

# SEGA<sup>®</sup>

## Daytona USA 2

THE OWNER'S MANUAL



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## INTRODUCTION OF THE OWNERS MANUAL

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### SPECIFICATIONS

Installation space: 68 in.(L) x 45 in.(W)

Height: 70 in.

Weight: Approx. 570 lbs.

Power maximum current: 8.4 Amp AC 120V 60 Hz

### MONITOR: 50 INCH PROJECTION DISPLAY

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SEGA ENTERPRISES, LTD., has for more than 30 years been supplying various innovative and popular amusement products to the world market. This Owners Manual is intended to provide detailed descriptions together with all the necessary installation, game settings and parts ordering information related to the SEGA DAYTONA 2 STD, a new SEGA product.

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

SEGA ENTERPRISES, INC. (USA)

**Customer Service**

45133 Industrial Drive

Fremont, CA 94538

Phone 650-802-1750

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

Monday thru Friday

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## ***General Precautions***

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- Places subject to rain/water leakage, or condensation due to humidity;
- In close proximity to a potential wet area;
- Locations receiving direct sunlight;
- Places close to heating units or hot air;
- In the vicinity of highly inflammable/volatile chemicals or hazardous matter;

- On sloped surfaces;
- In the vicinity of emergency response facilities such as fire exits and fire extinguishers;
- Places subject to any type of violent impact;
- Dusty places.

### ***Installation Precautions***

- Verify the amperage of the branch circuit outlet before plugging in the power plug. Do not overload the circuit.
- Avoid using an extension cord. If one is required, use an extension cord of type SJT, 16/3 AWG rated min. 120 VAC, 7A.
- Moving this unit requires a minimum clearance (of doors, etc.) of 32" (W) by 77" (H).
- For the operation of this machine, secure a minimum area of 32" (W) by 42"(D).

### ***Regulatory Approvals***

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

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

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





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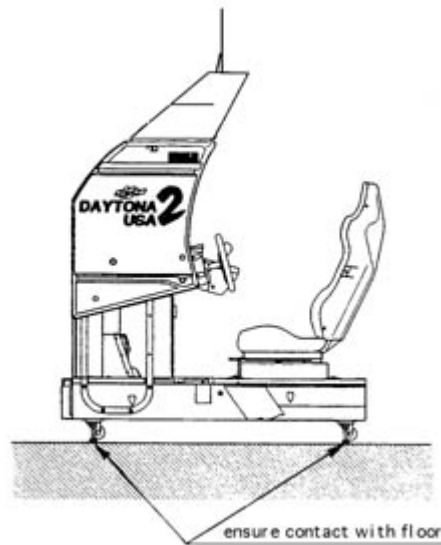
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## 1 . PRECAUTIONS TO BE HEDED FOR OPERATION



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

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



**IMPORTANT!**

**Check to see if hazard preventive parts are damaged or omitted.**

**Operating the product with the hazard preventive parts as is left in an irregular status will cause accidents.**

**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 closed.**

**To avoid electric shock, short circuit and or parts damage, do not put the following items on or in the periphery of the product:**

**Flower vases, flower pots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.**

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

**To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause the player to come into contact with or hit the others and result in injury or trouble.**

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### PRECAUTIONS TO BE HEDED DURING OPERATION



**To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players. To avoid injury and accidents, those who fall under the following categories are not allowed to play the game.**

- > **Intoxicated persons.**
- > **Those who need assistance such as the use of apparatus when walking.**
- > **Those who have high blood pressure or a heart condition.**
- > **Those who have experienced muscle convulsion or loss of consciousness when exposed to intensive light stimulus due to watching television, playing video games or water surface flickering.**
- > **Persons susceptible to motion sickness.**
- > **Persons whose actions runs counter to the product's warning displays.**



**To avoid injury from potential falling down accidents, be sure to that only one person is allowed to play at a time.**

**Do not allow players to put any heavy items or beverages on the product. Falling items can cause accidents and spilled beverages can cause electric shock.**

**To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.**

**To avoid falling down and injury resulting from falling down, immediately stop the customer's leaning against or climbing on the product, etc.**

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



**Instruct the player to hold firmly to the Safety Bar during game. Caution the customers who are most likely to cause injury by playing without holding the Safety Bar, for example.**

**To avoid injury, do not allow persons other than the player access to the mechanism base during game play.**

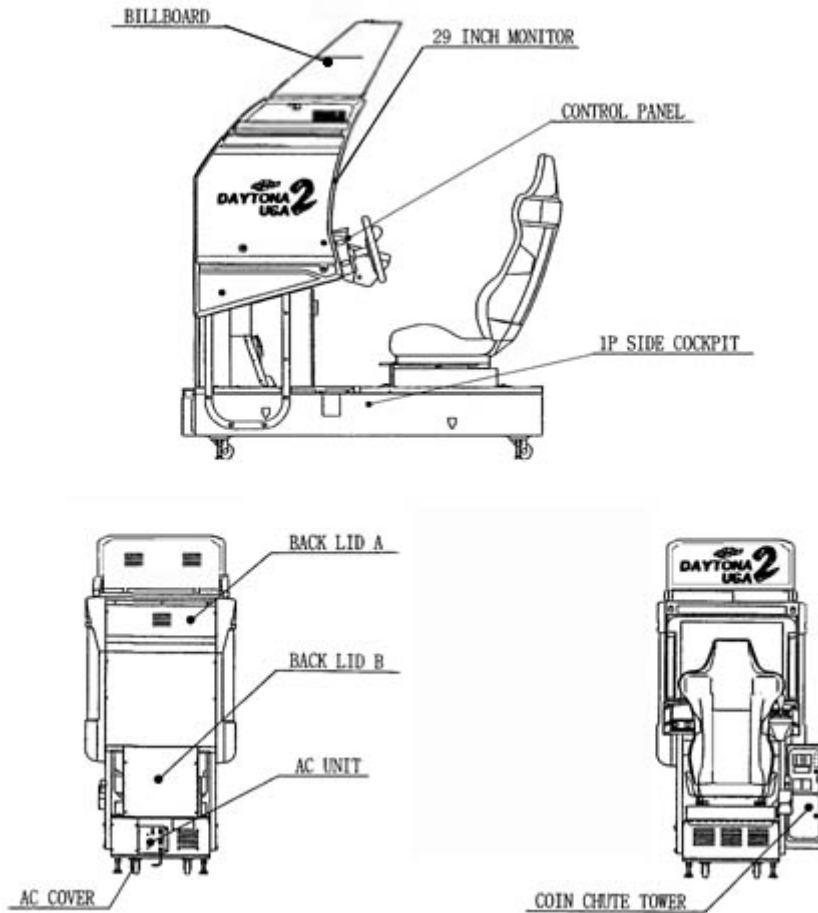
**Instruct the player not to put baggage, etc. on the mechanism base to avoid damaging such items.**

**Regarding this product, the weight of the player is limited to 330 lbs. To avoid machine damage and injury due to machine damage, playing by those who are as heavy as 330 lbs. or heavier is strictly prohibited.**

**Immediately stop violent acts such as hitting and kicking the product. Such violent acts can cause parts to be damaged or falling down.**

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**2. NAME OF PARTS**








GAME SPECIFICATIONS	WIDTH ~ LENGTH ~ HEIGHT	WEIGHT
	All measurements are in inches	
DURING SHIPPING		620 LBS.
BILLBOARD	56" X 70" X 58"	40 LBS.
COCKPIT	47" X 36" X 78"	540 LBS.
COIN CHUTE TOWER	15" X 24" X 26"	40 LBS
BILLBOARD	42" X 23" X 22"	33 LBS.

COCKPIT	57" X 82" X 57"	513 LBS.
COIN CHUTE TOWER	12.5" X 21" X 24"	33 LBS
WHEN ASSEMBLED	52" X 112" X 90"	579 LBS.

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**Please read entire page as it contains information regarding your warranty.**

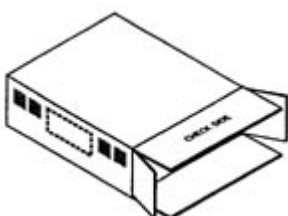
### 3. ACCESSORIES

<p>DESCRIPTION OWNERS MANUAL                  Part No. (Qty.) 999-0705                  Note                  Figures                  If Part No. has no description, the Number has not been registered or can not be registered. Such a part may not be obtainable even if the customer desires to purchase it. Therefore, ensure that the part is in safekeeping with you.</p>	<p>KEY MASTER                  220-5576 (2)                  For opening/closing the doors</p> 	<p>KEY                  (2)                  For the CASHBOX DOOR</p> 
<p>FUSE 7A 120V                  local purchase (2)</p> 	<p>TAMPERPROOF WRENCH                  M8 540-0009-01 (1)                  TOOL</p> 	<p>ASSY FIBER CABLE                  600-6275-0500 (2)                  For communications play</p> 

# !!!Shipment of model 3 Board!!!



**When asking for the replacement or repair of the product's Game Board (MODEL 3 BOARD), be sure to put the Game Board together with the Shield Case in the Carton Box.**



**Carton Box**

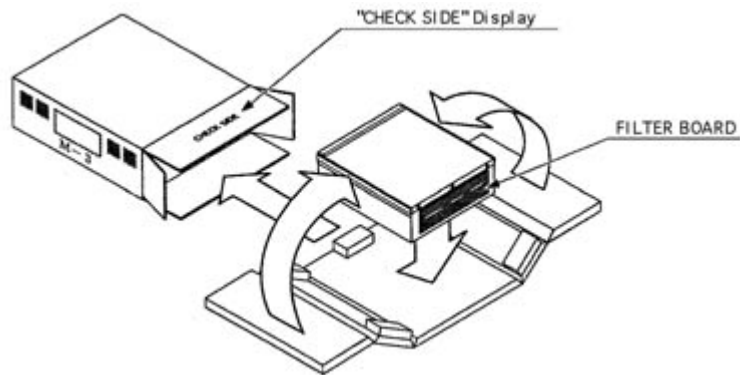
**601-8928 (1)**

**Used for transporting**

**the Game board.**

**Refer to the following.**

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

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## 4 . ASSEMBLING AND INSTALLATION



Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling may cause damage to the machine, or malfunctioning to occur.

CAUTION!

When assembling, be sure to perform work by plural persons.

Depending on the assembly work, there are some cases in which performing the work by a single person can cause personal injury or parts damage.



WARNING!

When installing the billboard, it is difficult to carry out work by one person. To perform work properly and safely, be sure work is performed by at least two people.

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

When carrying out the assembly work, follow the procedure in the following 6-item sequence:

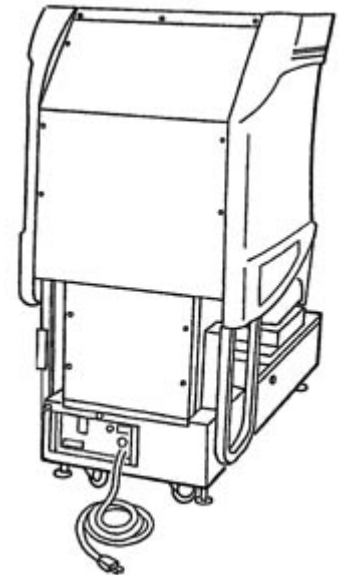
### [1. ASSY OF REAR CABINET \(COCKPIT\)](#)

### [2. ASSY OF BILLBOARD](#)

### [3. SECURING IN PLACE \(ADJUSTER ADJUSTMENT\)](#)

### [4. POWER SUPPLY](#)

### [5. TURNING POWER ON](#)





## **6. ASSEMBLING CHECK**

To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Not using a step or using an unstable step can cause a violent falling down accident.

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## 5. PRECAUTIONS TO BE HEEDED WHEN MOVING THE MACHINE

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When moving the machine, be sure to pull out the plug from the power supply. Moving the machine with the plug as is inserted can damage the power cord and cause a fire or electric shock.

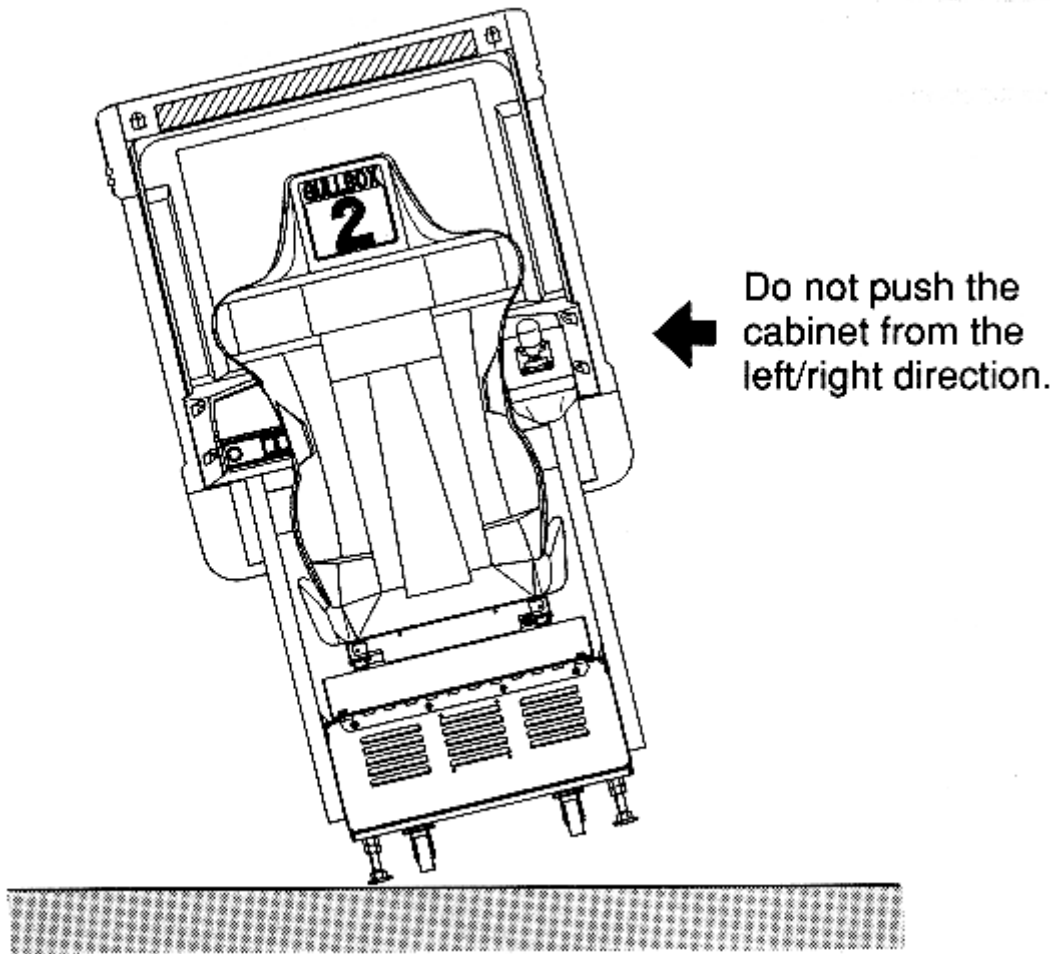


When moving the machine on the floor, retract the Adjusters and ensure that Casters make contact with the floor. During transportation, pay careful attention so that Casters do not tread power cords. Damaging the power cords can cause an electric shock and/or short circuit.

When lifting the cabinet, be sure to hold the catch portions or bottom part. Lifting the cabinet by holding other portions can damage parts and installation portions, due to the empty weight of the cabinet, and cause personal injury.

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

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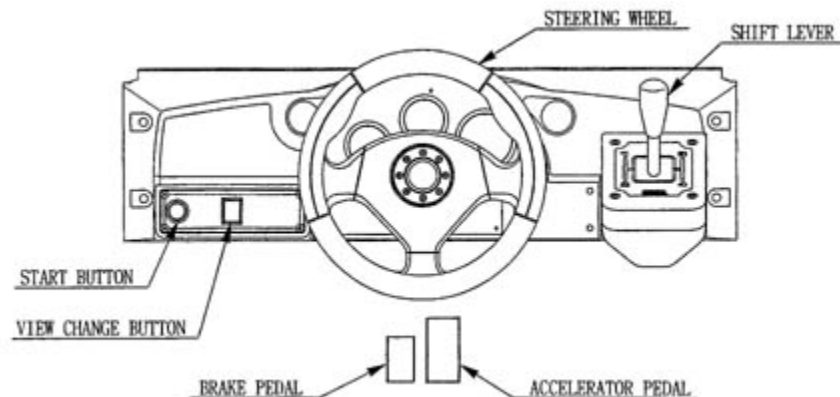


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## 6. CONTENTS OF GAME/HOW TO PLAY

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.

During the ADVERTISE MODE, the View Change Button Lamp lights up periodically. When the product is energized, the Billboard's Fluorescent lamp is always lit. The Leader Lamp (below the fluorescent lamp) flashes periodically. During the ADVERTISE MODE, sound is emitted from all of the speakers.



- 1.) Get in the Cockpit. The seat can be adjusted in forward and rearward positions. The lever is located on the lower right (facing the screen) of the seat. Pull this Lever to make adjustments.
- 2.) Insert a coin(s). Number of coins is displayed on the lower left of the screen. Inserting one play worth of coin(s) causes the SELECT screen to be displayed. Up to 9 credits can be counted at one time. Coins inserted after counting 9 credits will neither be counted nor returned. Credits will not be displayed in the SELECT mode and during the game play (credits are displayed only during the ADVETISE MODE).
- 3.) When a coin is inserted to one of the machines linked for communication, the other unit's screen will be in the entry accepting mode, and countdown starts. For Entry, the player is to insert a coin(s) during countdown.
- 4.) Select sequentially in order of COURSE, CAR, and TRANSMISSION. turn the Steering Wheel to choose an decide the selection by stepping on the Accelerator Pedal.



### COURSE SELECT / CAR SELECT / TRANSMISSION SELECT

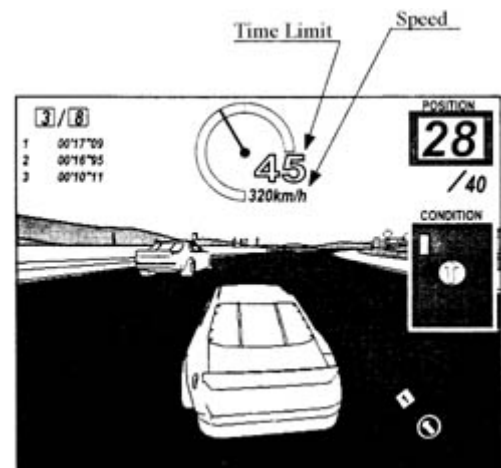
Display the SELECT mode starts countdown. When the countdown becomes 0, the COURSE and CAR being chosen are determined automatically.

Stepping on the Accel. Pedal again after stepping on it once will have the present SELECT screen, in the middle of the counting down, proceed to the next select screen.

Course selection is decided by majority. In case of a tie, the left-hand side of course on the SELECT screen has priority.

5.) Choosing and deciding on either Automatic or Manual (4 shifts) will result in a race start. At this time, while pressing the Start Button, step on the Accel. Pedal to decide on the selection to play in the PLAYER ONLY mode.

After race start, the View Change button being selected lights up. While participating in the race, if the player becomes the leader, that particular seat's Leader Lamp flashes. The Steering Wheel is subject to the reaction and load depending on the status of the Course, Course Out and Crash.



6.) The number of Laps displayed on the upper left of the screen, and lap Time is shown below the upper left.

Tachometer and Time Limit (remaining time) as well as Speed are shown on the upper center portions. Position, Condition and Course Map are displayed sequentially in order from the upper right portion of the screen downward. If Manual Transmission is selected, Gear Position will be shown to the right side of Speed.

7.) Simultaneously with race start, the Time Limit decreases. Passing a Course's Check Point allows the game to be continued with the remaining time of the previous section added to the Time Limit up to the next Check Point. Failing to pass the Check Point within the Time Limit results in GAME OVER.

8.) When the race participant's leader finishes the specified number of laps of each course, the game is then over. The game is over also when all of the race participants fail to pass the checkpoint within the Time Limit.

9.) After one game is finished, if credits allowing for play still remain, the SELECT mode appears on the screen.

10.) Excellent players can enter his name. Select name characters by turning the Steering Wheel

clockwise or counterclockwise and decide by stepping on the Accel. Pedal.

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## 7. EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform 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.

### CAUTIONS TO BE HEEDED WHEN USING TEST MODE:

**In the case where multiple units are linked for communication play, exiting from the test mode causes the unit to perform the network check automatically. During this time, all of the linked units will not allow the game to be played in normal status. Therefore, be sure not to enter the test mode if any one of the units is in play. on the other hand, if even one unit is in the test mode, make sure that other machines are not in play. In this product, the power-on check is performed when the Test Mode is exited, as when turning power on. Do not touch the Steering Wheel until it stops automatically. touching before it stops may not allow for satisfactory reaction of Steering Wheel during game play.**

ITEMS	DESCRIPTION	SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1.> Check to see that each setting is as per standard setting made at time of shipment. 2.> In the INPUT TEST mode, check each SW and VR. 3.> In the OUTPUT TEST mode, check each of the lamps. 4.> In the MEMORY TEST mode, check the IC's on the IC Board.	7 - 9, 7 - 10 7 - 5 7 - 6 7 - 3, 7 - 4
MEMORY	Choose MEMORY TEST in the MENU MODE to allow the MEMORY TEST to be performed. In this test, PROGRAM RAM's, ROM's, and IC's on the IC Board are checked.	7 - 3, 7 - 4
	Periodically perform the following: 1.> MEMORY TEST.	7 - 3, 7 - 4 7 - 9, 7 - 10

PERIODIC SERVICING	2.> Ascertain each setting.	7 - 5
	3.> In the INPUT TEST mode, test the control device.	7 - 6
	4.> In the OUTPUT TEST mode, check each of the lamps.	
CONTROL SYSTEM	1.> In the INPUT TEST mode, check each SW and VR.	7 - 5
	2.> Adjust or replace VR and SW.	8
	3.> If the problem can not be solved yet, check the CONTROL's moves.	8
PROJECTOR	In the PROJECTOR ADJUSTMENT mode, check to see if the PROJECTOR adjustment is appropriately made.	7 - 8
IC BOARD	1.> MEMORY TEST.	7 - 7
	2.> In the SOUND TEST mode, check the sound related ROM's.	
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	7 - 12



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## 7 - 1 SWITCH UNIT AND COIN METER



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

Adjust to the optimum sound volume by considering the environmental requirements of the installation location.

If the COIN METER and the game board are electrically disconnected, game play is not possible.

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

### SWITCH UNIT

#### (1) SOUND VOLUME

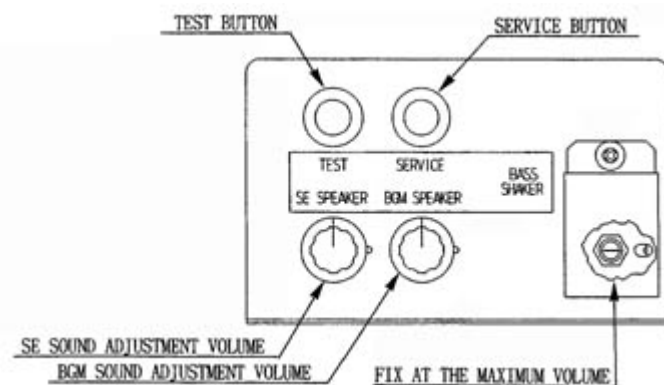
Controls the speaker volume  
of the right/left speakers.

#### (2) TEST BUTTON (TEST SW)

For the handling of the TEST  
BUTTON,  
refer to the section on test mode.

#### (3) SERVICE BUTTON (SERVICE SW)

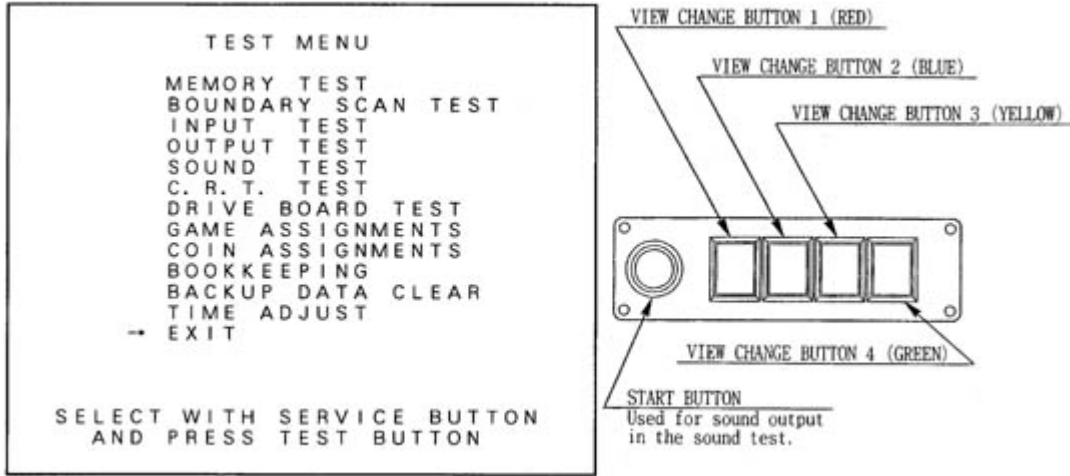
Gives credits without registering on the coin  
meter.



## **COIN METER**

Open Cash Box Door and the Coin Meter will appear. The Coin Meter counts the number of coins inserted

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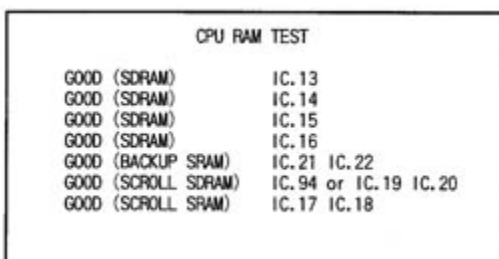
## 7 - 2 TEST MODE

This mainly checks if the operation of the game BD is accurate, and allows for COIN ASSIGNMENTS/GAME ASSIGNMENTS setting and Projector adjustments.

Push the TEST BUTTON to cause the following TEST MENU to appear:

By pushing the SERVICE BUTTON, bring the ">" mark to the desired item and press the TEST BUTTON. This will select the item to be tested.

After the test is complete, move the ">" mark to "EXIT" and press the TEST BUTTON to return to game mode.



## 7 - 3 MEMORY TEST

The MEMORY TEST mode is for checking the on-BD memory IC functioning.

"GOOD" is displayed for normal ICs and "BAD" is displayed for abnormal ICs.

When the test is completed, if the

display is as shown left, it is

satisfactory.

After finishing the test, pressing the TEST BUTTON allows the

MENU MODE to return on the screen.

**IF THE TEST TIME FOR THE MEMORY TEST EXCEEDS 5 MINUTES THE IC BOARD MAY BE DEFECTIVE.**

VIDEO BOARD ROM TEST		
GOOD	(VROM01)	IC. 26
GOOD	(VROM00)	IC. 27
GOOD	(VROM03)	IC. 28
GOOD	(VROM02)	IC. 29
GOOD	(VROM05)	IC. 30
GOOD	(VROM04)	IC. 31
GOOD	(VROM07)	IC. 32
GOOD	(VROM06)	IC. 33
GOOD	(VROM11)	IC. 34
GOOD	(VROM10)	IC. 35
GOOD	(VROM13)	IC. 36
GOOD	(VROM12)	IC. 37

## 7 - 5 INPUT TEST

Press the TEST BUTTON to have the menu mode return on the screen.

Using the Decision (SET) button instead of TEST BUTTON will not allow for exiting from the Input Test Mode. Press the SET BUTTON and SELECT BUTTON (UP).

By opening the Coin Chute Door, insert a coin from the Coin Inlet to check the Coin Chute Tower.

When INPUT TEST is selected, the MONITOR will show the following, allowing you to watch the status of each switch and the value of each V.R. of the cabinet to be viewed

On the screen, periodically check the status of each switch & V.R.

By pressing each switch, if the display on the right-hand side of the name of each switch changes to ON from OFF, the SW and the wiring connections are satisfactory.

PITCH refers to the Switch for the left/right Foot Pedal's UP/DOWN. Normally, this is ON and stepping on the Pedal's front side causes the Switch to become off.

## **7 - 6 OUTPUT TEST**

Choose OUTPUT TEST to cause the following lower screen to appear. In this test,

check the status of each lamp. Pressing the TEST BUTTON causes "ON" to be displayed and the corresponding lamp lights up. Pressing the TEST BUTTON again causes "OFF" to be displayed and the lamp goes off. The Foot Controller is locked with the Slide Lock in the ON status, and Unlocked to become free with the Slide Lock in the OFF status.

Press the test Button to return to the MENU MODE.

## **7 - 7 SOUND TEST**

This enables sound used in the game to be checked. Sound related memory and each speaker are checked.

Press the SERVICE BUTTON to bring the arrow to the desired sound item to be tested. SE refers to sound effects and BGM refers to background music.

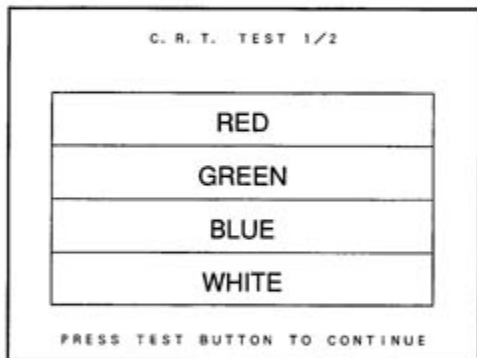
Each time the SERVICE BUTTON is pressed, the numeral displayed on the screen counts up and sound is admitted.

Bring the ">" to EXIT and press the TEST BUTTON to return to the MENU MODE.



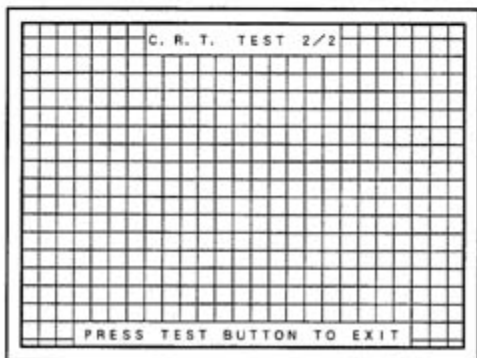
### 7 - 8 C.R.T. TEST

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



Periodically check the MONITOR adjustment status on this screen.

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

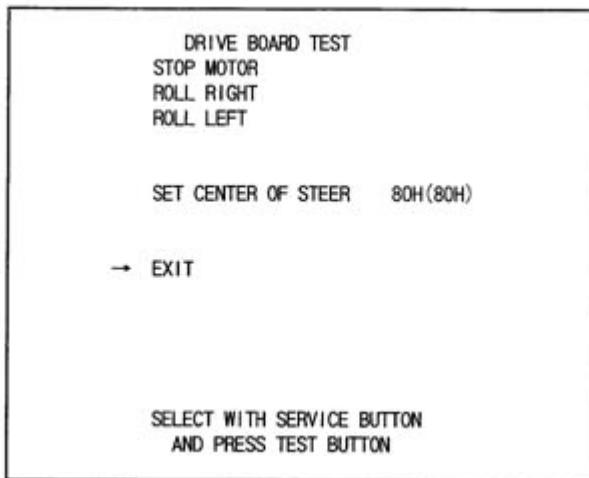


Press the TEST BUTTON to shift to the next screen (2/2).

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

Check if the CROSSHATCH FRAME LINE goes out of the screen and if the crosshatch lines are distorted.

Press the TEST BUTTON to return to the MENU mode. (FIG. 6.2)



## 7 - 9 DRIVE BD TEST

Select DRIVE BOARD TEST to have the following screen displayed. This test allows the movement of motor, etc., to be checked and the Steering Wheel Volume setting to be performed.

Press the Service Button to select each item and press the Test Button to cause the selected item's movements to be performed.

**STOP MOTOR:** Stops the load subjected to the Steering wheel and the movements of the Motor for reaction. As such, initially selecting this item and pressing the Test Button make no difference

superficially. Select ROLL RIGHT or ROLL LEFT below this item, and in the status that the motor is functioning in a certain direction, select the item and press the Test Button to stop movements in that particular direction.

**ROLL RIGHT:** The motor moves so as to turn the Steering Wheel clockwise.

**ROLL LEFT:** The motor moves so as to turn the Steering Wheel counterclockwise.

## SETTING THE VOLUME

Performs the setting of VOLUME which detects the movements of Steering Wheel as per the figure shown below. When the Steering Wheel Volume is adjusted or replaced, perform Volume Setting in the following procedure.



## SETTING THE STEERING WHEEL VOLUME

1.) Press the Service button to bring the arrow to SET CENTER OF STEER.



- 2.) Secure the Steering Wheel to the Centering position.
- 3.) Press the Test Button. Store the Volume Value obtained at this time as Steering Wheel's centering value.



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## 7 - 9 GAME ASSIGNMENTS

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



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



### SETTING CHANGE PROCEDURE

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

BUTTON.

*The Following FIGURES/TABLES show the factory recommended settings.*

**COUNTRY:**

The country setting is predetermined and can not be selected.

**LINK ID:**

For communication play, set one seat to 'MASTER' and the rest to 'SLAVE'. The game setting and coin setting, etc., of the 'MASTER' seat apply to the 'SLAVE' seats also. For non-interactive (communication) play, set to 'SINGLE'.

**CAR NUMBER:**

For interactive play between 2 or more machines (cabinets), the cabinets (starting from the left, facing the monitor screen) are numbered in sequential order of No.1, No.2, No. 3, No. 4.....If the same number is used for 2 or more cabinets, or cabinets are numbered in an incorrect sequential order, on-screen error display will appear and in this case, no activation takes place.

**CABINET TYPE:**

Setting of Cabinet. Set to TWIN, or DLX.

**DIFFICULTY:**

Sets the difficulty level in 4 categories, i.e., EASY, NORMAL, HARD, HARDEST.

**ADVERTISE SOUND:**

Setting of sound during advertise. ON (sound to be emitted), OFF (sound not to be emitted).

**VOCAL:**

Sets the singer of the music being played during game.

**GAME MODE:**

Sets the number of laps. The lap frequency increases in the sequential order of NORMAL (SPRINT), GRAND PRIX, 100 MILE, 200 MILE, 300 MILE, 400 MILE, and 500 MILE. XXX mile is used for a special event and in this case, there is no time limit all the way up to the Goal.

**MOTOR POWER:**

Sets the Steering Wheel (reaction motor) strength. When the strength is set to weak, the cockpit swaying movement will be less.

**RANKING MODE:**

Sets the ranking mode which has two types, i.e., NORMAL and CAMPAIGN. Setting to CAMPAIGN allows points to be awarded according to the player's results and activities per race, with the name registered at the time of name entry as well as his Birthday registered in the Birthday Input Mode as the password to recognize the player's identity. From the next play onward, extra points will be awarded when the name and birthday are inputted after game over.

**LOCATION NAME ENTRY:**

Setting the ranking mode to CAMPAIGN allows the Location Name set in this item to be displayed during advertise. The name can be inputted in 2 lines by using a maximum of 32 characters. Move the arrow with the Service Button and select the setting with the Test Button.

**CAMPAIGN SCHEDULE:**

Sets the start and end dates of campaign. The period set in this item and the Location Name inputted in the LOCATION NAME ENTRY are displayed in the Advertise mode. Before setting in this mode, ensure that the date and time are correct by TIME ADJUST in the Test Mode. Move arrow with the service button and select the setting with the Test Button.

**POINT CLEAR:**

Clears (resets) all of the player names and points shown in the RANKING MODE CAMPAIGN.

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

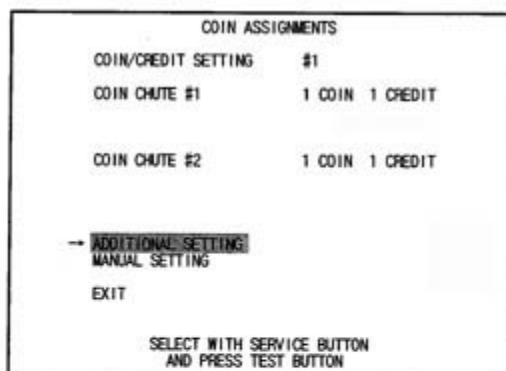


**Setting changes cannot be stored unless the TEST BUTTON is pressed while the arrow is on EXIT.**

## 7 - 10 COIN ASSIGNMENTS

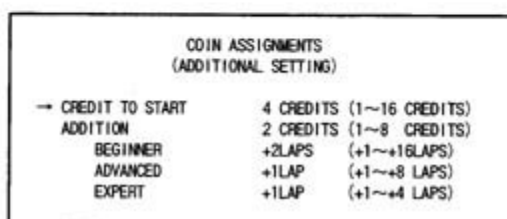
### SETTING CHANGE PROCEDURE:

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



### COIN CHUTE TYPE:

Sets the combination of the number of COIN CHUTES and the number of players as applicable. In the case that the COIN CHUTE is changed, be sure the setting is made in a manner meeting the replaced coin chute.



### COMMON:

Coins are accepted in common for both players.

**INDIVIDUAL:**

Each player uses a coin chute which accepts coins independently.

**CREDIT TO START:**

Number of credits required for starting game (1~5 credits are selected.)

**CREDIT TO CONTINUE:**

Number of credits required for continuing game (1~5 credits are selected.)

**COIN/CREDIT SETTING:**

Sets the CREDITS increase increment per coin insertion. There are 27 settings from #1 to #27, expressed in XX CREDIT as against XX COINS inserted. (TABLE 7.10a, 7.10b) #27 refers to FREE PLAY.

When the COIN CHUTE TYPE is set to INDIVIDUAL, there are some setting numbers not displayed as indicated in TABLE 7.10b.

**MANUAL SETTING:**

This allows credit increase setting as against coin insertion to be further set in the manner finer than COIN/CREDIT SETTING (refer to TABLE 7.10c).

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## 7 - 12 BOOKKEEPING

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

BOOKKEEPING PAGE 1/2	
COIN CHUTE #1	0
COIN CHUTE #2	0
TOTAL COINS	0
COIN CREDITS	0
SERVICE CREDITS	0
TOTAL CREDITS	0
NUMBER OF GAMES	0
TOTAL TIME	0D 0H 0M 0S
PLAY TIME	0D 0H 0M 0S
AVERAGE TIME	0H00M00S
LONGEST TIME	0H00M00S
SHORTEST TIME	0H00M00S
PRESS TEST BUTTON TO CONTINUE	

COIN CHUTE#\*:

Number of coins put in each Coin Chute.

TOTAL COINS:

Total number of activations of Coin Chutes.

BOOKKEEPING 2/2			
--- TIME HISTOGRAM ---			
COURSE	BEGGINER	ADVANCED	EXPERT
~2M29S	0	0	0
2M30S ~2M44S	0	0	0
2M45S ~2M59S	0	0	0
3M00S ~3M14S	0	0	0
3M15S ~3M29S	0	0	0
3M30S ~3M44S	0	0	0
3M45S ~3M59S	0	0	0
4M00S ~4M14S	0	0	0
4M15S ~4M29S	0	0	0
4M30S ~	0	0	0
PRESS TEST BUTTON TO EXIT			

COIN CREDITS:

Number of credits registered by inserting coins.

SERVICE CREDITS:

Credits registered by the SERVICE BUTTON.

TOTAL CREDITS:

Total number of credits (COIN CREDITS+SERVICE CREDITS).

TOTAL TIME:

The total energized time.

On page (2/2), each play frequency is displayed. When setting difficulty levels, the frequency can be referred to as a standard.

When in the PAGE 2/2 mode, press the TEST BUTTON to return to the MENU mode.

## 7 - 13 BACKUP DATA CLEAR



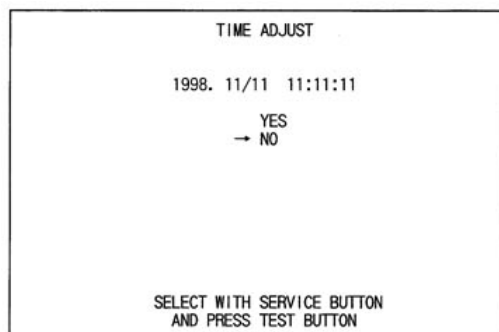
Clears the contents of BOOKKEEPING and high score player ranking entry.

When clearing, bring the arrow to "YES" and when not clearing bring the arrow to "NO", by using the SERVICE BUTTON, and press the TEST BUTTON.

When data has been cleared, "COMPLETED" will be displayed. Bring the arrow to "NO" and press the TEST BUTTON to cause the MENU MODE to return to the screen.

Note that that contents of the GAME SETTING, COIN SETTING, and VOLUME SETTING are not affected by BACKUP DATA CLEAR operation.

## 7 - 14 TIME ADJUST



This test mode allows the date (year/month/day) to be set. when turning the power on, if the clock has incorrect data, or if the voltage from the lithium battery is insufficient, movements will stop in the pre-advertise on-screen start up status, and in this case, appropriate clock input or battery replacement is required. Although pressing the Start Button allows you to proceed, if the unit being tested is set to MASTER or SINGLE, the RANKING MODE CAMPAIGN will compulsorily be changed to RANKING MODE NORMAL. Perform TIME ADJSUT in the following procedure: Note that SEGA will take

care of battery replacement. Please contact where you purchased your game from.

### SETTING CHANGE PROCEDURE

- 1.) Bring the arrow to the date with the service button.
- 2.) Select the item to be adjstuted by using the Service Button (the item selected blinks).
- 3.) Press the Test Button to increase the number and select.

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## 8 . HANDLE MECHA



**In order to prevent an electric shock and short circuit, be sure to turn power off before performing work by touching the interior parts of the product.**

CAUTION!

**Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.**

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

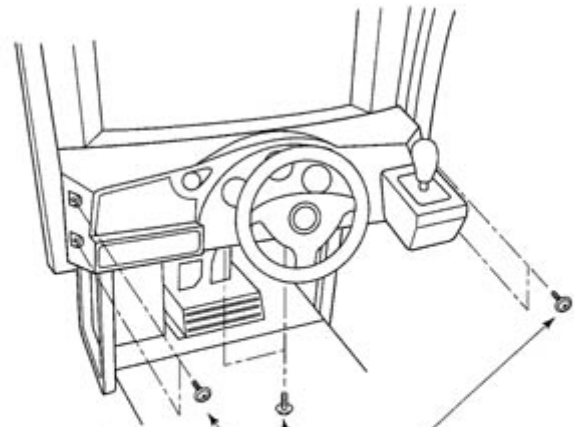
**Don not touch places other than those specified. Touching places not specified can cause an electric shock accident.**

---

In the test mode, if the handle V.R. value movements are irregular, adjust or replace the V.R. in the following procedure.

### 8 - 1 REMOVING THE CONTROL PANEL

- (1) Turn the power switch off.
- (2) Remove a total of Tamperproof Screws from both sides of the Control Panel's front part.



TAMPERPROOF SCREW (6) black  
M8×30, w/flat & spring washers

- (3) Remove the 2 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 manner so as not to damage the wiring.

(5) Disconnect the wiring connector.

---

## 8 - 2 REPLACING AND ADJUSTING THE HANDLE'S V.R.

### REPLACING THE VOLUME

(1) Turn Power off.

(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 Volume.

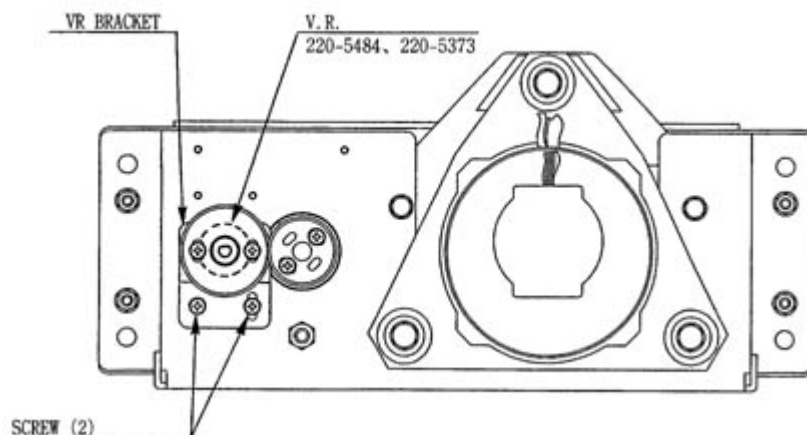
(5) After replacing the Volume, perform Volume setting in the Volume Setting mode.

### ADJUSTING THE VOLMUE

(1) In the test Mode, have the Volume value indicating screen displayed.

(2) Loosen the 2 screws which secure the Volume bracket to disengage the gear mesh.

(3) With the Steering wheel in the centering position, cause gears to be engaged in a manner so that the Volume Shaft is in the status shown in the figure below.



- (4) Fasten the screws which secure the Volume Bracket.
  - (5) Perform Volume setting as per the Volume Setting Mode.
- 

### 8 - 3 GREASING

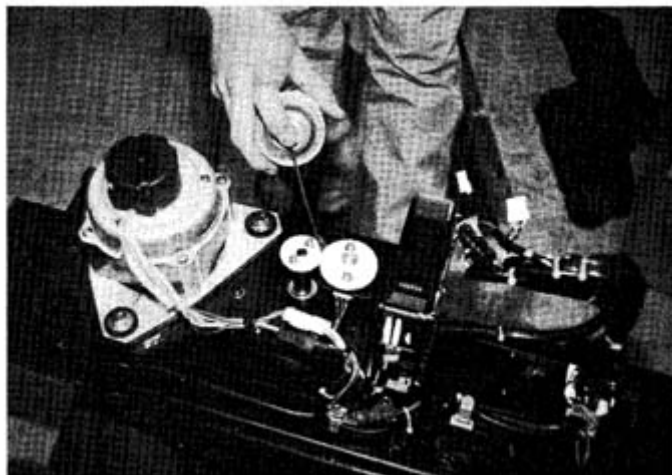


**In order to prevent electric shock and short circuit, be sure to turn off power before performing work by touching the interior parts of the product.**

**Be sure to use designated grease. Using undesignated grease can cause parts damage. Do not apply greasing to places other than those specified. Greasing to undesignated places can cause malfunctioning and the qualitative deterioration of parts.**

---

Once in 3 months, apply greasing to Volume Gear Mesh Portion. For spray greasing, use



GREASE MATE (P.No. 090-0066).

---

## 9. SHIFT LEVER



CAUTION!

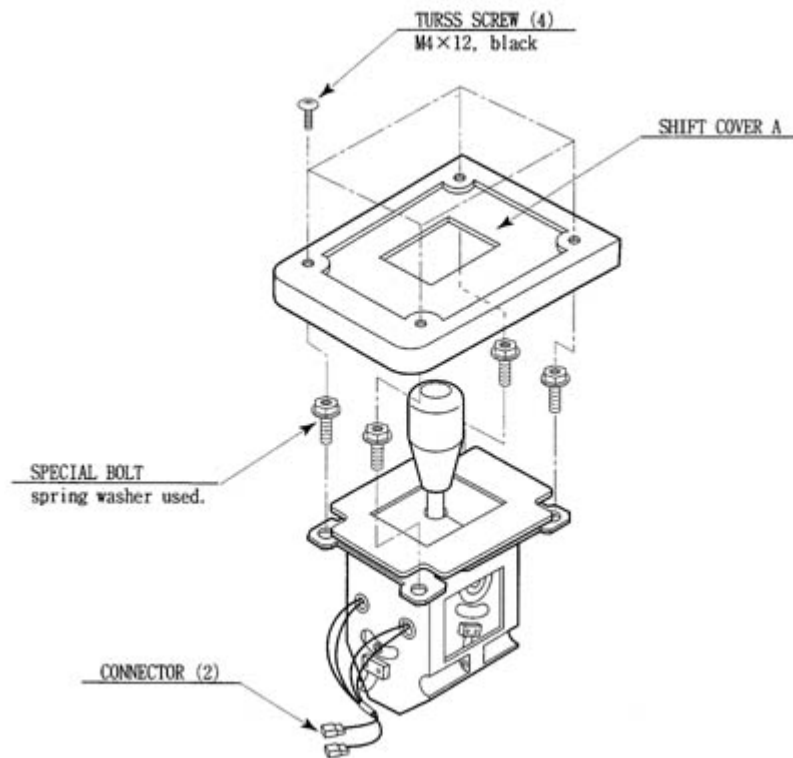
In order to prevent an electric shock and short circuit accident, be sure to turn power off before performing work by touching the interior parts.

Be careful so as not to damage wirings. Damaged wirings 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 the Shift Lever operation is not satisfactory, remove the Shift Lever in the following procedure and replace the micro switch.

### 9 - 1 REMOVING THE SHIFT LEVER

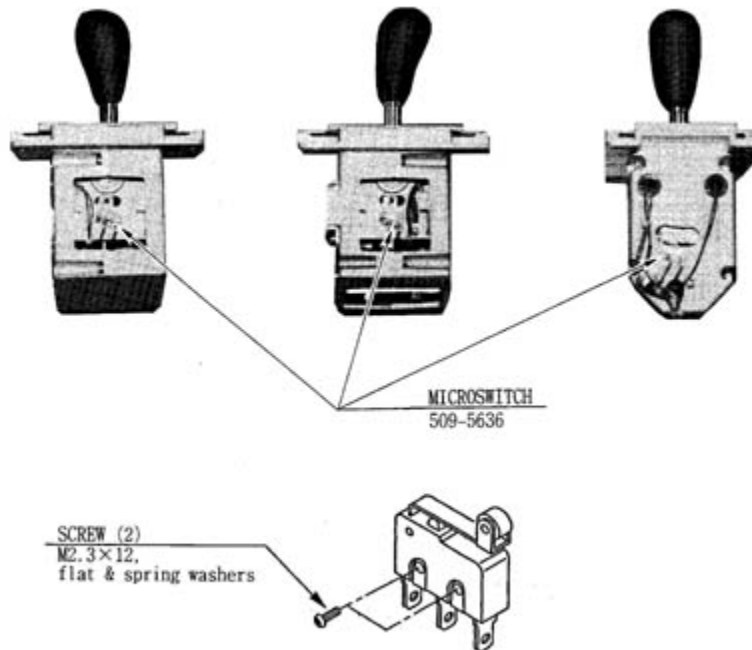
- (1) Turn Power off.
- (2) Take off the 4 screws and remove SHIFT COVER A.
- (3) Take out the 4 SPECIAL BOLTS and pull the SHIFT LEVER UNIT upward by paying careful attention so as not to cause damage to the wiring.
- (4) Disconnect the connector to allow the unit to be removed



## 9 - 2 SWITCH REPLACEMENT

Each Micro switch is secured with 2 screws. Remove the 2 screws and replace the Micro switch.

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



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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## 10. MAINTENANCE OF MECHANISM UNIT

### 10 - 1 ADJUSTMENT AND REPLACEMENT OF VOLUME



**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 other than thos specified can cause electric shock or short circuit accident.**

**When performing work, be sure to use plural workers. Working by a single worker alone can cause accidents and parts damage.**

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

---

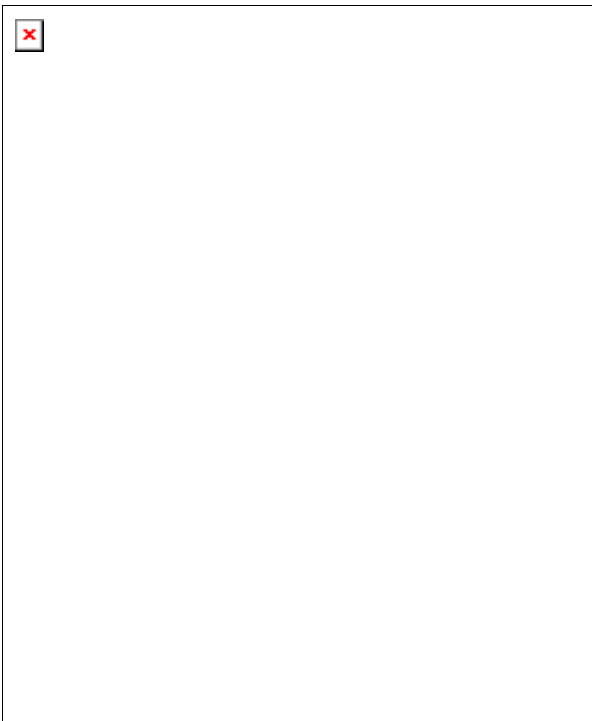
Enter test mode to check the Volume value. Work is performed inside an energized cabinet. Use care so as not to touch undesigantated places. Failure to observe this can cause electric shock and short circuit hazards.



(1) In the Test Mode, have the volume value displayed on the screen.

(2) Move the seat to the foremost position and remove the 4 bolts which secure the seat.

(3) Another person is to incline and hold the seat so that the Volume can be checked.



### ADJUSTING THE VOLUME

(1) Loosen the 2 screws which secure the Volume Bracket, and move the Bracket.

(2) Move the Volume Bracket to disengage gear mesh.

(3) With the front part of Cockpit inclined up to the top position, adjust gear mesh to ensure the volume value display is within the range of 80 $\pm$ 10H.

(4) Fasten the 2 screws which secure the Bracket.

(5) In the Cockpit Reaction Test Mode, check the volume value.

(8.) Remove the gear from the Volume Shaft and replace the Volume.

## REPLACING THE VOLUME

- (1) Turn power off.
  - (2) Disconnect the connector.
  - (3) Take out the 2 screws which secure the Volume Bracket, and remove the Volume Bracket.
  - (4) Remove the Volume Gear and Volume Bracket to replace the Volume.
  - (5) After replacing the Volume, adjust the volume value by using the above procedure.
- 

## 10 - 2 GREASING

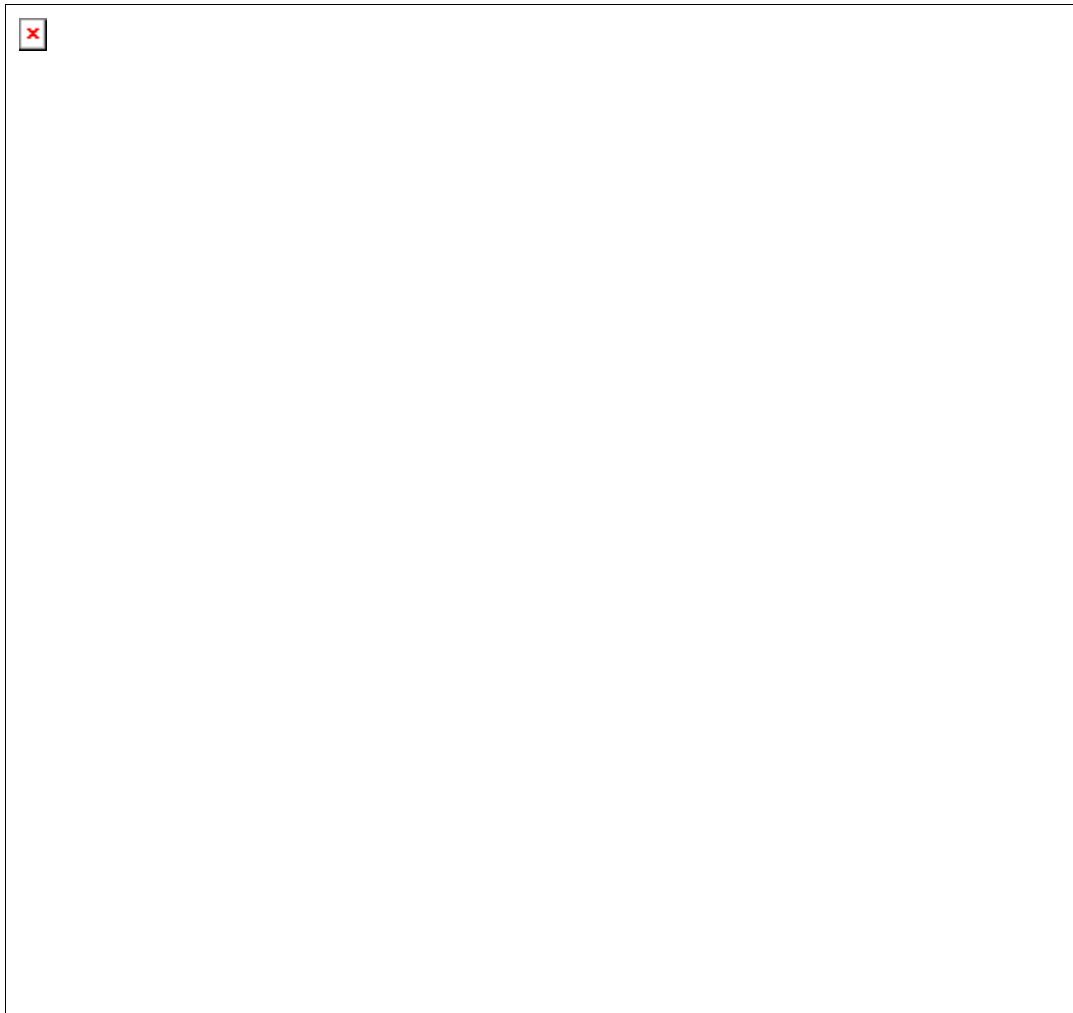


**In order to prevent an electrical shock and short circuit, be sure to turn power off before performing work by touching the interior portions of the product. When performing work, be sure to use plural workers. Working by a single worker alone can cause accidents and parts damage.**

**Be sure to use the designated grease. Using undesignated grease can cause parts damage. Do not apply greasing to places other than those specified. greasing to undesignated portions can cause malfunctioning and the qaulitative deterioration of parts.**

---

Once every 3 months, apply greaisng to the following places. For spray greasing, use GREASE MATE (PART No. 090-0066).



Take out the 8 screws, remove the Mecha Cover, and apply greasing.

---

#### GREASING TO THE SPRING PORTION UNDERNEATH THE SEAT

Once every 3 months, apply greasing to the 2 Spring and Spring installation portions underneath the seat. Remove the 4 bolts which secure the seat, and for safety, one person is to incline the seat and another person is to apply greasing.



---

#### 10 - 3 REPLACING THE SAFETY RUBBER



**The Safety Rubber is an important, hazard-prevention part. Before commencing daily operation, be sure to check for damage and omission. Operating with the Safety Rubber as is damaged or omitted can cause the**



**customer's fingers to be caught.**

---

#### INSTALLATION OF RUBBER MIDDLE SIDE

To install RUBER MIDDLE SIDE to the side oppisite the Cockpit, turn over the RUBBER and use HOLDER LEFT S.

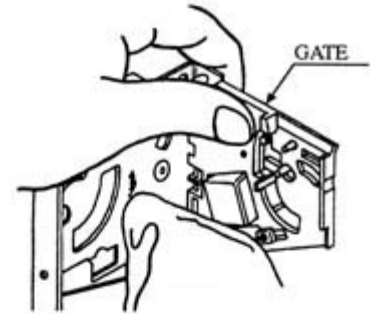


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## 11 . COIN SELECTOR

### HANDLING THE COIN JAM

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

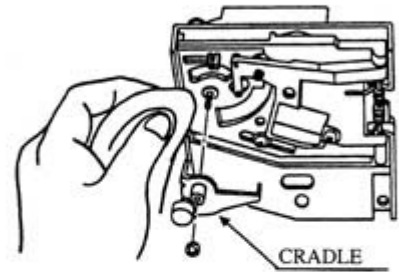


The coin selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

Turn the power for the machine OFF.

Open the coin chute door.

Open the gate and dust off by using a soft brush (made of wool, etc.).



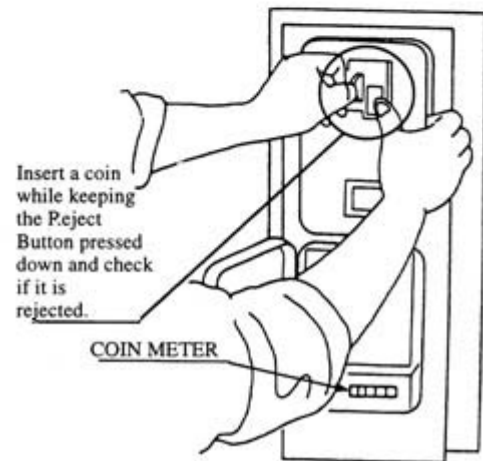
Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.

Remove the CRADLE.

When removing the retaining ring(E-ring), be very careful so as not to bend the shaft.

Remove stain from the shaft and pillow portions by wiping off with a soft cloth, etc.

After wiping as per #5 above, further apply a dry cloth, etc. to cause the coin selector to dry completely.



Once a month, when performing the COIN SW TEST, simultaneously check the following:

Does the Coin Meter count satisfactorily?

Does the coin drop into the Cash box correctly?

Is the coin rejected when inserted while keeping the REJECT BUTTON is pressed down?

### **CLEANING THE COIN SELECTOR**

Never apply machine oil, etc. to the coin selector

After cleaning the Coin Selecting, Insert a regular coin in the normal working status and ensure that the Selector correctly functions.

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## 12 . MONITOR



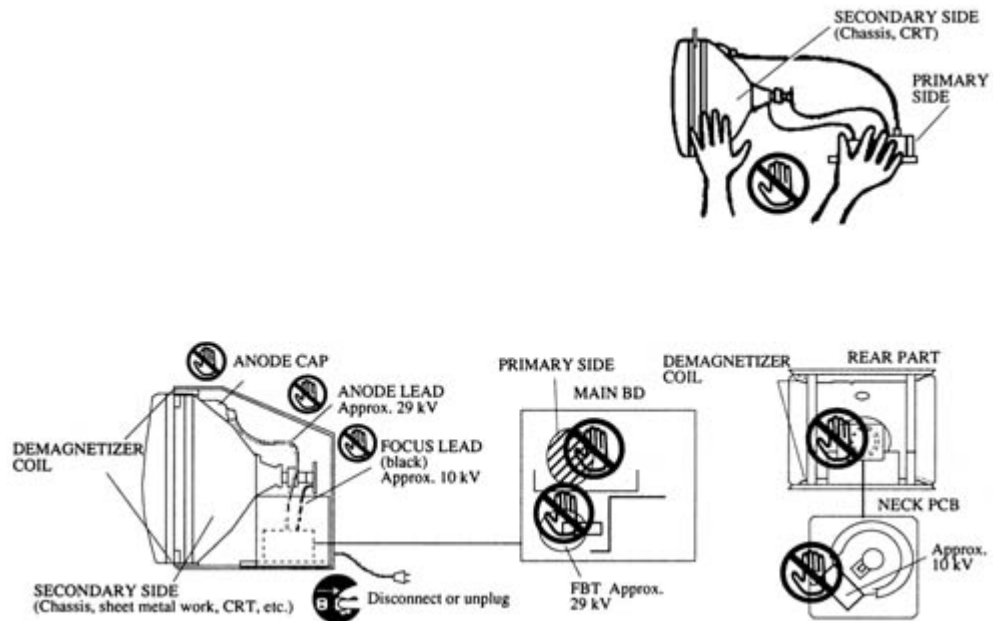
When performing such work as installing and removing the monitor, inserting and disconnecting the external connectors to and from monitor interior and the monitor, be sure to disconnect the power connector (plug) before starting work. Proceeding the work without following this instruction can cause electric 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.

### *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 shortcircuit to the Primary Side and Secondary Side. If short circuited, it can cause electric shock or malfunctioning, which is very dangerous.



### *HIGH TENSION VOLTAGE*

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

***CONNECTING THE CRT AND PCB***

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

***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.

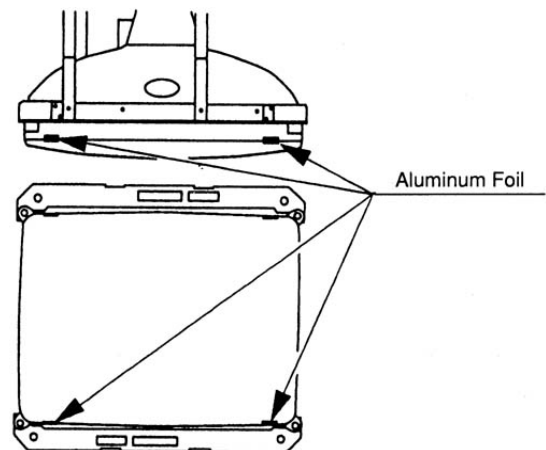


For the purpose of static prevention, special coating is applied to the CRT face of this product. To protect the Coating, Pay attention to the following points. Damaging the coating film can cause electric shock to the customers. For the caution to be heeded when cleaning, refer to the Section of periodic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

Do not apply or rub with a hard item (a rod with pointed edge, pen, etc.) to or on 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.

***CAUTIONS TO BE HEADED WHEN CLEANING THE CRT SURFACES***

Static preventive coating is applied to the CRT surfaces. When cleaning, pay attention to the following points;

Peeling off static preventive coating 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 to follow;**

**Dilute chemical detergent with water and dip a soft cloth in and the thoroughly wring it to wipe smears off.**

**Do not use chemical detergent containing abradent, powder or bleaching agent.**

**Do not use alkaline chemical detergents such as "glass cleaner" available on the market or solvents such as thinner, etc.**

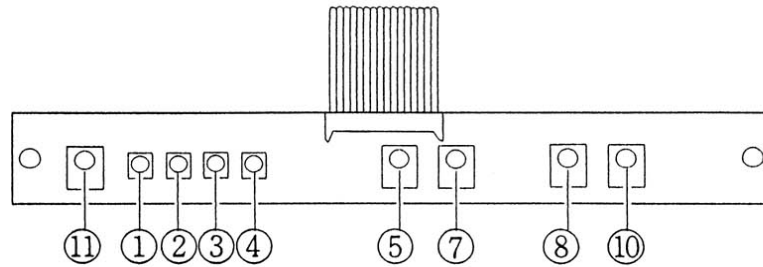
**Do not rub or scratch the CRT face with hard items such as brushes, scrub brush, etc.**

---

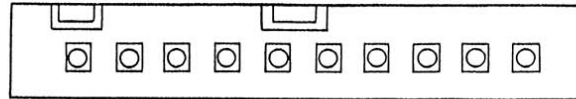
### ***ADJUSTMENT METHOD***

***Monitor adjustments have been made at the time of shipment. Therefore, do not make further adjustment without a justifiable reason. Adjusting the monitor which contains high tension parts is dangerous work. Also, an erroneous adjustment can cause deviated synchronization and image fault, resulting in malfunctioning. When making adjustment, utilize a resinous Alignment rod. Servicing with bare hand or using conductive tools can cause electric shock.***

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



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



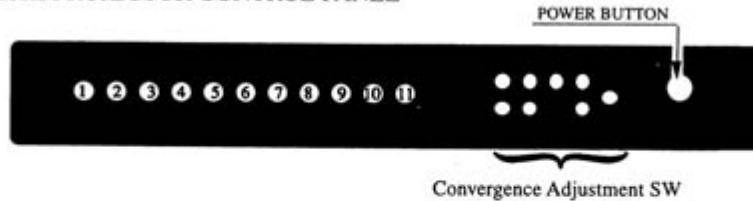
①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩
R GAIN	G GAIN	B GAIN	BRIGHT	H SIZE	H HOLD	H POSI	V SIZE	V HOLD	V POSI

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

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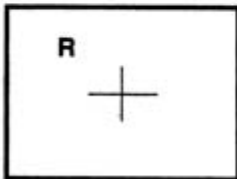
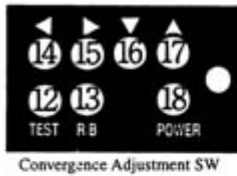
## 12 - 2 MITSUBISHI MONITOR

### □ MITSUBISHI PROJECTOR CONTROL PANEL



- |          |   |          |          |          |
|----------|---|----------|----------|----------|
| ① V.POS  | ② H.POS   | ③ R-GAIN | ④ G-GAIN | ⑤ B-GAIN |
| ⑥ CONT   | ⑦ BRI   | ⑧ V.W    | ⑨ H.W    |          |
| ⑩ R.H.L. | } Linearity adjustments in horizontal directions<br>(red or blue) are made. |          |          |          |
| ⑪ B.H.L. |   |          |          |          |

### STATIC CONVERGENCE ADJUSTMENT



- |         |                      |
|---------|----------------------|
| ⑫ TEST  | Test mode on/off key |
| ⑬ R/B   | R/B key              |
| ⑭ ◀     | Left shift key       |
| ⑮ ▶     | Right shift key      |
| ⑯ ▼     | Lower shift key      |
| ⑰ ▲     | Upper shift key      |
| ⑱ POWER | Power button         |

For the Convergence adjustment mode, press the test mode on/off key. 12

Ensure that "R" is displayed on the screen.

Make adjustments so as to cause the red cross pattern to match with the green cross pattern by using Left shift key 14 , Right shift key 15 , Lower shift key 16 , and Upper shift key 17 .

By using R/B shift key 13 , cause the red adjustment "R" to shift to blue adjustment "B" and make sure that "B" is displayed on the screen.

In the same manner as in 3 above, cause the blue cross pattern to match with the green cross pattern.

After making adjustment, press the test mode on/off key 12 to cancel the convergence adjustment mode.

### STATIC CONVERGENCE ADJUSTMENT METHOD WITH REMOTE CONTROL



**Although Remote Control Buttons other than those specified below do not function even if pressed during Convergence Adjustment, do not press them during adjustment work so as to avoid causing malfunctioning.**



**Operate the Remote Control towards the PTV screen. If directed other than to the PTV screen, the Remote Control does not function.**

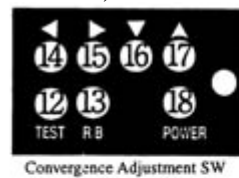
**BEFORE USING REMOTE CONTROL:**

First make sure that the main SW on the Projector's control panel is ON (the LED adjacent to the main SW is lit).

The Remote Control has 2 different types. Depending on the type, the Adjustment procedure is different.

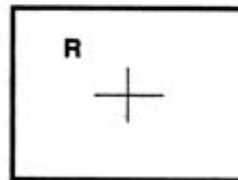
In case of REMOTE CONTROL (Part No. 200-5298):

For the Convergence Adjustment mode, press the test button. Ensure that "R" is displayed on the screen.



- ⑫ TEST Test mode on/off key
- ⑬ R/B R/B key
- ⑭ ◀ Left shift key
- ⑮ ▶ Right shift key
- ⑯ ▼ Lower shift key
- ⑰ ▲ Upper shift key
- ⑱ POWER Power button

Make adjustment so as to cause the red cross pattern to match with the green cross pattern.



When the red cross matches the green cross, the green cross turns yellow or white.

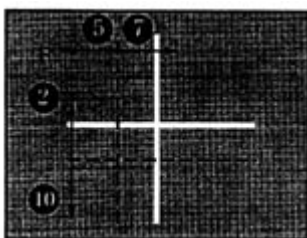
Use remote control buttons shown below to move the red cross as follows:

Button to the left.....5

to the right.....7

Upward.....2

Downward.....10



Use Remote Control button 6 to shift "R" to "B". Make sure that "B" is displayed on the screen. Each time Button 6 is pressed, red and blue adjustments are shifted.

In the same manner as in 2 above, cause the blue cross to match the green cross. When the blue cross matches the green cross, the green cross turns

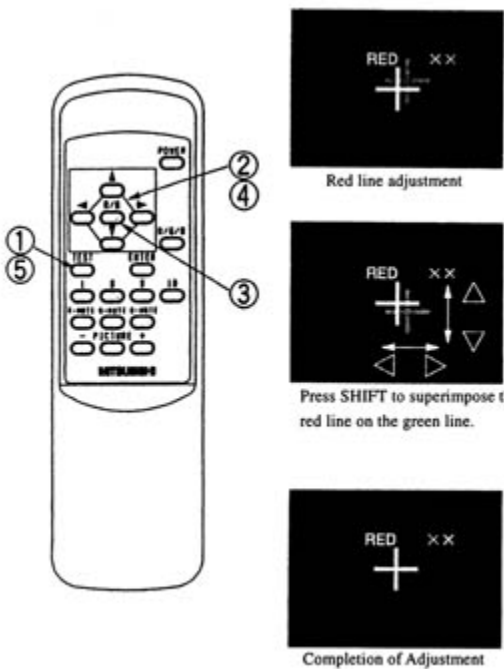
white.

After adjustment is made, press the test button to cancel the Convergence Adjustment mode.

\*When 2 minutes or more elapses in the Convergence mode screen without taking any action, the on-screen adjustment mode will disappear.

In case of REMOTE CONTROL (Part No. 200-5532):

Press the TEST KEY to have the red line adjustment screen appear.



Superimpose the red cross on the green cross at the center of the screen.

Move the red cross to the left, right, up, and down respectively with the corresponding buttons of the remote control.

When the red cross is superimposed on the green cross, the green cross turns into yellow or white.

Press the R/B Key to have the blue line adjustment screen appear. Each time R/B Key is pressed, the red line and blue line will be alternated.

In the manner similar to 2 above, press each key to superimpose the blue cross on the green cross. When it is superimposed, the cross in the center will become white.

Press the TEST KEY to exit from the adjustment mode.

During STATIC CONVERGENCE Adjustment Mode, if no action is taken within 5 minutes, the adjustment mode will be exited automatically.

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## 13 . REPLACEMENT OF FLUORESCENT LAMP AND LAMPS



**When performing the work, be sure to turn power off. Working with power on can cause an electric shock or short circuit accident.**

**The Fluorescent Lamp, when it gets hot, can cause burns. Be very careful when replacing the Fluorescent Lamp. To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Not using a step or using an unstable step can cause a violent falling down accidents.**

---

### 13 - 1 REPLACEMENT OF FLUORESCENT LAMP

Take off the 3 screws which secure the Holder on the upper part of Billboard.

Remove the Upper Mask which secure the billboard plate.

Remove the billboard plate. This will expose the Fluorescent light assembly.

Take out the burnt lamp from the cabinet and replace the fluorescent lamp (20W)

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### 14 . PERIODIC INSPECTION TABLE

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



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

Periodically once a year, request the place of contact herein stated or the Distributor, etc. where the product was purchased from, as regards the interior 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.

ITEMS	DESCRIPTION	PERIOD	REFERENCE
CONTROLLER	Cleaning	as required	
	Sight check	Weekly	6
	Check Sw	Monthly	6
COIN SELECTOR	Check COIN SW	Monthly	6
	COIN SELECTOR cleaning	Trimonthly	8
PROJECTOR	C.R.T. cleaning	Weekly	9
	Check adjustments	Monthly	3,6,9
GAME BD	Setting check	Monthly	6
INTERIOR	Cleaning	Annually	see above.
POWER PLUG	Inspection and cleaning	Annually	see above.
CABINET	Cleaning	As necessary	see below

SURFACE			
CABINET	Ensure that adjusters are in contact with the floor	As necessary	3

---

## CLEANING 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, benzene, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dust cloth.

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## 15. TROUBLE SHOOTING

Should trouble occur, first check connector connections.

PROBLEMS	CAUSE	COUNTERMEASURES
With Main SW ON, no activation	Power is not supplied.  Power Supply/Voltage is not correct.  AC Main fuse causes the power to be cut off due to momentary overload.	Plug in correctly.  Make sure that power supply/voltage is correct.  Check fuse. Remove the cause of overload and replace fuse.
PTV screen is blackened and no sound is emitted.	POWER SW is OFF.  Connections within the base are defective.	1.> Check to see if the POWER SW is ON.  2.> Check the BNC connector connections of the PTV TERMINAL BD and VPM BUFFER BD in CONTROL CABI.  3.> Check the Main Fuse.
PTV screen is all blue.	Irregular communications between each board.	1.> Check the communication cable connection between the Game BD and I/O BD.  2.> Turn the POWER SW back on again.
The color of the image on PTV screen is incorrect.	Connector connections are defective.	Check the connection for the RGB and SYNC connectors of the PTV TERMINAL BD and VPM BUFFER BD.
The image on PTV screen has color deviation.	Affected by magnetic field of installation location.	Make CONVERGENCE adjustment. (see section 9)
	Sound volume	

No sound is emitted.	adjustment is not appropriate. Sound BD and speaker are malfunctioning.	Adjust sound volume. (see section 6) Perform sound test to find and replace defective parts. (see section 6)
Controller operation is not satisfactory.	Due to environmental changes, etc., sighting became inappropriate. Micro switch malfunctioning. Sensor BD malfunctioning	Perform sighting adjustment in the TEST MODE. (see section 6) Replace the micro switch. (see section 7) Replace the Sensor BD. (see section 7)
The Fluorescent lamp does not light up.	The Fluorescent tube is burnt out.	Replace the Fluorescent tube. (see section 10)

### 15 - 1 REPLACEMENT OF FUSE



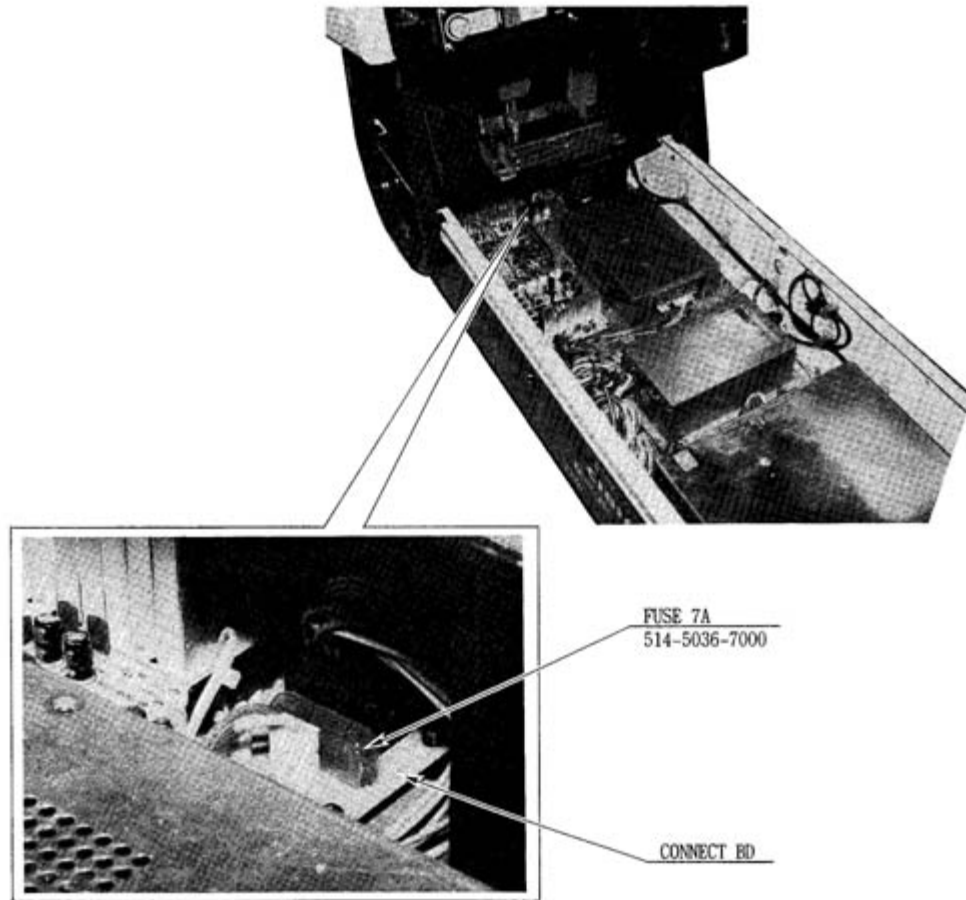
**In order to prevent an electric shock, be sure to turn power off before performing work by touching the interior parts of the product. Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.**



**After eliminating the cause of the blowing of fuse, replace the fuse.**

**Depending on the cause of the fuse blowing, using the fuse as is blown can cause generation of heat resulting in fire.**

(1.) Turn off the AC Unit's Main SW.



(2.) Unplug from the Plug Socket.

(3.) Remove the 2 truss screws, unlock with the Master Key, and remove the Back Door from the rear part of the Front Cabi.

(4.) Two types of fuse are on the Power Supply Unit.



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## 16. GAME BOARD



**In order to prevent an electrical shock, be sure to turn power off before performing work by touching the interior parts of the product.**

**IMPORTANT!** Be careful so as not to damage wirings. Damaged wiring can cause an electric shock or short circuit accident.

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

---

### 16 - 1 REMOVING THE IC BOARD

The IC board such as Game BD, etc., is on the Rear side of the Front Cabi.

Take out the 2 Truss screws, unlock with the Master Key, and remove the Back Door from the rear part of the Front Cabinet.

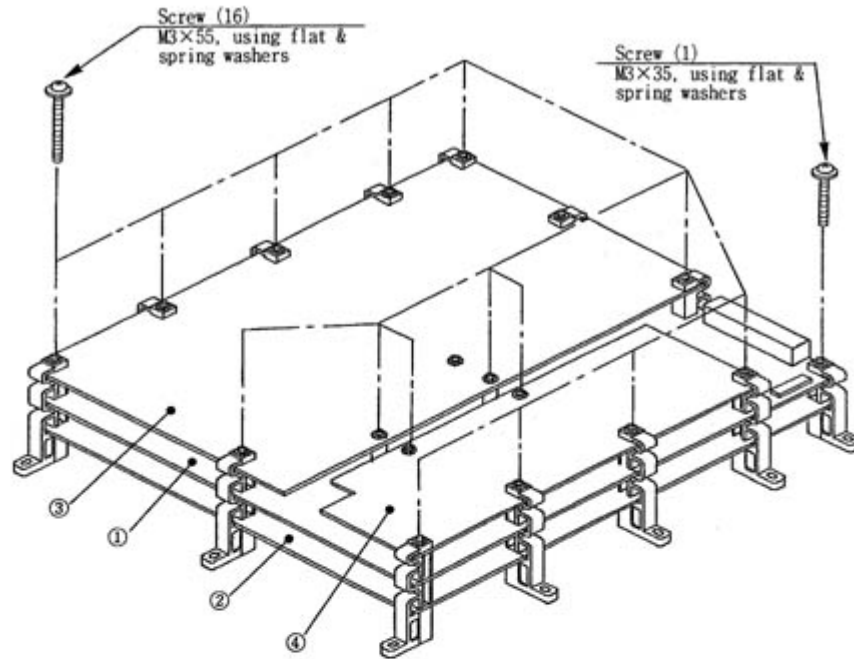
Take out the 3 screws, unlock with the Master Key, and remove the Back Door from the rear part of the Front Cabinet.

---

### 16 - 2 COMPOSITION OF GAME BOARD

**(1) GAME BD SRT DX**

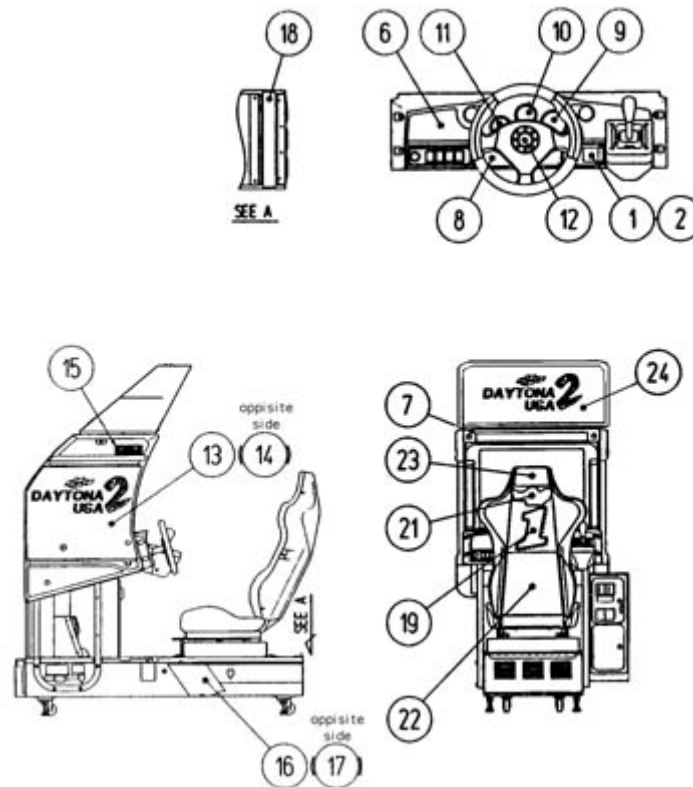
(833-13371)



No.	PART No.	DESCRIPTION
①	837-12715-91	MODEL3 STEP2 CPU BOARD
②	837-12716-91	MODEL3 STEP2 VIDEO BOARD
	837-13368	MODEL3 STEP2.1 VIDEO BD
③	834-13428	ROM BD DAYTONA USA2
④	837-11861-91	MODEL3 COMM BD COM
⑤	837-13507-COM	PFSB SEC BD DUT COM

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## 17. DESIGN RELATED PARTS



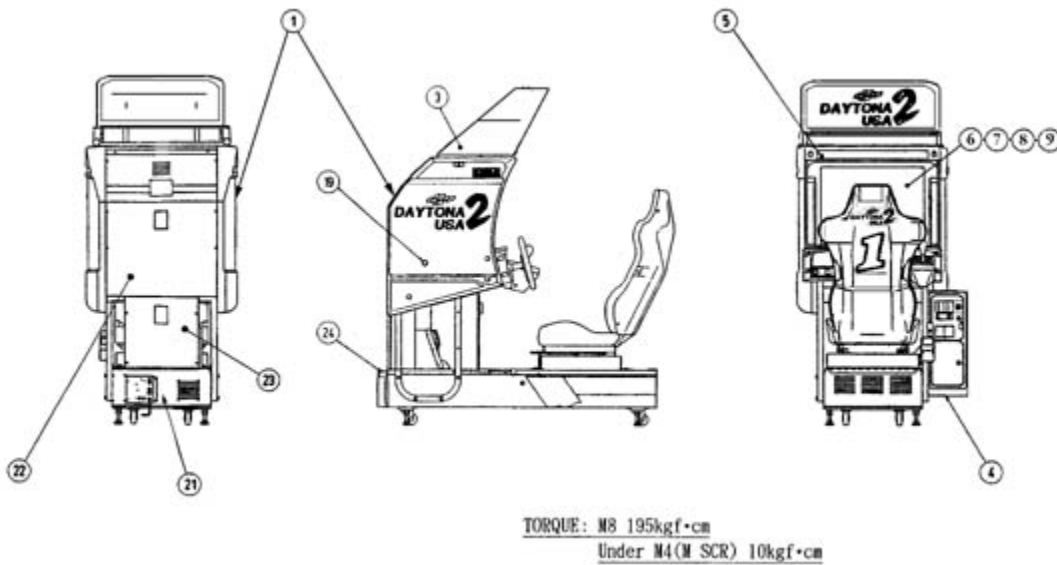
ITEM NO.	PART NO.	DESCRIPTION
1	DYN-0011	DENOMI PLATE W/O ORIGINAL
2	421-7308~	DENOMINATION SHEET 1 GAME
6	422-0660-01	PLAY INSTR SH DUT TWIN ENG
7	422-0661-01	SUB INSTR SH DUT TWIN ENG
8	SPG-1201-	METER PANEL

	E	
9	DYN-1214-C	DESIGN PL TACO MTR TWIN
10	DYN-1214-D	DESIGN PL OIL METER TWIN
11	DYN-1214-E	DESIGN PL WATER MTR TWIN
12	SPG-2002	STEERING EMBLEM
13	DUT1-1031-B	STICKER SIDE L
14	DUT1-1046-B	STICKER SIDE R
15	421-9749-03	STICKER LOGO SEGA LUMI YELLOW
16	DUT1-1501-A	STICKER BASE L
17	DUT1-1501-B	STICKER BASE R
18	*NOT USED*	*NOT AVAILABLE*
19	DUT0-1601-A	STICKER CAR NO.1
21	DUT0-2201-C	STICKER DAYTONA USA 2
22	DUT0-2201-D	STICKER LOWER
23	DUT0-2201-E	STICKER UPPER
24	999-0704	BILLBOARD PLATE

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### 18. PARTS LIST

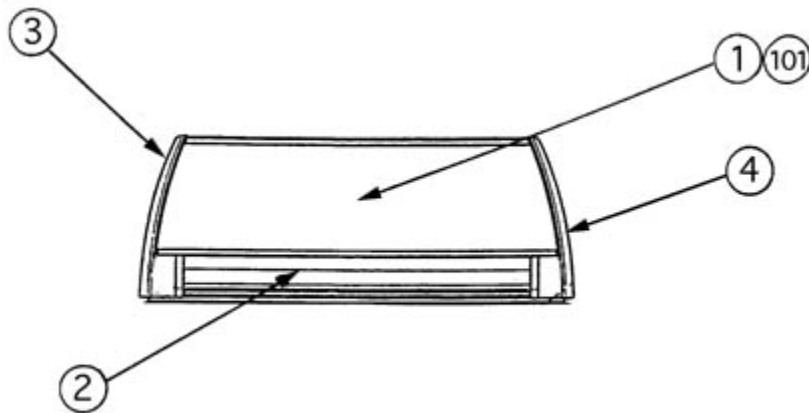
#### TOP ASSY DAYTONA USA STD



ITEM NO.	PART NO.	DESCRIPTION
1	DUT1-100001	ASSY COCKPIT 1P
3	999-0706	ASSY BILLBOARD
4	SPG-0300	ASSY COIN CHUTE TOWER
5	422-0661-01	SUB INSTR SH DUT TWIN ENG
19	DUT-0001	BLIND CAP
21	SPG-0006	AC COVER
22	INY-0004	BACK LID INY
23	DYN-0008	BACK LID B
24	DYN-0009	HOLE LID

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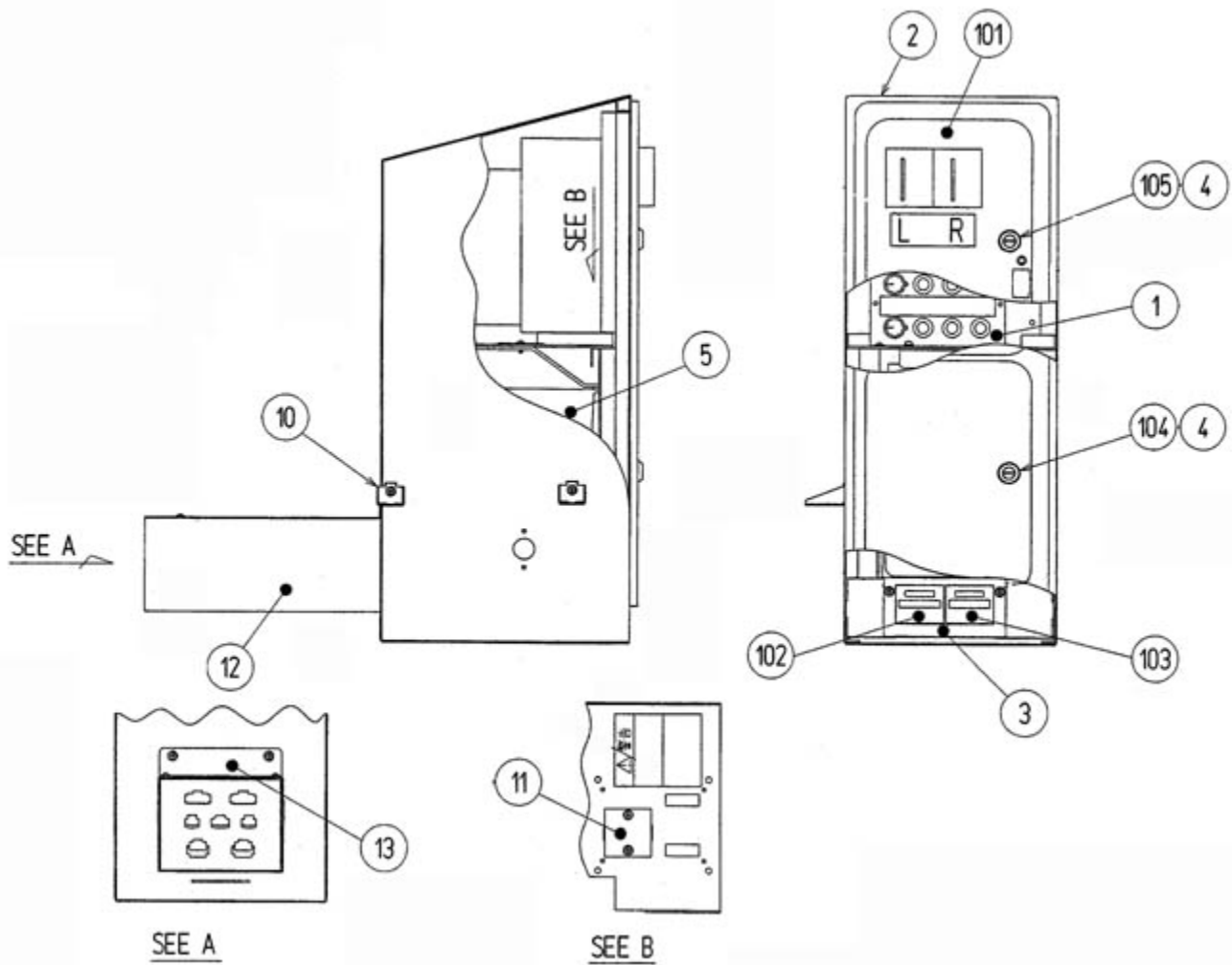
ASSY BILLBOARD (999-0706)



ITEM NO.	PART NO.	DESCRIPTION
1	999-0704	BILLBOARD PLATE
2	999-0715	LOWER PLEX DUT2 STD
3	999-0710	MARQUEE CAP LEFT
4	999-0712	MARQUEE CAP RIGHT
101	LOCAL PURCHASE	ASSY FL 20W EX W/CONN HIGH S

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ASSY COIN CHUTE TOWER (DUT-0300)



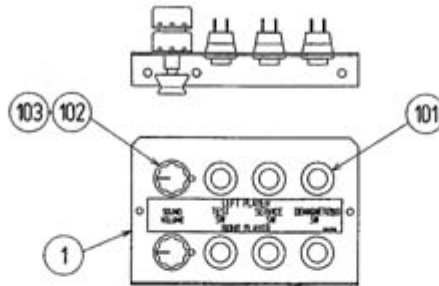
ITEM NO.	PART NO.	DESCRIPTION
1	SPG-0350	SW UNIT
2	SPG-0301	COIN CHUTE TOWER
3	DYN-0302Y	COIN METER BRKT
4	DP-1167	TNG LKG

5	BOX-CASH	CASH BOX
10	DYN-0305	TOWER BRKT
11	105-5202	HOLE COVER
12	SPG-0302	WIRE BOX
13	SPG-0303	WIRE BOX LID
101	220-5237-92	ASSY C.C.DOOR 2DR
102	220-5412	MAG CNTR W/CONN
103	220-5412-01	MAG CNTR W/CONN BLACK
104	220-5574	CAM LOCK W/KEYS
105	220-5575	CAM LOCK MASTER W/O KEY

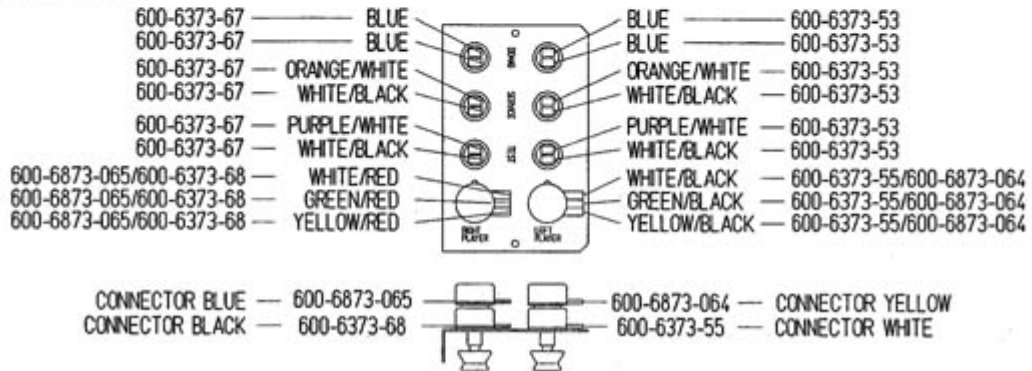


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SW UNIT (SPG-0350)



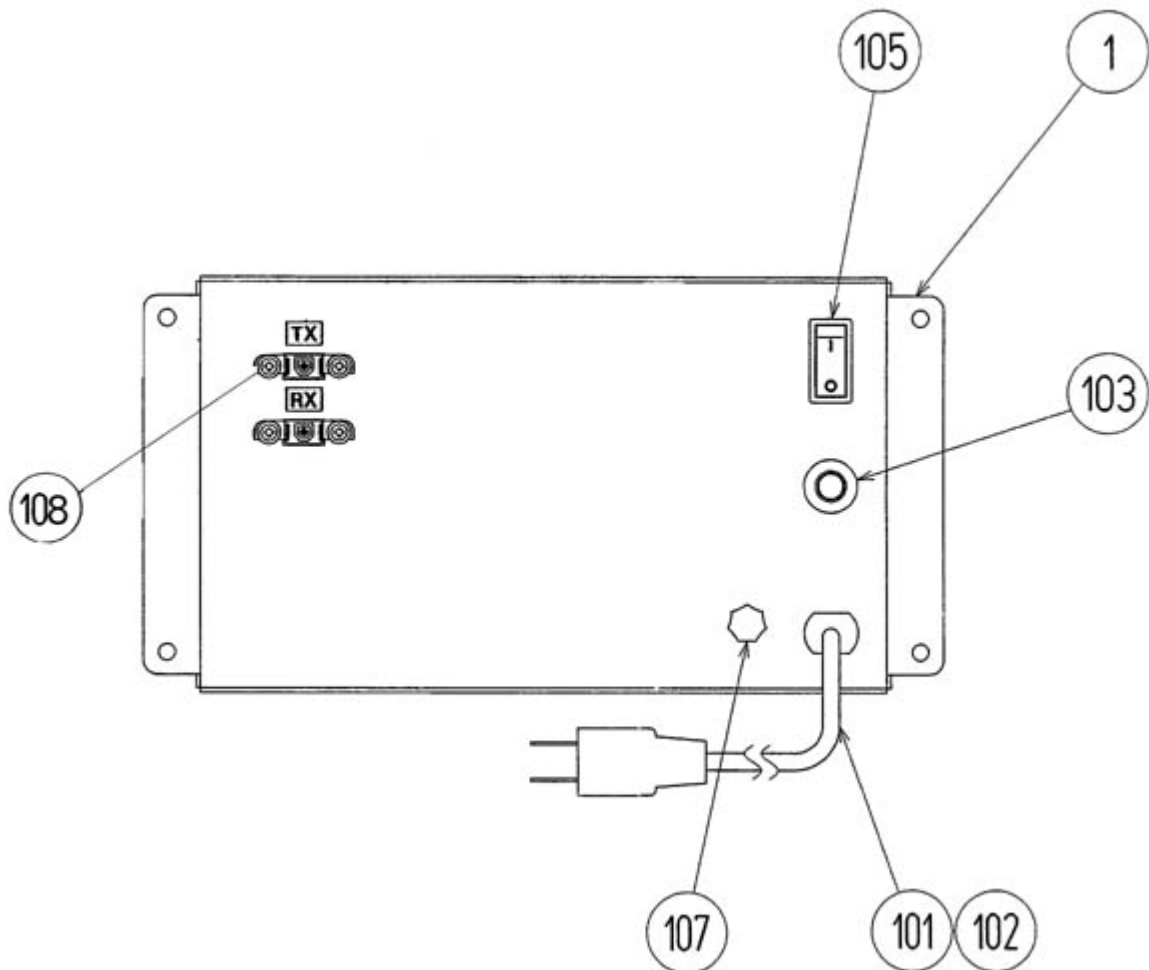
Wire Adjustment



ITEM NO.	PART NO.	DESCRIPTION
1	SPG-0351	SWITCH BRKT
101	509-5028	SW PB 1M
102	220-5179	VOL CONT B-5K OHM
103	601-0042	KNOB 22MM

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### AC UNIT (DUT-0400)

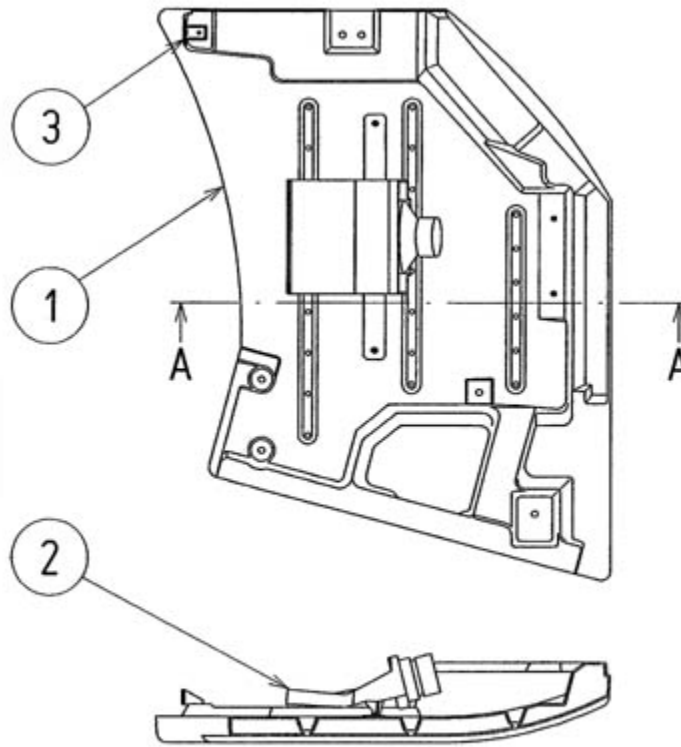


ITEM NO.	PART NO.	DESCRIPTION
1	DUT-0401	AC BRKT
101	600-5843-25	CA&PLUG ASSY 15A W/F- L=2.5M
102	280-5134-6N34	BUSHING STRAIN RELIEF

103	LOCAL PURCHASE	10 A SLO (FUSE)
105	509-5453-91-V-B	SW ROCKER J8 V-B
107	280-0417	TERMINAL BINDING POST BLCK
108	211-5479-01	CONN OPT JOINT

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ASSY MONITOR COVER L 1P (DUT0-1030)  
 ASSY MONITOR COVER R 1P (DUT0-1045)



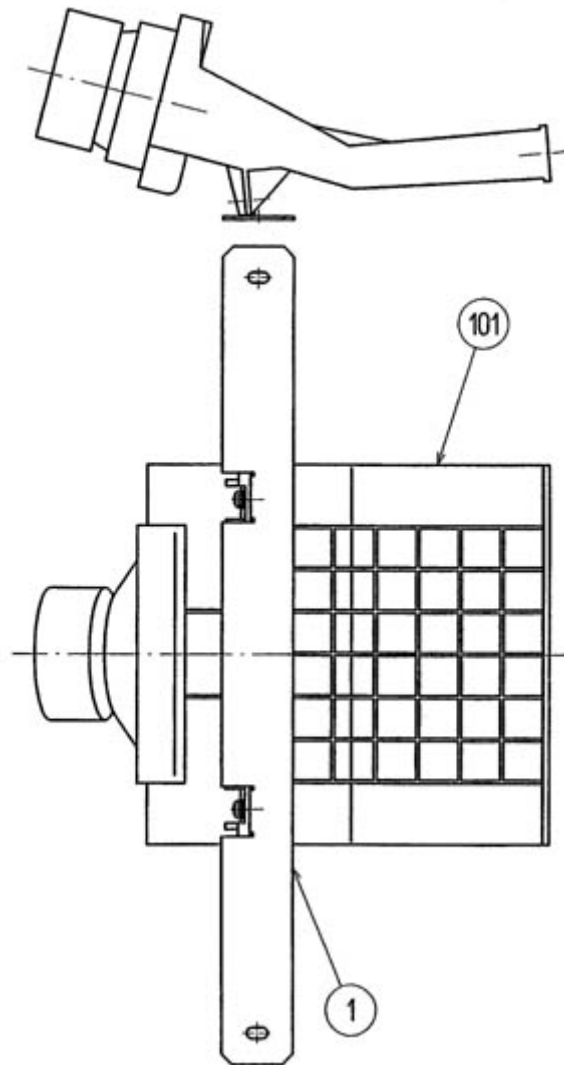
SECTION A-A

ITEM NO.	PART NO.	DESCRIPTION
1	DUT1-1031	COVER PANEL L 1P
	DUT1-1046-01	COVER PANEL R 1P EXP

2	SPG-1100	ASSY SPEAKER
3	DYN-1032	MASK BRKT

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ASSY SPEAKER (SPG-1100)

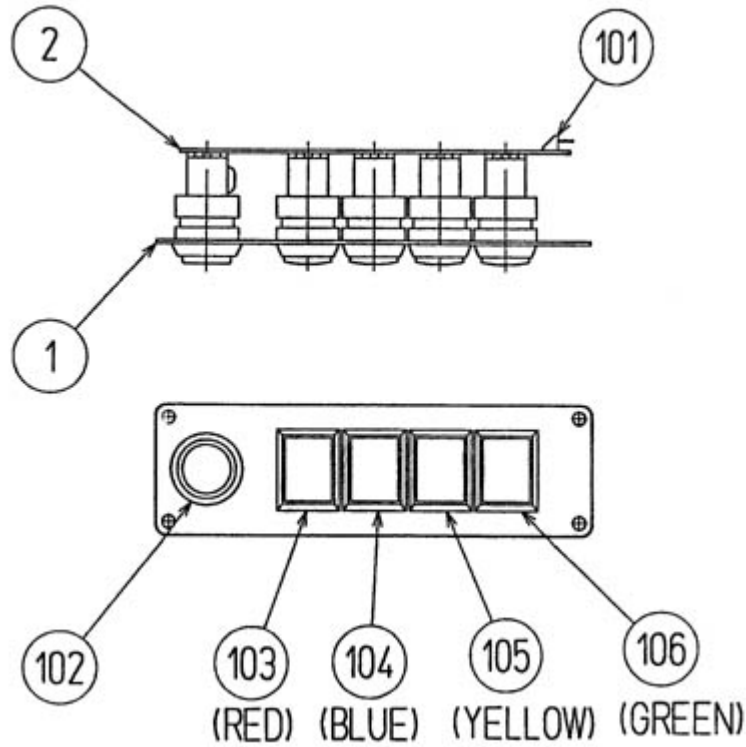


ITEM NO.	PART NO.	DESCRIPTION
1	INY-1701	SPEAKER BRKT
		SPKR BOX MINI DOME

101	130-5152	12W
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ASSY VIRTUAL BUTTON TWIN (DYN-1290)

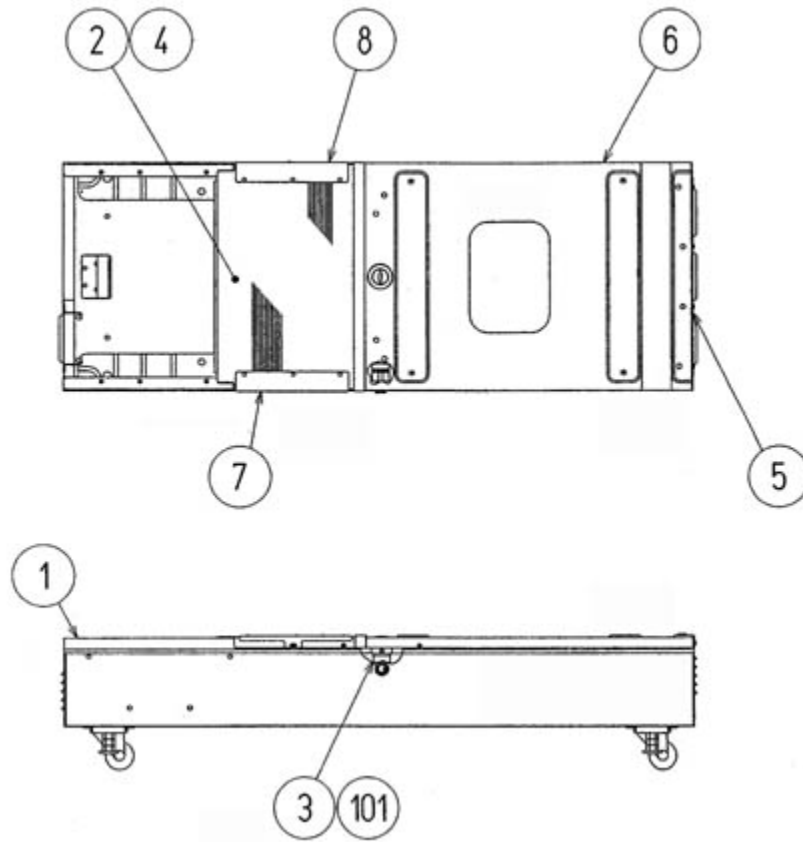


ITEM NO.	PART NO.	DESCRIPTION
1	DYN-1291	VR BUTTON BRKT
2	171-6478B	PC BD LIGHTING SWx5
101	212-5205-12	CONN JST M 12P RTA
102	509-5560-Y	PB SW W/L 6V 1L Y
103	509-5561-R	PB SW W/L 6V 5L R
104	509-5561-S	PB SW W/L 6V 5L S
105	509-5561-Y	PB SW W/L 6V 5L Y
106	509-5561-G	PB-SW W/L 6V 5L G



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ASSY BASE BOX (DUT-1500)

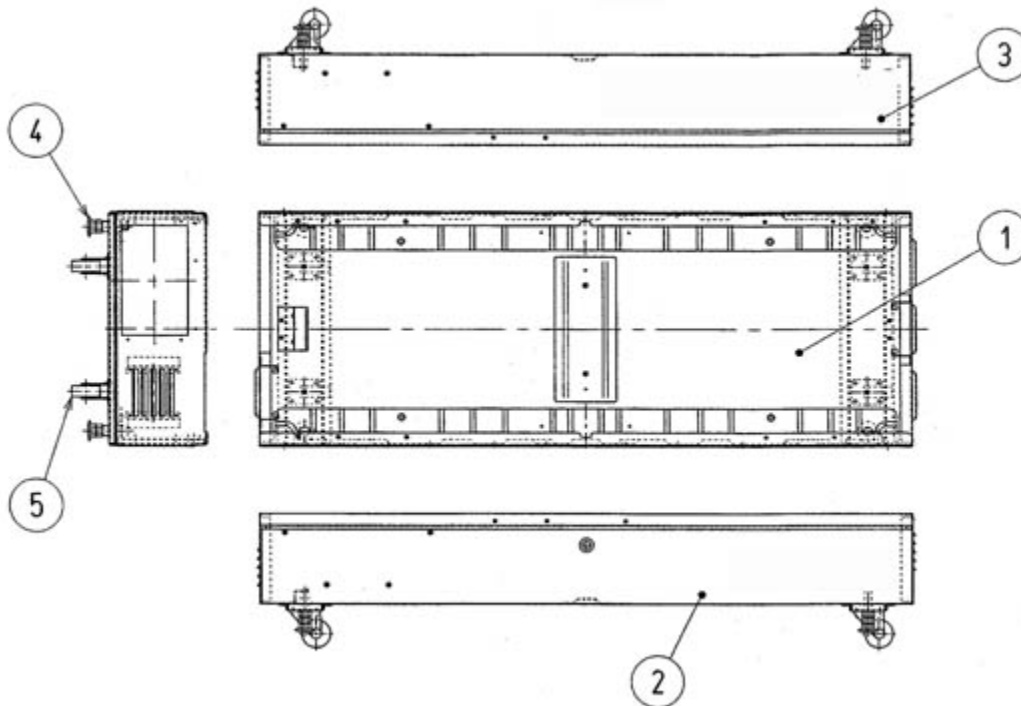


ITEM NO.	PART NO.	DESCRIPTION
1	DUT-1501	MAIN BASE
2	DYN-2003	BASE LID F
3	DYN-2004	LOCK TNG
4	DYN-2005X	FLOOR MAT
5	DYN-2006	HINGE 480
6	DUT-1510	ASSY BASE LID R

7	DYN-2007X	LID EDGE L
8	DYN-2009X	LID EDGE R
101	220-5575	CAM LOCK MASTER W/O KEY

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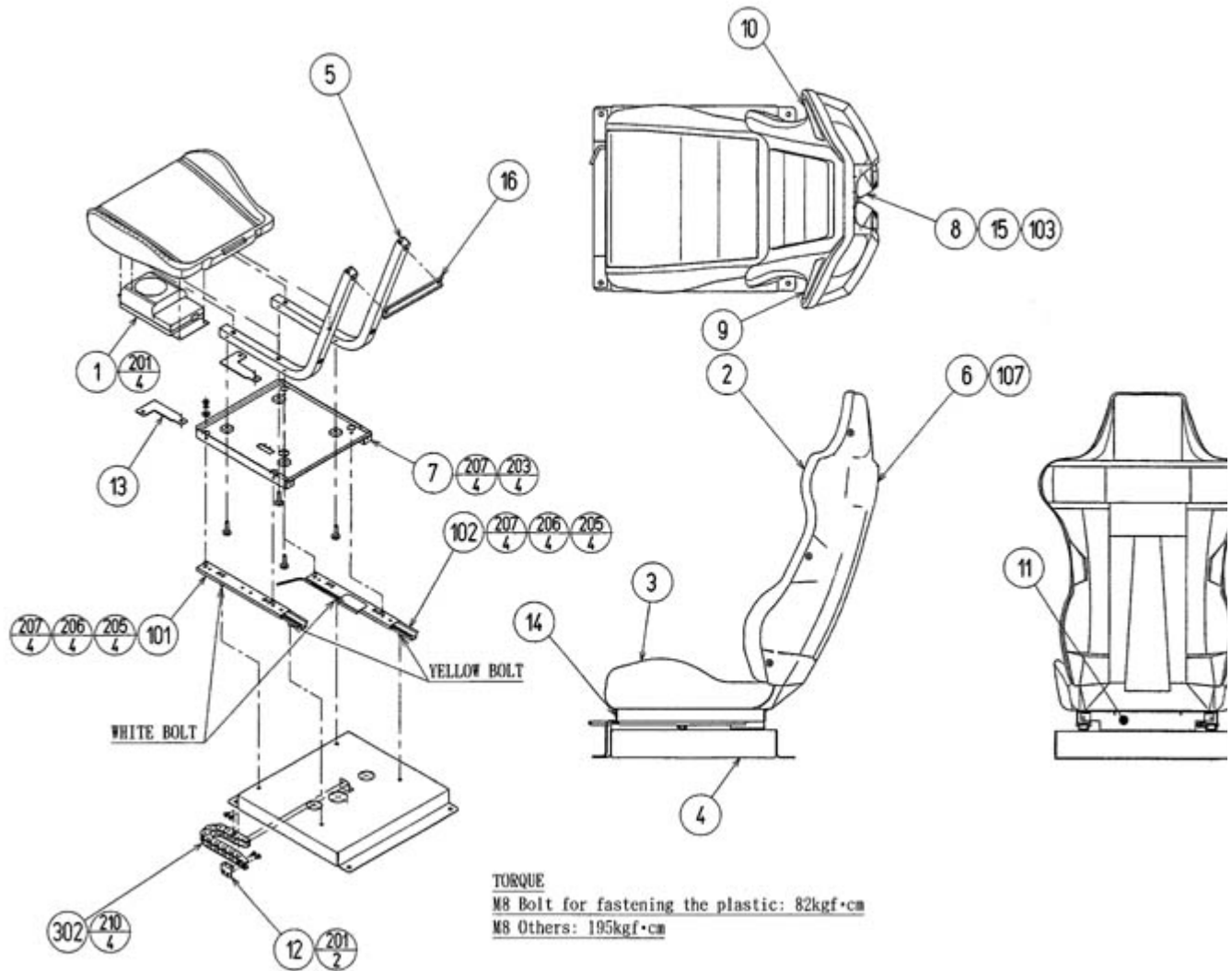
MAIN BASE (DUT1-1501)



ITEM NO.	PART NO.	DESCRIPTION
1	DYN-2002X	MAIN BASE BLANK
2	DUT-1501-A	STICKER BASE L
3	DUT-1501-B	STICKER BASE R
4	999-0167	LEG LEVELER 1/2x13x3
5	999-0169	CASTER 2 1/2"

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ASSY SEAT TWIN 1P (DUT-1600)

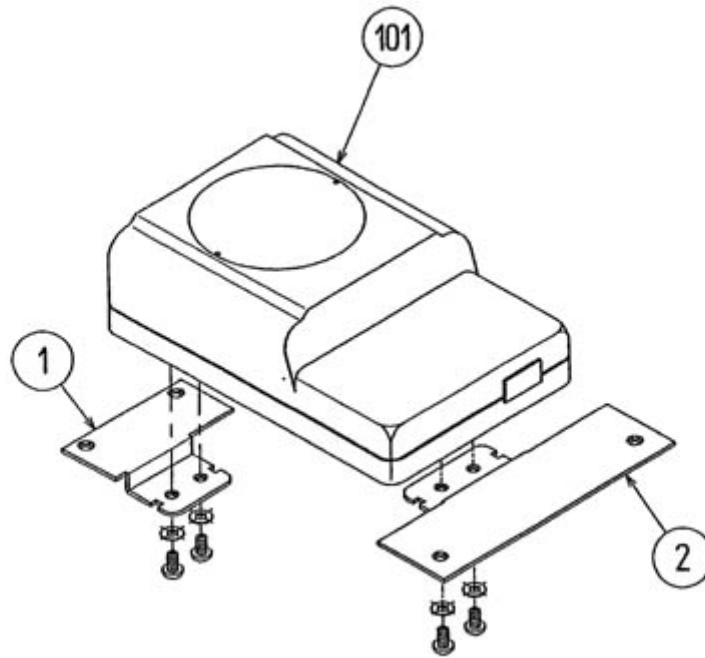


ITEM NO.	PART NO.	DESCRIPTION
1	STC-1650	ASSY WOOFER
2	DUT-2202	UPPER SEAT
3	DUT-2203	LOWER SEAT
4	STC-2201	SEAT BASE
5	STC-1604	SEAT FRAME

6	DUT-1601	SEAT REAR COVER 1P
7	STC-1606	SEAT MOUNT TRAY
8	STC-1607	SP MOUNT BRKT
9	STC-1608	SPEAKER NET L
10	STC-1609	SPEAKER NET R
11	STC-1610	SAFETY GUARD
12	STC-1611	CABLE BEAR BRKT
13	STC-1612	PROTECT RUBBER
14	STC-1613	SAFETY GUARD F
15	INY-1302-B	MASK CUSHION SIDE
17	SRT-2200	ASSY HANDLE BRAKE
101	601-9059	SEAT RAIL L
102	601-9060	SEAT RAIL R
103	130-5159	GULL BOX SPEAKER 8 OHM 5W
107	280-5297	SCRIVET 8 1K31
201	000-P00410-W	M SCR PH W/FS M4X10
203	030-000816-S	HEX BLT W/S M8X16
205	050-H00800	HEX NUT M8
206	060-S00800	SPR WSHR M8
207	068-852216	FLT WSHR 8.5-22x1.6
210	000-T00516-0B	M SCR TH BLK M6x16

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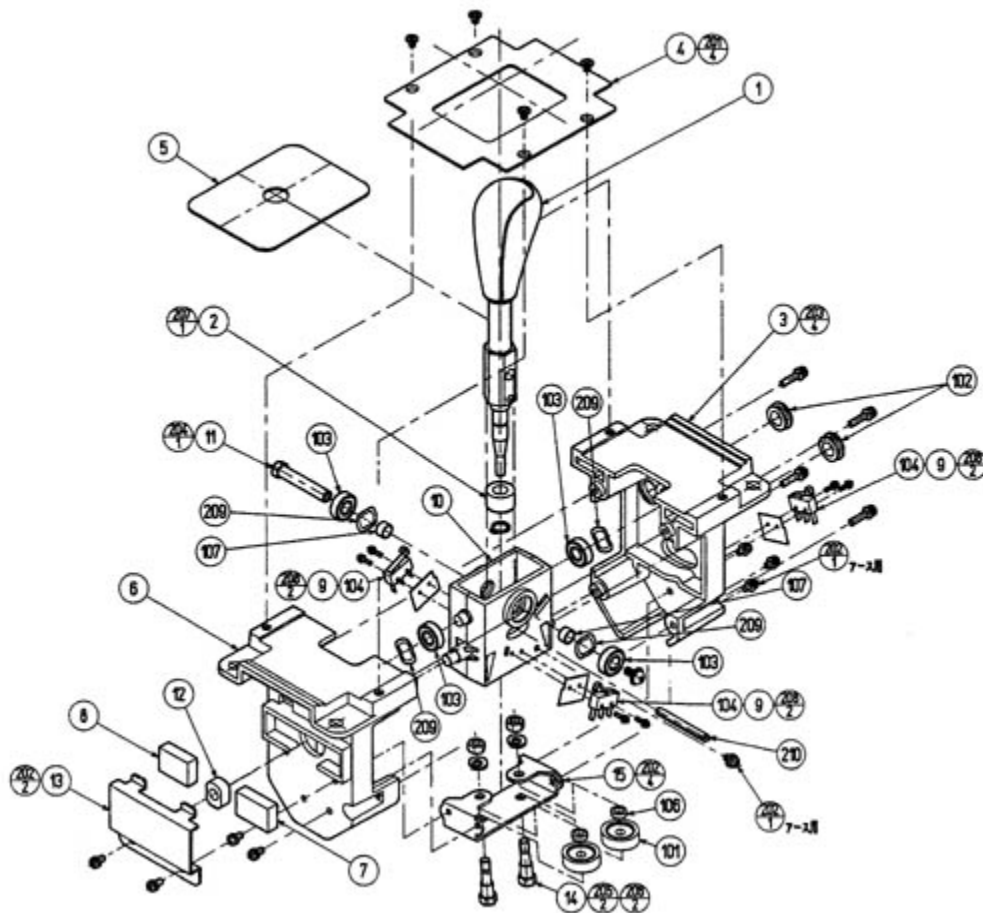
ASSY WOOFER (STC-1650)



ITEM NO.	PART NO.	DESCRIPTION
1	STC-1651	WOOFER BRKT F
2	STC-1652	WOOFER BRKT R
101	130-5160	SUB WOOFER 4 OHM 30W

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ASSY 4 SPEED SHIFTER (SPG-2150)



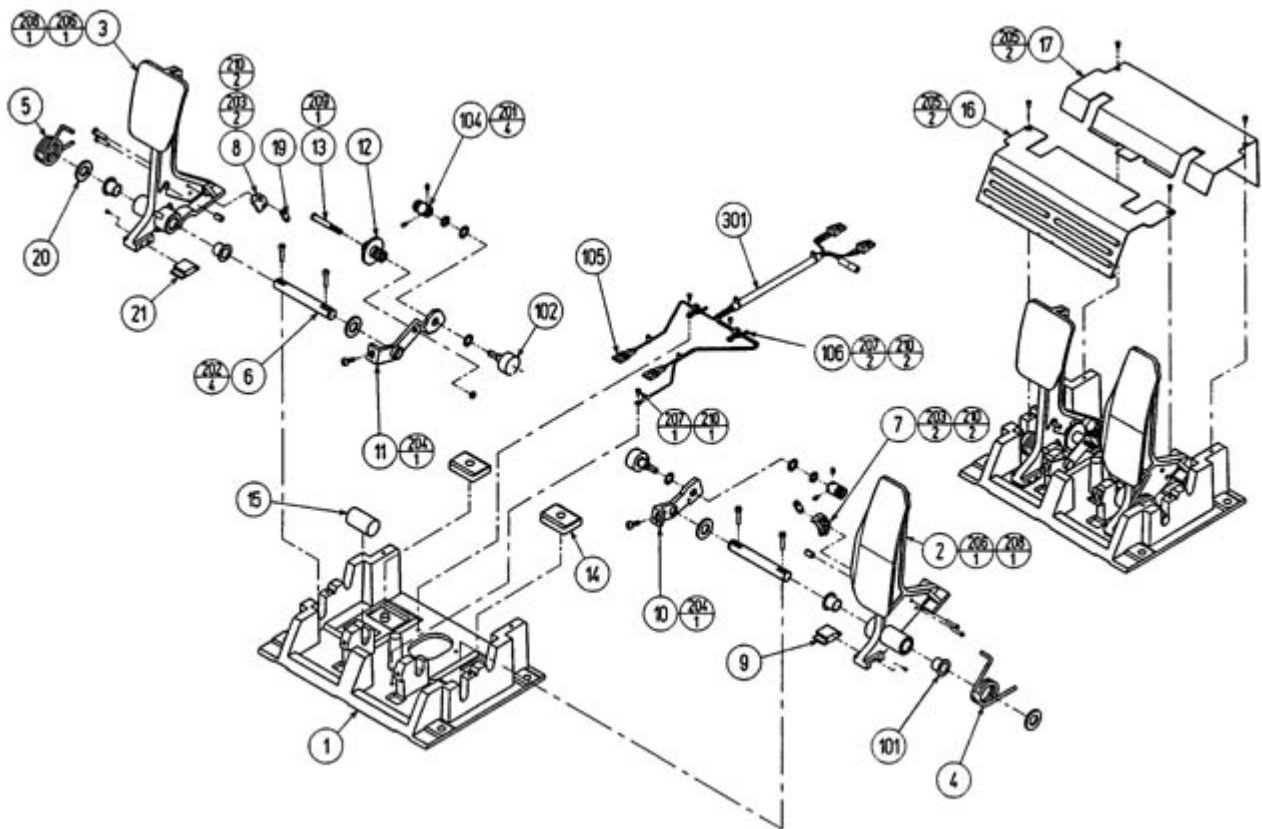
ITEM NO.	PART NO.	DESCRIPTION
1	SPG-2151	SHIFT KNOB
2	SPG-2152	STOPPER RUBBER
3	SPG-2153	FRONT BASE
4	SPG-2154	SLIDE COVER
5	SPG-2155	SLIDE PLATE

6	SPG-2156	REAR BASE
7	SPG-2157	RUBBER BLOCK 45
8	SPG-2158	RUBBER BLOCK 65
9	SPG-2159	INSULATOR SHEET
10	SPG-2160	SHAFT CASE
11	SPG-2161	SHAFT BLOCK
12	SPG-2162	CENTERING BLOCK
13	SPG-2163	RUBBER CASE
14	SPG-2164	ROLLER BOLT
15	SPG-2165	ROLLER SUPPORT
101	100-5252	BEARING ROLLER 25
102	100-5193	GROMMET 11
103	100-5170	BEARING 8
104	509-5636	SW MICRO TYPE SS- 5GL2T
105	601-0460	PLASTIC TIE BELT 100mm
106	280-5306	SPACER FAI 6x30
107	280-5307	SPACER FAI 8x55
201	000-F00406	M SCR FH M4x6
202	000-P00410-W	M SCR PH W/FS M4x10
203	000-P00420-W	M SCR PH W/FS M4x20
204	000-P00508-W	M SCR PH W/FS M5x8
205	050-H00600	HEX NUT M6
206	060-S00600	SPR WSHR M6
207	065-S010S0-Z	STP RING BLK OZ S10
208	FAS-000033	M SCR PH W/FS M2.3x12
209	FAS-650008	WAVE WSHR 12.7- 18.1x2.5
210	FAS-450006	SPR PIN WAVE STN 5x45



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ASSY ACCEL & BRAKE (SPG-2200)

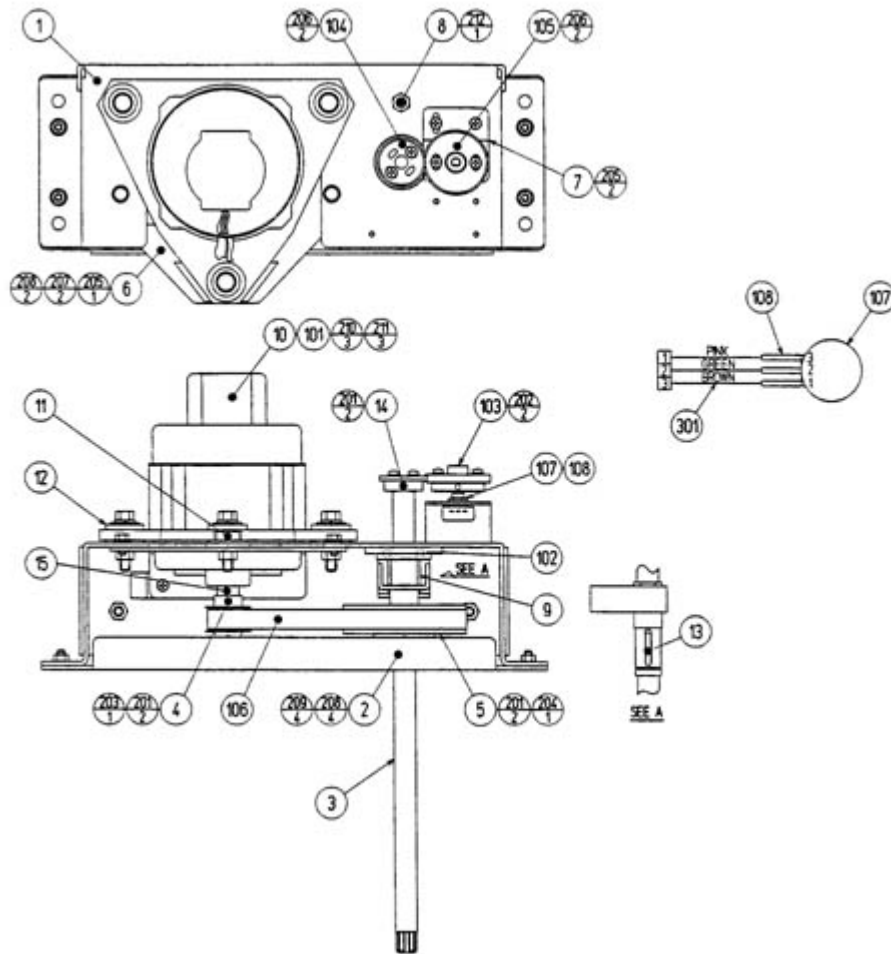


ITEM NO.	PART NO.	DESCRIPTION
1	SPG-2201	BASE
2	SPG-2202	ACCEL PEDAL
3	SPG-2203	BRAKE PEDAL
4	SPG-2204	ACCEL SPRING
5	SPG-2205	BRAKE SPRING
6	SPG-2206	SHAFT
7	SPG-2207	ACCEL GEAR

8	SPG-2208	BRAKE GEAR
9	SPG-2209	NEUTRAL STOPPER
10	SPG-2210	VR PLATE ACCEL
11	SPG-2211	VR PLATE BRAKE
12	SPG-2212	AMPL GEAR
13	SPG-2213	GEAR SHAFT
14	SPG-2214	STOPPER
15	SPG-2215	RUBBER CUSHION
16	SPG-2216	COVER
17	SPG-2217	VR COVER
19	SPG-2219	GEAR STAY
20	SPG-2220	WSHR
21	SPG-2221	NEUTRAL STOPPER D
101	100-5263	BEARING 12
102	220-5484	VOL CONT B-5K OHM
104	601-7944	GEAR 15
105	310-5029-F15	SUMI TUBE F F 15mm
106	280-0419	HARNESS LUG
201	028-A00304-P	SET SCR HEX SKT CUP P M3x4
202	020-000520-0Z	HEX SKT H CAP SCR BLK M5x4
203	000-P00420	M SCR PH M4x20
204	000-P00508-W	M SCR PH W/FS M5x8
205	000-T00408-0C	M SCR TH CRM M4x8
206	FAS-450005	SPR PIN BLK 0Z 6x10
207	000-P00405	M SCR PH 4x5
208	FAS-000001	M SCR TH CRM M3x6
209	050-H00500	HEX NUT M5
210	060-F00400	FLT WSHR M4

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ASSY HANDLE MECHA (SPG-2500)



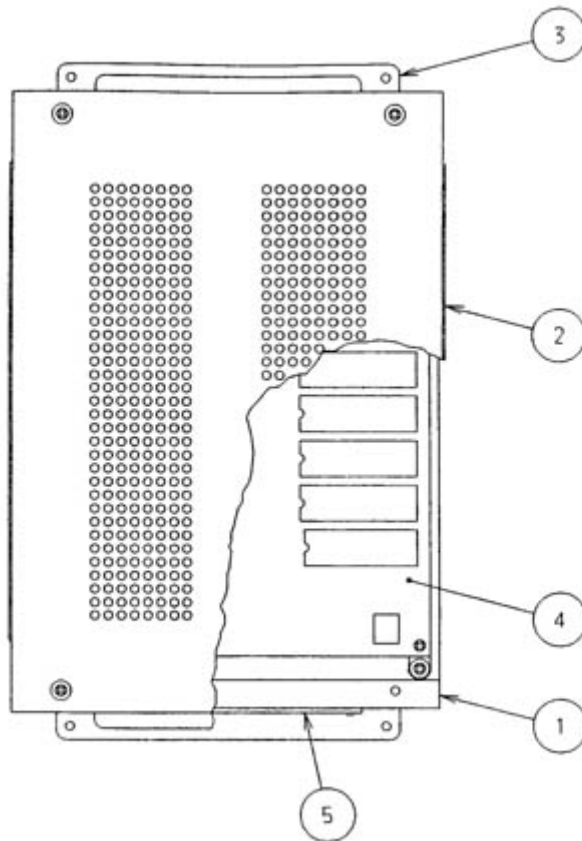
ITEM NO.	PART NO.	DESCRIPTION
1	SPG-2501	HANDLE BASE
2	SPG-2502	BASE LID

3	SPG-2503	STEERING 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 4x4x40
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	350-5448-91	SERVO MOTOR 500W SPG
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	SUMI TUBE F F20mm
201	028-A00408- P	SET SCR HEX SKT CUP P M4x8
202	028-A00308- P	SET SCR HEX SKT CUP P M3x8
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 M4x8
206	000-P00412- W	M SCR PH W/FS M4x12
207	030-000612- S	HEX BLT W/S M6x12
208	060-F00600	FLT WSHR M6
209	050-U00600	U NUT M6
210	030-000840- S	HEX BLT W/S M8x40

211	068-852216	FLT WSHR 8.5-22x1.6
212	050-U00800	U NUT M8

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ASSY SOUND BD (DUT-4150)

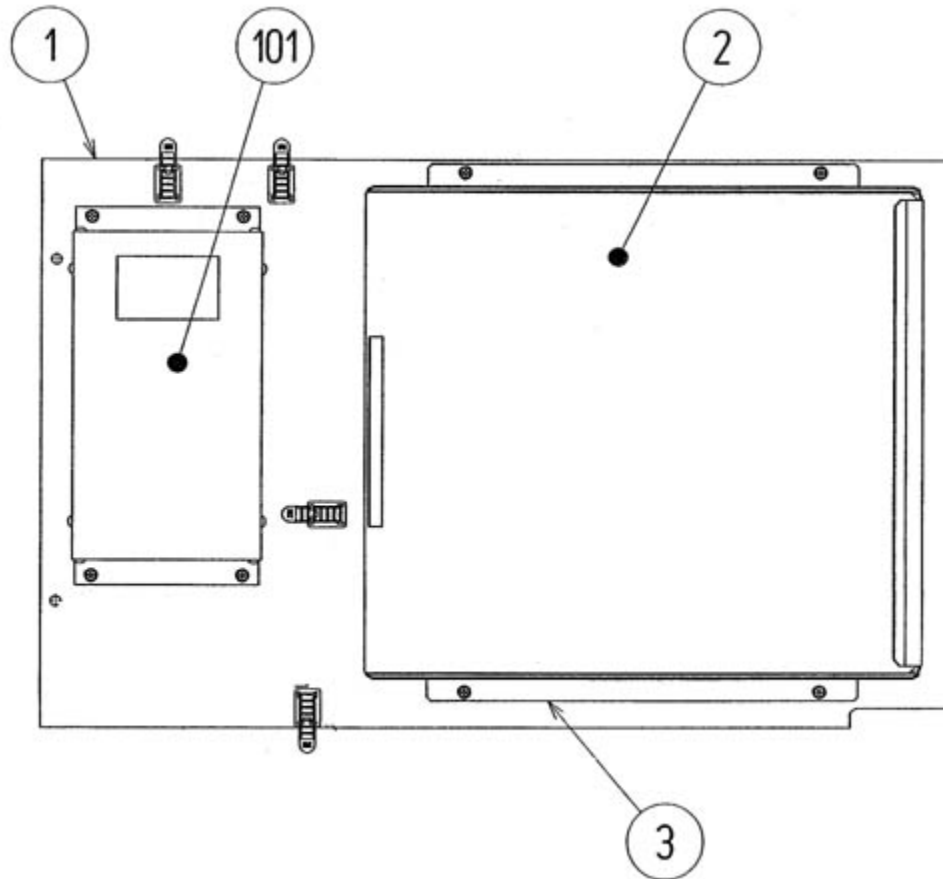


ITEM NO.	PART NO.	DESCRIPTION
1	105-5315	SHIELD CASE MPEG
2	105-5316	SHIELD CASE LID MPEG
3	105-5317	SHIELD CASE BRKT MPEG
	837-	SOUND BD DAYTONA

4	13429	USA 2
5	839-1021	FLT BD DIGITAL SOUND

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ASSY MAIN BD BASE(DUTS-4400)

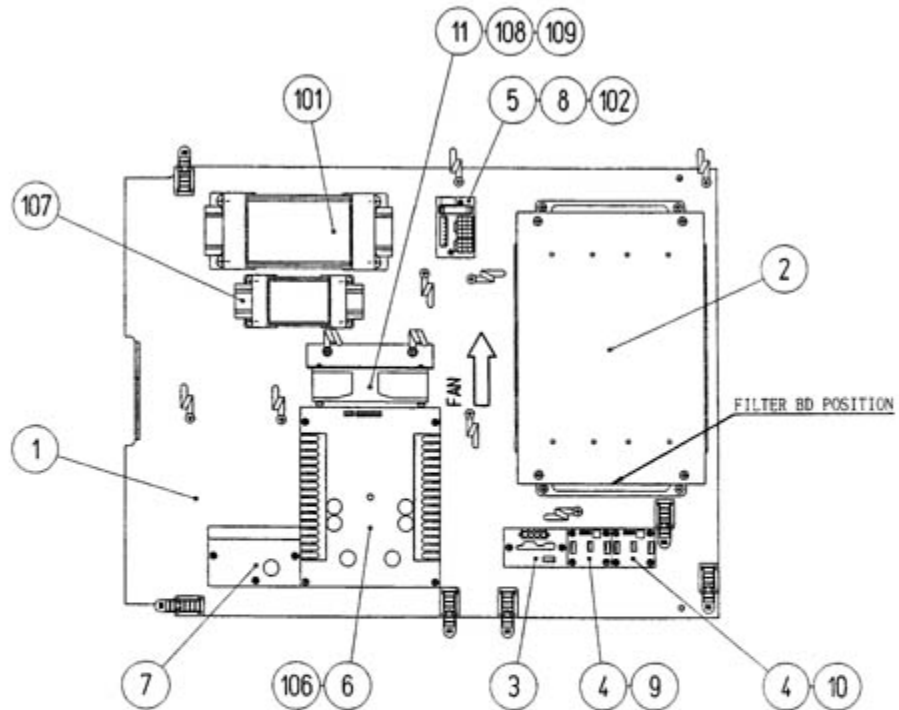


ITEM NO.	PART NO.	DESCRIPTION
1	SRT-4401	WOODEN BASE
2	DUT-4600	ASSY SHIELD CASE
3	105-5241	SHIELD CASE BRKT
101	400-5330-02-91	SW REGU FOR MODEL 3
	400-5330-03	SW REGU FRO MODEL 3



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ASSY ELEC BASE (DUT-4500)



⑥ 838-13475 JUMPER SETTING

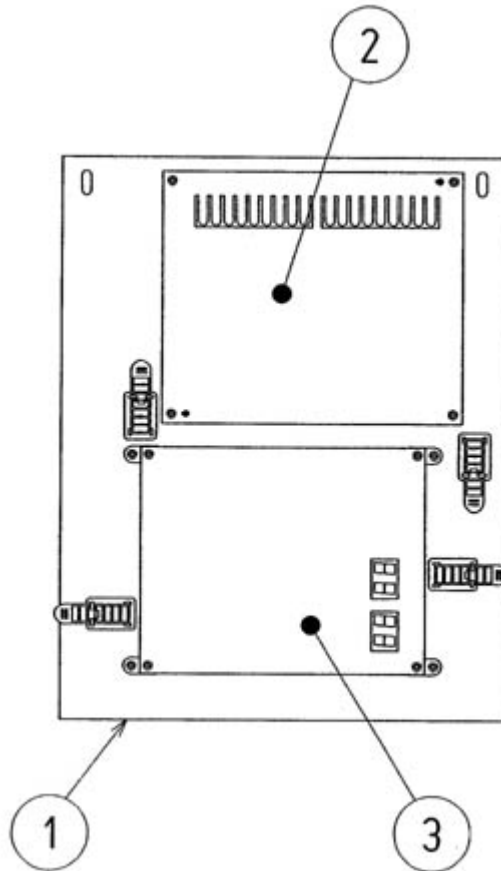
P1		P2	
1-20	OFF	6-15	OFF
2-19	OFF	7-14	OFF
3-18	OFF	8-13	OFF
4-17	OFF	9-12	OFF
5-16	OFF	10-11	ON
1-8	OFF		
2-7	ON		
3-6	OFF		
4-5	OFF		

ITEM NO.	PART NO.	DESCRIPTION
1	DUT-4501	WOODEN BASE ELEC
2	DUT-4150	ASSY SOUND BD
3	839-0718-01	4A DC SSR BD CONN BROWN
4	839-0542	AUDIO MIX BD

5	838-11856-01-UL	CONNECT BD W/FUSE & COVER UL
6	838-13475	PWR AMP 4CH & MIXER
7	838-11651-91	LOWPASS AMP
11	BY-4102	FAN MOTOR BRACKET
101	560-5393	XFMR 200-240V 100V 8Ax2 WB
102	LOCAL PURCHASE	7A slo FUSE
106	211-5305	C JMPR SCKT
107	560-5394	XFMR 100V 14V10.5A WB
108	260-0011-02	AXIAL FLOW FAN AC 100V 50-60 Hz
109	601-8543	FAN GAURD

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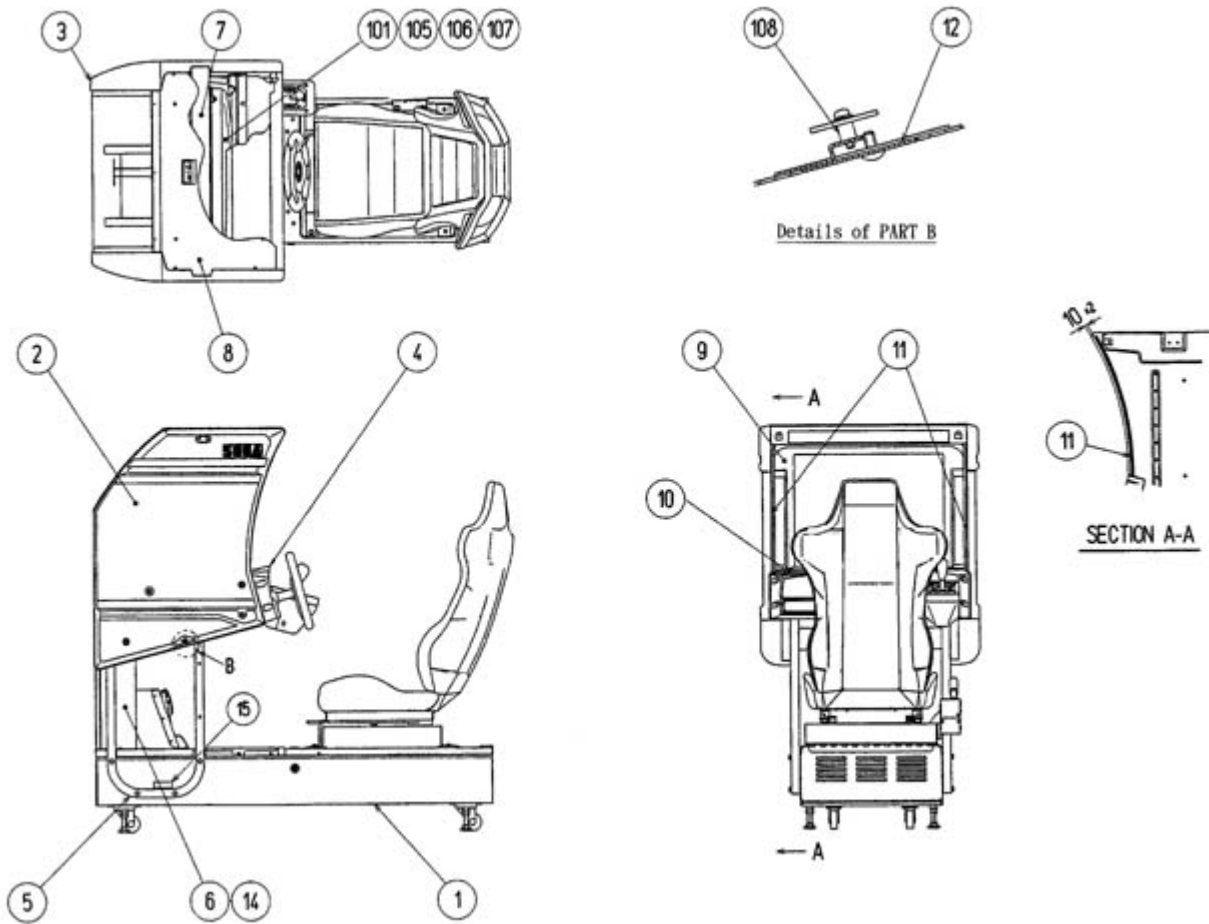
ASSY DRIVE BD (DUT-4550)



ITEM NO.	PART NO.	DESCRIPTION
1	SRT-4551	WOODEN BASE DRIVE TWIN
2	838-12912-01	SERVO MOTOR DRIVE BD NEW
3	838-13481	DRIVE BD DUT

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ASSY COCKPIT 1P (DUT-10001)

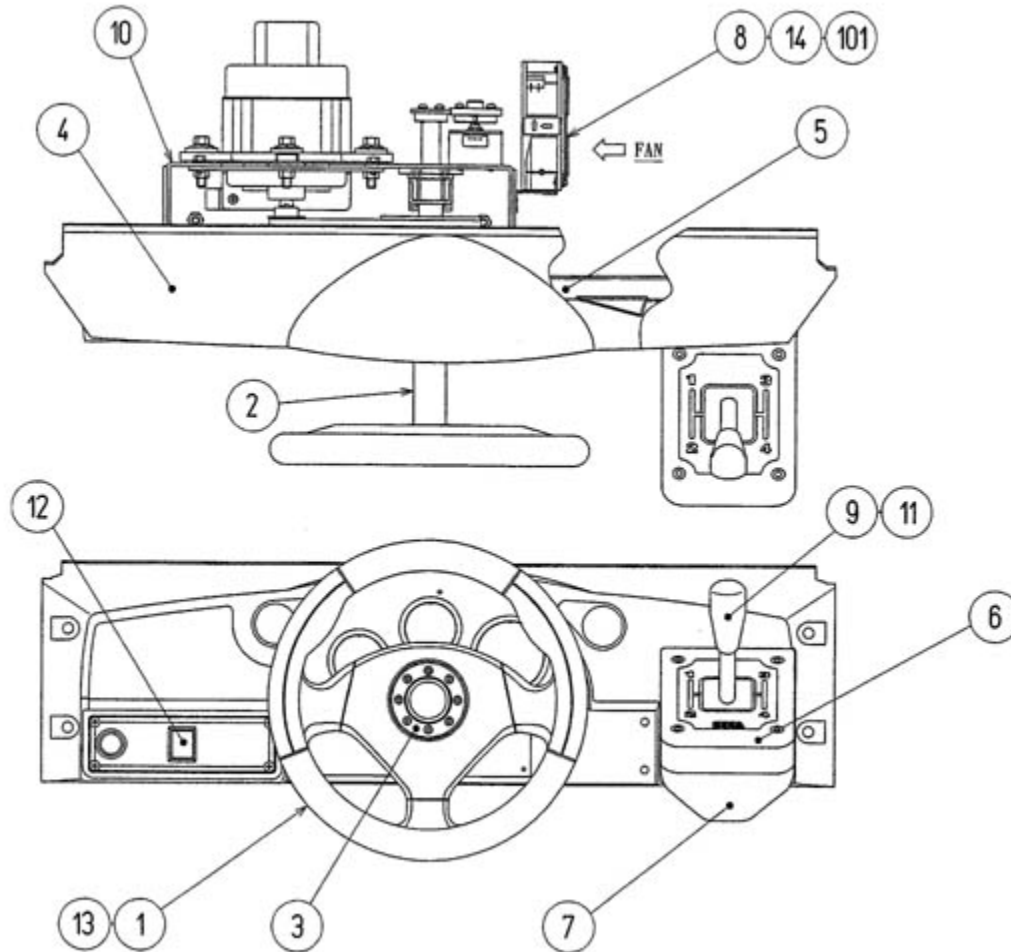


ITEM NO.	PART NO.	DESCRIPTION
1	DUT-20001	ASSY MAIN BASE 1P
2	DUT-1030	ASSY MONITOR COVER 1P
3	DUT-1045	ASSY MONITOR COVER R 1P EXP
4	DUT-12001-	ASSY CONTROL PANEL TWIN

	01	EXP
5	SPG-1004	MONITOR STAND
6	SRT-1002	WIRE COVER BOX
7	INY-1016	MONITOR SUPPORT
8	SPG-1005	MASK HOLDER
9	TTR-1067X	MONITOR MASK
10	SPG-1005	MASK HOLDER
11	DYN-1025	RUBBER CUSHION
12	INY-1015	CRT ADJUST PANEL
14	DUT-4550	ASSY DRIVE BD TWIN
101	200-5242-24-04	ASSY CLR DISPLAY 29 TYPE 100V
	200-5243-24	ASSY CLR DISPLAY 29 TYPE 24K 100V
105	280-5112	BUSH FOR TV
106	280-5113	COLLAR FOR TV
107	280-5114	SPACER 6.4-25x2
108	280-5185-6	SPACER TUBE L=6

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ASSY CONTROL PANEL (DUT-12001-01)

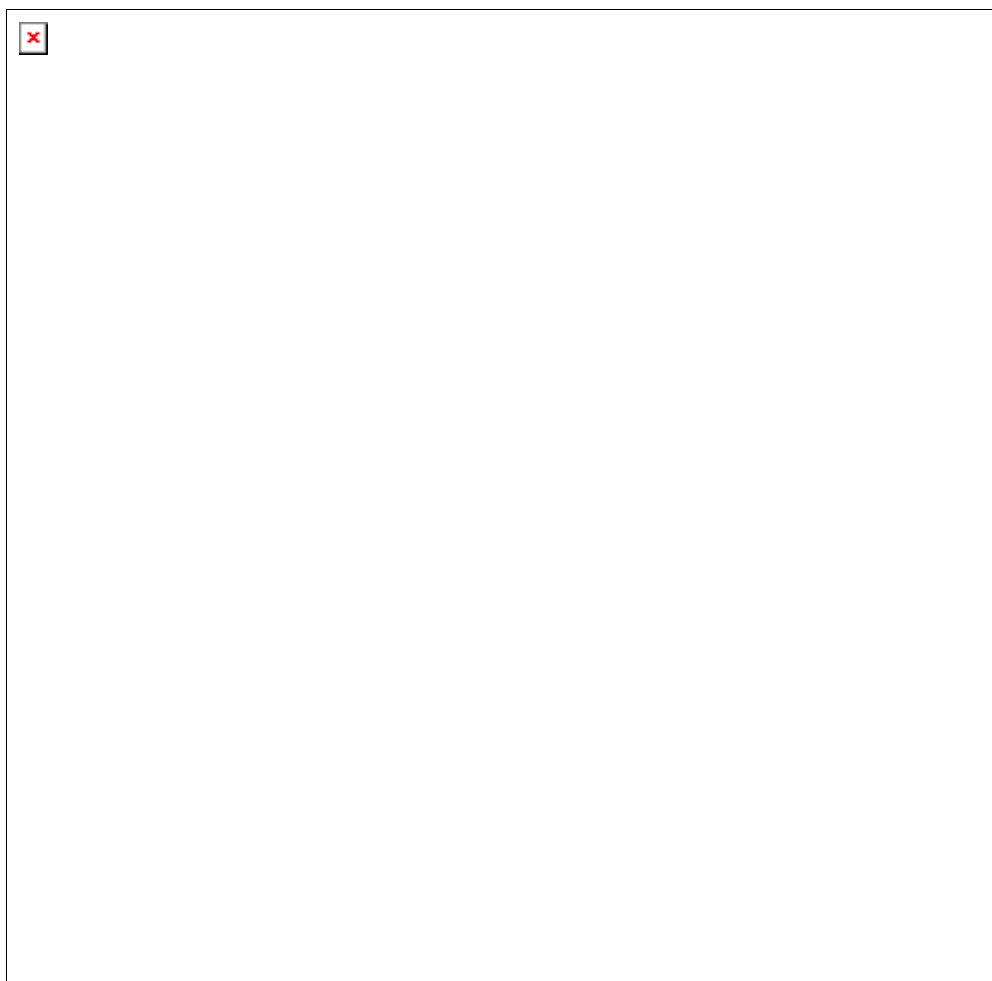


ITEM NO.	PART NO.	DESCRIPTION
1	SPG-2001	STEERING WHEEL
2	DYN-1209X	HANDLE COLLAR
3	SPG-2002	STEERING EMBLEM
4	DUT-1201-01	CONTROL PANEL COVER ENG
5	SPG-1205	CONTROL PANEL BRKT
6	DYN-1222	SHIFT COVER A

7	DYN-1223X	SHIFT COVER B
8	SPG-1203	FAN BRKT
9	SPG-1204	SPL BLT M8
10	SPG-2500	ASSY HANDLE MECHA
11	SPG-2150	ASSY 4 SPEED SHIFTER
12	SRT-1290	ASSY VIRTUAL BUTTON TWIN
13	SPG-2039	SPACER RING
14	601-8543	FAN GUARD
101	260-0011-02	AXIAL FLOW FAN AC 100V 50- 60 Hz

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ASSY COCKPIT BASE (SRT-2300)



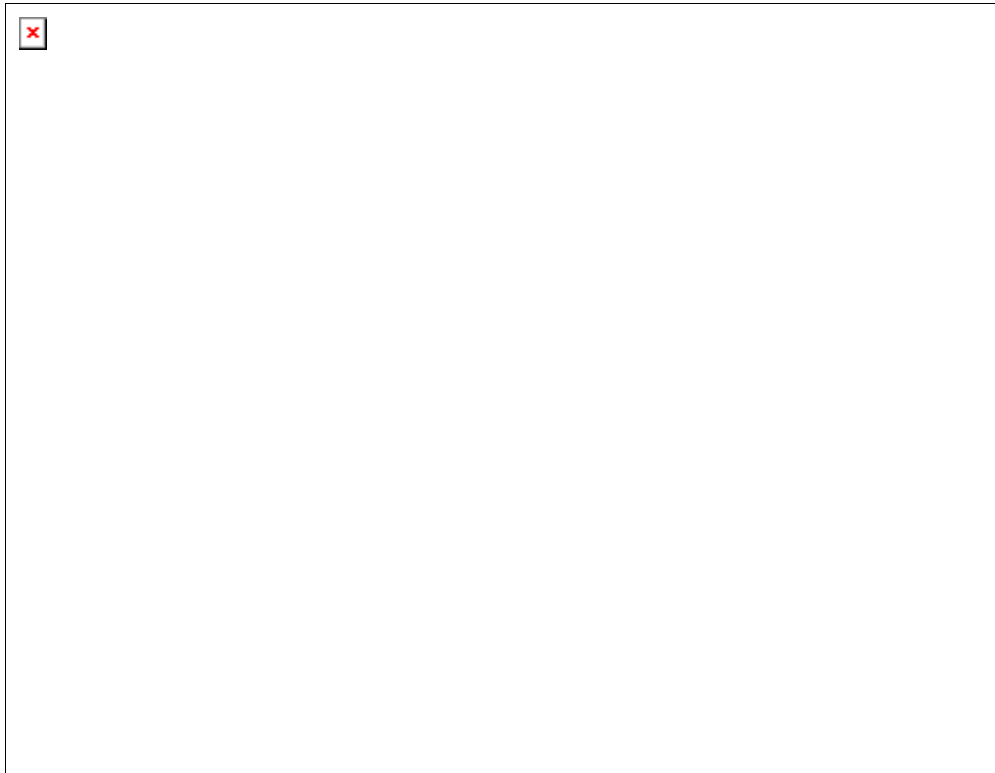
ITEM NO.	PART NO.	DESCRIPTION
1	SRT-2470	ASSY SIDE STEP
2	SRT-2301	COCKPIT BASE
3	SRT-2302	BANK SHAFT
4	SRT-2303	BANK SHAFT BRKT L
5	SRT-2304	BANK SHAFT BRKT R
6	SRT-2305	KEY 7x8x118
7	SRT-2306	SIDE STEP R
8	SRT-2307	FOOT REST



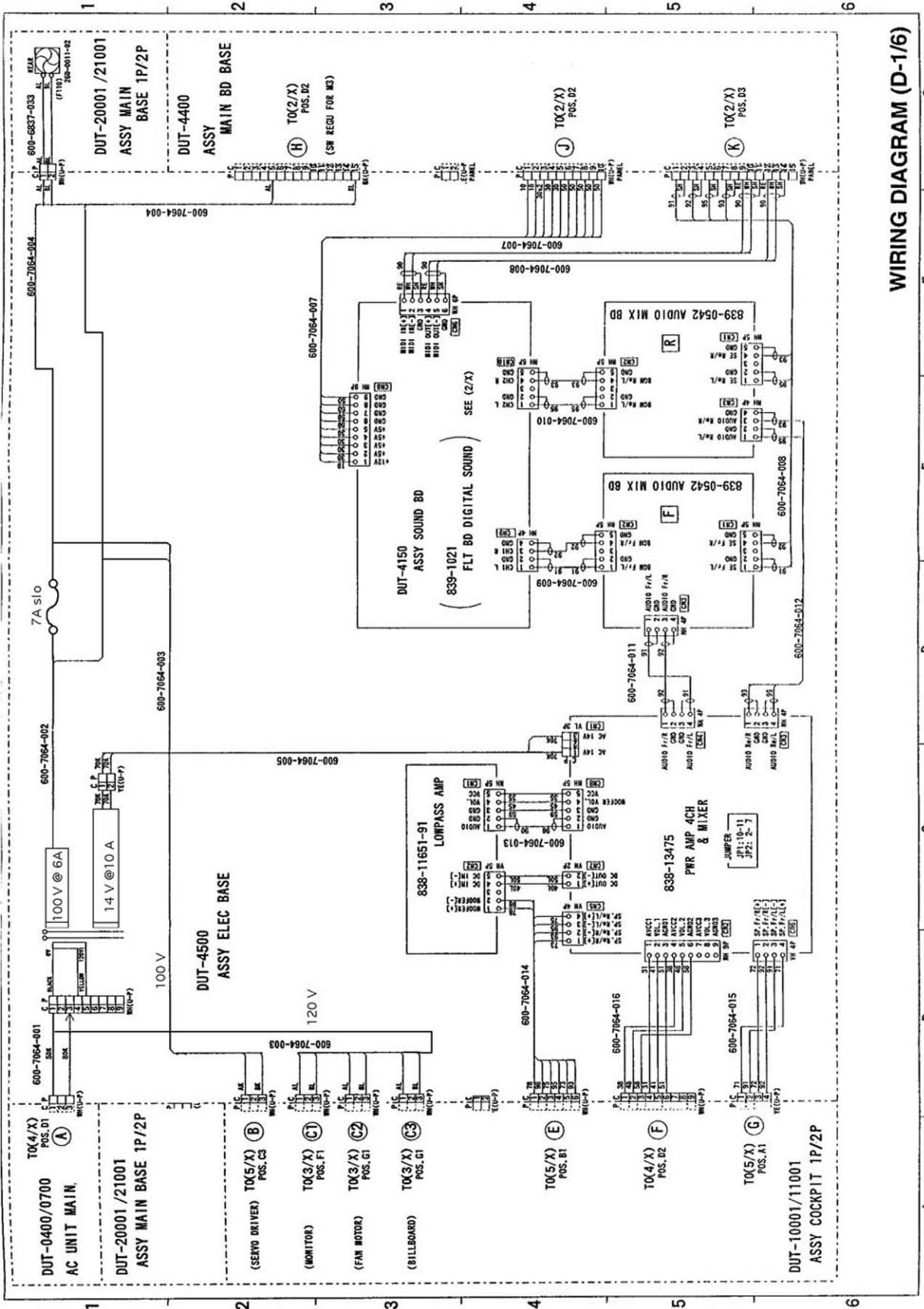
9	SRT-2308	FOOT REST COVER
10	SRT-2309	BASS BRKT
11	SRT-2310	BANK GUIDE BRKT L
12	SRT-2311	BANK GUIDE BRKT R
13	SRT-2312	KEY 7x8x65
14	SRT-2313	GEAR SPACER
15	SRT-2359	FLT WSHR 12.5-36-2
16	SRT-2314	NON SLIP MAT S
17	SRT-2315	CUSHION
101	601-10035	RUBBER SPRING 38x120
102	100-5317	BEARING 40
103	130-5172	BASS SHAKER
104	601-0460	PLASTIC TIE BELT 100mm
105	280-5169	CORD CLAMP TL-20S
106	280-5009-01	CORD CLAMP 21
107	280-5275-SR10	CORD CLAMP SR10
201	050-U00400	U NUT M4
202	060-F00400	FLT WSHR M4
203	050-H01200	HEX NUT M12
204	060-S01200	SPR WSHR M12
206	030-000820-S	HEX BLT W/S M8x20
207	030-000850-SB	HEX BLT W/S BLK M8x50
209	030-000880-SB	HEX BLT W/S BLK M8x80
210	060-F00800-0B	FLT WSHR BLK M8
211	060-F00800	FLT WSHR M8
212	050-U00800	U NUT M8
213	000-T00408-0C	M SCR TH CRM M4x8
214	000-F00410	M SCR FH M4x10
215	000-P00408-W	M SCR PH W/FS M4x8
216	068-441616-0C	FLT WSHR CRM 4.4- 16x1.6

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ASSY SIDE STEP (SRT-2470)



ITEM NO.	PART NO.	DESCRIPTION
1	SRT-2471	SIDE STEP
2	SRT-2472	STEP MAT
3	SRT-2473	CORNER SASH L
4	SRT-2474	CORNER PLATE A
5	SRT-2475	CORNER PLATE B
6	SRT-2476	NON-SLIP MAT L



WIRING DIAGRAM (D-1/6)