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SEGA PRESENTS

OutRun2SP
OUTRUN 2 SPECIAL TOURS

Standard Version
Owner's Manual

SEGA AMUSEMENTS USA, INC.

MANUAL NO. 999-2313
GAME CODE: ORP

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SEGA SERVICE

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The NEW I/R Gun Protect Bd !!
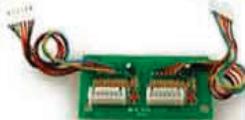
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POWERED BY
Mac OS X

Now with a new look to make your experience that much easier.

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.

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

CAUTION! 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 safe 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 be 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?

TABLE OF CONTENTS

BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:
TABLE OF CONTENTS
INTRODUCTION OF THE OWNER'S MANUAL

SPECIFICATIONS

Installation Space	: 36 inches wide X 78 inches deep
Height	: 82 inches
Width	: 30.5 inches
Length	: 70 inches
Weight	: ~680 lbs
Power, maximum current	: 540 W 4.5 A (AC 120V 60 Hz AREA)
MONITOR	: 29 inch supplied by Sanwa
	Monitor: 998-0162
	Chassis: 998-0161

INTRODUCTION OF THE OWNERS 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,
OUTRUN 2 SPECIAL TOURS STANDARD TYPE.
This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances touch the internal system. Please contact where the product was purchased from.

 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.

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

SEGA AMUSEMENTS USA, INC. / CUSTOMER SERVICE
45133 Industrial Drive, Fremont, California 94538, U.S.A.
   Phone : (415) 701-6580
   Fax : (415) 701-6594

◆ PRODUCTION DATE ◆

   This SEGA product was produced in the year of:

       2005

   This signifies that this work was disclosed in 2005.

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.

LISTED

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5K92

AMUSEMENT MACHINE

Notes:

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.

WARNING!

● 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.

STOP

IMPORTANT!

● For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.

● The Projector is employed for this machine. The Projector's screen is susceptible to damage, therefore, be very careful when cleaning the screen. For details, refer to PROJECTOR.

● Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

● Some parts are the ones designed and manufactured not specifically for this game machine. The manufacturers may discontinue, or change the specifications of, such general-purpose parts. If this is the case, Sega cannot repair or replace a failed game machine whether or not a warranty period has expired.

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 5ºC to 30ºC.

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 10 A or higher (AC single phase 100 ~ 120 V 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 10 A or higher (AC 100 ~ 120 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

⚠️ **WARNING!**

- For the operation of this machine, secure a minimum area of 38.75 in. (W) × 75.5 in. (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.

🛑 **STOP IMPORTANT!**

For transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 32.75 in. (W) and 71 in. (H).

Electric current consumption

MAX. 4.5 A (AC 120 V 60 Hz)
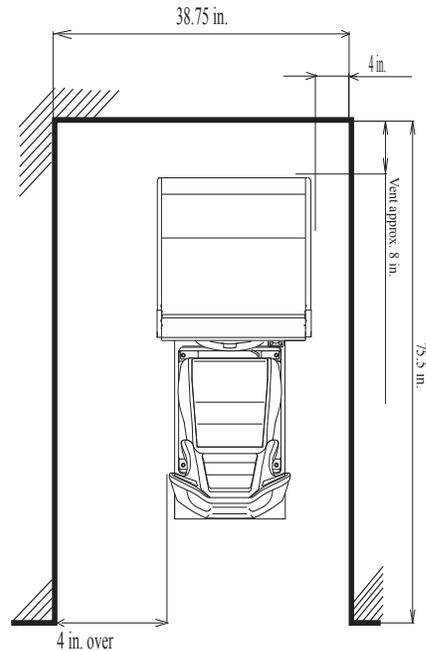
FIG. 2

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.

WARNING!

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.

** Note: Image differs from actual product.

Ensure that all of the SUPPORT BRACKET are in contact with the floor.

Ensure that all of the Adjusters are in contact with the floor.

WARNING!
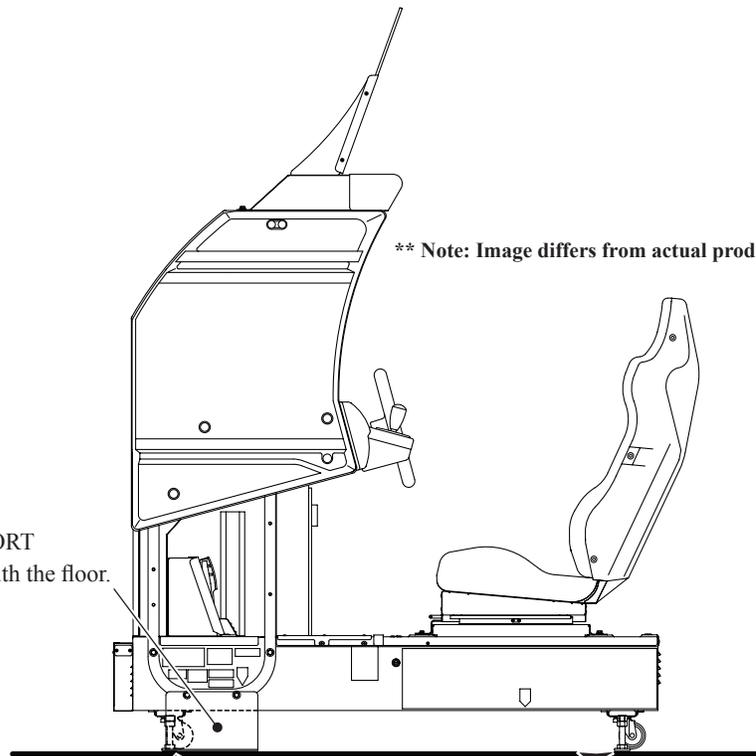
- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step.
- To avoid electric shock, 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.

CAUTION!

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.

WARNING!

- 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.

WARNING!

● To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.

● This product is intended for 1 Player only per seat. Playing the game by 2 or more Players riding on the seat together can cause falling down and collision accidents by striking head, hand, or elbow.

● Caution lookers-on so as not to touch the operating unit while in play. Failure to observe this may cause bodily contact with the player and trouble between the customers.
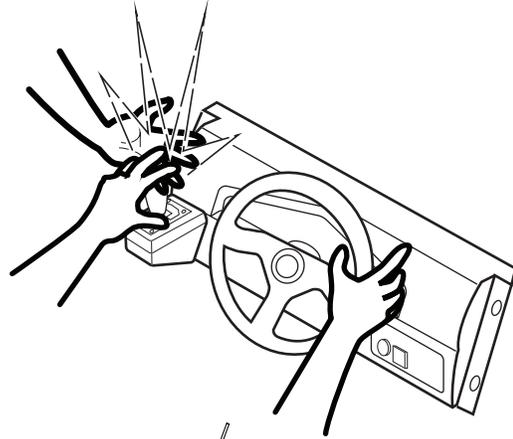
** Note: Image differs from actual product.

●Caution the player so as not to hold a child in her/his lap to play. Failure to observe this may cause the child to be caught between the Control Panel and the player and fall down.

** Note: Image differs from actual product.

CAUTION!
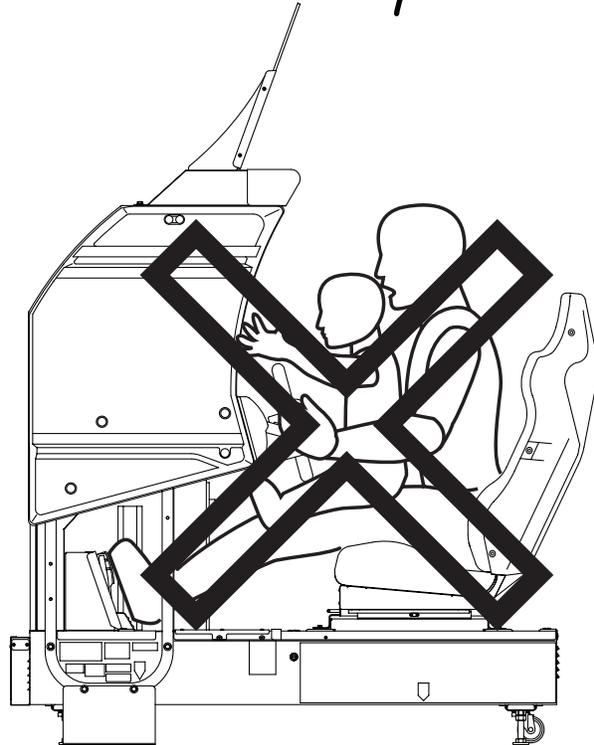
● Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.
● Instruct the Player to adjust the seat before playing the game. Playing the game in a forcible posture can cause a contingent accident.

⚠ WARNING!

WARNING: HAZARD TO EPILEPTICS.
● A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.
● If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.
● We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

4. NAME OF PARTS

Marquee

29" Monitor

Steering Wheel

Shift Lever

Coin and Cashbox Door

Seat

Control Panel

Accelerator & Brake

Main Base

TABLE 4 Dimensions and Weights

	Width x Length x Height	Weight
When assembled	30.5 in x 70 in x 82 in	~680 LBS

5. ACCESSORIES

When transporting the machine, make sure that the following parts are supplied.
Magnetic cards for the recording of play results, and cleaning kits for cleaning the head of the card reader/writer are sold separately. Subsequent purchases of these items can be made by contacting the office listed on this Owner's Manual or the dealer from whom the product was originally purchased. Be sure to provide the part number(s), name(s), and required number of items.

TABLE 5 a ACCESSORIES

DESCRIPTION   OWNER'S MANUAL
Part No. (Qty.)   999-2313
Notes

Figures
Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.

KEY MASTER
9301A (2)
For opening/closing the doors

KEY
(2)
For the CASHBOX DOOR

The Keys are inside the Coin Chute Door at the time of shipment from the factory.

TAMPERPROOF
WRENCH
3/16 TMP SCR (1)
T-27 Torx 1/4-20 (1)
T-15 Torx 8/32 (1)
T-10 Torx 6/32 (1)
Tool
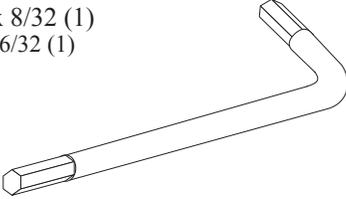
The following Table 5b lists the parts that are separately marketed but are necessary when booting this product's software. When having unpacked the shipping crate, make sure that all the parts in this Table 5b are in the crate. If not so, contact where you have obtained the product.

TABLE 5 b (610-0617-01A : GD-ROM DRIVE KIT)

GD-ROM DRIVE
610-0617-01A
Device that loads the software in a GD-ROM disc.
see 5 of Section 6.

GD-ROM DRIVE CARTON BOX
(1)
Used for transporting the GD-ROM DRIVE.
See FIG. 5 b.
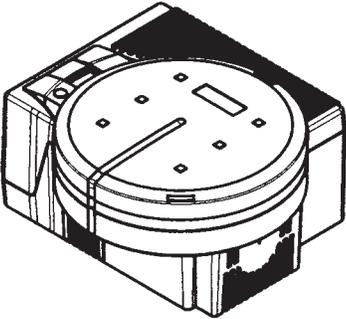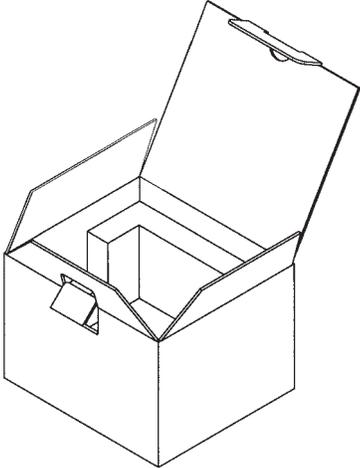
This carton box is a standard accessory of the GD-ROM drive.

TABLE 5 c

GD ROM KIT ORP

CUSHION SPONGE
601-11137 (1)
GD-ROM Disc Protector

KEY CHIP (1)
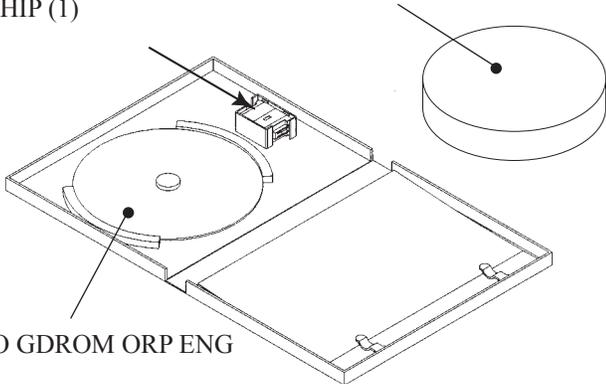
CHIHIRO GDROM ORP ENG
(1)

NOTE: When you order the GD-ROM disc only, specify the part
        number 610-0652-0014 (GD SOFT ORP ENG).

HOW TO USE THE CARTON BOX (GD-ROM DRIVE)

STOP
IMPORTANT!

When you want to order for replacing or repairing service of the GD-ROM drive that is used by the product, pack it in a carton box as instructed below, and then deliver the carton box to a service agent. If you do not observe the instruction, your order may not be accepted or may be charged additionally. If you handle the GD-ROM drive differently from the following instructions, its components may be damaged.

- Contain the GD-ROM drive in a dedicated carton box. Do not disassemble it or remove any part from it unless otherwise instructed.
- Before containing the GD-ROM drive in a dedicated carton box, attach the GD-ROM drive lid (DISC LID) onto the drive and fix the lid with a screw.
- Before containing the GD-ROM drive in a dedicated carton box, remove the GD-ROM disk from the drive. Do not attempt to move the GD-ROM drive with a GD-ROM disk inside.
- Before containing the GD-ROM drive in a dedicated carton box, remove the GD-ROM drive bracket. Carefully keep the GD-ROM drive bracket and the 4 set screws, because they will be reused.
- When inserting the GD-ROM drive into a dedicated carton box, be careful about an inserting direction as illustrated below.
- The packing materials in a carton box are used as a cushion. Use them always when inserting the GD-ROM drive into a dedicated carton box. Do not bend them.

Remove the GD drive bracket.
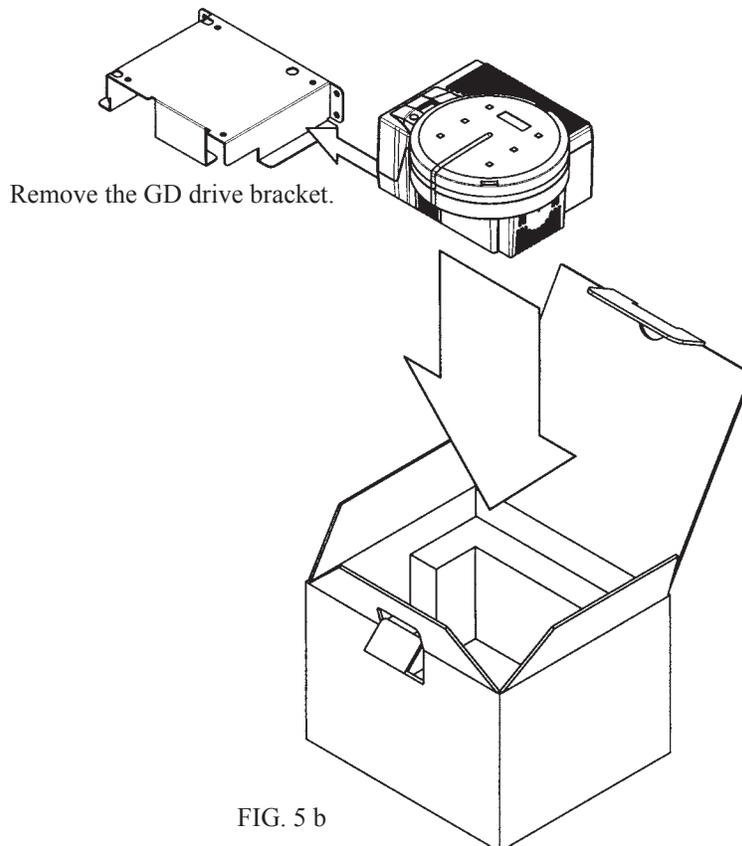
FIG. 5 b

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 not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- 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.
- To perform work safely and avoid serious accident such as the cabinet's falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.

 CAUTION!

- Handle molded parts with care. Undue weight or pressure may cause them to break and the broken pieces may cause injury.
- 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.
- Make sure that the GD cable connector is inserted parallel to the plug. Improper insertion may cause damage to the connector and present a fire risk.

When carrying out the assembling and installation, follow the following 4-item sequence.

1 SECURING IN PLACE(ADJUSTER ADJUSTMENT)

2 INSTALLING THE GD-ROM DRIVE(SETTING GD-ROM DISC)

3 POWER SUPPLY, AND EARTH CONNECTION

4 TURNING POWER ON

Tools such as a Phillips type screwdriver, wrench, socket wrench and Ratchet Handle are required for the assembly work.

24mm

WRENCH

SOCKET WRENCH,RATCHET HANDLE

Phillips type screwdriver

13   *www.sauservice.com*

1 SECURING IN PLACE (ADJUSTER ADJUSTMENT)

⚠ **WARNING!**
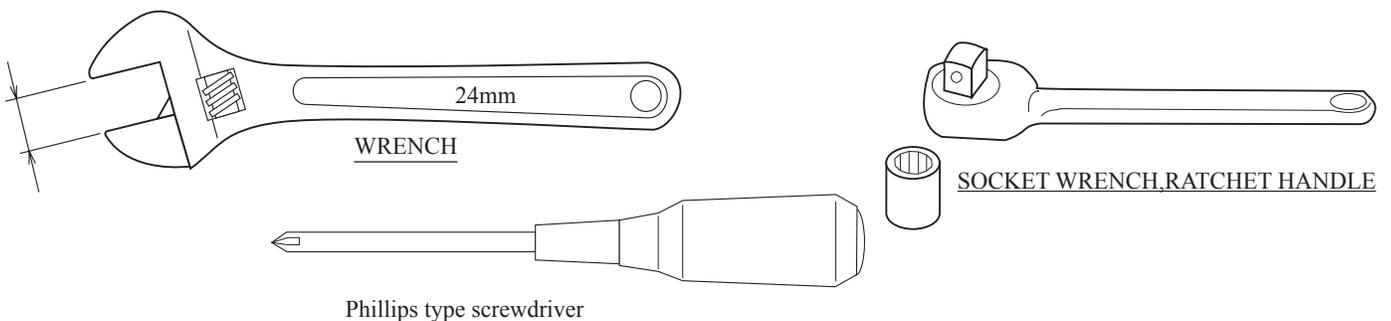
Make sure that all of the adjusters are in contact with the floor. If they are not, the cabinet can move and cause an accident.

This product has 8 casters and 8 Adjusters. (FIG. 6. 2 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 5 mm from the floor and make sure that the machine position is level.

● Transport the product to the installation position.

● 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.

● After making adjustment, fasten the Adjuster Nut upward and secure the height of Adjuster.

ADJUSTER

CASTER
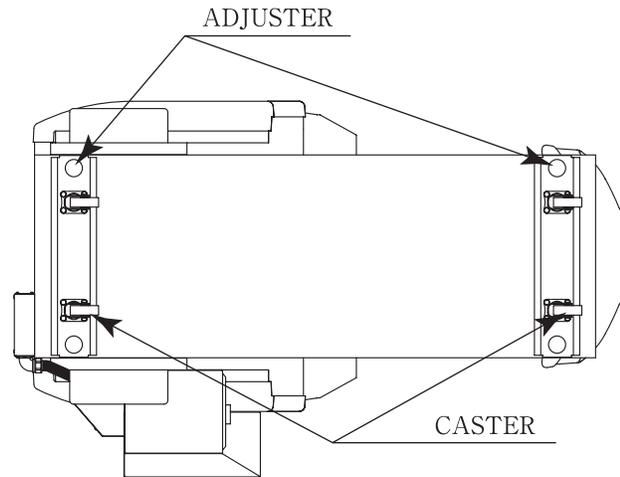
FIG. 6. 2 a BOTTOM VIEW
* Note:Picture may differ from actual unit.

ADJUSTER

FASTEN UPWARD.

CASTER

Approx. 5mm

ADJUSTER

FIG. 6. 2 b ADJUSTER

38.75 in.

4 in.

Vent approx. 8 in.

75.5 in.
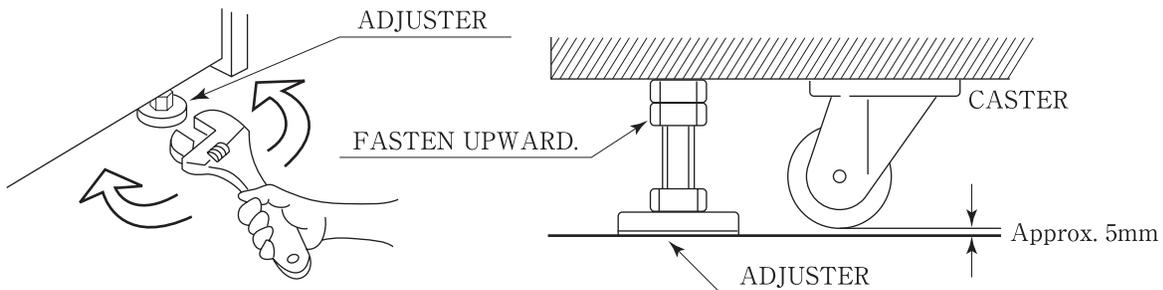
4 in. over
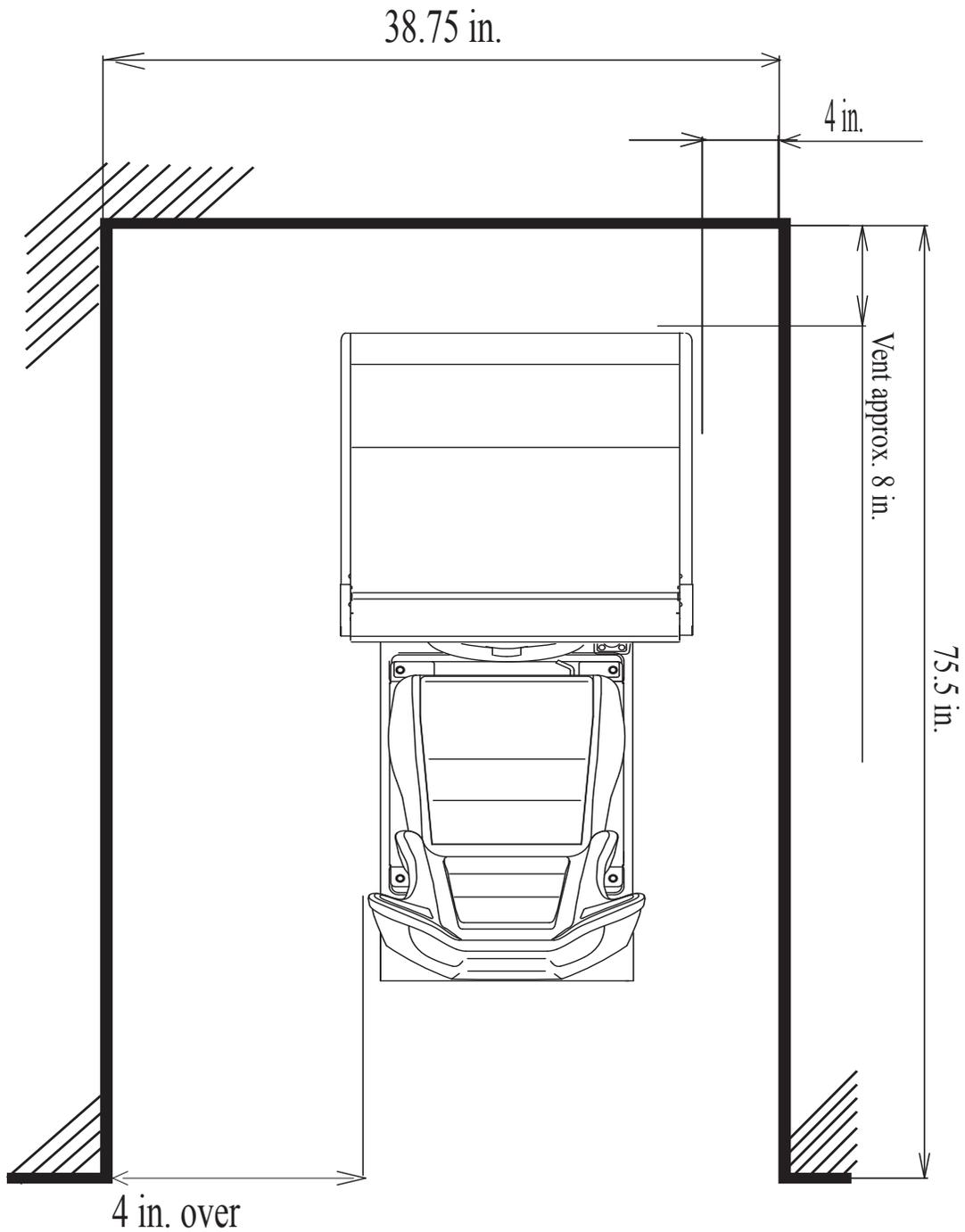
FIG. 6. 2 e
Provide ventilation space for the ventilation
opening.
Allow more than 28 in. of space for customer
traffic.

INSTALLING THE GD-ROM DRIVE (SETTING GD-ROM DISC)

STOP IMPORTANT!

- Carefully handle the GD-ROM drive so as not to contaminate the disc and the readout lens with stains and dust particles.
- Do not continue to use the scratched GD-ROM disc. The scratched GD-ROM disc may cause the system to malfunction.
- Set the GD-ROM disc onto the GD-ROM drive with its labeled side facing upward.
- The key chip is a precision device. Handle it carefully and avoid exposure to heat, shock and static electricity, as these may cause damage to the device.
- The key chip is contained in the GD-ROM disc case. Always use them as a set.

● Unpack the shipping crate, and take out the GD-ROM drive, GD-ROM drive bracket, and GD-ROM disc.
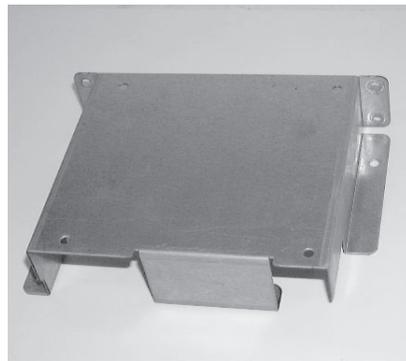
GD DRIVE BRACKET   GD-ROM DRIVE

PHOTO 6. 3 a

● Use the 4 tapping screws to fix the GD-ROM drive bracket onto the GD-ROM drive. Be careful about a fixing direction.

TAPPING SCREW (4)
M4×8

GD DRIVE BRACKET
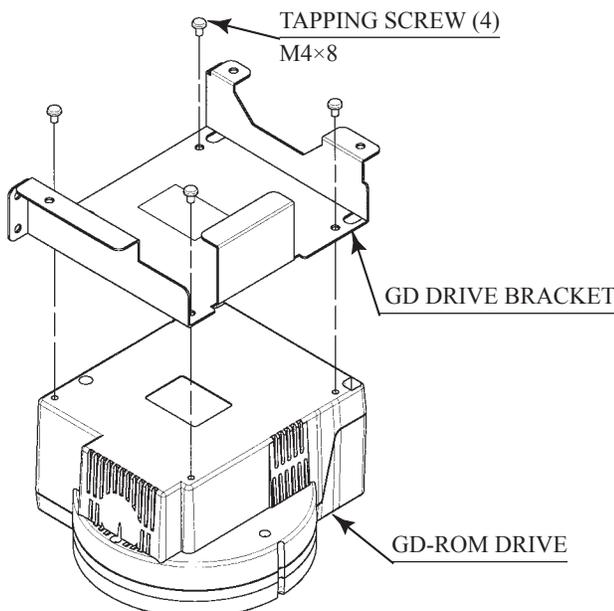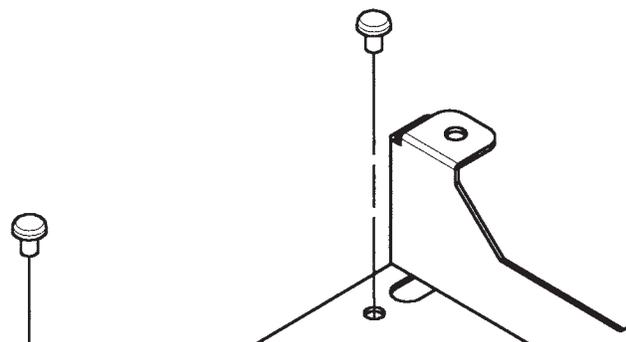
GD-ROM DRIVE

FIG. 6. 3 a

FIG. 6. 3 b

CAUTION for U. S. A., Europe, and Australia:
Attach the 2 caution stickers for a laser ray onto the GD-ROM drive.

● Remove the 1 truss head screw that fixes the GD-ROM drive lid (DISC LID). And turn clockwise the lid to remove.

TRUSS SCREW (1)
M3×8
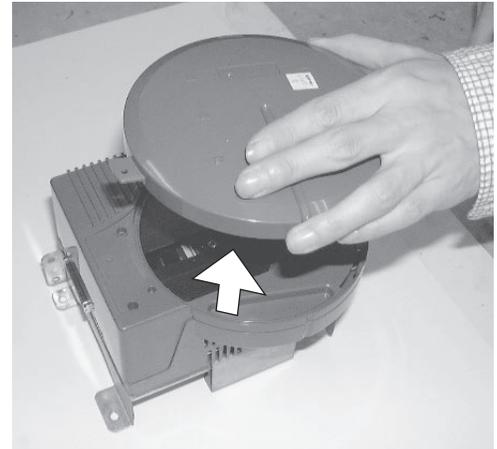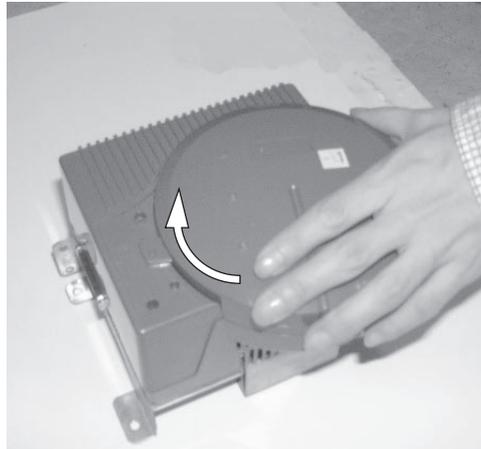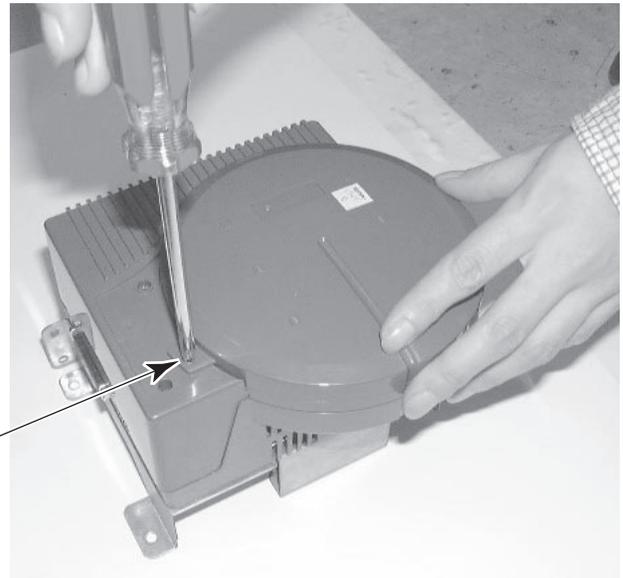
PHOTO 6. 3 b

● Set the GD-ROM disc onto the GD-ROM drive with its labeled side facing upward.

● Return the lid to its original place, and fix it with 1 truss head screw. Be careful not to fasten the screw too tightly.
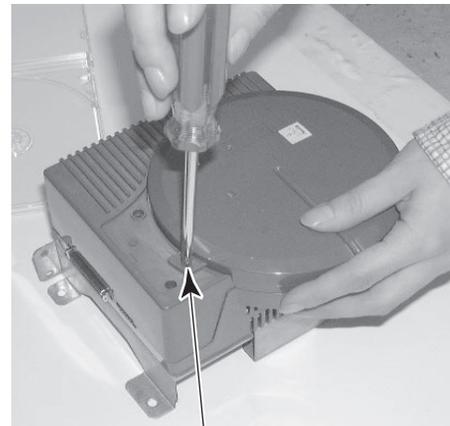
PHOTO 6. 3 c

TRUSS SCREW (1)
M3×8

17

● Undo the lock on the side of the unit base and remove the Truss screws.

● Turn the knob to open the lock, and lower the seat towards the backrest. Slowly lower the backrest until it touches the floor to prevent damage to the seat components. Put a drop cloth on the floor to prevent damaging the surface of the seat components.

DROP CLOTH TO PREVENT DAMAGE TO SURFACE OF PARTS

UNLOCK

TRUSS SCREW (2), black
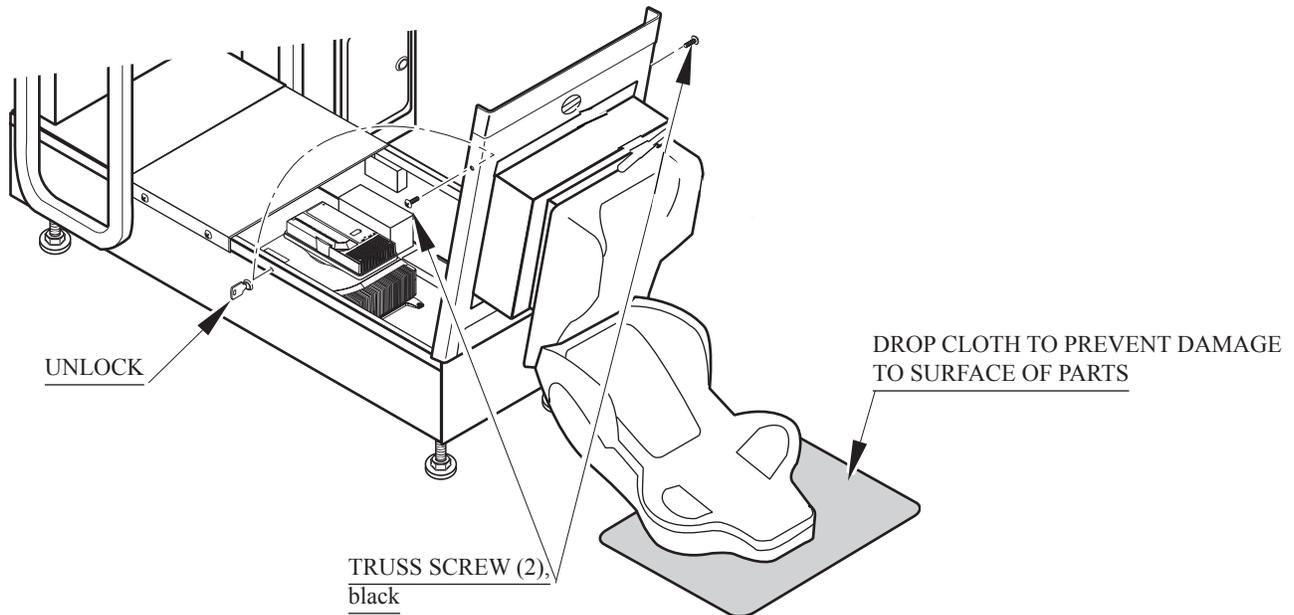
* Note Figure may appear different then actual product.

FIG. 6. 3 b

● Attach the GD-ROM drive with 3 screws.

SCREW (3) M4×16, w/flat & spring washers
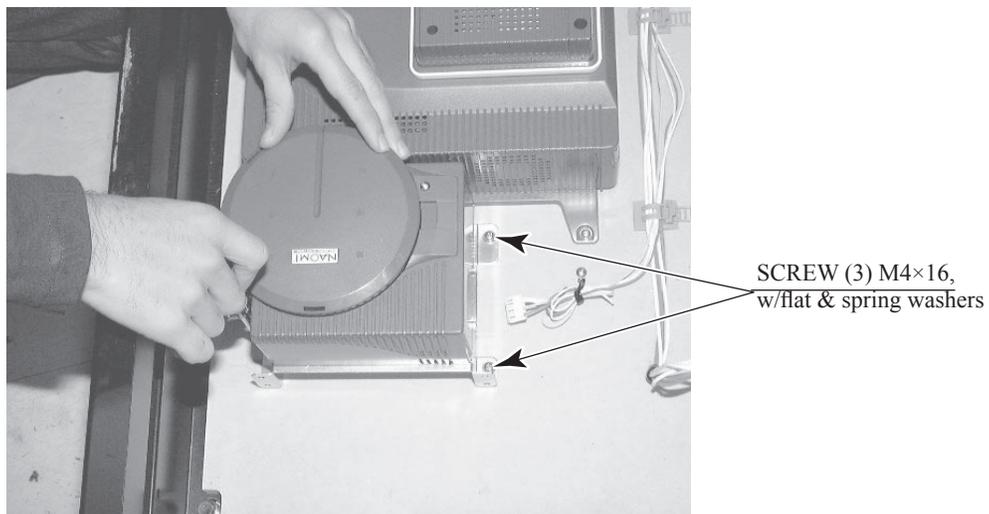
PHOTO 6. 3 d

● Connect the GD cable connector (for data communication) to the DIMM board.
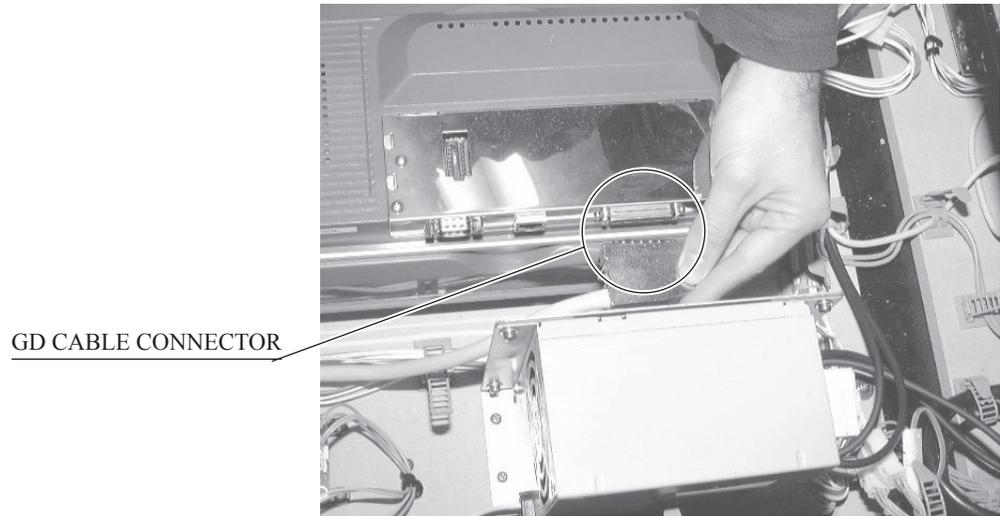
GD CABLE CONNECTOR

PHOTO 6. 3 e

● Insert both the GD cable connector (for data communication) and the power cord connector into the GD-ROM drive. Be careful about an inserting direction in this instance. Make sure that the connectors are inserted firmly and completely. Secure the cable with the cord clamp.

GD-ROM DRIVE

GD Cable connector

Power Cord connector

Secure the cable.
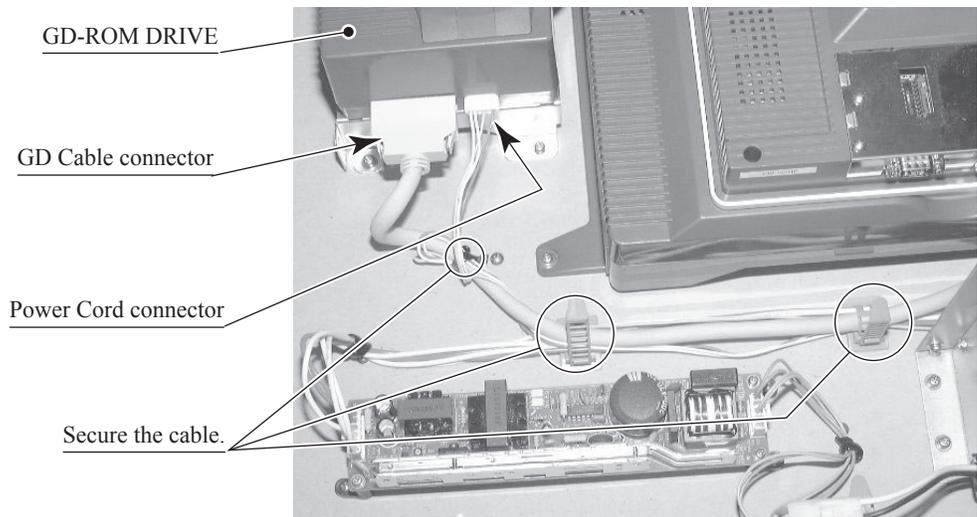
PHOTO 6. 3 f

Attach the accessory stickers to both the Game Board and the Media Board.

KEY CHIP

MEDIA BOARD

PROJECTION
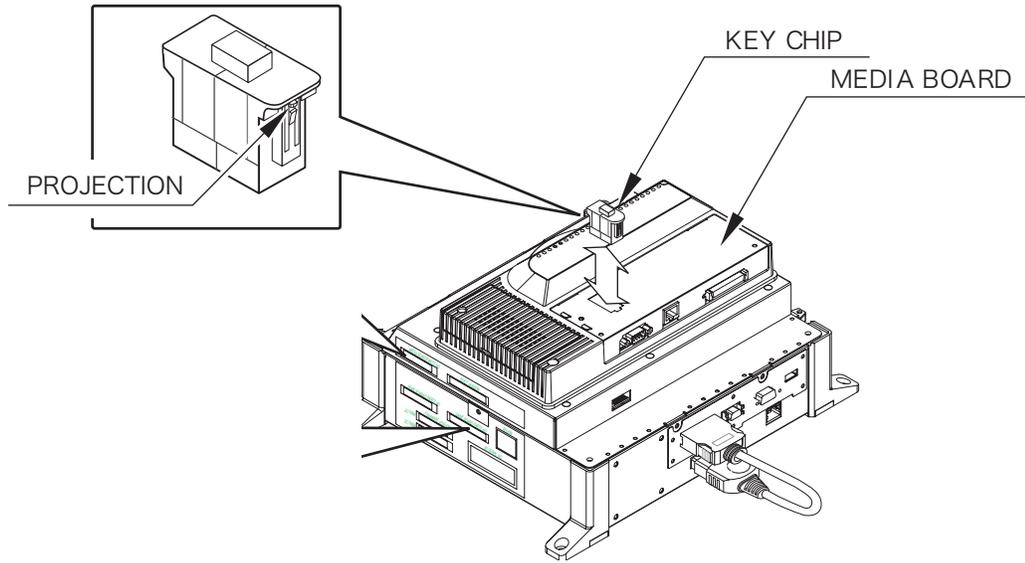
FIG. 6. 5 c

Return the ASSY MAIN BD (now installed with the GD-ROM drive) into the PTV cabinet. Following the above-described actions in a reverse order, fix the base, connect the connectors, and clamp the wires/cables.

WARNING!

- 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 located on one side of Cabinet. The AC Unit has Main SW, Earth Terminal and the Inlet which connects the Power Cord.

- Ensure that the Main SW is OFF.

Main SW off

MAIN SW

INLET
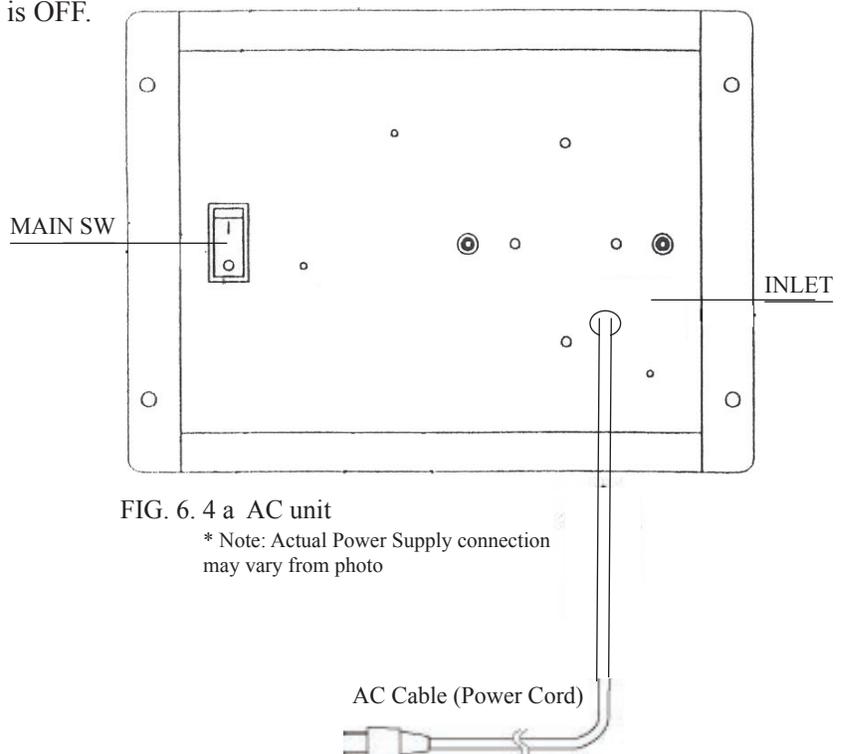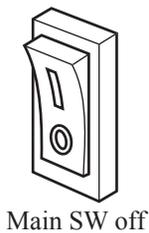
FIG. 6. 4 a AC unit

* Note: Actual Power Supply connection may vary from photo

AC Cable (Power Cord)

TURNING POWER ON

Turn on the AC unit's main switch to supply power to the unit. Once power is turned on, the fluorescent lamp lights up. The Start System Screen displays after a lapse of several seconds. It is followed by the screen that indicates that the network is currently being checked if the communication mode has been set. If there is a bad or improper communication connection, each screen will not proceed to the next, remaining on the currently Network Check Screen. If this occurs, resolve the error according to the instructions in this document.

If the communication mode has not been set or the communication check ends normally, the Motor Check Screen returns. While the Motor Check Screen is on-screen, the steering wheel can move either clockwise or counterclockwise. If you touch the wheel, the motor check is hindered and the game will not operate normally. So, you must not touch it at this time. Failures are displayed, if found. Resolve the errors according to the instructions in this document.

Once all the above steps have been completed, the Advertise Screen displays and voices are output through the left and right loudspeakers, unless you have set the machine so that no voices are output during the Advertise mode.

This product retains the number of credits and the ranking data even after the power is turned off. It does not retain data about the fractional number of coins (i.e., the number of coins not reaching one credit) or the bonus adder count.

Fluorescent lamps are always lit.

Sound is emitted.

On-screen images are outputted.

* Note: Picture may differ from actual unit.
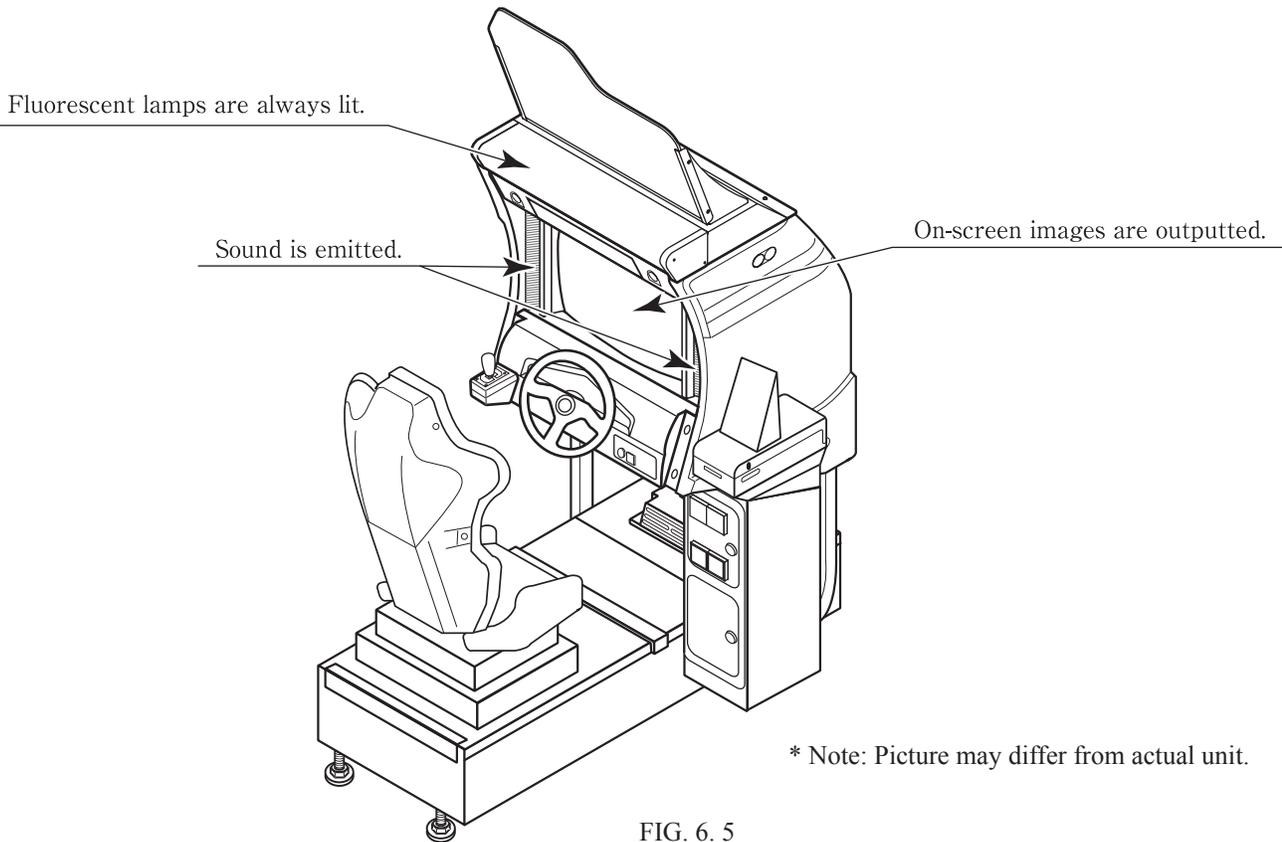
FIG. 6. 5

7. PRECAUTIONS 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.
- Do not push the cabinet from the left/right when attempting to move the unit. Pushing from the sides may cause the unit to tip and result in injury and damage to parts.

CAUTION!

Do not push on any parts made of glass (e.g. CRT screen) or plastic, as these parts may break and result in bodily injury.

** Note: Image differs from actual product.

Do not push the cabinet from the left/right direction.
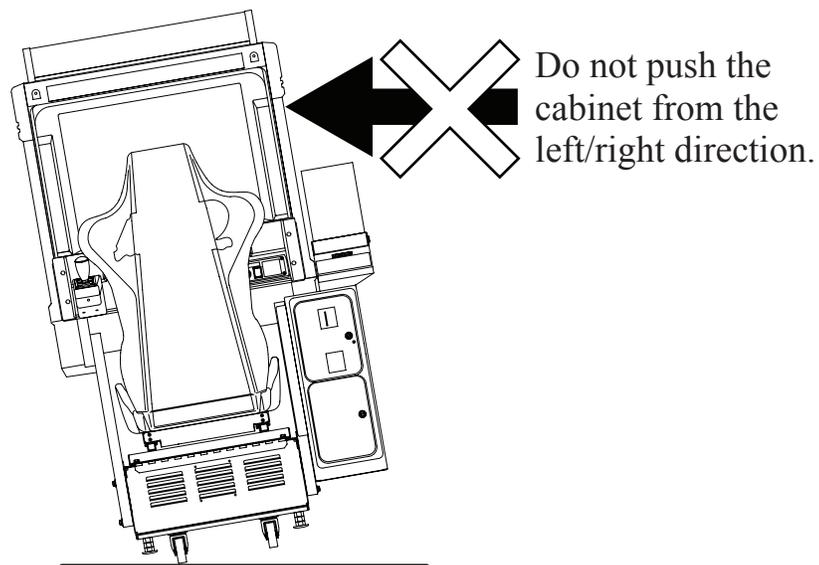
FIG. 8 a

● When moving the unit short distances (ie. Room to Room) where the marquee will not clear doorways or other openings, the marquee can be folded back on its hinge by removing the rear support brackets and the 3 indicated screws below.

● When moving the unit from location to location such as via truck or other machinery, the marquee should be **removed** from the unit and NOT just folded back on it's hinge as this will cause damage to the unit. Do not attempt to transport the unit with the marquee in the folded back position. This is only for short distance travel and not for motor transport.
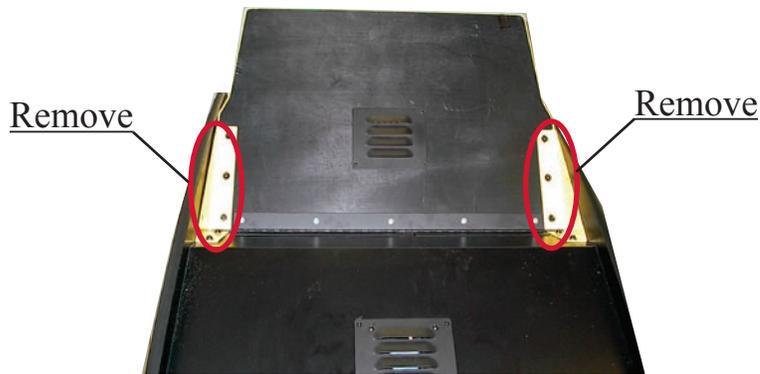
Remove   Remove

(3) screws to be removed to allow marquee fold back for short distance moving.

8. Game Description

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 power is connected, the fluorescent lamp in the FL box is always on. When in an advertising state, the screen displays the demonstration pictures and ranking data. Sounds are heard from the speakers on the right and left of the monitor. The advertising sounds are not heard if you have set this function to off (disabled).
The start button and the change view button on the control panel are integrated with a lamp.

Fluorescent lamp is lit.

On-screen images are outputted.

Sound is emitted.

CONTROL PANEL

COIN INLET

FIG. 8

8-1 BASIC CONTROLS

STEERING WHEEL

GEAR SHIFTER (GEAR POSITION)

START BUTTON   VIEW CHANGE BUTTON

BRAKE PEDAL

GAS (ACCEL) PEDAL
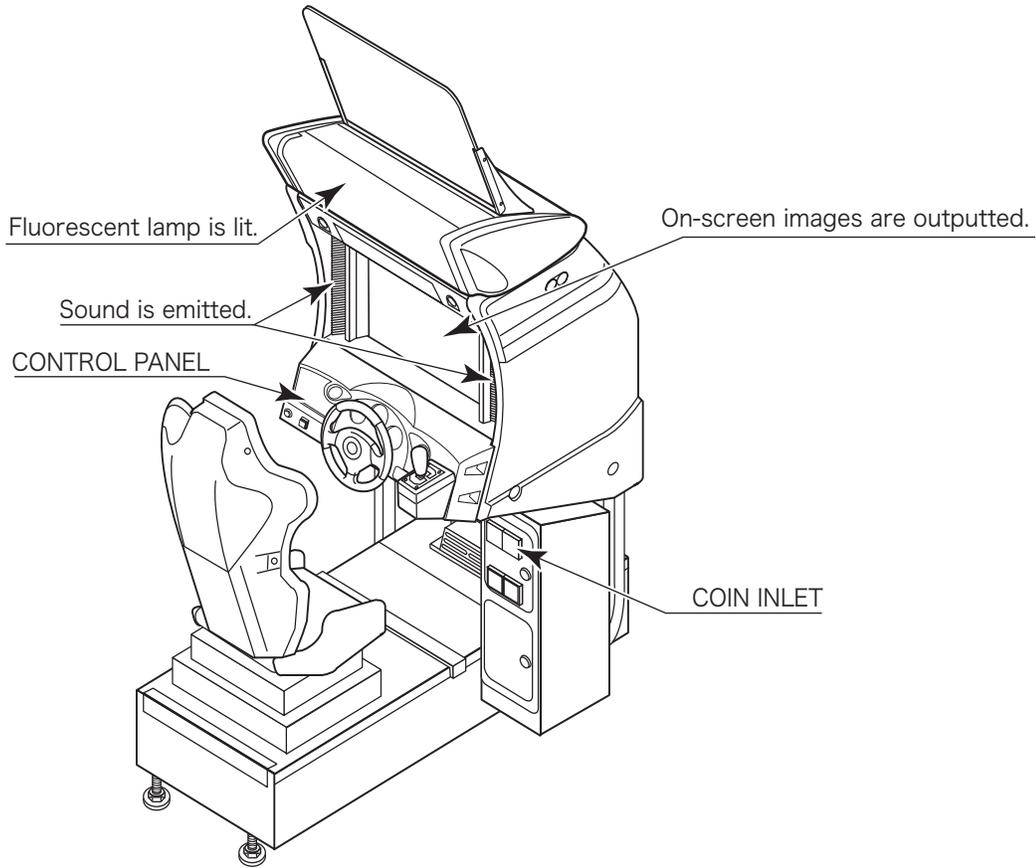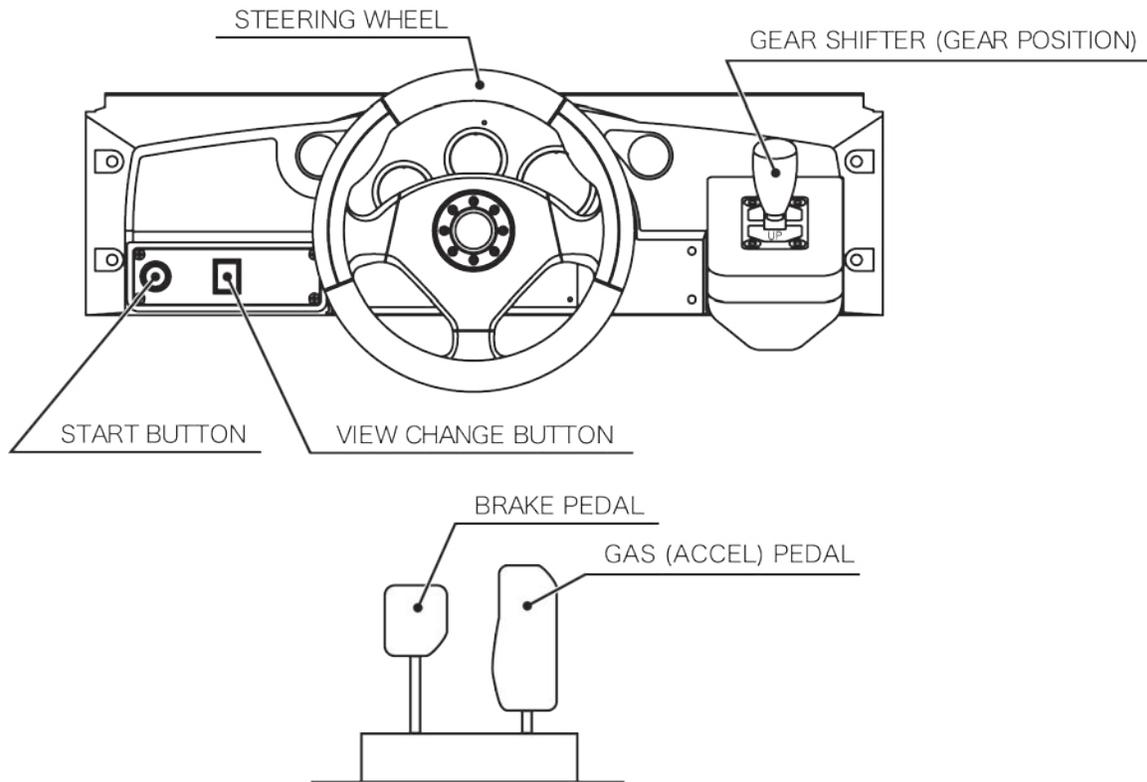
FIG. 8. 1

Insert a coin and press the Start Button to begin a game.
Choose your car, game mode, background music, and other options. View choices with the Steering
Wheel, and enter your selection with the Gas pedal.

During game play with the Steering Wheel, use the Gas pedal to accelerate your car, and the Brake pedal
to stop.
The Gear Shifter can be used to shift up and shift down when using Manual transmission.

You can switch between three different view settings with the View Change Button.

This is a driving game.

The player controls a car (Ferrari), listening to great music and enjoying roadside scenery in the company of a gorgeous female passenger, all while racing towards the goal before time is up. The time limit is extended at each checkpoint.
The game ends when the player runs out of time or reaches the goal.

Each game stage ends with a fork in the road where the player must decide the route using the car during the race. There are a total of fifteen stages, and five separate goal areas. The left-hand routes lead to less difficult stages.

A single course consists of 15 stages, with five separate goal areas.
The game has two courses, the OutRun2SP course and the OutRun2 course (from the previous game).

The three single player game modes are OutRun Mode, Heart Attack Mode, and Time Attack Mode.

The game's Versus Mode accommodates play for up to four players.

Route Guide with stage names

■OutRun2SP Courses

								5A:	Giant Statues
				4A:	Lost City				
		3A:	Water Falls					5B:	Legend
	2A:	Bay Area			4B:	Casino Town			
1A:	Sunny Beach			3B:	Big Forest			5C:	Floral Village
	2B:	National Park			4C:	Ice Scape			
		3C:	Canyon					5D:	Milky Way
				4D:	Jungle				
								5E:	Skyscrapers

■OutRun2 Courses

								5A:	Tulip Garden
				4A:	Cloudy Highland				
		3A:	Castle Wall					5B:	Metropolis
	2A:	Deep Lake			4B:	Industrial Complex			
1A:	Palm Beach			3B:	Coniferous Forest			5C:	Ancient Ruins
	2B:	Alpine			4C:	Snow Mountain			
		3C:	Desert					5D:	Imperial Avenue
				4D:	Ghost Forest				
								5E:	Cape Way

8-3 SETUP SCREEN ORDER AND CONTENTS

This section explains the available options and controls for the setup screens.

1. Versus Mode Entry

If several machines are linked together,
inserting a coin and pressing the Start Button
on one machine will result in the message
"Entry has been closed. Please stand by." to
be displayed on the screen, following which
opposing players have the chance to enter
the race on other machines.

Any linked machines that players can race on display the message, "Waiting for entries." Other players
can join the race by inserting a coin and pressing the Start Button.

Note: See the later section "3. Versus Play Setup" for details of game flow after all players have joined
the race.
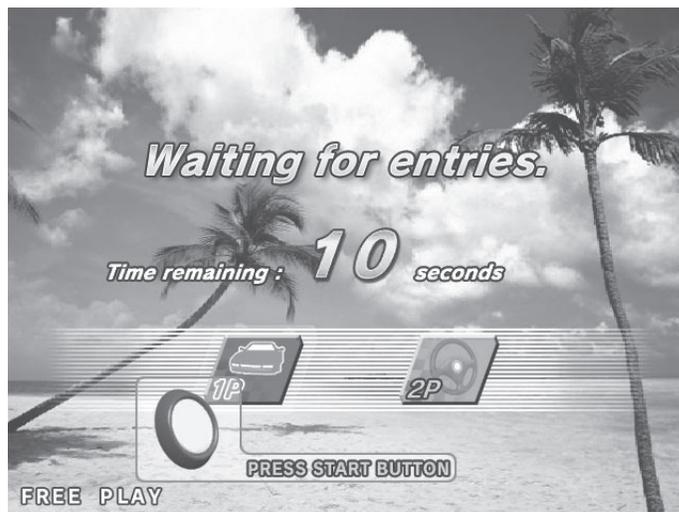
Closing Versus Mode Entry

To close Versus Mode entry, press the View Change Button and the Brake pedal at the same time before
other players join. (Press the Brake pedal while holding down the View Change Button.)

Versus Mode entry time can also be run down to "0" by holding the Start Button, thus closing Versus
Mode entry.

By closing Versus Mode entry in either of the above ways, the Single Player mode will commence,
provided no players have already joined.

Note: See the later section "2. Single Player Setup" for details of game flow after a single player race has
been selected.

2. Single Player Setup

(1) Player's Car Selection
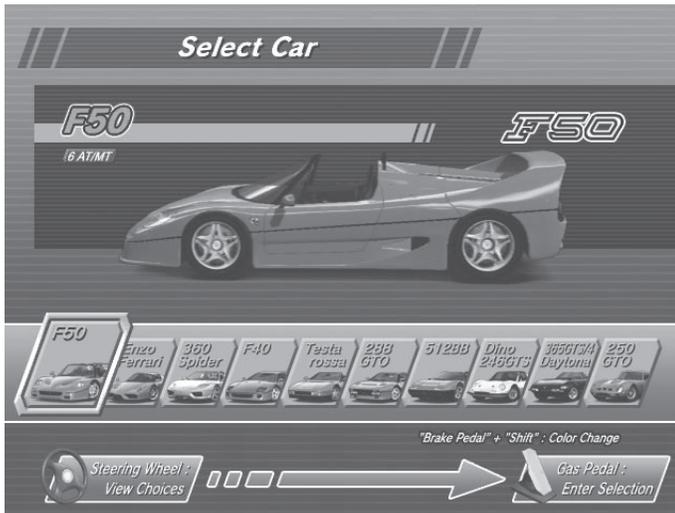
Controls: [Steering Wheel: View Choices], [Gas Pedal: Enter Selection], ["Brake Pedal" + "Shift": Color Change]

The player can select one of the following 10 cars:
["F50", "Enzo Ferrari", "360 Spider" , "F40", "Testarossa", "288 GTO", "512 BB", "Dino 246 GTS", "365 GTS/4, Daytona", "250 GTO"]

Changing the Car Color

Pressing the Brake pedal displays the available colors for the player's car at the bottom-right of the screen. A color can be selected by moving the Gear Shifter up or down. In accordance with the selected color, the color of the car displayed on the screen also changes.

(2) Transmission Selection
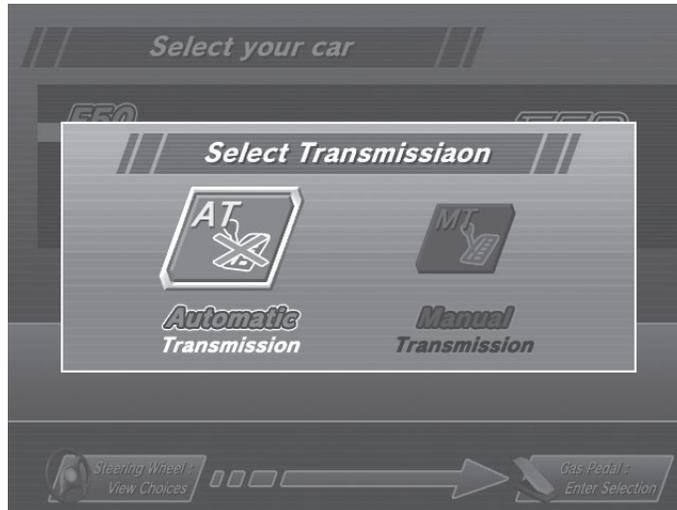
Controls: [Steering Wheel: View Choices], [Gas Pedal: Enter Selection]

After the player has selected a car, they can then choose the type of transmission.
●Automatic Transmission: Shifting up and down gears is performed automatically (the player does not use the Gear Shifter).
●Manual Transmission: The player shifts up and down gears using the Gear Shifter.

For Manual Transmission, the number of gears depends on the model of the car.
6-Speed: F50, Enzo Ferrari, 360 Spider
5-Speed: F40, Testarossa, 288 GTO, 512 BB, Dino 246 GTS, 365 GTS/4 Daytona, 250 GTO

(3) Game Mode Selection

Controls: [Steering Wheel: View Choices], [View Change Button: OutRun2/OutRun2SP], [Gas Pedal: Enter Selection]

The player selects which game mode they will play.
● OutRun Mode: <Try to reach the goal with your girlfriend.>
                         Earn points by overtaking enemy or rival cars on your way to the finish line.
● Heart Attack Mode: <Try to get as many "HEARTS" as possible by meeting your girlfriend's demands.>
                         Carry out the various requests your girlfriend makes and try to accumulate hearts.
● Time Attack Mode: <Drive against the Ghost Car and challenge for the course record!!>
                         Compete against the fastest time achieved by another player on the machine (the ghost car) to set a new record.

Note: See the section "8-4 Game Instructions" for further details of each mode.

Pressing the View Change Button allows the player to select the course from the previous game, OutRun2.
Pressing the View Change Button again allows the player to select the OutRun2SP course.

(4) Game Mode Selection (15-Continuous Course Mode)

When the 15-Continuous Course Mode is available, two icons for that mode are added to the game mode selection screen.

Note: See the section "Test Mode" for information on how to setup 15-Continuous Course Mode.
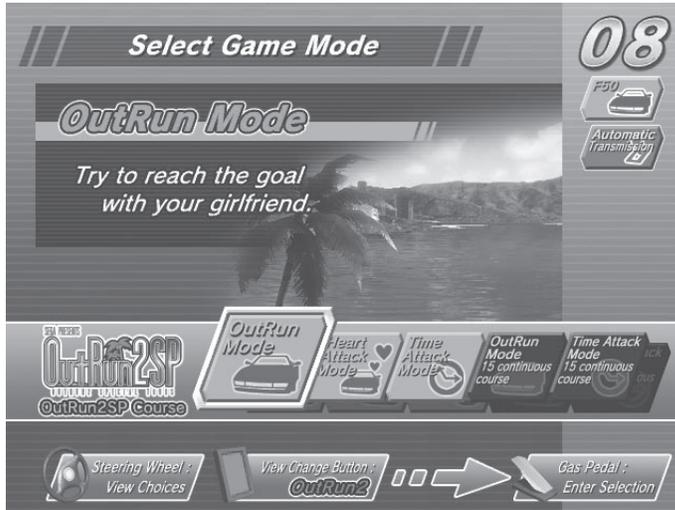
Points about the additional 15-Continuous Course Mode:
● OutRun 15-Continuous Course Mode:
   This allows the player to race 15 consecutive stages in OutRun Mode.
● Time Attack 15-Continuous Course Mode:
   This allows the player to race 15 consecutive stages in Time Attack Mode.

Note: See the section "8-4 Game Instructions" for details of the 15-Continuous Course.

If the player has insufficient credits to play the 15-Continuous Course Mode, the outstanding required credits are displayed above the course icons. In this state, it is not possible to select that mode.

Pressing the View Change Button enables the selection of courses from the previous game, OutRun2. It is possible to select a 15-Continuous Course from OutRun2.

(5) Settings Selection (Time Attack Mode only)

In Time Attack Mode, the player proceeds to the car settings screen after selecting the game mode.

Controls: [Steering Wheel: View Choices], [Gas Pedal: Enter Selection]

The following settings are available:
● Normal: Emphasis on handling, with a top speed of 293 km/h.
● Tuned: Emphasis on speed, reaching 300 km/h maximum.

Note: The Tuned setting is aimed at experienced players as handling is made more difficult.

(6) BGM Selection

Controls: [Steering Wheel: View Choices], [View Change Button: Music Change], [Gas Pedal: Enter Selection], [Brake Pedal + Shift: Sound Balance Change]

The in-game background music can be chosen from a total of 14 different tunes.
By selecting the RANDOM icon on the far right, the music will be selected at random.

The list of selectable music can be changed by pressing the View Change Button.

● BGM List: First screen
- SPLASH WAVE
- MAGICAL SOUND SHOWER
- PASSING BREEZE
- Risky Ride
- Shiny World
- Night Flight (Includes lyrics)
- Life was a bore (Includes lyrics)

● BGM List: Second screen
- SPLASH WAVE -1986-
- MAGICAL SOUND SHOWER -1986-
- PASSING BREEZE -1986-
- Shake the Street -1989-
- Rush a Difficulty -1989-
- Who are you -1989-
- Keep Your Heart -1989-

<u>Sound Balance Adjustment</u>

Pressing the Brake pedal brings up the sound balance window at the bottom right of the screen. The sound balance can be adjusted by moving the Gear Shifter up or down.
Depending on the chosen sound balance, the relative volume of the BGM and engine noise varies.

3. Versus Play Setup

(1) Versus Stage Selection
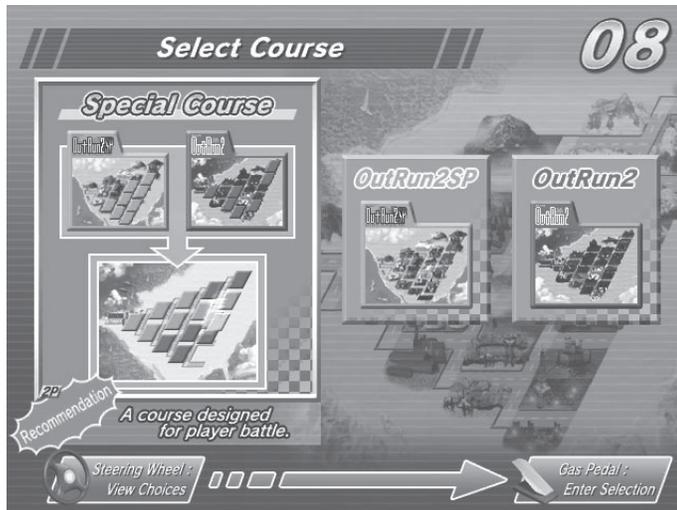
Controls: [Steering Wheel: View Choices], [Gas Pedal: Enter Selection]

The player selects which stages the race will contain.
● Special: A course specially designed for versus races.
                  This course combines stages from both OutRun2SP and OutRun2.
● OutRun2SP: The OutRun2SP course.
● OutRun2:   The OutRun2 course.

(2) Versus Stage Selection (15-Continuous Course Mode)

When the 15-Continuous Course Mode is available, two icons for that mode are added to the versus stage selection screen.

Note: See the section "Test Mode" for information on how to setup 15-Continuous Course Mode.
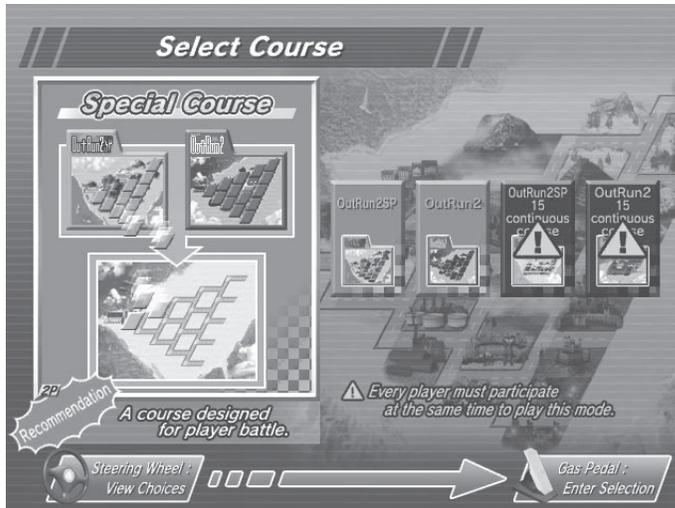

Points about the additional 15-Continuous Course Mode:
● OutRun2SP 15-Continuous Course Mode:
   This allows the player to race 15 consecutive stages in OutRun2SP Mode.
● OutRun2 15-Continuous Course Mode:
   This allows the player to race 15 consecutive stages in OutRun2 Mode.

Note: See the "8-4 Game Instructions" section for details of the 15-Continuous Course Mode.

If the player has insufficient credits to play the 15-Continuous Course Mode, the outstanding required credits are displayed above the course icons. In this state, it is not possible to select that mode.
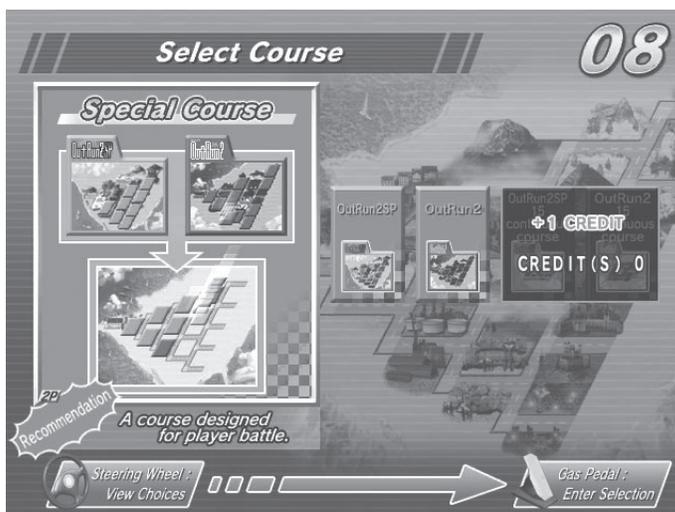
It is only possible to play the 15-Continuous Course Mode if all drivers participating in the race select it.

(3) Player's Car Selection
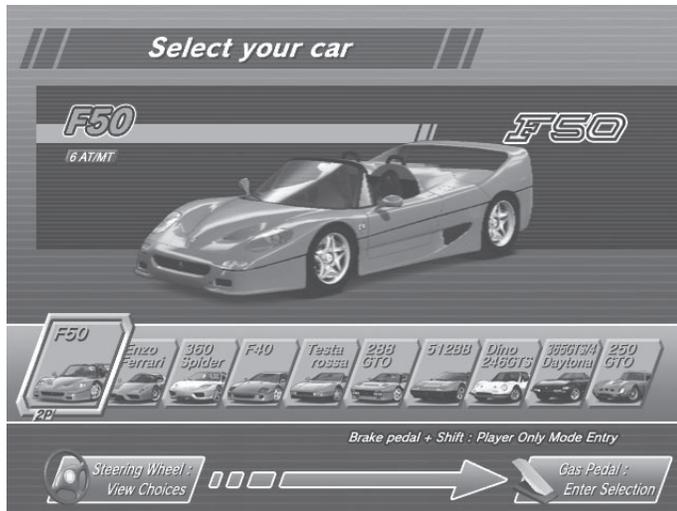
Controls: [Steering Wheel: View Choices], [Gas Pedal: Enter Selection], [Brake pedal + Shift: Player Only Mode "PO" Entry], ([View Change + Shift: No Handicap "NH" Entry])

As with Single Player mode, there are 10 cars to choose from.

In Versus Play mode, car colors are fixed - Player 1: Red, Player 2: Yellow, Player 3: White or Silver (depending on the car model), Player 4: Black.

No Handicap Setup

When a player is in 2nd position or below during Versus Play, they are compensated to help them catch the lead driver more easily.
No Handicap is a mode without this compensation.
Pressing [View Change + Shift] (moving the Gear Shifter while pressing the View Change Button) displays the "NH" icon on the left edge of the screen.
If all players participating in the race perform this operation, the race will take place in No Handicap mode.

Player Only Setup

In Player Only mode, no cars appear during the race other than the player's own car.
Pressing [Brake Pedal + Shift] (moving the Gear Shifter while pressing the Brake Pedal) displays the "PO" icon on the left edge of the screen.
If all players participating in the race perform this operation, the race will take place in Player Only mode.
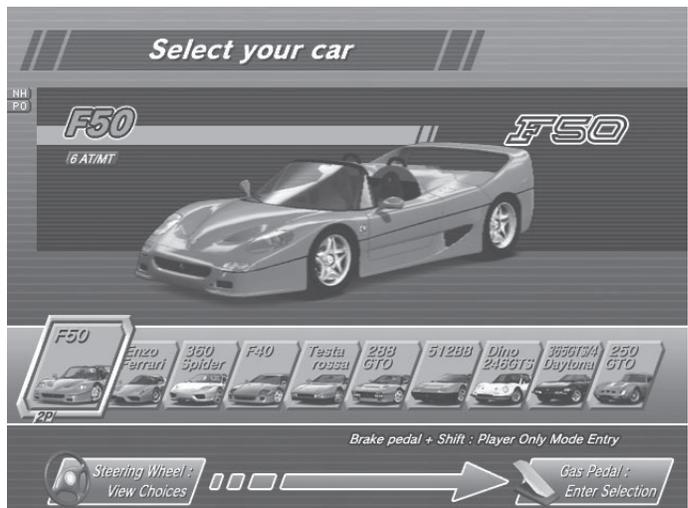
(4) Transmission Selection

This operation is carried out in the same way as described in the section "2. Single Player Setup".

(5) BGM Selection

This operation is carried out in the same way as described in the section "2. Single Player Setup".

4. Special Controls

Shortcut

During setup, the player can choose to start with the same settings as the previous game by performing the following operation:
[Brake + View Change + Shift Up (putting the Gear Shifter in the down position while pressing the Brake Pedal and the View Change Button)].

This combination of controls opens the shortcut window on the screen.

By turning the Steering Wheel to highlight "YES" and selecting it with the Gas pedal, play starts with the same settings as the previous game.

If "NO" is selected, the window closes and the player is returned to the setup screen.

Note: If the previous game was played in 15-Continuous Course Mode it is not possible to use this shortcut.

8-4 GAME INSTRUCTIONS

1. Common Features in All Modes

Display Breakdown (All Modes)
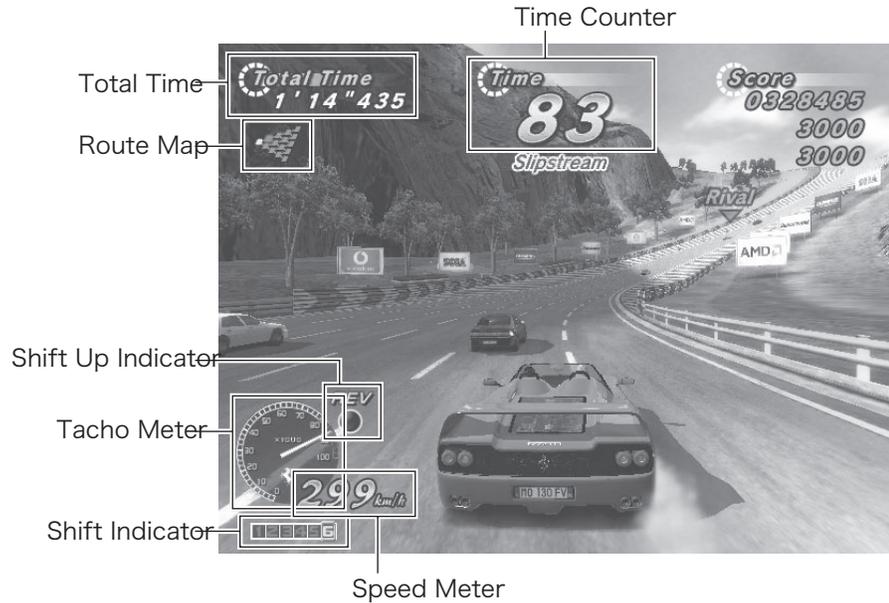
The time counter is displayed at the top-center of the screen.
  - If the time counter reaches zero, the game is over.
  - Extra time is added when a checkpoint is passed.
  - When slipstreaming, "Slipstream" is displayed underneath the time counter.

At the top-left of the screen the total time (in Single Player mode), position (in Versus Play mode) and route map are displayed.
  - The total time shows how much time has passed since the start of the game (in Single Player mode).
  - The position display shows the position the player is currently in, between the start and the finish line (in Versus Play mode).
  - The route map shows the route the player has taken up to this point.
    (An icon is displayed to the side of this at forks indicating the next stage.)

At the bottom-left of the screen the speed meter and tacho meter are displayed, as well as the shift and shift-up indicators.
  - The speed meter shows the player's current speed.
    (When slipstreaming, the color of the number changes to blue.)
  - The tacho meter shows the speed the engine is currently revving at.
  - The shift indicator shows the currently engaged gear.
  - The shift-up indicator lets the player know the correct time to move up a gear.
    (It flashes red when it is time to shift up a gear.)

Note: The shift-up indicator is not displayed if the player has selected Automatic Transmission.

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How to Drift

1)After letting go of the Gas pedal, immediately press the Brake pedal.
2)Turn the Steering Wheel hard and fast in the direction of a corner and press the Gas pedal.
OR
When using Manual Transmission, drop down a gear just before a corner and turn the Steering Wheel hard in the direction of the corner.

Slipstreaming

By driving behind an enemy car or the car of another player, it is possible to pick up a slipstream. When slipstreaming, the player experiences enhanced acceleration and can drive faster than the car's specified top speed.

The following changes are seen when slipstreaming:
  - "Slipstream" appears below the time counter.
  - The color of the speed meter display turns blue.
  - The engine noise becomes slightly louder.

2. Single Player: OutRun Mode

Display Breakdown

The score is displayed at the top-right of the screen, underneath this is an animated display of any points received for passing enemy cars.

Game Instructions

Put simply, this is a mode where you enjoy taking a drive with a girl.
Choose either the left or right road when you come to a fork and aim to reach the finish line within the time limit.
There are different endings depending on which finish line you cross.

Your score goes up each time you overtake a faster enemy car.

Hints for attaining a high score

Among the enemy cars there is a rival car which is marked with the word "RIVAL" above it.
The rival car is fast and difficult to pass, but there is a large point bonus if you do manage to.

The score you get for passing enemy cars varies depending on how you take them.
Try to find the highest scoring method for overtaking.

3. Single Player: Heart Attack Mode

The number of hearts collected is displayed at the top-right of the screen.

At the bottom-right of the screen, the total number of hearts collected and a girl's silhouette is displayed. As the total number of hearts collected increases, the girl's silhouette is filled out with color.

Game Instructions

In this mode, you impress a beautiful girl by doing everything she asks.
You must collect hearts which give an indication of how impressed the girl is with you.
You have to carry out the girl's requests in the interval between "START" and "END" being displayed.

You collect hearts in accordance with how well you carry out the various requests your girl asks of you.

The girl rates your performance in the following levels:
[AAA, AA, A, B, C, D, E]

Hints for picking up a lot of hearts

Crashing or bumping into enemy cars reduces the number of hearts you can get, so drive carefully.

If you continually achieve good ratings you may be given a "Special Request". That's your chance to really impress her and get a triple-A score!

4. Single Player: Time Attack Mode

At the top-right of the screen, the lap time for each stage is displayed.
(If the time is faster than the ghost car, it is displayed in green.)

At the bottom-right of the screen, the time for each sector of the stage is displayed.

When each sector is completed, ghost car information is displayed on the center left and right of the screen.
[On the left is data for the ghost car that took the left-hand road at the fork.]
[On the right is data for the ghost car that took the right-hand road at the fork.]

The data is displayed in the following order:
● The ghost car icon (model and color), and the ghost car driver's name.
● Ghost: The ghost car's sector completion time.
● Player: The player's sector completion time.
● Diff: The time difference between the ghost car and player's completion times.
               (In green if the player is faster than the ghost car or red if the player is slower.)

The car's setup and transmission are shown at the bottom-left of the screen.

Game Instructions

In this mode you compete against the ghost car's time.
You aim to overtake the ghost car on each course and record your own fastest time to become the ghost car.

The ghost car represents the fastest recorded time on each stage.

If you drive faster than the ghost car, your player data will be recorded as the ghost car data, and any subsequent plays of the same stage will operate with your car as the ghost car.

If you enter your name on the name entry screen you can also add that to the ghost car data.
Even if you quit the game part way through, if you have recorded a faster time than the ghost car, you will have the opportunity to enter your name.

Each stage has data for two ghost cars; one which took the left-hand road at the fork and one which took the right-hand road.

The fifth stage has no fork so there is only data for one ghost car.

The fastest player on each course is saved separately as the top ghost car.
If you enter the fifth stage within 1 second of the fastest player, the top ghost car appears in addition to the normal ghost car. ("TOP" is shown above the car.)
If you beat the top ghost car, you become the fastest player for that course.

Pressing the Start Button toggles the display of the ghost car on and off.

5. Versus Play

Opponent data is displayed at the top-right of the screen.
Each player's information is indicated with a face icon, and their current status is shown by the expressions on the faces and with speech.
The order of the faces changes to reflect the race order.

Game Instructions

The starting grid order is determined by the order of entry into the game.

The first player to reach a fork can decide whether the race will continue down the left-hand or right-hand road.

It is possible to set "No Handicap" mode, which eliminates compensation for trailing drivers, or "Player Only" mode, where enemy cars are not displayed.
Note: See the previous section "3. Versus Play Setup" for details.

As soon as one of the competing players passes the finish line, the time counter display shows "Extra Time".
The game is over for players who do not manage to finish within the "Extra Time" period.

6. 15-Continuous Course Mode

When 15-Continuous Course Mode is enabled, the following game modes are available:
  - "OutRun 15-Continuous Course Mode" (Single Player)
  - "Time Attack 15-Continuous Course Mode" (Single Player)
  - "OutRun2SP 15-Continue Course Mode" (Versus Play)
  - "OutRun2 15-Continuous Course Mode" (Versus Play)

The 15-Continuous Course Mode differs from the normal game in the following ways:

Display Breakdown

The following differences are exhibited in the 15-Continuous Course Mode:
  - The route map changes to the 15-Continuous Course map.
  - In Versus Play, the position display is modified.

Game Instructions

The 15-Continuous Course is a course combining all 15 stages.

The stages are interconnected in the following order:
[1A:2A:2B:3A:3B:3C:4A:4B:4C:4D:5A:5B:5C:5D:5E]

At the end of each stage, both branches of the left-right fork lead to the same stage that follows.

7. Game Pause

The game can be paused with the following combination of controls (in Single Player mode only):

With the car stopped, press [Brake + View Change + Shift Up (Put the Gear Shifter in the down position while pressing the Brake Pedal and View Change Button down)]

This combination of controls opens the pause window on the screen.
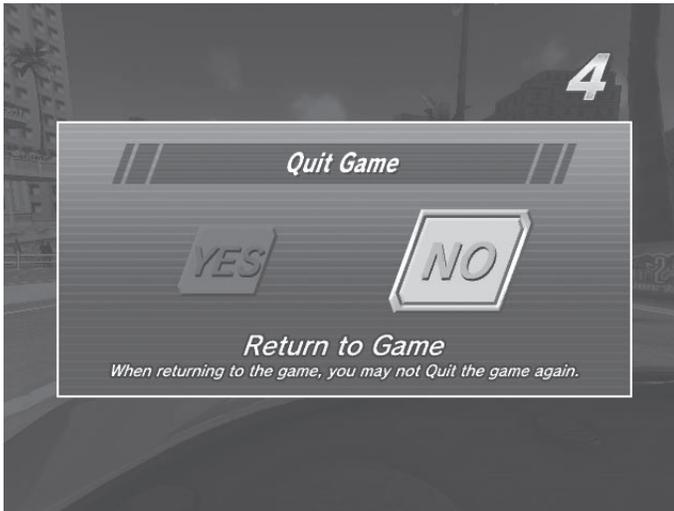
By turning the Steering Wheel to highlight "YES" and selecting it with the Gas pedal, the game comes to an end.

If "NO" is selected game play resumes.
(After "NO" has been selected once, it is no longer possible to use the game pause command again.)

The game pause command will not work in the following circumstances:
1) When the player is in the vicinity of the start area.
2) When the remaining time is 8 seconds or less.
3) When the game has already been paused once before, and "NO" was selected.

8-5 NAME ENTRY AND INTERNET RANKING

1. Name Entry

Controls: [Steering Wheel: View Choices], [Gas Pedal: Enter Selection], [Brake Pedal: Delete], [Start Button: END] (Moving the Gear Shifter up and down selects letters.)

This game has a function that can register all Single Player results with an Internet ranking system. After finishing a game in Single Player mode, the player enters their name for Internet ranking purposes, even if they have not achieved a rank on the actual machines they are playing on.

If the player gets into the ranking on the machine they are using, the name they enter will be used in that machine's advertising demo display.

If the player makes a new ghost car record, their name is displayed with the new ghost car data.

2. Internet Ranking

After the player has entered their name, an Internet ranking password is displayed.

Pressing the View Change Button switches to the game's in-depth data display.

Visit the following URL for Internet ranking registration and listings: http://outrun.jp/

The Internet ranking is calculated separately for the following game modes and courses:

OutRun2SP Courses
● OutRun Mode: Each course (A - E) + the 15-Continuous Course
● Heart Attack Mode: Each course (A - E)
● Time Attack Mode [Normal, AT]:   Each course (A - E) + the 15-Continuous Course
● Time Attack Mode [Normal, MT]:   Each course (A - E) + the 15-Continuous Course
● Time Attack Mode [Tuned, AT]:   Each course (A - E) + the 15-Continuous Course
● Time Attack Mode [Tuned, MT]:   Each course (A - E) + the 15-Continuous Course

OutRun2 Courses
● OutRun Mode: Each course (A - E) + the 15-Continuous Course
● Heart Attack Mode: Each course (A - E)
● Time Attack Mode [Normal, AT]:   Each course (A - E) + the 15-Continuous Course
● Time Attack Mode [Normal, MT]:   Each course (A - E) + the 15-Continuous Course
● Time Attack Mode [Tuned, AT]:   Each course (A - E) + the 15-Continuous Course
● Time Attack Mode [Tuned, MT]:   Each course (A - E) + the 15-Continuous Course

8-6 CHARACTER INTRODUCTIONS

Three major characters appear in the game.

1. Driver

Name: Alberto
Personal Info: Although easy-going on the outside, he's a real go-getter.
                He has a very distinguished driving sense. He's also quite rich.

2. OutRun Mode Lady

Name: Jennifer
Personal Info: She's a filthy rich 'princess', always selfishly seeking the next thrill. She's involved with
                Alberto, his Ferrari a present from her. She has a sharp eye for driving techniques.

3. Heart Attack Lady

Name: Clarissa
Personal Info: She's peppy and unmistakably sexy. A driving fan, with a weakness for thrill rides.
                She's very demanding, but her sweet character makes her hard to dislike.

9. EXPLANATION OF TEST AND DATA DISPLAY

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

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

This product's basic system consists of the Chihiro game board and the GD-ROM drive. The system enables you to play several games one after the other just by changing a GD-ROM disc that is to be set on the GD-ROM drive.

The product supports, therefore, the following 2 test modes:

(1) System test mode for an automatic self-diagnostic test (generally used by every product that contains the basic system) and a coin assignment (specifically used by this product) and

(2) Game test mode for testing the input/output control devices and setting the difficulty level (specifically used by this product).

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.
	  4. Test on-IC-Board IC's in the self-test mode.
		9-3D
		9-3A
		9-3B
		9-2B, C, D

MEMORY TEST	This test is automatically executed by selecting MEDIA BOARD TEST or SYSTEM INFORMATION in the Menu mode.	9-2B, C, D

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.
		9-2B, C, D
		9-2G, 9-3D
		9-3A
		9-3B

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.	9-3A 9-3C 10, 11, 12
MONITOR	In the Monitor Adjustment mode, check to see if Monitor (Projector) adjustments are appropriate.	9-2F 14
IC BOARD	MEMORY TEST	9-2B, C, D
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	9-3E

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9-1 SWITCH UNIT AND COIN METER

⚠ **CAUTION!**

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

🛑 **STOP IMPORTANT!**

● Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
● Removing the Coin Meter circuitry renders the game inoperable.

SWITCH UNIT

Open the coin chute door, and the switch unit shown will appear.
The functioning of each SW is as follows:
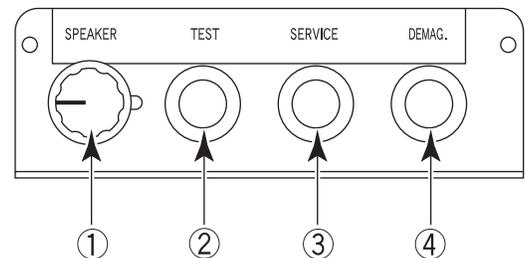
FIG. 9. 1 a SWITCH UNIT

● SOUND VOLUME: Adjusts sound volume for all of the machines' Speakers.
  (SPEAKER)

● TEST BUTTON: For the handling of the test button, refer to the following pages.
  (TEST)

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

● DEMAGNETIZER SWITCH: Eliminates the on-screen color unevenness due to magnetization of
  (DEMAG.)   CRT. First use this SW before performing the monitor's color adjustment.

COIN METER

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

COIN METER

FIG. 9. 1 b

9-2 SYSTEM TEST MODE

```
 STOP
IMPORTANT!
```
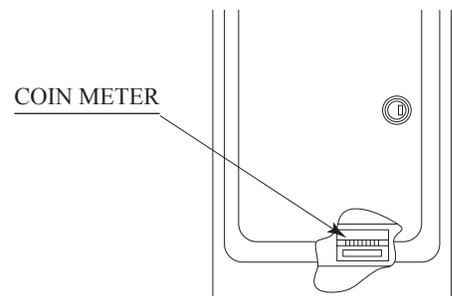
● Any settings that are changed by users during TEST MODE are saved upon exiting TEST MODE with the EXIT command in the SYSTEM MENU. If the unit is powered off prior to exiting, changes to settings will not take effect.
● You may not enter GAME TEST MODE while the unit is reading from or checking the GD-ROM. If error messages are displayed when exiting TEST MODE, you should power the unit off and on again.
● In the manual for this product, "Media Board" and "DIMM" are one and the same.
● Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

A. SYSTEM TEST MENU MODE

System Test Mode can be used to check that the main circuit operations are correct, adjust Monitor color, and perform coin/credit settings.
However, this product can only be used with the settings shown below.

● SOUND TEST
  - OUTPUT TYPE: STEREO
● COIN ASSIGNMENTS
  - COIN CHUTE TYPE: COMMON
  - SERVICE TYPE: COMMON

● Press the TEST Button after powering on the unit to display the following SYSTEM MENU.
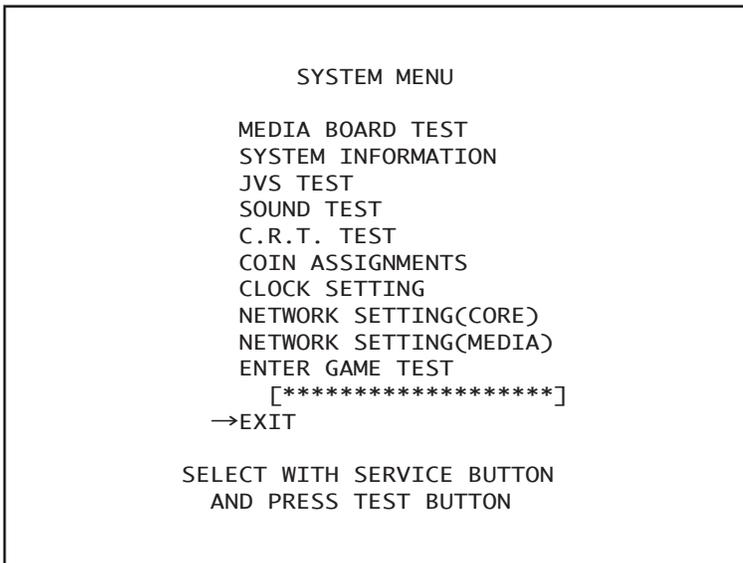
```
              SYSTEM MENU

        MEDIA BOARD TEST
        SYSTEM INFORMATION
        JVS TEST
        SOUND TEST
        C.R.T. TEST
        COIN ASSIGNMENTS
        CLOCK SETTING
        NETWORK SETTING(CORE)
        NETWORK SETTING(MEDIA)
        ENTER GAME TEST
          [******************]
       →EXIT

      SELECT WITH SERVICE BUTTON
        AND PRESS TEST BUTTON
```

● Press the SERVICE Button to move the cursor to the desired test item.

● Move the cursor to the desired item and press the TEST Button to display each test screen.

● Move the cursor to ENTER GAME TEST and press the TEST Button to enter the individual test menus for each game. Refer to "9-3 GAME TEST MODE".

● When testing is complete, move the cursor to EXIT and press the TEST Button. The game advertisement screen should be displayed.

B. MEDIA BOARD TEST

STOP IMPORTANT!

Powering off the system during the MEDIA BOARD TEST with a DIMM BOARD will erase the game program data. It may be necessary to reload the data.
Always wait for the test to complete before attempting to exit.

MEDIA BOARD TEST is used to check the memory and IC on the MEDIA BOARD connected to the Chihiro. Test screens and test times may differ depending on the type of MEDIA BOARD connected to the unit.

● The following is the MEDIA BOARD TEST screen for a unit with a DIMM BOARD.

```
            MEDIA BOARD TEST 1/2


            DIMM BOARD(TYPE3)
            VERSION  ****
            STATUS   GOOD
            CHECKING 100%

            DIMM TEST
            DIMM0        GOOD
            DIMM1        NONE
            GD-ROM       GOOD



        PRESS TEST BUTTON TO EXIT
```

● MEDIA BOARD TEST begins immediately upon entering this test mode.

● If "GOOD" is displayed to the right of each item, the MEDIA BOARD components are functioning properly.

● Press the TEST Button to display the following screen.

```
            MEDIA BOARD TEST 2/2


            NETWORK BOARD
            VERSION  ****
            STATUS   GOOD
            CHECKING 100%

            NETWORK BOARD TEST
            RAM CHECK-GOOD
            --COMPLETED--



        PRESS TEST BUTTON TO EXIT
```

● After the test is complete, move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

C. SYSTEM INFORMATION

Use SYSTEM INFORMATION to check version and other information for system programs.
Screens may differ depending on the type of MEDIA BOARD connected to the unit.

```
          SYSTEM INFORMATION

     MAIN BOARD
       REGION              ****          (A)
       BOOT VERSION        ****          (B)
       QC FIRM VERSION     ****          (B)
       SC FIRM VERSION     ****          (B)
       SERIAL NO. **************         (C)

     MEDIA BOARD
       DIMM BOARD(TYPE3) + GDROM         (D)
       MEMORY SIZE      512MB            (E)
       FIRM VERSION        ****          (F)
       SERIAL NO. **************         (G)
     NETWORK BOARD
       FIRM VERSION        ****          (H)

     PRESS TEST BUTTON TO EXIT
```

Press the TEST Button to return to the SYSTEM MENU screen.

(A) REGION
     The COUNTRY CODE of the MAIN BOARD.

(B) BOOT VERSION, QC FIRM VERSION, SC FIRM VERSION
     Version information for the MAIN BOARD system programs.

(C) SERIAL NO.
     Serial number of the MAIN BOARD.

(D) DIMM BOARD + GDROM
     Type of MEDIA BOARD. This example shows a DIMM BOARD with a GD-ROM DRIVE connected.

(E) MEMORY SIZE
     Capacity of DIMM memory installed on the DIMM BOARD.

(F) FIRM VERSION
     Version information for the DIMM BOARD system program.

(G) SERIAL NO.
     Serial number of the DIMM BOARD.

(H) FIRM VERSION
     Version information for the NETWORK BOARD system program.

D. JVS TEST

JVS TEST is used to verify the specs of the I/O BOARD connected to the Chihiro and to run input tests.
I/O BOARD specs are displayed initially.
Screens may differ depending on the type of I/O BOARD connected to the unit.

```
              JVS TEST
             INPUT TEST
             NEXT NODE
           →EXIT
    NODE      ****
    NAME      ***************
             I/O BD JVS
             Ver****
             *********
    CMD VER   1.1
    JVS VER   2.0
    COM VER   1.0
    SWITCH    2 PLAYER(S)  13 BITS
    COIN      2 SLOT
    ANALOG    8 CH
    ROTARY    0 CH
    KEYCODE   0
    SCREEN    X:0 Y:0 CH:0
    CARD      0 SLOT
    HOPPER OUT 0 CH
    DRIVER OUT 6 CH
    ANALOG OUT 0 CH
    CHARACTER  CHARA:0 LINE:0
    BACKUP     0
      SELECT WITH SERVICE BUTTON
        AND PRESS TEST BUTTON
```

● Use the SERVICE Button to move the cursor to the desired test item.

● Move the cursor to INPUT TEST and press the TEST Button to enter the INPUT TEST screen for the I/O
   BOARD currently displayed.

● When 2 or more I/O BOARDS are connected, move the cursor to NEXT NODE and press the TEST
   Button to enter the test screen for the next I/O BOARD. The lower the NODE number, the further away
   the node is from the Chihiro.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

INPUT TEST Screen

```
              JVS TEST
              INPUT TEST

     NODE     1/1
        SYSTEM    00                       (A)
        PLAYER 1  0000                     (A)
        PLAYER 2  0000                     (A)
        COIN 1    0000                     (B)
        COIN 2    0000                     (B)
        ANALOG 1  0000                     (C)
        ANALOG 2  0000                     (C)
        ANALOG 3  0000                     (C)
        ANALOG 4  0000                     (C)
        ANALOG 5  0000                     (C)
        ANALOG 6  0000                     (C)
        ANALOG 7  0000                     (C)
        ANALOG 8  0000                     (C)

     PRESS TEST AND SERVICE BUTTON TO EXIT
```

● On-screen values change according to the input from switches and the volume.

(A) SYSTEM, PLAYER
Values change with input from control panel/other switches.

(B) COIN
Increases with input from the COIN SWITCH. The count is cleared when exiting TEST MODE.

(C) ANALOG
Displays analog values from "0000" to "FFFF".

● Press the SERVICE and TEST Buttons simultaneously to return to the JVS TEST main screen.

E. SOUND TEST

Use SOUND TEST to test sound output and to select the stereo/mono/surround setting.
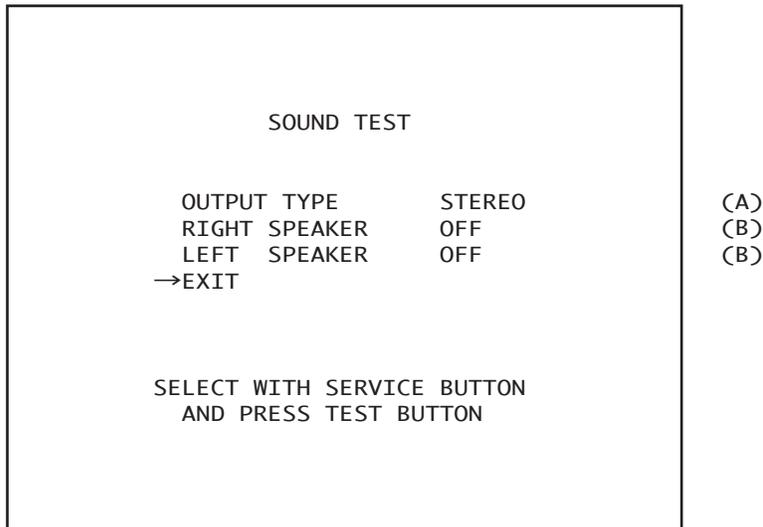
```
              SOUND TEST


     OUTPUT TYPE        STEREO          (A)
     RIGHT SPEAKER      OFF             (B)
     LEFT  SPEAKER      OFF             (B)
    →EXIT



     SELECT WITH SERVICE BUTTON
       AND PRESS TEST BUTTON
```

● Use the SERVICE Button to move the cursor to the desired test item.

● Press the TEST Button to enter the selected item.

    (A)   OUTPUT TYPE(STEREO, MONO, SURROUND)
          Select the sound output from the I/O PANEL audio output interface setting among
          STEREO, MONO and SURROUND.

    (B)   RIGHT/LEFT SPEAKER(ON, OFF)
          When set to "ON", the test sends a beep to each audio output interface. Only the word
          "SPEAKER" is displayed when the OUTPUT TYPE is set to "MONO", and when set to
          "ON", the test sends the same beep to both the left/right audio output interfaces.
          To test surround output, it is necessary to use a separate Audio Amp, and receive signal
          from a terminal not in use at the time of shipping.
          Note: Not available with this product.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

F. C.R.T. TEST

Use the C.R.T. TEST to adjust monitor colours and verify screen size.

COLOR CHECK Screen

● Monitor COLOR CHECK screen is displayed initially.
Each of the colors (red, green and blue) is darkest at the far left and gets progressively lighter (32 steps) towards the right.
Monitor brightness is set correctly if the white color bar is black at the left edge and white at the right edge.

```
              C.R.T. TEST 1/2

1                                          32
              RED

              GREEN

              BLUE

              WHITE


       PRESS TEST BUTTON TO CONTINUE
```
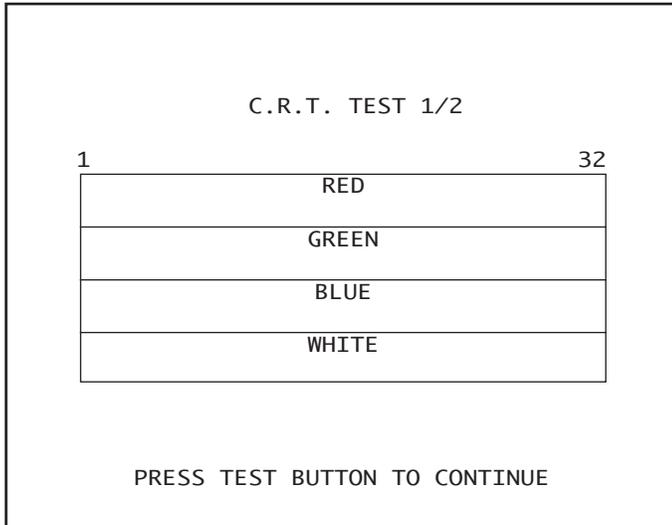
● Press the TEST Button to proceed to the next page.

SIZE CHECK Screen

```
              C.R.T. TEST 2/2














         PRESS TEST BUTTON TO EXIT
```
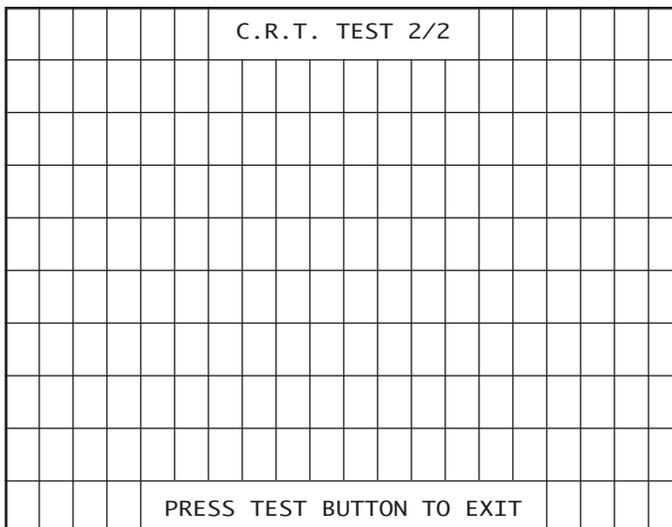
● Adjust the CHECK GRID so that the entire GRID is displayed on the screen.

● Press the TEST Button to return to the SYSTEM MENU screen.

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G. COIN ASSIGNMENTS

Use COIN ASSIGNMENTS to set the credit rate for each coin inserted.

● Use the SERVICE Button to move the cursor to the desired test item.

● Press the TEST Button to change the setting or to open the detailed settings.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

```
        COIN ASSIGNMENTS

  COIN CHUTE TYPE        COMMON       (A)
  SERVICE TYPE           COMMON       (B)

  COIN CHUTE #1 COIN TO CREDIT RATE   (C)
  1 COIN(S) COUNT AS 1 CREDIT(S)
  COIN CHUTE #2 COIN TO CREDIT RATE   (C)
  1 COIN(S) COUNT AS 1 CREDIT(S)
  DETAIL SETTING                      (D)
  GAME COST SETTING                   (H)
 →EXIT

     SELECT WITH SERVICE BUTTON
       AND PRESS TEST BUTTON
```

```
        COIN ASSIGNMENTS

  COIN CHUTE TYPE        INDIVIDUAL
  SERVICE TYPE           INDIVIDUAL

  COIN CHUTE #1 COIN TO CREDIT RATE
  1 COIN(S) COUNT AS 1 CREDIT(S)


  DETAIL SETTING
  GAME COST SETTING
 →EXIT

     SELECT WITH SERVICE BUTTON
       AND PRESS TEST BUTTON
```
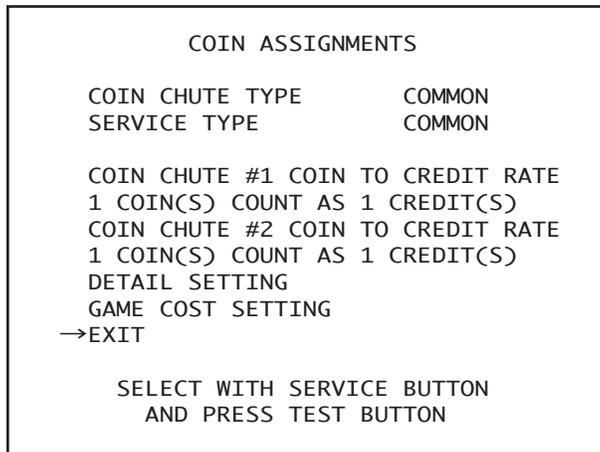
COIN CHUTE TYPE…COMMON   COIN CHUTE TYPE…INDIVIDUAL

(A)   COIN CHUTE TYPE(COMMON, INDIVIDUAL)
      Adjust settings according to the specs of the cabinet COIN CHUTE.

      COMMON
      This is for cabinets where a single COIN CHUTE is used by multiple players.
      Coins inserted by each player are treated as common credits.
      Up to 2 COIN CHUTES (#1 and #2) may be used. The (C) COIN TO CREDIT RATE setting
      for COIN CHUTE #1 and #2 may be set differently.

      INDIVIDUAL
      This is for cabinets with individual COIN CHUTES for each player.
      Coins inserted by each player are treated as individual player credits.
      The (C) COIN TO CREDIT RATE setting is used by all COIN CHUTES.

(B)   SERVICE TYPE(COMMON, INDIVIDUAL)
      Use this to set the function of each SERVICE Button when there is more than one SERVICE
      Button.

      COMMON
      Pressing any SERVICE Button enters service credits for all players.

      INDIVIDUAL
      Pressing the SERVICE Button enters service credits only for the corresponding player.

(C) COIN TO CREDIT RATE
    Set the CREDIT RATE for each coin inserted.
    The "*x* COIN(S) COUNT AS *y* CREDIT(S)" setting indicates that "Inserting *x* coins equals *y* credits".
    Set this to "FREE PLAY" to allow game play without credits.
    When (A) COIN CHUTE TYPE is set to "COMMON", COIN CHUTE #2 settings are restricted to some
    extent by the settings for COIN CHUTE #1.

(D) DETAIL SETTING
    This mode allows for more detailed credit rate settings than the (C) COIN TO CREDIT RATE setting.
    Changes made in DETAIL SETTING override any (C) COIN TO CREDIT RATE settings.

DETAIL SETTING Screen

```
        COIN ASSIGNMENTS
         DETAIL SETTING
  COIN CHUTE #1 MULTIPLIER          (E)
    1 COIN COUNT AS 1 COIN(S)
  COIN CHUTE #2 MULTIPLIER          (E)
    1 COIN COUNT AS 1 COIN(S)
  BONUS ADDER        NO BONUS ADDER  (F)
  COIN TO CREDIT   1 COIN(S) 1 CREDIT (G)
 →EXIT
  COIN CHUTE #1 OPERATION
  COIN   1  2  3  4  5  6  7  8  9
  CREDIT 1  2  3  4  5  6  7  8  9
  COIN CHUTE #2 OPERATION
  COIN   1  2  3  4  5  6  7  8  9
  CREDIT 1  2  3  4  5  6  7  8  9
     SELECT WITH SERVICE BUTTON
       AND PRESS TEST BUTTON
```
COIN CHUTE TYPE…COMMON

```
        COIN ASSIGNMENTS
         DETAIL SETTING
  COIN CHUTE #1 MULTIPLIER
    1 COIN COUNT AS 1 COIN(S)


  BONUS ADDER        NO BONUS ADDER
  COIN TO CREDIT   1 COIN(S) 1 CREDIT
 →EXIT
  COIN CHUTE #1 OPERATION
  COIN   1  2  3  4  5  6  7  8  9
  CREDIT 1  2  3  4  5  6  7  8  9



     SELECT WITH SERVICE BUTTON
       AND PRESS TEST BUTTON
```
COIN CHUTE TYPE…INDIVIDUAL

(E) COIN CHUTE MULTIPLIER
    Use this to set how many coins will be counted for each coin inserted.
    The "1 COIN COUNT AS *x* COIN(S)" setting indicates that "Each coin will be counted as *x* coins".
    When the (A) COIN CHUTE TYPE is set to "COMMON", the setting may be set individually for COIN
    CHUTE #1 and #2.

(F) BONUS ADDER
    Use this to set the number of coins calculated with the (E) COIN CHUTE MULTIPLIER setting that
    need to be inserted to get 1 bonus coin. When the (A) COIN CHUTE TYPE is set to "COMMON", the
    sum of the coins for COIN CHUTE #1 and #2 is used for the calculation.
    The "*x* COINS GIVE 1 EXTRA COIN" setting indicates that "For every *x* coins, 1 bonus coin is given".
    Set this to "NO BONUS ADDER" to disable bonus coins entirely.

(G) COIN TO CREDIT
    Use this to set how many coins calculated with the (F) BONUS ADDER setting count as 1 credit.
    The "*x* COIN(S) 1 CREDIT" setting indicates that "Every *x* coins equals 1 credit."

(H) GAME COST SETTING
     Use this mode to set the number of credits required to start a game.

```
┌──────────────────────────────────────────────┐
│                                              │
│            COIN ASSIGNMENTS                  │
│            GAME COST SETTING                 │
│                                              │
│      1 Credit(s) to Start              (I)   │
│      1 Credit(s) to Select 15COURSE    (J)   │
│                                              │
│                                              │
│                                              │
│    →EXIT                                     │
│                                              │
│        SELECT WITH SERVICE BUTTON            │
│          AND PRESS TEST BUTTON               │
│                                              │
│                                              │
└──────────────────────────────────────────────┘
```
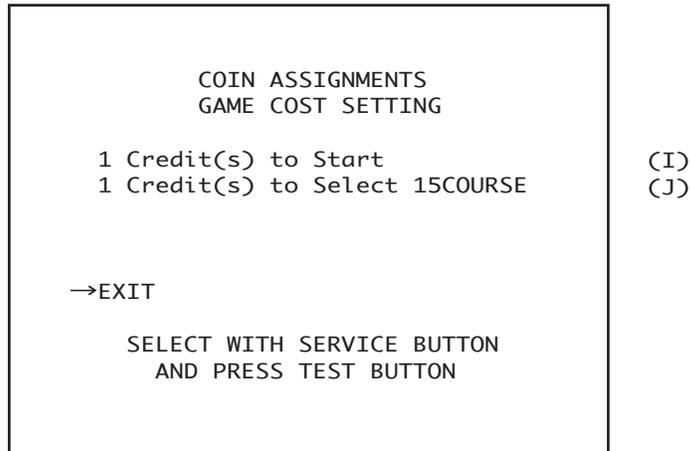
(I)   Set the number of credits required to start a game.

(J)   Setting the number of additional credits for the 15 Continuous Course Modes.

       When the credits are setup as shown in the above screen, it takes 1 credit to start a normal game, and 1
       additional credit to be able to play the 15 Continuous Course Modes. This means that a total of 2 credits
       are required to play the 15 Continuous Course modes.

       NOTE: If 15 Continuous Course Mode has not been set up under GAME ASSIGNMENTS in Game
               Test Mode, players will not be able to play the 15 Continuous Course Modes.

H. CLOCK SETTING

Use CLOCK SETTING to set the Chihiro internal clock.

```
              CLOCK SETTING

    20XX/XX/XX(XXX)   XX:XX:XX

                YEAR
                MONTH
                DAY
                HOUR
                MINUTE
              →EXIT


        SELECT WITH SERVICE BUTTON
          AND PRESS TEST BUTTON
```

● Use the SERVICE Button to move the cursor to the item to be set.

● Move the cursor to the desired item and press the TEST Button to increase values.
   The max value for YEAR is "2099"; further increases return the value to "2000".

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

I. NETWORK SETTING (CORE)

Use the LAN PORT attached to the Main Board, and carry out the settings necessary for network communication.
Note: This function is not available with this product.

```
┌─────────────────────────────────────────────┐
│         NETWORK SETTING (CORE)               │
│                                              │
│   ->REMOTE(C)        ENABLE          (A)     │
│     IP ADDRESS(C)                    (B)     │
│     ---.---.---.---                          │
│     SUBNET MASK(C)                   (C)     │
│     ---.---.---.---                          │
│     GATE WAY(C)                      (D)     │
│     ---.---.---.---                          │
│     PRIMARY DNS(C)                   (E)     │
│     ---.---.---.---                          │
│     EXIT                                     │
│                                              │
│     CURRENT ************             (F)     │
│       ***.***.***.***                        │
│    SELECT WITH SERVICE BUTTON                │
│     AND PRESS TEST BUTTON                    │
└─────────────────────────────────────────────┘
```

● Use the SERVICE Button to move the cursor to the desired test item.
(When setting IP ADDRESS, SUBNET MASK, GAME WAY or PRIMARY DNS, use the underline as a guide.)

● Press the TEST Button to change the setting.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

(A)   REMOTE (C)
This sets up whether a communication setting is automatic or manual.
ENABLE: Sets the communication setting automatically.
DISABLE: Sets the communication setting manually.

(B)   IP ADDRESS (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(C)   SUBNET MASK (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(D)   GATE WAY (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(E)   PRIMARY DNS (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(F)   CURRENT
This displays the present setting value during a setup of each item [(B), (C), (D), (E)]. Pressing TEST Button on SET position, the settings are memorized and the screen is changed.

J. NETWORK SETTING (MEDIA)

This product should only be used with the factory settings indicated in this manual.
Selecting certain options from the screens listed below may alter settings or bring up
other screens. However, since these functions are not used by this machine, they are not
described in this manual.
In the event that settings are altered on a screen not mentioned in this manual, the
machine may cease to function properly. Restore the settings to the values shown on the
screens below.
After changing a NETWORK SETTING, exit from Game Test Mode and restart the
machine. Changes are not enabled without restarting the machine.
Refer to "9-3D GAME ASSIGNMENTS" for actual network play settings.

Use NETWORK SETTING to establish and test network connections.

● Use the SERVICE Button to move the cursor to the desired test item.

● Press the TEST Button to change the setting or to open the detailed settings.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

```
       NETWORK SETTING (MEDIA)

   NETWORK TYPE        ETHER          (A)

   SET IP ADDRESS                     (B)

   CLEAR NETWORK SETTING

   NETWORK TEST

  ->EXIT



   SELECT WITH SERVICE BUTTON
     AND PRESS TEST BUTTON
```

(A)   NETWORK TYPE
      Choose a type of the communication network.
      Set to ETHER in this game machine.

    NONE: Sets that the communication system does not perform. Sets to NONE
      when you don't set the network system.

    ETHER: Sets ETHER for the communication network.

    MOBILE: Sets a mobile communication terminal for the communication
      network.

    ETHER+MOBILE
    DEFAULT ETHER: Set ETHER or MOBILE automatically for the communication
      network. Priority is given to ETHER.

    ETHER+MOBILE
    DEFAULT MOBILE: Set ETHER or MOBILE automatically for the communication
      network. Priority is given to MOBILE.

(B)   SET IP ADDRESS
      This sets up the details of the communication network. Depending on the NETWORK TYPE
      setting, the contents of setting vary. If setting to NONE, it does not appear.

●ETHER Setting

```
          SET IP ADDRESS 1/1

     REMOTE           DISABLE        (C)
     IP ADDRESS(E)
       *******
     SUBNET MASK(E)
       ----.----.----.----




       ->EXIT

    SELECT WITH SERVICE BUTTON
      AND PRESS TEST BUTTON
```

(C)   REMOTE
      This option determines whether network settings will be handled automatically.
      For this machine, the option should be set to DISABLE.

      The other items are set up automatically. It's not necessary to change anything.

STOP

IMPORTANT!

When changing the game configuration, changes will not be enabled until the ENTER Game Test has been completed. Be sure to exit the Game Test Mode properly after configuration changes.

Select ENTER GAME TEST from the System Menu screen to display the Game Test Menu screen as follows.
Use the SERVICE Button to move the cursor to the desired test item. Press the TEST Button to enter the selected item.

NOTE: In Upright cabinet types, the DRIVE BOARD TEST is not necessary and the option will not be displayed.

```
            GAME TEST MODE

         INPUT TEST
         OUTPUT TEST
         DRIVE BOARD TEST
         GAME ASSIGNMENTS
         BOOKKEEPING
         BACKUP DATA CLEAR
     -->  EXIT




       SELECT WITH SERVICE BUTTON
         AND PRESS TEST BUTTON
```
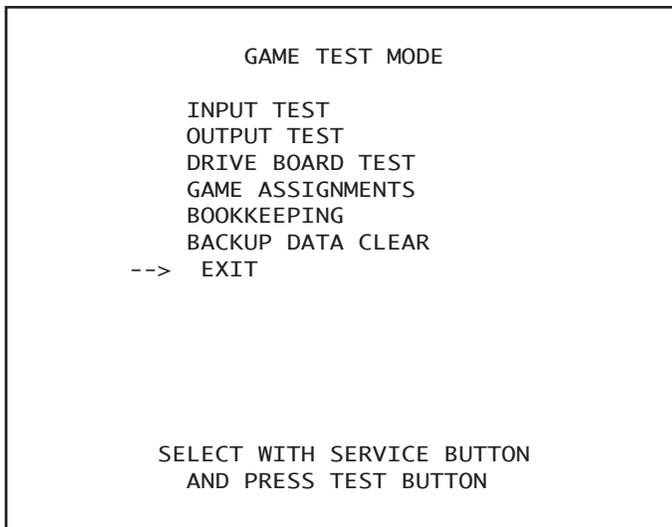
FIG. 9. 3 GAME TEST Menu screen

After selecting an item, read the explanations below regarding operation.

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

A. INPUT TEST

Select INPUT TEST to display the following screen and check the status of input devices.
This test should be used periodically to check that each input device is functioning correctly.

```
                INPUT TEST

        STEERING        **H
        GAS             **H
        BRAKE           **H
        GEAR POSITION   N
        START           OFF
        VIEW CHANGE     OFF
        SERVICE         OFF
        TEST            OFF




        PRESS TEST AND SERVICE BUTTON
                 TO EXIT
```
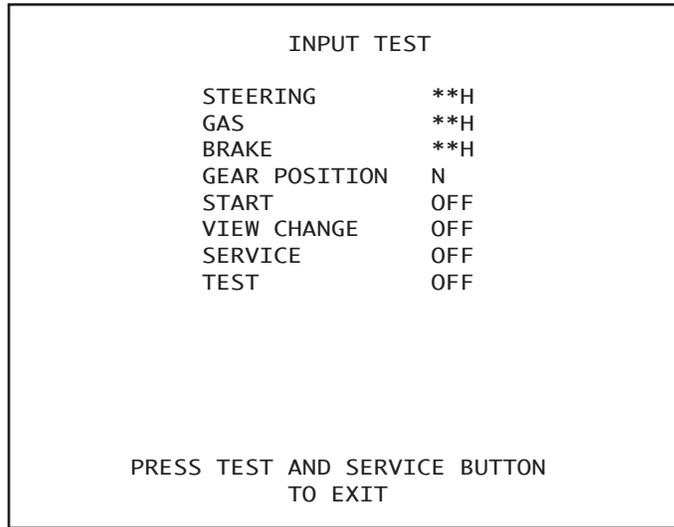
FIG. 9. 3 a INPUT TEST screen

Test the STEERING, GAS (ACCEL) and BRAKE controls to ensure that they are functioning properly
and that the parameters change smoothly as each input device is operated.

Display N, UP and DOWN using the GEAR POSITION. N displays that there is no control input. Verify
that both UP and DOWN display in sync with the position of the shift knob.

Press the START, VIEW CHANGE, SERVICE and TEST Buttons. If functioning correctly, each
indicator will switch from OFF to ON.
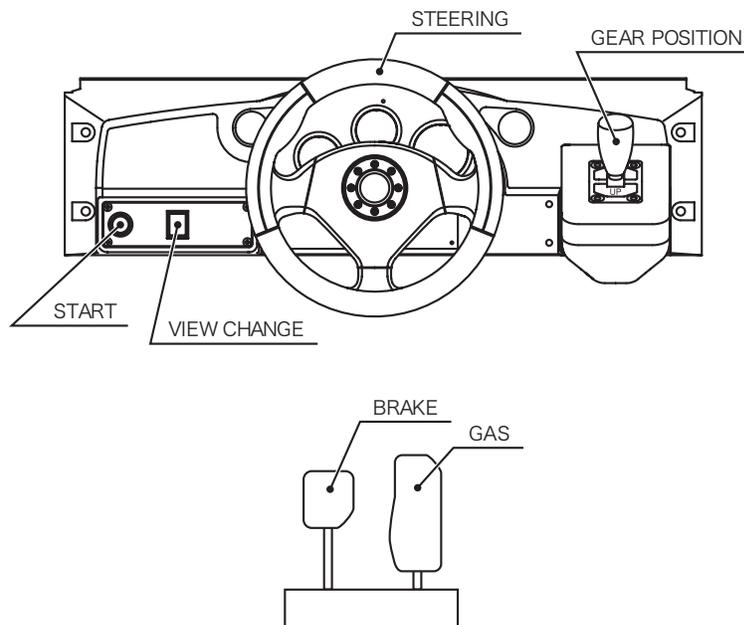
Press the SERVICE and TEST Buttons simultaneously to return to the Game Test Menu screen.

B. OUTPUT TEST

Select OUTPUT TEST to display the following screen and check the status of each lamp.
This test should be used periodically to check that the lamps are functioning correctly.

On this screen the cursor will switch automatically between items, lighting up the respective lamps.

```
┌─────────────────────────────────────────────┐
│                                             │
│              OUTPUT TEST                    │
│                                             │
│                                             │
│                                             │
│        START BUTTON          OFF            │
│    --> VIEW CHANGE BUTTON     OFF            │
│                                             │
│                                             │
│                                             │
│                                             │
│                                             │
│                                             │
│                                             │
│         PRESS TEST BUTTON TO EXIT           │
│                                             │
└─────────────────────────────────────────────┘
```
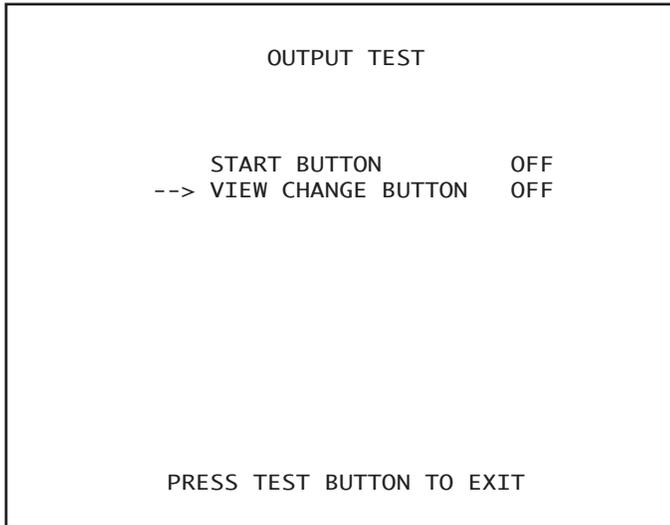
FIG. 9. 3 b OUTPUT TEST screen

● START BUTTON: Lights up the START button.

● VIEW CHANGE BUTTON: Lights up the View Change button.

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

C. DRIVE BOARD TEST

Select DRIVE BOARD TEST to display the following screen.
This performs an operation to initialize the Steering Wheel motor, so make sure that you do not touch the Steering Wheel.

Once the initialization operation is complete, the following screen is displayed where you can view the status of the Steering Wheel motor.
Press the SERVICE Button and move the cursor to the item you want to update, then press the TEST Button to operate.

```
             DRIVE BOARD TEST




     Initializing the drive board
     Please DO NOT touch the steering wheel.
```
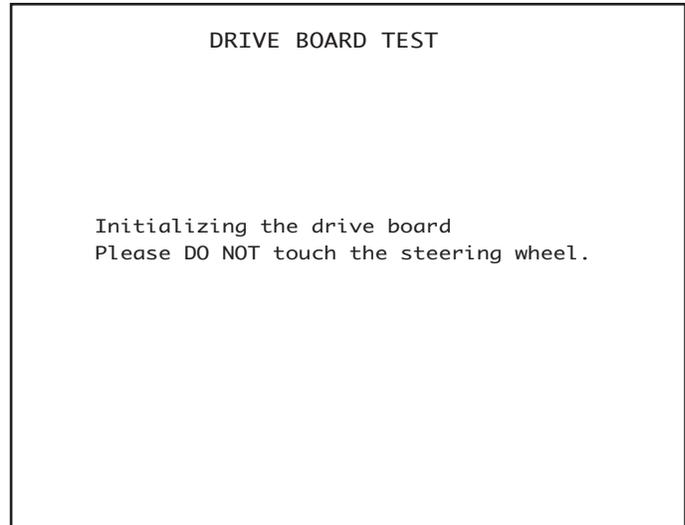
FIG. 9. 3 c a DRIVE BOARD TEST screen

```
              DRIVE BOARD TEST

         STOP MOTOR
         ROLL RIGHT
         ROLL LEFT
         CENTER OF STEER    128
              :RIGHT
              :LEFT
         MOTOR POWER        80%
     -->  EXIT




         SELECT WITH SERVICE BUTTON
          AND PRESS TEST BUTTON
```
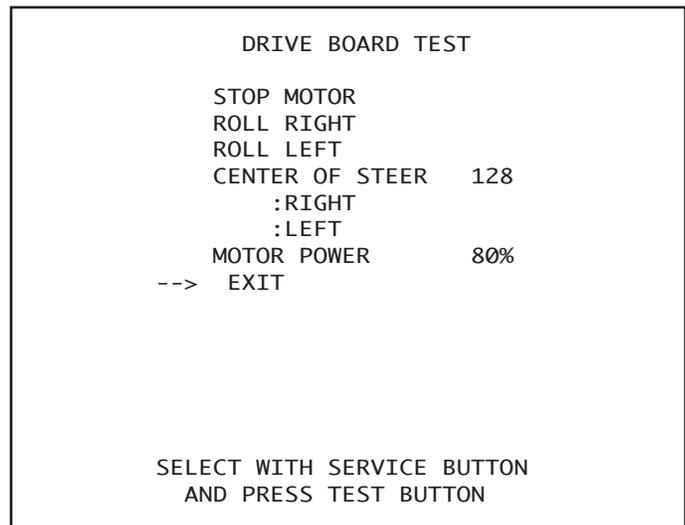
FIG. 9. 3 c b DRIVE BOARD TEST screen

● STOP MOTOR: Halts motor activity.

● ROLL RIGHT: Rotates steering wheel completely to the right.

● ROLL LEFT: Rotates steering wheel completely to the left.

● CENTER OF STEER: Steering wheel motor's center of control is displayed.
                      (Default setting: 128)
    • RIGHT: Moves center of control position to the right.
    • LEFT: Moves center of control position to the left.

● MOTOR POWER: Sets the steering resistance.
                      There are four levels to choose from, 100% (strong resistance), 90%, 80%, and 60%(weak resistance). (Default setting: 80%)

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

D. GAME ASSIGNMENTS

Select GAME ASSIGNMENTS to display the current game settings and make changes.

Changes to settings are not enabled until Test Mode is exited. After changing settings, be sure to exit Test Mode.

NOTE: When adjusting network play settings, DIFFICULTY, ADVERTISE SOUND, LANGUAGE, SPEEDOMETER, and QUICK START items will be decided by the cabinet with LINK_ID "1". Changes made to the game display or settings during game play do not affect the Game Test Menu settings.

```
                   GAME ASSIGNMENTS

       DIFFICULTY              NORMAL
       CABINET                STANDARD
       ADVERTISE SOUND        ON
       SPEEDOMETER            KILO
       QUICK START            OFF
       15 COURSE MODE         OFF
       TITLE TYPE             AUTO
       LINK_ID                1
       TOTAL MACHINE          1
       GROUP                  1

    --> EXIT




            SELECT WITH SERVICE BUTTON
              AND PRESS TEST BUTTON
```
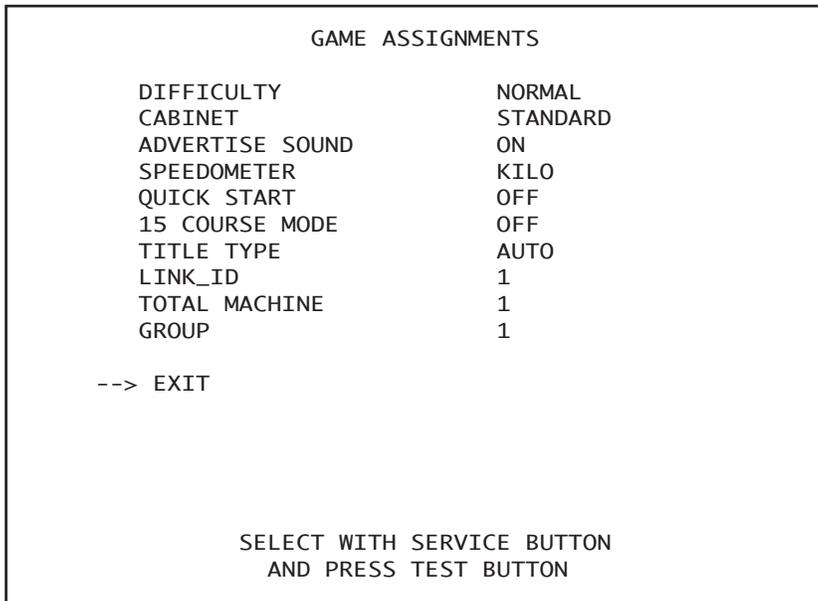
FIG. 9. 3 d GAME ASSIGNMENTS screen

Perform the following settings for each item.

●DIFFICULTY: The game difficulty setting. There are 5 difficulty levels with VERY EASY being the easiest setting and VERY HARD being the most difficult setting. (Default Setting: NORMAL)

●CABINET: The game cabinet type setting. Choose from either STANDARD or UPRIGHT.

●ADVERTISE SOUND: The setting to turn the advertising sound ON/OFF. (Default Setting: ON)

●SPEEDOMETER: The speed display setting. During game play, KILO will be displayed as "km/h", and MILE as "mph". Choose one of these options. (Default Setting: KILO)

●QUICK START: Choose OFF or ON. The ON setting takes the player directly to the game selection screen after entering credits into the machine. (Default Setting: OFF)

●15 COURSE MODE: This is the 15 Continuous Course Mode setting. The length of

time for 1 play is longer than the normal game mode.
(Default Setting: OFF)

When this is set to OFF, players cannot play the 15 Continuous Course Modes.

When this is set to ON CHARGE, players can play the 15 Continuous Course Modes. You should update the additional credit settings in GAME COST SETTING under COIN ASSIGNMENTS in System Test Mode.

When this is set to ON FREE, players can play the 15 Continuous Course Modes without any additional credits.

●TITLE TYPE: This is the setting for the type of title screen. There are two types provided for the title screen: the Stars and Stripes or clouds. (Default Setting: AUTO)

When this is set to AUTO, the type of title screen is determined by the REGION setting on the main board.

For JAPAN and USA, the Stars and Stripes are selected, and for EXPORT, the clouds are selected.

When this is set to AMERICA, the Stars and Stripes are selected, and when this is CLOUD, the clouds are selected.

●LINK_ID: The setting which determines the Player Number of each cabinet. It assigns unique numbers for cabinets in a single group. Do not assign two or more cabinets the same number. For network play, it is necessary to complete the LINK_ID, TOTAL MACHINE, and GROUP settings for each cabinet. (Default Setting: 1, Maximum: 4)

●TOTAL MACHINE: The number of network connected game cabinets. (Sets the number of competing cabinets in Versus Mode.) Setting this to "1" limits possible play modes to Single Player mode only.
(Default Setting: 1, Maximum: 4)

●GROUP: Used for dividing networked cabinets into groups. For example, to split up a group of four networked machines into two groups of two cabinets, set two cabinets to "1" and the other two cabinets to "2". Generally, setting all cabinets to "1" is recommended.

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

<Network Versus Mode Cabinet Settings>

Cases for four cabinets (A, B, C, and D) connected via network cable.

4-Cabinet Versus

CABINET	A	B	C	D
LINK_ID	1	2	3	4
TOTAL MACHINE	4	4	4	4
GROUP	1	1	1	1
Status	Four cabinets can compete.			

3-Cabinet Versus

CABINET	A	B	C	D
LINK_ID	1	1	2	3
TOTAL MACHINE	1	3	3	3
GROUP	1	2	2	2
Status	Single play only.	Three cabinets can compete.		

2-Cabinet Versus

CABINET	A	B	C	D
LINK_ID	1	2	1	2
TOTAL MACHINE	2	2	2	2
GROUP	1	1	2	2
Status	Two cabinets can compete.		Two cabinets can compete.	

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E. BOOKKEEPING

Select BOOKKEEPING to display the following three operating data screens.
Press the TEST Button on the BOOKKEEPING 1/3 and BOOKKEEPING 2/3 screens to move to the second and third (BOOKKEEPING 3/3) screens. Press the TEST Button in the third screen to return to the Game Test Menu Screen.

```
                    BOOKKEEPING  1/3
        [CREDIT INFO]
        COIN1:              0
        COIN2               0
        TOTAL COINS:        0

        COIN CREDITS:       0
        SERVICE CREDITS:    0
        TOTAL CREDITS:      0

        NUMBER OF GAMES   : 0
        TOTAL TIME        : 0'00"00
        PLAY TIME         : 0'00"00
        AVERAGE PLAY TIME : 0'00"00





              PRESS TEST BUTTON TO CONTINUE
               SELECT WITH SERVICE BUTTON
```
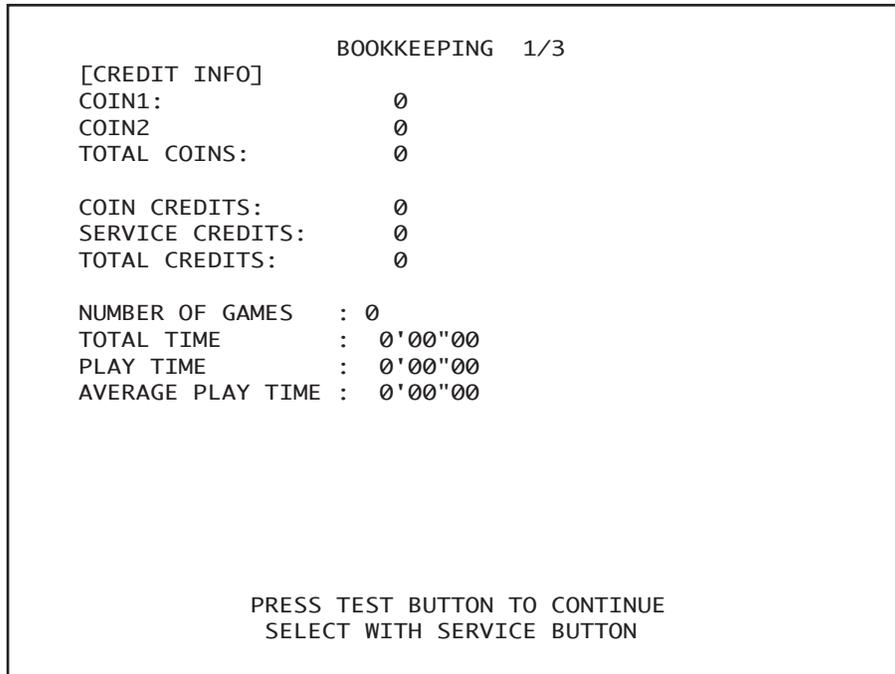
FIG. 9. 3 e a BOOKKEEPING 1/3 screen

● COIN1:   The number of coins inserted into Coin Slot 1.

● COIN2:   The number of coins inserted into Coin Slot 2.

● TOTAL COINS: The total number of coins inserted into the coin slots.

● COIN CREDITS: The number of credits for the coins inserted.

● SERVICE CREDITS: The number of credits input by the SERVICE Button.

● TOTAL CREDITS: Total credits from coins and the SERVICE Button.

● NUMBER OF GAMES: The total number of games played.

● TOTAL TIME: The amount of time the unit has been in operation.

● PLAY TIME: Total playing time.

● AVERAGE PLAY TIME: Total play time divided by the total number of games played.

Press the TEST Button to move to screen 2/3 of BOOKKEEPING.

```
                    BOOKKEEPING   2/3
     [GAME MODE INFO(1/2)]


     OUTRUN MODE
      OR2SP     GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2       GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2SP-15 GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2-15    GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
                                        SELECT AVE TIME: 0'00"00


     HEART ATTACK MODE
      OR2SP     GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2       GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
                                        SELECT AVE TIME: 0'00"00







               PRESS TEST BUTTON TO CONTINUE
                SELECT WITH SERVICE BUTTON
```

FIG. 9. 3 e b BOOKKEEPING 2/3 screen

The number of goals, number of plays, and average time to reach the goal are displayed separately
for each of the courses in OutRun Mode and Heart Attack Mode. Use this data as a rough guide when
adjusting the difficulty setting.

Press the TEST Button to move to screen 3/3 of BOOKKEEPING.

```
                    BOOKKEEPING   3/3
     [GAME MODE INFO(2/2)]


     TIME ATTACK MODE
      OR2SP     GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2       GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2SP-15 GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2-15    GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
                                        SELECT AVE TIME: 0'00"00


     VS MODE
      OR2SP     GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2       GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      VS-SP     GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2SP-15 GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
      OR2-15    GOAL/PLAY:     0/  0     GOAL AVE TIME: 0'00"000
                                        SELECT AVE TIME: 0'00"00




               PRESS TEST BUTTON TO CONTINUE
                SELECT WITH SERVICE BUTTON
```

FIG. 9. 3 e c BOOKKEEPING 3/3 screen

The number of goals, number of plays, and average time to reach the goal are displayed separately
for each of the courses in Time Attack Mode and Versus Mode. Use this data as a rough guide when
adjusting the difficulty setting.

Press the TEST button to return to the Game Test Menu screen.

F. BACKUP DATA CLEAR

Select BACKUP DATA CLEAR to display the following screen, and you can clear the BOOKKEEPING data, top score ranking data, or coin/credit related data.

```
               BACKUP DATA CLEAR

         CLEAR ALL BACKUP DATA
         CLEAR RANKING & GHOST CAR DATA ONLY
         CLEAR BOOKKEEP DATA ONLY

     -->   EXIT




              SELECT WITH SERVICE BUTTON
                AND PRESS TEST BUTTON
```
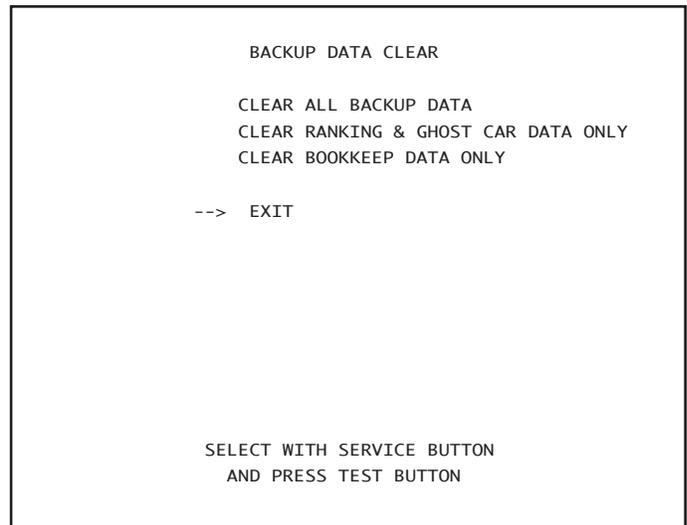
FIG. 9. 3 f a BACKUP DATA CLEAR screen

Select the data to clear.
- CLEAR ALL BACKUP DATA:
  Initializes all of the data.

- CLEAR RANKING & GHOST CAR DATA ONLY:
  Only initializes the ranking and ghost car data.

- CLEAR BOOKKEEP DATA ONLY:
  Only initializes the BOOKKEEPING data.

Use the SERVICE Button to move the cursor to the item corresponding to the data to clear, then press the TEST Button. The following confirmation screen is displayed.

```
            BACKUP DATA CLEAR
            CLEAR *********


             YES (CLEAR)
       -->  NO (CANCEL)








         SELECT WITH SERVICE BUTTON
           AND PRESS TEST BUTTON
```
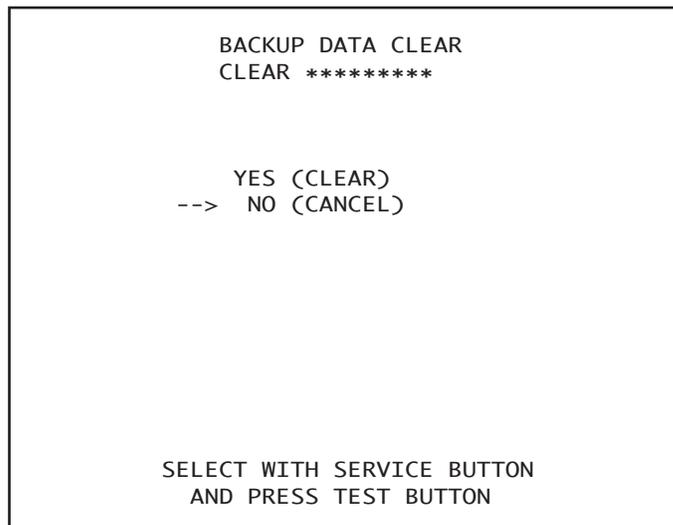
FIG. 9. 3 f b BACKUP DATA CLEAR screen

To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and then press the TEST Button. When the data has been cleared, the message "COMPLETED" will be displayed.

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

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

10. HANDLE MECHANISM

⚠ **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.

In the test mode, if the steering wheel's VR variations are not within the allowable range, the VR installation position adjustments or VR replacement is needed. Also, be sure to apply grease to the VR gear portion once every 3 months.

10 - 1 REMOVING THE CONTROL PANEL

① Turn the power switch off.
② Remove a total of 4 tamperproof screws from both sides of the control panel's front.
③ Remove the two tamperproof screws from the underside of the control panel.
④ Wiring connectors are connected inside the control panel. Carefully draw the control panel in a mnner so as not to damage wiring.
⑤ Disconnect the wiring connector.
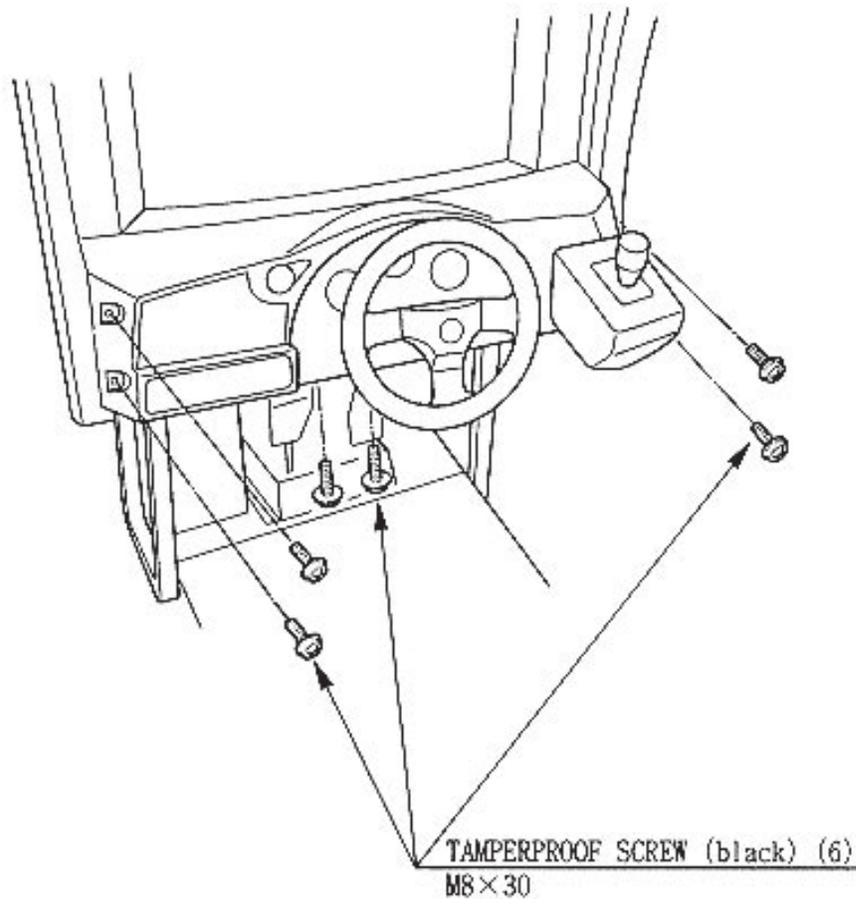
TAMPERPROOF SCREW (black) (6)
M8×30

⚠ **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.

REPLACING THE VOLUME

① Turn off the power.

② Disconnect the connector.

③ Take out the 2 screws which secure the volume Bracket and remove the Volume Bracket.

④ Take out the 2 screws to remove the Volume Gear and replace the Volume.

⑤ After replacing the Volume, perform Volume setting in the Volume Setting Mode.

ADJUSTING THE VOLUME

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.

⑤ Perform Volume setting as per the Volume Setting Mode.
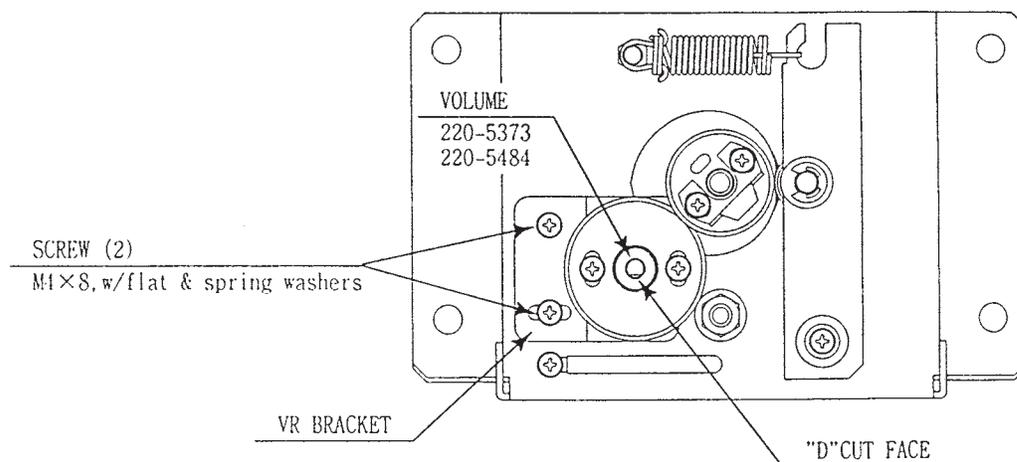
VOLUME
220-5373
220-5484

SCREW (2)
M4×8, w/flat & spring washers

VR BRACKET

"D"CUT FACE

10 - 3 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.

11. SHIFT LEVER

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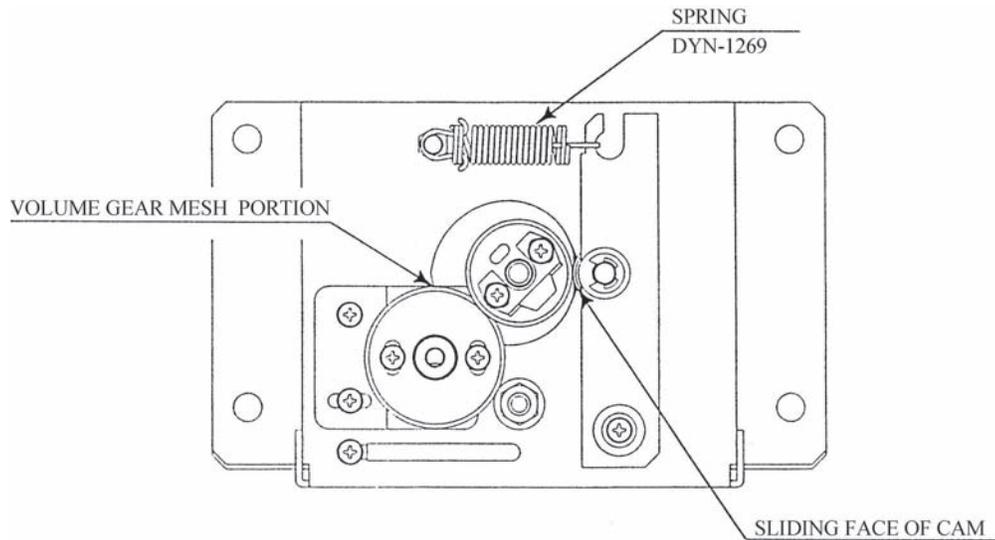
- In order to prevent electric shock and short circuit, be sure to turn off the power before performing work on the interior parts of the product.
- Be careful not to damage wiring. Damaged wiring can cause electric shock or short circuit.
- Do not touch places other than those specified. Touching places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

11 - 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 oppisite as when removing. At this time, ensure that"DOWN" display appears on the upper part as shown.

TAMPERPROOF SCREW (4)
M5×12,black

DOWN
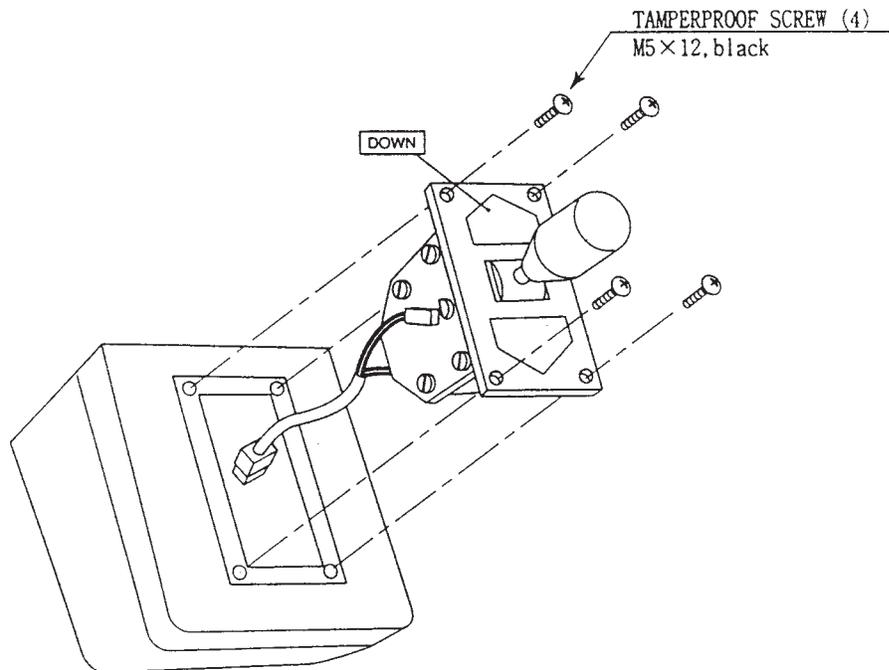
11 - 2 SWITCH REPLACEMENT

Each microswitch is secured with 2 screws. Remove the 2 screws and replace the Microswitch.
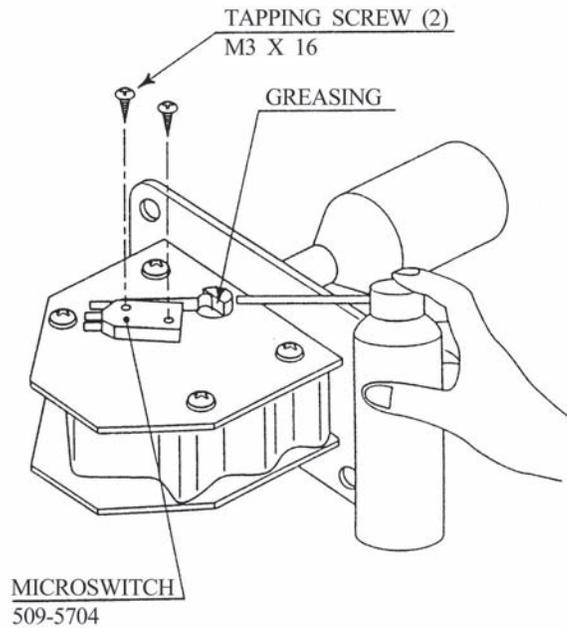
After replacing the Switch, check to see if the switch is inputted as per Shift Lever operation in the Test Mode.

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12. ACCEL & BRAKE(S)

| ⚠ 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.

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 three months.

12 - 1 ADJUSTING AND REPLACING THE V.R.

	When released:	When stepped on:
ACCEL:	Under 30 H	Over C0H
BRAKE:	Under 30 H	Over C0H

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 Take out the 2 truss screws and remove the Front Cover from the Accel. & Brake unit.

② Loosen the screw which secures the Potentiobase, and adjust the Volume Value by moving the Base.

③ Secure the Potentiobase.

④ Perform Volume setting in the Volume Setting Mode.

TRUSS SCREW (2)
M4 X 8, chrome

FRONT COVER

SCREW M5 X 12,
w/flat washer

POTENTIOBASE

V.R.
220-5373
220-5484

Check Volume values in the Test Mode.
Since work is performed inside the energized cabinet, be very careful so as not to touch un-designated portions. Touching places not speci-fied can cause an electric shock or short circuit.

① Take out the 2 truss screws and remove the Front Cover from the Accel. & Brake unit.
② Loosen the screw which secures the Potentiobase, and adjust the Volume Value by moving the Base.
③ Secure the Potentiobase.
④ Perform Volume setting in the Volume Setting Mode.

TRUSS SCREW (2)
M4 X 8

POTENTIOCOVER

POTENTIOBASE

12 - 2 GREASING

Once every 3 months, apply greasing to the Spring and Gear Mesh portion.

*www.sauservice.com*
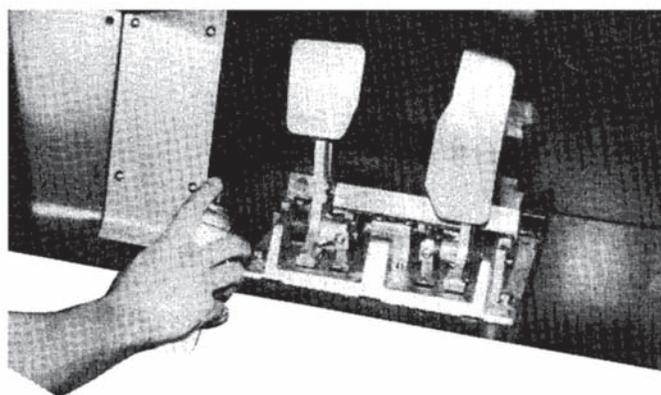
13. COIN SELECTOR

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
IMPORTANT!

- 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. 14 a

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

FIG. 14 b

CRADLE

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?
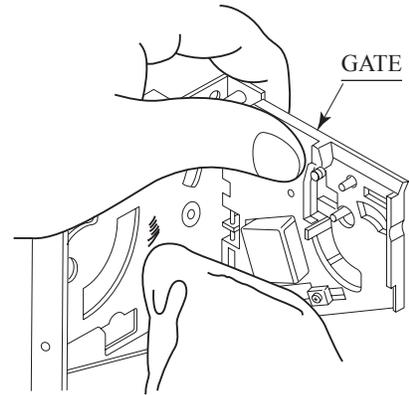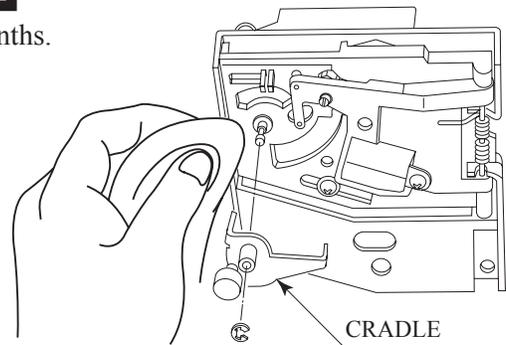
Insert a coin while keeping the Reject Button pressed down and check if it is rejected.

COIN METER
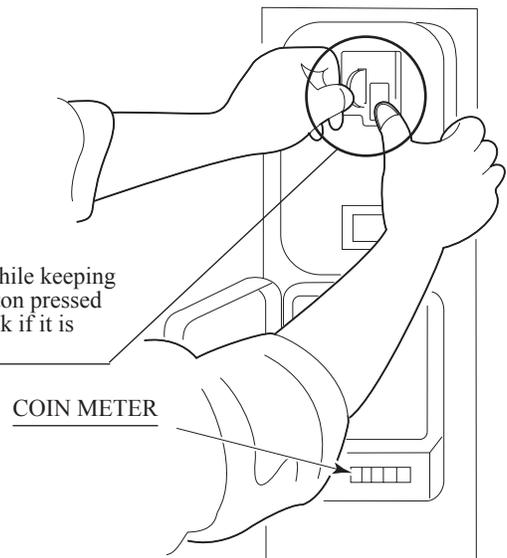
FIG. 14 c

COIN DOOR

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

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

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

YELLOW 25¢
(FITTED AS STANDARD)
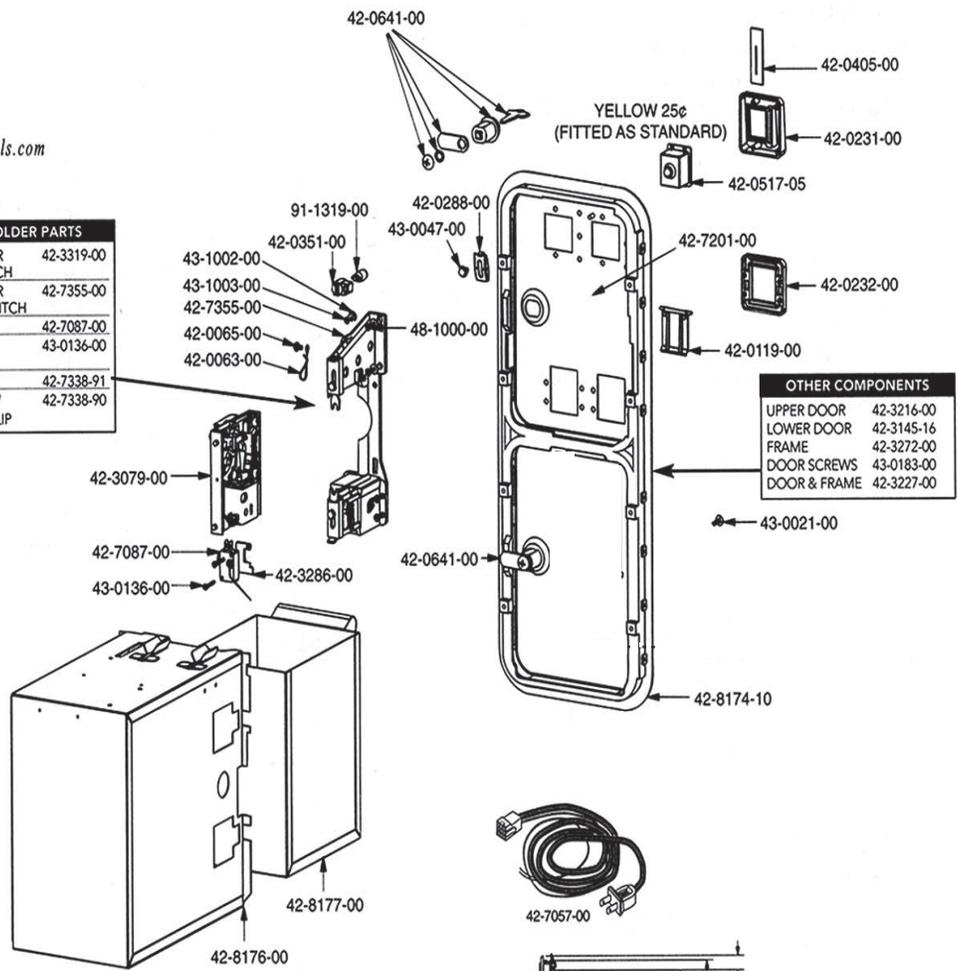
OTHER COMPONENTS	
UPPER DOOR	42-3216-00
LOWER DOOR	42-3145-16
FRAME	42-3272-00
DOOR SCREWS	43-0183-00
DOOR & FRAME	42-3227-00

42-0641-00
42-0405-00
42-0231-00
42-0517-05
42-7201-00
42-0232-00
42-0119-00

91-1319-00
42-0351-00
43-1002-00
43-1003-00
42-7355-00
42-0065-00
42-0063-00
42-0288-00
43-0047-00
48-1000-00
42-3079-00
42-7087-00
43-0136-00
42-3286-00
42-0641-00
43-0021-00
42-8174-10
42-8177-00
42-8176-00
42-7057-00

DOOR CUTOUT

7.30"
19.80"
(4) R1.00"

8.03"
20.67"

7.23" 6.07"
.85" REF.
3.92" REF.
.50" .98"
.62" REF.
19.69"
10.10"
.53"
10.59"
.14"
.83" REF.
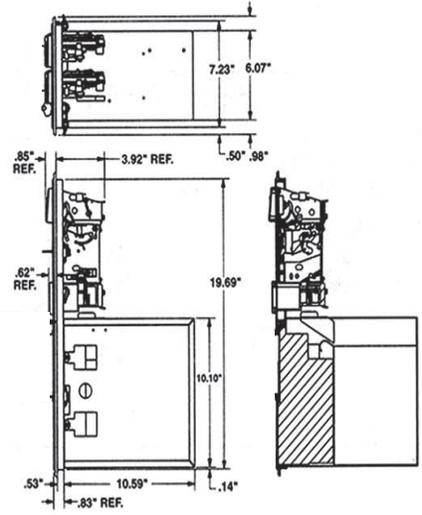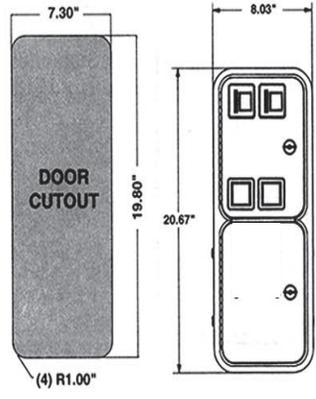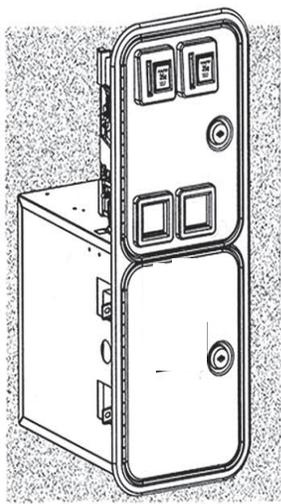
OPTIONAL DOLLAR BILL ACCEPTOR

● THE COIN DOOR ASSEMBLY USED ON **OUTRUN 2 SPECIAL TOURS STANDARD** COMES EQUIPPED TO ACCEPT A DOLLAR BILL ACCEPTOR. ALL NEEDED WIRING CONNECTIONS ARE CONVIENENTLY LOCATED INSIDE THE GAME FOR THIS APPLICATION.

● THE COIN DOOR CAN ACCCOMMODATE THE FOLLOWING VALIDA-TORS:

HOLE POSITION#1   Mars 2000 series
(FORWARD-MOST POSITION)

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 cabinent.

        The frame and cashbox enclosure on this coindoor has been modified to accomodate a Mars 2000 series up-stacker. 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 distibutor.

14. MONITOR

14-1 CAUTIONS AND WARNINGS CONCERNING THE SAFETY FOR HANDLING THE MONITORS

Before handling the monitors, be sure to read the following explanations and comply with the caution/warning instructions given below. Note that the caution/warning symbol marks and letters are used in the instructions.

WARNING! Indicates that handling the monitors erroneously by disregarding this warning may cause a potentially hazardous situation, which could result in death or serious injury.

Indicates that access to a specific part of the equipment is forbidden.

CAUTION! Indicates that handling the monitors by disregarding this caution may cause a potentially hazardous situation, which could result in personal injury and or material damage.

Indicates the instruction to disconnect a power connector or to unplug.


WARNING!
- When performing such work as installing and removing the monitor, inserting and disconnecting the external connectors to and from monitor interior and the monitor, be sure to disconnect the power connector (plug) before starting the 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, or do not touch both 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 part other than the Adjustment V. R. and knob. Also, be sure not to cause a short-circuit to the Primary side and Secondary side. If short-circuited, it can cause electric shock or malfunctioning, which is very dangerous.

SECONDARY SIDE (Chassis, CRT)

PRIMARY SIDE

- High-tension Voltage
Some of the parts inside 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 interior, turn the power off so as not to cause malfunctioning or fire hazard.

ANODE CAP

ANODE LEAD Approx. 29 kV

PRIMARY SIDE

DEMAGNETIZER COIL   REAR PART

MAIN BD

DEMAGNETIZER COIL

FOCUS LEAD (black) Approx. 10 kV

NECK PCB

Approx. 10 kV

SECONDARY SIDE (Chassis, sheet metal work, CRT, etc.)

Disconnect or unplug

FBT Approx. 29 kV
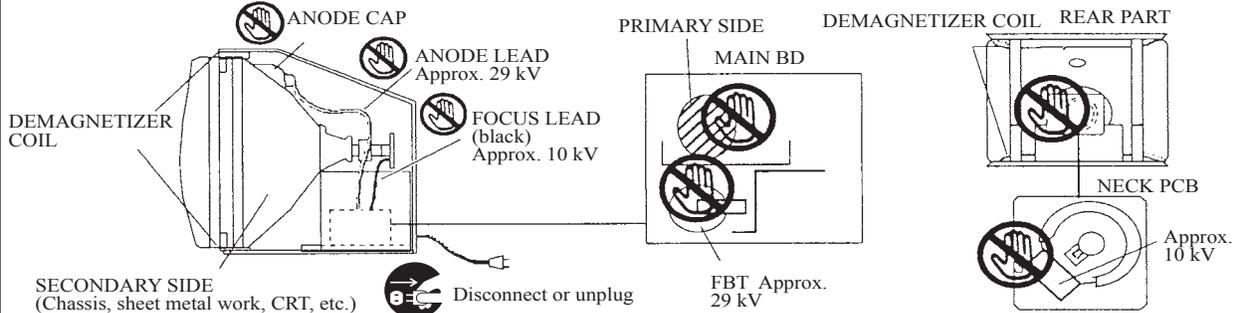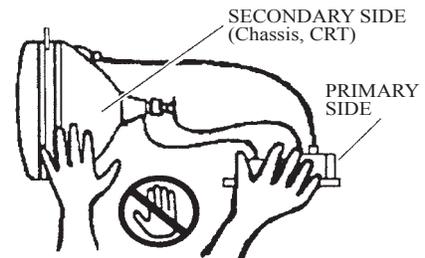
- Connecting the CRT and PCB
For combining the CRT and PCB, use the specified part No. to maintain the status of adjustments made at the factory. The anode of the CRT itself will be accumulatively charged as time elapses, generating high-tension voltage which is very dangerous. The monitor should be 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 is 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 electric shock and malfunctioning. (For the name of parts, refer to the above Figures).

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⚠ **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.

- Do not apply or rub with a hard item (a rod with pointed edge, pen, etc.) to or on the CRT surfaces.
- Avoid applying stickers, seals, etc. on the CRT face.
- Do not remove aluminum foils from the CRT corners. Removing the aluminum foils can cause static prevention effects to be lowered.

Aluminum Foil
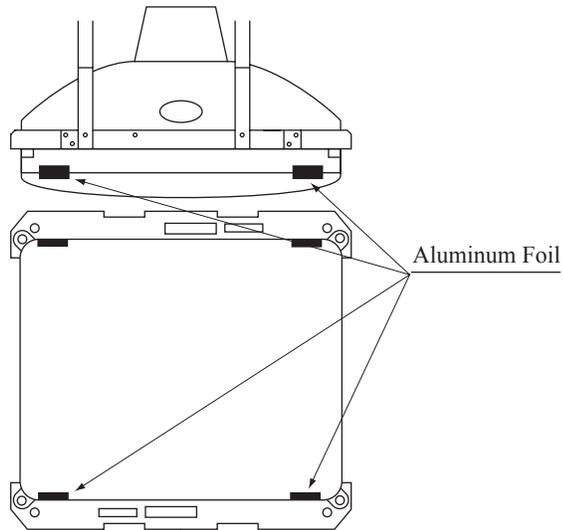
14-2 CLEANING THE CRT SURFACES

⚠ **CAUTION**

Static preventive coating is applied to the CRT surfaces. When cleaning, pay attention to the following points. Peeling off of static preventive coat can cause electric shock.

- Remove smears by using a dry, soft cloth (flannels, etc.). Do not use a coarse gauze, etc.
- For smear removing solvent, alcohol (ethanol) is recommended. When using chemical detergent, be sure to follow instructions below:
  - Dilute chemical detergent with water and dip a soft cloth in and then thoroughly wring it to wipe smears off.
  - Do not use a chemical detergent containing an abradant, powder or bleaching agent.
  - Do not use alkaline chemical detergents such as "glass cleaner" available on the market or solvents such as thinner, etc.
- Do not rub or scratch the CRT face with hard items such as brushes, scrub brush, etc.

Clean the CRT surfaces once a week. When cleaning, pay attention to the above caution so that the antistatic coating will not come off.

SANWA Monitor:　　　998-0162　　(31K Mode)
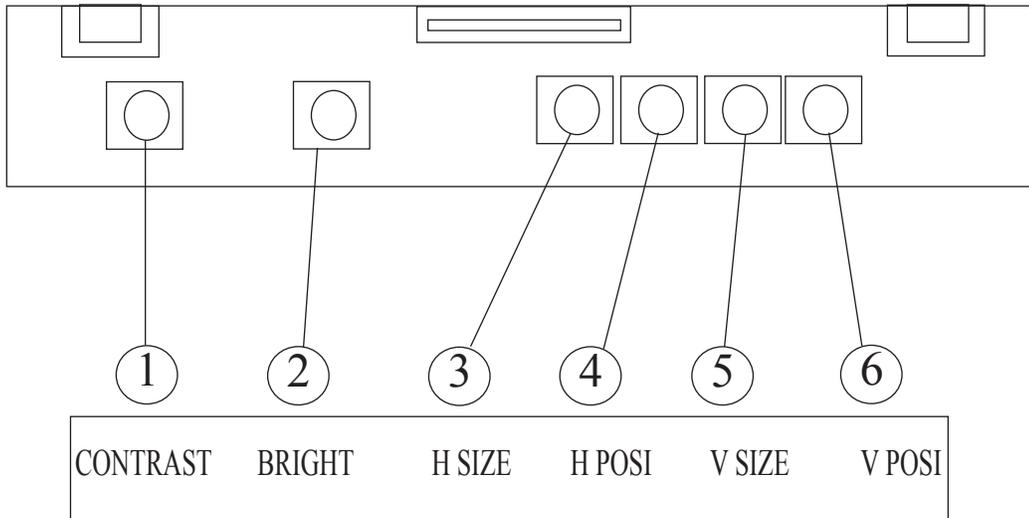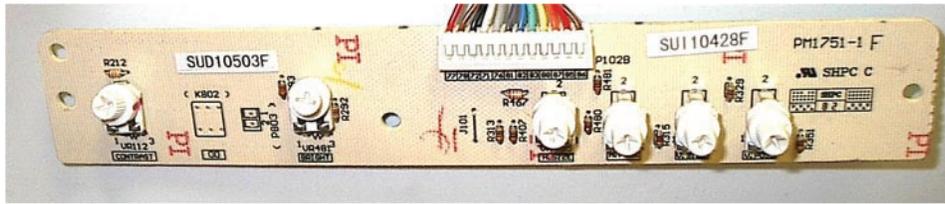
① CONTRAST............... Adjust image contrast.

② BRIGHT...................... Controls screen brightness.

③ H. SIZE........................Controls horizontal screen size.

④ H. POSI........................Controls horizontal display position on screen.

⑤ V. SIZE........................Controls vertical screen size.

⑥ V. POSI........................Controls vertical display position on screen.

15. 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.

When handling the controller, the player will be in direct contact with it . In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissue, etc. available for player use.

⚠️ **WARNING!**

- 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.
- Never use a water jet, etc. to clean inside and outside the cabinet. If wetness occurs for any reason, do not use the product until it has completely dried.
- 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 16

| ITEMS	DESCRIPTION	PERIOD
CABINET	Check Adjusters'contact with surface.	Daily
CONTROL PANEL	Cleaning	As necessary
	Inspection of VR	Monthly
	Inspection of adjusting gear mesh	Trimonthly
	Greasing	Trimonthly
SHIFT LEVER	Inspection of SW	Monthly
	Greasing	Trimonthly
ACCEL. & BRAKE	Inspection of VR	Monthly
	Gear and Spring portion greasing	Trimonthly
MONITOR	SCREEN cleaning.	Weekly
	Check adjustments.	Monthly or when moving.
COIN CHUTE DOOR	Inspection of COIN SW	Monthly
	Coin insertion test	Monthly
	Cleaning of COIN SELECTOR.	Trimonthly
SEAT	Greasing to the seat rail	Trimonthly
GAME BD	MEMORY TEST	Monthly
	Check settings.	Monthly
POWER SUPPLY PLUG	Inspection and cleaning	Annually
INTERIOR	Cleaning	
CABINET SURFACES	Cleaning	As necessary

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.

SEAT (Greasing to Seat Rail Portion)

Move the Seat to the rearmost position and apply spray greasing to the portion shown at the right once every 3 months .
After greasing, move the Seat a few times forward and backward so as to allow the grease to be applied all over uniformly. Be sure to wipe grease which attaches to the surfaces of the PROTECT RUBBER on the Seat Rail, or any excess grease.
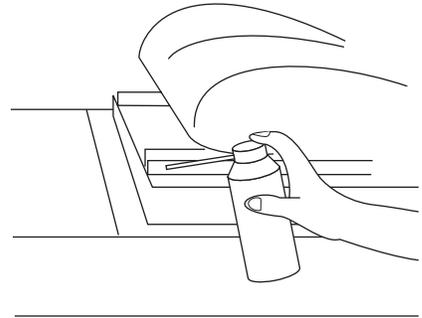
FIG. 16

16. GAME BOARD

⚠️ **WARNING!**

● In order to prevent electric shock and short circuit hazards, be sure to turn power off before performing work.
● Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
● Do not expose the Game BD, etc. without a good reason. Failure to observe this can cause electric shock hazard or malfunctioning.
● Do not use this product with connectors other than those that were connected and used with the Game Board at the time of shipping. Do not carelessly connect wires to connectors that were not used at the time of shipping, as this may cause overheating, smoke or fire damage.

⚠️ **CAUTION!**

● 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 so as not to cause electric shock and malfunctioning.
● Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

🛑 **STOP IMPORTANT!**

When having the game board replaced or repaired, use the included carton box to ship it. Do not disassemble it. If the board is not received in the proper condition, it may not be eligible for repair or replacement, or extra service charges may be applied.
The disassembly procedure for the game board is described in this manual for the purpose of replacing the battery inside the board. Do not disassemble the board when sending it in for replacement or repair.

16-1 REMOVING THE GD-ROM DRIVE

● Turn the power off.

● Open the game unit

● Remove the GD cable connector and the power cord connector from the GD-ROM drive.

GD CABLE CONNECTOR

POWER CORD CONNECTOR
JST NH6P

TRIFORCE

Release the cables.

PHOTO 19. 1 a

GD CABLE CONNECTOR
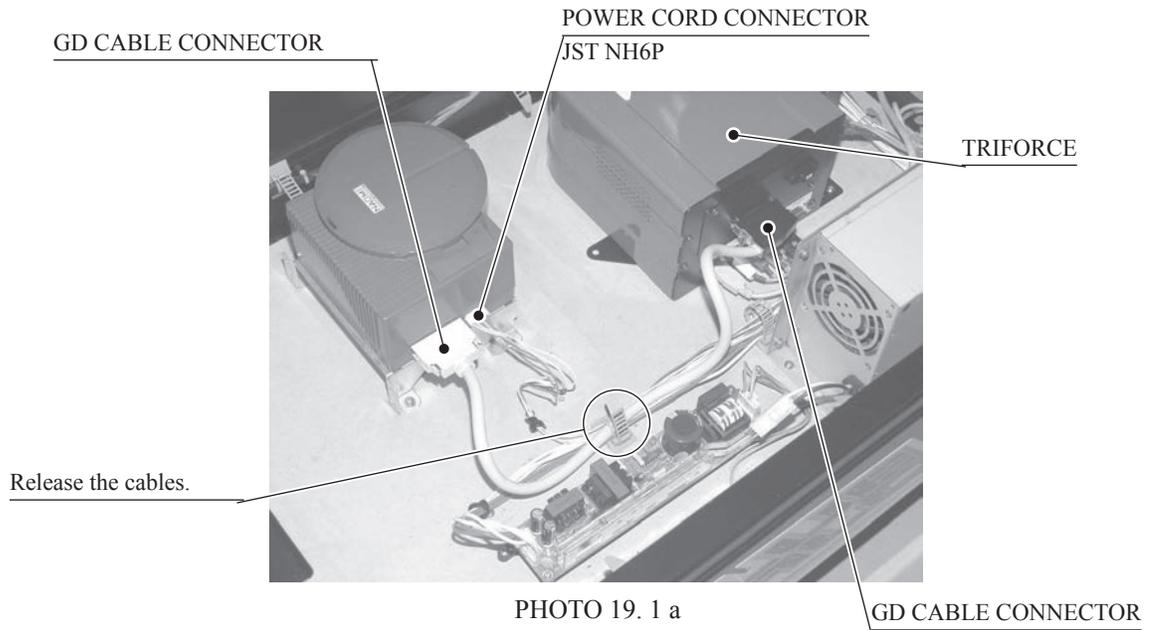
● Remove the 4 screws to remove the GD-ROM drive.

SCREW (3)
M4×16, w/flat & spring washers

PHOTO 19. 1 b

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STOP

IMPORTANT

Once the Chihiro Board has the Key Chip inserted, it is this product's specialized Game Board.

ASSY CASE BOX ORT
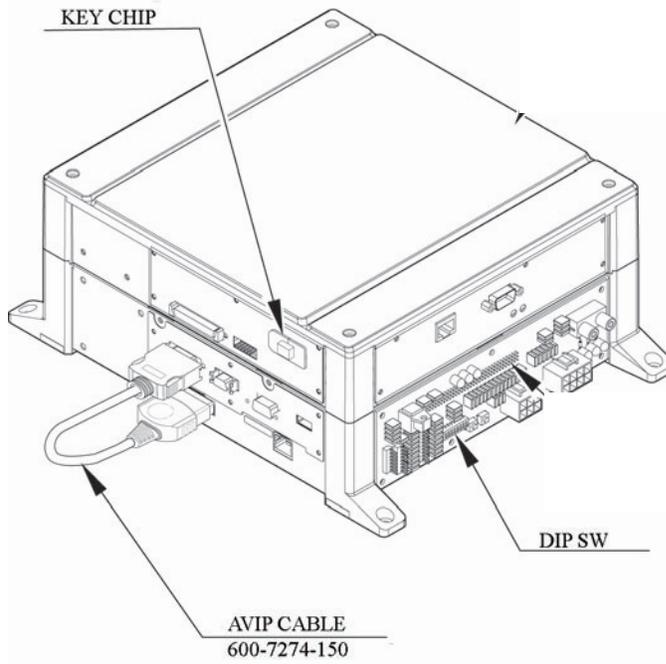
FIG. 17. 2 a

DIP SW SETTING

Use this product with the DIP SW settings shown in the figure below.

FIG. 17. 2 b

⚠ WARNING
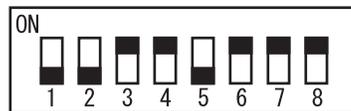
● To prevent overheating, explosion, or fire:
  • Do not recharge, disassemble, heat, incinerate, or short the battery.
  • Do not allow the battery to come into direct contact with metallic objects or other batteries.
  • To preserve the battery, wrap it in tape or other insulating material.
● Follow local regulations when disposing of the battery.
 Improper disposal can damage the environment.

⚠ CAUTION

To avoid risk of malfunction and damage:
● Make sure the positive and negative ends are aligned correctly.
● Use only batteries approved for use with this unit.

🛑 STOP IMPORTANT

If an error appears indicating that the battery power is very low within the first year of use, it is usually an indication of a problem or abnormality with something other than the battery. Be sure to inspect the board that the battery is connected to.

● There is a Media Board Button Battery underneath the Media Board.
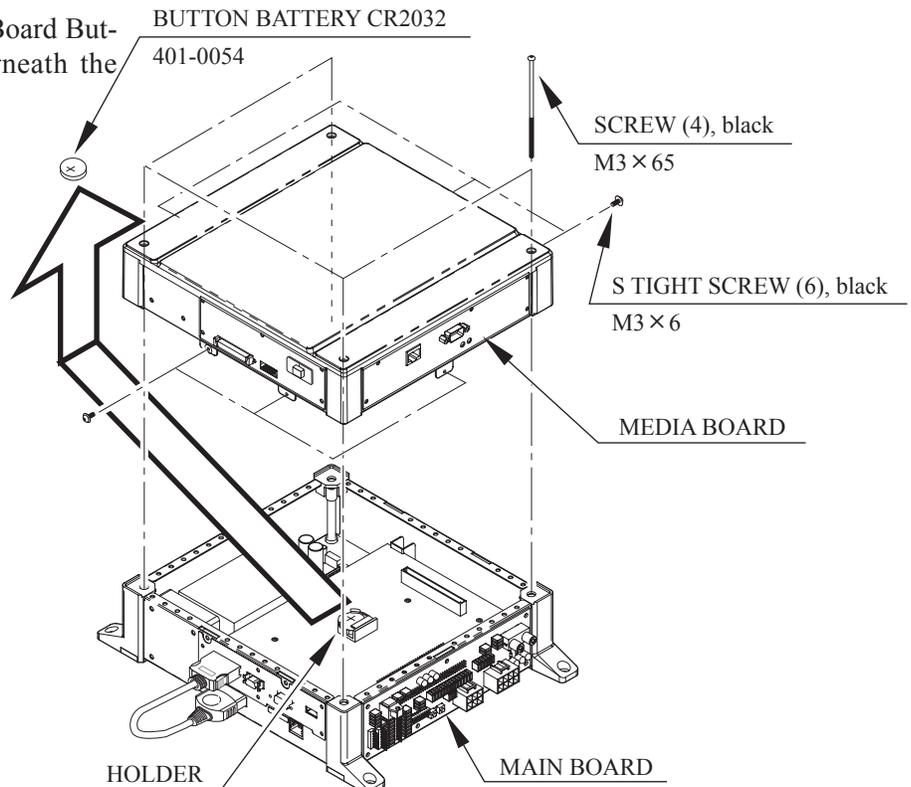
FIG. 16. 3

● Carefully remove the battery from its holder.

● Insert a new battery into the holder with the "+" terminal facing up.

Prohibitions and Cautions to Handle the Battery Pack

Be careful when handling the battery pack.
We bear no responsibility for problems caused by handling clearly contrary to the content of this manual.

⚠ WARNING

- Do not disassemble the battery pack and the batteries.
  If you should fail to observe this instruction, the internal wires and/or protective devices may be damaged; as a result the safety system may not function when discharging and recharging, eventually causing an overheating, fire and explosion. If you should disassemble the batteries, the generated gases may harm your throat and the negative plate may overheat and make a fire.
- Do not make an external short circuit of the battery pack and the batteries.
  If you should fail to observe this instruction, the batteries may overheat, make a fire, and explode.
- Do not fire the battery pack and the batteries.
  If you should fail to observe this instruction, the batteries may make a fire and explode.
  Do not leave the battery pack and the batteries nearby the heat source (fire or heater) or under the intense direct sunlight and flaming sun. If you should fail to observe this instruction, the batteries may reduce the service life and in the worst case may overheat, make a fire, and explode.
- Do not leave the battery pack and the batteries in water or seawater. Also do not apply water or seawater onto the battery pack and the batteries. If you should fail to observe this instruction, the internal wires and/or protective devices may be damaged; as a result the safety system may not function when discharging and recharging, eventually causing an overheating, fire and explosion. Also water may be electrolyzed into oxygen and hydrogen, and eventually the battery's sealed section may be corroded and the internal liquid may leak.
- Do not solder on the battery pack's terminals.
  If you should fail to observe this instruction, the armor may be heated and melted or the internal wires may be damaged, eventually causing an overheating, fire and explosion. Also, when the battery's temperature reaches to 100º or more, the battery may leak its internal liquid due to destruction of its plastic parts (gasket, separator, etc.), or may overheat, make a fire, or explode due to internal short-circuit.
- Do not insert or connect the battery in a reversal polarity.
  If you should fail to observe this instruction, the battery may be externally short-circuited and eventually overheat, make a fire, or explode, depending on the device you connect with.

● Do not tightly seal the battery pack when installing it onto an external device. Flammable gas is generated from the battery when its safety mechanism has functioned. If you should fail to observe the above-described instruction, sparks from motors, switches, etc. may cause the gas to fire. Therefore, install the battery pack so that the gas can be quickly released from the external device.

● Do not use the battery pack for the device/usage other than this game system. If you should fail to observe this instruction, the battery and/or the device may be damaged due to non-applicable specifications.

● Do not strike a nail in, hammer, step on, or apply any other forms of pressures and shocks on, the battery.
If you should fail to observe this instruction, the battery may be deformed. As a result, the battery may burst at its sealed sections to leak the internal liquid, or may be short-circuited internally to overheat, make a fire, and explode.

● Do not use a battery charger because any battery charger is not usable for this battery pack.
If you should fail to observe this instruction, the gas may be suddenly generated in the battery and eventually the battery may overheat, make a fire or explode.

● If the battery in use or in keeping shows an abnormal indication (deformation, change of color, bursting of the armor cover, etc.), immediately stop using or keeping it. If it leaks and smells abnormally, immediately keep it away from fire and put it in a safety box.

● If the liquid leaks from the battery and gets in your eyes, do not rub your eyes but immediately wash them with clean water (city water etc.); and consult a medical doctor for a treatment. If you should fail to observe this instruction, the liquid may harm your eyes.

● The battery pack armor (a polyvinyl chloride tube) may be damaged or deformed by external force or heat. When transporting the battery pack or replacing it with a new one, therefore, be careful not to drop or excessively shock it. Do not continue to use any damaged or deformed battery pack. If you should fail to observe this instruction, the battery may overheat, make a fore, or explode.

● The battery pack contains a printed circuit board (PCB) for protective circuitry. It may be destroyed by the static electricity. When handling or servicing the battery pack, therefore, take preventive measures against the static electricity.
If your battery pack has shown destruction of a protective circuitry PCB, do not continue to use it. If you should fail to observe this instruction, the battery may overheat, make a fore, or explode.

● When wiring the battery pack to a device, be careful not to apply excessive force onto the connectors and lead wires. The battery may overheat, make a fire, or explode if the connectors and lead wires are damaged.

● Do not do away with the used battery packs carelessly because they may contaminate the environment. Be sure to dispose of the used battery packs in accordance with the laws/regulations of your country.

If the GD-ROM read time becomes excessively long, it is likely that the Media Board battery pack life if running low.
No battery pack charger is available.
Follow the procedure to replace the battery pack.

● Remove 4 screws from the upper face of the board.

● Remove the top cover.

● Remove 1 tapping screw and remove the cover battery holder.

● Disconnect the connector at the end of the wire coming out of the battery pack. Remove by pressing the projection on the connector and pulling.

● Securely connect the new battery pack.

● Attach the cover battery holder and top cover.

Submit the used battery packs to an industrial waste disposal plant. Thus they must be disposed according to the local laws and the regulations in your country.

SCREW (4), black
M3 × 65

TOP COVER

TAPPING SCREW (1), black
3 × 8

COVER BATTERY HOLDER

BATTERY PACK
401-0081

CONNECTOR

MEDIA BOARD
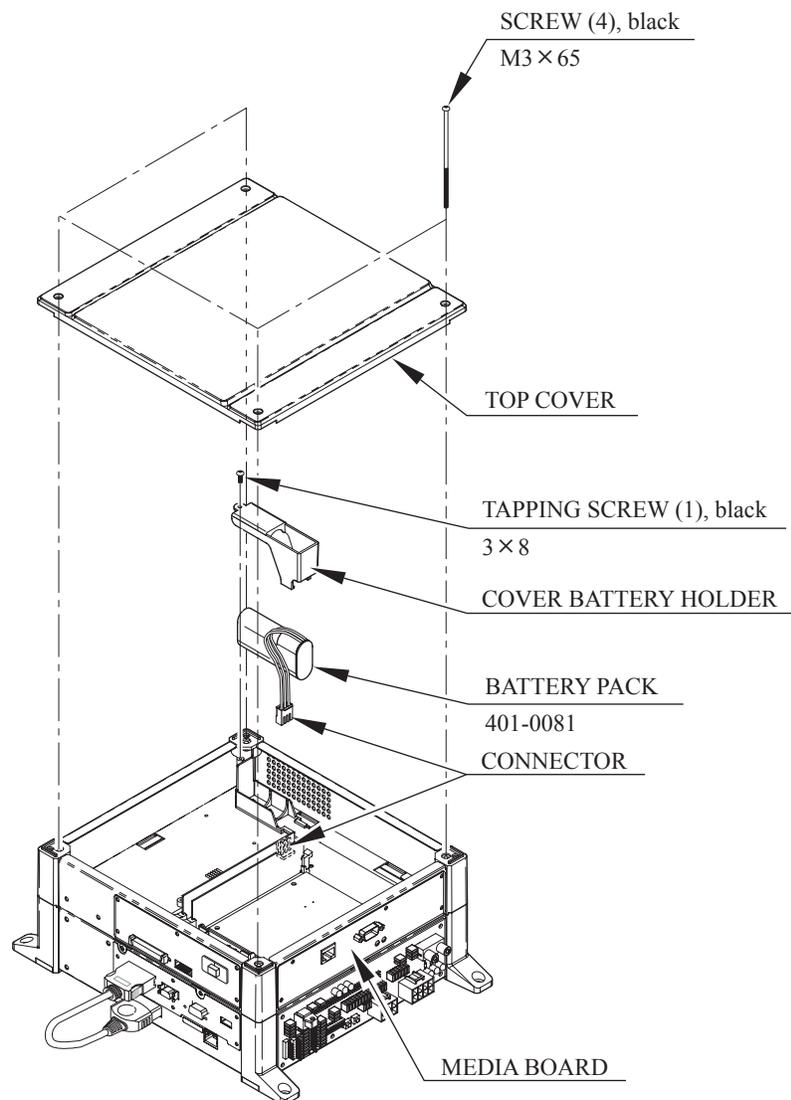
FIG. 16. 4

17. NETWORK PLAY

Up to 4 machines can be linked for network play. Properly connected network cables and correct network play settings are required for network play.

17-1 PRECAUTIONS REGARDING NETWORK PLAY SETUP

WARNING!

- 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 site maintenance individual or other skilled professional. Performing work by non-technical personnel can cause electric shock hazard.
- When linking a number of machines, be sure to supply sufficient power for the corresponding number of machines. Be sure to secure per machine current as stated in this manual. Failure to observe this can cause a fire and an electric shock accident.
- Due to the length of the network cable, the distance in between the machines is limited. However, to avoid accidents, be sure to secure space in excess of 70 cm between the machines.
- To perform work safely and avoid serious accident such as the cabinet's falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.

CAUTION!

- To perform work safely, be sure to secure the space corresponding to number of machines to be linked. Failure to observe this can cause accident.
- To avoid accidents, use a cable cover that will not cause patrons to trip when laying network cables in areas of heavy foot traffic.
- To prevent accidents and acts of vandalism, cover the network cables with the strongest cover possible.

STOP IMPORTANT!

Network play is not possible between game machines with different cabinet types.

When connecting several games machines together, make sure that a sufficient amount of electrical power is available for each machine. Plan on providing 7A for each machine in 100-120V locations, and 4A in 220-240V locations.

Be sure to secure space in excess of the described distance between machines.

700mm   700mm   700mm

200mm

200mm

200mm
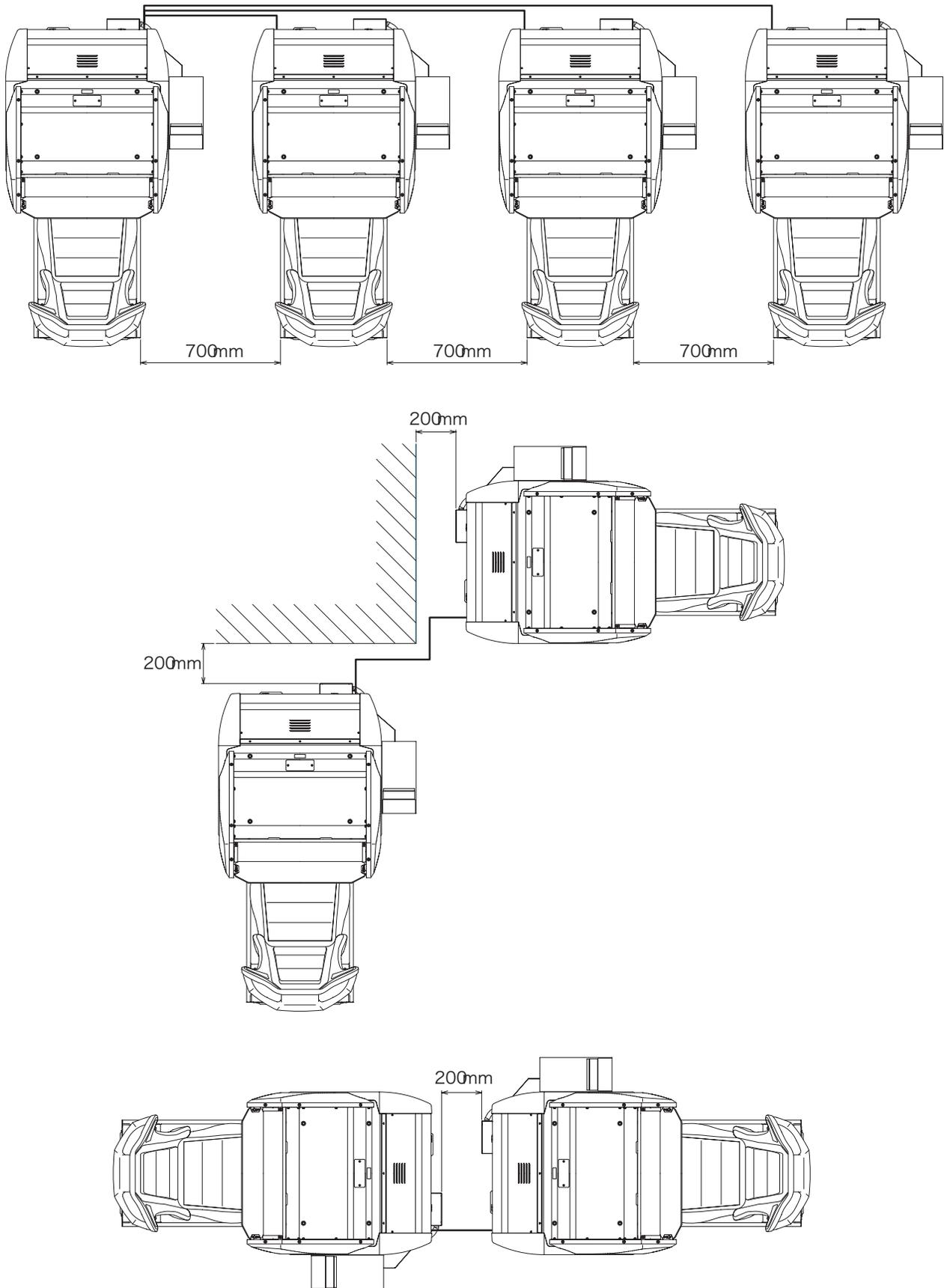
FIG. 18. 1

To enable network play, the hubs inside each of the game machines involved must be connected with network (LAN) cables. Connect the hub inside one of the machines to the hubs in each of the other machines using LAN cables. There is no need to connect the other machines to each other.

Do not connect LAN cables to game machines when they are not used for network play.

● Turn off the power and unplug the power cord from the outlet. Place the power cord so as not to damage it while working.

● Move the machines so that they are lined up. Leave enough space on the back lid side of the machine to perform the rest of the operations in this procedure.

● Pass the LAN cable through the edge holder (the rectangular frame-shaped plastic part.) Pressing down on the edge holder from above will cause it to stretch elastically and open up.

● Plug the connector on the end of the LAN cable into port 2 or above on the hub. Port 1, located at the front closest to the front lid, is connected to the CHIRIHO in the base interior.
Any of the ports 2 or above can be used to connect to any of the other game machines.
Since the hub in one machine will be connected to the hubs in each of the other machines via LAN cables, only one machine needs to be fitted with enough LAN cables for all machines involved. The other machines will only have 2 cable connections each.

● Once the machines have been linked for network play, line them up. Leave as much space as possible between the machines.

● Connect the power cord and grounding wire for each machine.

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18. DESIGN RELATED PARTS

999-2321
Marquee Artwork Underlay ORTS

999-1430
Label Epilepsy Warning ORTS

999-2319
Decal Instruction ORTS

FRI-2002
Steering Emblem FRI

999-2316
Decal Monitor Side Right ORTS

999-2315
Decal Monitor Side Left ORTS

999-2105   RPM Gauge
999-2115   Speed Gauge
999-2320   Temp Gauge

999-2317
Decal Seat Back ORTS

999-2116
Decal Switches ORTS

999-2322
Decal Base Rear ORTS

999-2318
Decal Base L&R X2 ORTS

19. PARTS LIST
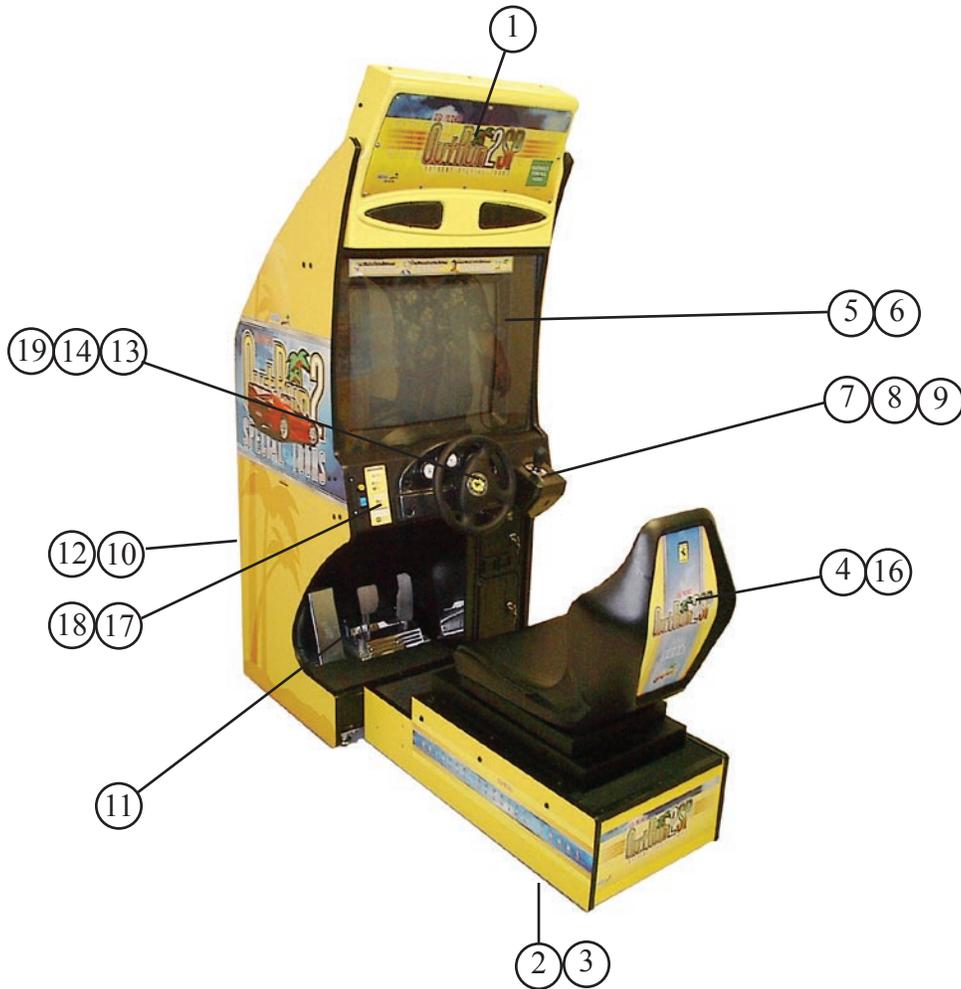
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	Local Purchase	Fluorescent bulb 24" F20T12CW	"Coolwhite"
2	999-0167	Leg Leveler 1/2-13 3"	
3	999-0168	Caster 160-2 1/2 Swivel	
4	999-2081	Seat	
5	Local Purchase	Monitor Glass	3/16" x 28.875" x 22.688"
6	999-2110	Monitor Bezel	
7	610-0408-91	Shifter Up/Down	
8	INY-1204	Cover Shifter Indy 500	
9	DYN-1223X	Cover Shift B	
10	999-1596	Fan 110/120 VAC 17/15W Sinwan	
11	SPG-2200	Accel and Brake Assy.	
12	999-2010	Vent Air 4 Hole	
13	DYN-1209X	Handle Collar	
14	999-2114	Control Panel Bezel	
16	ORTT-00242	Slide Seat Assy w/ Modified Handle	
17	999-2118	Pushbutton Rect. VLT Blue View	
18	999-1861	PSH BTTN SM VLT YEL RND Start	
19	SPG-2001	Steering Wheel	

Marquee
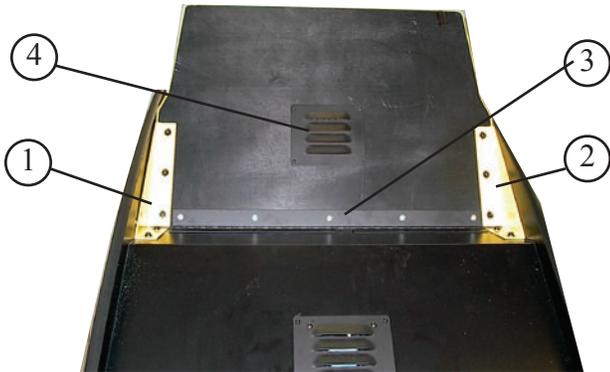
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-2324	OR2SPStd Marquee Bracket Right	
2	999-2325	OR2SPStd Marquee Bracket Left	
3	999-2326	OR2SPStd Marquee Piano Hinge	
4	999-2010	Vent Air 4 Hole	
5	999-2327	Marquee Bezel	
6	999-2328	OR2SPStd Speaker Grill Marquee	
7	999-2329	Marquee Plastic Clear	

Parts Not Indicated

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	999-1899	Meter Coin 6VDC (6)digit w/diode	
2	999-1860	Knob 1/4" Shaft 450-2023	
3	601-11351	SW Hub Melco LSW10/100-8H	
4	999-2114	Steering Wheel Bezel	
5	999-1177	Cash Box	
6	600-7141-100	Cable JVS Type A-B 100CM	
7	600-7247-500	Cable SCSI ST-L Type2 500MM	
8	600-7269-0200	Assy Lan Cable 200CM	
9	999-2119	Monitor Glass Retainer Bracket	
10	999-2120	Rubber Mat Cabinet	
11	999-2121	Rubber Seat Base Mat	
12	999-2122	Rubber Seat Step Mat	

ASSY ACCEL&BRAKE (SPG-2200)
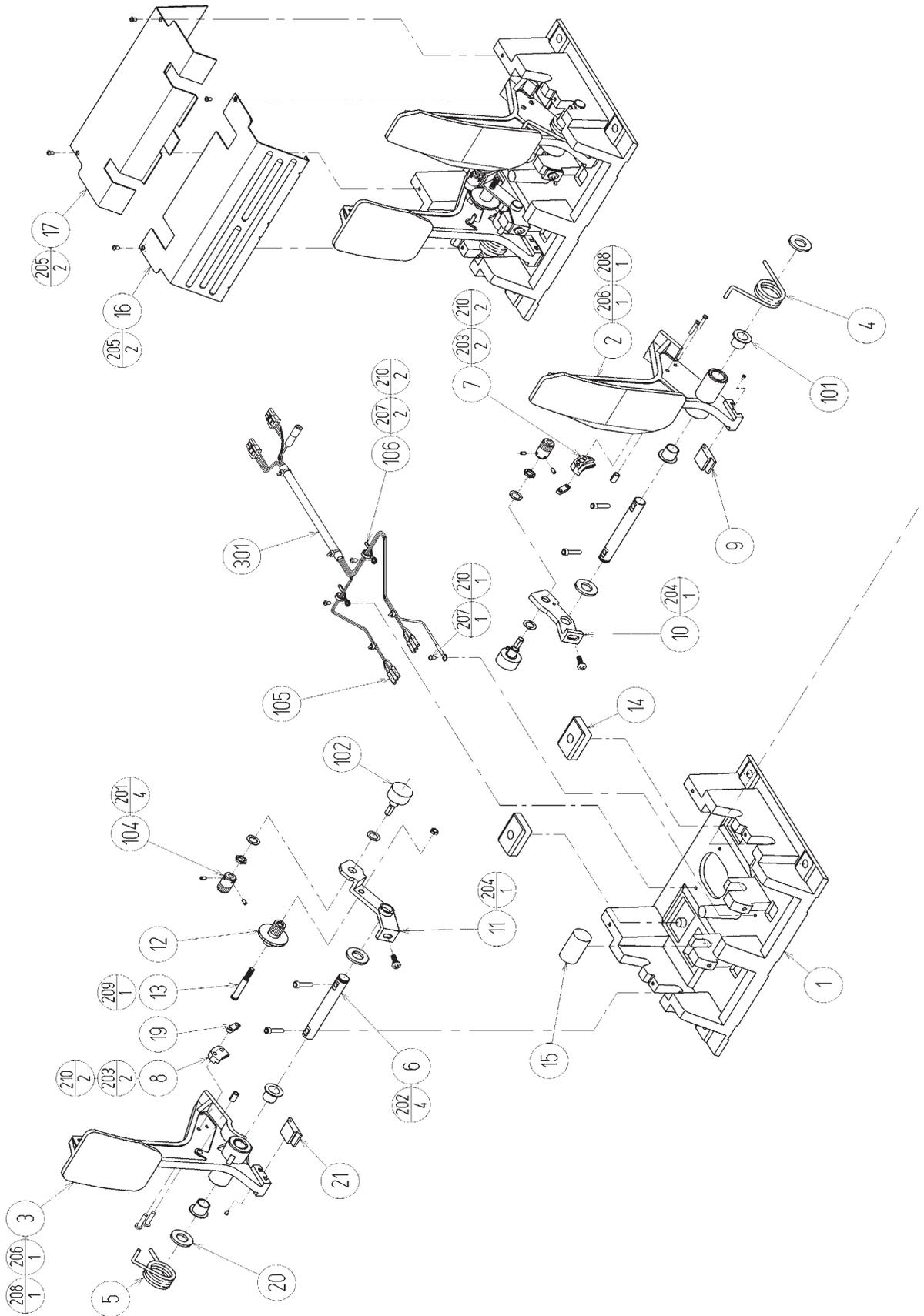
ASSY ACCEL&BRAKE (SPG-2200)

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(OILES 80F-1212)	
102	220-5484	VOL CONT B-5K OHM	
104	601-7944	GEAR 15	
105	310-5029-F15	SUMITUBE F F15MM	
106	280-0419	HARNESS LUG	
201	028-A00304-P	SET SCR HEX SKT CUP P M3×4	
202	020-000520-0Z	HEX SKT H CAP SCR BLK M5×20	
203	000-P00420	M SCR PH M4×20	
204	000-P00508-W	M SCR PH W/FS M5×8	
205	000-T00408-0C	M SCR TH CRM M4×8	
206	FAS-450005	SPR PIN BLK OZ 6×10	
207	000-P00405	M SCR PH M4×5	
208	FAS-000001	M SCR TH CRM M3×6	
209	050-H00500	HEX NUT M5	
210	060-F00400	FLT WSHR M4	

PINK
GREEN
BROWN

GREASING

SEE A
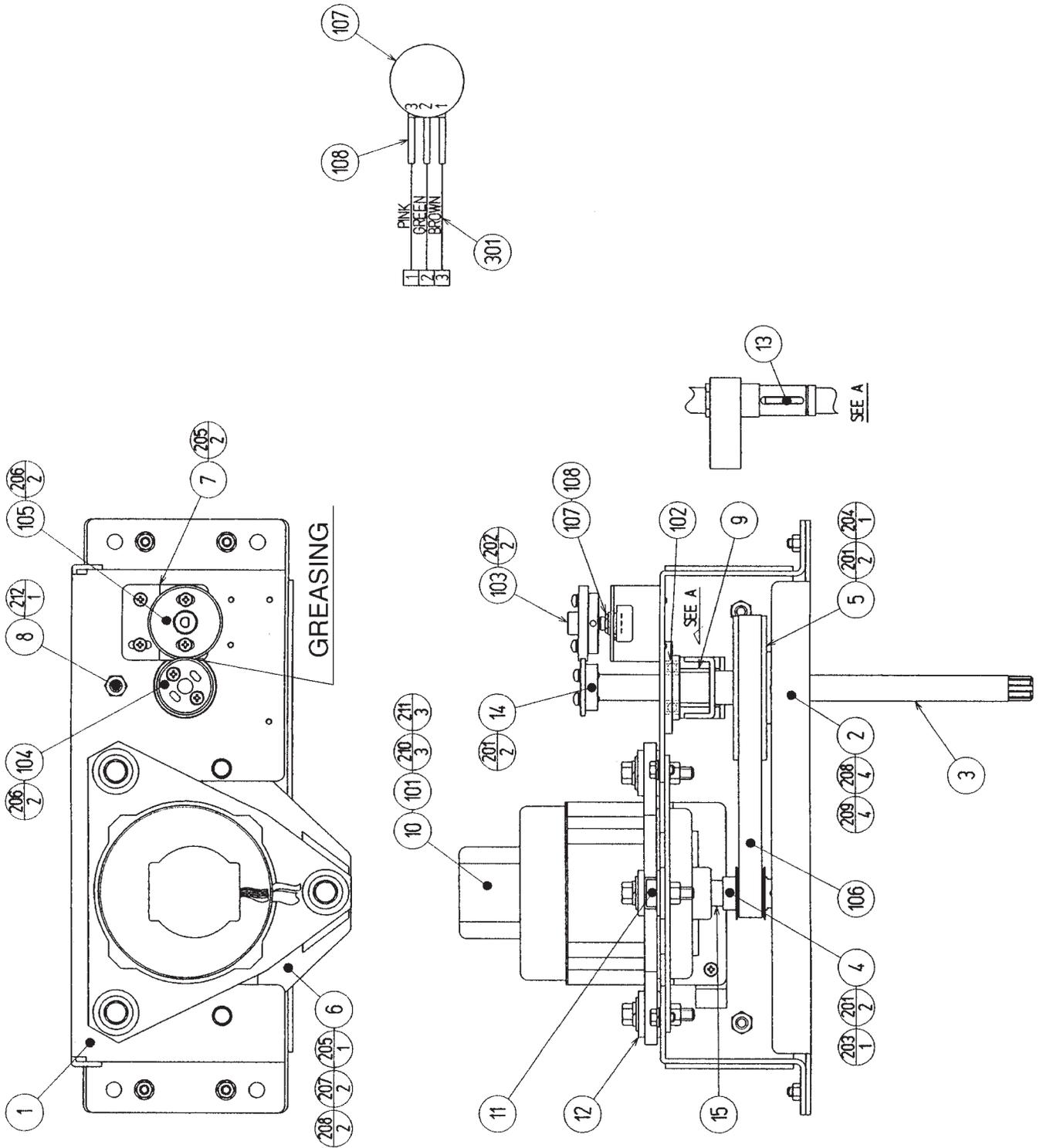
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2501	HANDLE BASE	
2	SPG-2502	BASE LID	
3	SPG-2503	HANDLE SHAFT	
4	SPG-2504	PULLEY 20 S5M	
5	SPG-2505	PULLEY 60 S5M	
6	SPG-2506	MOTOR BRKT	
7	SPG-2507	VR BRKT	
8	SPG-2108	STOPPER BOLT	
9	SPG-2109	STOPPER RUBBER	
10	SPG-2453	KEY 4×4×40	
11	ASK-3502	MOTOR SPACER	
12	ASK-3503	MOTOR COLLAR	
13	DYN-1270	STOPPER KEY	
14	SLC-1130	ADJUST RING	
15	SPG-2454	MOTOR SHAFT COLLAR	
101	350-5448-01	SERVO MOTOR 500W NEW	
102	100-5112	BEARING 17	
103	601-8966	GEAR HOLDER	
104	601-6172	GEAR 48	
105	601-6959	GEAR 64	
106	601-9173	TIMING BELT	
107	220-5484	VOL CONT B-5K OHM	
	220-5373	VOL CONT B-5K	
108	310-5029-F20	SUMITUBE F F 20MM	
201	028-A00408-P	SET SCR HEX SKT CUP P M4×8	
202	028-A00308-P	SET SCR HEX SKT CUP P M3×8	
203	065-S012S0-Z	STP RING BLK OZ S12	
204	065-S020S0-Z	STP RING BLK OZ S20	
205	000-P00408-W	M SCR PH W/FS M4×8	
206	000-P00412-W	M SCR PH W/FS M4×12	
207	030-000612-S	HEX BLT W/S M6×12	
208	060-F00600	FLT WSHR M6	
209	050-U00600	U NUT M6	
210	030-000840-S	HEX BLT W/S M8×40	
211	068-852216	FLT WSHR 8.5-22 ×1.6	
212	050-U00800	U NUT M8	
301	600-6866	WIRE HARN ASSY HANDLE MECHA VR	

ELECTRONICS LOWER
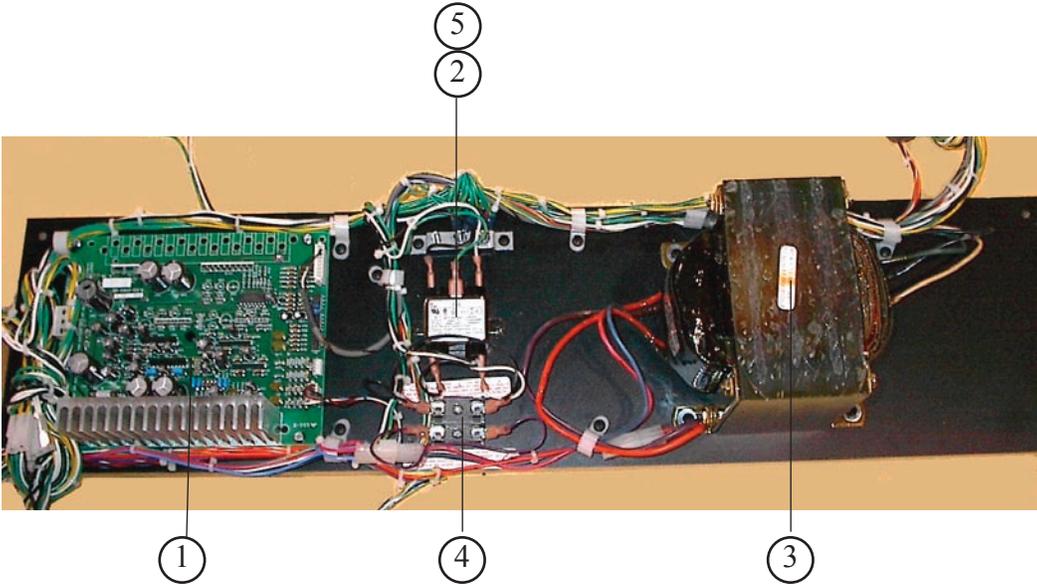
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	838-13578	Audio Power Amp 2ch. and Mixer	
2	Local Purchase	3A Slow Blow Fuse	
3	998-0138	Isolation Transformer ER-503	
4	998-0218	Line Filter	
5	Local Purchase	5A Slow Blow Fuse	

ELECTRONICS UPPER
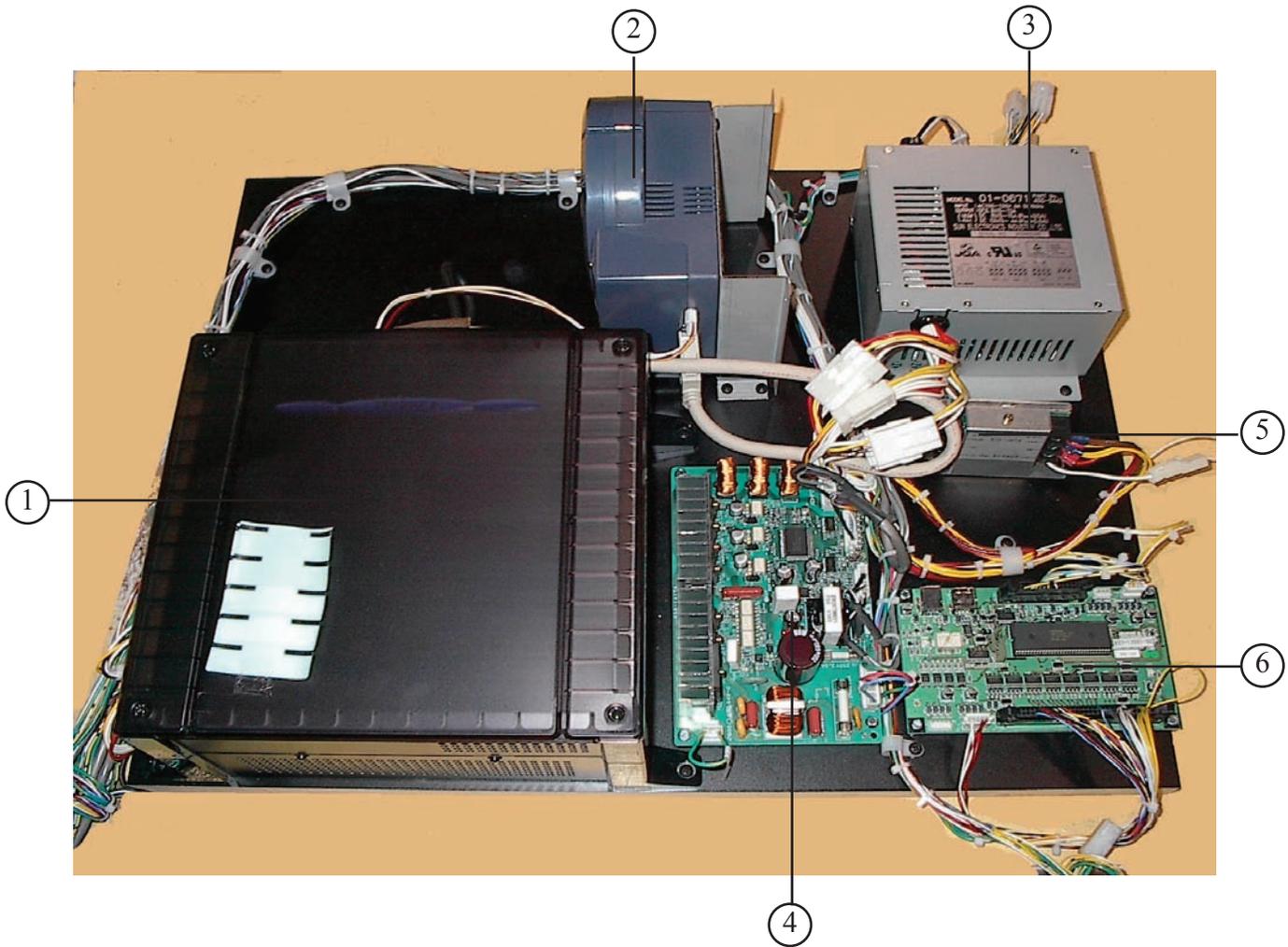
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	843-0005D-01	Assy Case Box ORT USA	
2	610-0617-01A	Kit GD-Rom drive w/ Label	
3	400-5443	Power Supply	
4	838-14174	Servo Motor Drive BD.	
5	610-0674	Power Protetor Unit for Chihiro	
6	837-13551-92	I/O Control BD for JVS	

20. 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

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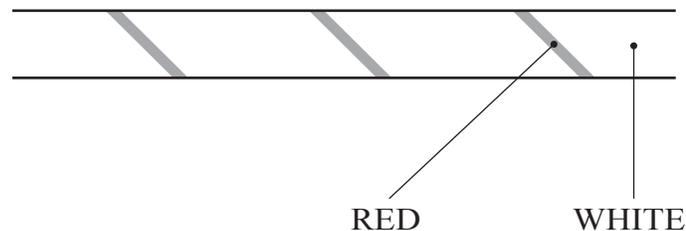
Note 2: The character following the wire color code indicates the size of the wire.

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

Notes:

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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