	MAIN FRAME UR R
3	NOB-1102	MAIN FRAME UR L
4	NOA-1111	LOWER BEAM
5	NOA-1112	UPPER BEAM
6	NOA-1113	HOOF R
7	NOA-1114	HOOF L
8	HOT-1200	ASSY CASH BOX DOOR
9	253-5366	CASHBOX
11	NOA-11115	TNG REAR HATCH
101	220-5643-01	MAG CNTR DC5V 6P WH MZ-674-D04
102	601-5699X	LEG ADJUSTER BOLT M16X75
103	601-10461	CASTER D51H66 FREE
104	601-10462	CASTER D51H73 FIX
105	220-5575	CAM LOCK MASTER W/O KEY
201	050-F00600	FLG NUT 6
202	030-000620-S	HEX BLT W/S M6X20
203	068-652016	FLT WSHR 6.5-20X1.6
204	050-F00400	FLG NUT M4
205	010-P00408-F	S-TITE SCR PH W/F M4X8
206	000-F00310	M SCR FH M3X10
207	050-HO1600	HEXNUT M16
208	010-P00306-F	S TITE-SCR PH W/F M3X6
209	060-F00600	FLT WSHR M6

ASSY CASH BOX DOOR (HOT-1200)



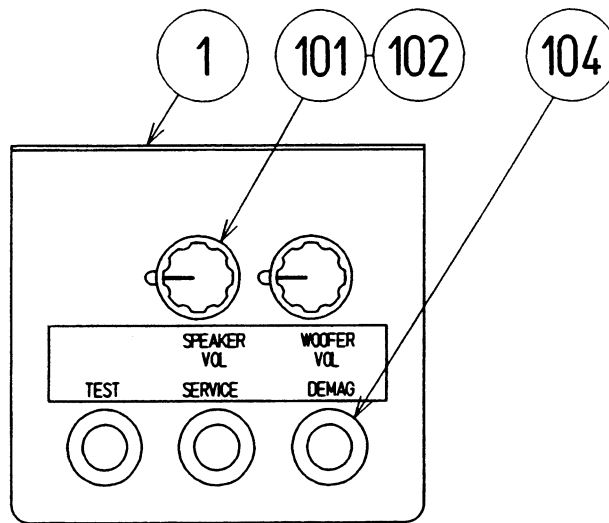
ITEM NO.	PART NO.	DESCRIPTION
1	HOT-1201	CASH BOX DOOR
3	220-5574	CAM LOCK W/KEYS
4	HOT-1203	CENTER TNG
5	HOT-1204	SIDE TNG
202	065-E00300	E RING 3MM

ASSY CC BOX WW (CTA-1150)



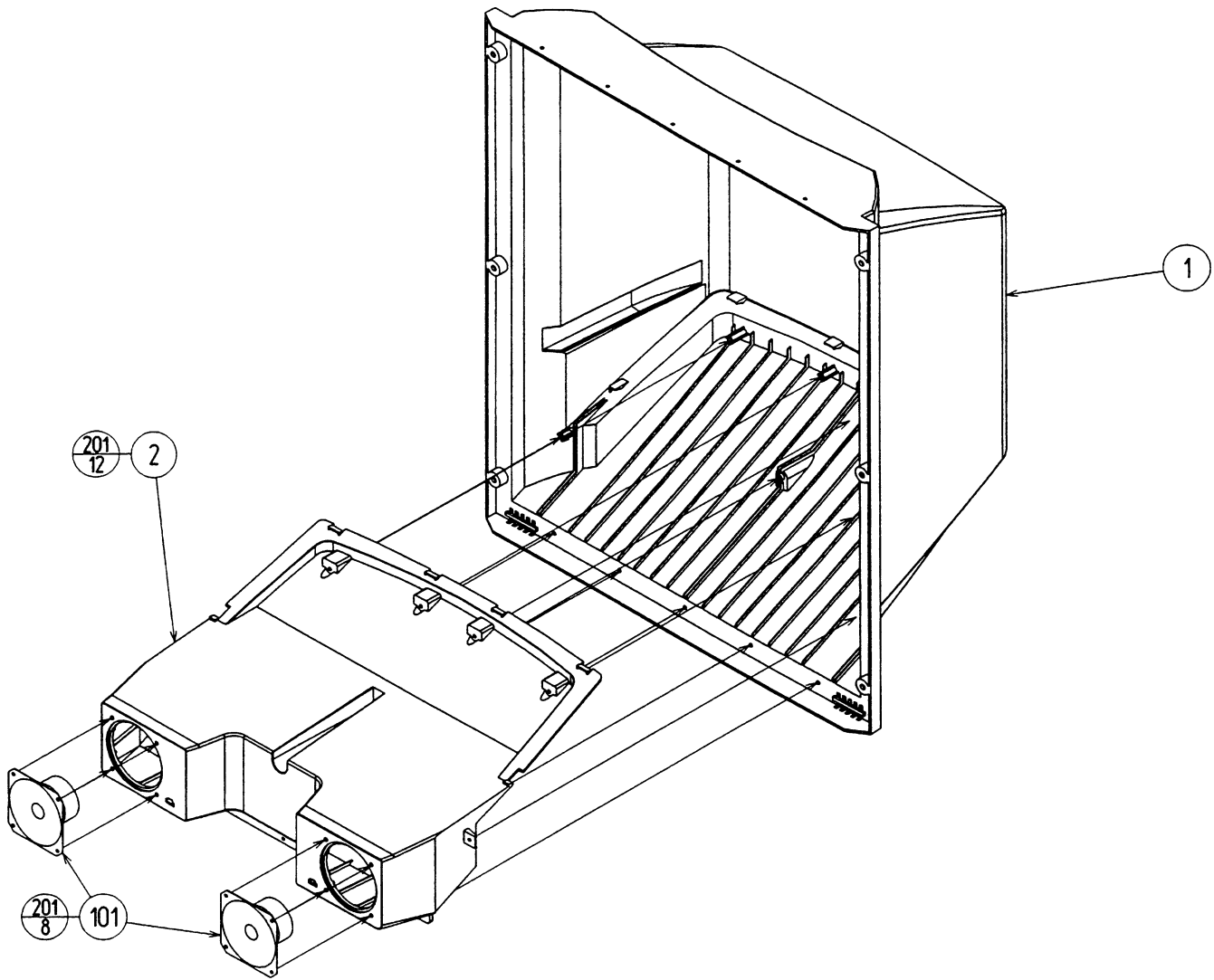
ITEM NO.	PART NO.	DESCRIPTION
1	CTA-1151	CC BOX WW
2	DP-1167	TNG LKG
3	CTA-1153	CHUTE W
4	CTA-1160	SW UNIT
101	97-1003-05	ASSY C.C.CHUTE DOOR
102	220-5575	CAM LOCK MASTER W/O KEY

ASSY SW UNIT (CTA-1160)



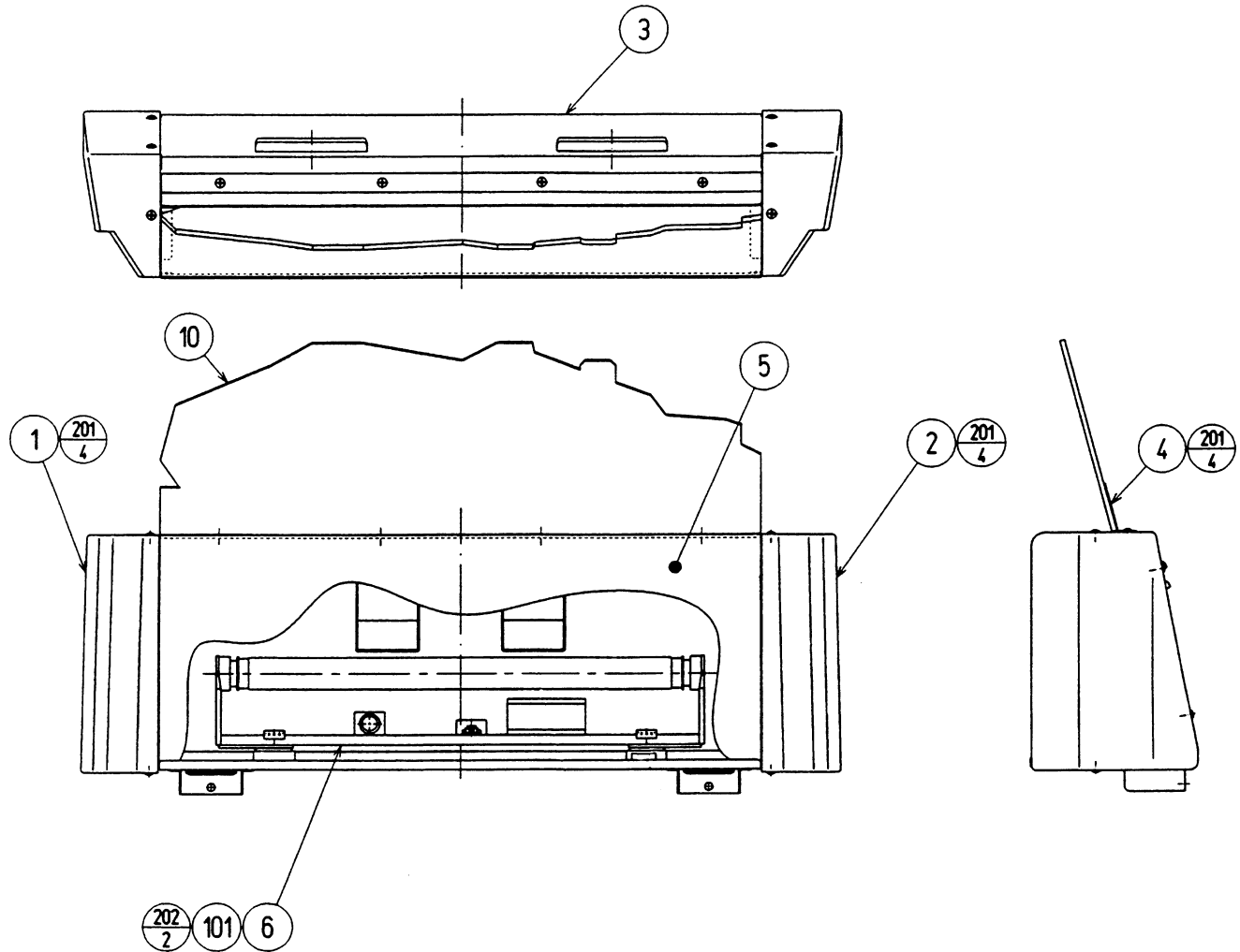
ITEM NO.	PART NO.	DESCRIPTION
1	CTA-1161	SW BRKT
101	220-5179	VOL CONT B-5K OHM
102	601-0042	KNOB 22MM
104	509-5028	SW PB 1M

ASSY CRT COVER (NOA-1200)



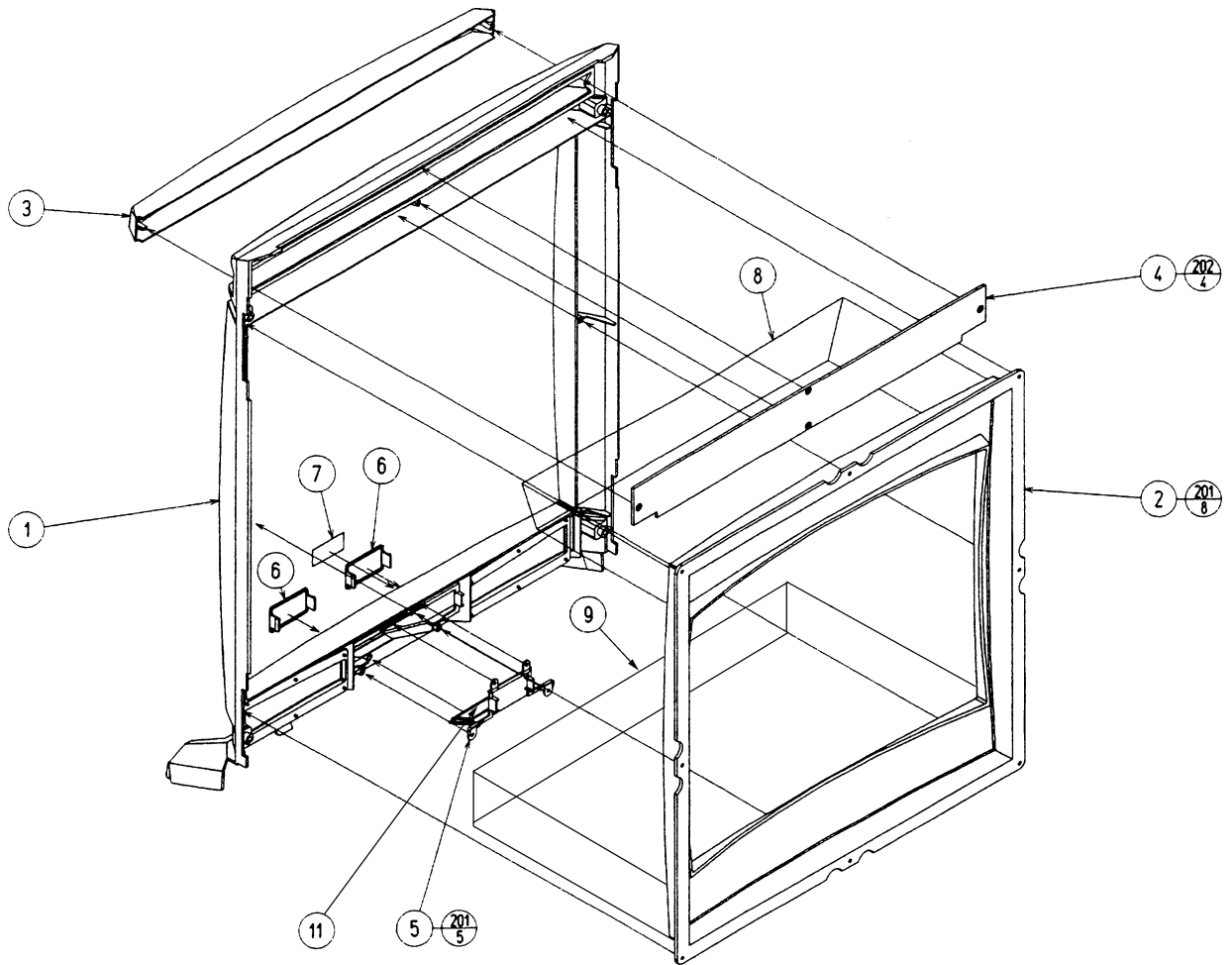
ITEM NO.	PART NO.	DESCRIPTION
1	NOA-1201	CRT COVER
2	NOA-1202	SPEAKER BOX
101	130-5205	SPEAKER 4OHM 10W 100 W/SHIELD
201	000-P00410-W	M SCR PH W/FS M4X10
203	000-P00412-W	M SCR PG W/FS M4X12

ASSY BILLBOARD (JBA-1300)



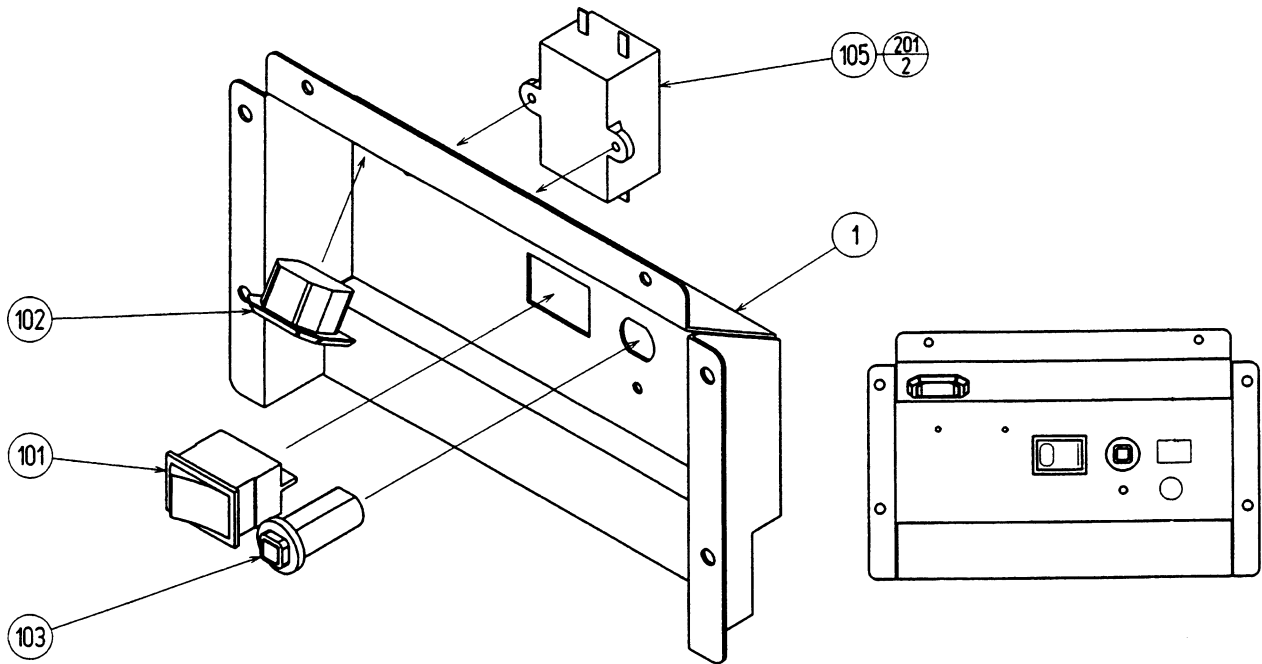
ITEM NO.	PART NO.	DESCRIPTION
1	JBA-1301	BILLBOARD COVER L
2	JBA-1302	BILLBOARD COVER R
3	CTA-1303	BILLBOARD BASE
4	CTA-1304	PLATE HOLDER
5	423-0335	BILLBOARD PLATE JBA
6	LOCAL PURCHASE	FL HOLDER
201	000-T00412-0C	M SCR TH CRM M4X12
202	000-P00340-W	M SCR PH W/FS M4X30
203	050-H00400	HEX NUT M4
204	060-S00400	SPR WSHR M4
205	060-F00400	FLT WSHR M4

ASSY FRONT PANEL (JBA-1400)



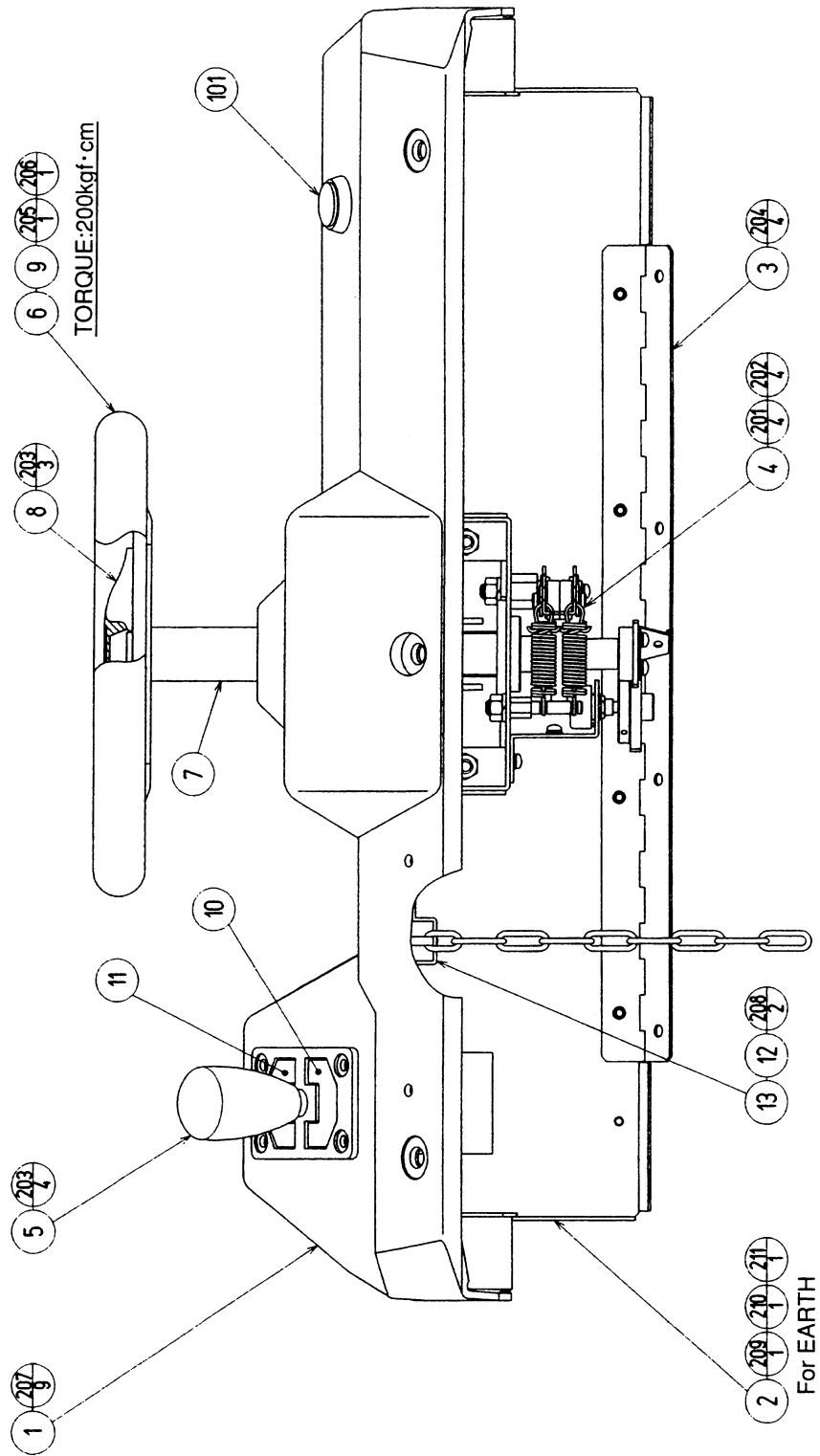
ITEM NO.	PART NO.	DESCRIPTION
1	NOA-1501-01	FRONT PANEL
2	NOA-1502-01	MASK MS9
3	NOA-1503	LIGHT COVER
4	NOA-1504	PRISM PLATE
5	NOA-1505	LID GCS
6	NOA-1506	LID VMS
7	NOA-1507	EMBLEM NAOMI
8	JBA-1401	STICKER FRONT UPPER
9	JBA-1402	STICKER FRONT LOWER
10	JBA-1403	STICKER FRONT TOP
11	JBA-1404	STICKER FRONT LOGO
201	000-P00412-W	M SCR PH W/FS M4X12
202	012-P00416	TAP SCR #2 PH M4X16

ASSY AC UNIT (NOC-1700) ?



ITEM NO.	PART NO.	DESCRIPTION
1	NOB-1701	AC BRKT
101	509-5876	LOCKER SW JW-L21RKK
102	214-0202	AC INLET PANEL TYPE
103	512-5046-5000	C.P. 5000MA CE UL
201	000-P00308-W	M SCR PH W/FS M3X8
202	050-H00400	HEX NUT M4
203	060-F00400	FLT WSHR M4
204	060-S00400	SPR WSHR M4

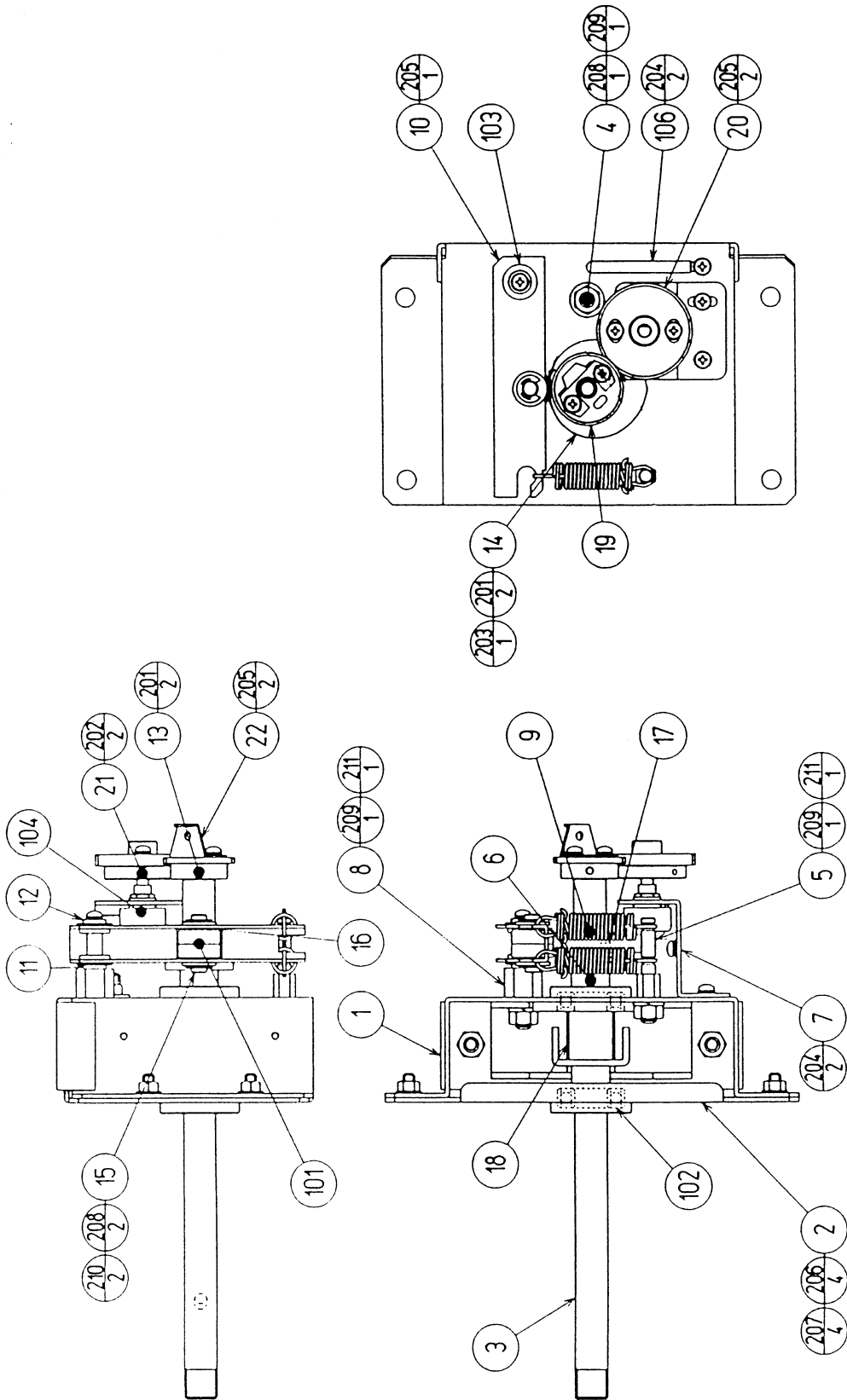
ASSY CONTROL PANEL (JBA- 20001)



ASSY CONTROL PANEL (JBA- 20001)

ITEM NO.	PART NO.	DESCRIPTION
1	JBA-2001	CONTROL PANEL COVER
2	CTA-2002	CONTROL PANEL BRKT
3	CTA-2003	HINGE 456
4	CTA-2100	ASSY HANDLE MECHA
5	610-0408-01	UP/DOWN SHIFTER AL
6	DYN-1201	STEERING WHEEL
7	DYN-1209X	HANDLE COLLAR
8	INY-1203	STEERING EMBLEM
9	OUT-2026	SPACER
10	421-11165	DESIGN PLATE THROW
11	421-11164	DESIGN PLATE PULL
12	CTA-2006	CHAIN 220
13	RCR-1019	CHAIN HOLDER
101	509-5610-03YE	SW PB 30M YELLOW W/L WH 5V 3W
201	050-U00800	U NUT M8
202	060-F00800	FLT WSHR M8
203	008-T00512-0B	TMP PRF SCR TH BLK M5X12
204	050-F00500	FLG NUT M5
205	020-000830-0Z	HEX SKT H CAP SCR BLK OZ M8X30
206	060-S00800	SPR WSHR M8
207	008-T00412-0C	TMP PRF SCR TH CRM M4X12
208	000-P00512-W	M SCR PH W/FS M5X12
209	050-H00500	HEX NUT M5
210	060-S00500	SPR WSHR M5
211	060-F00500	FLT WSHR M5

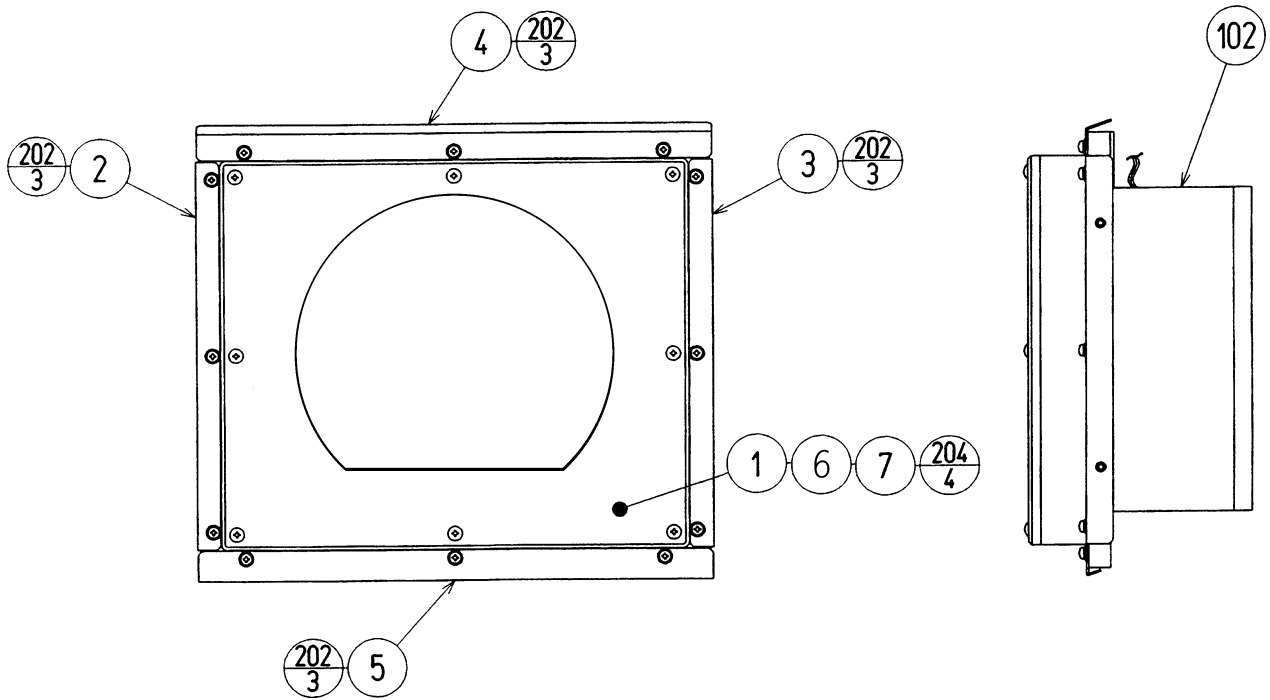
ASSY HANDLE MECHA (CTA-2100)



ASSY HANDLE MECHA (CTA-2100)

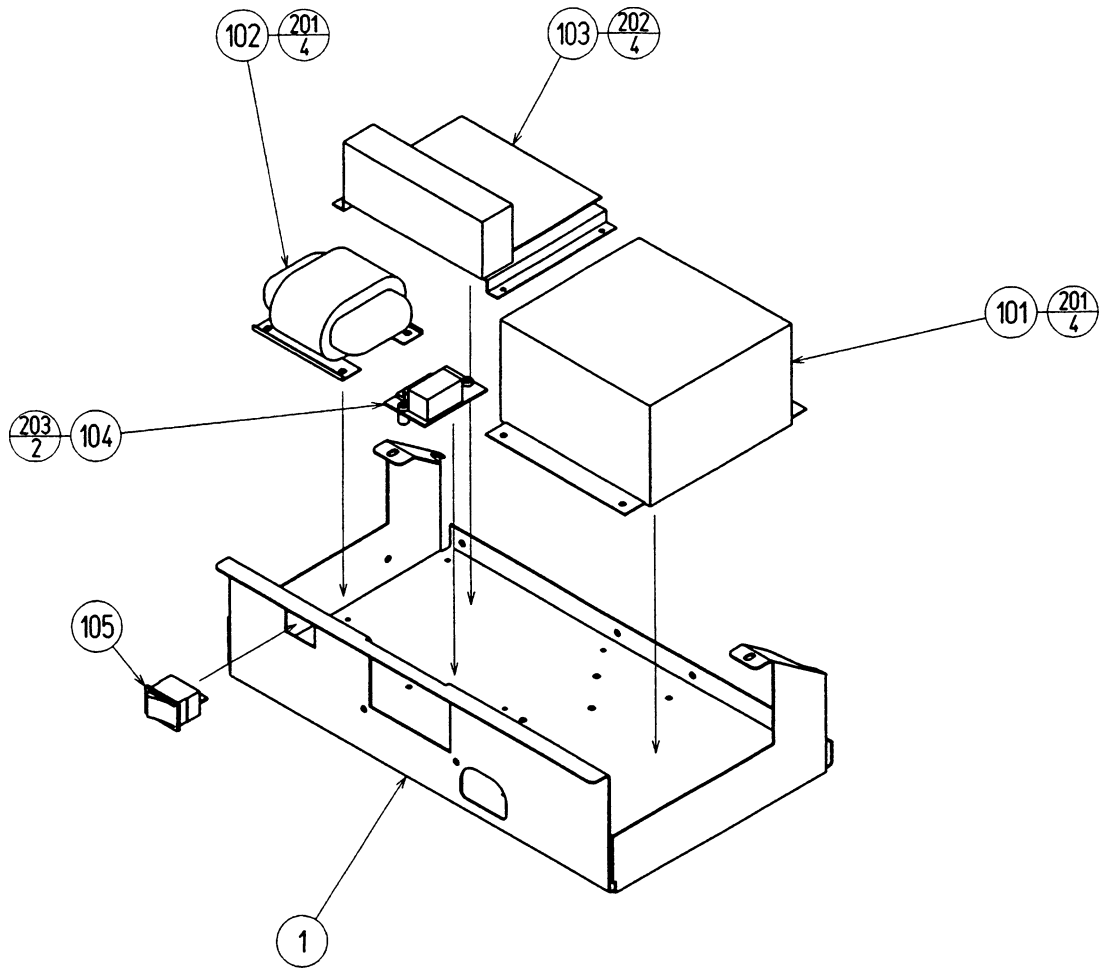
ITEM NO.	PART NO.	DESCRIPTION
1	CTA-2101	HANDLE BASE
2	CTA-2101	BASE LID
3	CTA-2103	HANDLE SHAFT
4	CTA-2104	STOPPER BOLT
5	CTA-2105	SPRING HOOK
6	CTA-2106	SPACER RING
7	CTA-2107	VR BRKT
8	DYN-1262	SWING ARM SHAFT
9	DYN-1269	EXT SPRING
10	DYN-1273	SWING ARM
11	BVG-1340	FLT WSHR 8.1-12X2
12	BVG-1341	FLT WSHR 4.1-12X2
13	SLC-1130	ADJUST RING
14	SLC-1141X	WHITE CAM
15	SOR-2112	BEARING SHAFT
16	SOR-2113	SPACER
17	SOR-2115	KEY 5X10
18	SPG-2109	STOPPER RUBBER
19	601-6172	GEAR 48
20	601-6959	GEAR 64
21	601-8966	GEAR HOLDER
22	SLC-1108	WIRE HOLDER
101	100-5018	BEARING BALL 8
102	100-5112	BEARING 17
103	100-5041	BEARING NSK F688 ZZ
104	220-5484	VOL CONT B-5K OHM
201	028-A00408-P	SET SCR HEX SKT CUP P M4X8
202	028-A00308-P	SET SCR HEX SKT CUP P M3X8
203	FAS-650011	STP RING BLK OZ S17
204	000-P00408-W	M SCR PH W/FS M4X8
205	000-P00412-W	M SCR PH W/FS M4X12
206	060-F00600	FLT WSHR M6
207	050-U00600	U NUT M6
208	060-F00800	FLT WSHR M8
209	050-U00800	U NUT M8
210	065-E00700	E RING 7MM
211	060-S00800	SPR WSHR M8

ASSY WOOFER (JBA-1150)



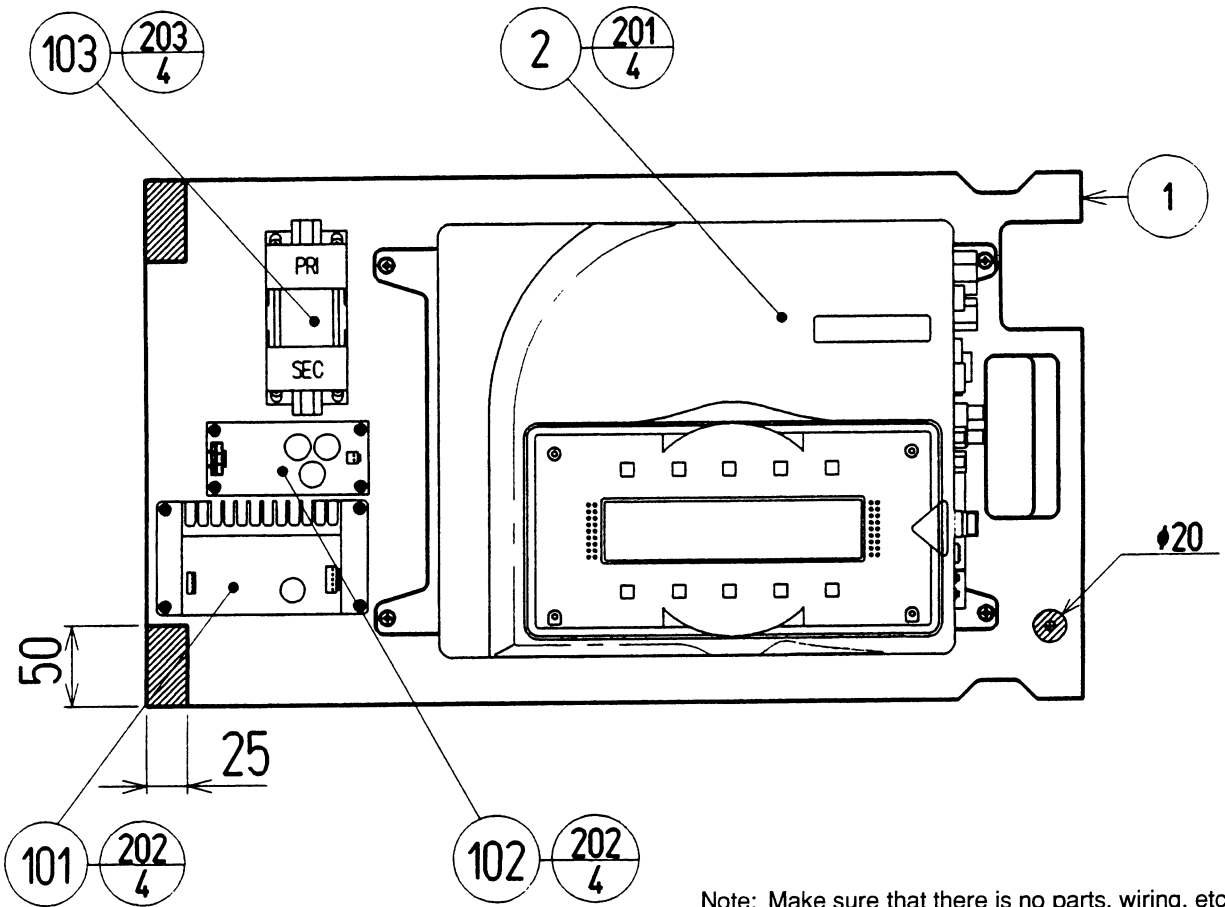
ITEM NO.	PART NO.	DESCRIPTION
1	423-0336	WOOFER PLATE JBA STD
2	CTA-2202	WOOFER BRKT L
3	CTA-2203	WOOFER BRKT R
4	CTA-2204	WOOFER BRKT UPPER
5	CTA-2205	WOOFER BRKT LOWER
7	JBA-1151	WOOFER CUSHION H
8	JBA-1152	WOOFER CUSHION V
102	130-5208	WOOFER BOX 2OHM 75W
202	000-P00520-WB	M SCR PH W/FS BLK M5X20
204	000-T00560-0B	M SCR TH BLK M5X60

ASSY ELEC (NOA-4000)



ITEM NO.	PART NO.	DESCRIPTION
1	NOA-4001	ELEC BASE
101	400-5397	SW REGU FOR JVS
102	560-5407-UL	AUDIO XFMR 120V 17V2.1AX2
103	838-13616	AUDIO POWER AMP 2 CH
104	838-11856-UL	CONNECT BD UL
105	509-5876	LOCKER SW JW-L21RKK
108	601-6231-B60	EDGING NEW TYPE L=60
201	010-P00406-F	S-TITE SCR PH W/F M4X6
202	010-P00306-F	S-TITE SCR PH W/F M3X6
203	010-P00320-F	S-TITE SCR PH W/F M3X20

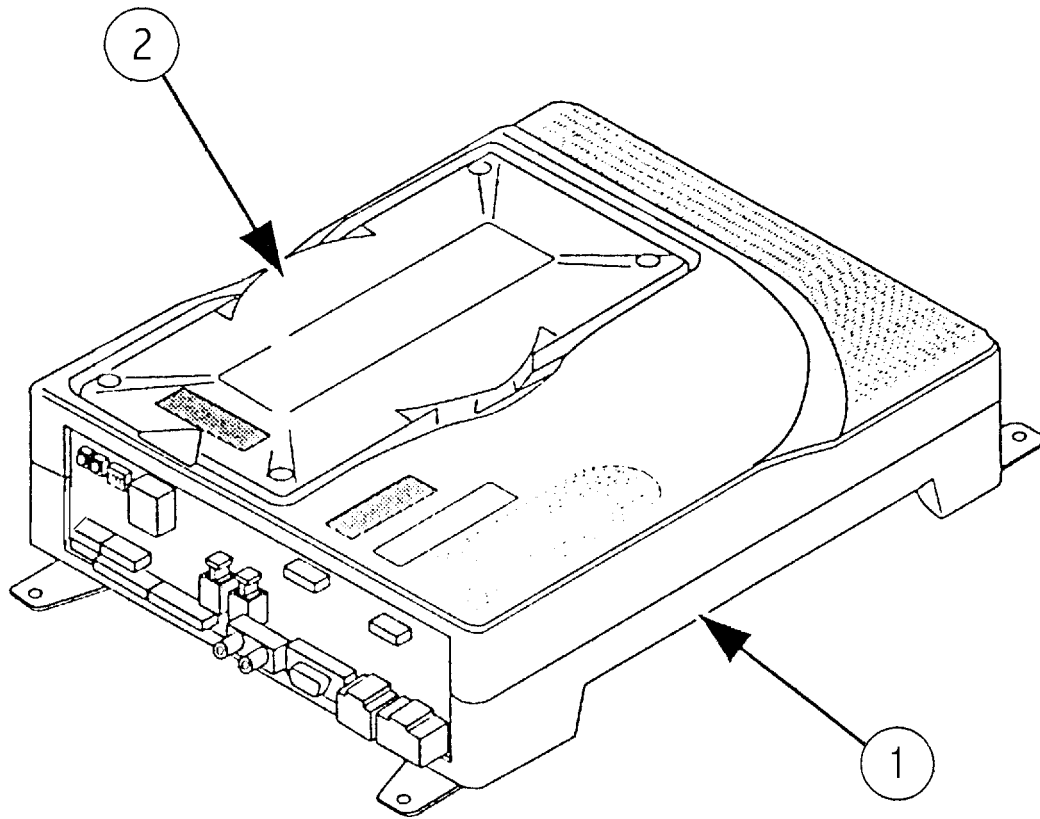
ASSY MAIN BD (CTA-4100)



Note: Make sure that there is no parts, wiring, etc. in the slash mark portions.

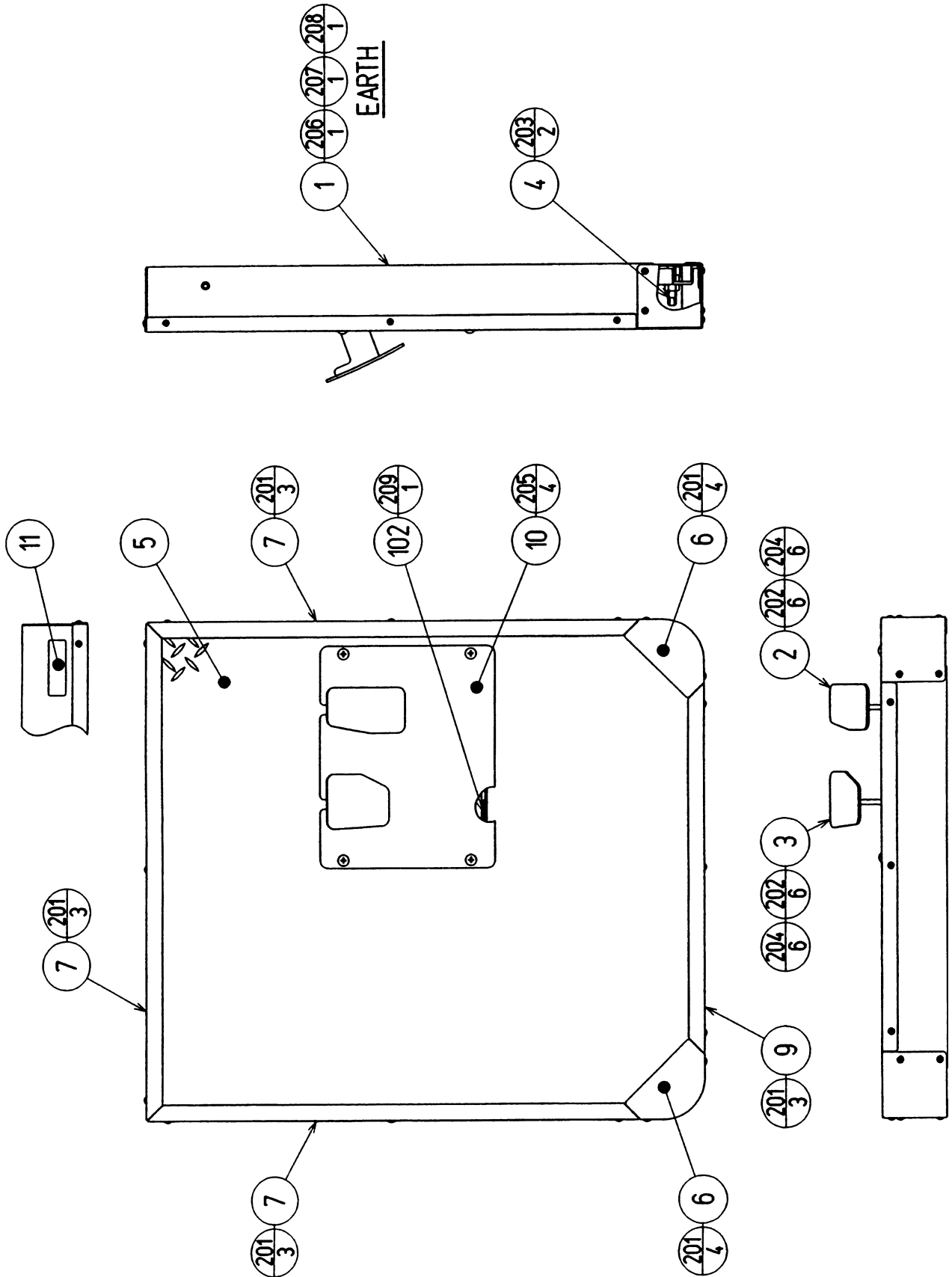
ITEM NO.	PART NO.	DESCRIPTION
1	CTA-4101	WOODEN BASE MAIN
2	840-0013D-01	ASSY CASE NAO JBA USA
101	838-13758	LOWPASS AMP CTA
102	838-13759	RECT BD CTA
103	560-5413-V	XFMR 100V 12.8V6.3A
201	000-P00408-W	M SCR PH W/FS M4X8
202	011-T00325	TAP SCR TH 3X25
203	000-P00414-W	M SCR PH W/FS M4X14
204	011-F00310	TAP SCR FH 3X10
205	011-T03512	TAP SCR TH 3.5X12

ASSY SHIELD CASE NAO (840-0013D-01)



ITEM NO.	PART NO.	DESCRIPTION
1	840-0001A-01	SHIELD CASE JBA NAO USA
2	840-0013C	ROM CASE JBA NAO

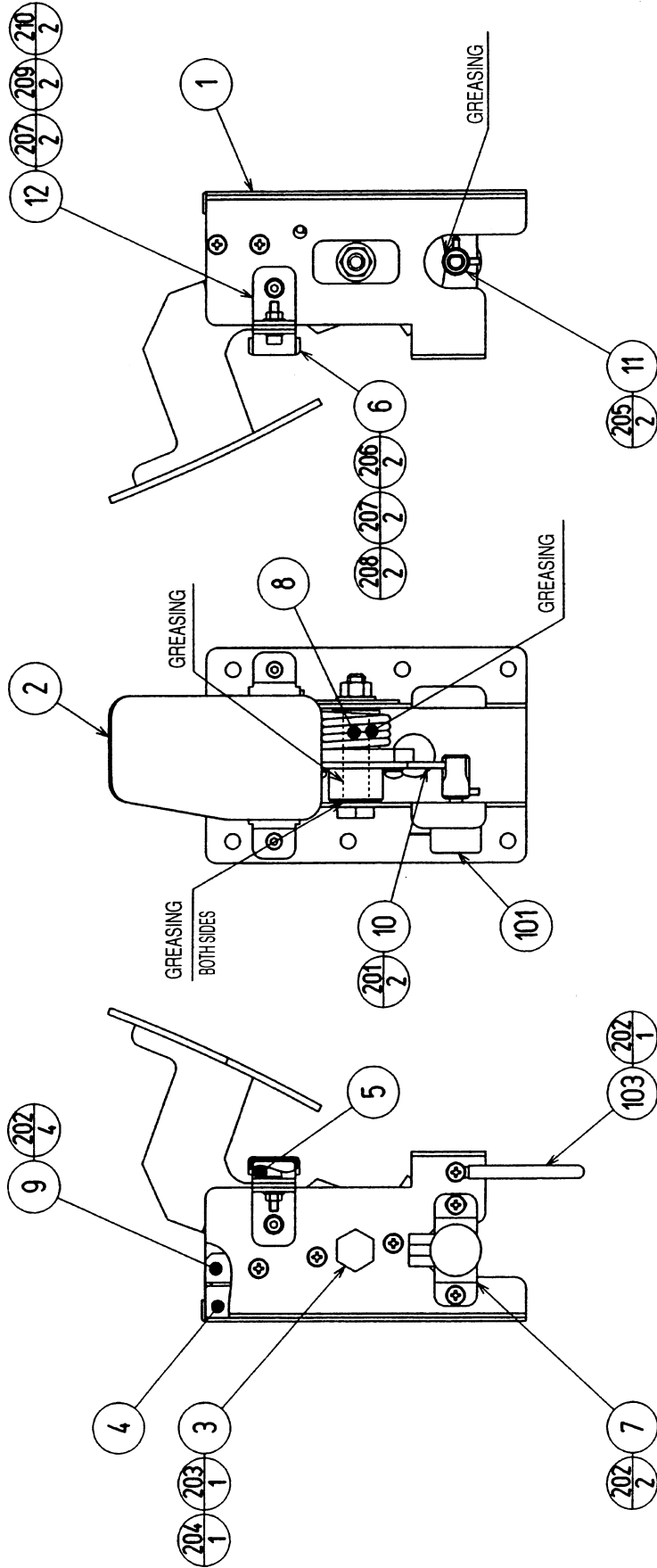
ASSY FLOOR (JBA-1200)



ASSY FLOOR (JBA-1200)

ITEM NO.	PART NO.	DESCRIPTION
1	CTA-1501X	FLOOR BASE
2	CTA-1600	ACCEL UNIT
3	CTA-1650	BRAKE UNIT
4	CTA-1502	LEVEL ADJUSTER
5	JBA-1201	FLOOR MAT
6	CTA-1504	CORNER PROTECTOR
7	CTA-1505	SASH SIDE
9	CTA-1507	SASH REAR
10	CTA-1508	FLOOR LID
201	000-T00408-0C	M SCR TH CRM M4X8
202	050-H00600	HEX NUT M6
203	050-H01000	HEX NUT M10
204	060-S00600	SPR WSHR M6
205	FAS-000057	M SCR TH STN M6X20
206	050-H00400	HEX NUT M4
207	060-S00400	SPR WSHR M4
208	060-F00400	FLT WSHR M4
209	000-P00408-W	M SCR PH W/FS M4X8

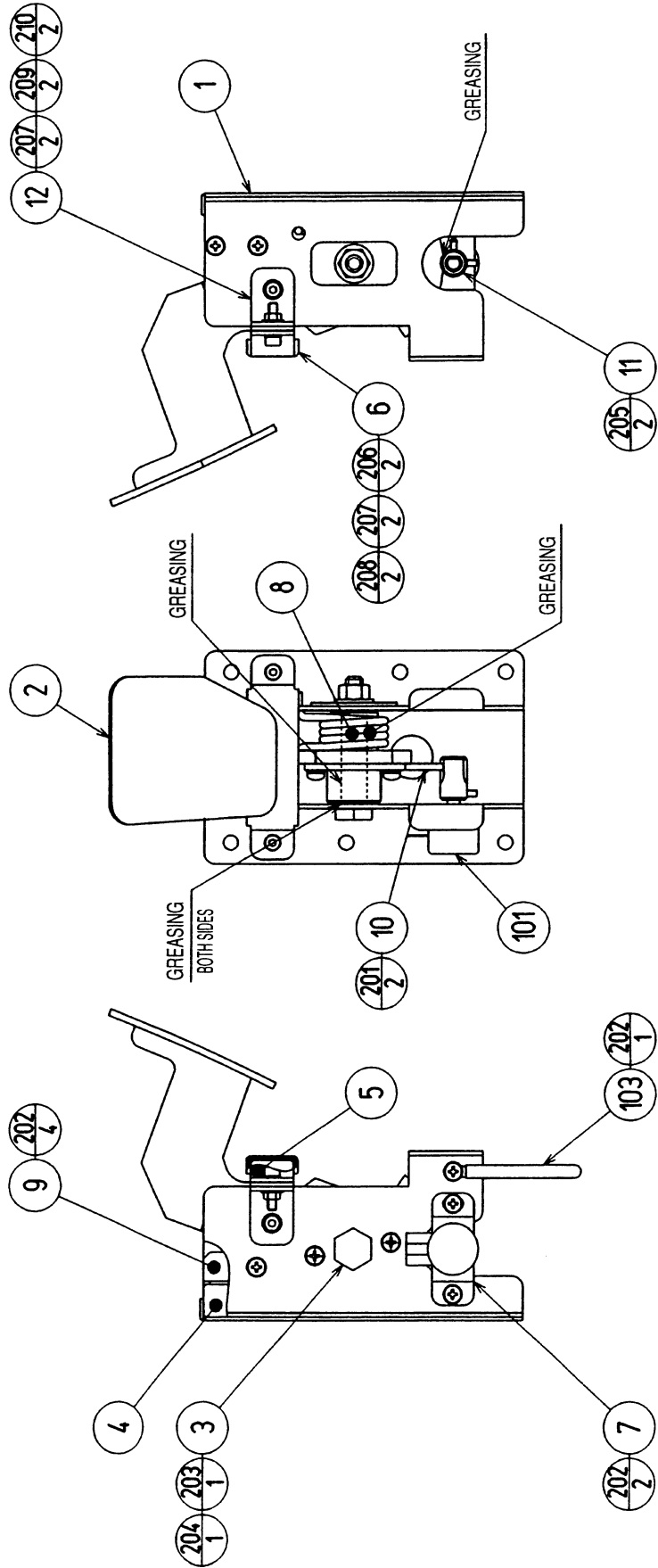
ASSY ACCEL UNIT (CTA-1600)



ASSY ACCEL UNIT (CTA-1600)

ITEM NO.	PART NO.	DESCRIPTION
1	CTA-1601	PEDAL BASE
2	CTA-1602	ACCEL PEDAL
3	CTA-1603	PEDAL SHAFT
4	CTA-1604	STOPPER BLOCK
5	CTA-1605	RUBBER PLATE
6	CTA-1606	RUBBER CASE
7	CTA-1607	VR BRKT
8	HLD-2805	TORSION SPRING
9	HLD-2808	RUBBER HOLDER
10	601-6450	GEAR 110
11	601-7944	GEAR 15
12	CTA-1608	SUPPORT BRKT
101	220-5373	VOL CONT B-5K
201	000-P00412-W	M SCR PH W/FS M4X12
202	000-P00408-W	M SCR PH W/FS M4X8
203	050-U00800	U NUT M8
204	060-F00800	FLT WSHR M8
205	028-A00308-P	SET SCR HEX SKT CUP P M3X8
206	020-000416-0Z	HEX SKT H CAP SCR BLK 0Z M4X16
207	060-S00400	SPR WSHR M4
208	050-F00400	FLG NUT M4
209	020-000408-0Z	HEX SKT H CAP SCR BLK 0Z M4X18
210	060-F00400	FLT WSHR M4

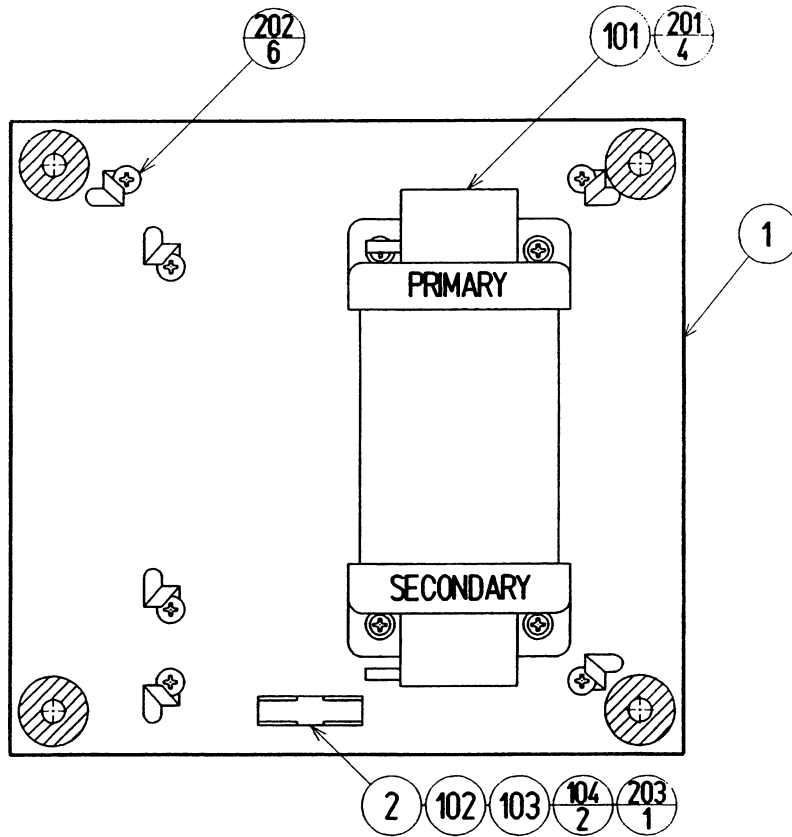
ASSY BRAKE (CTA-1650)



ASSY BRAKE (CTA-1650)

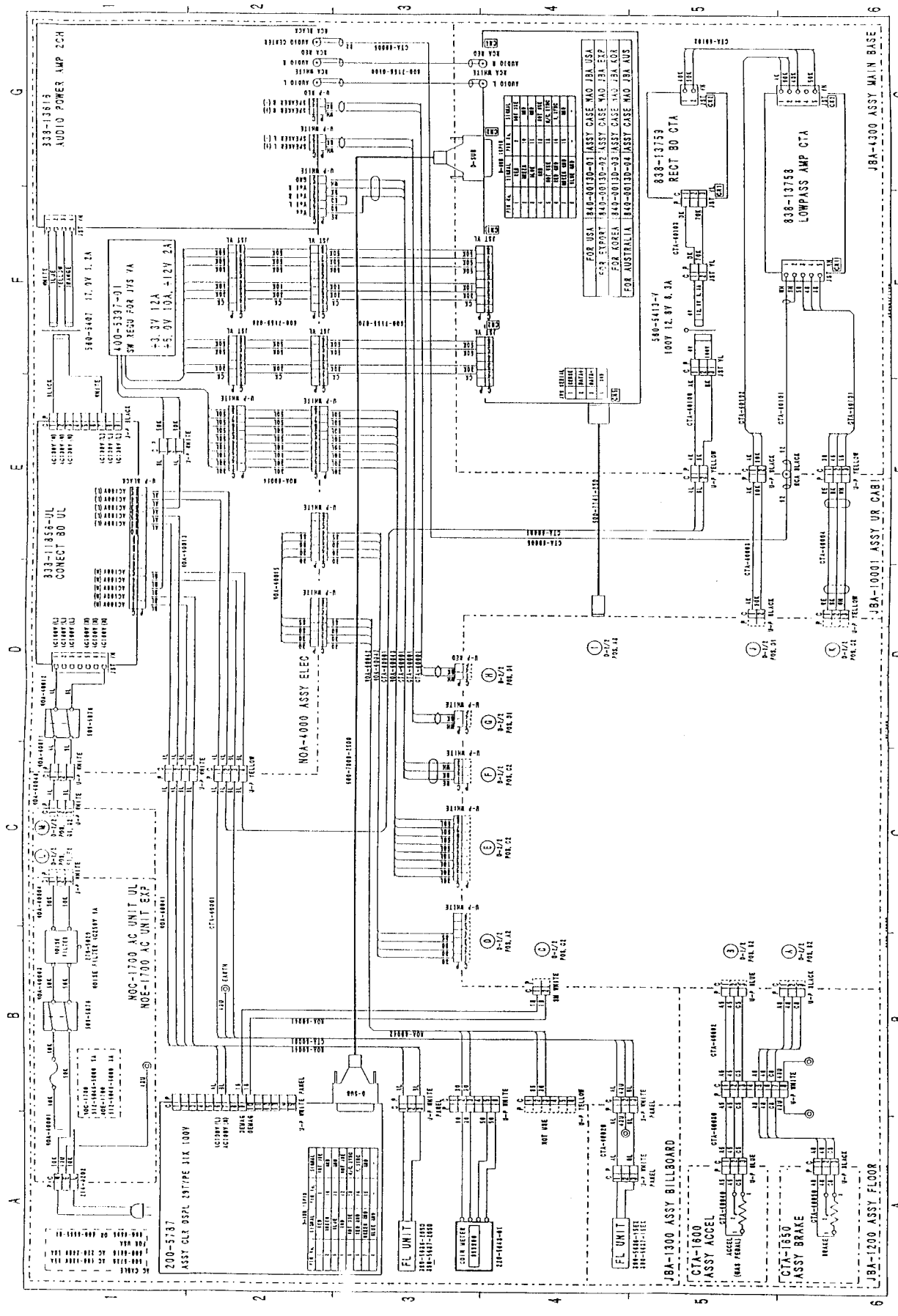
ITEM NO.	PART NO.	DESCRIPTION
1	CTA-1601	PEDAL BASE
2	CTA-1651	BRAKE PEDAL
3	CTA-1603	PEDAL SHAFT
4	CTA-1604	STOPPER BLOCK
5	CTA-1605	RUBBER PLATE
6	CTA-1606	RUBBER CASE
7	CTA-1607	VR BRKT
8	HLD-2805	TORSION SPRING
9	HLD-2808	RUBBER HOLDER
10	601-6450	GEAR 110
11	601-7944	GEAR 15
12	CTA-1608	SUPPORT BRKT
101	220-5373	VOL CONT B-5K
201	000-P00412-W	M SCR PH W/FS M4X12
202	000-P00408-W	M SCR PH W/FS M4X8
203	050-U00800	U NUT M8
204	060-F00800	FLT WSHR M8
205	028-A00308-P	SET SCR HEX SKT CUP P M3X8
206	020-000416-0Z	HEX SKT H CAP SCR BLK 0Z M4X16
207	060-S00400	SPR WSHR M4
208	050-F00400	FLG NUT M4
209	020-000408-0Z	HEX SKT H CAP SCR BLK 0Z M4X18
210	060-F00400	FLT WSHR M4

ASSY XFMR (NOA-4100)

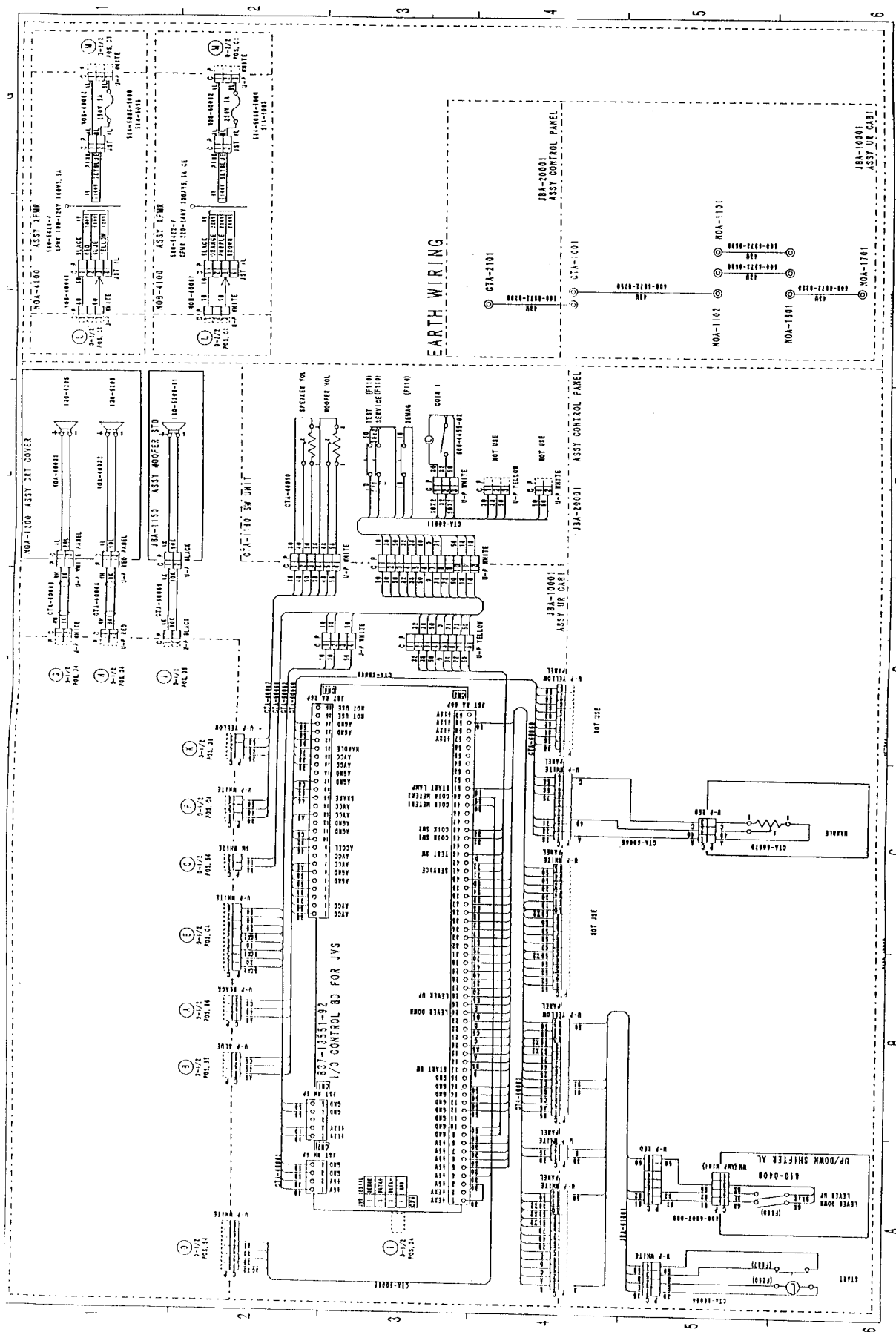


Note: Make sure that there is no parts, wiring, etc. in the slash mark portions.

ITEM NO.	PART NO.	DESCRIPTION
1	NOB-4101	XFMR BASE
101	560-5426-V	XFMR 100-120V 100V5.5A
102	514-5093	FUSE HOLDER F-64AB COVER
103	LOCAL PURCHASE	FUSE 5000MA
201	000-P00416-W	M SCR PH W/FS M4X16
202	011-T03512	TAP SCR TH 3.5X12
203	011-P00312	TAP SCR PH 3X12



WIRING DIAGRAM (D-1/2)



WIRING DIAGRAM (D-2/2)