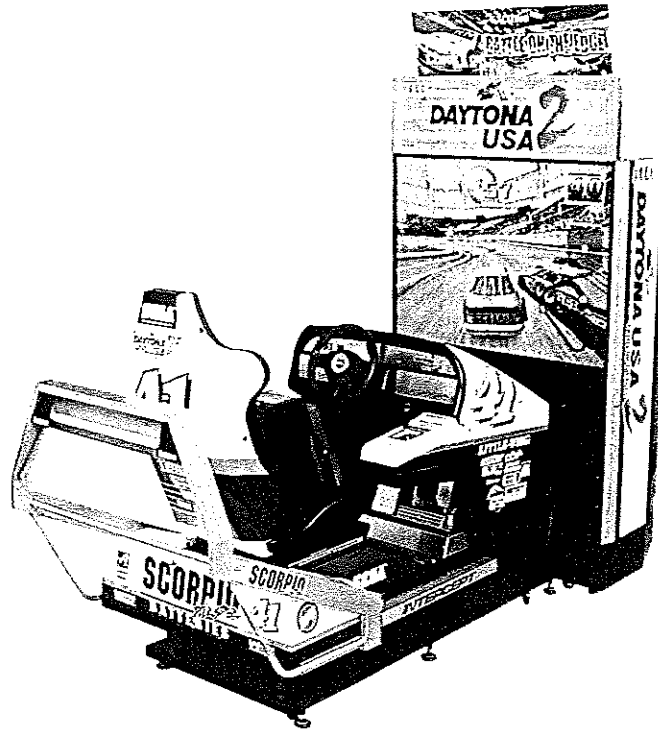


# SEGA™

# DAYTONA™ USA 2

DELUX TYPE CE

## SERVICEMAN MANUAL



IMPORTANT!

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

## SEGA ENTERPRISES, LTD.

MANUAL NO. 420 - 6410

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

## To maintain the safety:

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

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



DANGER!

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



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.



WARNING!

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



IMPORTANT!

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

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



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

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

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

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

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

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

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

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

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

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

## **INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.**

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

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

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TABLE OF CONTENTS

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

TABLE OF CONTENTS

INTRODUCTION OF THE SERVICEMAN MANUAL

1. HANDLING PRECAUTIONS .....	1 ~ 2
2. PRECAUTIONS CONCERNING INSTALLATION LOCATION .....	3 ~ 4
3. OPERATION .....	5 ~ 7
4. NAME OF PARTS .....	8
5. ACCESSORIES .....	9 ~ 11
6. ASSEMBLING AND PRECAUTIONS .....	12 ~ 22
7. PRECAUTIONS TO BE HEEDED WHEN MOVING THE MACHINE .....	23 ~ 24
8. CONTENTS OF GAME .....	25 ~ 27
9. EXPLANATION OF TEST AND DATA DISPLAY .....	28 ~ 48
9-1 SWITCH UNIT AND COIN METER .....	29
9-2 TEST MODE .....	30
9-3 MEMORY TEST .....	31 ~ 32
9-4 BOUNDARY SCAN TEST .....	33
9-5 INPUT TEST .....	34
9-6 OUTPUT TEST .....	35
9-7 SOUND TEST .....	36
9-8 C. R. T. TEST .....	37
9-9 DRIVE BOARD TEST .....	38 ~ 39
9-10 GAME ASSIGNMENTS .....	40 ~ 41
9-11 COIN ASSIGNMENTS .....	42 ~ 45
9-12 BOOKKEEPING .....	46
9-13 BACKUP DATA CLEAR .....	47
9-14 TIME ADJUST .....	48
10. HANDLE MECHA .....	49 ~ 50
10-1 VOLUME ADJUSTMENT/REPLACEMENT .....	49 ~ 50
10-2 GREASING .....	50
11. SHIFT LEVER .....	51 ~ 52
11-1 REMOVING THE SHIFT LEVER .....	51
11-2 SWITCH REPLACEMENT .....	52
12. ACCELERATOR & BRAKE .....	53 ~ 54
12-1 VOLUME ADJUSTMENT/REPLACEMENT .....	53 ~ 54
12-2 GREASING .....	54
13. MECHANISM MAINTENANCE .....	55 ~ 58
13-1 VOLUME ADJUSTMENT/REPLACEMENT .....	55 ~ 56
13-2 GREASING .....	57
13-3 REPLACING THE SAFETY RUBBER .....	58
14. COIN SELECTOR .....	59
15. PROJECTOR .....	60 ~ 62
15-1 CLEANING THE FRONT GLASS .....	60
15-2 MITSUBISHI PROJECTOR .....	61 ~ 62
16. REPLACEMENT OF FLUORESCENT LAMP .....	63 ~ 64
17. PERIODIC INSPECTION TABLE .....	65 ~ 66
18. TROUBLESHOOTING .....	67 ~ 70
19. GAME BOARD .....	71 ~ 75
19-1 REMOVING THE BOARD .....	71 ~ 72
19-2 COMPOSITION OF GAME BOARD .....	73
19-3 DRIVE BOARD .....	74 ~ 75
20. DESIGN RELATED PARTS .....	76 ~ 77
21. COMMUNICATION PLAY .....	78 ~ 85
21-1 INSTALLATION PRECAUTIONS .....	78
21-2 CONNECTING THE COMMUNICATION CABLES .....	79 ~ 83
21-3 APPLICATION OF CAR NUMBER STICKER .....	84
21-4 SETTING FOR COMMUNICATION PLAY .....	85
22. PARTS LIST .....	86 ~ 133
23. WIRE COLOR CODE TABLE .....	134
24. WIRING DIAGRAM .....	135 ~ 137

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### SPECIFICATIONS

Installation space : 1,330 mm(W) × 2,760 mm(D)  
Height : 2,320 mm  
Total Weight : 508 kg  
Power, Maximum current : 780 W, (AC 230V 50 Hz)

## INTRODUCTION OF THE SERVICEMAN MANUAL

This Serviceman 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 DAYTONA USA 2 DX TYPE CE, a new SEGA product.

This manual is intended for technical personnel who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. For the prevention of accidents, work stated herein should under no circumstances be performed by anyone other than the technical personnel. Should any malfunctioning occur, turn the power off and contact where the product was purchased from or the following offices. Should this Serviceman Manual be lost, it can be purchased by placing an order with the following or where the product was purchased from.



Servicing and maintenance work of the contents herein stated should be performed by the SERVICEMAN stipulated as per IEC Standard. Those who do not have technical expertise and knowledge other than the SERVICEMAN are not allowed to perform the work herein stated. Executing aforementioned work by such non-technical personnel can cause serious accidents that may endanger life.

SEGA AMUSEMENTS EUROPE LIMITED/AMUSEMENT MACHINE SALES DIVISION  
Unit 2 Industrial Estate, Leigh Close, New Malden, Surrey KT3 3NL, England  
Phone : (081) 336-2256  
Fax : (081) 336-1715

SEGA AMUSEMENTS SPAIN S.L.  
C/Playa de Liencres, 2-Edificio 3 Londres  
Complejo Europa Empresarial-Ctra Nacional VI Km 24  
28230 LAS ROZAS(Madrid) Spain  
Phone : (91) 631.50.00  
Fax : (91) 640.06.89

# 1. HANDLING PRECAUTIONS

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

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



- Before performing the work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that 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.
- To avoid causing a fire or electric shock, do not make Specification changes by removing, converting and making additions unless otherwise designated by SEGA.
- Be sure to perform periodic maintenance inspections herein stated.



- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
- The Projector is employed for this machine. The Projector's screen is susceptible to damage, therefore, be very careful when cleaning the screen. For details, refer to PROJECTOR.
- If the product is located in the proximity where the electric field intensity is high, on-screen images and sounds may be disturbed. In that case, be sure to relocate the product to a place away from the source equipment of the high electric field strength.

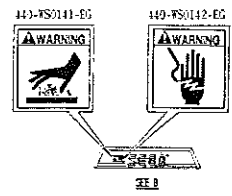
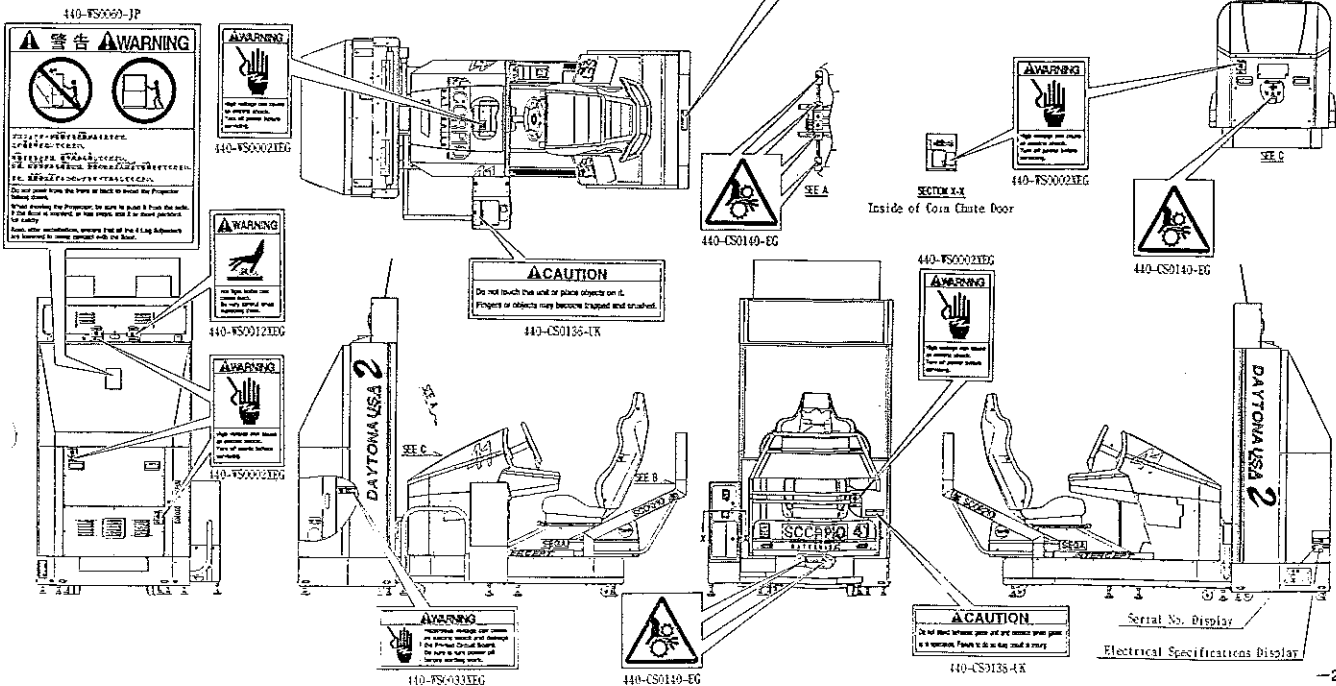
**CONCERNING THE STICKER DISPLAY**

SEGA product has Stickers describing the product manufacture No. (Serial No.) and Electrical Specifications. Also it has a Sticker describing where to contact for repair and for purchasing parts. When inquiring about or asking for repair, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial No. indicates the product number. Identical machines could have different Serial Nos. depending on the destination (whether the machines are intended for Europe or Japan). In order for us to take an appropriate action promptly, be sure to mention the Serial No. when contacting the applicable places.

The illustrations indicate Product Library related warning labels and stickers to be used in the countries where English is the official language. In the countries where a language other than English is used for the official language, the illustrated warning labels and stickers in the applicable official language will be used.

**CONCERNING WARNING DISPLAYS**

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



## 2. PRECAUTIONS CONCERNING INSTALLATION LOCATION



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

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

### LIMITATIONS OF USAGE REQUIREMENTS



- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage and frequency requirements. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electric Specifications can cause a fire and electric shock.
- This product requires the Breaker and Earth Mechanisms as part of the location facilities. Using them in a manner not independent can cause a fire and electric shock.
- Ensure that the indoor wiring for the power supply is rated at 7A or higher (AC 230V 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 7A or higher (AC 230V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.



**STOP**  
**IMPORTANT!**

- Note that for transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 1.4m (W) and 1.8m(H).
- For the operation of this machine, secure a minimum area of 1.7m (W) × 3m (D).
- Provide sufficient space so as to allow this product's ventilation fan to function efficiently. To avoid machine malfunctioning, do not turn off power for the fan, or do not place any obstacles near the ventilation opening.

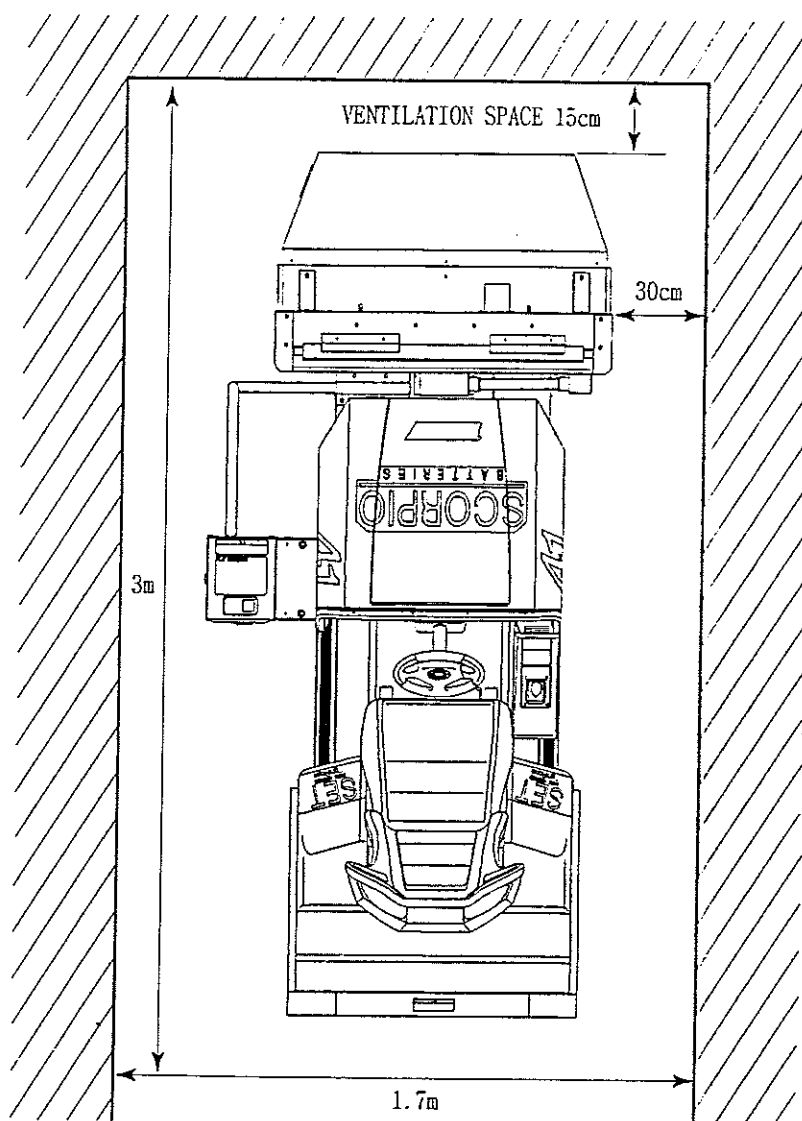


FIG. 2

### 3. OPERATION

The product's Cockpit sways during game play. For hazard prevention purposes, be sure to observe the following points before starting and during operation.

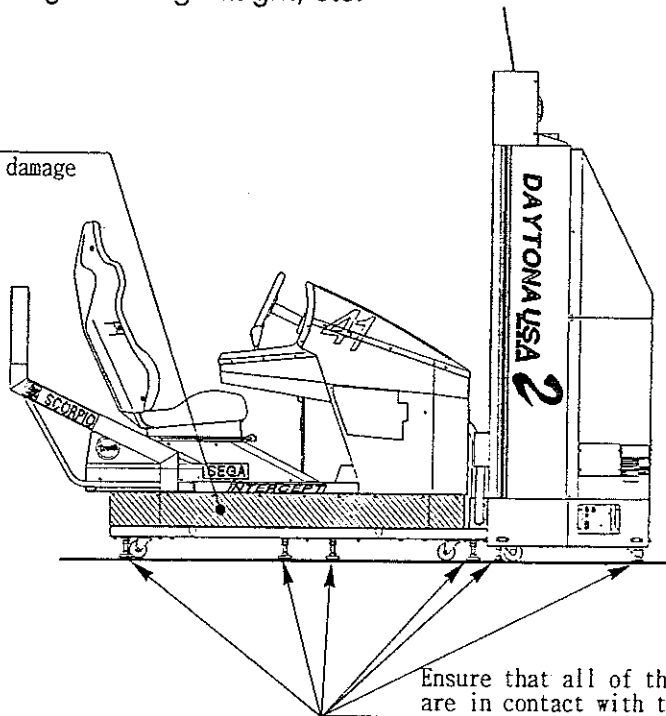
#### PRECAUTIONS TO BE HEEDED BEFORE STARTING THE OPERATION



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

- Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.
- Check to see if the Rear Cabinet's Safety Rubber is damaged or omitted. Safety Rubber irregularity can cause such accidents as the customers' fingers being caught, etc.

SAFETY RUBBER  
Check for any damage  
and omission



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

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



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

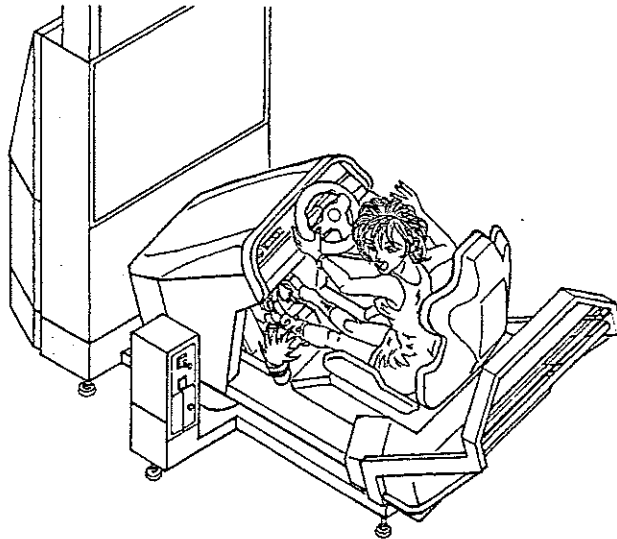
## PRECAUTIONS TO BE HEDED DURING OPERATION

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



WARNING!

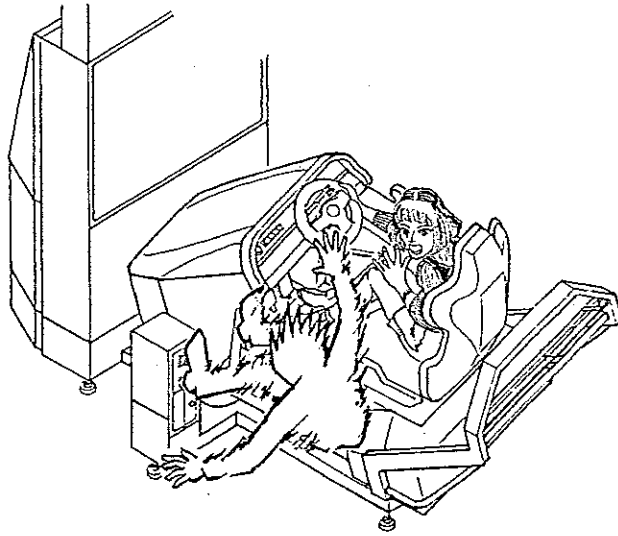
- To avoid injury and accidents, those who fall under the following categories are not allowed to play the game.
  - Intoxicated persons.
  - Pregnant women or those who are in the likelihood of pregnancy.
  - Those who need assistance such as the use of an apparatus when walking.
  - Those who have high blood pressure or a heart problem.
  - Those who have experienced muscle convulsion or loss of consciousness when playing video game, etc.
  - Persons susceptible to motion sickness.
  - Persons whose act runs counter to the product's warning displays.
- To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falling down and injury resulting from falling down, immediately stop the customer's leaning against or climbing on the product, etc.
- To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.
- 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.





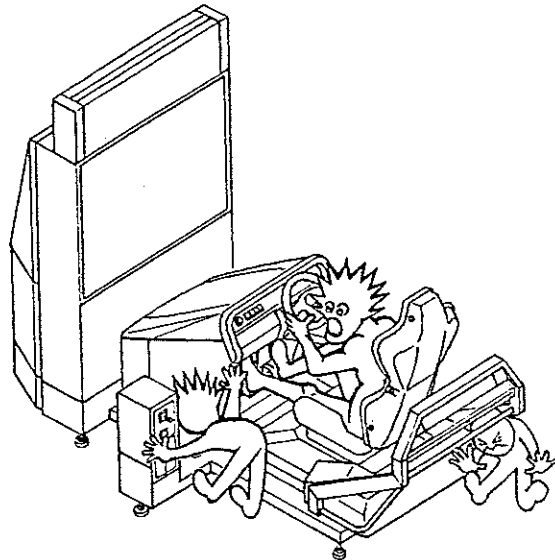
**WARNING!**

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



- To avoid injury, do not allow the customers to stand between game unit and monitor when game is in operation.
- Spoiler moves when game is in operation. Keep clear as there is a risk of injury.

- During game play, the cockpit of this product sways. To avoid injury, persons other than the player should stay away from the cabinet. Be sure to pay careful attention to the movements of lookers-on who are in the periphery of the machine, particularly when the location is most crowded. Since small children can not perceive hazards, caution them to keep away from the product in play.



**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.

# 4. NAME OF PARTS

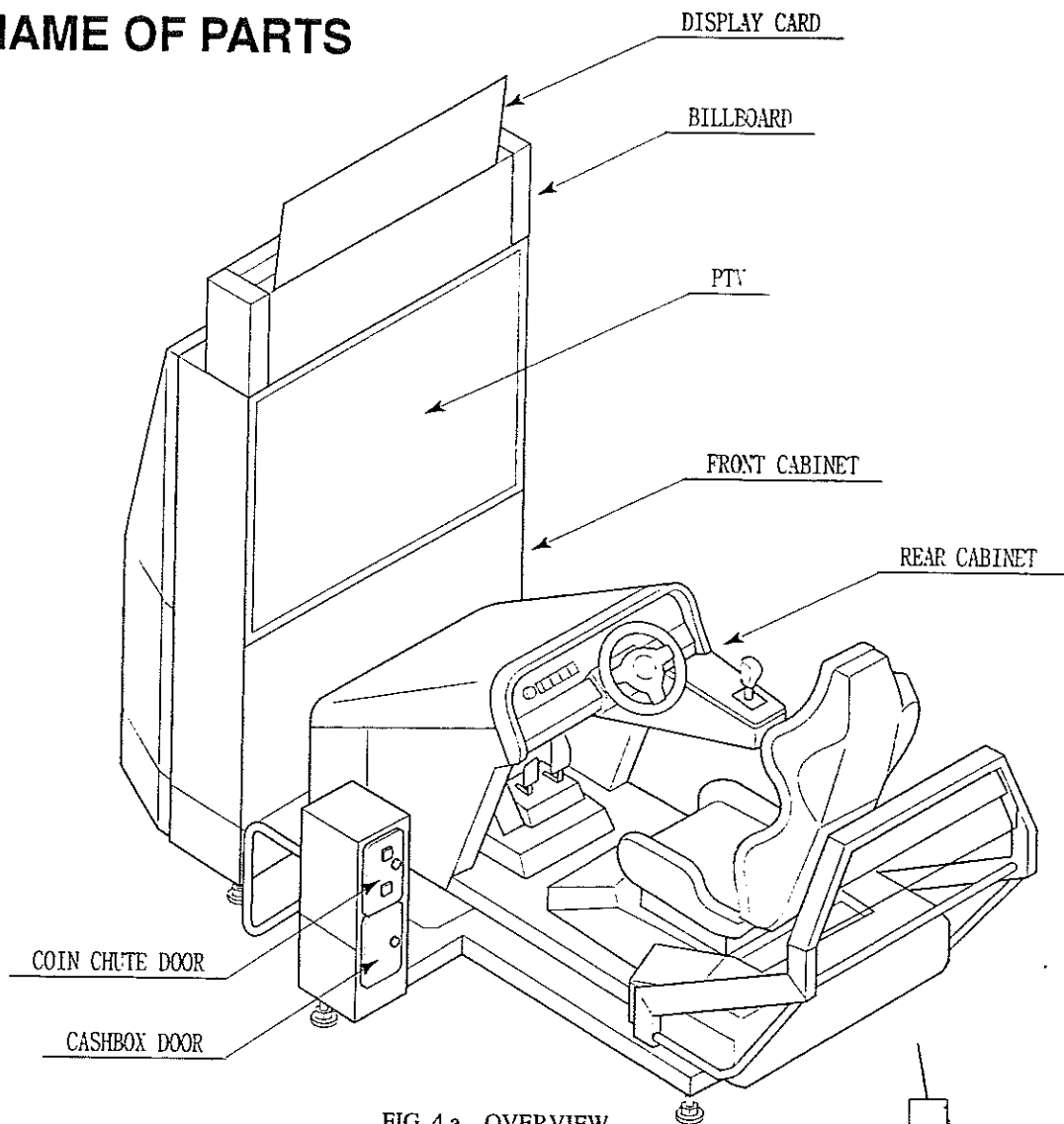


FIG. 4 a OVERVIEW

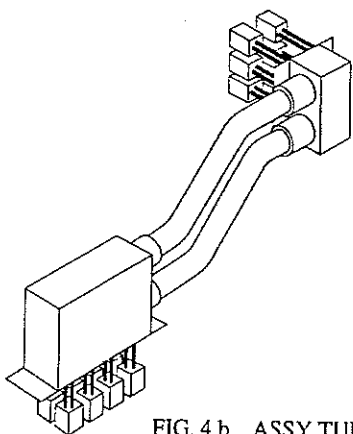
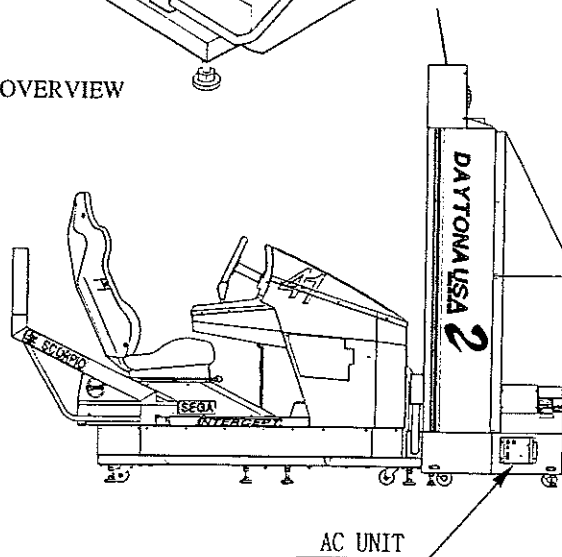


FIG. 4 b ASSY TUBE



AC UNIT

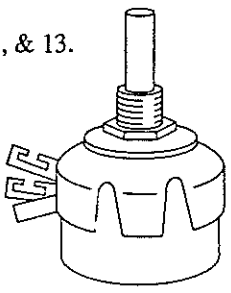
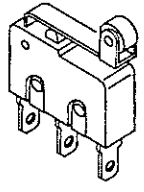
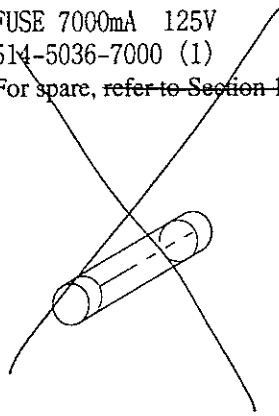
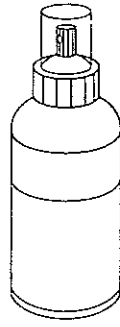
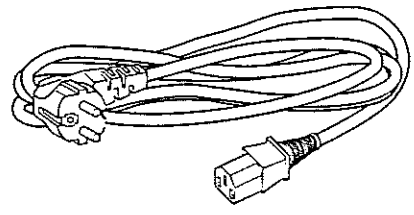
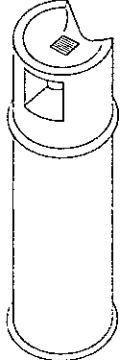
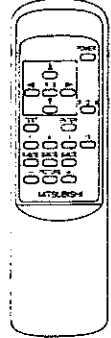
TABLE 4

	Width × Length × Height	Weight
BILLBOARD	1,110mm (W) × 220mm (D) × 320mm (H)	21kg
FRONT CABINET	1,100mm (W) × 720mm (D) × 1,740mm (H)	187kg
REAR CABINET	1,250mm (W) × 2,060mm (D) × 1,410mm (H)	300kg
When assembled	1,330mm (W) × 2,760mm (D) × 2,320mm (H)	Approx. 508kg

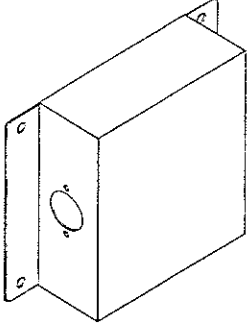
# 5. ACCESSORIES

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


TABLE 5 ACCESSORIES

<p>DESCRIPTION Part No. (Qty.) Note</p> <p>SERVICEMAN MANUAL 420-6410 (1)</p> <p>OWNER'S MANUAL 420-6373-04 (1)</p> <p>Figures</p> <p>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)</p> <p>For opening/closing the doors</p>	<p>KEY (2)</p> <p>For the CASHBOX DOOR</p>
<p>VOL CONT B-5K OHM 220-5373 (2) 220-5484</p> <p>For spare, refer to Sections 10, 12, &amp; 13.</p> 	<p>SW MICRO TYPE 509-5636 (2)</p> <p>For spare, refer to Section 11.</p> 	<p>FUSE 7000mA 125V 514-5036-7000 (1)</p> <p>For spare, refer to Section 18.</p> 
<p>GLASS CLEANER 090-0174 (1)</p> <p>Used for cleaning the Front Glass of the Projector. Refer to 15-1.</p> 	<p>AC Cable (Power Cord) 600-6618 (1)</p> <p>Used for installation, see 4 of Section 6.</p> 	
<p>STATICIDE 090-0074 (1)</p> <p>Articles of consumption, Periodically once every two months as standard, apply the "STATICIDE" (an antistatic spray agent) to the SEAT and wipe with a dry cloth.</p> 	<p>MITSUBISHI Remote Control for Projector Used for adjustment. See Sec. 15. 200-5532 (1)</p> 	


OPT CONN BOX  
SPG-0009 (1)  
For communication play,  
refer to Section 21.



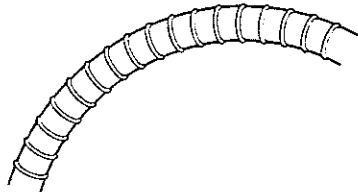
HOLE LID  
DYN-0009 (1)  
For communication play,  
refer to Section 21.



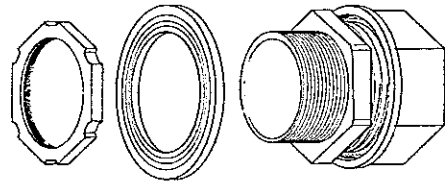
STICKER 1~8 DUT DX  
421-9894 (1)  
For communication play,  
refer to Section 21.



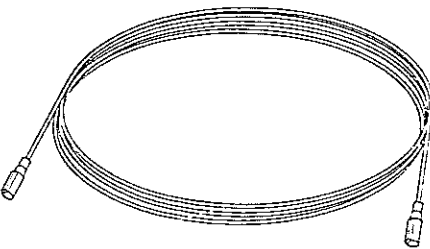
FLEX TUBE  
310-5050-220150 (1)  
For communication play,  
refer to Section 21.



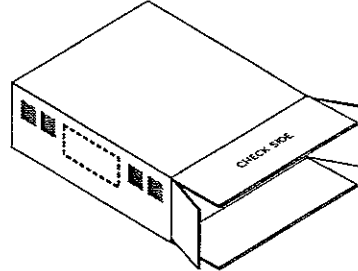
CONN 22  
310-5051-22 (2)  
For communication play, refer to Section 21.



ASSY FIBER CABLE  
600-6275-0700 (1)  
For communication play,  
refer to Section 21.



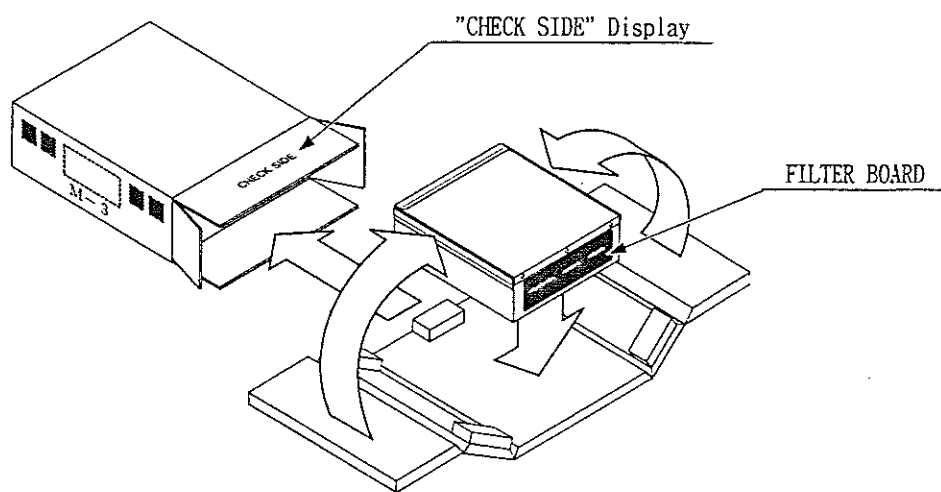
CARTON BOX  
601-8928 (1)  
Used for transporting  
the Game Board.  
Refer to Next Page.



## HOW TO USE THE CARTON BOX

**STOP**  
**IMPORTANT!**

- 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 a Carton Box. Otherwise, the request is not acceptable.
- Put the Shield Case in the Carton Box by paying attention to the correct direction as per the following instructions and as shown by the instructions printed on the Carton Box. Handling in an erroneous manner can damage the Game Board.



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



## 6. ASSEMBLING AND PRECAUTIONS

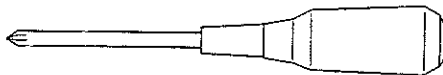


- Perform assembly work by following the procedure herein stated. Failing to comply with the instructions can cause electric shock hazard.
- Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling can cause an electric shock, machine damage and or not 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.

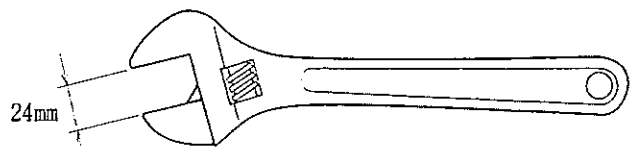
When performing the installation assembly work, follow the procedure in the following 6-item sequence:

- 1 ASSEMBLING THE FRONT CABINET
- 2 WIRING CONNECTIONS BETWEEN THE CABINETS
- 3 SECURING IN PLACE (ADJUSTER ADJUSTMENT)
- 4 POWER SUPPLY, AND EARTH CONNECTION
- 5 TURNING POWER ON
- 6 ASSEMBLY CHECK

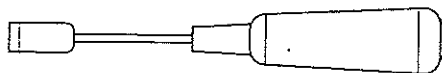
When assembling, prepare and make sure that tools such as the Phillips type screwdriver, Box Nut Driver (for M4 nut), and wrench (M16 hexagon bolt) are available.



Phillips type screwdriver



WRENCH (for M16 hexagon bolt)



"BOX NUT" Driver

# 1

## ASSEMBLING THE FRONT CABINET

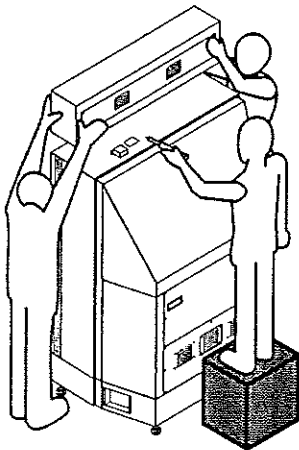
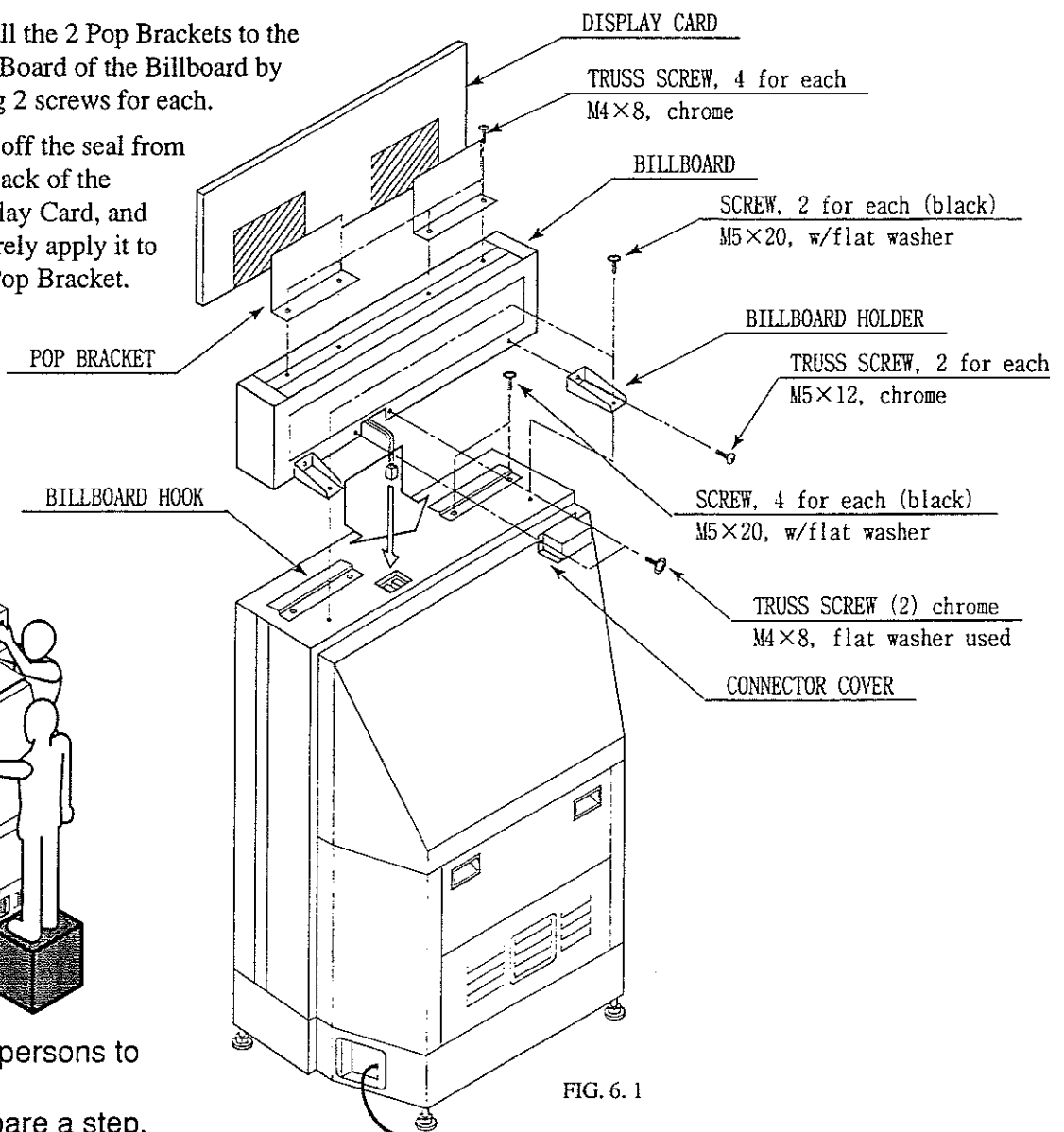


Installing the Billboard by one person is difficult. Be sure to use plural persons to perform work safely and accurately.



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.

- ① By using the designated screws, secure the 2 Billboard Hooks to the Projection Display ceiling.
- ② Support the Billboard by 2 persons, insert it to the Billboard Hooks as shown.
- ③ Install the 2 Billboard Holders from the backside of the Billboard, and secure with 2 screws for each.
- ④ Insert the Billboard's wiring connector into the Terminal Board on top of the Projection Display, and install the Connector Cover with 2 screws.
- ⑤ Install the 2 Pop Brackets to the Top Board of the Billboard by using 2 screws for each.
- ⑥ Peel off the seal from the back of the Display Card, and securely apply it to the Pop Bracket.



Use 2 or more persons to perform work.  
Be sure to prepare a step.

FIG. 6.1

## 2

### WIRING CONNECTIONS BETWEEN THE CABINETS



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

Install the ASSY TUBE to the Front Cabinet which is assembled as per **1** and the Rear Cabinet, and perform wiring connection in between both cabinets.

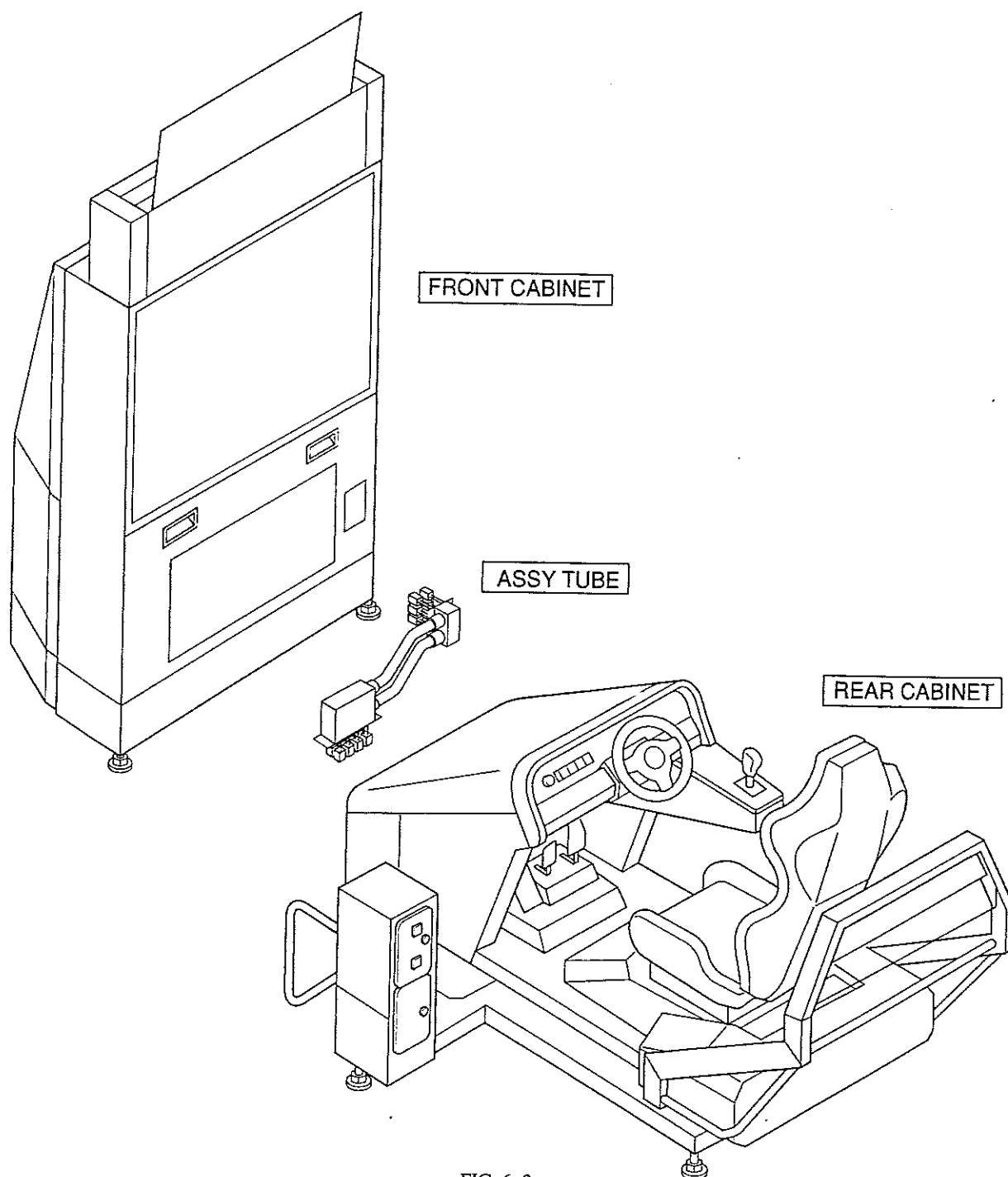


FIG. 6.2 a

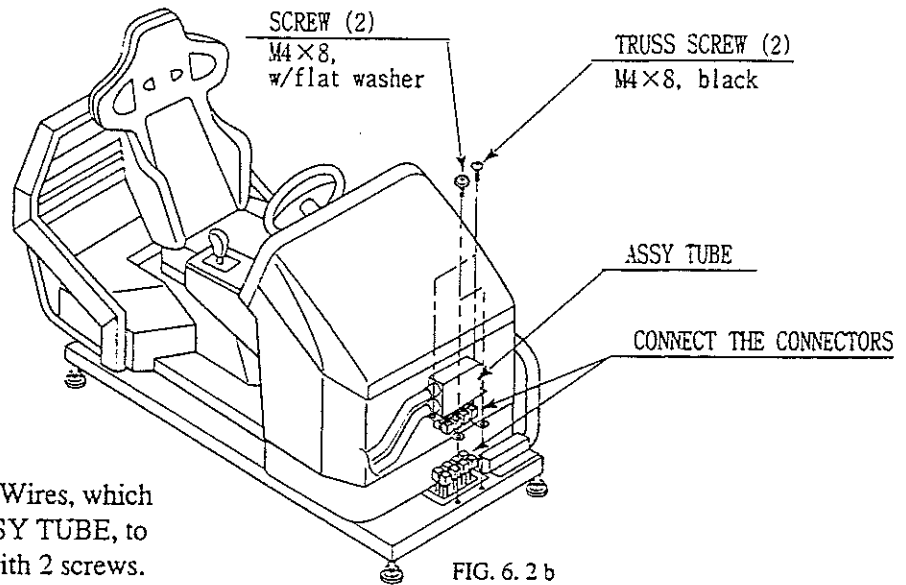
# DAYTONA USA 2 DX CE LIST OF CORRECTIONS

This list of corrections shows changes and corrections of DAYTONA USA 2 DX CE Serviceman and Owner's Manual's.

## SECTION 6. ASSEMBLING AND PRECAUTIONS (SERVICEMAN MANUAL ONLY)

- Page 15: Replace Page 15 with this.

- ① The connectors on the one side of the ASSY TUBE wiring are all cap type and those on the opposite side are all plug type. The cap side is on the side of the Rear Cabinet. Connect all of the wiring connectors. Make sure that corresponding connectors of identical color and number of pins are connected.



- ② Secure the 2 Earth Wires, which come from the ASSY TUBE, to the Rear Cabinet with 2 screws.
- ③ Secure the Box part of the ASSY Tube to the Rear Cabinet by using the 2 screws. At this time, use care so that wirings are not caught and damaged.
- ④ Connect the ASSY Tube's plug side connector to the Front Cabinet's connector. By using the nut, secure the Front Cabinet's Earth Wire to the Box part.
- ⑤ Secure the Box part of the ASSY Tube to the Front Cabinet by using the 4 screws. At this time, use care so that wirings are not caught and damaged.

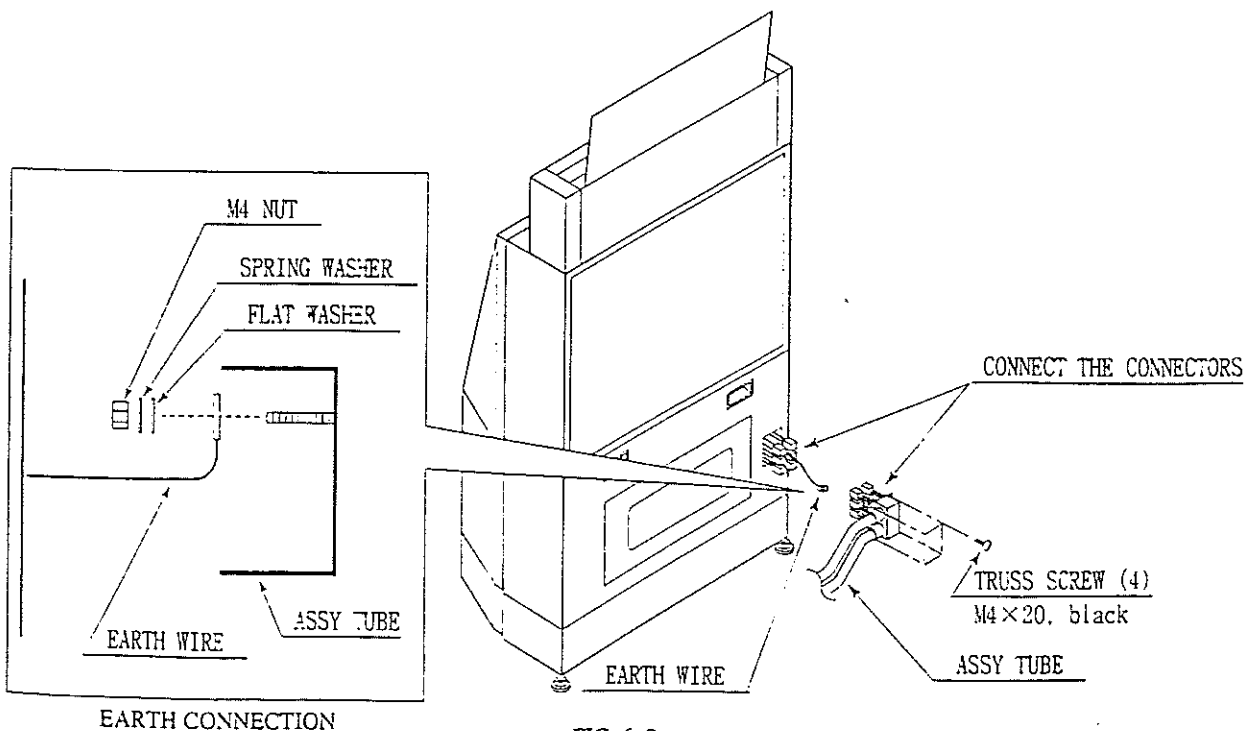


FIG. 6. 2 c

### 3

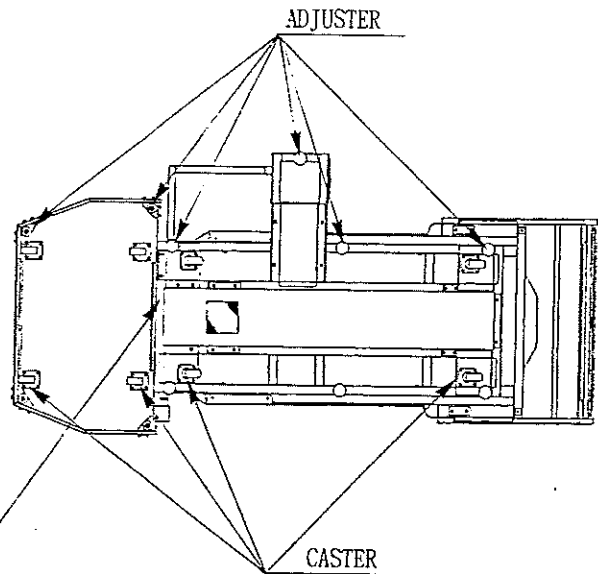
## SECURING IN PLACE (ADJUSTER ADJUSTMENT)



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

This product has 8 casters (4 for Front Cabinet, 4 for Rear Cabinet) and 11 Adjusters (4 for the Front Cabinet, 7 for the Rear Cabinet). (FIG. 6. 3a) When the installation position is determined, cause the adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5mm. from the floor and make sure that the machine position is level.

- ① Transport the product to the installation position. When installing the product near the wall, be sure to secure the passage space to allow player to get in the machine.
- ② Joint the Front Cabinet and Rear Cabinet tightly by aligning the center line.
- ③ 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.
- ④ After making adjustment, fasten the Adjuster Nut upward and secure the height of Adjuster (FIG. 6. 3 b).



Joint the Front Cabinet and Rear Cabinet tightly.

FIG. 6. 3 a BOTTOM VIEW

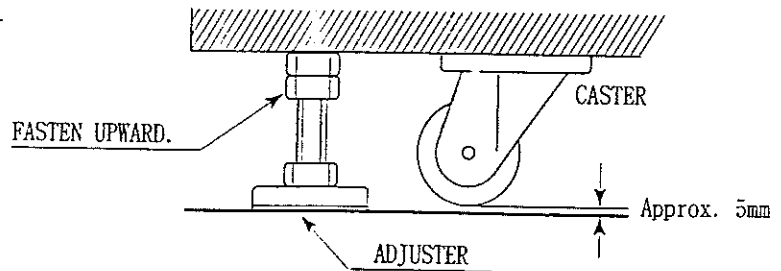
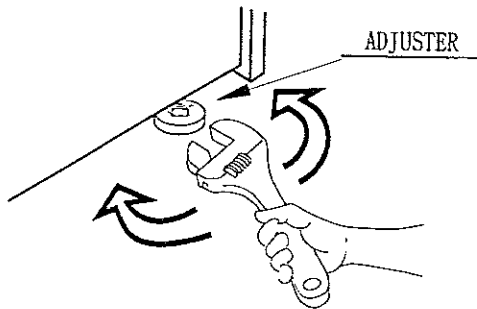


FIG. 6. 3 b ADJUSTER

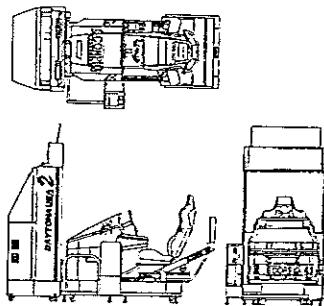


FIG. 6. 3 c  
Refer to this Fig. (Scale: 1/100)  
for the layout of the place of  
installation.

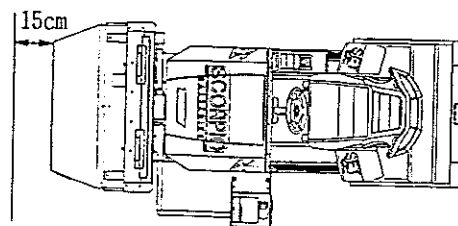


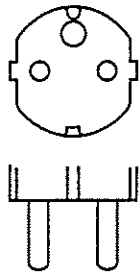
FIG. 6. 3 d  
Provide sufficient space so as to  
allow for ventilation by the  
ventilation fan.

## 4 POWER SUPPLY, AND EARTH CONNECTION



- Be sure to independently use the power supply socket outlet equipped with an Earth Leakage Breaker. Using a power supply without an Earth Leakage Breaker can cause a fire when the leakage occurs.
- Provide the plug socket equipped with an "accurately grounded earth terminal" so as to ensure appropriate grounding when inserting the plug into the plug socket. An Earth Wire is incorporated in the power cord of this product. Inappropriate grounding can cause the customers to be subject to electric shock or unstable movements of the product.
- Do not expose power cords on the passages, etc. Exposed power cords are susceptible to damage and can cause electric shock or short circuit.
- The supplied power cord (AC cable), an accessory of this product is a bipolar earth type for CEE Specifications. If it is not compatible with the socket outlet to be used, prepare the AC cable (10A - 250V) with an appropriate plug which is compatible with the socket outlet used.

At the time of shipment, the AC cable with the plug shown below is supplied as an accessory.



Socket Outlet side



AC Cable Connector side

- ① The AC Unit is on the side of the Front Cabinet. The AC Unit has the Main SW, Circuit Protector and AC Cable Connector.
- ② Ensure that the Main SW is OFF.
- ③ Securely insert the AC Cable (power cord) to the AC Cable Connector and Socket Outlet.

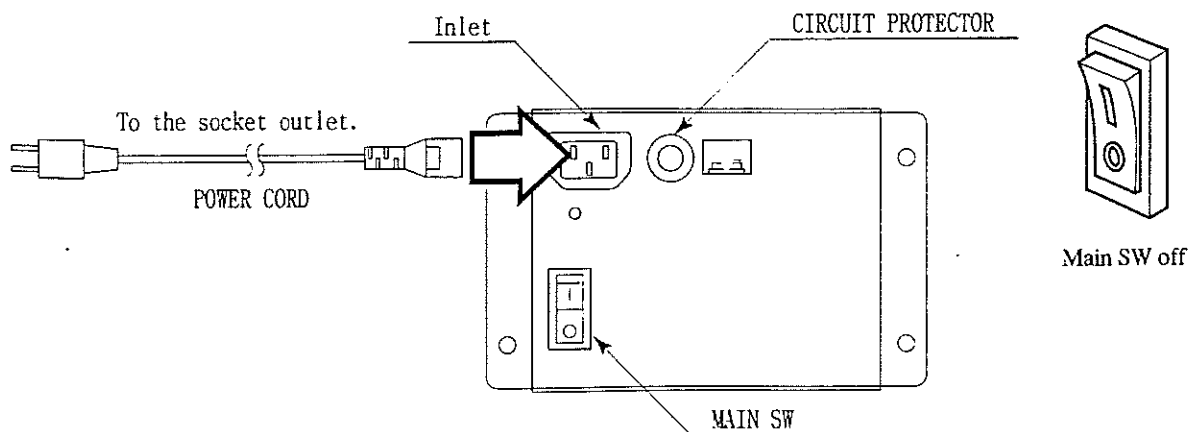


FIG. 6.4 a AC UNIT

- ④ Perform power cord wiring. Install covering to protect the power cord wiring.

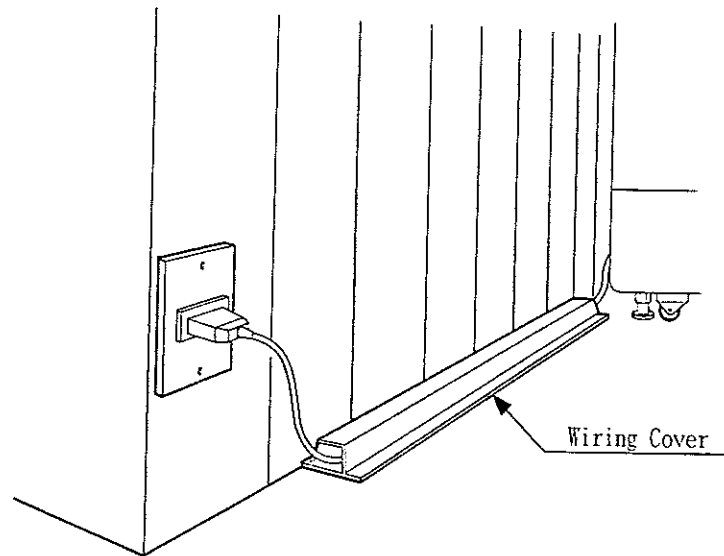


FIG. 6.4 b Connecting Power Cord

**5****TURNING POWER ON****STOP****IMPORTANT!**

During initialization setting, do not touch the machine. Wait until the initialization settings are finished automatically. Touching the machine during setting can cause inaccurate settings and game play may not be satisfactory.

Turning the AC UNIT's MAIN SW on will cause the machine to start the POWER ON check automatically.

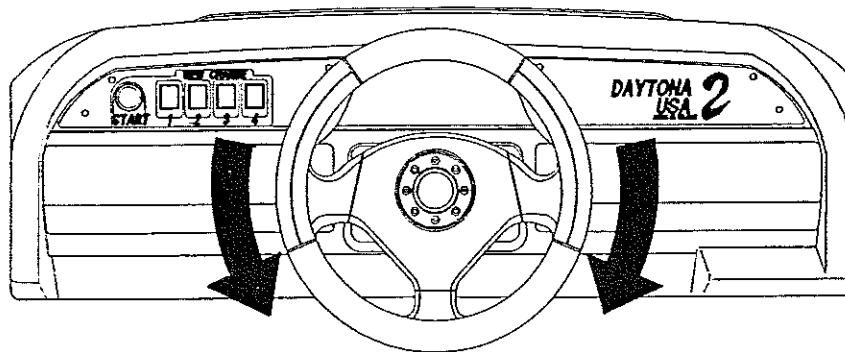
In the POWER ON check, the steering wheel turns left and right, then returns to the centering position and stops. In this check, the values of V. R. inside the control panel are corrected. Until the check is finished (the steering wheel stops automatically), do not touch the steering wheel or play the game.

If you do, the steering wheel reaction during the game (reaction at the time of a course-out or crashing) can not be obtained correctly.

In a case of an abnormal reaction during the game, turn the power on again from the beginning and complete the power-on check.

Note that turning power on when the Steering Wheel is fully turned right or left may sometimes not allow for performing power on check satisfactorily. Ensure the Steering Wheel is in the centering position, and then turn on power.

In case the game is interactive with other machine(s), network check starts. If communication is correct, Advertise mode appears.



When the power is turned ON, the steering wheel turns right & left and stops after centering.

FIG. 6. 5



# 6 ASSEMBLY CHECK

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

In the test mode, perform the following test:

## (1) MEMORY TEST

CPU RAM TEST

GOOD (SDRAM)	IC. 13
GOOD (SDRAM)	IC. 14
GOOD (SDRAM)	IC. 15
GOOD (SDRAM)	IC. 16
GOOD (BACKUP SRAM)	IC. 21 IC. 22
GOOD (SCROLL SDRAM)	IC. 94 or IC. 19 IC. 20
GOOD (SCROLL SRAM)	IC. 17 IC. 18

PRESS TEST BUTTON TO CONTINUE

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

CPU ROM TEST

GOOD (CROM03 MASK)	IC. 1	xxxx
GOOD (CROM02 MASK)	IC. 2	xxxx
GOOD (CROM01 MASK)	IC. 3	xxxx
GOOD (CROM00 MASK)	IC. 4	xxxx
GOOD (CROM13 MASK)	IC. 5	xxxx
GOOD (CROM12 MASK)	IC. 6	xxxx
GOOD (CROM11 MASK)	IC. 7	xxxx
GOOD (CROM10 MASK)	IC. 8	xxxx
GOOD (CROM23 MASK)	IC. 9	xxxx
GOOD (CROM22 MASK)	IC. 10	xxxx
GOOD (CROM21 MASK)	IC. 11	xxxx
GOOD (CROM20 MASK)	IC. 12	xxxx
GOOD (CROM33 MASK)	IC. 13	xxxx
GOOD (CROM32 MASK)	IC. 14	xxxx
GOOD (CROM31 MASK)	IC. 15	xxxx
GOOD (CROM30 MASK)	IC. 16	xxxx
GOOD (CROM3 EPROM)	IC. 17	xxxx
GOOD (CROM2 EPROM)	IC. 18	xxxx
GOOD (CROM1 EPROM)	IC. 19	xxxx
GOOD (CROM0 EPROM)	IC. 20	xxxx

PRESS TEST BUTTON TO CONTINUE

VIDEO BOARD RAM TEST

PRESS TEST BUTTON TO CONTINUE

VIDEO BOARD ROM TEST

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

PRESS TEST BUTTON TO EXIT

(2) INPUT TEST

INPUT TEST

CHUTE #1	OFF	CHUTE #2	OFF
SHIFT 1	OFF	SHIFT 2	OFF
SHIFT 3	OFF	SHIFT 4	OFF
VIEW 1	OFF	VIEW 2	OFF
VIEW 3	OFF	VIEW 4	OFF
START	OFF		
TEST SERVICE	OFF	B TEST	OFF
		B SERVICE	OFF
HANDLE	XXH		
ACCEL	XXH		
BRAKE	XXH		

PRESS SERVICE+TEST BUTTON TO EXIT

Selecting the INPUT TEST on the test mode menu screen causes the screen (on which each switch and V. R. are tested) to be displayed. Press each switch. For the coin switch test, insert a coin from the coin inlet with the coin chute door being open. If the display beside each switch indicates "ON," the switch and wiring connections are satisfactory. Check the display of V. R. value for the handle and accelerator & brake. If the V. R. values are not satisfactory, refer to Sections 10, 12, and 13.

(3) OUTPUT TEST

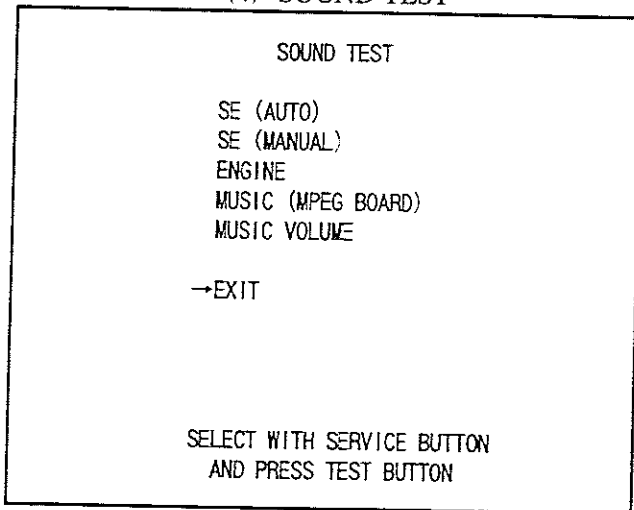
OUTPUT TEST

START	ON
VIEW1	OFF
VIEW2	OFF
VIEW3	OFF
VIEW4	OFF

PRESS TEST BUTTON TO EXIT

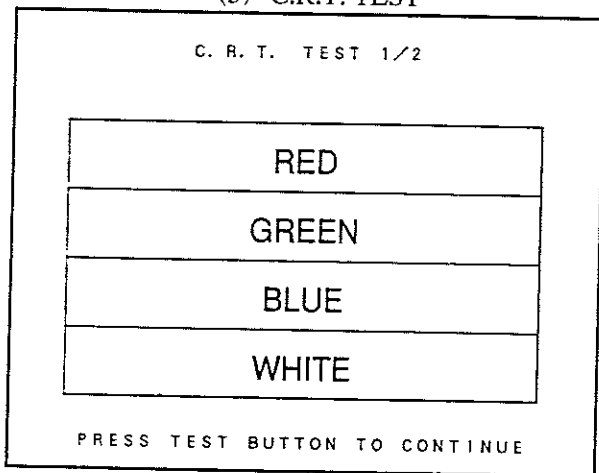
In the output test mode, carry out lamp test to ensure that each lamp lights up satisfactorily.

(4) SOUND TEST

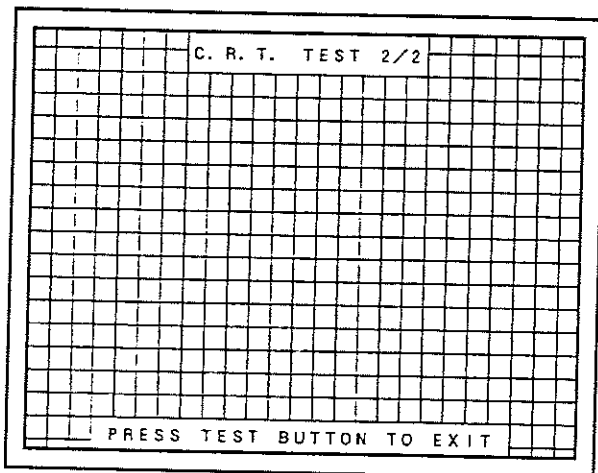


In the TEST mode, selecting SOUND TEST causes the screen (on which sound related BD and wiring connections are tested) to be displayed. Be sure to check if the sound is satisfactorily emitted from each speaker and the sound volume is appropriate.

(5) C.R.T. TEST



In the TEST mode menu, selecting C.R.T. TEST allows the screen (on which the projector is tested) to be displayed. Although the projector adjustments have been made at the time of shipment from the factory, make judgment as to whether an adjustment is needed by watching the test mode screen. If it is necessary, adjust the projector by referring to Section 15.



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

7.

WAR

CAUTION

STOP  
IMPORTANT

Do not  
PTV  
down

## 7. PRECAUTIONS TO BE HEDED WHEN MOVING THE MACHINE



**WARNING!**

- When moving the machine, be sure to unplug the power plug. Moving the machine with the plug as is inserted can damage the power cord and cause fire and electric shock hazards.
- When moving the machine on the floor, retract the Adjusters and ensure that Casters make contact with the floor. During transportation, pay careful attention so that Casters do not tread power cords and earth wires. Damaging the power cords can cause electric shock and short circuit hazards.
- When lifting the cabinet, be sure to hold the grip portions or bottom part. Lifting the cabinet by holding other portions can damage parts and installation portions due to the empty weight of the cabinet, and cause personal injury.
- When moving the PTV, do not push it from the back. Push it from the side. Pushing the PTV from the back can have the PTV fall down, causing personal injury etc. In case the floor is slanted, or has steps, use 2 or more persons for safety.



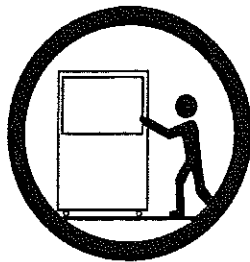
**CAUTION!**

When moving the Projector, do not push the Projector's front part. The front part is glass made. The glass can be damaged and the broken fragments can cause injury.

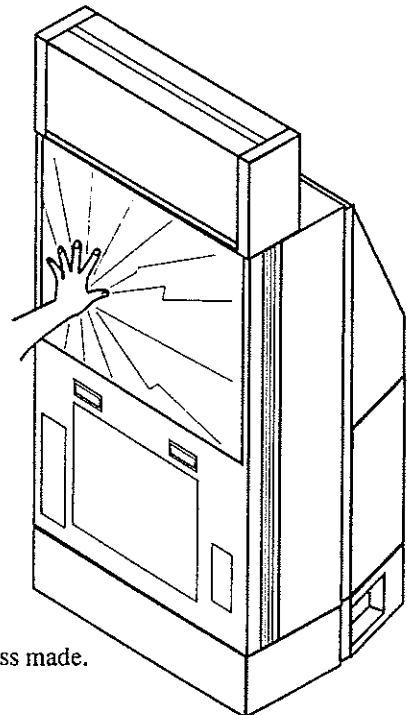


**IMPORTANT!**

When moving the machine on the floor which is slanted, or has steps, ensure that the Front Cabinet and Rear Cabinet are separated. Lifting the Cabinet with these items as is joined can cause the joint portions to be damaged.

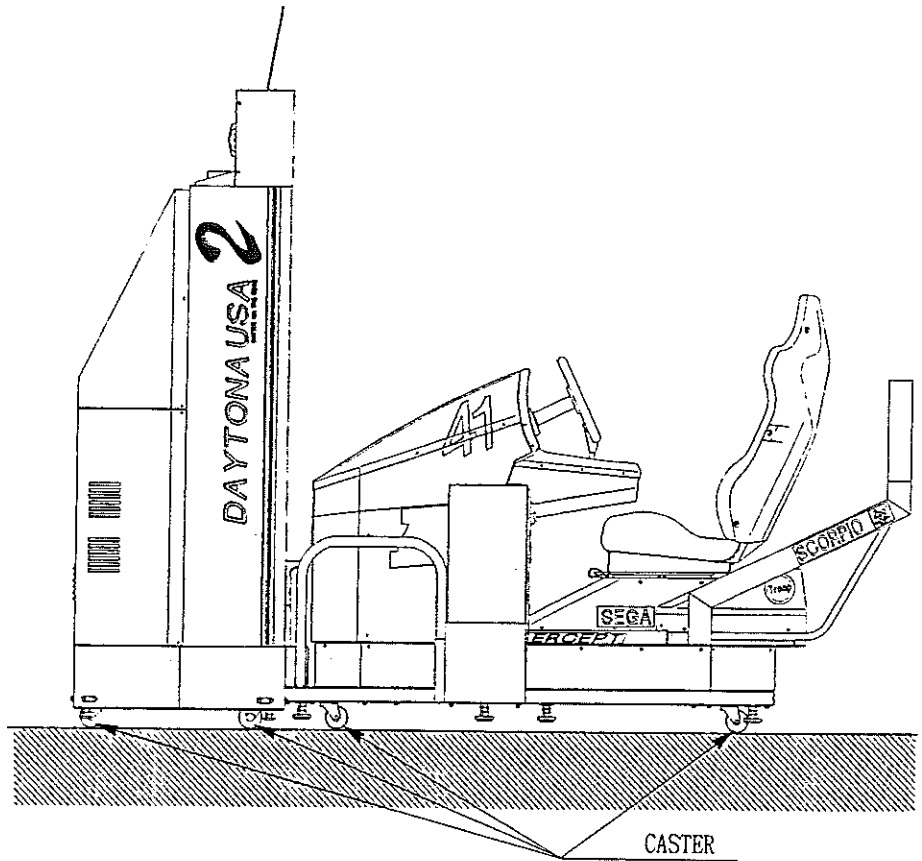


Do not push PTV from the rear side. Pushing the PTV from the rear side can cause the PTV to fall down. Push it from the side.

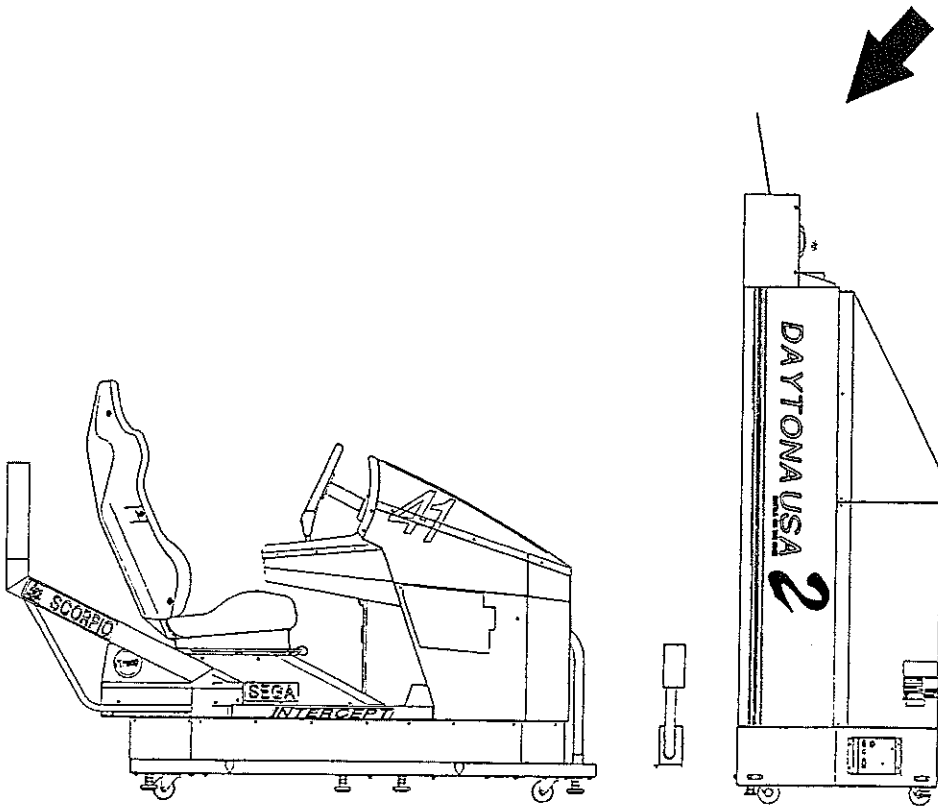


The Projector's front part is glass made.  
Do not push the front part.

FIG. 7 a



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



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

FIG. 7 b

## 8. CONTENTS OF GAME

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

During the Advertise mode, the View Change button lamp lights up periodically. When the product is energized, the Billboard's fluorescent lamp and Rear Wing's internal fluorescent lamp are always lit. During the ADVERTISE mode, sound is emitted from all of the Speakers. Note 1

- 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 ADVERTISE).

- ③ In case the machine is linked for communication, when a coin is inserted to one of the machines linked, 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 and decide the selection by stepping on the Accelerator Pedal.

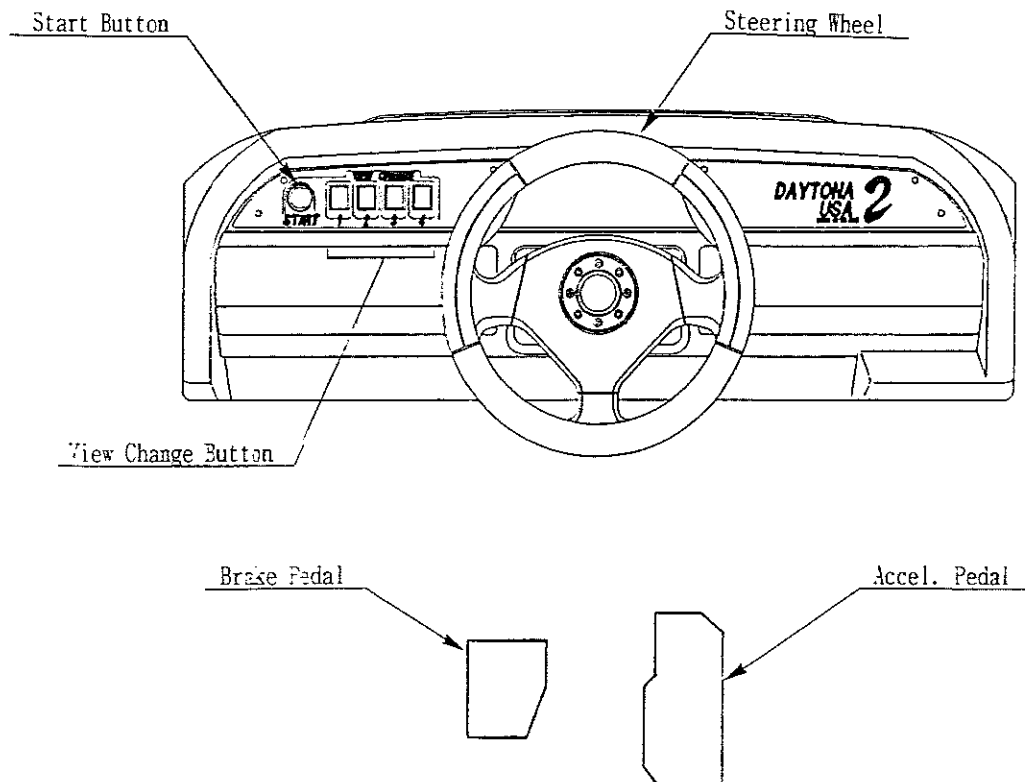
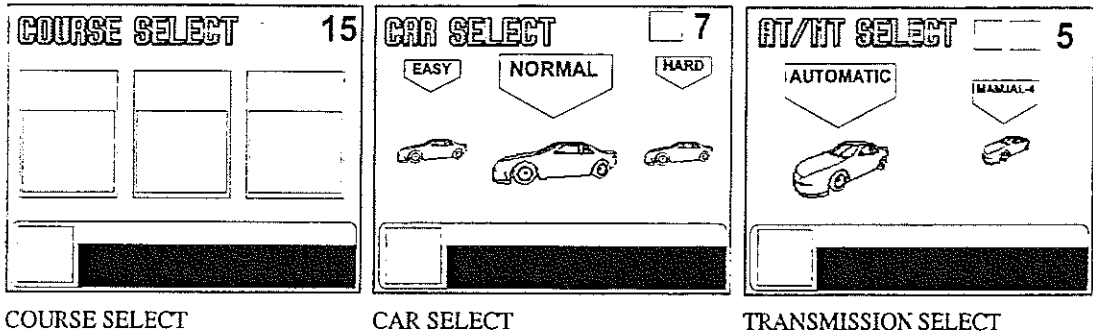


FIG. 8

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

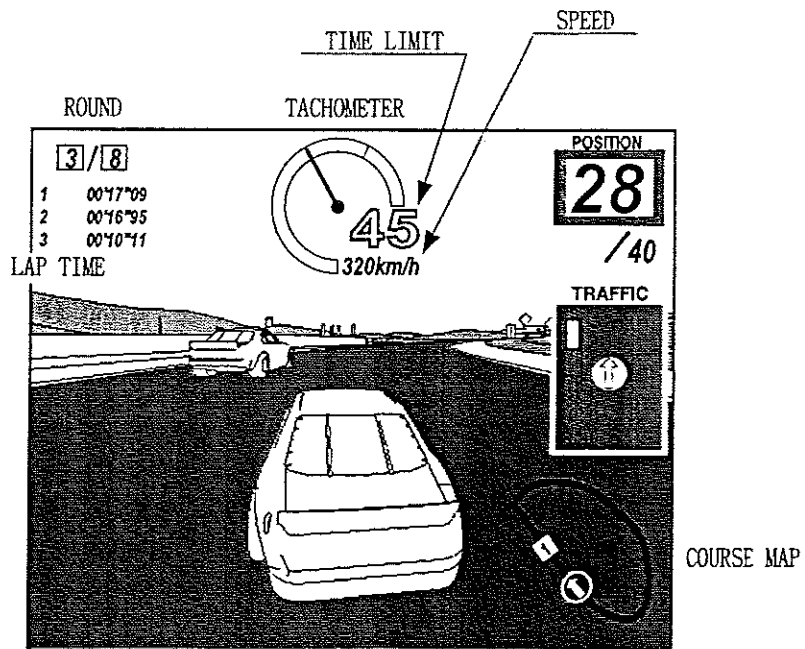
Stepping on the Accel. Pedal again after stepping on it once will have the present SELECT screen, in the middle of counting down, proceed to the next SELECT screen.

Course selection is decided by majority. In case of a tie, the left-hand side 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.
- ⑥ After finishing the Select mode, the Cockpit is to be unlocked to start race. After race start, the View Change button being selected lights up. The Steering Wheel is subject to the reaction and load depending on the status of the Course, Course Out and Crash. Note 2.

- ⑦ The number of Laps is 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.



- ⑧ 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.

- 5
- ⑨ When the race participants' leader finishes the specified number of laps of each course, the game is over then. Note 3: The game is over also when all of the race participants fail to pass the checkpoint within the time limit.
  - ⑩ After one game is finished, the Cockpit is locked. At this time, if the Cockpit is loaded, it will be locked as is inclined. If one play worth of credits or more credits remain, the SELECT screen will be displayed.
  - ⑪ 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.

Note 1 During ADVERTISE, setting to No Sound output is possible.

Note 2 The strength (strong or weak) of the Steering Wheel is changeable.

Note 3 The setting of Lap frequency is changeable.



## 9. EXPLANATIONS 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.



To avoid injury, ensure safety in the periphery of the machine before entering the Test mode. When entering the Test mode, the machine unlocks the Cockpit. The Cockpit sways in the direction subject to load. To avoid injury, do not lean against the machine during testing as well.



Do not exit from the Test mode with the Cockpit in an inclined status. The product performs initialization setting movements at the time of exiting from the Test mode in the same manner as when turning power on. Exiting from the Test mode with the Cockpit as is inclined, or touching the Steering Wheel during the initial setting movements will make it impossible to play satisfactorily.

TABLE 9 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	REFERENCE SECTIONS
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to see that each setting is as per standard setting made at the time of shipment. 2. In the INPUT TEST mode, check each SW and VR. 3. In the OUTPUT TEST mode, check each of lamps. 4. In the SELF-TEST mode, check ICs on the IC Board.	9-10, 9-11 9-5 9-6, 9-9 9-3, 9-4
MEMORY	Choose MEMORY TEST in the MENU mode to allow the MEMORY test to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.	9-3, 9-4
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. In the INPUT TEST mode, test the CONTROL device. 4. In the OUTPUT TEST mode, check each of lamps.	9-3, 9-4 9-10, 9-11 9-5 9-6, 9-9
CONTROL SYSTEM	1. In the INPUT TEST mode, check each SW and VR. 2. Adjust or replace each SW and VR. 3. If the problem can not be solved yet, check the CONTROL's moves.	9-5 9-9
MONITOR	In the MONITOR ADJUSTMENT mode, check to see if the PROJECTOR adjustment is appropriately made.	9-8
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.	9-3, 9-4 9-7
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.	9-12

9-  
!  
WARNI  
STO  
IMPORTA

TEST  
TEST S  
SERV  
SERVIC

9-1 SWITCH UNIT AND COIN METER



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



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

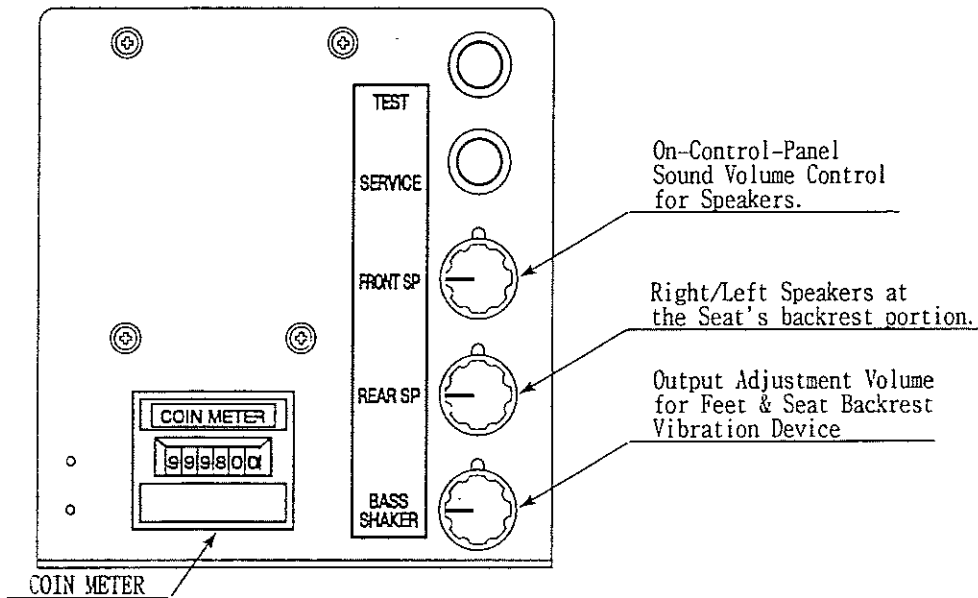


FIG. 9.1 SWITCH UNIT

TEST BUTTON:  
TEST SW

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

SERVICE BUTTON:  
SERVICE SW

Gives credits without registering on the coin meter.

## 9-2 TEST MODE



To avoid injury, ensure safety in the periphery of the machine before entering the Test mode. When entering the Test mode, the machine unlocks the Cockpit. The Cockpit sways in the direction subject to load. To avoid injury, do not lean against the machine during testing as well.



When changes are made in the settings of GAME ASSIGNMENTS, COIN ASSIGNMENTS, DRIVE BOARD TEST, and SOUND TEST, be sure to exit from the Test Mode to return to the Game Mode. (If the power is turned OFF in the Test Mode, the settings can not be rewritten.)

The Test Menu allows the functioning of each part of the Cabinet to be checked, the monitor to be adjusted, and the coins and game related various settings to be performed.

- Press the test button to have the menu displayed on the screen and enter the test mode (FIG.9.2).
- Press the SERVICE BUTTON until the pointer "→" is moved to the desired item to make a selection.
- Bring the pointer "→" to the desired item and press the TEST BUTTON to enter the selected item's test.
- In the Test mode, View Change button 3 (yellow) instead of the Test button can be used, and View Change buttons 1 (red) & 2 (blue) instead of the Service button (for moving the arrow) can be used.

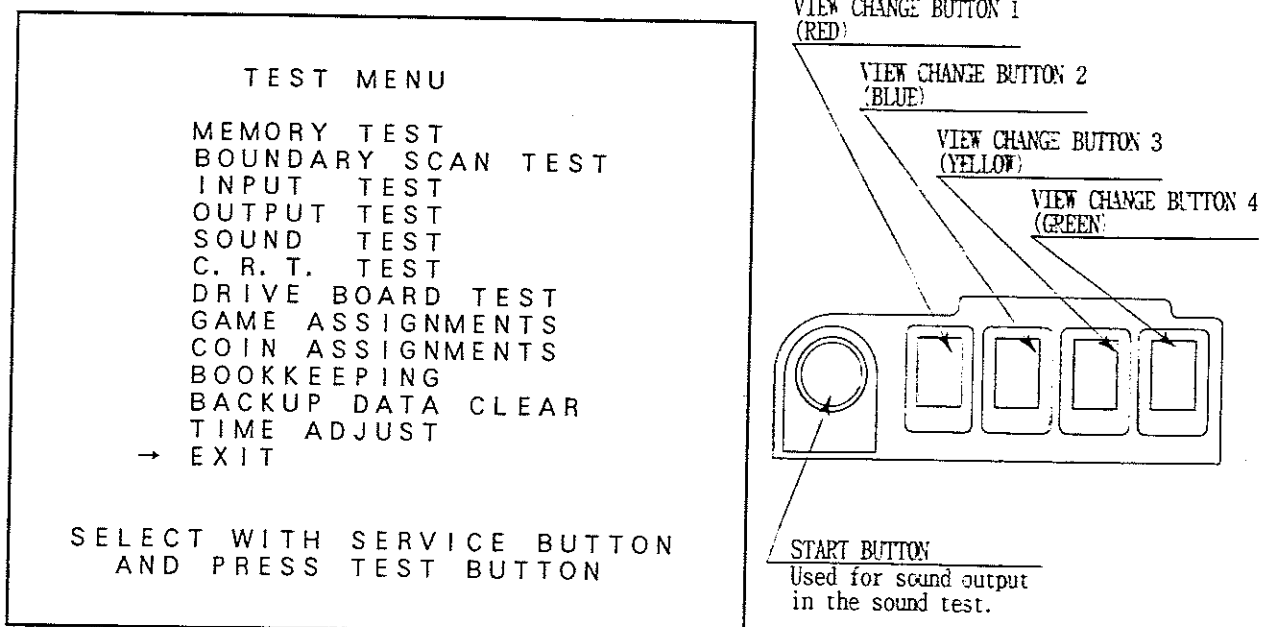


FIG. 9.2 TEST MENU

- Choose EXIT and press the test button to exit from the test mode and return to the game mode.

### 9-3 MEMORY TEST

The MEMORY TEST mode is for automatically checking the on-BD memory IC functioning. "GOOD" is displayed for normal ICs and "BAD" is displayed for abnormal ICs.

```
          CPU RAM TEST

GOOD (SDRAM)      IC. 13
GOOD (SDRAM)      IC. 14
GOOD (SDRAM)      IC. 15
GOOD (SDRAM)      IC. 16
GOOD (BACKUP SRAM) IC. 21 IC. 22
GOOD (SCROLL SDRAM) IC. 94 or IC. 19 IC. 20
GOOD (SCROLL SRAM) IC. 17 IC. 18

          PRESS TEST BUTTON TO CONTINUE
```

FIG. 9.3 a CPU RAM TEST

- When the test is completed, if the results are shown as above, it is satisfactory.
- During the test, TESTING NOW is displayed on the lower part of the screen. After an elapse of 5 minutes, if the test is not finished, the IC Board may be malfunctioning.
- Upon finishing the test, press the Test button to proceed to "CPU ROM TEST."

```
          CPU ROM TEST

GOOD (CRDM03 MASK) IC. 1  XXXX
GOOD (CRDM02 MASK) IC. 2  XXXX
GOOD (CRDM01 MASK) IC. 3  XXXX
GOOD (CRDM00 MASK) IC. 4  XXXX
GOOD (CRDM13 MASK) IC. 5  XXXX
GOOD (CRDM12 MASK) IC. 6  XXXX
GOOD (CRDM11 MASK) IC. 7  XXXX
GOOD (CRDM10 MASK) IC. 8  XXXX
GOOD (CRDM23 MASK) IC. 9  XXXX
GOOD (CRDM22 MASK) IC. 10 XXXX
GOOD (CRDM21 MASK) IC. 11 XXXX
GOOD (CRDM20 MASK) IC. 12 XXXX
GOOD (CRDM33 MASK) IC. 13 XXXX
GOOD (CRDM32 MASK) IC. 14 XXXX
GOOD (CRDM31 MASK) IC. 15 XXXX
GOOD (CRDM30 MASK) IC. 16 XXXX
GOOD (CRDM3 EPROM) IC. 17 XXXX
GOOD (CRDM2 EPROM) IC. 18 XXXX
GOOD (CRDM1 EPROM) IC. 19 XXXX
GOOD (CRDM0 EPROM) IC. 20 XXXX

          PRESS TEST BUTTON TO CONTINUE
```

FIG. 9.3 b CPU ROM TEST

- During the test, the TESTING NOW message is displayed on the lower part of the screen. Upon finishing the test, if the above is displayed, it is satisfactory.
- After finishing the test, press the Test button to proceed to "VIDEO BOARD RAM TEST."

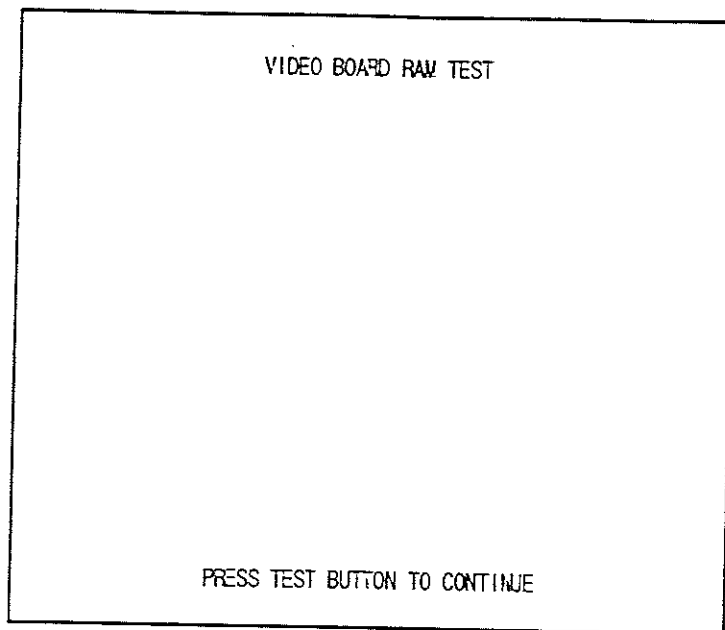


FIG. 9.3 c VIDEO BOARD RAM TEST

- During the test, the TESTING NOW message is displayed on the lower part of the screen. Upon finishing the test, if there is no irregularity, nothing will be shown as above.
- After finishing the test, press the Test button to proceed to "VIDEO BOARD ROM TEST."

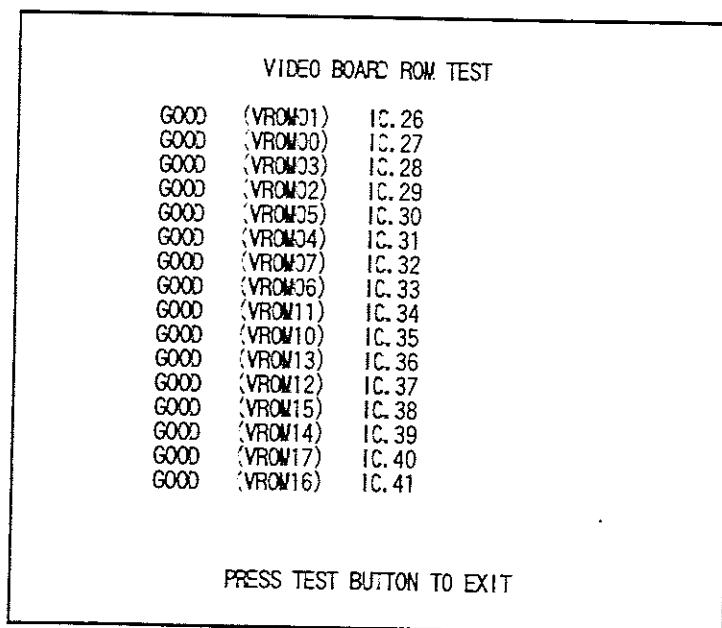


FIG. 9.3 d VIDEO BOARD ROM TEST

- During the test, the TESTING NOW message is displayed on the lower part of the screen. After finishing the test, if the above is displayed, it is satisfactory.
- After finishing the test, press the Test button to return to the Menu screen (FIG. 9. 2).

## 9-4 BOUNDARY SCAN TEST



Upon finishing the test, cause the Test Menu to return on the screen, turn the power off and turn it back on again. By so doing, the Board initialization is performed to avoid malfunctioning.

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

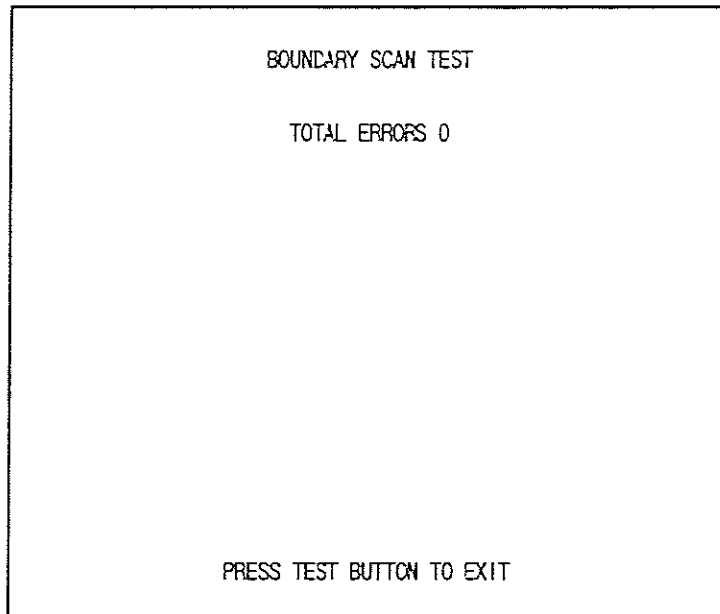


FIG. 9.4 BOUNDARY SCAN TEST

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

9-5 INPUT TEST

Selecting INPUT TEST displays the following on the screen and enables you to check the status of each switch and each Volume value of the cabinet.

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

- By pressing each switch, if the display on the right-hand side of the name of each switch changes to ON from OFF, the SW and the wiring connections are satisfactory.
- To check the Coin SW of "CHUTE #X", open the Coin Chute Door and insert a coin into the Coin Inlet.
- B TEST and B SERVICE are on the Game Board. Normally, they are not used.
- Simultaneously pressing the Service button and the Test button returns the Test Menu on the screen.

INPUT TEST			
CHUTE#1	OFF	CHUTE#2	OFF
SHIFT1	OFF	SHIFT2	OFF
SHIFT3	OFF	SHIFT4	OFF
VIEW1	OFF	VIEW2	OFF
VIEW3	OFF	VIEW4	OFF
START	OFF		
TEST	OFF	B TEST	OFF
SERVICE	OFF	B SERVICE	OFF
HANDLE	30H		
ACCEL	30H		
BRAKE	30H		
PRESS SERVICE+TEST BUTTON TO EXIT			

FIG. 9.5 a INPUT TEST

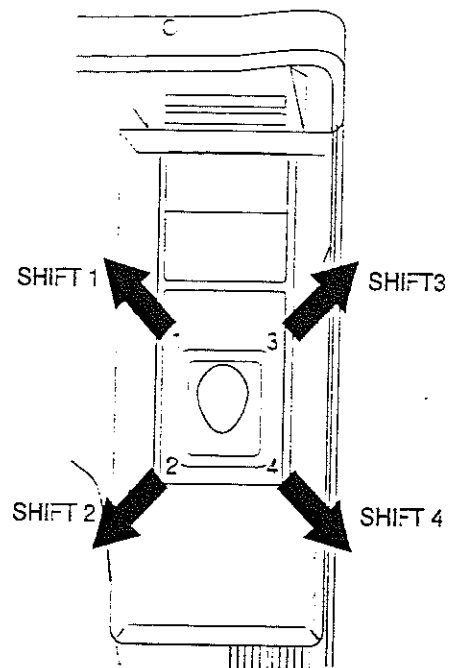


FIG. 9.5 b

The reference values for adjusting each Volume are as follows.

When the Steering Wheel and the Pedal are operated, if the corresponding Volume value varies in a natural manner within the following range, it is satisfactory.

- HANDLE : 78H~88H (Centering Position)
- ACCEL. : When the Pedal is released ← Under 30 H → When the Pedal is stepped on. Over C0H
- BRAKE :

If the Volume value is not within the above range, movements are not satisfactory.

By referring to the Owner's Manual, adjust or replace the Volume.

## 9-6 OUTPUT TEST

This test allows the functioning of the button lamps on the switch panel to be checked.

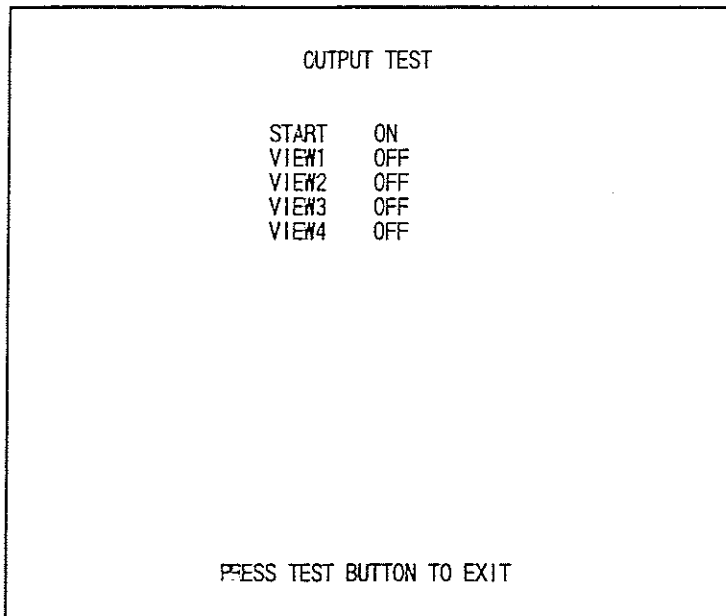


FIG. 9.6 OUTPUT TEST

Selecting OUTPUT TEST displays the above screen. The 4 View Change buttons and Start button on the Switch Panel light up and go off sequentially in order. If the lamp lights up when the display beside the name is ON and goes off when the display is OFF, the wiring connection is satisfactory.



## 9-7 SOUND TEST

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

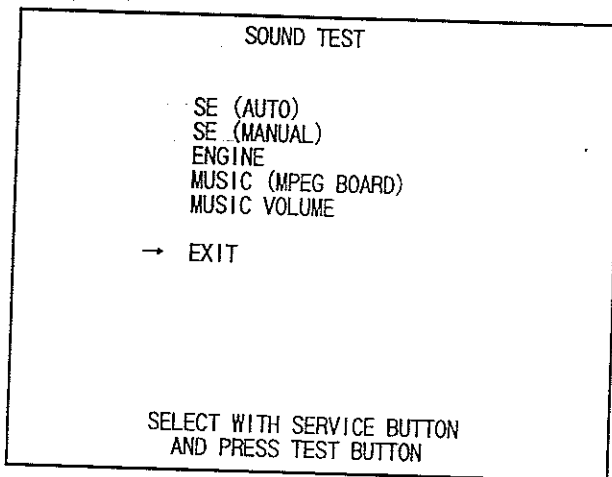


FIG. 9.7 a SOUND TEST MENU

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

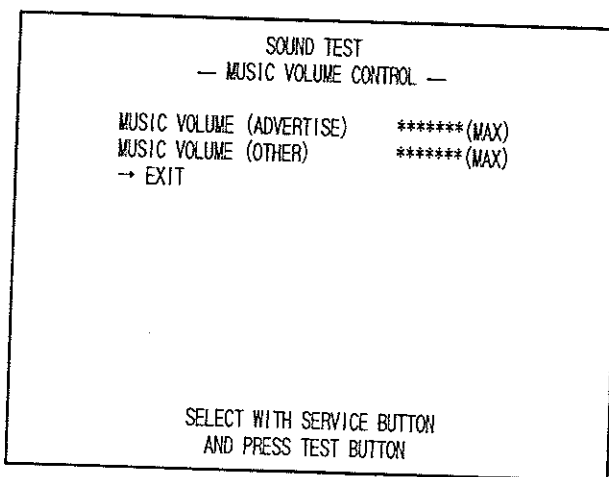


FIG. 9.7 b SOUND TEST

- Press the Service button to select the sound to be set. The sound volume can be varied by pressing the Test button.
- Choose EXIT and press the Test button to return to the Sound Test Menu.

Normally, set to MAX and adjust the sound volume with the Volume on the Switch Unit.

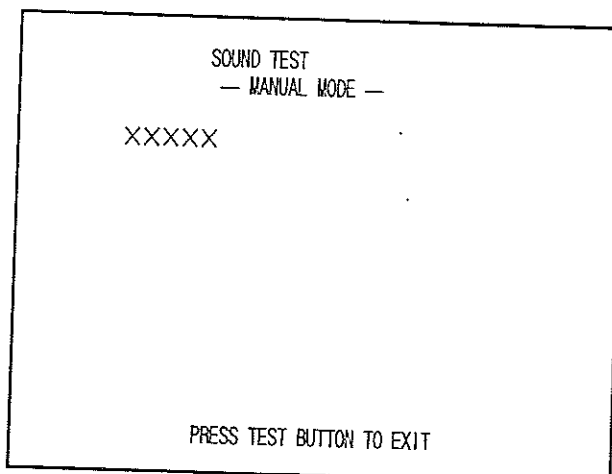


FIG. 9.7 c SOUND TEST

- Press the Service button to select the sound to be tested, and press the Start button to have sound emitted.
- Selecting SE (AUTO) allows sound to be emitted automatically.
- Press the Test button to have Sound Test Menu return on the screen.

## 9-8 C.R.T. TEST

Choose C.R.T. TEST to have the Monitor Adjustment check screen appear. By watching the screen, periodically check if adjustments are needed. For the adjustment method, read Section 15.

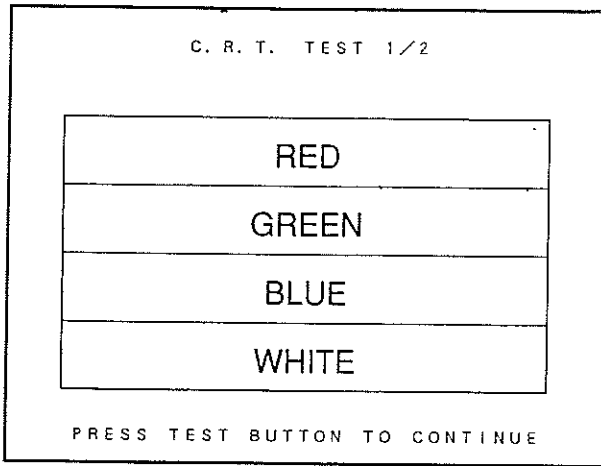


FIG. 9.8 a C.R.T. TEST (1/2)

In the screen as per FIG. 9.8 a, check Monitor color adjustments. By watching this screen, make color adjustments. Each of the R (red), G (green), B (Blue) and White is darkest at the left-hand end and becomes brighter towards the right-hand end.

Press the TEST BUTTON to have the following Crosshatch screen appear.

In the screen as per FIG. 9.8 b, check monitor size and position adjustments. Check size and position adjustments by watching this screen.

Adjust the Monitor to make sure that the crosshatch lines do not go beyond the screen size and crosshatch distortion does not occur.

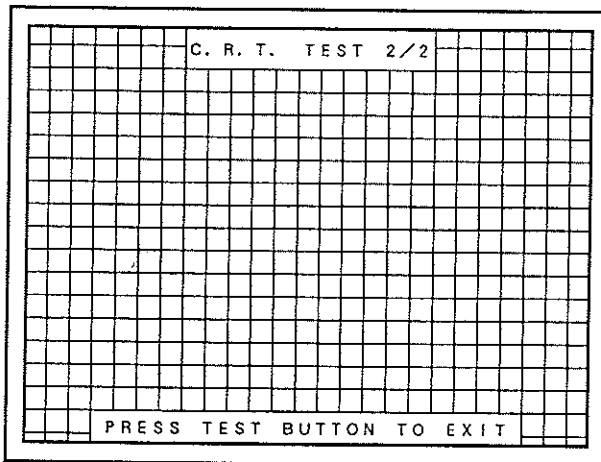


FIG. 9.8 b C.R.T. TEST (2/2)

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

## 9-9 DRIVE BOARD TEST

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

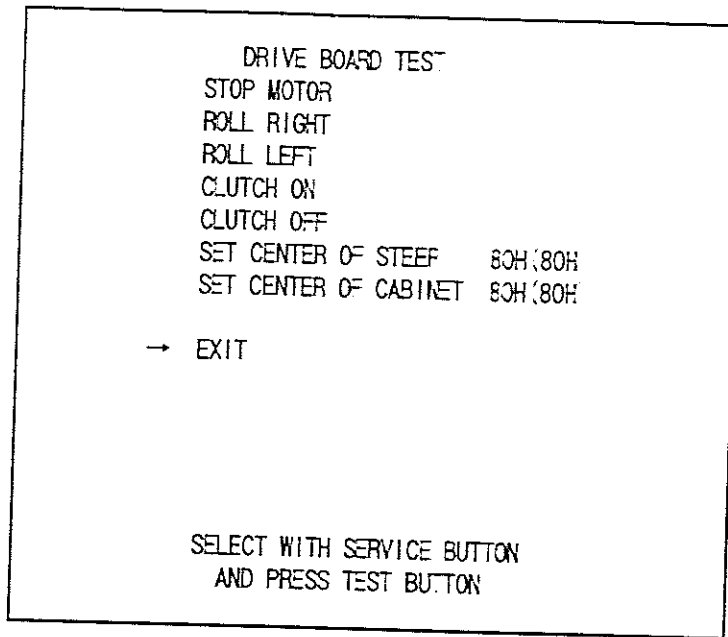


FIG. 9.9 TEST DRIVE BOARD MENU

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 the 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.
- **CLUTCH ON :** The clutch (Brake Mechanism) operates so as to secure the Cockpit.
- **CLUTCH OFF :** The Cockpit is released from the secured status.

## SETTING THE VOLUME

On the screen as per FIG. 9.9, perform setting of the Volume that detects the Steering Wheel and Bank (the Cockpit's right/left swaying) movements.

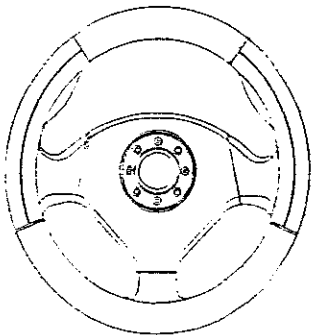
When the Steering Wheel and Bank Volumes are adjusted or replaced, perform the setting of the Volume in the following procedure:

### ○SETTING THE STEERING WHEEL VOLUME

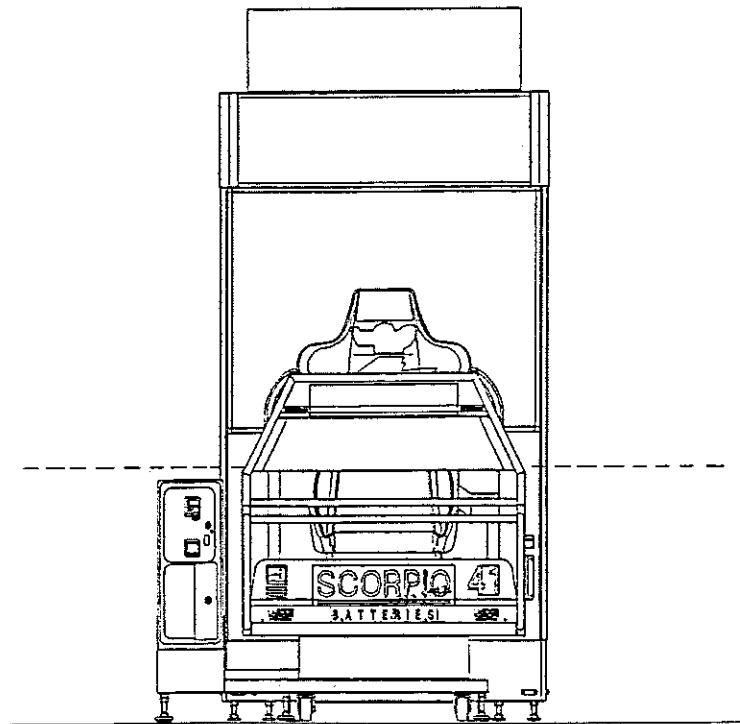
- ① Press the Service button to bring the arrow to SET CENTER OF STEER.
- ② Secure the Steering Wheel to the Centering position. At this time, also secure the Cockpit in the level position.
- ③ Press the Test button. Store the Volume value obtained at this time as Steering Wheel's centering value.

### ○SETTING THE BANK VOLUME

- ① Press the Service button to bring the arrow to SET CENTER OF CABINET.
- ② Secure the Cockpit in the level position.
- ③ Press the Test button. Store the Volume value obtained at this time as the Cockpit's level status value.



With the Steering Wheel in the centering position, press the Test button.



By securing the Cockpit in the level position, press the Test button.

## 9-10 GAME ASSIGNMENTS

Selecting GAME ASSIGNMENTS in the menu mode causes the following screen to be displayed and also the game difficulty setting, etc. to be performed. Each item displays the following contents.

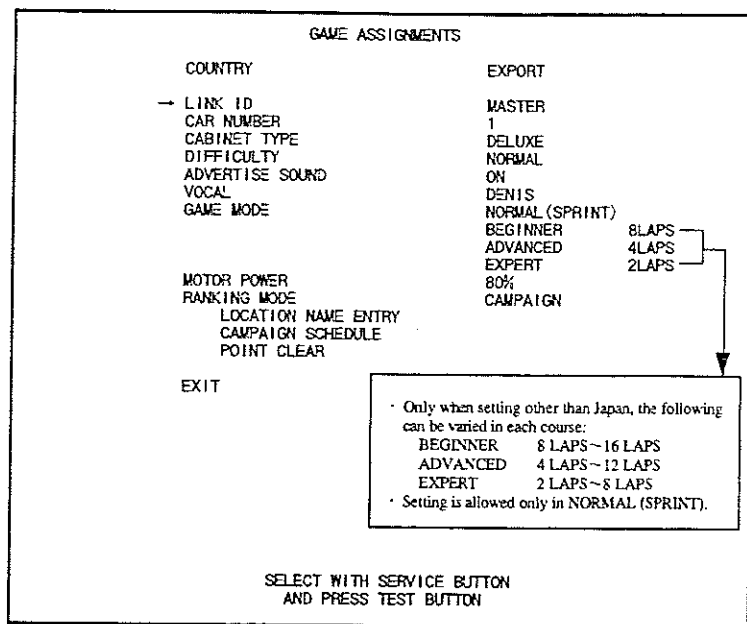


FIG. 9.10 GAME ASSIGNMENTS

### SETTING CHANGE PROCEDURE

- ① Press the SERVICE BUTTON to bring the arrow (→) to the desired setting change item.
- ② Press the TEST BUTTON to choose the desired setting item.
- ③ Bring the arrow to EXIT and press the TEST BUTTON to return to the menu mode.

- **COUNTRY:** The country setting is predetermined and can not be selected.
- **LINK ID:** For non-interactive (communication) play, set to "SINGLE."  
For communication play (see Section 21), set one seat to "MASTER" and the rest of the seats to "SLAVE." The main settings of the MASTER seat apply to the SLAVE seats also.
- **CAR NUMBER:** For interactive play between 2 or more machines (cabinets), the cabinets (starting from the left, facing the monitor screen) are numbered in the 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 DELUXE for this machine.
- **DIFFICULTY:** Sets the difficulty level in 4 categories, i.e., EASY, NORMAL, HARD, and 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 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 (see 9-14). Move the 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.

## 9-11 COIN ASSIGNMENTS

TABLE

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."

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

FIG. 9.11 a COIN ASSIGNMENTS

- COIN/CREDIT SETTING "How many coins correspond to how many credits."  
In this machine, selection as per Table 9.11a is possible.
- MANUAL SETTING Allows for finer settings. (Table 9.11b)

TABLE 9.11 a COIN/CREDIT SETTING

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



## MANUAL SETTING

COIN ASSIGNMENTS (MANUAL SETTING)	
COIN TO CREDIT	1 COIN 1 CREDIT
BONUS ADDER	NO BONUS ADDER
COIN CHUTE =1 MULTIPLIER	1 COIN COUNTS AS 1 COIN
COIN CHUTE =2 MULTIPLIER	1 COIN COUNTS AS 1 COIN
→ EXIT	

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

FIG. 9.11 c COIN ASSIGNMENTS

- COIN TO CREDIT Determines conversion coin/credit.
- BONUS ADDER This sets how many conversion coins should be inserted to obtain one SERVICE COIN.
- COIN CHUTE #X MULTIPLIER This sets how many inserted tokens one conversion coin represents.

TABLE 9.11 b MANUAL SETTING

COIN TO CREDIT	1 COIN	1 CREDIT
	2 COINS	1 CREDIT
	3 COINS	1 CREDIT
	4 COINS	1 CREDIT
	5 COINS	1 CREDIT
	6 COINS	1 CREDIT
	7 COINS	1 CREDIT
	8 COINS	1 CREDIT
	9 COINS	1 CREDIT

BONUS ADDER	NO BONUS ADDER	
	2 COINS	GIVE 1 EXTRA COIN
	3 COINS	GIVE 1 EXTRA COIN
	4 COINS	GIVE 1 EXTRA COIN
	5 COINS	GIVE 1 EXTRA COIN
	6 COINS	GIVE 1 EXTRA COIN
	7 COINS	GIVE 1 EXTRA COIN
	8 COINS	GIVE 1 EXTRA COIN
	9 COINS	GIVE 1 EXTRA COIN

COIN CHUTE MULTIPLIER	1 COIN COUNTS AS 1 COIN	
	1 COIN COUNTS AS 2 COINS	
	1 COIN COUNTS AS 3 COINS	
	1 COIN COUNTS AS 4 COINS	
	1 COIN COUNTS AS 5 COINS	
	1 COIN COUNTS AS 6 COINS	
	1 COIN COUNTS AS 7 COINS	
	1 COIN COUNTS AS 8 COINS	
	1 COIN COUNTS AS 9 COINS	

## 9-12 BOOKKEEPING

Selecting the BOOKKEEPING in the menu mode displays the bookkeeping data up to the present on the following 2 pages.

Press the TEST button again to proceed to the next page.

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	

FIG. 9. 12 a BOOKKEEPING (1/2)

BOOKKEEPING 2/2			
— TIME HISTOGRAM —			
COURSE	BEGINNER	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			

FIG. 9. 12 b BOOKKEEPING (2/2)

- COIN CHUTE#\*      Number of coins put in. For the type which has 2 Coin Chutes, as seen from the front of the cabinet, the right-hand side is #1 and the left-hand side is #2.
- TOTAL COINS      Total number of coins inserted in each coin chute.
- 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.
- TIME HISTOGRAM      By-playtime play frequency.

## 9-13 BACKUP DATA CLEAR

The contents of BOOKKEEPING, High Score, etc. can be cleared. When clearing the BOOKKEEPING contents, bring the arrow to "YES (CLEAR)" by using the Service button, and press the Test button. When clearing is finished, "COMPLETED" will be displayed and then the menu mode returns. Bring the arrow to "NO (CANCEL)" and press the Test button to have the Menu mode return on the screen without clearing the data. Note that this operation does not affect the contents of the game setting.

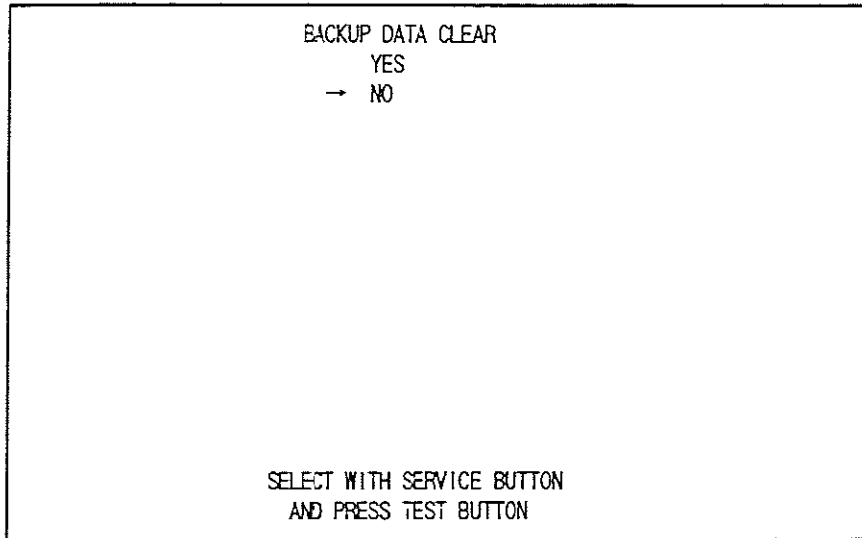


FIG. 9.13 BACKUP DATA CLEAR

## 9-14 TIME ADJUST

This Test mode allows the date (year/month/day) to be set. When turning 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 ADJUST in the following procedure:

Note that SEGA will take care of battery replacement. Please contact where you purchased the product from.

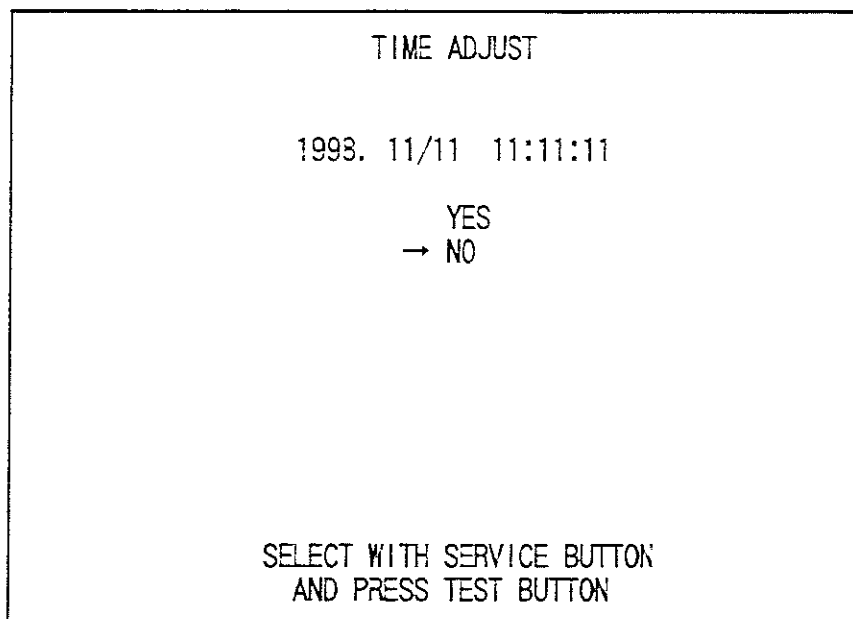


FIG. 9.14 TIME ADJUST

### SETTING CHANGE PROCEDURE

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

10.



10



A

## 10. HANDLE MECHA



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

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

### 10-1 VOLUME ADJUSTMENT/REPLACEMENT



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

To adjust or replace the Volume, take out the 13 screws and remove the Bonnet Cover.

#### ADJUSTING THE VOLUME

- ① Loosen the 2 screws which secure the Volume Bracket, and you can move the Volume Bracket.
- ② Moving the Volume Bracket disengages gear mesh.
- ③ Ensure that the Steering Wheel is in a level status, and adjust gear mesh in the manner so that the D cut face is in the direction shown.
- ④ Turn power on, cause the Drive Board Test screen in the Test mode to appear (see 9 - 9), and ensure that the Volume value is within the range of 78H ~ 88H.
- ⑤ Fasten the 2 screws which secure the Bracket.
- ⑥ In the SET CENTER OF CABINET of the Drive Board Test mode, perform Bank Volume setting (see 9 - 9).

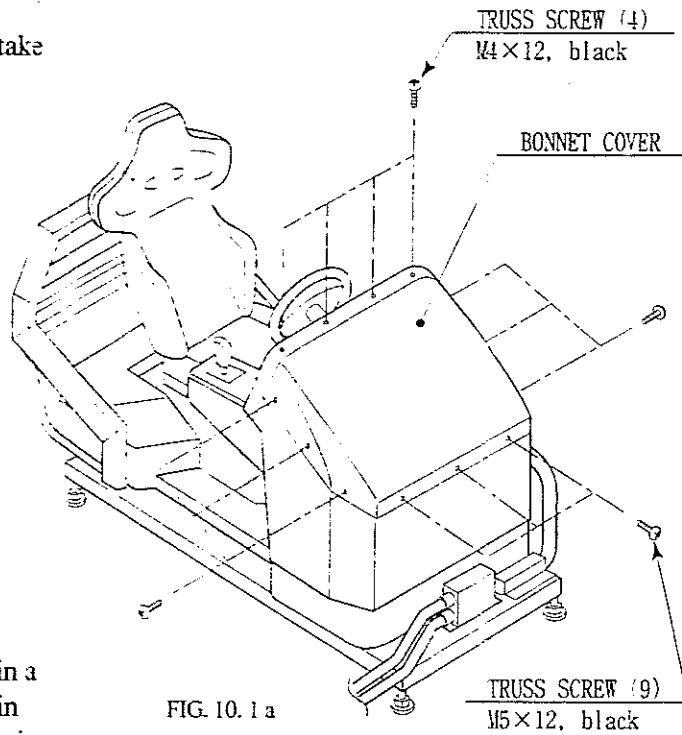
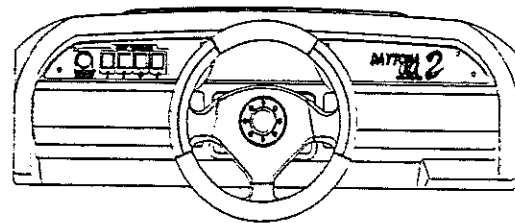


FIG. 10.1 a



Ensure that the Steering Wheel is in a level status.

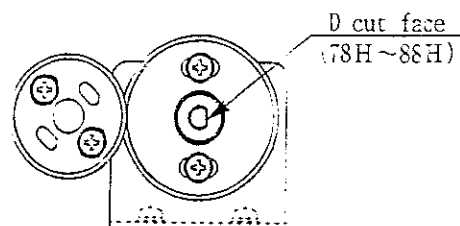


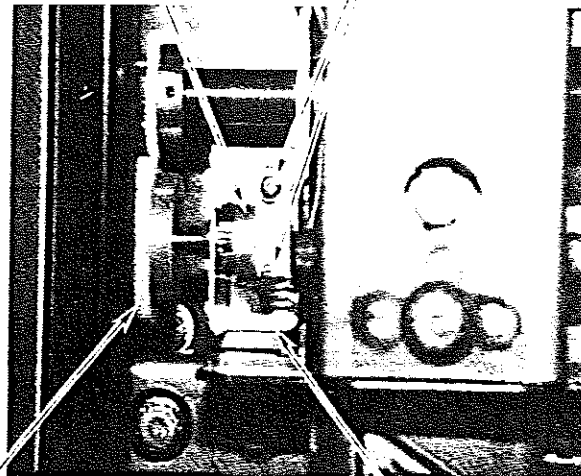
FIG. 10.1 b

## REPLACING THE VOLUME

- ① Turn the power off.
- ② Disconnect the Connector.
- ③ Remove the Volume Bracket by taking out the 2 screws which secure the Volume Bracket.
- ④ Take out the 2 Set Screws and remove the Volume Gear to replace the Volume.
- ⑤ After replacement, adjust the Volume as per the preceding page.

VOLUME  
220-5484  
220-5373

SCREW  
M4 x 8,  
w/flat & spring washers



VOLUME GEAR

Photo 10.1

VOLUME BRACKET

## 10-2 GREASING



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



- Be sure to use the designated grease. Using undesignated grease can cause parts damage.
- Do not apply greasing to undesignated places. Failure to observe this can cause malfunctioning or quality deterioration of parts.

Once in 3 months, apply greasing to Volume Gear mesh portion. For spray greasing, use GREASE MATE (P. No. 090-0066) or BIRAL VG-HT that is obtainable in Europe.

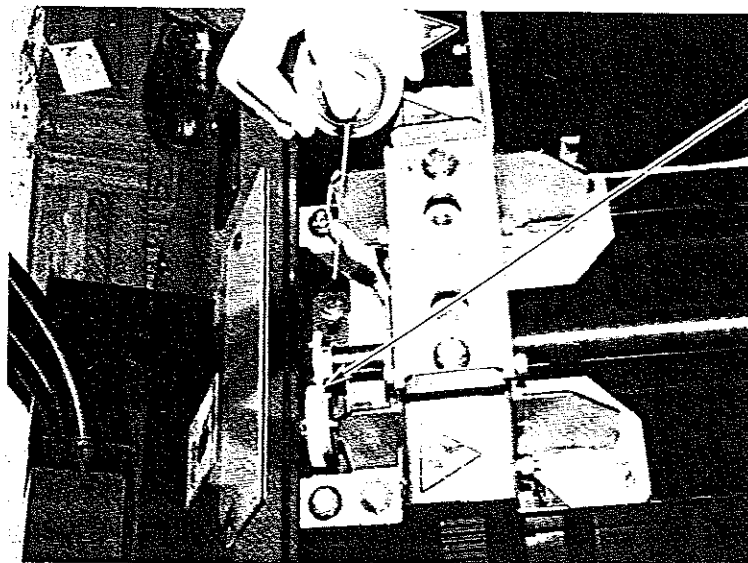


Photo 10.2

11.



11-

TR  
M4

HEXAG  
M8 x 20

## 11. SHIFT LEVER



- Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock and short circuit hazards.
- Use care so as not to damage wirings. Damaged wiring can cause electric shock and short circuit hazards.
- Do not touch undesignated places. Touching places not specified can cause electric shock and short circuit hazards.

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

### 11-1 REMOVING THE SHIFT LEVER

- ① Take out the 6 truss screws and remove the Shift Cover.
- ② Remove the 4 Hexagon Bolts which secure the Shift Lever.
- ③ Carefully lift the Shift Lever so as not to damage the Shift Lever's wiring connections, and disconnect the connectors.

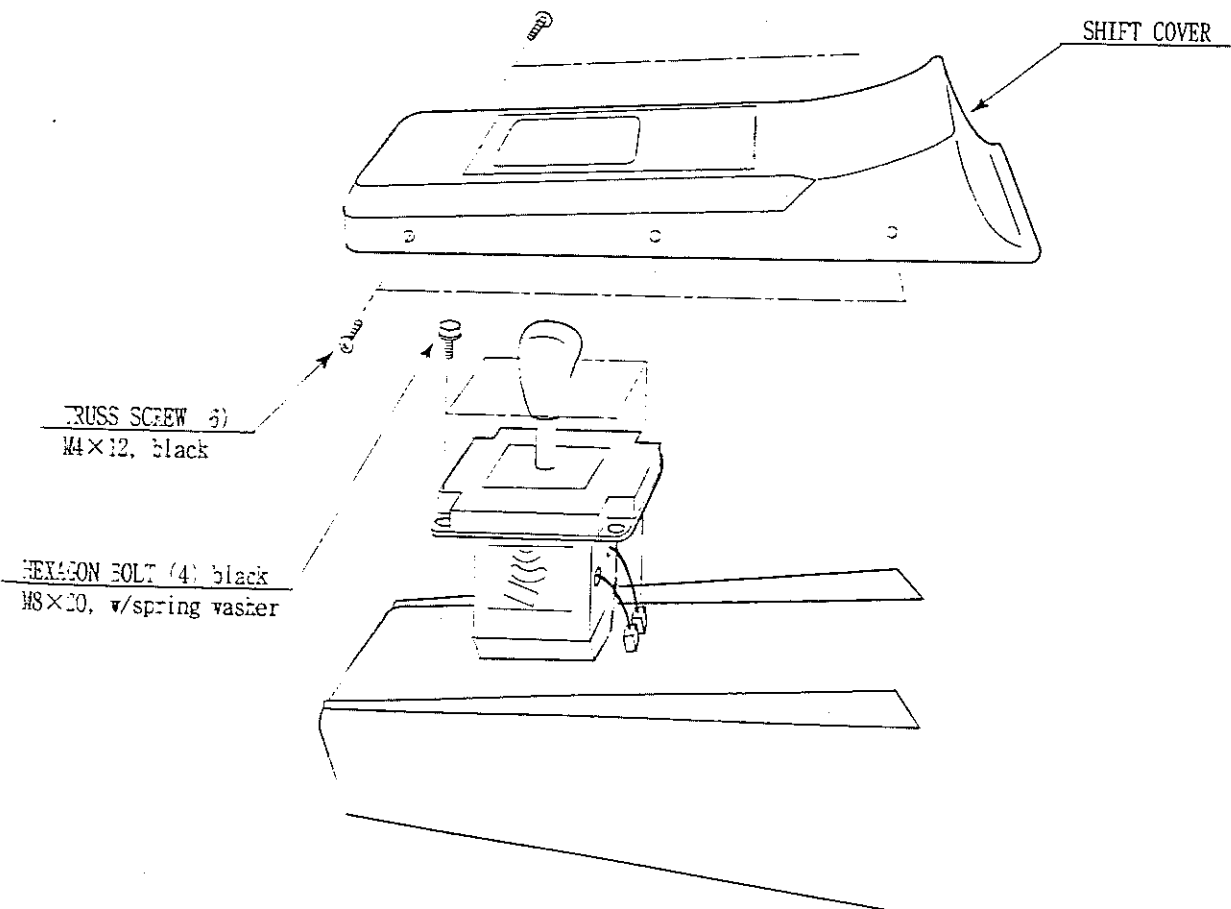


FIG. 11.1



## 11-2 SWITCH REPLACEMENT

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

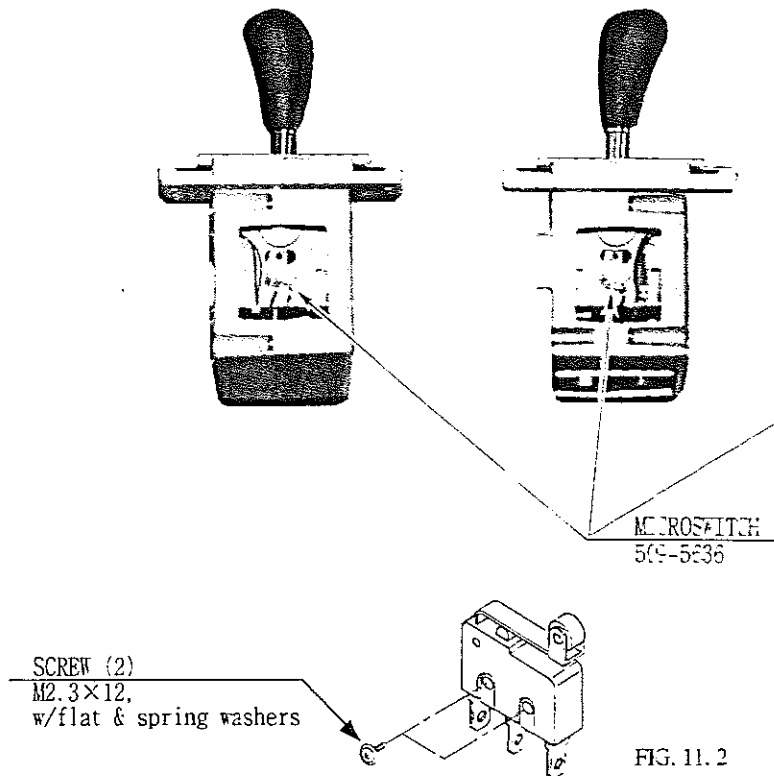


FIG. 11.2

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

12.



WARNI

12.



WARNI

V.R.  
220-5

## 12. ACCELERATOR & BRAKE



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

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

### 12-1 VOLUME ADJUSTMENT/REPLACEMENT



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

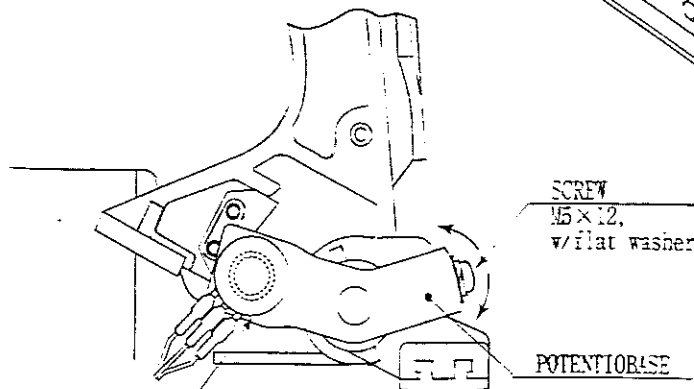
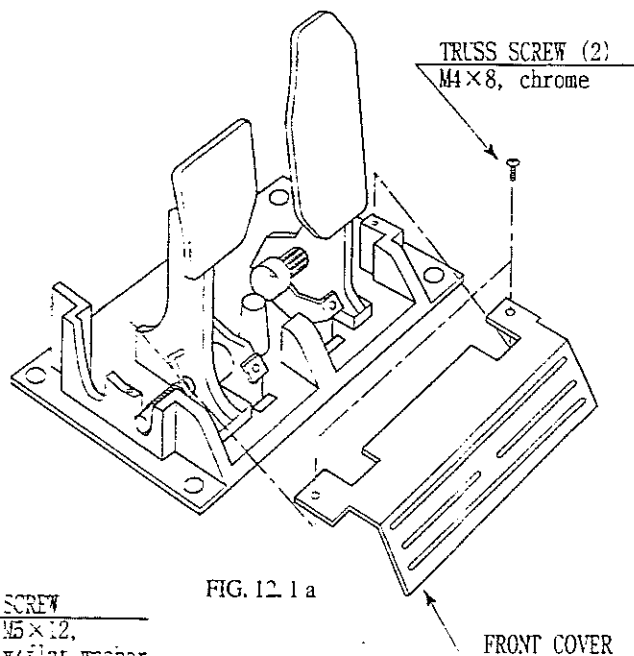
The appropriate value of each V.R. is as follows.

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

Check Volume values in the INPUT TEST of 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 electric shock or short circuit.

- ① Take out the 2 truss screws and remove the Front Cover from the Accel. & Brake Unit (FIG. 12. 1 a).
- ② Loosen the screw which secures the Potentiobase, and adjust the Volume value by moving the Base. (FIG. 12. 1 b)
- ③ Secure the Potentiobase.

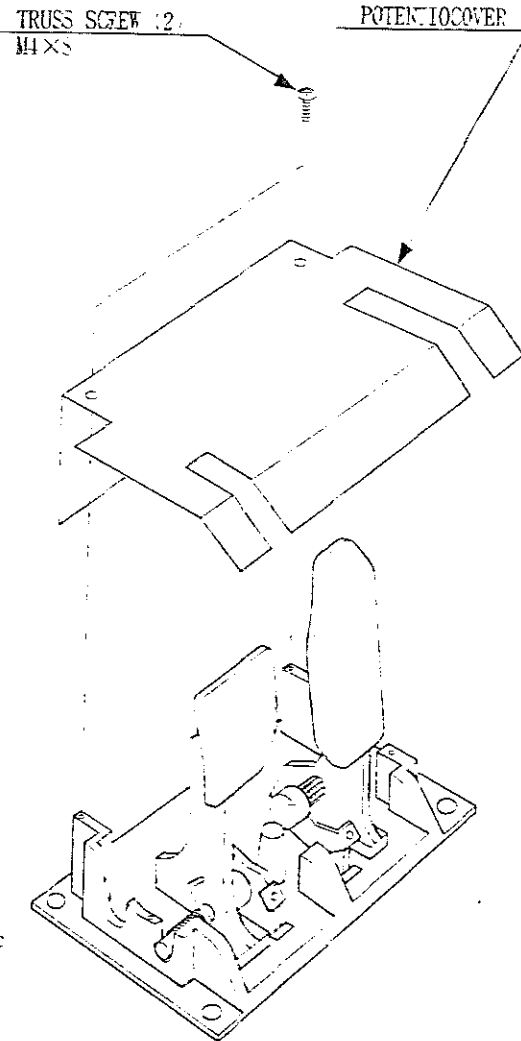
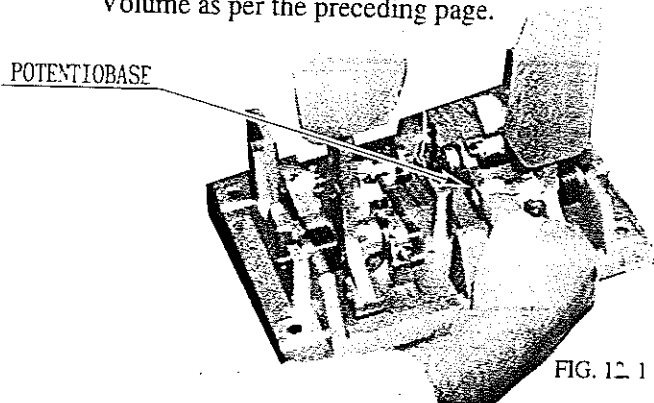


V. 3.  
220-5373, 5484

FIG. 12. 1 b

## REPLACING THE VOLUME

- ① Turn the power off.
- ② Take out the 2 screws and remove the Potentiocover (FIG. 12. 1 c).
- ③ Disconnect the connector of the Volume to be replaced.
- ④ Remove the screw which secures the Potentiobase (FIG. 12. 1 b).
- ⑤ Remove the Potentiobase together with the Volume as is attached. (FIG. 12. 1. c)
- ⑥ Remove the Base and Gear to replace the Volume.
- ⑦ After replacement, adjust the Volume as per the preceding page.



13.



13-



## 12-2 GREASING



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



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

Once every 3 months, apply greasing to the Spring and Gear mesh portion. For spray greasing, use GREASE MATE (PART No. 090-0066) or BIRAL VG-HT that is obtainable in Europe.

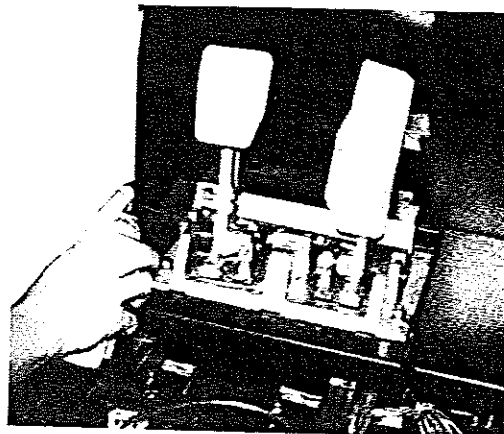


Photo 12. 2

## 13. MECHANISM MAINTENANCE



WARNING!

- Use care so as not to damage wirings. Damaged wiring can cause electric shock and short circuit hazards.
- Do not touch undesignated places. Touching places not specified can cause electric shock and short circuit hazards.
- When performing work, be sure to use plural workers. Performing work by one person alone can cause accidents and parts damage.

### 13-1 VOLUME ADJUSTMENT/REPLACEMENT



WARNING!

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

To replace the Volume, take out a total of 6 screws and remove the Heel Lid from the Accelerator - Brake Unit.

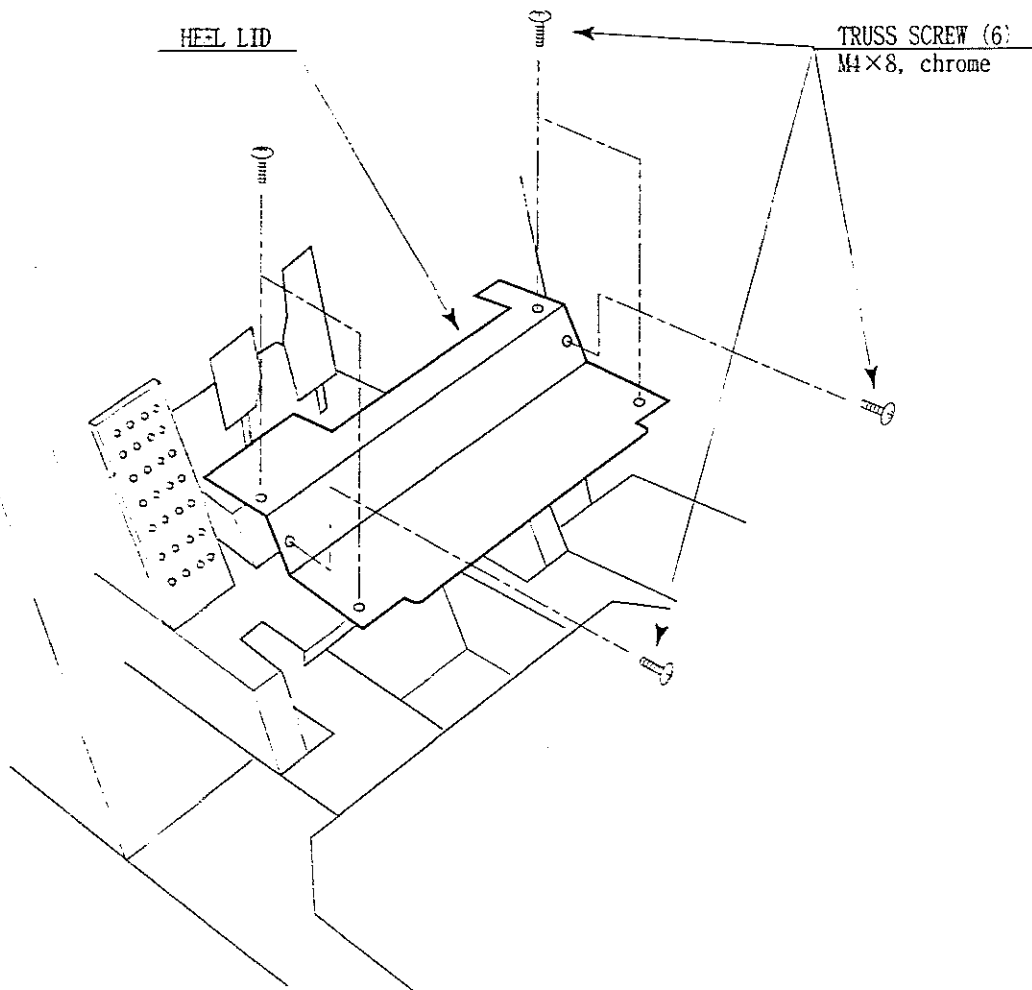


FIG. 13.1 a

## 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 Ensure that the Rear Cabinet is in a level status, and adjust gear mesh in the manner so that the D cut face is in the direction shown. Ensure that the Volume value is within the range of 78H~88H.

VOLUME GEAR

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

VOLUME BRACKET

SET SCREW  
M3×8

VOLUME  
22'-54S4  
22'-5878

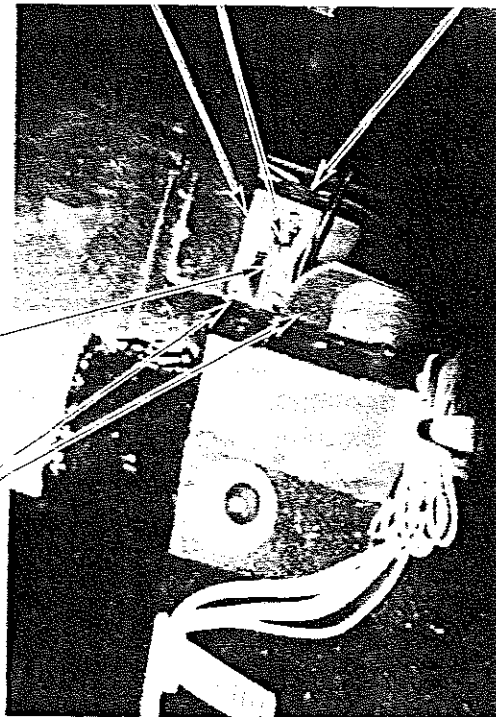
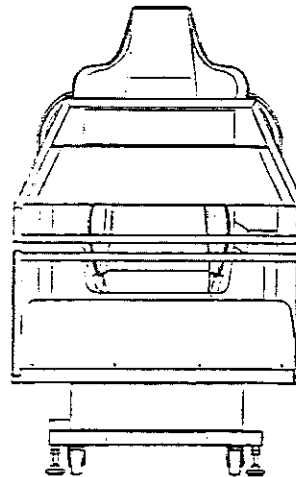


Photo 13.1

- ④ Fasten the 2 screws which secure the Bracket.
- ⑤ In the Drive Board Test mode, perform Bank Volume setting (see 9 - 9).



Ensure that the Rear Cabinet is in a level status.

## REPLACING THE VOLUME

- ① Turn the 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 Set Screws and remove the Volume Gear to replace the Volume.
- ⑤ After replacement, adjust the Volume as per above procedure.

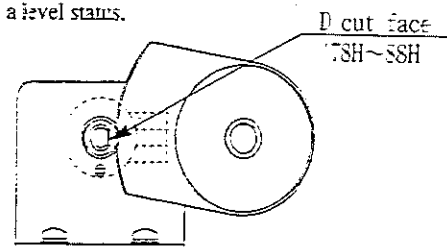


FIG. 13.1 b

13-2 GREASING



WARNING!

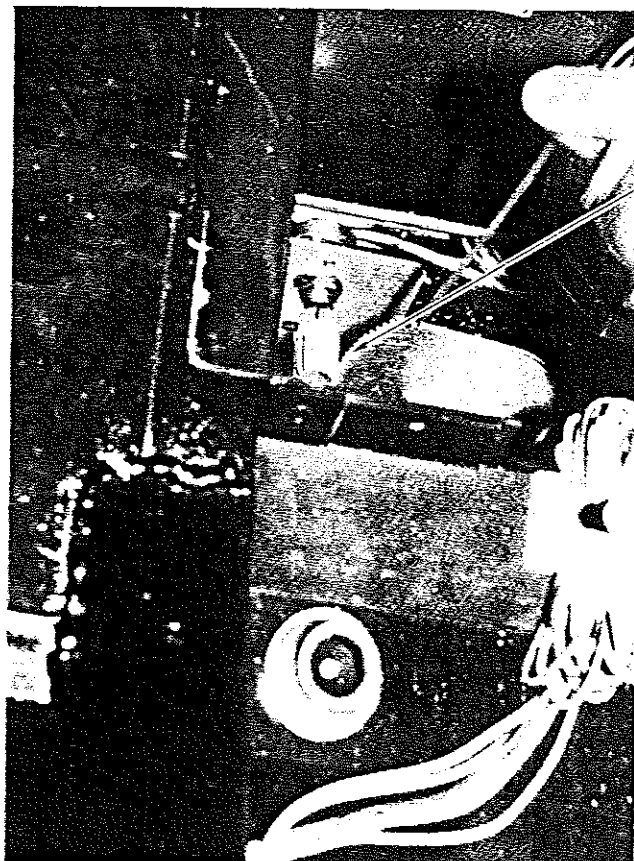
- Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock and short circuit hazards.
- When performing work, be sure to use plural workers. Performing work by one person alone can cause accidents and parts damage.
- Hazardous voltage can cause an electric shock and damage the Printed Circuit Board. Be sure to turn power off before starting work.



IMPORTANT!

- Be sure to use the designated grease. Using undesignated grease can cause parts damage.
- Do not apply greasing to undesignated places. Failure to observe this can cause malfunctioning or quality deterioration of parts.

Once every 3 months, apply greasing to the following places. For spray greasing, use GREASE MATE (PART No. 090-0066) or BIRAL VG-HT that is obtainable in Europe.



GEAR MESH PORTION

Photo 13.2

13-3 REPLACING THE SAFETY RUBBER

14.  
HA



The SAFETY RUBBER is an important, hazard preventative part. Before commencing daily operation, be sure to check for damage and omission. Operating with the Safety Rubber damaged or omitted can cause injury such as the player's finger(s) being caught (in the damaged or omitted portion).

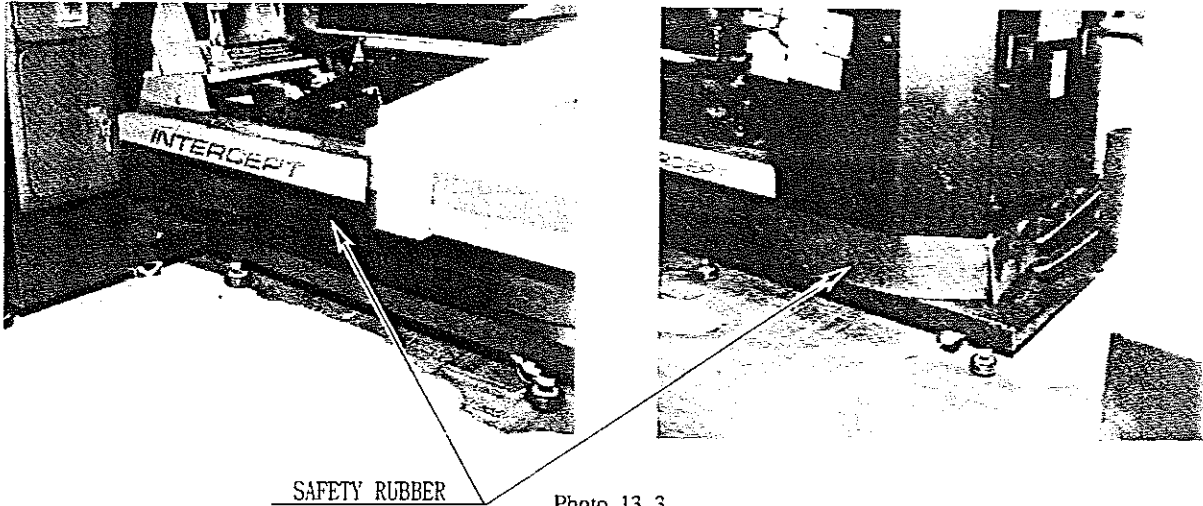


Photo 13.3

Remove and replace each SAFETY RUBBER.

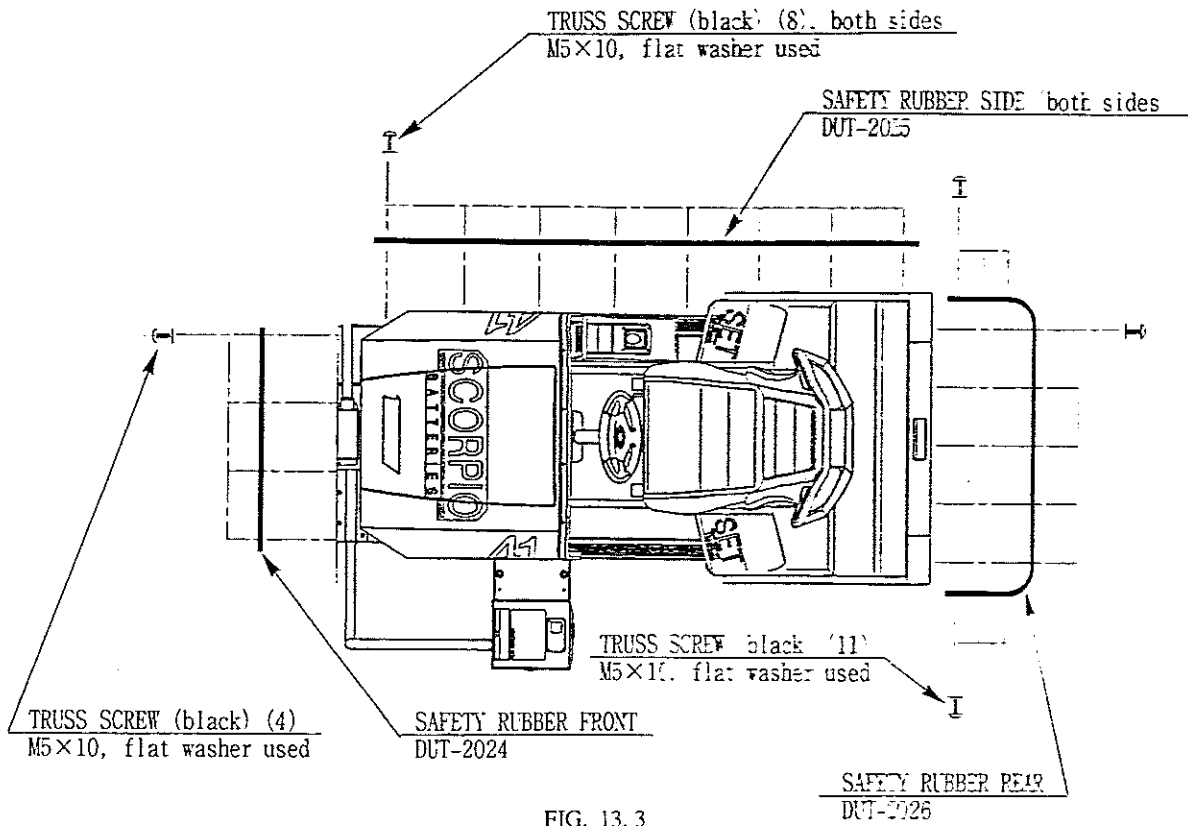


FIG. 13.3

In.  
Re  
ch

## 14. COIN SELECTOR

### HANDLING THE COIN JAM

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

### 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.

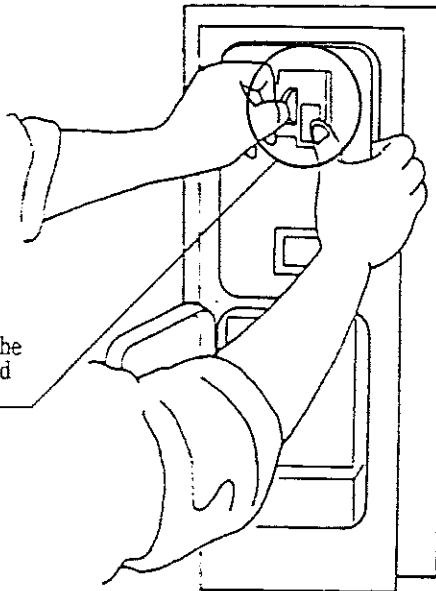


FIG. 14



# 15. PROJECTOR



Since the Projector has been adjusted at the time of shipment, avoid making further adjustments without good reason.



The Projector is subject to color deviation due to Convergence deviation caused by the geomagnetism at the installation location and peripheral magnetic field. After the installation of machine, and before commencing operation, check for Convergence deviation and if deviated, make adjustments.



## 15-1 CLEANING THE FRONT GLASS



Use extreme care when handling glass made parts. Damaged glass and glass fractions can cause injury.



- Be sure to use alcohol based cleaner fluid.
- Use a soft cloth.
- Do not rub with cloth when removing large particles of adhered dust, etc.

Once a week, perform cleaning of the screen. Apply an adequate amount of the accessory Glass Cleaner to a soft, clean cloth to remove soils. Do not use solvents such as alcohol, or abrasives, or bleaching agents that can damage the cabinet surfaces. The screen is glass made. Do not rub the screen surfaces with a hard item. Avoid subjecting the screen to such impact as careless dusting, etc.

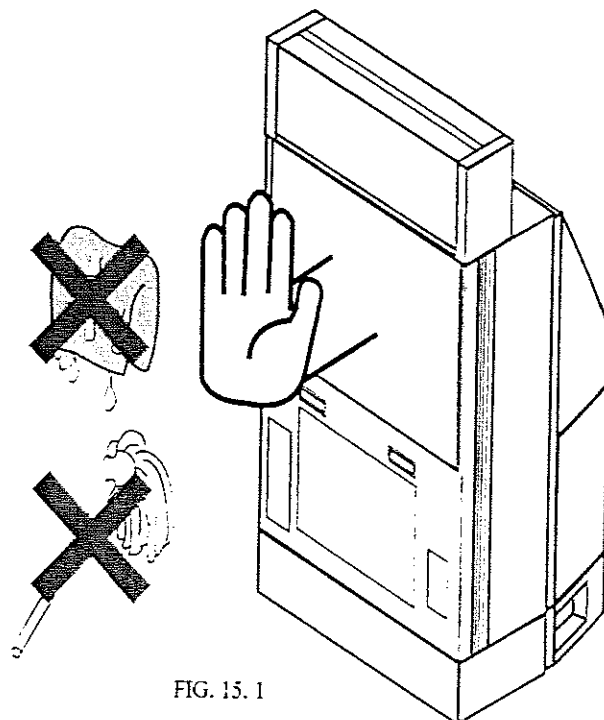


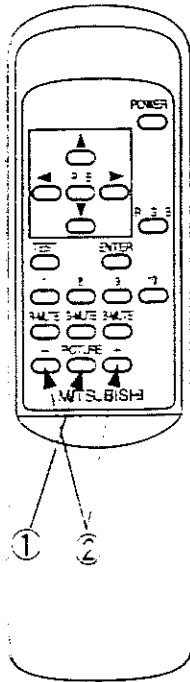
FIG. 15.1

**STOP**  
**IMPORTANT!**

- Although the following unassigned keys will not function even if pressed, do not press them to avoid causing malfunctioning.
- Operate the Remote Control by directing it toward the screen. The Remote Control will not be activated when operated by directing it otherwise.

**ADJUSTMENT IN BRIGHTNESS, HORIZONTAL/VERTICAL POSITIONS, ETC.**

- ① Press the Remote Control's PICTURE KEY to proceed to the Adjustment Mode from the normal status. Every time the PICTURE KEY is pressed, the Adjustment Mode proceeds as shown below.
- ② In the Adjustment Mode other than the AUTO CONVERGENCE Mode, the Adjustment data can be changed by operating the - and + Keys.



In each Adjustment Mode, if no effective key input is performed within 6 seconds, the Adjustment Mode is automatically exited, with the normal status returning on the screen. Note that when H-WIDTH or V-WIDTH is changed, color deviation can occur.

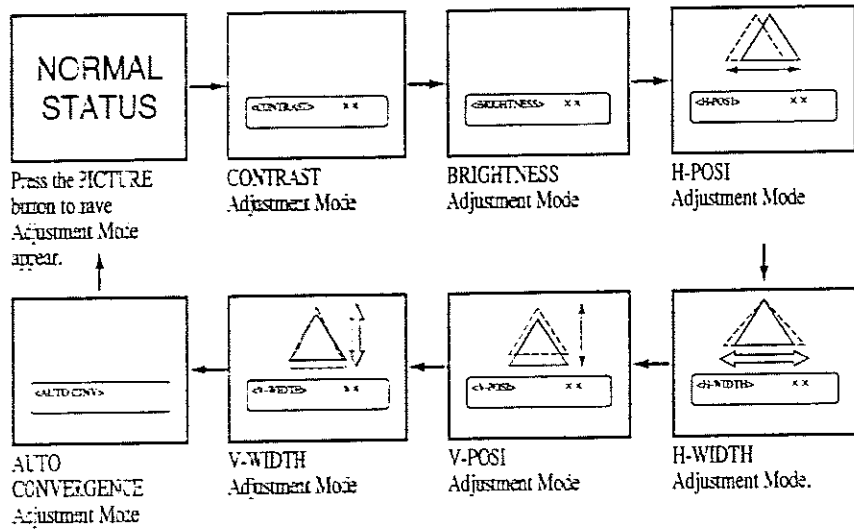
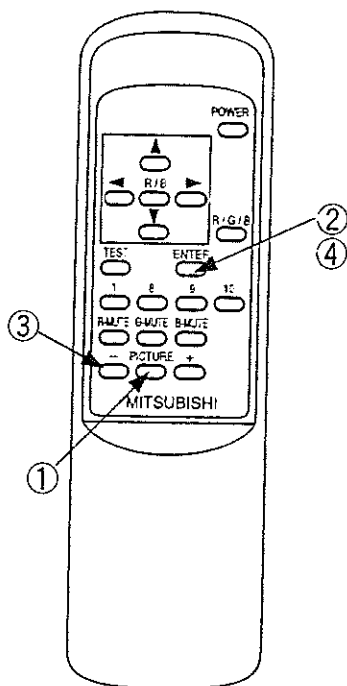


FIG. 15.2 a

## AUTO CONVERGENCE ADJUSTMENT



- ① Press the PICTURE KEY to display the AUTO CONVERGENCE Adjustment Mode on the screen (FIG. 15. 2 a).
- ② Press ENTER KEY to display "START EXIT."
- ③ Press the - KEY to cause "START" to become red.
- ④ Press the ENTER KEY to have AUTO CONVERGENCE Adjustment start. The adjustment takes up to 3 minutes at the maximum, and the normal status returns when the adjustment is finished.

If the AUTO CONVERGENCE is not operated satisfactorily due to illumination and malfunctioning, the problem message is displayed on the screen.

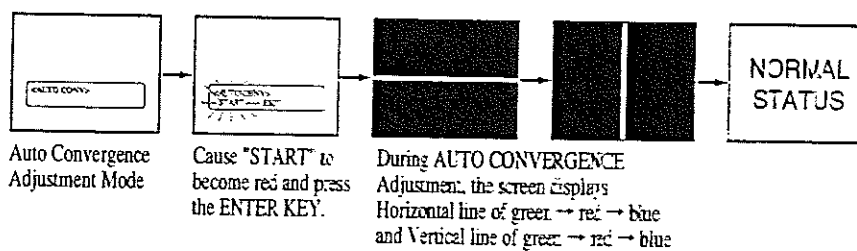
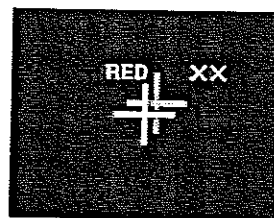
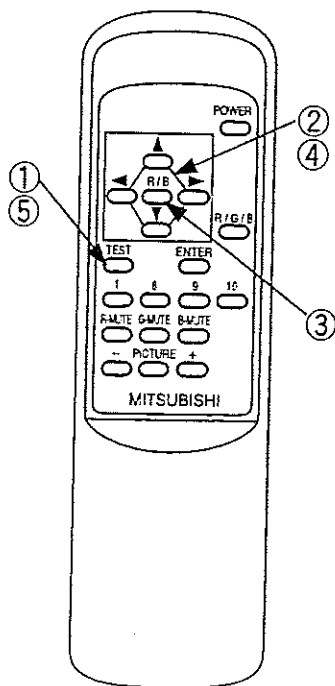
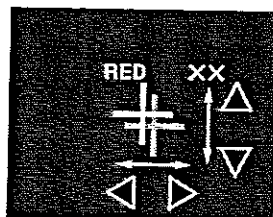


FIG. 15. 2 b

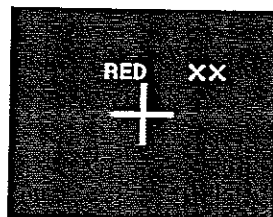
## STATIC CONVERGENCE ADJUSTMENT



Red Line Adjustment



Press SHIFT to superimpose the red line on the green line.



Completion of Adjustment

- ① Press the TEST KEY to have the red line adjustment screen appear.
- ② 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 ◀▶▲▼ of the Remote Control. When the red cross is superimposed on the green cross, the green cross turns into yellow or white.
- ③ 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.
- ④ 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.
- ⑤ Press the TEST Key to exit from the adjustment mode.

FIG. 15. 2 c

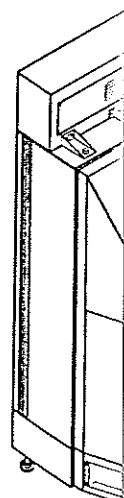
During STATIC CONVERGENCE Adjustment Mode, if no action is taken within 5 minutes, the Adjustment Mode will be exited automatically.

16.



REP

Fluorescent  
390-6579-03



When  
use a

## 16. REPLACEMENT OF FLUORESCENT LAMP



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



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.

### REPLACING THE FLUORESCENT LAMP INSIDE THE BILLBOARD

Take out the 6 screws to remove the Billboard Lid, and replace the fluorescent lamp.

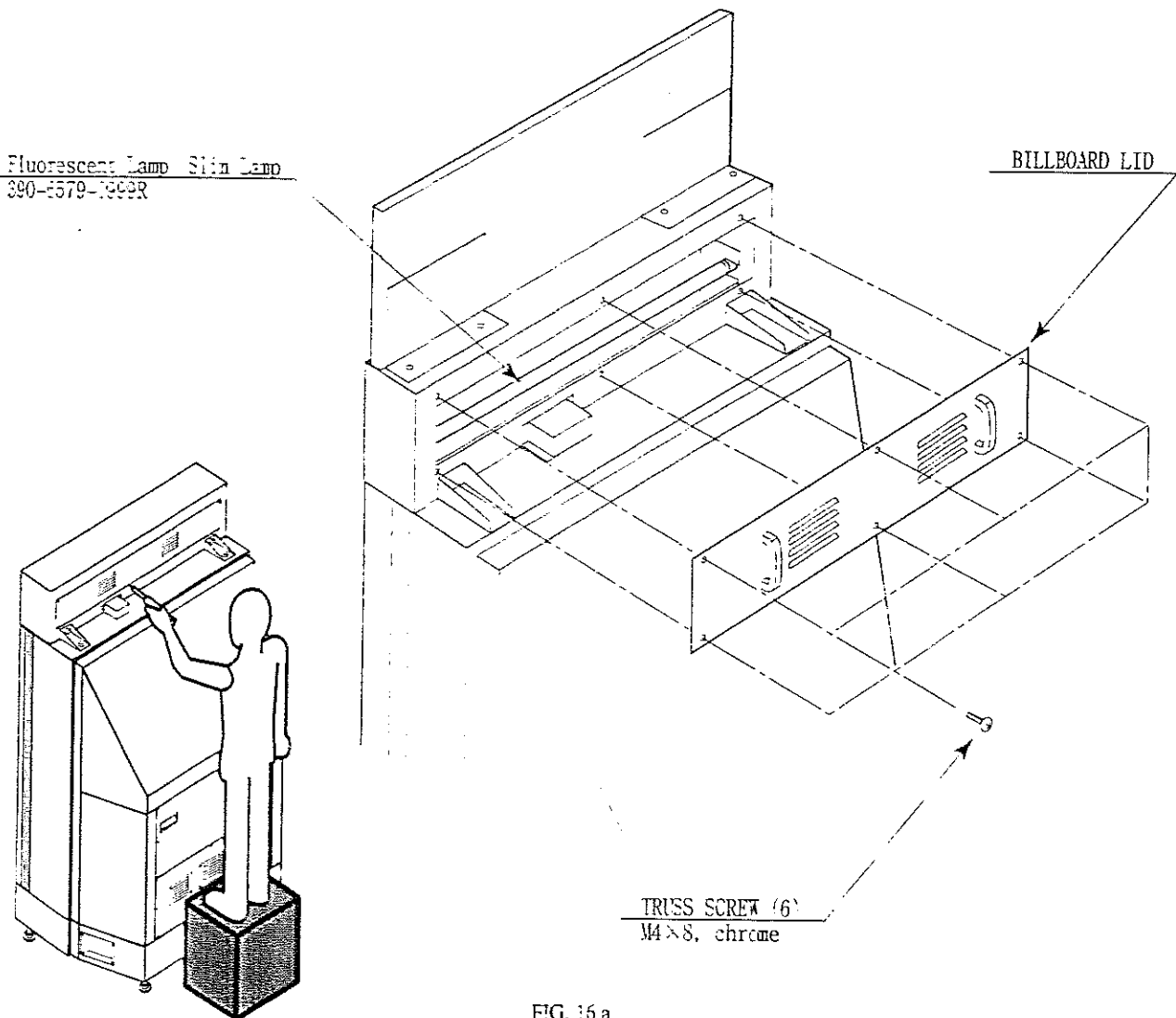


FIG. 16 a

When performing work,  
use a step.

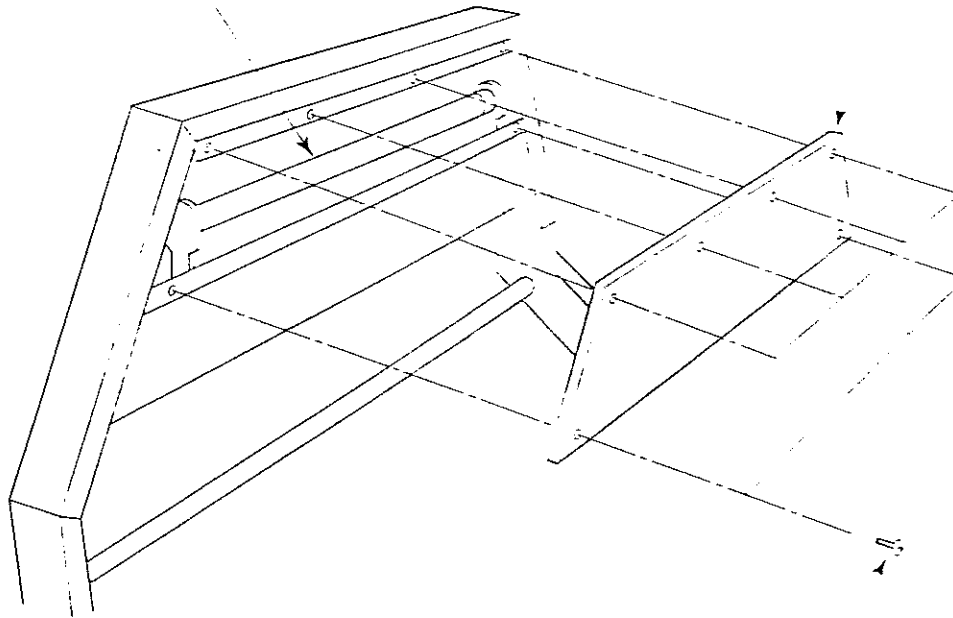
**REPLACING THE REAR WING'S FLUORESCENT LAMP (SLIM LAMP)**

17.

Take out the 6 screws to remove the Wing Lid, and replace the fluorescent lamp.

FLUORESCENT LAMP (SLIM LAMP)  
390-6579-0565R

WING LID



TRUSS STRIP 6  
M4 X 8, Black

FIG. 16 b



Table 17

Cabine
Hand
Access & Bra
Shift L
Coin Tower
Proje
Game
Rear C
Mecha
Power
Interi
Cabine

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

Table 17 PERIODIC INSPECTION

ITEMS	DESCRIPTIONS	PERIOD	REFERENCE
Cabinet	Check Adjuster's making contact with floor.	Daily	3
	Check Safety Rubber.	Daily	13 - 3
Handle Mecha	Volume check.	Monthly	9
	Greasing to gear portion.	Tri-monthly	10 - 2
Accelerator & Brake	Volume check.	Monthly	9
	Greasing to gear and Spring portion.	Tri-monthly	12 - 2
Shift Lever	Check switches.	Monthly	9
Coin Chute Tower	Check Coin SW.	Monthly	9
	Coin - in test.	Monthly	14
	Coin Selector cleaning.	Tri-monthly	14
Projector	Adjustment check.	Monthly or when moved	9, 15
	Cleaning of Front Glass.	Weekly	15 - 1
Game Board	Memory Test.	Monthly	9
	Setting check.	Monthly	9
Rear Cabinet	Greasing to Seat Rail portion.	Tri-monthly	Next page (FIG.17)
Mechanism Unit	Volume check.	Monthly	13 - 1
	Greasing	Biannually	13 - 2
Power Plug	Check and cleaning.	Annually	See above.
Interior	Cleaning.		
Cabinet surfaces	Cleaning.	As necessary	Next page

### REAR CABINET (Greasing to Seat Rail Portion)

Move the Seat to the rearmost portion and apply spray greasing to the portion shown once every 3 months by using NOK KLUBER L60, GREASE MATE SEGA PART No. 090-0066 or BIRAL VG-HT that is obtainable in Europe. 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.

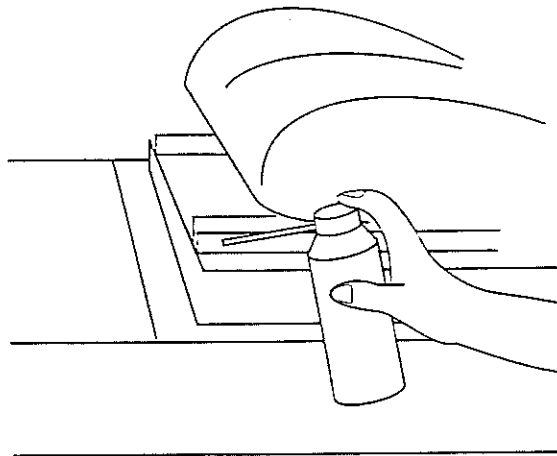


FIG. 17

### CLEANING THE CABINET SURFACES

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



TABLI

PH  
When  
is tur  
mach  
activ

The c  
PTV  
corre

PTV  
color

Soun  
emitt

# 18. TROUBLESHOOTING

For troubleshooting, first check the connection of wiring connectors.



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

TABLE 13 a

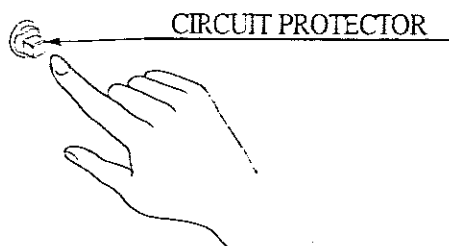
PROBLEMS	CAUSE	COUNTERMEASURES
When the main SW is turned ON, the machine is not activated.	The power is not ON.	Firmly insert the plug into the outlet.
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
	The CIRCUIT PROTECTOR functioned due to momentary overcurrent.	First, remove the cause of overcurrent and reinstate the circuit protector to its original status (see next page).
	Due to momentary overcurrent, Connect Board fuse is blown.	After removing the cause of overcurrent, replace Connect Board Fuse. 514-5036-7000 6300 FUSE <del>6.3 X 20 7000mA 125V</del> S.B. 6300 MA 250V HRC CE (5.2φ X 20)
The color on the PTV screen is not correct.	Screen adjustment is not appropriate.	Make adjustment appropriately. (See Sec. 15.)
PTV screen has a color deviation.	Affected by the periphery, such as other machines, location building's steel frames, etc.	Make convergence adjustments (see Sec. 15).
		Change installation direction/ position. Move the other machines which cause the problem.
		Move the other machines which cause the problem.
Sound is not emitted.	Sound volume adjustment is not correct.	Adjust the SWITCH UNIT's sound adjustment volume (control)(see Sec. 9).
		In the Sound Test of the Test mode, increase sound volume of MUSIC VOLUME (see Section 9).
	Malfunctioning BD. and Amp.	Perform SOUND TEST (see Section 9).
	Connector connection fault.	Check connector connection between the Front and Rear cabinets (see Sec. 6)



TABLE 18 b

PROBLEMS	CAUSE	COUNTERMEASURES
Operation of Accel., Brake and Pedal are not satisfactory.	V. R. position deviated.	Adjust V. R. value in the INPUT TEST of test mode (see Sec. 9).
	V. R. malfunctioning.	Replace the V. R. See Sec. 12
	GEAR's engagement is not correct.	Adjust the engagement of GEAR.
SHIFT LEVER doesn't operate satisfactorily.	Switch malfunctioning.	Replace the SW. (See Sec. 11)
Steering Wheel reaction is irregular. The center is deviated.	Power-ON check failure.	Redo power-ON and finish power-ON check. (See Sec. 6.)
	Volume deviation.	Adjust Volume value in the DRIVE BOARD TEST of Test Mode (see Sec. 9).
Steering Wheel reaction is weak.	Volume malfunctioning.	Replace the Volume. (See Sec. 10.)
	Reaction Mechanism's secular change.	In the GAME ASSIGNMENTS of Test Mode, change motor power setting (See Sec. 9).
No Steering Wheel reaction.	Power-ON check failure.	Redo power-ON and finish power-ON check. (See Sec. 6.)
Fluorescent lamp does not light up.	Fluorescent Lamp needs replacement.	Replace the fluorescent lamp. (See Sec. 16)
	Connector connection is incorrect.	Check connector connection in the Billboard (see Sec. 6).
The Cockpit does not sway.	Power-ON check failure.	Redo power-ON and finish power-ON check. (See Sec. 6.)
	The Drive Board or Volume's movements are irregular.	By watching the on-screen Error Code display, handle the situation. (See Sec. 15.)
	Wiring connection fault.	Check for wiring connection between the Front and Rear cabinets (see Sec. 6).
Interactive play is not possible.	Communication cable is disconnected.	Connect the cable.
	Cable connections are not correct.	Connect the cable correctly (see Sec. 21).
	Settings for communication play are not correct.	Ensure that GAME ASSIGNMENTS settings are correct (see Sec. 9).

### CIRCUIT PROTECTOR



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

## REPLACEMENT OF FUSE

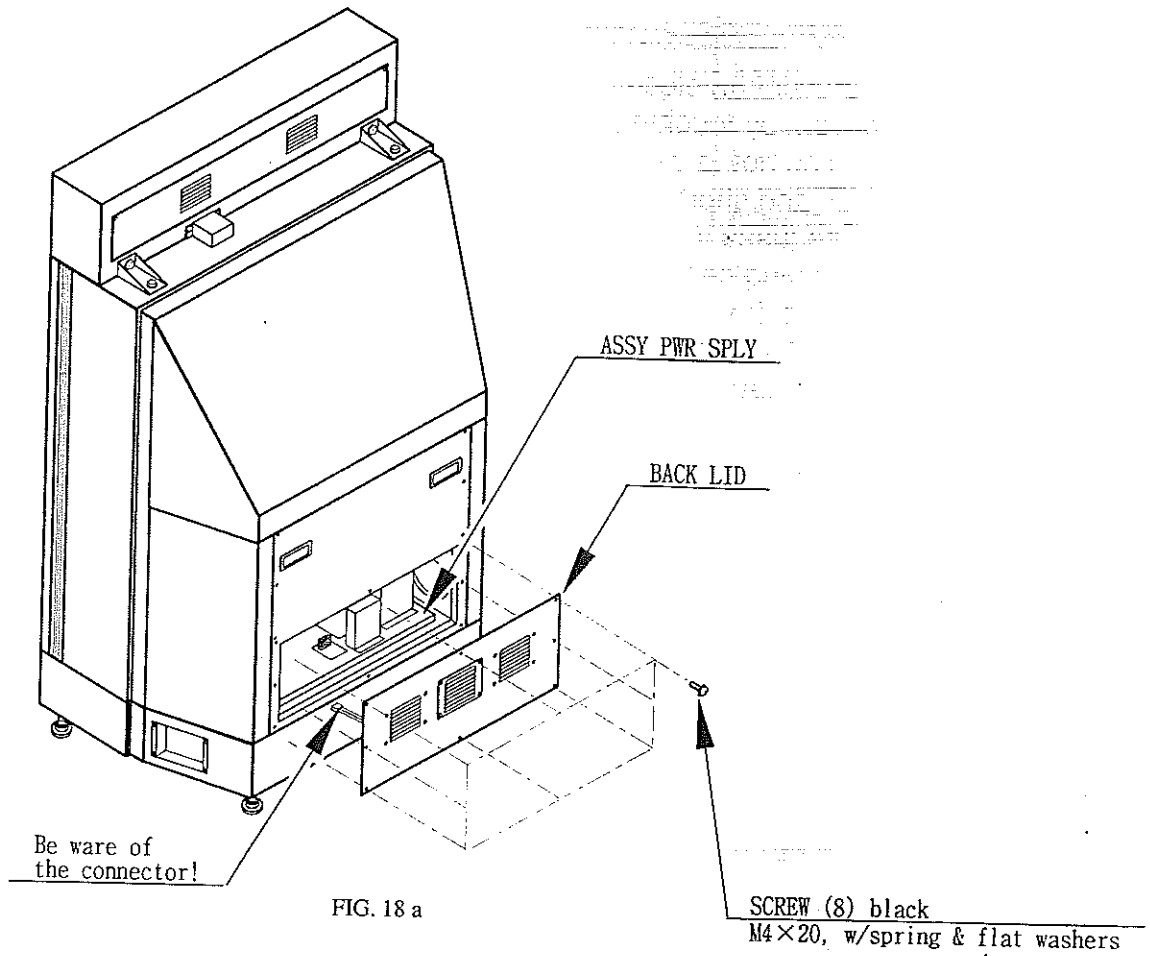


- In order to prevent an electric shock, be sure to turn power off before performing work by touching the internal parts of the product.
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock and short circuit hazards.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause fire and electric shock hazards.
- After eliminating the cause of the fuse blowing, replace the fuse. Depending on the cause of fuse blowing, continued use with the fuse as is blown can cause generation of heat and fire hazard.
- Except for the fuses explained in this manual, replacement of fuses (inside projectors and monitors for example) is strictly forbidden to avoid causing electric shock which can occur even after the power supply is turned off. Should it become necessary to replace such fuses, contact where you purchased the product from for making inquiries regarding this matter.
- Any fuse which does not display the type is not of the IEC Standard. For replacement, place an order with where you purchased the product from for the fuse of the Part No. herein specified. Using fuses which are of an identical rating but different types can cause fire and shock hazards.

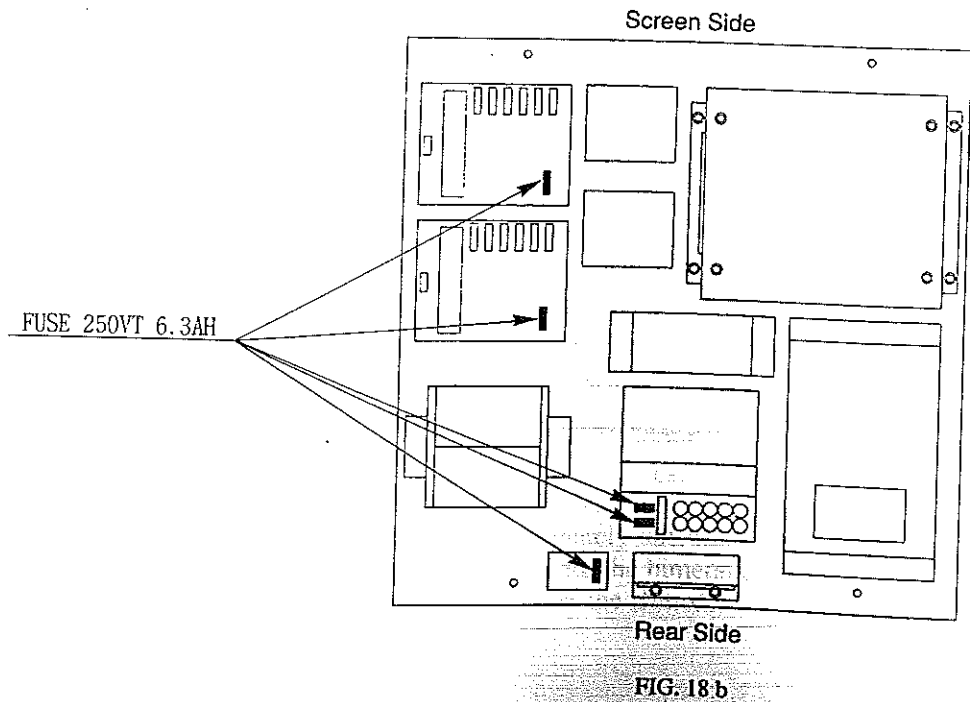


The following refers to the Fuse Type Display Form. Note that the types of breaking capacity and fusing characteristics are based on the IEC Standard. Fuses other than those of the IEC Standard do not display the type.

- The fuse rating and type are displayed in the sequential order of rated voltage, rated current, fusing characteristics, breaking capacity and dimensions. Dimensions are displayed only if the fuse is not of a 5mm dia. and 20mm length.
- Fusing Characteristics are classified as follows:
  - FF: extremely fast
  - F: fast
  - M: medium
  - T: time lag
  - TT: extreme time lag
- Regarding the breaking capacity, L refers to low breaking capacity and H refers to high breaking capacity.



Remove the Back Lid and replace the fuse.  
There are wiring connections inside the  
Back Lid. Be very careful so as not to  
damage the wiring.



## 19. GAME BOARD



**WARNING!**

- In order to prevent electric shock and short circuit hazards, be sure to turn power off before performing work.
- Be careful so as not to damage wirings. Damaged wiring can cause fire, electric shock and short circuit hazards.
- Do not expose the Game BD, etc. without a good reason. Failure to observe this can cause electric shock hazard or malfunctioning.

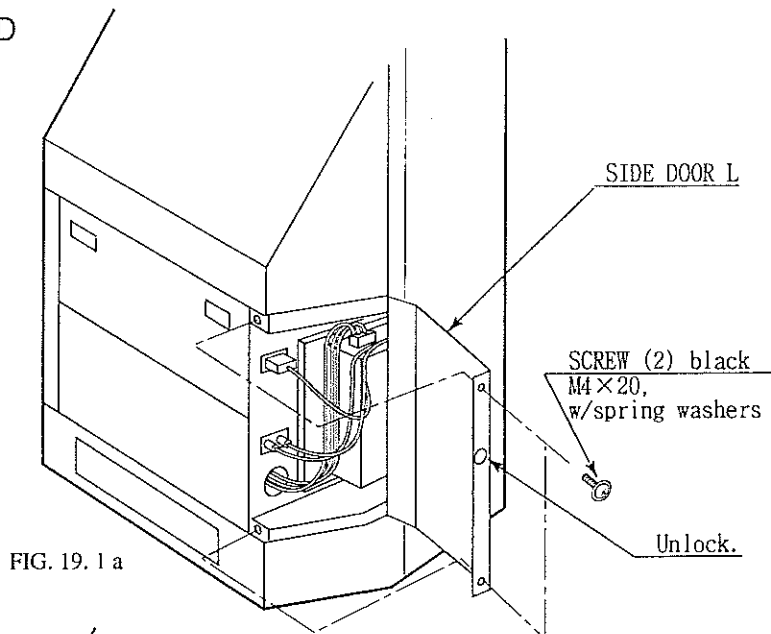


**CAUTION!**

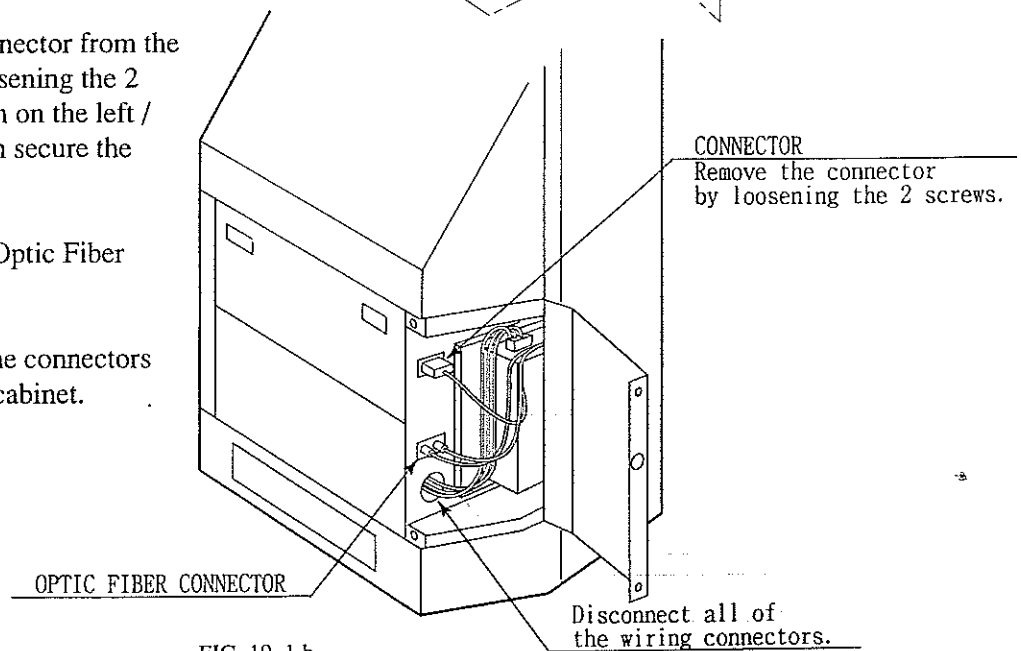
The electronic parts on the IC Board could be damaged due to human body's static electricity. Before performing IC Board related work, be sure to discharge physically accumulated statics by touching grounded metallic surfaces, etc.

### 19-1 REMOVING THE BOARD

- ① Turn the power off.
- ② Remove the 2 screws and unlock to open Side Door L.



- ③ Remove the connector from the Terminal by loosening the 2 screws (one each on the left / right side) which secure the connector.
- ④ Disconnect the Optic Fiber Connector.
- ⑤ Remove all of the connectors from inside the cabinet.



- ⑥ Remove the 2 screws which secure the wooden base on which the Shield Case is mounted.

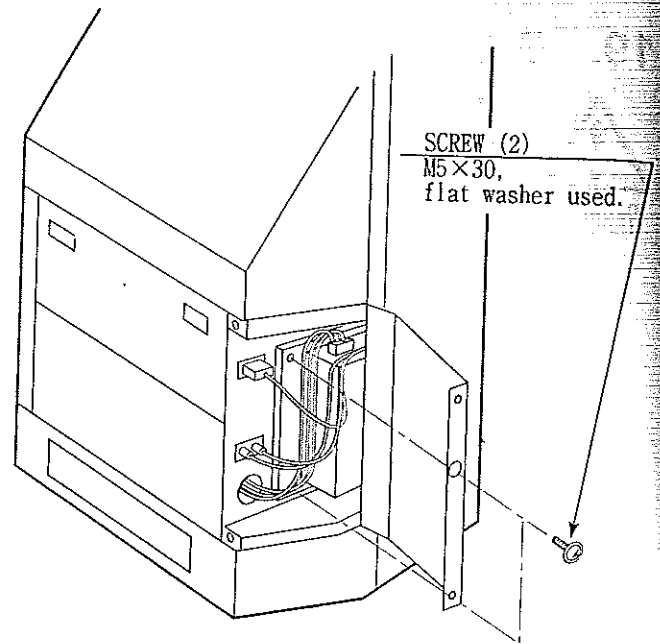


FIG. 19.1 c

- ⑦ Withdraw the wooden base with the Shield Case as is mounted. At this time, use care so as not to damage the wiring and optic fiber cable.
- ⑧ Take out the 3 screws, remove Case Lid, and the Game Board will appear.

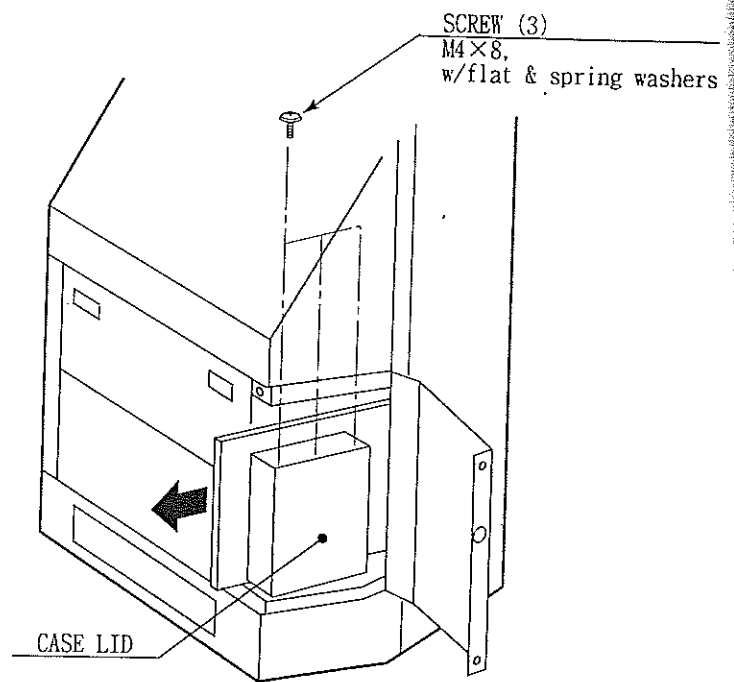


FIG. 19.1 d

19-2 COMPOSITION OF GAME BOARD

GAME BD DAYTONA USA 2 (833-13427)

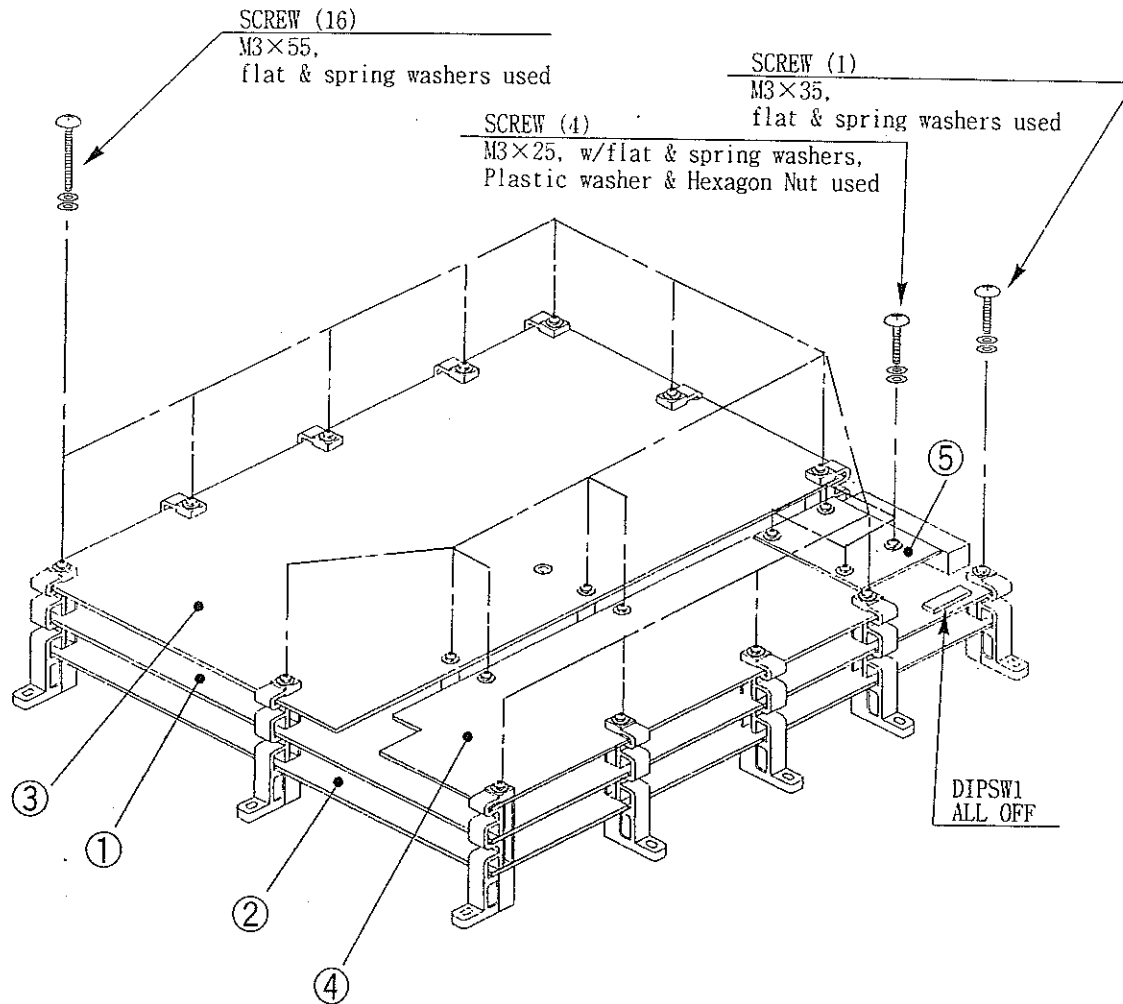


FIG. 19. 2

No.	PART No.	DESCRIPTION
①	837-12715-91	MODEL3 STEP2 CPU BOARD
②	837-12716-91 837-13368	MODEL3 STEP2 VIDEO BOARD 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



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

### ERROR DISPLAY

If an irregularity occurs in the Drive Board, etc., the ERROR message is shown on the screen and the 7-SEG display on the Drive BD. Take countermeasures in the manner corresponding to the ERROR message. Note that even in the case an error occurs, game is playable without Cockpit swaying movement and steering wheel reaction.

Among the ERROR display as per Table 19.3, each of Er 01, 02, 20 and 22 is displayed when an irregularity is found during initialization setting movements when power is turned on and at the time the Test Mode is finished.

Among the ERROR display as per Table 19.3, each of Er 23, 24 and 25 is displayed when an irregularity is found during game play and ADVERTISE mode. When the ERROR is found during game play, the ERROR is displayed in the right-hand side center of the screen. In this case, the Cockpit is fixed and game can be continued without Steering Wheel reaction.

Table 19.3 ERROR DISPLAY

On-screen ERROR display	7-SEG display on Drive BD.	ERROR	CAUSE/COUNTERMEASURES
DRIVE BOARD ERROR is displayed for 5 seconds before displaying ADVERTISE mode after initialization setting movement.	Er 01	ROM ERROR	Malfunctioning of Drive Board. Replace Drive Board.
	Er 02	RAM ERROR	
	Er 20	Initialization setting irregularity of motor	Irregularity during initialization setting movement. Finish initialization setting movement by turning power off and then on. Note that when ERROR is displayed, the malfunctioning relates to the Motor System (Motor, Drive BD. which controls the Motor, wirings in between, etc.)
	Er 22	Steering Wheel's centering error	Malfunctioning during initial setting movement. Finish initialization setting movement by turning power off and then on. Note that when ERROR is displayed, the malfunctioning relates to the Steering Wheel Volume system.
DRIVE BD ERROR is displayed on the right-hand center of the screen.	Er 23	ERROR of the Encoder incorporated in the motor.	Malfunctioning which occurs during operation. First turn the power off and after 10 min., turn it back on again. Note that when this Error is displayed, the malfunctioning relates to the Motor System.
	Er 24	Overcurrent ERROR	
	Er 25	Overheat Overload	

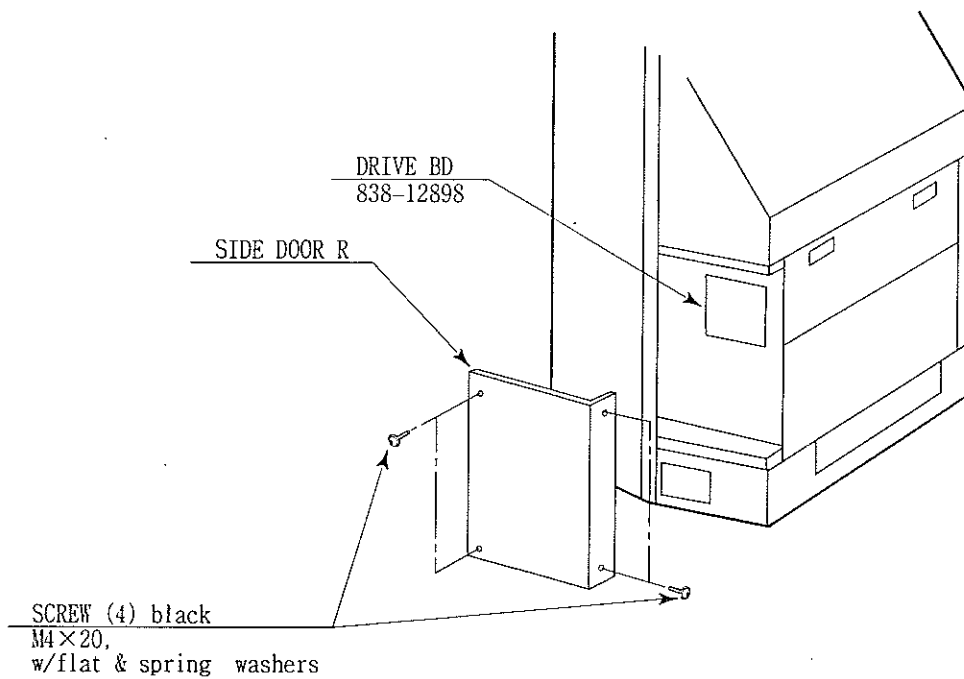


FIG. 19.3

When ERROR is displayed on the screen, remove Side Door R from the back of the Front Cabinet **without turning power off**, and check the 7-SEG display on the Drive BD. At this time, if the power is turned off, each of Er 23, 24 and 25 which could have occurred during operation may not be displayed. Wirings are connected inside the Side Door R. When removing Side Door R, be very careful so as not to damage the wirings.



# 20. DESIGN RELATED PARTS

For the Warning Display stickers, refer to Section 1.

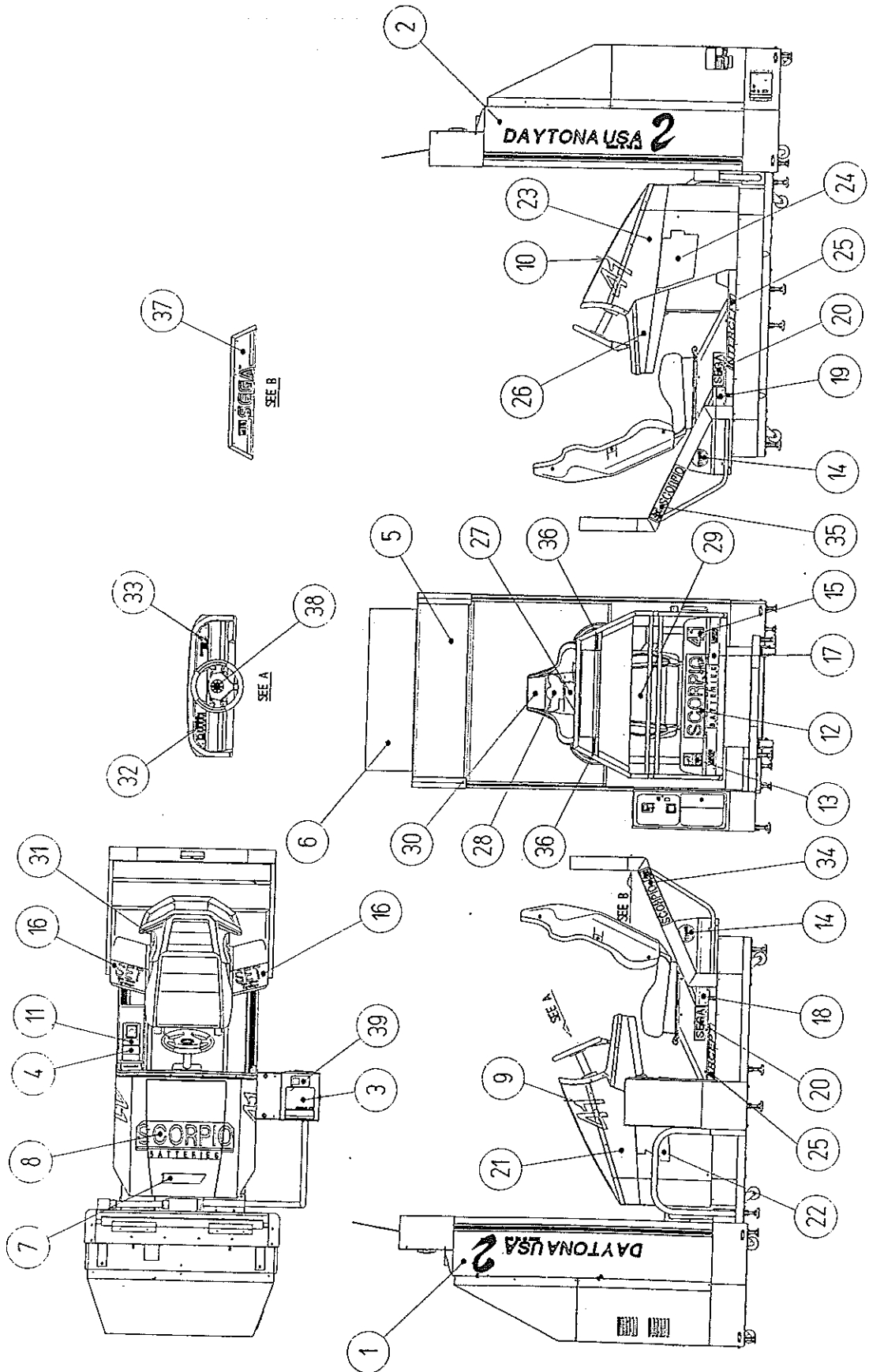


FIG. 20

No.	PART No.	DESCRIPTION
1	421-9889	STICKER PTV SIDE L DUT
2	421-9890	STICKER PTV SIDE R DUT
3	422-0689-01	PLAY INSTR SH DUT DX ENG
4	422-0693-01	SUB INSTR SH DUT DX ENG
5	423-0320	BILLBOARD PLATE DUT DX
6	429-0624	DISPLAY CARD DUT DX
7	DUT-2001-B	STICKER BONNET A
8	DUT-2001-C	STICKER BONNET B
9	DUT-2001-D	STICKER BONNET NO L
10	DUT-2001-E	STICKER BONNET NO R
11	DUT-2003-B	STICKER SHIFT
12	DUT-2004-B	STICKER REAR COVER A
13	DUT-2004-C	STICKER REAR COVER B
14	DUT-2004-D	STICKER REAR COVER C
15	DUT-2004-E	STICKER REAR COVER D
16	DUT-2004-G	STICKER REAR COVER F
17	DUT-2004-H	STICKER REAR COVER LINE
18	DUT-2004-I	STICKER REAR COVER LINE L
19	DUT-2004-J	STICKER REAR COVER LINE R
20	DUT-2005-B	STICKER SEAT BASE COVER LOGO
21	DUT-2006-B	STICKER SIDE L UPPER
22	DUT-2006-C	STICKER SIDE L LOWER
23	DUT-2007-B	STICKER SIDE R UPPER
24	DUT-2007-C	STICKER SIDE R LOWER
25	DUT-2102-B	STICKER SIDE STEP
26	DUT-2103-B	STICKER SHIFT BOX SIDE
27	DUT-2201-B	STICKER CAR NO
28	DUT-2201-C	STICKER DAYTONA USA 2
29	DUT-2201-D	STICKER LOWER
30	DUT-2201-E	STICKER UPPER
31	DUT-2204-B	STICKER SEAT BASE
32	DUT-2301-B	STICKER VR SW
33	DUT-2301-C	STICKER CNT PNL LOGO
34	DUT-2501-B	STICKER WING L
35	DUT-2501-C	STICKER WING R
36	DUT-2502-B	STICKER WING COVER
37	DUT-2503-B	STICKER WING LID
38	SPG-2002	STEERING EMBLEM
39	DYN-0010	DENOMI PLATE

## 21. COMMUNICATION PLAY



- Before performing between-cabinets connection work, be sure to turn the power SW off and unplug the power plug from the plug socket. Failure to observe this can cause electric shock or short circuit accidents.
- Perform assembling as shown in this manual. Erroneous assembling can cause electric shock accidents and malfunctioning.

By linking 16 machines, up to 16 persons can play simultaneously. Although accessory parts are to be installed for communication play, some of the parts will remain as spare.

### 21-1 INSTALLATION PRECAUTIONS

- 1) Since multiple machines are to be linked, sufficient power corresponding to the number of machines used need to be supplied. Note that as a standard, the per machine current capacity should be 7A for the 230V area.
- 2) From the viewpoint of safety, be sure to secure space in excess of 50 cm. between machines as shown below.

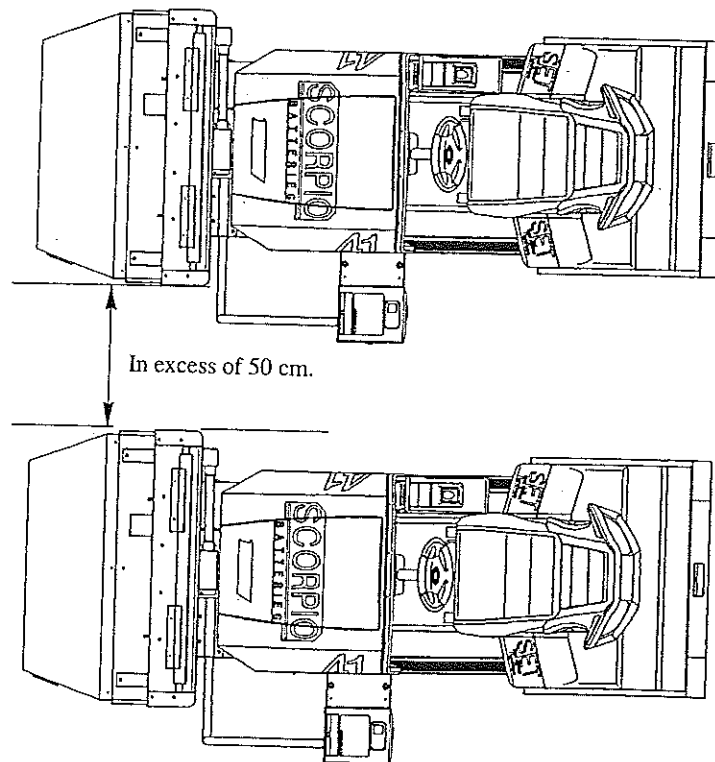


FIG. 21.1

## 21-2 CONNECTING THE COMMUNICATION CABLES



The optic fiber cable is used for the communication linkage. Excessive bending may damage the communication cable. Be very careful in this regard.

- ① Take out the 2 screws, unlock to open Side Door L, and make sure that the 2 Optic Fiber Cables are in the Cabinet.
- ② The Optic Fiber Cable Connector has TX and RX Stickers on both sides as shown.

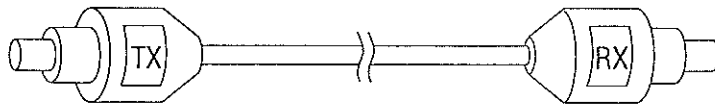


FIG. 21.2 a

- ③ RX and TX are displayed below the Optic Relay Connector.

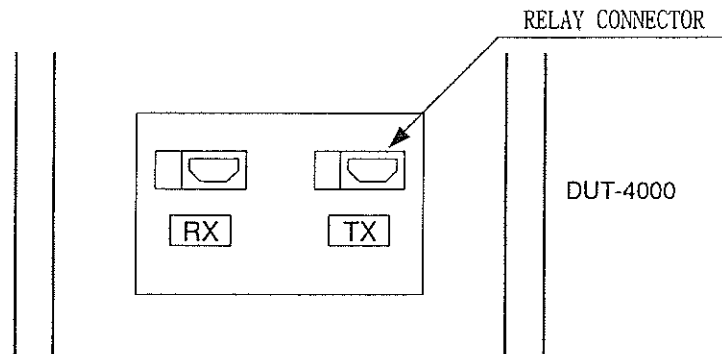


FIG. 21.2 b

- ④ Insert RX of the Optic Fiber Cable to TX of Relay Connector, and TX of the Optic Fiber Cable to the RX of Relay Connector.
- ⑤ Insert RX of the Optic Fiber Cable to TX of the Filter Board, and TX of the Optic Fiber Cable to RX of The Filter Board. When the above work is completed, close Side Door L, lock it and secure with the 2 screws.

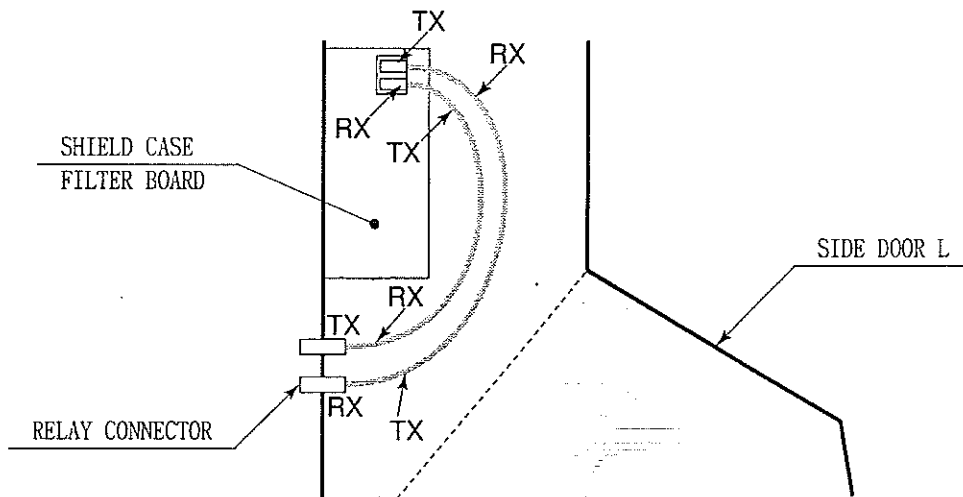


FIG. 21.2 c

- ⑥ Take out the 8 screws, disconnect the Connector, and remove the Back Lid.

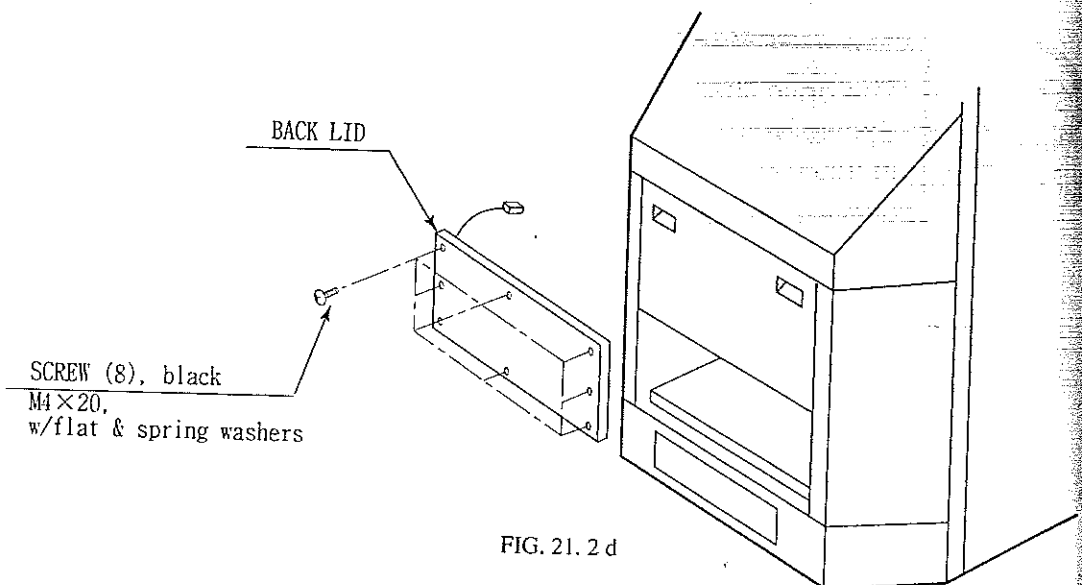


FIG. 21. 2 d

- ⑦ Apply Stickers TX and RX below the Optic Relay Connector.

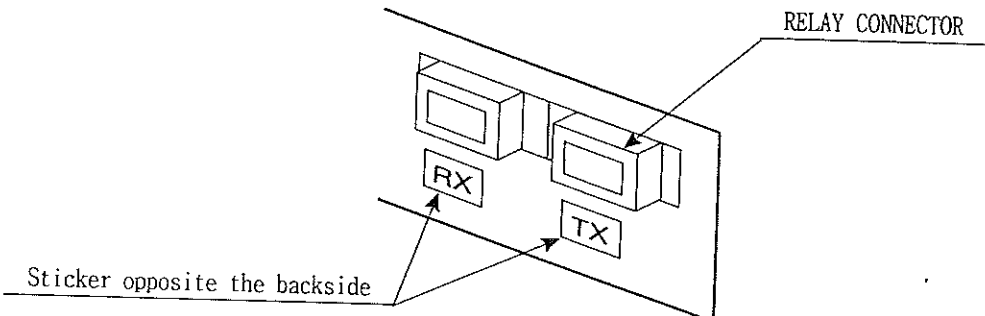


FIG. 21. 2 e

- ⑧ Attach Connector 22 to the both ends of Flex Tube, and assemble the PROTECT Tube. First, disassemble Connector 22.

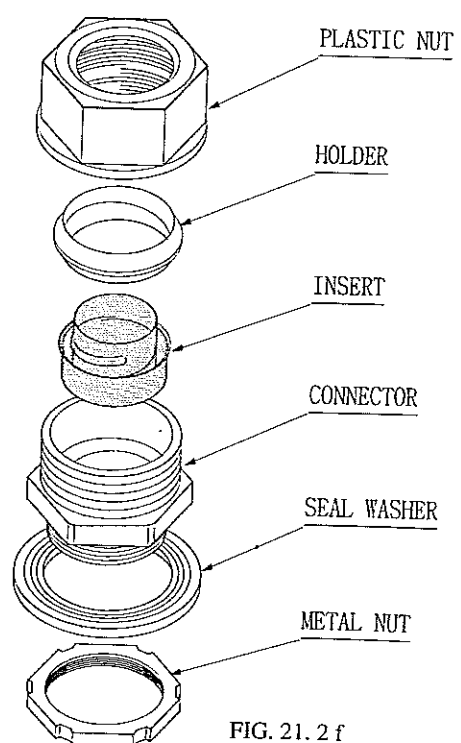


FIG. 21. 2 f

- ⑨ First pass the Plastic Nut through the Flex Tube. Otherwise, the subsequent work can not be performed satisfactorily. Therefore, be very careful of this point.
- ⑩ Install the Holder and then the "Insert" for both ends of the Flex Tube by turning the Holder and Insert as in bolt and nut.

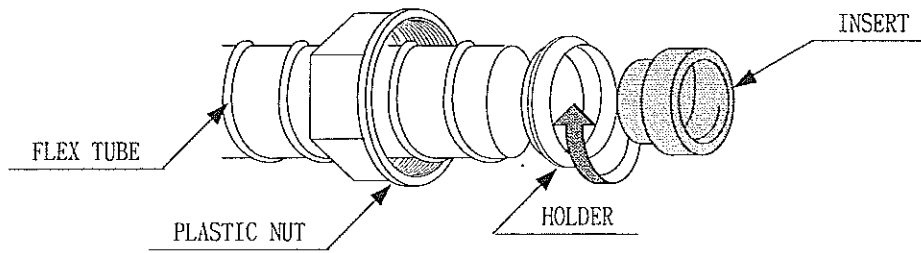


FIG. 21. 2 g

- ⑪ Tighten the Plastic Nut to the Connector.

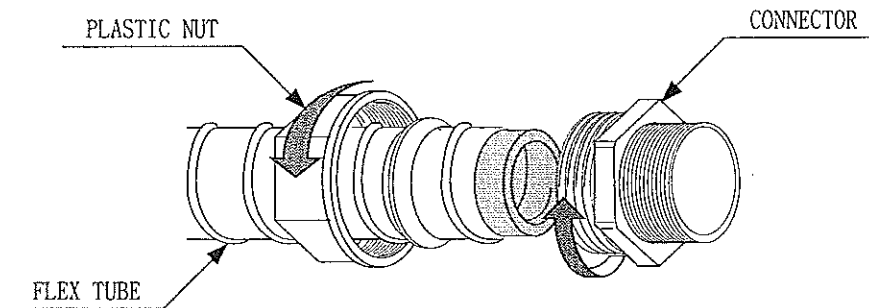


FIG. 21. 2 h

- ⑫ Install the PROTECT Tube into the OPT Connector Box Hole. Fit the Connector in the Box Hole, put the Seal Washer through and tighten the Metal Nut.

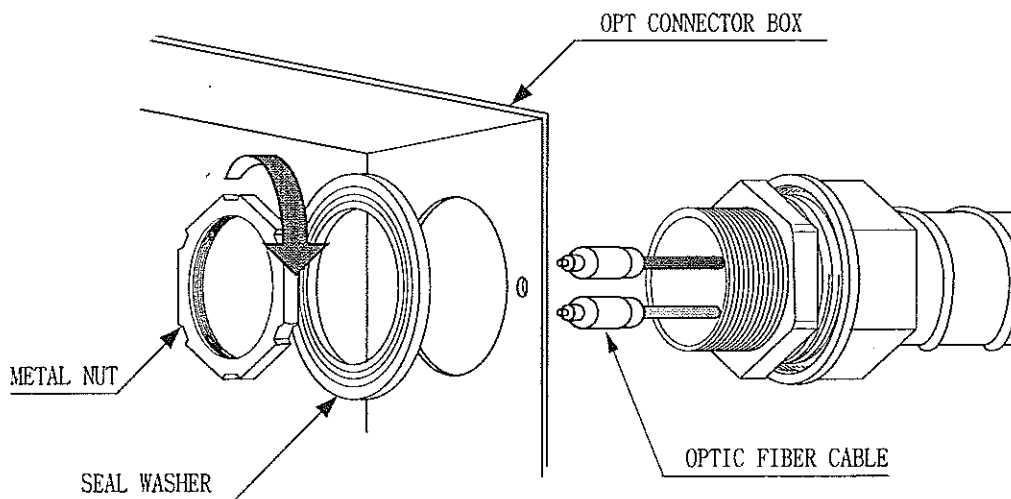


FIG. 21. 2 i

- ⑬ Pass the Optic Fiber Cable in the PROTECT Tube so as to allow connections to be made as shown below depending on the number of machines linked. Also, for the number of machines other than those shown below, always be sure to connect TX to RX so that eventually, the entire Optic Fiber Cable connection is looped.

OPTIC FIBER CABLE CONNECTION (By number of machines linked)

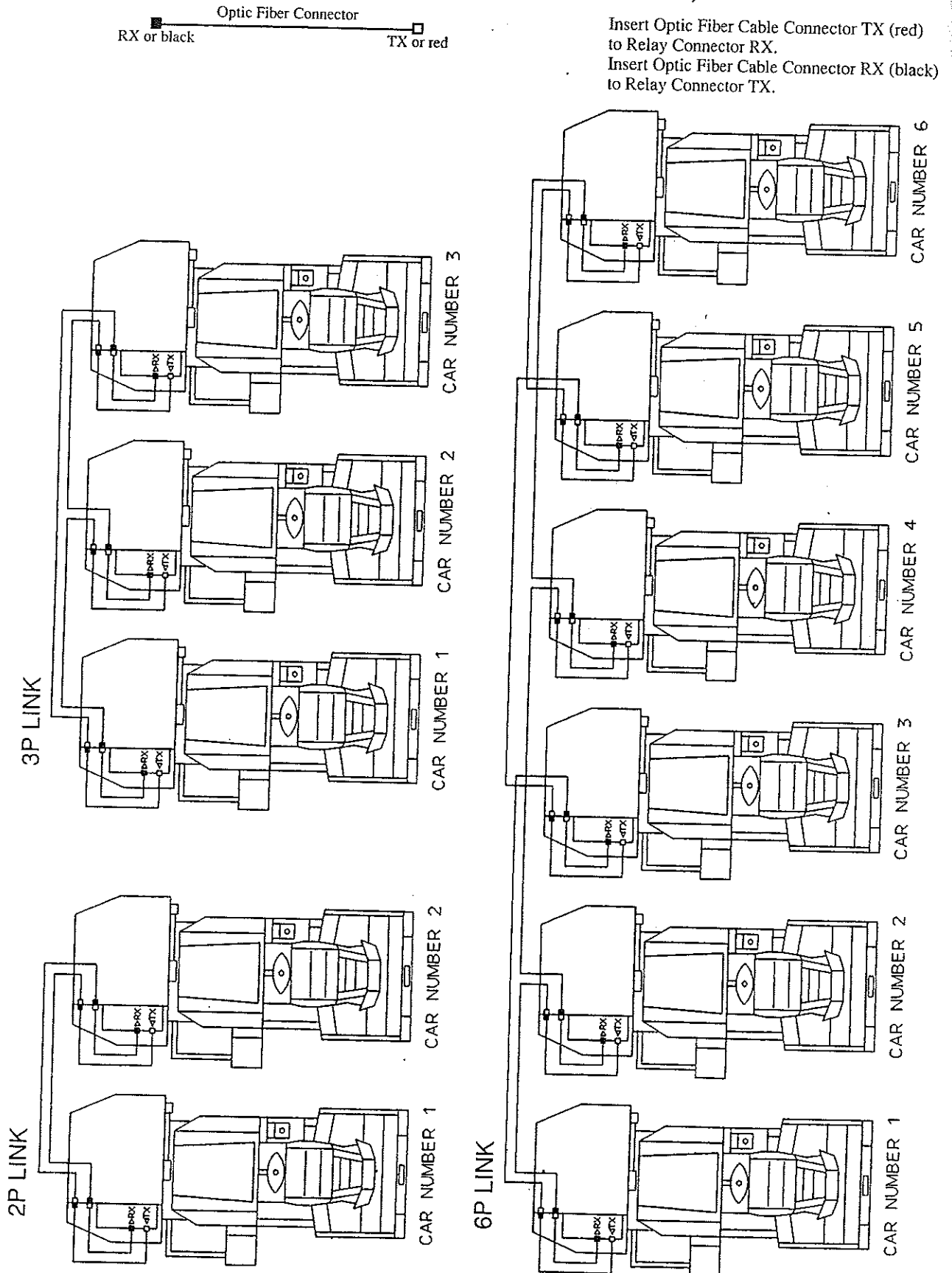


FIG. 21. 2j

- ⑭ Take out the 4 screws from the Back Lid to remove the Air Vent.

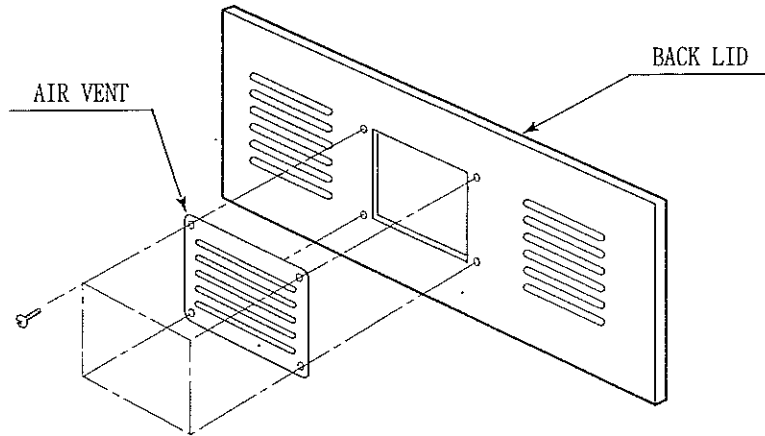


FIG. 21. 2 k

- ⑮ By using the 4 screws, install the OPT Connector Box to the place where the Air Vent was previously. At this time, be very careful so that the Optic Fiber Cable is not caught.

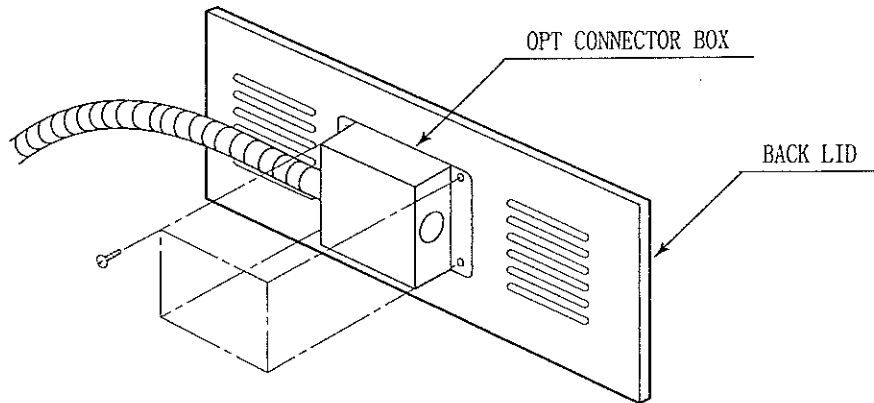


FIG. 21. 2 l

- ⑯ As per FIG. 21. 2 j, insert the Optic Fiber Cable's Connector (red) to the RX Optic Relay Connector, and Connector (black) to the TX Optic Relay Connector, and then secure the Back Lid with the 8 screws. At this time, use care so as not to forget connecting one of the Connectors.
- ⑰ Regarding the both end cabinets on which the PROTECT Tube is not to be attached, secure the Hole Lid with 2 screws to cover the hole.

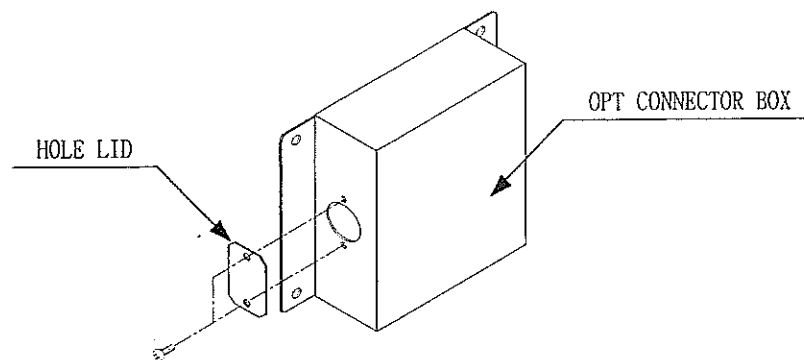


FIG. 21. 2 m



### 21-3 APPLICATION OF CAR NUMBER STICKER

Apply CAR NUMBER STICKER to the WING PLATE sequentially in order of 1, 2, 3, ... starting from the leftmost linked car as seen from the front (PTV screen side).

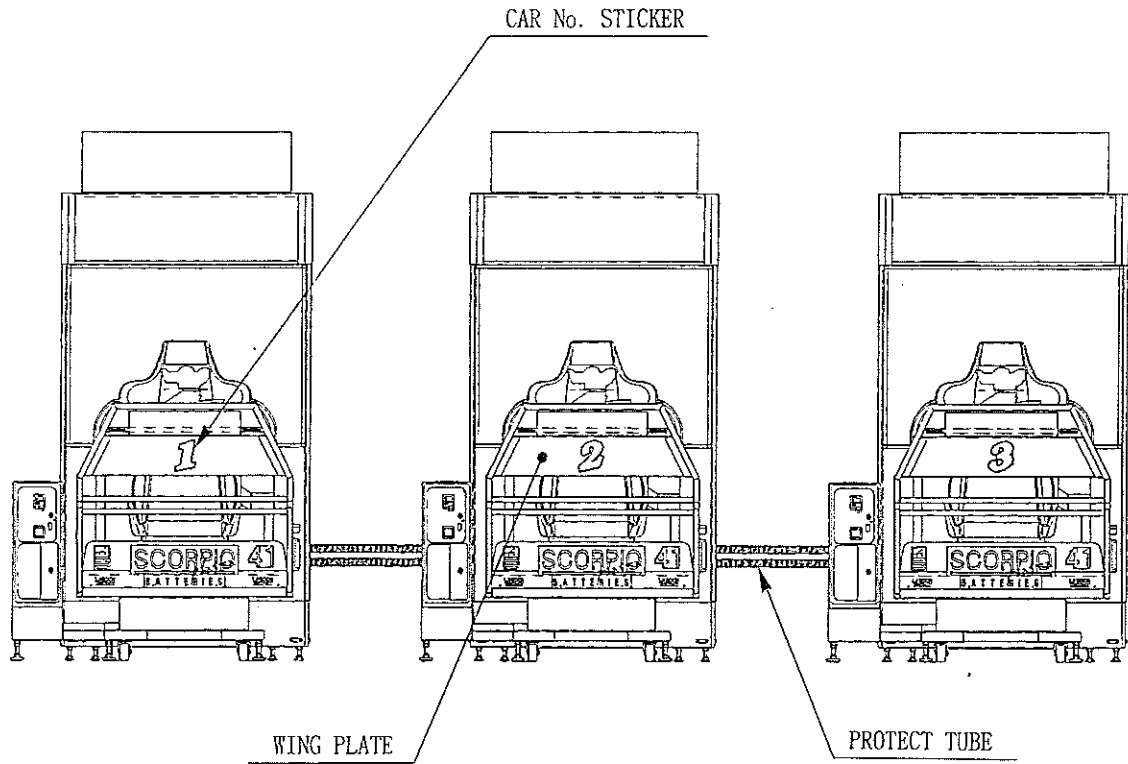


FIG. 21.3



During interactive play, if communication is interrupted due to some cause, the Network Check screen appears after finishing the game.

Cause all of the seats to enter the Test Mode and change the GAME ASSIGNMENTS of each seat for communication play. For the setting change procedure, refer to Section 9.

- ① Press the TEST button to enter the test mode and choose "GAME ASSIGNMENTS."
- ② Move the arrow mark (→) to "LINK ID" and press the TEST button to allow one of the cabinets to be set to "MASTER." Set all other cabinets to "SLAVE."
- ③ Bring the arrow mark (→) to "CAR NUMBER," press the TEST button and set plural number of the machines sequentially to No. 1, No. 2, No. 3 and so on as applicable starting from the extreme left facing the monitor's front side. If the same number is set for 2 or more cabinets, or if the sequential order is incorrect, the game display, etc. will be confused (different from the actual status). Therefore, be careful of this point.

In the communication mode, main Game Assignments are set by the "MASTER" seat. Even if the setting is changed by the SLAVE machines, the setting will not be effective for the game.

GAME ASSIGNMENTS	
COUNTRY	EXPORT
→ LINK ID	MASTER
CAR NUMBER	1
CABINET TYPE	DELUXE
DIFFICULTY	NORMAL
ADVERTISEMENT SOUND	ON
VOCAL	DENIS
GAME MODE	NORMAL (SPRINT)
MOTOR POWER	80%
RANKING MODE	CAMPAIGN
LOCATION NAME ENTRY	
CAMPAIGN SCHEDULE	
POINT CLEAR	
EXIT	

SELECT WITH SERVICE BUTTON  
AND PRESS TEST BUTTON

FIG. 21.4 GAME ASSIGNMENTS

## 22. PARTS LIST

From among the parts used for the product, regarding the Stickers & Sheets such as warning & cautionary displays intended for players, and those describing the name of hazard prevention equipment such as the Emergency Stop Button, etc., the official language applicable to the installation location is employed. These Stickers and Sheets are important parts from the point of view of safety and should be replaced immediately if soiled or peeled off. The PARTS LIST herein contains only the PART Nos. of Stickers and Sheets described in English (with suffixed E or EG or UK).

In the case where the star mark \* is indicated in the Note Column of the PARTS LIST, that particular part has the applicable official language available. As such, when placing order, ensure that the corresponding official language is available for that particular part. For Example, if you desire Stickers and Sheets described in French, suffix FR in lieu of UK.

However, note that if a common expression can be used, only one expression is registered for plural official languages and in this case, only one language is available.

The following are the suffix character(s) of the Part No. for the corresponding official language:

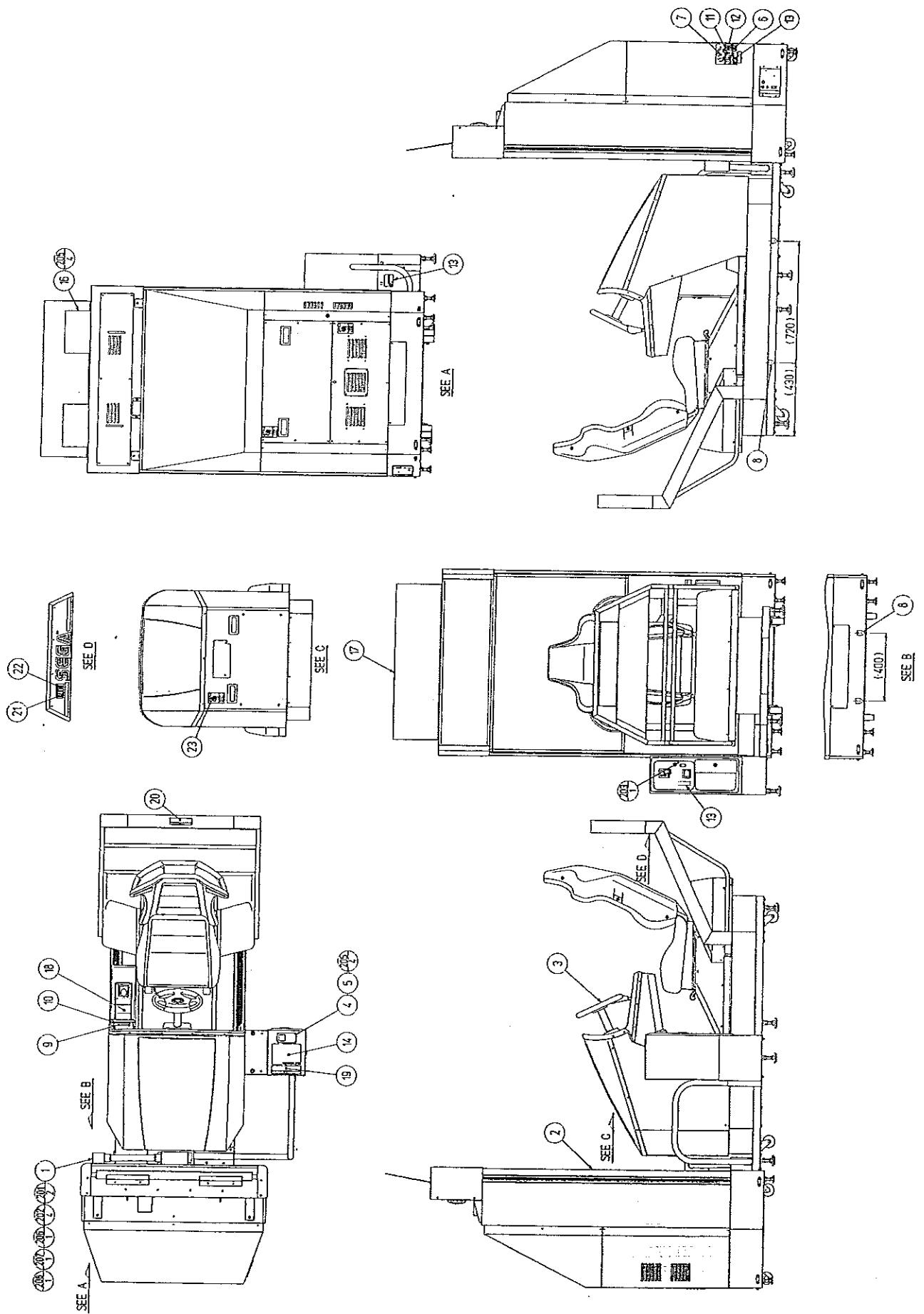
E or EG or UK:	English	FR:	French	GM:	German	SP:	Spanish
PT:	Portuguese	IT:	Italian	DU:	Dutch	GR:	Greek
DA:	Danish	SW:	Swedish	NW:	Norwegian	IC:	Icelandic

Note that Parts List herein does not include the individual parts of assemblies and manufactured items. Please understand that inquiries and placing orders as regards the individual parts below may be unacceptable.

- Assemblies only for finished product sales (such as the printed circuit board on which ICs and fuses are mounted).
- Manufactured items incorporated for this product (projectors, monitors, motors, etc.) As a rule, the products listed in ITEM NO. 101 ~ 199 of the Parts List.
- Units which are assembled by employing welding, riveting, and adhesives.

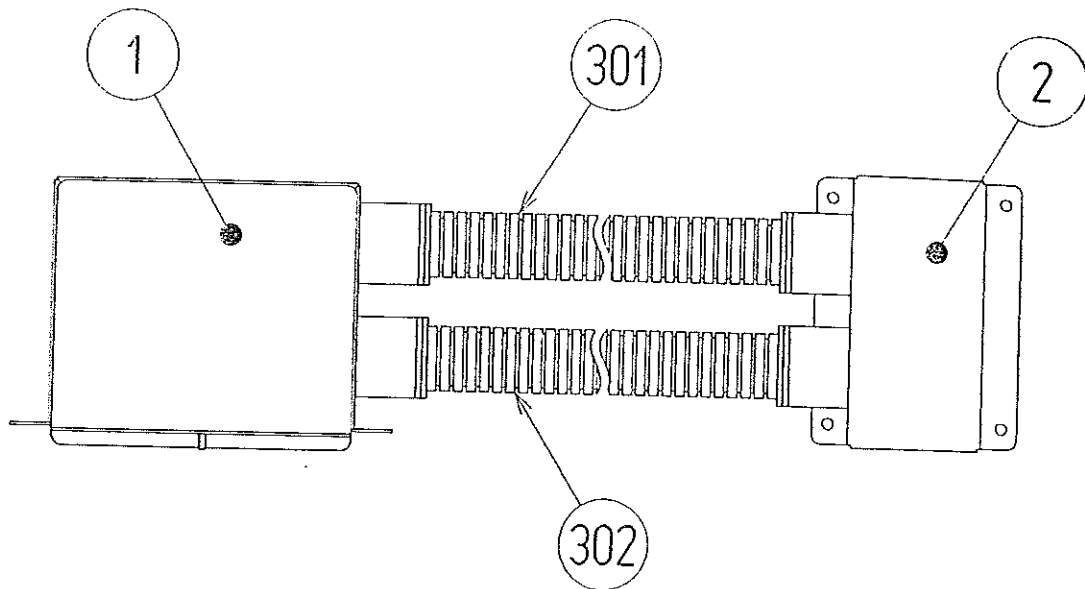
① TOP ASSY DAYTONA USA 2 DX

(D-1/2)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-0100	ASSY TUBE	
2	DUT-1000	ASSY FRONT CABI	
3	DUT-2000	ASSY REAR CABI	
4	DYN-0010	DENOMI PLATE	
8	421-8885	STICKER CAUTION FORK	
11	421-7987-01	STICKER ELEC SPEC FOR CE	
14	422-0689-01	PLAY INSTR SH DUT DX ENG	
15	SGM-4486	POLY COVER 1300×2100×1300	
16	DUT-0002	POP BRKT	
17	429-0624	DISPLAY CARD DUT DX	
18	422-0693-01	SUB INSTR SH DUT DX ENG	
19	440-CS0136-UK	STICKER C DUT DX UK	
20	440-CS0139-UK	STICKER C WING UK	
21	440-WS0141-EG	STICKER W HIGH TEMP S ENG	
22	440-WS0142-EG	STICKER W POWER OFF S ENG	
23	440-WS0002XEG	STICKER W POWER OFF ENG	
201	000-T00408-0B	M SCR TH BLK M4×8	
202	000-T00420-0B	M SCR TH BLK M4×20	
203	008-T00408-0B	TMP PRF SCR TH BLK M4×8	
204	000-P00408-WB	M SCR PH W/FS BLK M4×8	
205	000-T00408-0C	M SCR TH CRM M4×8	
206	050-H00400	HEX NUT M4	
207	060-S00400	SPR WSHR M4	
208	060-F00400	FLT WSHR M4	
401	601-6604-70	CARTON BOX 70	
402	420-6373-04	OWNERS MANUAL DUT DX CE	
403	SGM-2675	POLYETHYLENE BAG, 240×370	
404	220-5576	KEY MASTER FOR 220-5575	
405	SGM-4111	KEY BAG	
406	220-5484	VOL CONT B-5K OHM	
	220-5373	VOL CONT B-5K	
407	514-5036-7000	FUSE 6.4×30 7000MA 125V	
408	090-0074	STATICIDE	
410	509-5636	SW MICRO TYPE SS-5GL2T	
413	090-0174	GLASS CLEANER NAC S-100	
414	SPG-0009	OPT CONN BOX	
415	DYN-0009	HOLE LID	
416	310-5051-22	CONN 22	
417	600-6275-0700	ASSY FIBER CABLE 5 700CM	
418	310-5050-220150	FLEX TUBE 22-0150CM	
419	421-9894	STICKER 1-8 DUT DX	
/	GPD-0002X	SHIPPING BRKT	
/	030-000860-S	HEX BLT W/S M8×60	
/	060-F00800	FLT WSHR M8	
/	420-6410	SERVICEMAN MNL DUT DX CE	
/	600-6618	AC CABLE CONNECT TYPE FOR EXP	
/	421-8740	CAUTION INSTR COP U/R	
/	421-9507	STICKER NOT INSERT COIN	
/	421-9471	STICKER INDOOR USE ONLY	
/	421-9472	STICKER CE MARK	

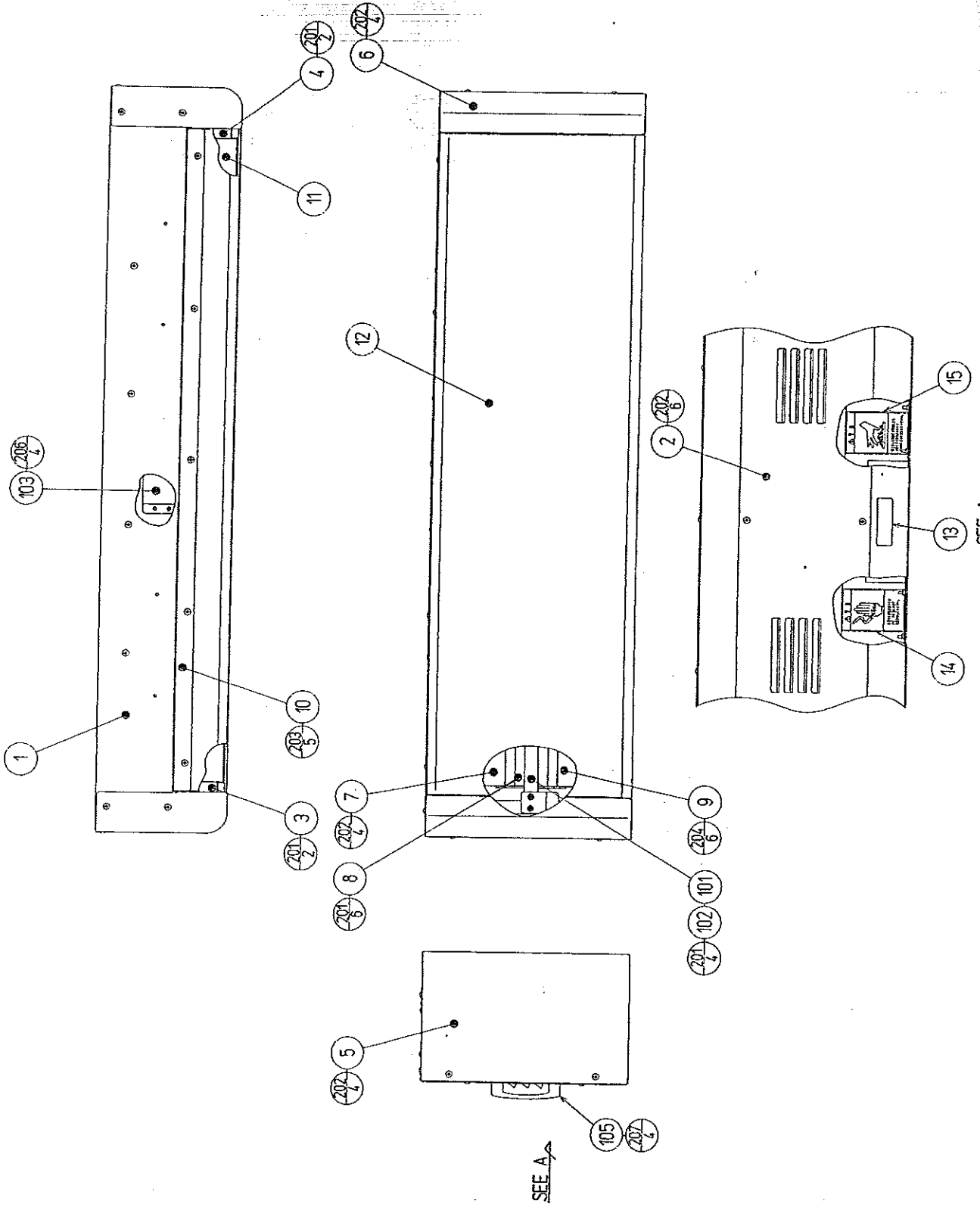
② ASSY TUBE (DUT-0100)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-0101	TUBE BOX REAR	
2	DUT-0102	TUBE BOX FRONT	
202	050-H00400	HEX NUT M4	
203	060-S00400	SPR WSHR M4	
204	060-F00400	FLT WSHR M4	
301	600-7059-051	WIRE HARN TUBE A	
302	600-7059-052	WIRE HARN TUBE B	

③ ASSY BILLBOARD (DUT-0500)

(D-1/2)



③ ASSY BILLBOARD (DUT-0500)

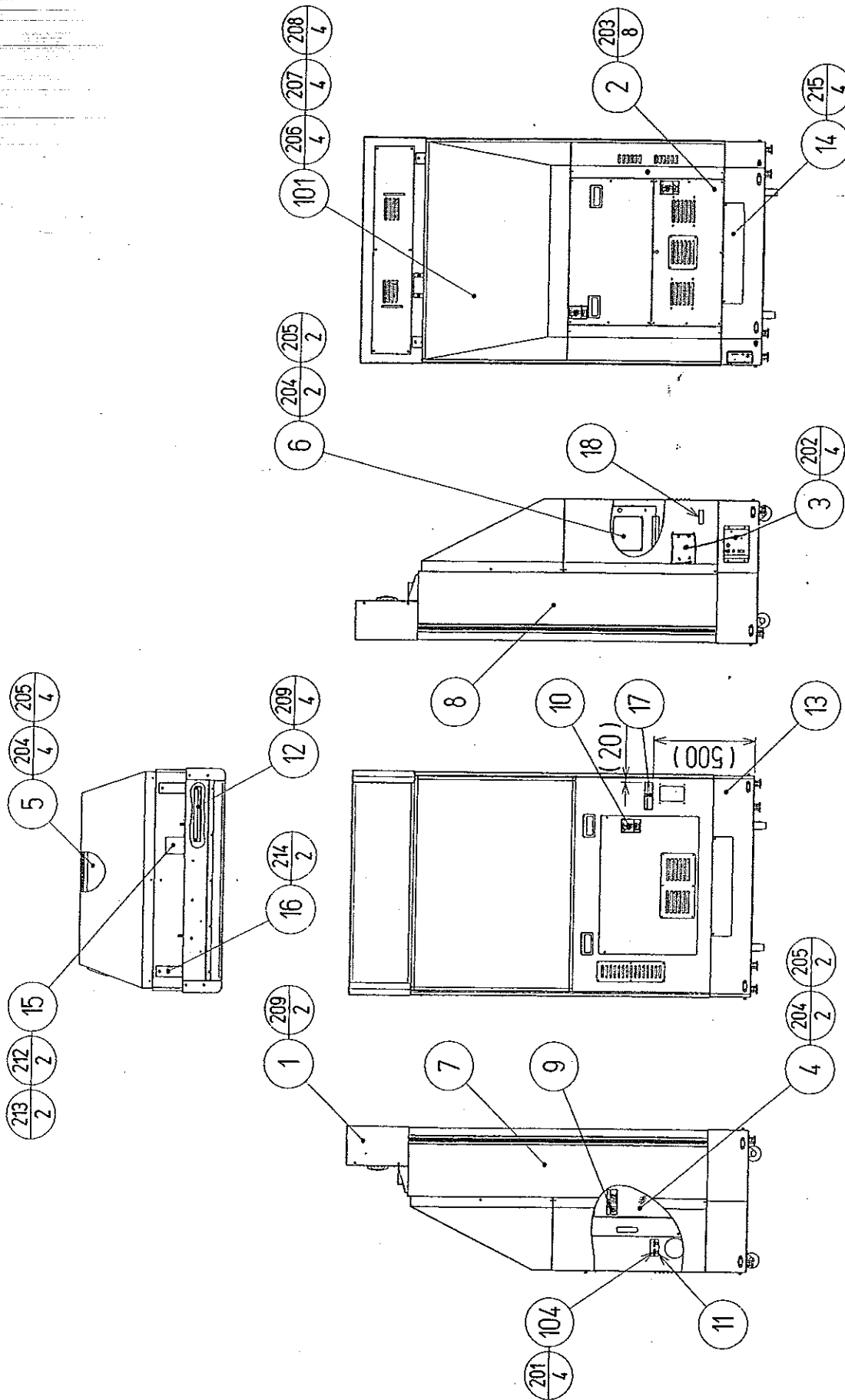
(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-0501	BILLBOARD BOX	
2	DUT-0502	BILLBOARD LID	
3	DUT-0503	SIDE BOX L	
4	DUT-0504	SIDE BOX R	
5	DUT-0505	SIDE COVER L	
6	DUT-0506	SIDE COVER R	
7	DUT-0507	UPPER REFLECTOR	
8	DUT-0508	CENTER REFLECTOR	
9	DUT-0509	LOWER REFLECTOR	
10	DUT-0510	PLATE SASH	
11	DUT-0511	LOWER PLATE	
12	423-0320	BILLBOARD PLATE DUT DX	
14	440-WS0002XEG	STICKER W POWER OFF ENG	
15	440-WS0012XEG	STICKER W HIGH TEMP ENG	
101	390-6579-0999R	FL SLIM TYPE 0999MM RED	
102	214-0223	FL SOCKET W/CONN	
103	182-5078-AB-CE	COIL BALLAST AB-116 CE	
104	601-5525-100	BUSH 1.2T	
105	109-5005	HANDLE	
106	280-5009-01	CORD CLAMP 21	
107	280-5275-SR10	CORD CLAMP SR10	
201	000-P00408-W	M SCR PH W/FS M4×8	
202	000-T00408-OC	M SCR TH CRM M4×8	
203	000-T00412-OC	M SCR TH CRM M4×12	
204	050-F00400	FLG NUT M4	
206	050-F00300	FLG NUT M3	
207	030-000610-W	HEX BLT W/FS M6×10	
301	600-7059-072	WIRE HARN CE J	
302	600-7059-019	WIRE HARN BILLBOARD02	



④ ASSY FRONT CABI (DUT-1000)

(D-1/3)



④ ASSY FRONT CABI (DUT-1000)

(D-2/3)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-0500	ASSY BILLBOARD	
2	SRT-1020	ASSY BACK LID	
3	DUT-1007	BACK LID R	
4	DUT-4000CE	ASSY MAIN BD CE	
5	DUT-4100CE	ASSY PWR SPLY	
6	DUT-4200CE	ASSY DRIVE BD	
7	421-9889	STICKER PTV SIDE L DUT	
8	421-9890	STICKER PTV SIDE R DUT	
9	440-WS0033XEG	STICKER W BD POWER OFF ENG	
10	440-WS0002XEG	STICKER W POWER OFF ENG	
11	421-7515	STICKER FIBER CABLE TX/RX	
12	DUT-1005	BILLBOARD HOOK	
13	DUT-1001CE	FRONT BASE CE	
14	DUT-1002	BASE LID	
15	DUT-1003	CONNECTOR COVER	
16	DUT-1004	BILLBOARD HOLDER	
17	440-CS0138-UK	STICKER C BETWEEN UK	
101	200-5709CE	PTV 50 M 24K GHS65	
102	601-0460	PLASTIC TIE BELT 100MM	
103	600-6278-0100	ASSY FIBER CABLE 2 0100CM	
104	211-5479-01	CONN OPT JOINT	
105	280-5009-01	CORD CLAMP 21	
106	270-5133-05	FERRITE CORE 3A5-JPN-250-1	
201	000-P00312-W	M SCR PH W/FS M3×12	
202	000-P00408-WB	M SCR PH W/FS BLK M4×8 ⇒ FAS-470001 RVT OPEN TYPE BLK 3.2x	
203	000-P00420-WB	M SCR PH W/FS BLK M4×20	
204	000-P00530-S	M SCR PH W/S M5×30	
205	068-552016	FLT WSHR 5.5-20×1.6	
206	030-0010A0	HEX BLT M10×100	
207	060-S01000	SPR WSHR M10	
208	068-A52820	FLT WSHR 10.5-28×2	
209	000-P00520-WB	M SCR PH W/FS BLK M5×20	
210	000-P00408-W	M SCR PH W/FS M4×8	
211	011-F00310	TAP SCR FH 3×10	
212	000-T00408-OC	M SCR TH CRM M4×8	
213	068-441616-OC	FLT WSHR CRM 4.4-16×1.6	
214	000-T00512-OC	M SCR TH CRM M5×12	
215	000-T00420-OB	M SCR TH BLK M4×20	
301	600-6743-050	ASSY RGB CABLE 050CM	
303	600-7059-014	WIRE HARN FRONT CABI01	
304	600-7059-015	WIRE HARN FRONT CABI02	
305	600-7059-016	WIRE HARN FRONT CABI03	
306	600-7059-017-91	WIRE HARN FRONT CABI04	
307	600-7059-047	WIRE HARN FRONT CABI05	
308	600-6817-031	WIRE HARN FRONT CABI5	
309	600-7059-067-91	WIRE HARN CE E	
/	SPG-1009	TUBE COVER	
/	DUT-1009	INSULATOR SHEET R	
/	SPG-1011	INSULATOR SHEET S	

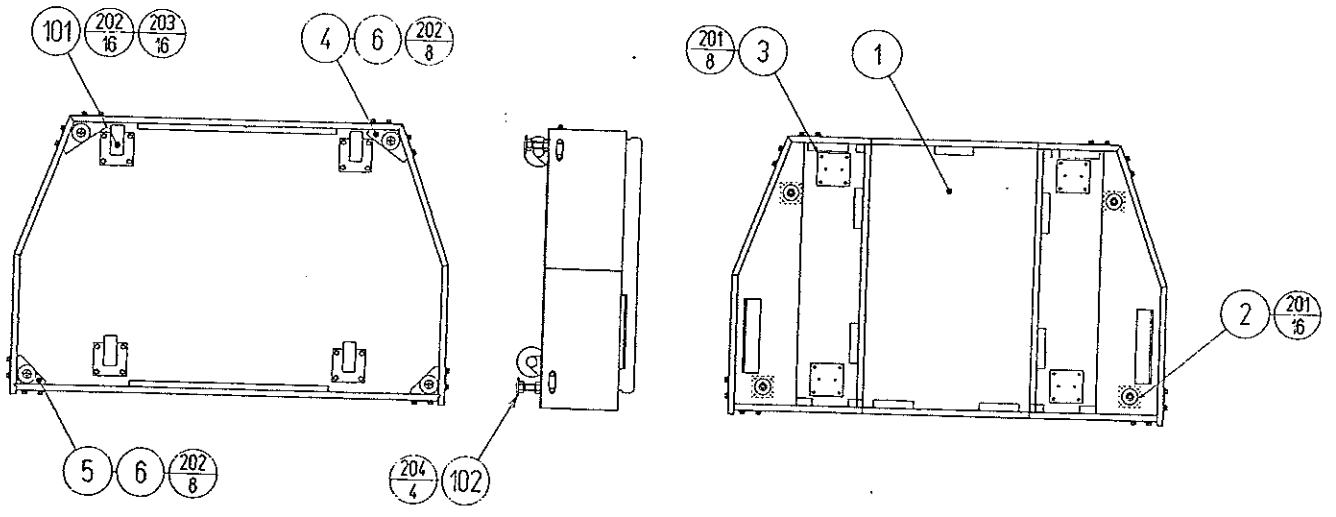
④ ASSY FRONT CABI (DUT-1000)

ASSY FRONT CABI (D-3/3)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
/	SPG-1012	INSULATOR SHEET SS	
/	117-5402-06	EARTH TERMINAL PLATE 6P	
/	011-F03512	TAP SCR FH 3.5×12	
/	011-T03512	TAP SCR TH 3.5×12	
/	050-H00400	HEX NUT M4	
/	060-F00400	FLT WSHR M4	
/	060-S00400	SPR WSHR M4	
/	600-6972-0600	WIRE HARN EARTH ID5 0600MM	
/	600-6972-0220	WIRE HARN EARTH ID5 0220MM	
/	600-6972-0820	WIRE HARN EARTH ID5 0820MM	
/	600-6972-1800	WIRE HARN EARTH ID5 1800MM	
/	DUT-1008	INSULATOR SHEET	
/	DUT-1050CE	AC UNIT	
/	270-5131	N. F ZRP2210-02 AC250V 10A	
/	270-5117	FERRITE CORE TDK ZCAT3035-1330	
/	000-P00420-WB	M SCR PH W/FS BLK M4×20	
/	600-7059-075	WIRE HARN CE M	
/	600-7059-077	WIRE HARN CE O	
/	280-5009-01	CORD CLAMP 21	
/	280-0419	HARNESS LUG	
/	011-F00310	TAP SCR FH 3×10	
/	FAS-790001	NAIL THH STNLS 1.2×13	
/	060-F00400-0B	FLT WSHR BLK M4	

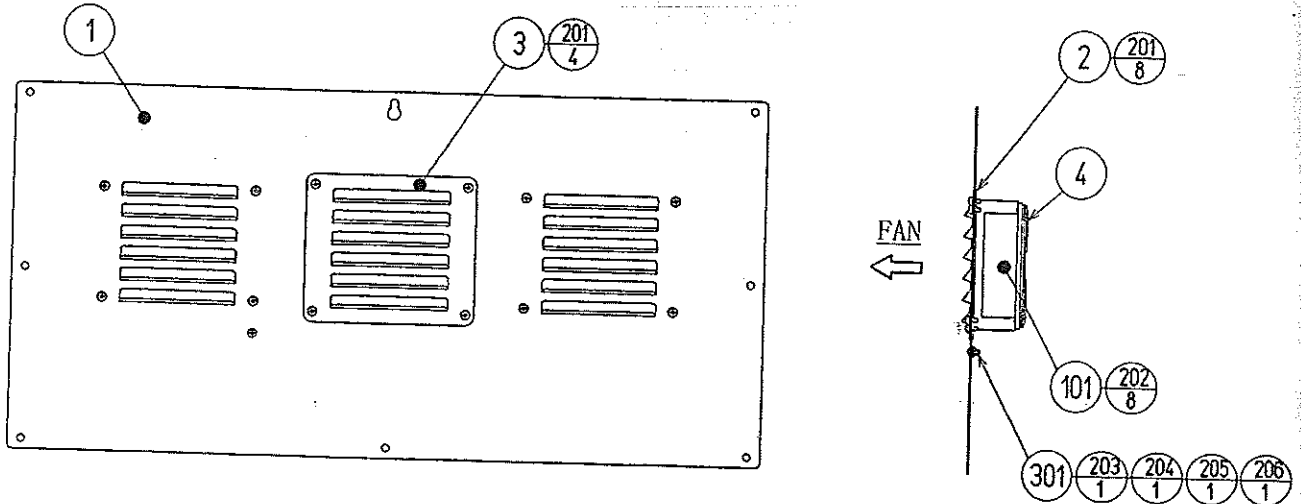
⑤ FRONT BASE (DUT-1001)

ASSEMBLY DRAWING



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-1001-A	FRONT BASE BLANK	
2	SRT-1101-A	NUT PLATE M10	
3	SCR-1008	NUT PLATE FOR CASTER	
4	SRT-1104	LEG BRACKET R	
5	ARC-1006	LEG BRACKET	
6	117-5233	PLATE LEG BRACKET BLACK	
101	601-9377	CASTER FAI=75	
	601-6224	CASTER 75	
102	601-5699X	LEG ADJUSTER BOLT M16×75	
201	011-T03512	TAP SCR TH 3.5×12	
202	030-000630-SB	HEX BLT BLK W/S M6×30	
203	060-F00600	FLT WSHR M6	
204	050-H01600	HEX NUT M16	

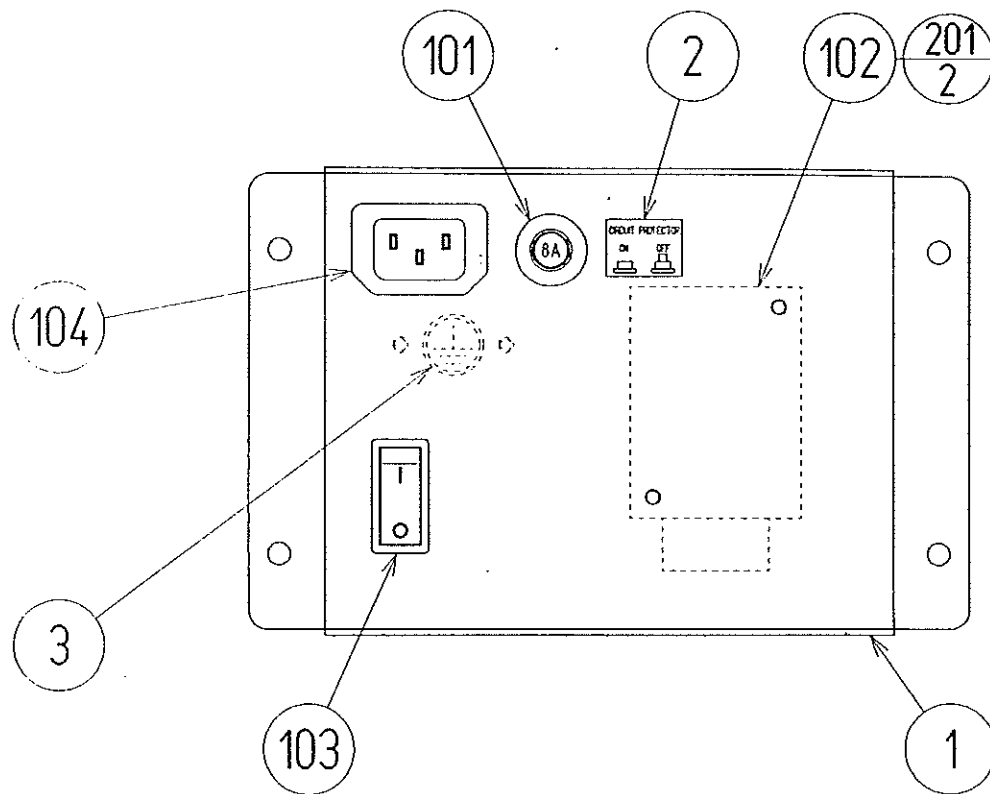
⑥ ASSY BACK LID (SRT-1020)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-1021	BACK LID	
2	105-5238-91	FAN BRKT	
3	105-5239-04	AIR VENT	
4	601-8543	FAN GUARD	
101	260-0011-02	AXIAL FLOW FAN AC100V 50-60HZ	
102	280-5009-01	CORD CLAMP 21	
103	280-5275-SR10	CORD CLAMP SR10	
201	000-P00408-WB	M SCR PH W/FS BLK M4×8	
202	000-P00312-W	M SCR PH W/FS M3×12	
203	000-T00408-OB	M SCR TH BLK M4×8	
204	050-H00400	HEX NUT M4	
205	060-S00400	SPR WSHR M4	
206	060-F00400	FLT WSHR M4	
301	600-6817-033	WIRE HARN FRONT CABI7	

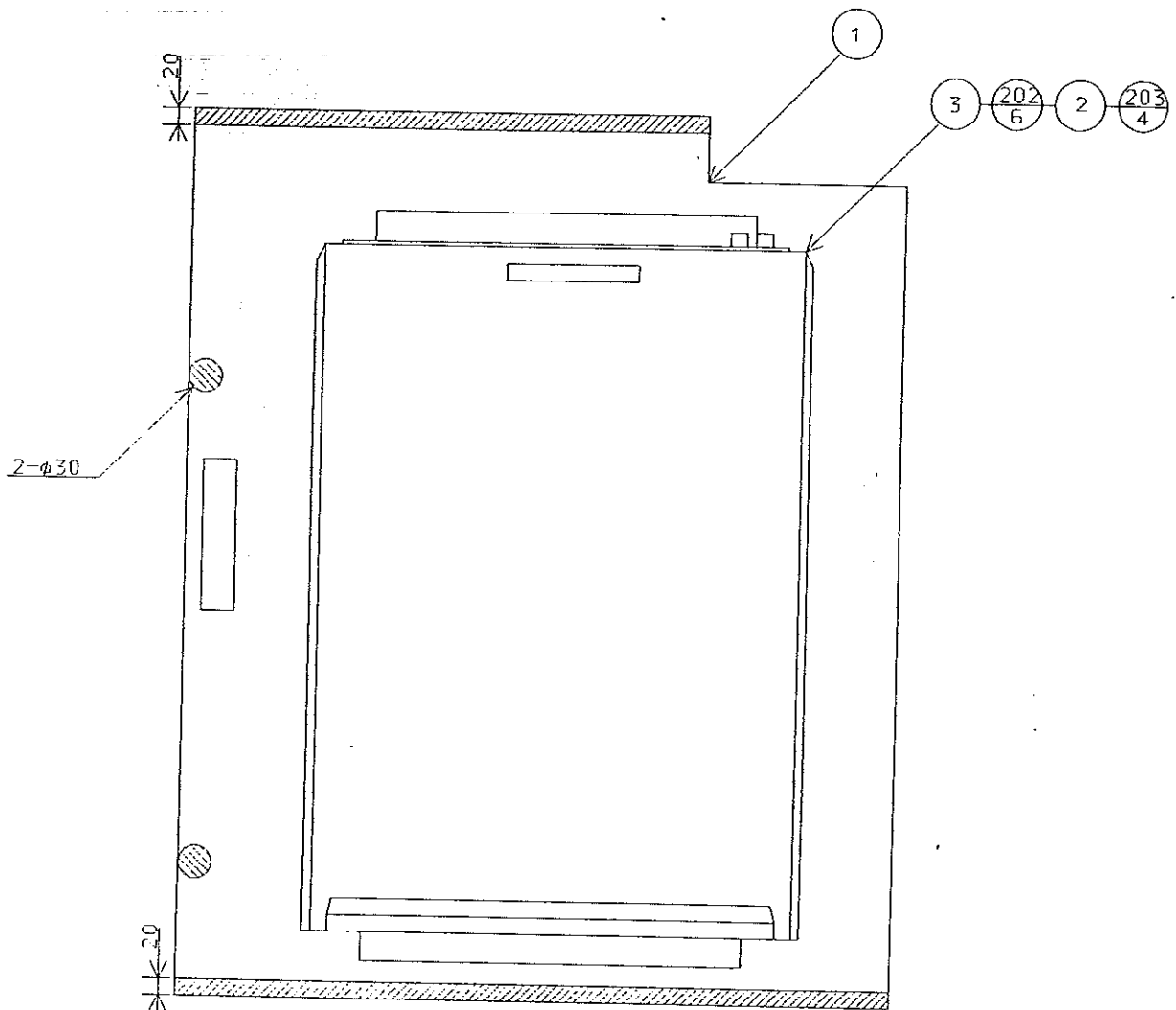
⑦ AC UNIT (SRT-1050GE) ⇒ DUT-1050 CE

REVISED JAN 1982



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-1051	AC BRKT	
2	421-7468-01	STICKER C. P W/PIC	
3	421-8202	STICKER EARTH MARK	
101	512-5046-8000	C. P 8000MA CE UL	
102	450-5134	MAGNET CONTACT S-NIOCX AC 230V	
103	509-5453-91-V-B	SW ROCKER J8 V-B	
104	214-0202	AC INLET PANEL TYPE	
105	280-5009-01	CORD CLAMP 21	
106	601-0460	PLASTIC TIE BELT 100MM	
107	310-5029-H20	SUMITUBE F H 20MM	
108	310-5029-J20	SUMITUBE F J 20MM	
109	270-5117	FERRITE CORE TDK ZCAT3035-1330	
201	000-P00416-W	M SCR PH W/FS M4×16	
202	050-H00400	HEX NUT M4	
203	060-F00400	FLT WSHR M4	
204	060-S00400	SPR WSHR M4	
301	600-7008-002	WIRE HARN AC L	
302	600-7008-003	WIRE HARN MAIN SW	
303	600-7008-108	WIRE HARN EARTH AC UNIT B	
304	600-7008-109	WIRE HARN AC N EXP	
305	600-7008-110	WIRE HARN AC L EXP	
306	600-7059-073-91	WIRE HARN CE K	
307	600-6972-0950	WIRE HARN EARTH ID5. 0950MM	

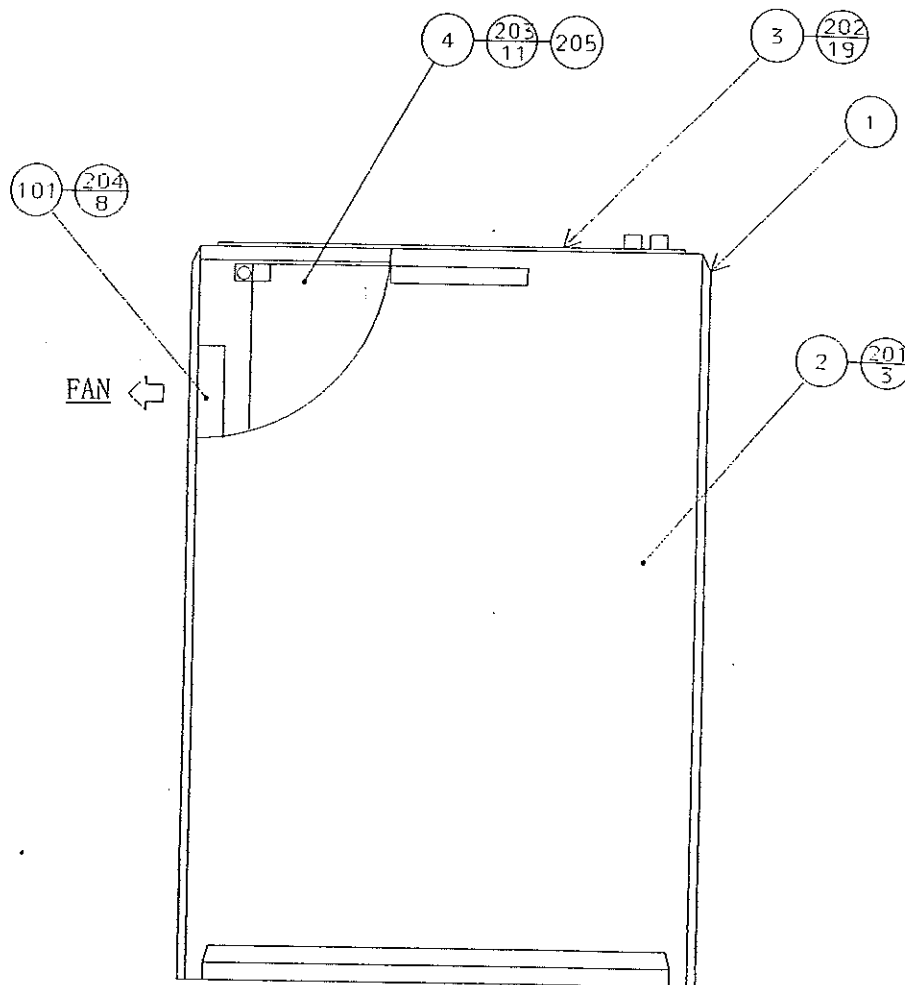
⑧ ASSY MAIN BD CE (DUT-4000CE)



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

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-4001	WOODEN BASE L	
2	DUT-4300CE	ASSY SHIELD CASE CE	
3	105-5241	SHIELD CASE BRKT	
101	280-5009-01	CORD CLAMP 21	
102	601-0460	PLASTIC TIE BELT 100MM	
201	011-F00310	TAP SCR FH 3×10	
202	000-P00408-W	M SCR PH W/FS M4×8	
203	000-P00412-W	M SCR PH W/FS M4×12	
301	600-6817-019	WIRE HARN MAIN BD1	
302	600-6817-020	WIRE HARN MAIN BD2	
303	600-6817-022	WIRE HARN MAIN BD4	

⑨ ASSY SHIELD CASE CE (DUT-4300CE)

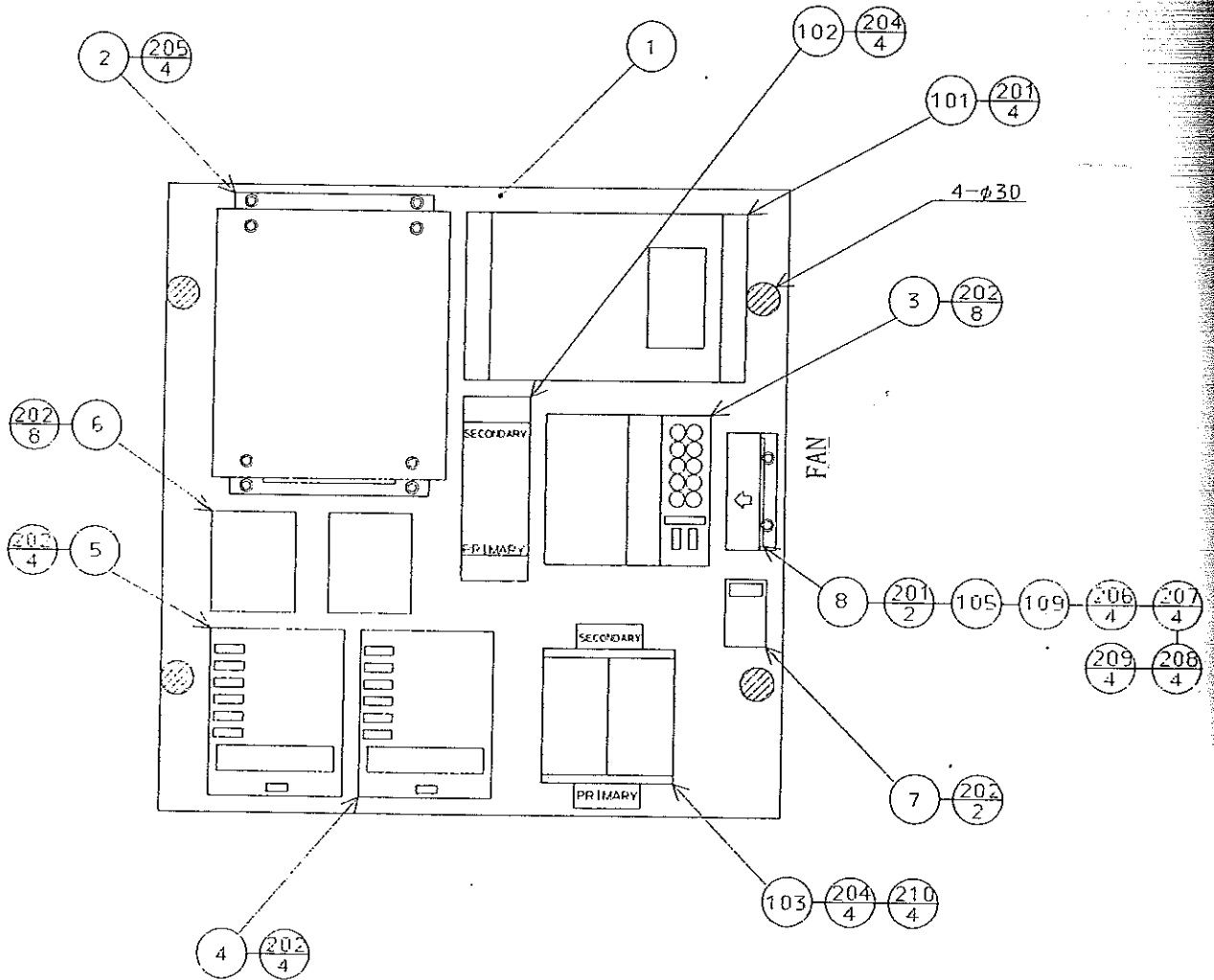


ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	105-5245X	SHIELD CASE MODEL3 NVS	
2	105-5242X	SHIELD CASE LID MODEL3	
3	839-1060	FILTER BD MODEL3 DUT CE	
4	833-13427	GAME BD DAYTONA USA2	
5	421-9174-01	STICKER CAUTION ANTISTATIC	
6	421-6510-13427	STICKER 833-13427	
7	601-8928	CARTON BOX MODEL3	
8	421-6326	STICKER IC BD SERIAL NO INFO	
101	260-0064	FAN MOTOR DC12V	
102	280-5275-SR10	CORD CLAMP SR10	
103	601-0460	PLASTIC TIE BELT 100MM	
201	000-P00408-W	M SCR PH W/FS M4x8	
202	010-P00308-F	S-TITE SCR PH W/F M3x8	
203	010-P00310-F	S-TITE SCR PH W/F M3x10	
204	000-P00320-W	M SCR PH W/FS M3x20	
205	010-P00365-F	S-TITE SCR PH W/F M3x65	
301	600-6770-018-91	WIRE HARN FAN MOTOR	



⑩ ASSY PWR SPLY (DUT-4100CE)

(D-1/2)



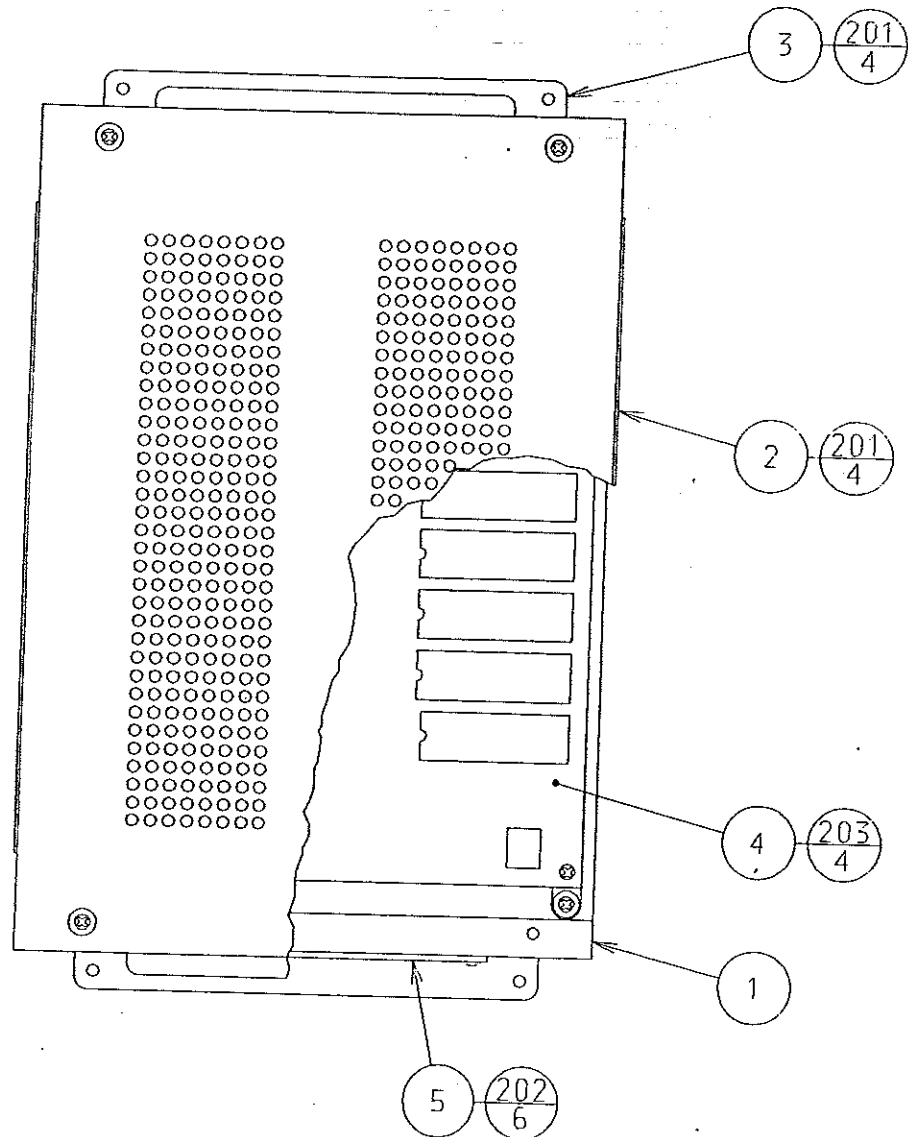
Note: make sure that there is no wiring, etc. in the slash mark portions.

⑩ ASSY PWR SPLY (DUT-4100CE)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-4101	WOODEN BASE C	
2	DUT-4150	ASSY SOUND BD	
3	838-13142	BASS AMP 50W×2	
4	838-11650-39	EQ. PWR AMP DUT DX CE F	
5	838-11650-40	EQ. PWR AMP DUT DX CE R	
6	838-13445	AUDIO MIX BD	
7	838-11856CE-02	CONNECT BD W/FUSE 6.3A CE	
8	BY-4102	FAN MOTOR BRACKET	
101	400-5330-02-91	SW REGU FOR MODEL3	
102	560-5363CE	AUDIO XFMR 12.8V6A×2 23V9.6A×2	
103	560-5377	PWR XFMR 200-240V 100V10A CE	
105	260-0011-02	AXIAL FLOW FAN AC100V 50-60HZ	
106	280-5009-01	CORD CLAMP 21	
107	280-0419	HARNESS LUG	
108	601-0460	PLASTIC TIE BELT 100MM	
109	601-8543	FAN GUARD	
110	270-5117	FERRITE CORE ZCAT3035-1330	
201	011-T03512	TAP SCR TH 3.5×12	
202	011-T00325	TAP SCR TH 3×25	
203	011-F00310	TAP SCR FH 3×10	
204	000-P00616-W	M SCR PH W/FS M6×16	
205	000-P00416-W	M SCR PH W/FS M4×16	
206	000-P00450	M SCR PH M4×50	
207	050-F00400	FLG NUT M4	
208	060-F00400	FLT WSHR M4	
209	060-S00400	SPR WSHR M4	
210	068-652016	FLT WSHR 6.5-20×1.6	
302	600-7059-006	WIRE HARN PWR SPLY06	
303	600-7059-007	WIRE HARN PWR SPLY07	
304	600-7059-009	WIRE HARN PWR SPLY09	
305	600-7059-010	WIRE HARN PWR SPLY10	
306	600-7059-045	WIRE HARN PWR SPLY11	
307	600-7059-046	WIRE HARN PWR SPLY12	
308	600-7059-057	WIRE HARN PWR SPLY13	
310	600-7059-060	WIRE HARN EXP B	
311	600-7059-061	WIRE HARN EXP C	
312	600-7059-062	WIRE HARN EXP D	
313	600-7059-063-91	WIRE HARN CE A	
314	600-7059-074-91	WIRE HARN CE L	
315	600-7059-076	WIRE HARN CE N	

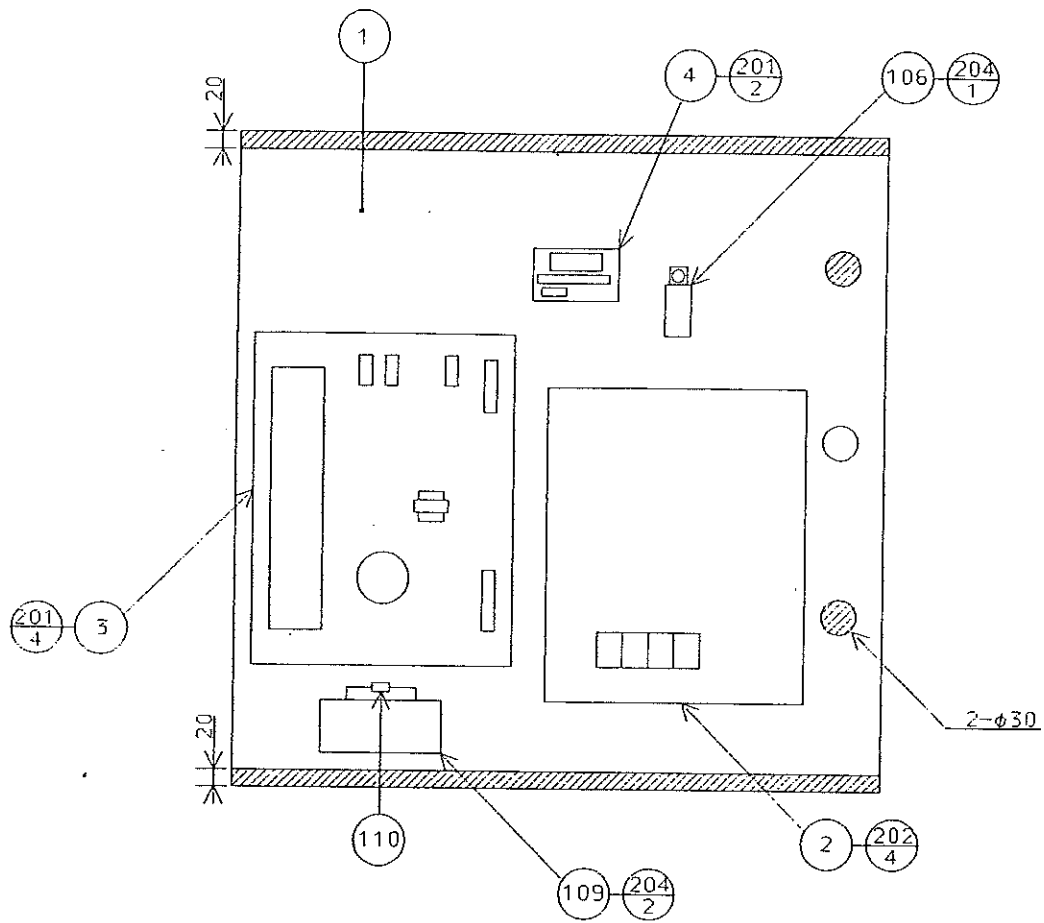
⑪ ASSY SOUND BD (DUT-4150)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	105-5315	SHIELD CASE MPEG	
2	105-5316	SHIELD CASE LID MPEG	
3	105-5317	SHIELD CASE BRKT MPEG	
4	837-13429	SOUND BD DAYTONA USA2	
5	839-1021	FLT BD DIGITAL SOUND	
6	421-6430-13429	STICKER 837-13429	
201	000-P00408-W	M SCR PH W/FS M4x8	
202	010-P00308-F	S-TITE SCR PH W/F M3x8	
203	010-P00310-F	S-TITE SCR PH W/F M3x10	
301	600-7000-001	WIRE HARN DIGITAL SOUND BD A	
302	600-7000-003	WIRE HARN DIGITAL SOUND BD C	
303	600-7000-004	WIRE HARN DIGITAL SOUND BD D	
304	600-7000-005	WIRE HARN DIGITAL SOUND BD E	

⑫ ASSY DRIVE BD (DUT-4200CE)

(D-1/2)



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

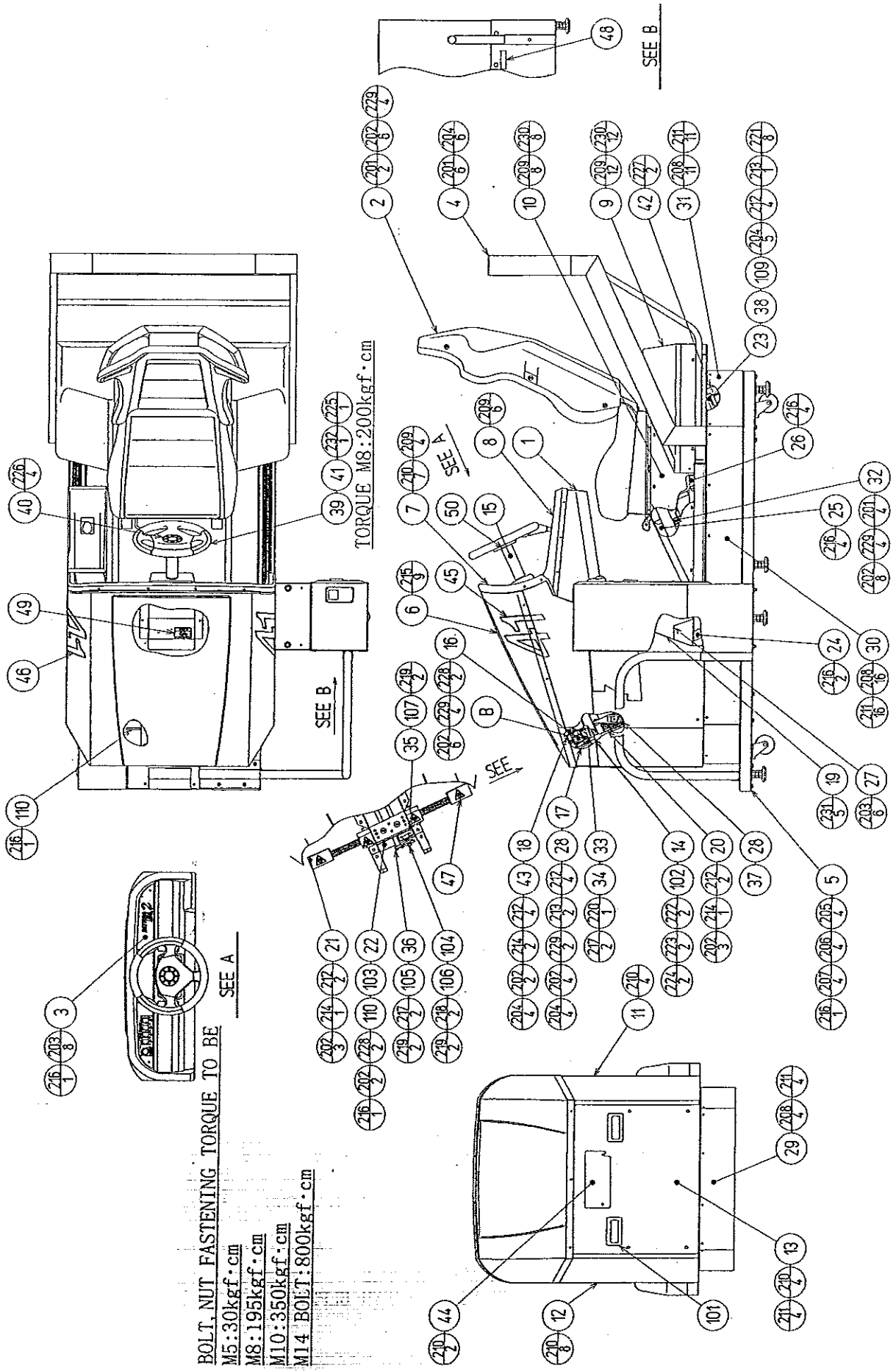
⑫ ASSY DRIVE BD (DUT-4200CE)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-4201	WOODEN BASE R	
2	838-13481	DRIVE BD DUT	
3	838-12912-01	SERVO MOTOR DRIVE BD NEW	
4	839-0233-06CE	SSR 3A BD CE	
101	280-5009-01	CORD CLAMP 21	
102	280-0419	HARNES LUG	
103	601-0460	PLASTIC TIE BELT 100MM	
104	209-0023	CONN CLOSED END	
105	209-0032	CONN CLOSED END	SMALL TYPE
106	400-5354	RECTIFIER DC45V	LARGE TYPE
107	270-5098	SLEEVE FERRITE CORE SFC-10	
	270-5098-01	SLEEVE FERRITE CORE SFC-10 BK	
108	270-5117	FERRITE CORE TDK ZCAT3035-1330	
109	450-5145	SSR AC20A	
110	472-0330-01	RES 330HM1W5% METAL OXIDE FILM	
201	011-T00325	TAP SCR TH 3×25	
202	011-T00316	TAP SCR TH 3×16	
203	011-F00310	TAP SCR FH 3×10	
204	011-T03512	TAP SCR TH 3.5×12	
301	600-6817-025	WIRE HARN DRIVE BD3	
302	600-7059-011	WIRE HARN DRIVE BD01	
303	600-7059-013	WIRE HARN DRIVE BD03	
304	600-7059-049	WIRE HARN DRIVE BD05	
305	600-7059-064-91	WIRE HARN CE B	
306	600-7059-065	WIRE HARN CE C	
307	600-7059-066	WIRE HARN CE D	

13 ASSY REAR CABI (DUT-2000)

(D-1/3)



**BOLT, NUT FASTENING TORQUE TO BE**  
 M5: 30kgf·cm  
 M8: 195kgf·cm  
 M10: 350kgf·cm  
 M14: 800kgf·cm

TORQUE M8: 200kgf·cm

⑬ ASSY REAR CABI (DUT-2000)

(D-2/3)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-2100	ASSY COCKPIT	
2	DUT-2200	ASSY SEAT	
3	DUT-2300	ASSY SW PANEL	
4	DUT-2500	ASSY WING	
5	DUT-3000	ASSY ROLL BASE	
6	DUT-2001	BONNET COVER	
7	DUT-2002	CONTROL PANEL COVER	
8	DUT-2003	SHIFT COVER	
9	DUT-2004	REAR COVER	
10	DUT-2005	SEAT BASE COVER	
11	DUT-2006	SIDE PANEL L	
12	DUT-2007	SIDE PANEL R	
13	DUT-2008	FRONT PANEL	
14	DUT-2009	STEERING SHAFT	
15	DUT-2010	STEERING COLLAR	
16	DUT-2011	TENSIONER BASE	
17	DUT-2012	DOUBLE TENSIONER	
18	DUT-2013	TENSIONER LID	
19	DUT-2014	BULK GUARD	
20	DUT-2015	IDLER SUPPORT L	
21	DUT-2016	IDLER SUPPORT R	
22	DUT-2017	HANDLE BASE	
23	DUT-2018	BRAKE TENSIONER	
24	DUT-2019	WIRE COVER CENTER	
25	DUT-2020	COVER UNDER BRKT	
26	DUT-2021	WIRE GUARD TRAY	
27	DUT-2022	HEEL LID	
28	DUT-2023	FLANGED IDLER	
29	DUT-2024	SAFETY RUBBER FRONT	
30	DUT-2025	SAFETY RUBBER SIDE	
31	DUT-2026	SAFETY RUBBER REAR	
32	DUT-2027	HANG BRKT	
33	DUT-2028	PULLEY S5M 60	
34	SDC-2123	KEY 5×5×30	
35	DUT-3007	VR BRKT	
36	SLC-1130	ADJUST RING	
37	SPG-2016	PULLEY COLLAR	
38	SPG-2041	BELT CLAMP	
39	SPG-2001	STEERING WHEEL	
40	SPG-2002	STEERING EMBLEM	
41	SPG-2039	SPACER RING	
42	DUT-3005	BRAKE LID	
43	SPG-2356	IDLER COLLAR	
44	DUT-2029	VOL LID	
45	DUT-2001-D	STICKER BONNET NO L	
46	DUT-2001-E	STICKER BONNET NO R	
47	440-CS0140-JP	STICKER C GEAR	
49	440-WS0002XEG	STICKER W POWER OFF ENG	
50	DUT-2030	COLLAR WSHR	
101	253-5396-91	CABINET HANDLE	
102	100-5074	BEARING 25 (FYH BLP205)	

⑬ ASSY REAR CABI (DUT-2000)

(D-3/3)

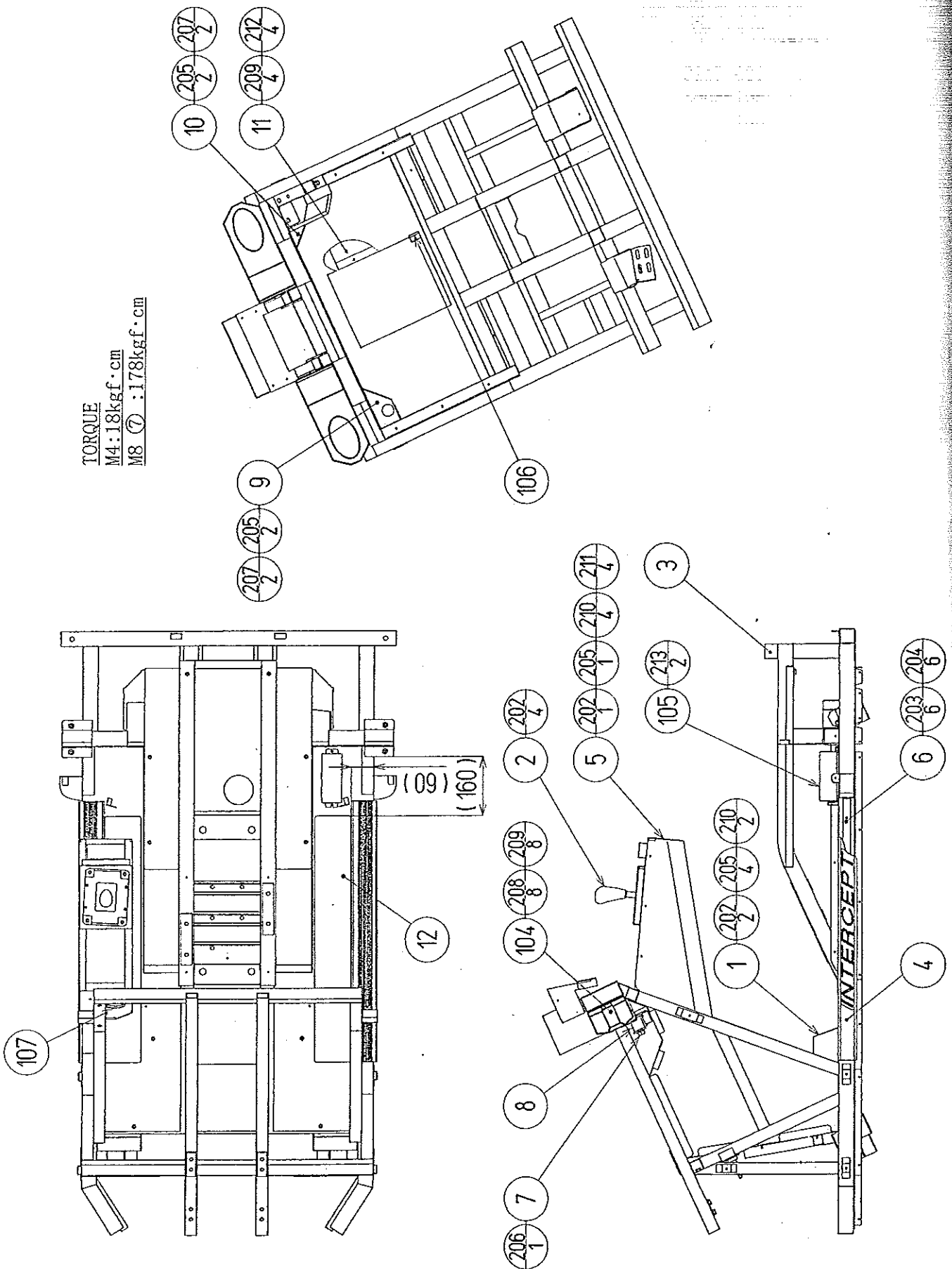
ITEM NO.	PART NO.	DESCRIPTION	NOTE
103	100-5112	BEARING 17(NSK 6003ZZ)	
104	601-8966	GEAR HOLDER	
105	601-6172	GEAR 48	
106	601-6959	GEAR 64	
107	220-5484	VOL CONT B-5K OHM	
	220-5373	VOL CONT B-5K	
108	310-5029-F20	SUMI TUBE FF 20MM	
109	601-9088	TIMING BELT S5M 25MM 610 OPEN	
110	280-0419	HARNESS LUG	
111	280-5009-01	CORD CLAMP 21	
112	280-5169	CORD CLAMP TL-20S	
201	030-000860-SB	HEX BLT W/S BLK M8×60	
202	060-F00800	FLT WSHR M8	
203	000-T00408-0C	M SCR TH CRM M4×8	
204	068-852216-0B	FLT WSHR BLK 8.5-22×1.6	
205	FAS-200015	HEX SKT H CAP SCR B OZ M14×30	
206	060-F01400-0B	FLT WSHR BLK M14	
207	060-S01400-0B	SPR WSHR BLK M14	
208	000-T00510-0B	M SCR TH BLK M5×10	
209	000-T00412-0B	M SCR TH BLK M4×12	
210	000-T00508-0B	M SCR TH BLK M5×8	
211	068-552016-0B	FLT WSHR BLK 5.5-20×1.6	
212	020-000820-OZ	HEX SKT H CAP SCR BLK OZ M8×20	
213	030-000850	HEX BLT M8×50	
214	050-U00800	U NUT M8	
215	000-T00512-0B	M SCR TH BLK M5×12	
216	000-P00408-W	M SCR PH W/FS M4×8	
217	028-A00408-P	SET SCR HEX SKT CUP P M4×8	
218	028-A00308-P	SET SCR HEX SKT CUP P M3×8	
219	000-P00412-W	M SCR PH W/FS M4×12	
220	065-S020S0-Z	STP RING BLK OZ S20	
221	000-P00520-W	M SCR PH W/FS M5×20	
222	020-001040-OZ	HEX SKT CAP SCR BLK OZ M10×40	
223	060-F01000	FLT WSHR M10	
224	060-S01000	SPR WSHR M10	
225	060-S00800	SPR WSHR M8	
226	FAS-200013	HEX SKT H CAP SCR CRM M4×16	
227	000-P00408-WB	M SCR PH W/FS BLK M4×8	
228	030-000850-S	HEX BLT W/S M8×50	
229	030-000820-S	HEX BLT W/S M8×20	
230	068-441616-0B	FLT WSHR BLK 4.4-16×1.6	
231	000-T00508-0C	M SCR TH CRM M5×8	
232	020-000830-OZ	HEX SKT H CAP SCR BLK OZ M8×30	
301	600-6817-043	WIRE HARN STEERING VOLUME	
/	SPG-2060	SLIDE PLATE A	
/	SPG-2061	SLIDE PLATE B	



⑭ ASSY COCKPIT (DUT-2100)

100 YEARS (D-1/2)

TORQUE  
M4 : 18kgf·cm  
M8 ⑦ : 178kgf·cm



⑭ ASSY COCKPIT (DUT-2100)

(D-2/2)

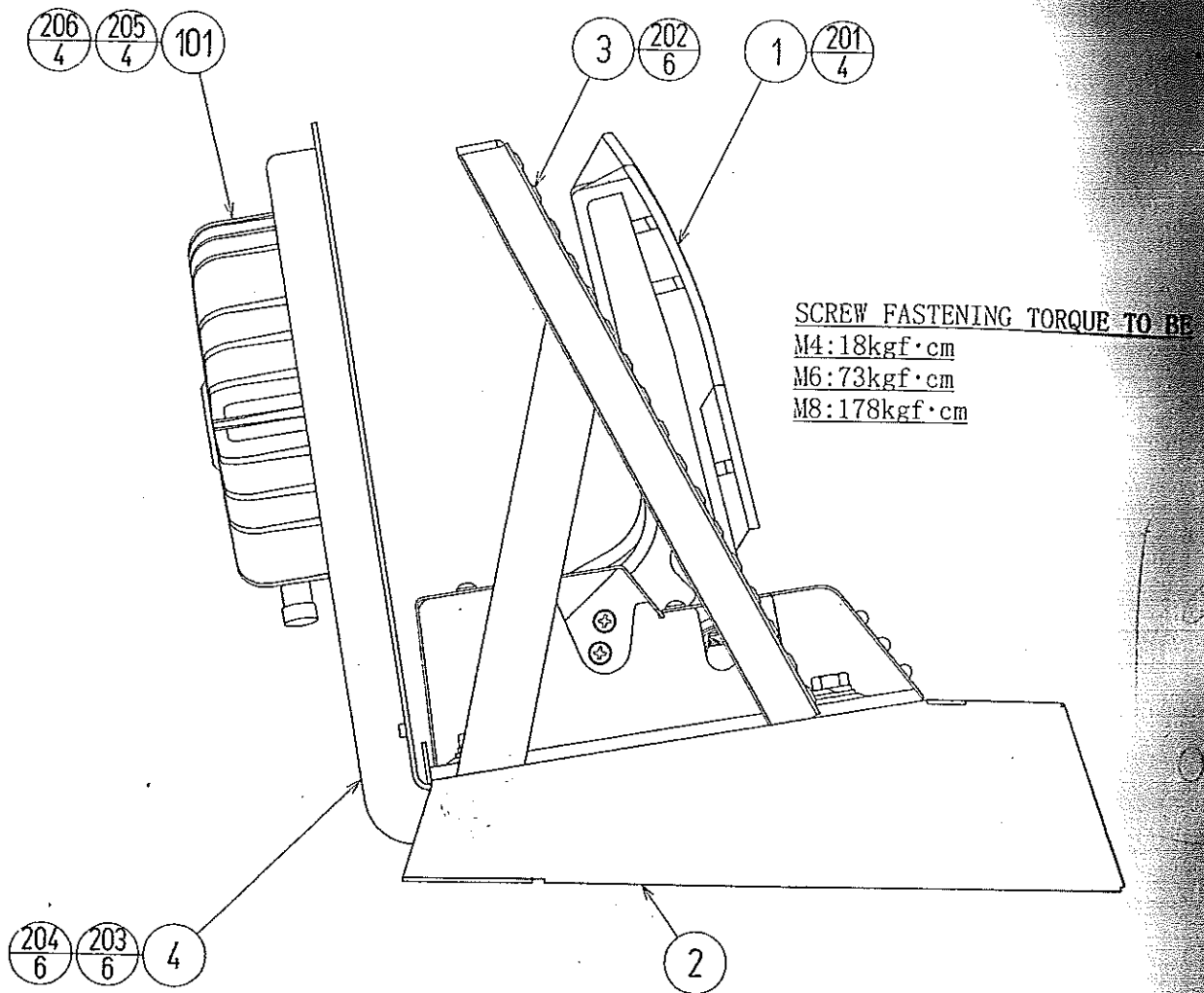
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-2400	ASSY ACCEL&BRAKE BASE	
2	SPG-2150	ASSY 4SPEED SHIFTER	
3	DUT-2101	COCKPIT FRAME	
4	DUT-2102	STEP GUARD	
5	DUT-2103	SHIFT BOX	
6	DUT-2104	NUT PLATE FOR STEP	
7	DUT-2105	STOPPER BOLT M10	
8	DUT-2106	STOPPER RUBBER	
9	DUT-2107	IDLER BASE L	
10	DUT-2108	IDLER BASE R	
11	DUT-2109	WIRE COVER FRONT	
12	DUT-2110	NON SLIP MAT	
13	DUT-2150	ASSY WIRE DUT-2100	
101	280-5009-01	CORD CLAMP 21	
103	280-5275-SR10	CORD CLAMP SR10	
104	130-5162	GULL BOX SPEAKER 80HM 8W	
105	182-5078-AB-CE	COIL BALLAST AB-116 CE	
106	601-6231-B030	EDGING NEW TYPE L=30MM	
107	601-6563-125	BUSH 2.4T	
202	030-000820-S	HEX BLT W/S M8×20	
203	030-000650-S	HEX BOLT W/S M6×50	
204	068-652016	FLT WSHR 6.5-20×1.6	
205	060-F00800	FLT WSHR M8	
206	060-F01200	FLT WSHR M12	
207	020-000820-OZ	HEX SKT H CAP SCR BLK OZ M8×20	
208	012-P00412	TAP SCR #2 PH 4×12	
209	060-F00400	FLT WSHR M4	
210	030-000860-SB	HEX BLT W/S BLK M8×60	
211	068-852216	FLT WSHR 8.5-22×1.6	
212	050-U00400	U NUT M4	
213	000-P00408-W	M SCR PH W/FS M4×8	
304	600-7059-037	WIRE HARN SHIFT EXT	

⑮ ASSY WIRE DUT-2100 (DUT-2150)

ASSY WIRE DUT-2100 (DUT-2150) is comprised of the following wire harnesses.  
An ASSY DRG. is unavailable.

ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-0460	PLASTIC TIE BELT 100MM	
301	600-7059-034	WIRE HARN COCKPIT01	
302	600-7059-035	WIRE HARN COCKPIT02	
303	600-7059-036	WIRE HARN COCKPIT03	

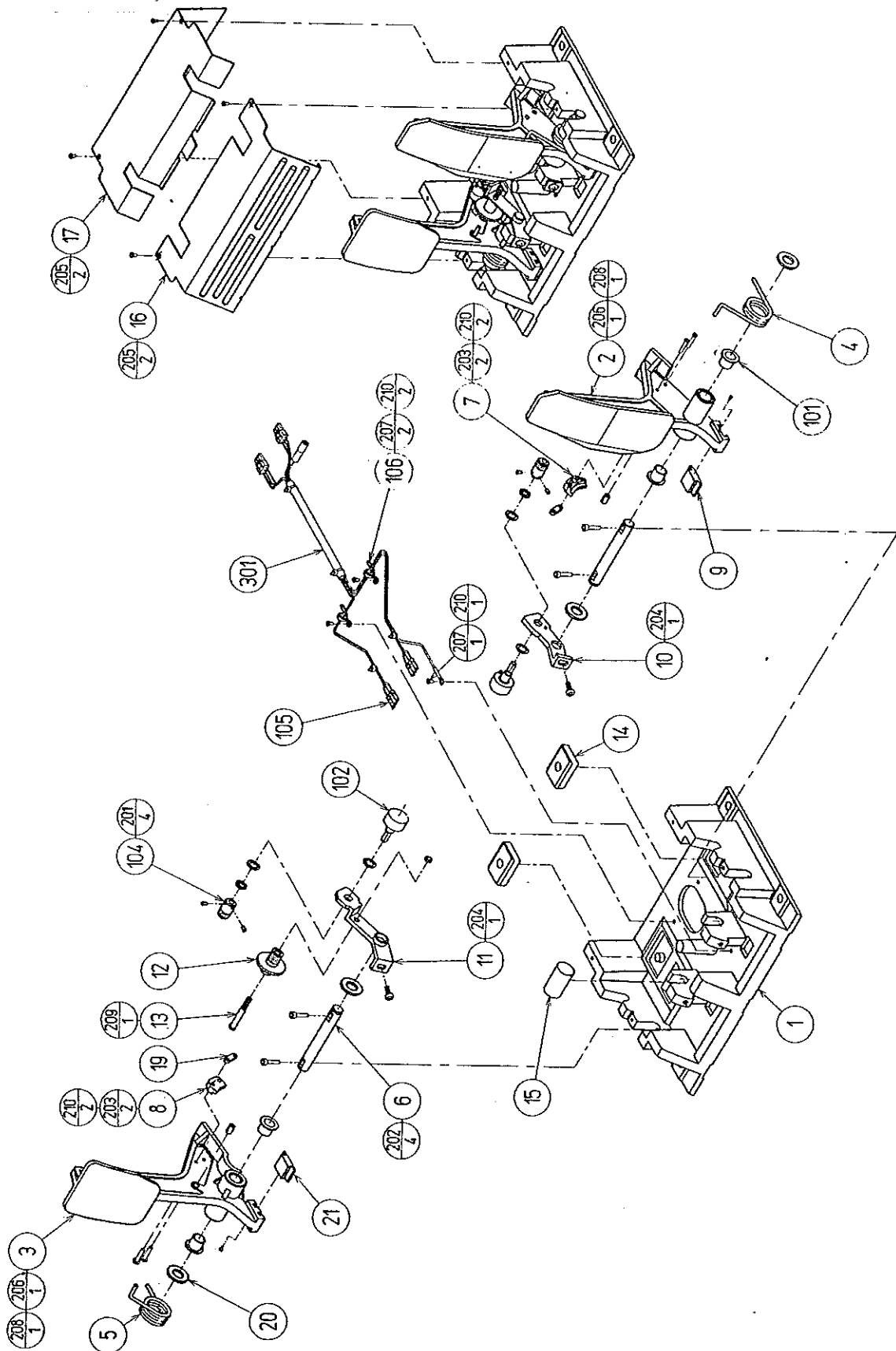
①⑥ ASSY ACCEL&BRAKE BASE (DUT-2400)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2200	ASSY ACCEL & BRAKE	
2	DUT-2401	ACCEL BASE	
3	DUT-2402	FOOT REST PLATE	
4	DUT-2403	SHAKER BASE FRONT	
101	130-5172	BASS SHAKER	
102	280-5275-SR10	CORD CLAMP SR10	
201	FAS-300001	HEX BLT CRM W/FS M8×20	
202	047-PA4010-4	RVT OPEN TYPE AL 4×10.4	
203	050-U00600	U NUT M6	
204	060-F00600	FLT WSHR M6	
205	050-U00400	U NUT M4	
206	060-F00400	FLT WSHR M4	
301	600-7059-038	WIRE HARN BASS SHAKER F	

17 ASSY ACCEL&BRAKE (SPG-2200)

(D-1/2)



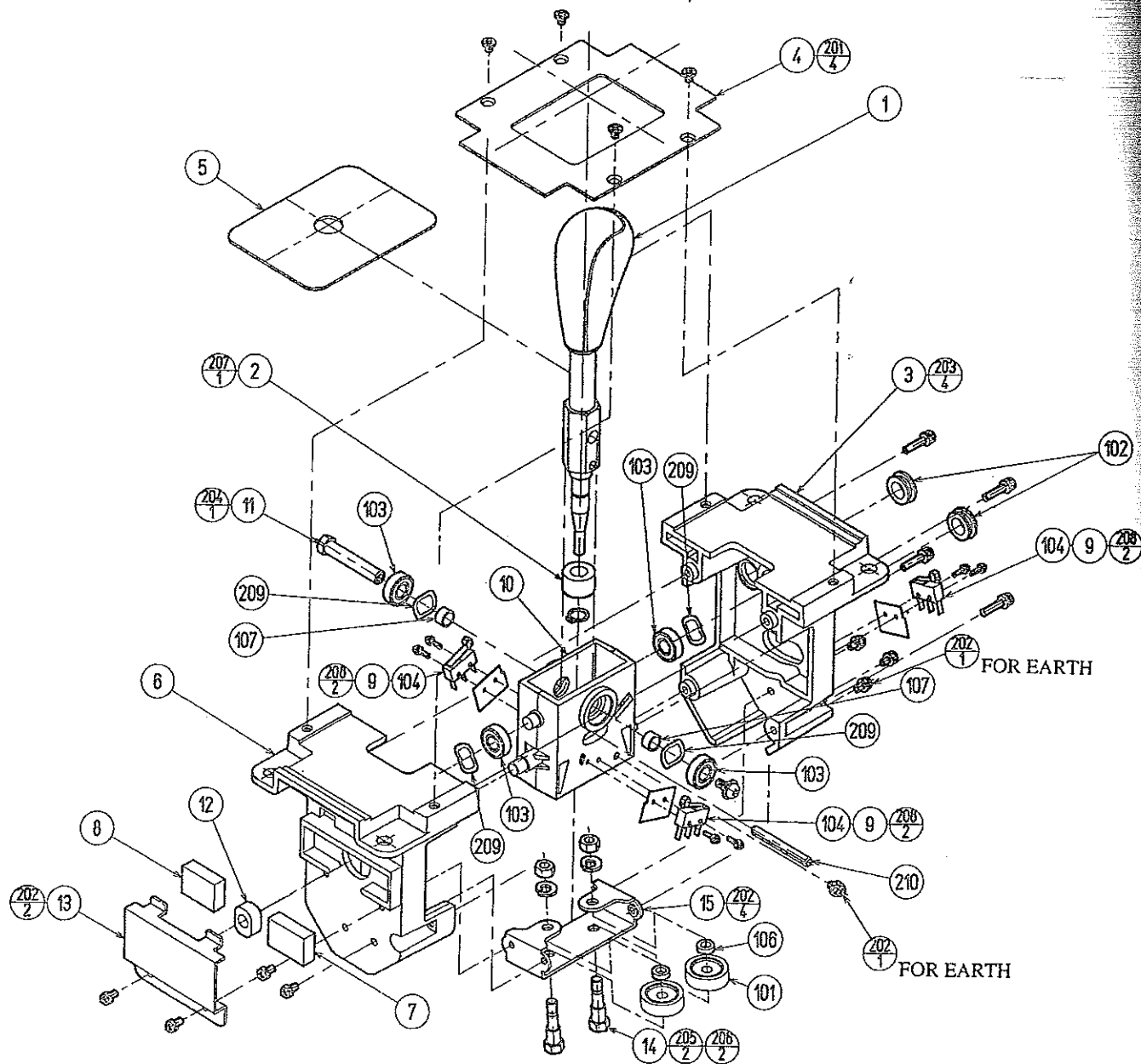
①7 ASSY ACCEL&BRAKE (SPG-2200)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2201	BASE	
2	SPG-2202	ACCEL PEDAL	
3	SPG-2203	BRAKE PEDAL	
4	SPG-2204	ACCEL SPRING	
5	SPG-2205	BRAKE SPRING	
6	SPG-2206	SHAFT	
7	SPG-2207	ACCEL GEAR	
8	SPG-2208	BRAKE GEAR	
9	SPG-2209	NEUTRAL STOPPER	
10	SPG-2210	VR PLATE ACCEL	
11	SPG-2211	VR PLATE BRAKE	
12	SPG-2212	AMPL GEAR	
13	SPG-2213	GEAR SHAFT	
14	SPG-2214	STOPPER	
15	SPG-2215	RUBBER CUSHION	
16	SPG-2216	COVER	
17	SPG-2217	VR COVER	
19	SPG-2219	GEAR STAY	
20	SPG-2220	WSHR	
21	SPG-2221	NEUTRAL STOPPER D	
101	100-5263	BEARING 12	
102	220-5484	VOL CONT B-5K OHM	
104	601-7944	GEAR 15	
105	310-5029-F15	SUMITUBE F F 15MM	
106	280-0419	HARNESS LUG	
201	028-A00304-P	SET SCR HEX SKT CUP P M3×4	
202	020-000520-OZ	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-OC	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	
301	600-6840	WIRE HARN ACCEL&BRAKE	

⑱ ASSY 4 SPEED SHIFTER (SPG-2150)

FIG. 1 (D-1/2)



⑱ ASSY 4 SPEED SHIFTER (SPG-2150)

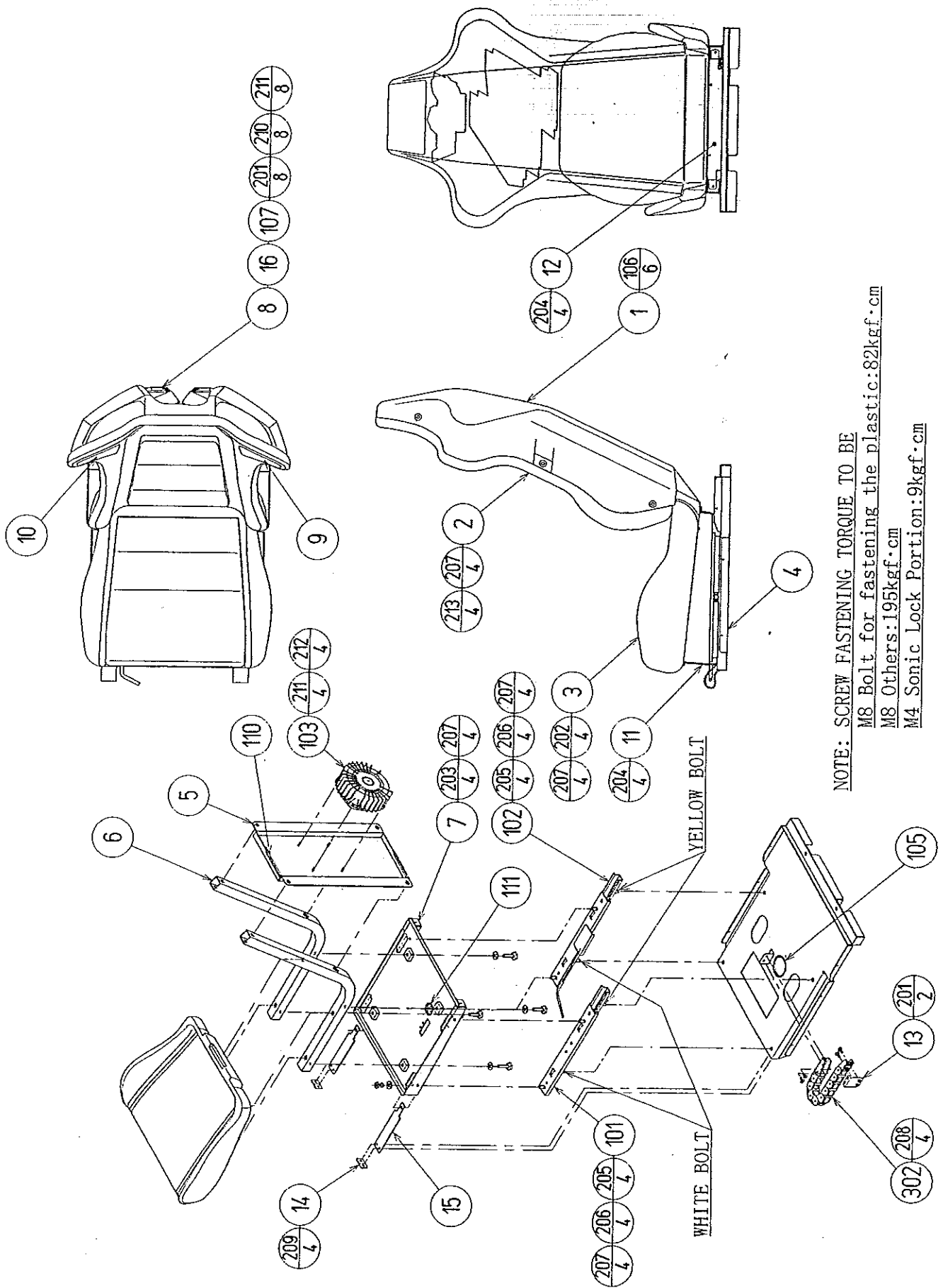
WORK SHEET (D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
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	
	SPG-2160X	SHAFT CASE	
11	SPG-2161	SHAFT BOLT	
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	100-5242	BEARING FAI 8	
104	509-5636	SW MICRO TYPE SS-5GL2T	
105	601-0460	PLASTIC TIE BELT 100MM	
106	280-5306	SPACER FAI 6×30	
107	280-5307	SPACER FAI 8×55	
201	000-F00406	M SCR FH M4×6	
202	000-P00410-W	M SCR PH W/FS M4×10	
203	000-P00420-W	M SCR PH W/FS M4×20	
204	000-P00510-W	M SCR PH W/FS M5×10	
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 M2.3×12	
209	FAS-650008	WAVE WSHR 12.7-18.1×2.5	
210	FAS-450006	SPR PIN WAVE STN 5×45	
301	600-6445-45	WIRE HARN SHIFT MECHA	
302	600-6872	WIRE HARN EARTH SHIFT MECHA	



①9 ASSY SEAT (DUT-2200)

(D-1/2)



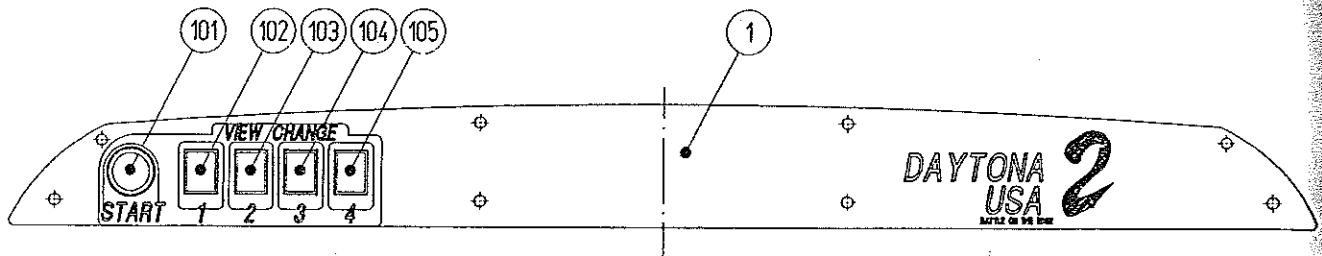
NOTE: SCREW FASTENING TORQUE TO BE  
 M8 Bolt for fastening the plastic: 82kgf·cm  
 M8 Others: 195kgf·cm  
 M4 Sonic Lock Portion: 9kgf·cm

①9 ASSY SEAT (DUT-2200)

EMAN No (D-2/2)

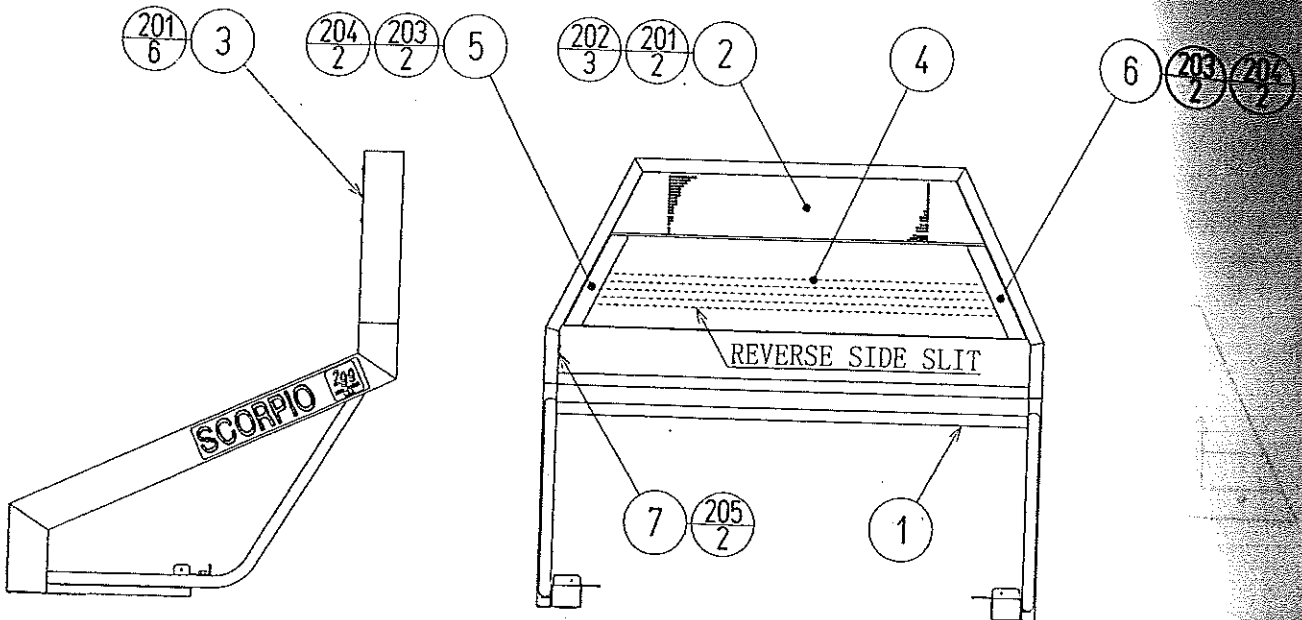
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-2201	SEAT REAR COVER	
2	DUT-2202	UPPER SEAT	
3	DUT-2203	LOWER SEAT	
4	DUT-2204	SEAT BASE	
5	DUT-2205	SHAKER BASE REAR	
6	SRT-2402	SEAT FRAME	
7	DUT-2208	SEAT SLANT TRAY	
8	STC-1607	SP MOUNT BRKT	
9	STC-1608	SPEAKER NET L	
10	STC-1609	SPEAKER NET R	
11	DUT-2206	SAFETY GUARD F	
12	DUT-2207	SAFETY GUARD R	
13	SPG-2409	CABLE BEAR BRKT	
14	SPG-2411	RUBBER PLATE	
15	SPG-2410	PROTECT RUBBER	
16	INY-1302-B	MASK CUSHION SIDE	
101	601-9059	SEAT RAIL L	
102	601-9060	SEAT RAIL R	
103	130-5172	BASS SHAKER	
104	280-5009-01	CORD CLAMP 21	
105	601-6563-188	BUSH 2.4T	
106	280-5297	SCRIVET 8 1K31	
107	130-5159	GULL BOX SPEAKER 80HM 5W	
108	601-0460	PLASTIC TIE BELT 100MM	
109	280-5275-SR10	CORD CLAMP SR10	
110	601-6231-D100	EDGING NEW TYPE	
111	601-6563-100	BUSH 2.4T	
201	000-P00410-W	M SCR PH W/FS M4×10	
202	030-000850-S	HEX BLT W/S M8×50	
203	030-000816-S	HEX BLT W/S M8×16	
204	000-T00408-0B	M SCR TH BLK M4×8	
205	050-H00800	HEX NUT M8	
206	060-S00800	SPR WSHR M8	
207	068-852216	FLT WSHR 8.5-22×1.6	
208	000-T00616-0B	M SCR TH BLK M6×16	
209	000-T00516-0B	M SCR TH BLK M5×16	
210	012-P00412	TAP SCR #2 PH 4×12	
211	060-F00400	FLT WSHR M4	
212	050-U00400	U NUT M4	
213	030-000855-S	HEX BLT W/S M8×55	
301	600-7059-039	WIRE HARN SEAT EXT	
302	600-7059-040	WIRE HARN SEAT	

②① ASSY SW PANEL (DUT-2300)



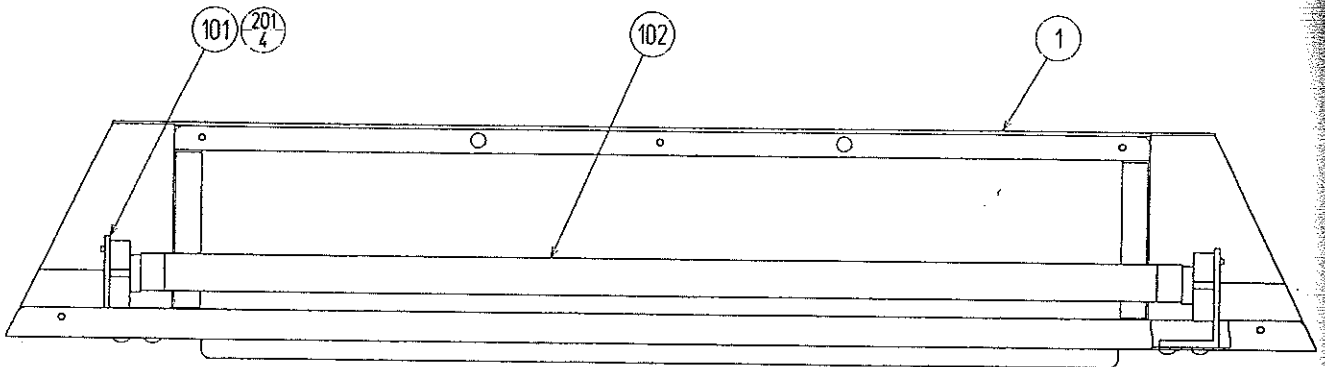
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-2301	SW PANEL	
101	509-0161	SW PB TYPE 1T YEL W/LAMP	
102	509-5779-RE-CV3	SW PB W/LAMP 6V RED	
103	509-5779-BL-CV3	SW PB W/LAMP 6V BLUE	
104	509-5779-YE-CV3	SW PB W/LAMP 6V YELLOW	
105	509-5779-GR-CV3	SW PB W/LAMP 6V GREEN	
106	280-5009-01	CORD CLAMP 21	
107	601-0460	PLASTIC TIE BELT 100MM	
201	050-H00400	HEX NUT M4	
202	060-S00400	SPR WSHR M4	
203	060-F00400	FLT WSHR M4	
301	600-6817-042	WIRE HARN VR SW	
302	600-7059-058	WIRE HARN E SW PANEL	

②1 ASSY WING (DUT-2500)

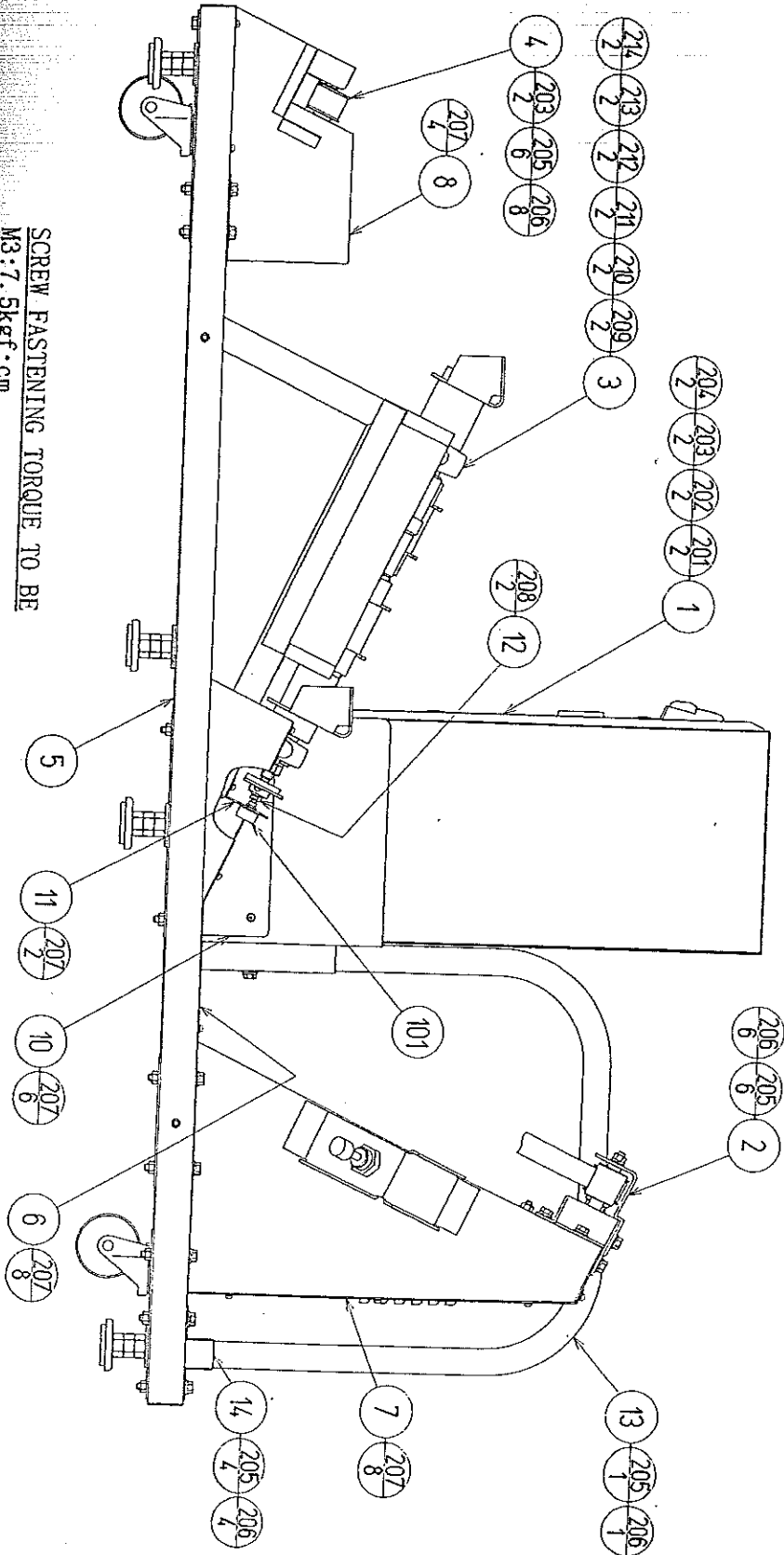


ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-2501	REAR WING	
2	DUT-2550	ASSY FL	
3	DUT-2503	WING LID	
4	DUT-2504	WING PLATE	
5	DUT-2505	PLATE SASH L	
6	DUT-2506	PLATE SASH R	
7	DUT-2507	HOLE LID	
103	280-5009-01	CORD CLAMP 21	
104	280-5275-SR10	CORD CLAMP SR10	
201	000-T00408-0B	M SCR TH BLK M4×8	
202	000-F00410	M SCR FH M4×10	
203	050-C00400-3C	CAP NUT TYPE3 CRM M4	
204	FAS-680005	FLT WSHR CRM 4.5-16×0.8	
205	000-T00408-0C	M SCR TH CRM M4×8	
301	600-7059-043	WIRE HARN WING EXT	

②② ASSY FL (DUT-2550)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-2502	WING COVER	
101	214-0223	FL SOCKET W/CONN	
102	390-6579-0565R	FL SLIM TYPE 0565MM RED	
103	280-5009-01	CORD CLAMP 21	
104	280-5275-SR10	CORD CLAMP SR10	
201	000-T00408-0B	M SCR TH BLK M4×8	
301	600-7059-044	WIRE HARN WING LIGHT	



SCREW FASTENING TORQUE TO BE

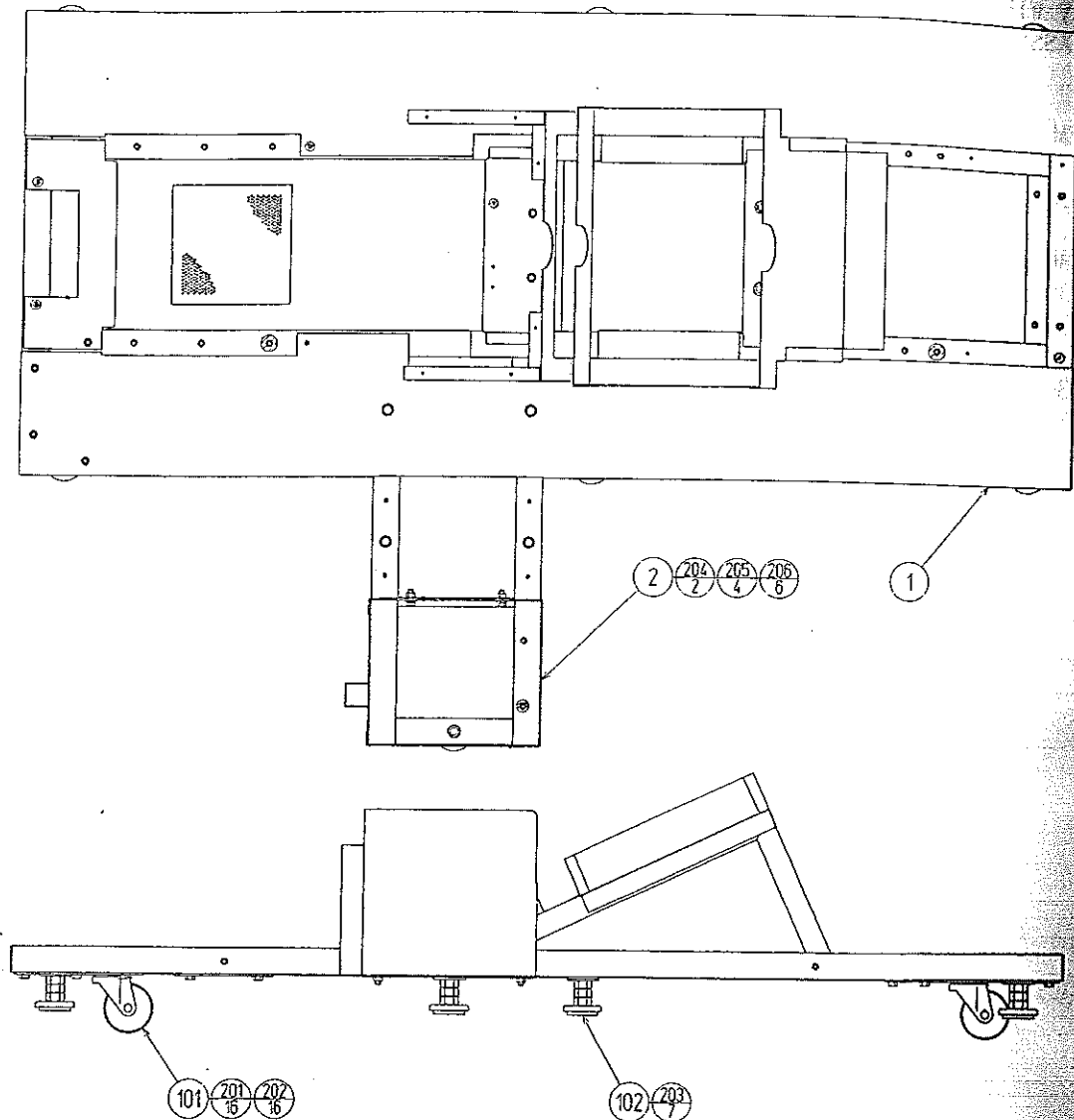
- M3: 7.5krf.cm
- M4: 18krf.cm
- M6: 73krf.cm
- M8: 178krf.cm
- M10: 350krf.cm
- M14: 800krf.cm

②③ ASSY ROLL BASE (DUT-3000)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-3100CE	ASSY COINCHUTE TOWER CE	
2	DUT-3200	ASSY ACTUATE TOWER	
3	DUT-3300	ASSY CENTERING MECHA	
4	DUT-3400	ASSY BRAKE	
5	DUT-3001	BASE FRAME	
6	DUT-3002	BASE LID CENTER	
7	DUT-3003	ACTUATE TOWER LID	
8	DUT-3004	BRAKE COVER	
10	DUT-3006	COIN TOWER LID	
11	DUT-3007	VR BRKT	
12	601-7944	GEAR 15	
13	DUT-3008	FENCE GUARD	
14	DUT-3009	FENCE HOLDER	
15	DUT-3050	ASSY WIRE DUT-3000	
101	220-5484	VOL CONT B-5K OHM	
	220-5373	VOL CONT B-5K	
102	280-5009-01	CORD CLAMP 21	
104	310-5029-F20	SUMI TUBE FF 20MM	
105	280-5275-SR10	CORD CLAMP SR10	
201	031-000620-0B	CRG BLT BLK M6×20	
202	050-F00600	FLG NUT M6	
203	030-000820-S	HEX BLT W/S M8×20	
204	060-F00800	FLT WSHR M8	
205	030-000860-SB	HEX BLT W/S BLK M8×60	
206	068-852216-0B	FLT WSHR BLK 8.5-22×1.6	
207	000-P00408-WB	M SCR PH W/FS BLK M4×8	
208	028-A00308-P	SET SCR HEX SKT CUP P M3×8	
209	060-S01000	SPR WSHR M10	
210	060-F01000	FLT WSHR M10	
211	020-001040-0Z	HEX SKT CAP SCR BLK OZ M10×40	
212	060-S01400	SPR WSHR M14	
213	060-F01400	FLT WSHR M14	
214	FAS-200026	HEX SKT CAP SCR BLK OZ M14×50	
307	600-6817-040	WIRE HARN BANK VOLUME	
308	600-7059-055	WIRE HARN E REAR BASE01	

②④ BASE FRAME (DUT-3001)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-3001-A	BASE FRAME BLANK	
2	DUT-3001-B	COIN TOWER BASE	
101	601-9377	CASTER FAI=75	
	601-6224	CASTER 75	
102	601-5882	LEG ADJUSTER	
201	030-000616-S	HEX BLT W/S M6×16	
202	060-F00600	FLT WSHR M6	
203	050-H01600-0B	HEX NUT BLK-M16	
204	030-000820-SB	HEX BLT W/S BLK M8×20	
205	030-000860-SB	HEX BLT W/S BLK M8×60	
206	068-852216-0B	FLT WSHR BLK-8.5-22×1.6	

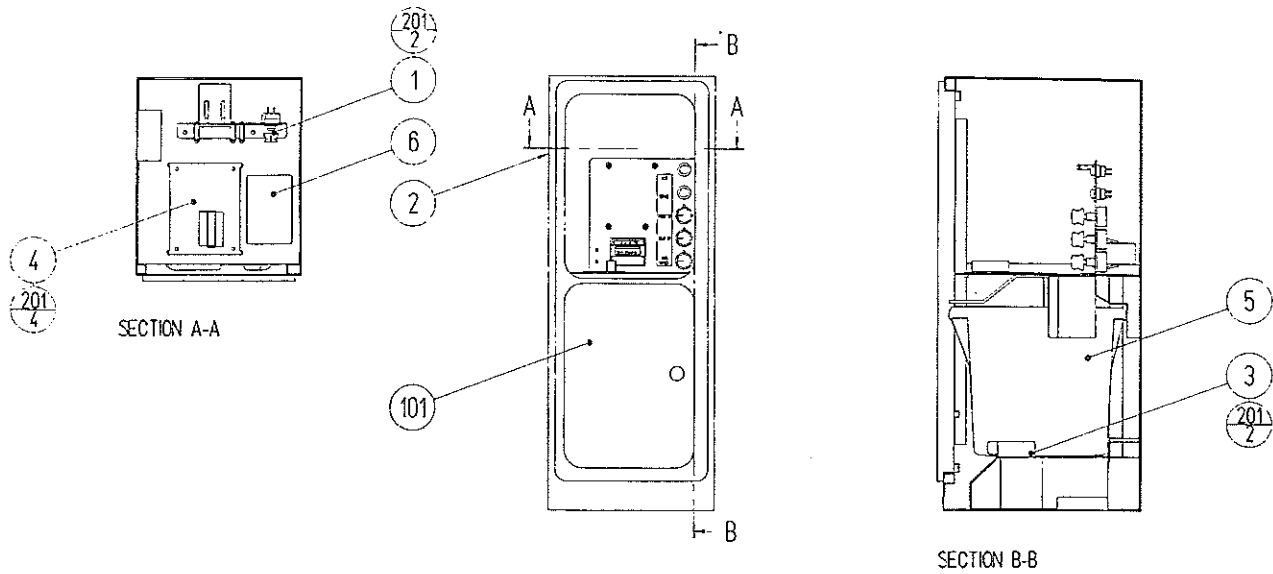


②5 ASSY WIRE DUT-3000 (DUT-3050)

ASSY WIRE DUT-3000 (DUT-3050) is comprised of the following wire harnesses.  
An ASSY DRG. is unavailable.

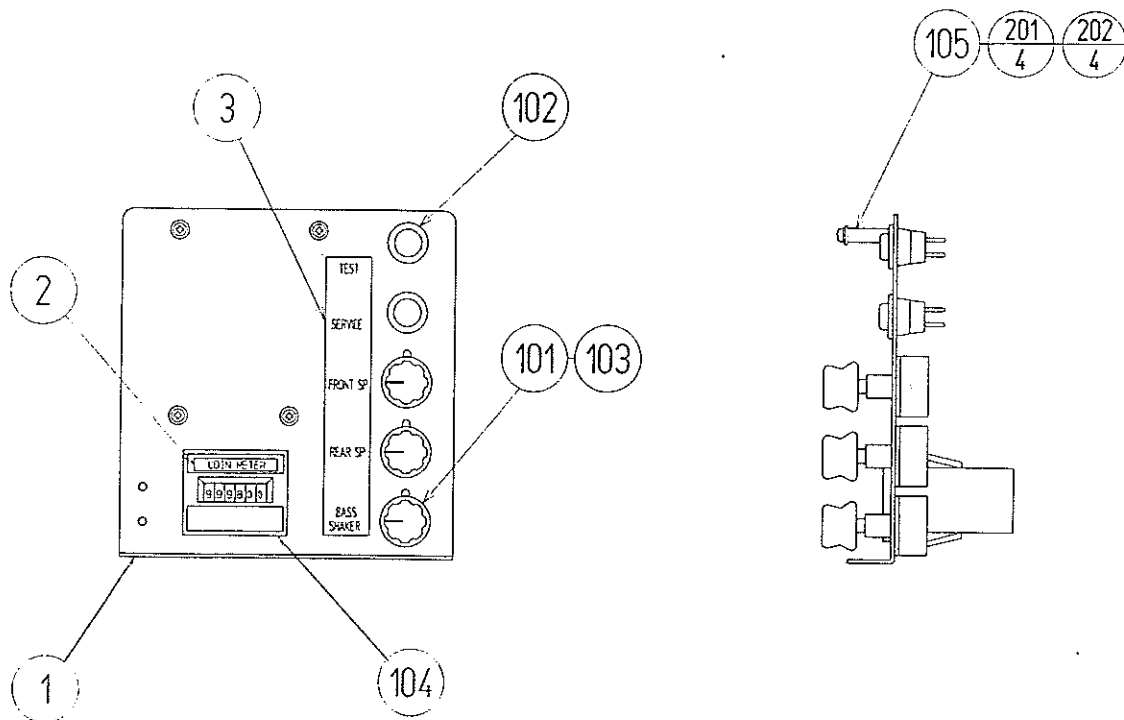
ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	601-0460	PLASTIC TIE BELT 100MM	
301	600-7059-026	WIRE HARN REAR BASE01	
302	600-7059-027	WIRE HARN REAR BASE02	
303	600-7059-028	WIRE HARN REAR BASE03	
304	600-7059-029	WIRE HARN REAR BASE04	
305	600-7059-030	WIRE HARN REAR BASE05	
306	600-7059-031	WIRE HARN REAR BASE06	

②⑥ ASSY COINCHUTE TOWER (DUT-3100CE)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-3150CE	SW UNIT ELEC COIN W/O BD	
2	HLD-3501	COINCHUTE TOWER	
3	105-5260	COVER BRKT	
4	105-5261	CHUTE PLATE CE	
5	253-5366	CASH BOX	
6	440-WS0002XEG	STICKER W POWER OFF ENG	
101	220-5374	D. D. FRAME&LOWER CASH 70101700	
102	280-5009-01	CORD CLAMP 21	
103	280-5275-SR10	CORD CLAMP SR10	
104	601-0460	PLASTIC TIE BELT 100MM	
201	000-P00408-W	M SCR PH W/FS M4×8	
301	600-7059-068	WIRE HARN CE F	
302	600-7059-069	WIRE HARN CE G	
303	600-6972-0250	WIRE HARN EARTH ID5 0250MM	
304	600-6972-0350	WIRE HARN EARTH ID5 0350MM	

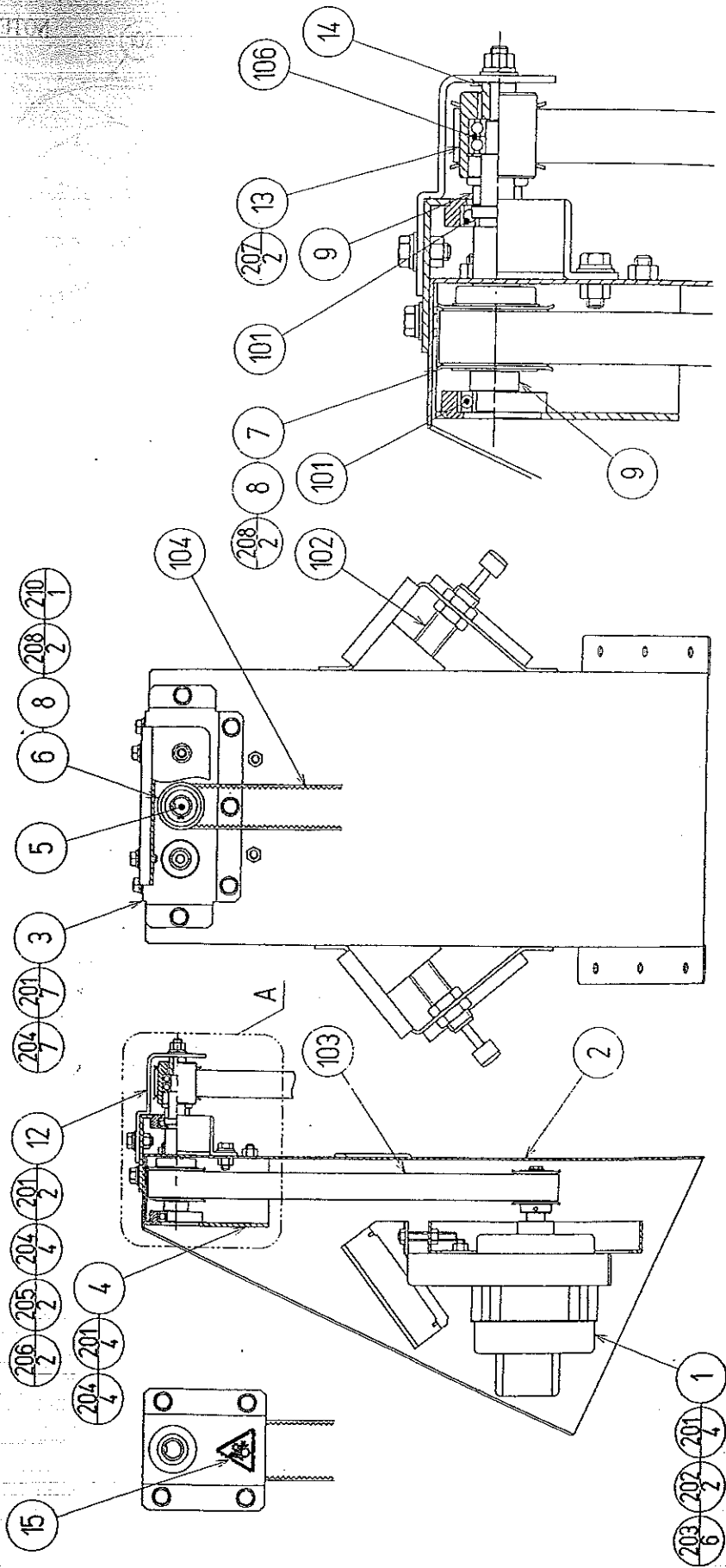
②⑦ SW UNIT ELEC COIN W/O (DUT-3150CE)



ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	105-5335	SW BRKT CE 2-3	
2	421-6591-01	STICKER COIN METER	
3	421-9933	STICKER SW UNIT	
101	220-5179	VOL CONT B-5K OHM	
102	509-5028	SW PB 1M	
103	601-0042	KNOB 22 MM	
104	220-5217-01	MAG CNTR 6DIG DC12	
105	280-5185-20	SPACER TUBE L=20	
106	310-5029-D20	SUMITUBE F D 20MM	
107	209-0023	CONN CLOSED END	
108	601-0460	PLASTIC TIE BELT 100MM	
109	280-5009-01	CORD CLAMP 21	
201	000-P00330-W	M SCR PH W/FS M3×30	
202	069-000007-PN	FLT WSHR PLASTIC 3.3-8×0.8	
301	600-7059-070	WIRE HARN CE H	
302	600-7059-071	WIRE HARN CE I	

28 ASSY ACTUATE TOWER (DUT-3200)

(D-1/2)



Details of PART A

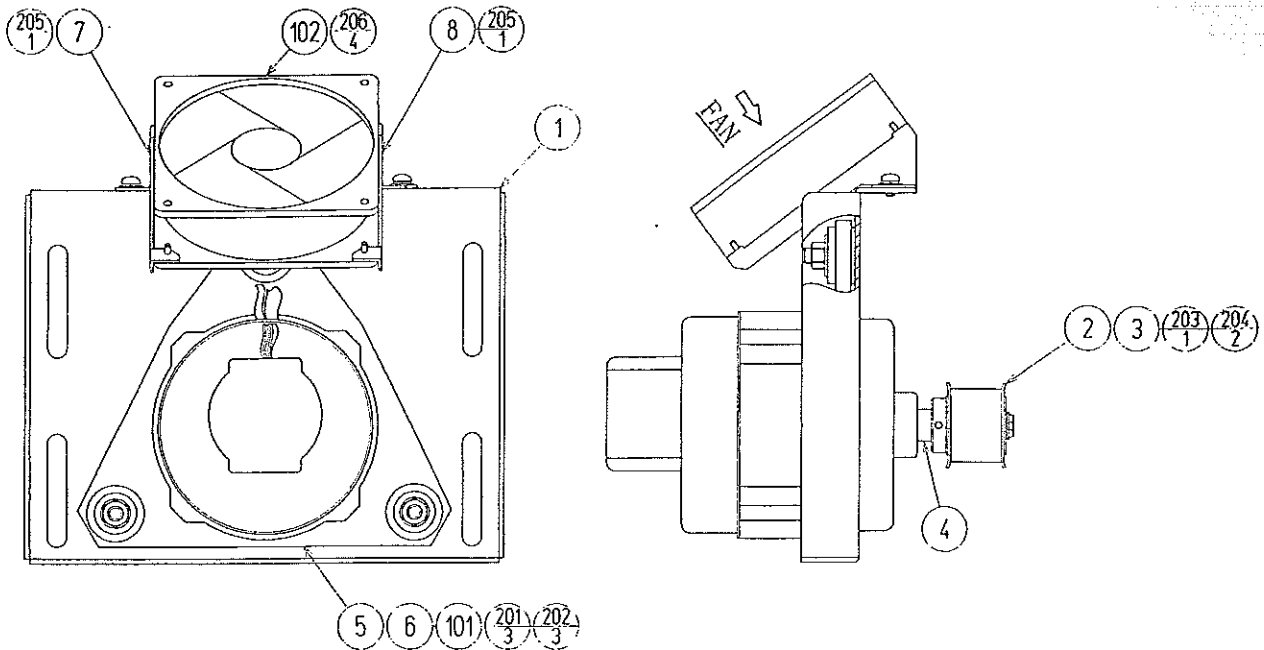
SCREW FASTENING TORQUE TO BE  
M4: 18krf·cm  
M8: 173krf·cm

②8 ASSY ACTUATE TOWER (DUT-3200)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-3250	ASSY MOTOR	
2	DUT-3201	ACTUATE TOWER	
3	DUT-3202	ACTUATE PULLEY BASE	
4	DUT-3203	BEARING BRKT	
5	DUT-3204	ACTUATE SHAFT	
6	DUT-3205	DRIVE PULLEY S5M 25 H17	
7	DUT-3206	DRIVE PULLEY S5M 32 H17	
8	DUT-3207	KEY 5×5×40	
9	DUT-3208	ACTUATE SHAFT COLLAR	
12	DUT-3211	IDLER SUPPORT A	
13	SPG-2354	IDLER	
14	SPG-2356	IDLER COLLAR	
15	440-CS0140-JP	STICKER C GEAR	
101	100-5112	BEARING 17	
102	601-8918	SHOCK ABSORBER RH	
103	601-10123	TIMING BELT S5M 25MM 830	
104	601-10124	TIMING BELT S5M 25MM 1595	
106	100-5111	BEARING 12	
107	280-5275-SR10	CORD CLAMP SR10	
108	280-5009-01	CORD CLAMP 21	
201	030-000820-S	HEX BLT W/S M8×20	
202	030-000860	HEX BLT M8×60	
203	068-852216	FLT WSHR 8.5-22×1.6	
204	060-F00800	FLT WSHR M8	
205	060-S00800	SPR WSHR M8	
206	050-H00800	HEX NUT M8	
207	065-S028H0-Z	STP RING BLK OZ H28	
208	028-A00408-P	SET SCR HEX SKT CUP P M4×8	
210	FAS-650011	STP RING BLK OZ S17	

②9 ASSY MOTOR (DUT-3250)



SCREW FASTENING TORQUE TO BE

M3:7.5kgf·cm

M4:18kgf·cm

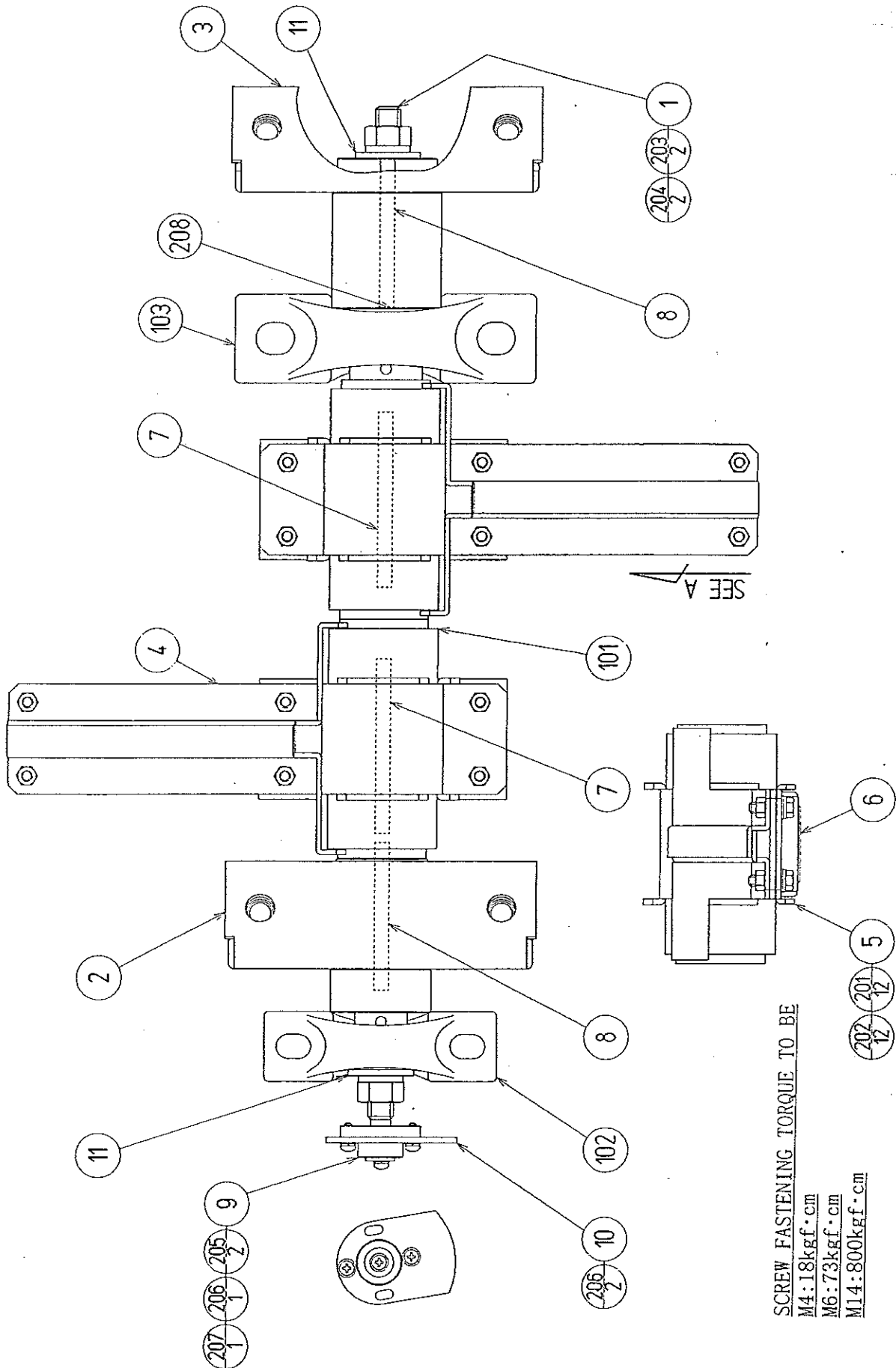
M5:37kgf·cm

M8:178kgf·cm

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-3251	MOTOR BRKT	
2	SPG-2452	DRIVE PULLEY S5M 25	
3	SPG-2453	KEY 4×4×40	
4	SPG-2454	MOTOR SHAFT COLLAR	
5	ASK-3502	MOTOR SPACER	
6	ASK-3503	MOTOR COLLAR	
7	DUT-3209	FAN BRKT L	
8	DUT-3210	FAN BRKT R	
101	350-5448-01	SERVO MOTOR 500W NEW	
102	260-0011-02	AXIAL FLOW FAN AC100V 50-60HZ	
103	280-5009-01	CORD CLAMP 21	
201	050-U00800	U NUT M8	
202	068-852216	FLT WSHR 8.5-22×1.6	
203	065-S012S0-Z	STP RING BLK OZ S12	
204	028-A00408-P	SET SCR HEX SKT CUP P M4×8	
205	000-P00508-W	M SCR PH W/FS M5×8	
206	000-P00312-W	M SCR PH W/FS M3×12	
301	600-7059-056	WIRE HARN-FAN MOTOR	

③⑩ ASSY CENTERING MECHA (DUT-3300)

(D-1/2)



③ ASSY CENTERING MECHA (DUT-3300)

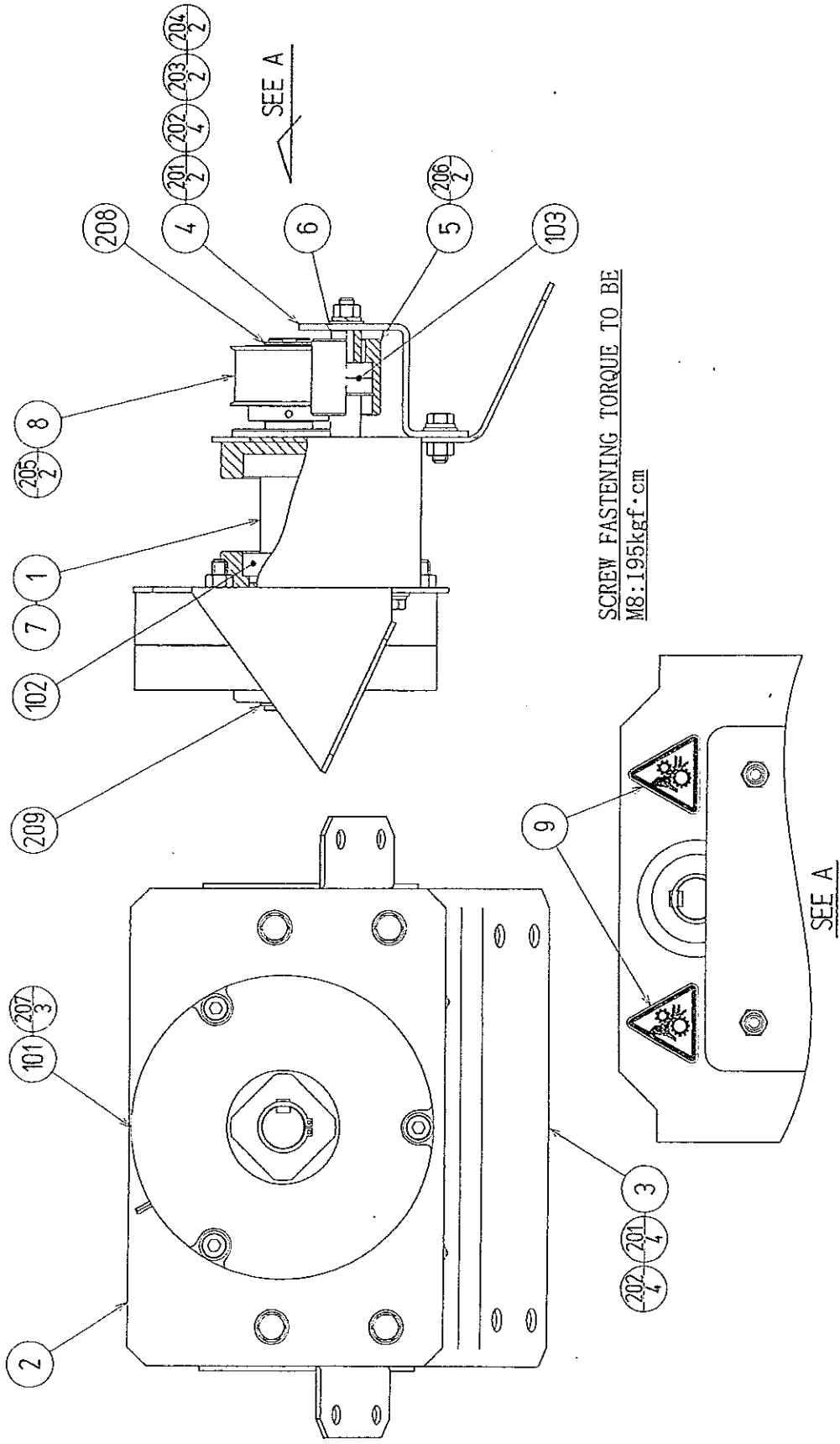
(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-3301	ROLL SHAFT	
2	DUT-3302	ROLL BOSS F	
3	DUT-3303	ROLL BOSS R	
4	DUT-3304	CENTERING ARM	
5	DUT-3305	RUBBER HOLDER	
6	DUT-3306	ARM RUBBER	
7	DUT-3307	KEY 8×7×100	
8	DUT-3308	KEY 8×7×80	
9	TTR-2010	GEAR HOLDER 110	
10	TTR-2011	GEAR 110	
11	TTR-3205	FLT 14.5-36×3.2	
101	601-10035-91	RUBBER SPRING 38×120	
102	100-5320	BEARING 20	
103	100-5240	BEARING FAI30	
201	030-000620-S	HEX BLT W/S M6×20	
202	060-F00600	FLT WSHR M6	
203	050-H01400	HEX NUT M14	
204	060-S01400	SPR WSHR M14	
205	028-A00408-P	SET SCR HEX SKT CUP P M4×8	
206	000-P00412-W	M SCR PH W/FS M4×12	
207	068-441616	FLT WSHR 4.4-16×1.6	
208	FAS-650012	WAVE WSHR 30.4-39.3×3.5	



③1 ASSY BRAKE (DUT-3400)

(D-1/2)



③1 ASSY BRAKE (DUT-3400)

(D-2/2)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	DUT-3401	BRAKE SHAFT	
2	DUT-3402	BRAKE BASE	
3	DUT-3403	PULLEY BASE	
4	DUT-3404	IDLER SUPPORT B	
5	SPG-2354	IDLER	
6	SPG-2356	IDLER COLLAR	
7	SPG-2357	KEY 7×7×32	
8	SPG-2359	DRIVE PULLEY S5M 36	
9	440-CS0140-JP	STICKER C GEAR	
101	601-10005	BRAKE BXH-16A	
102	100-5266	BEARING FAI25	
103	100-5111	BEARING 12	
104	280-5009-01	CORD CLAMP 21	
201	030-000820-S	HEX BLT W/S M8×20	
202	060-F00800	FLT WSHR M8	
203	060-S00800	SPR WSHR M8	
204	050-H00800	HEX NUT M8	
205	028-A00412-P	SET SCR HEX SKT CUP P M4×12	
206	065-S028H0-Z	STP RING BLK OZ H28	
207	FAS-200014	HEX SKT H CAP SCR BLK OZ M8×45	
208	065-S022S0-Z	STP RING BLK OZ S22	
209	FAS-650007	STP RING BLK OZ S23	

## 23. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

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

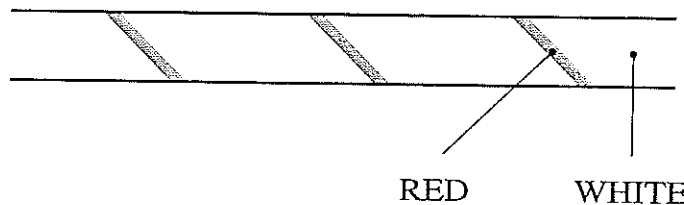
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

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

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

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

<Example> 51 ..... WHITE / RED



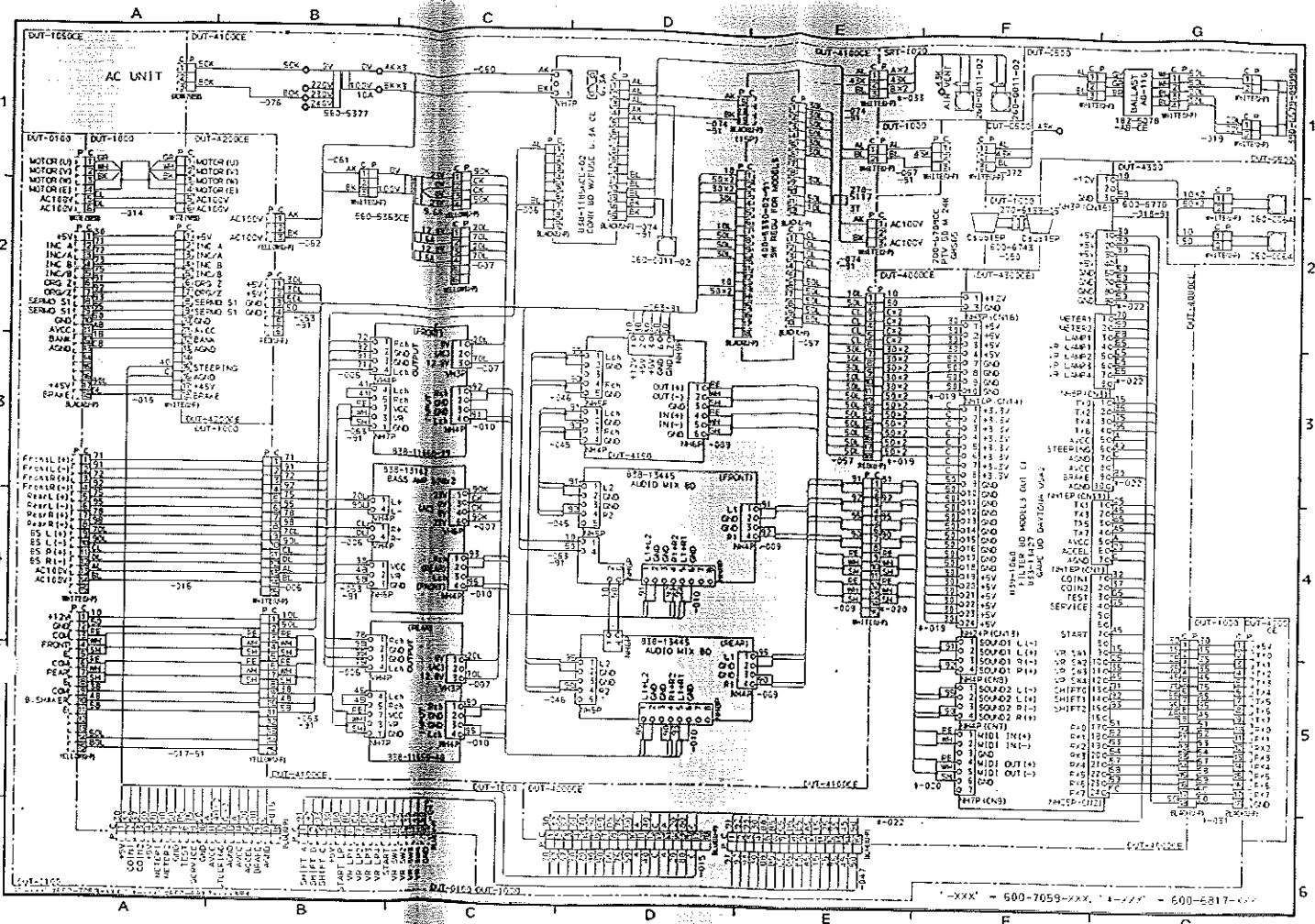
Note 2: The character following the wire color code indicates the size of the wire.

K:	AWG18, UL1015
L:	AWG20, UL1007
None:	AWG22, UL1007

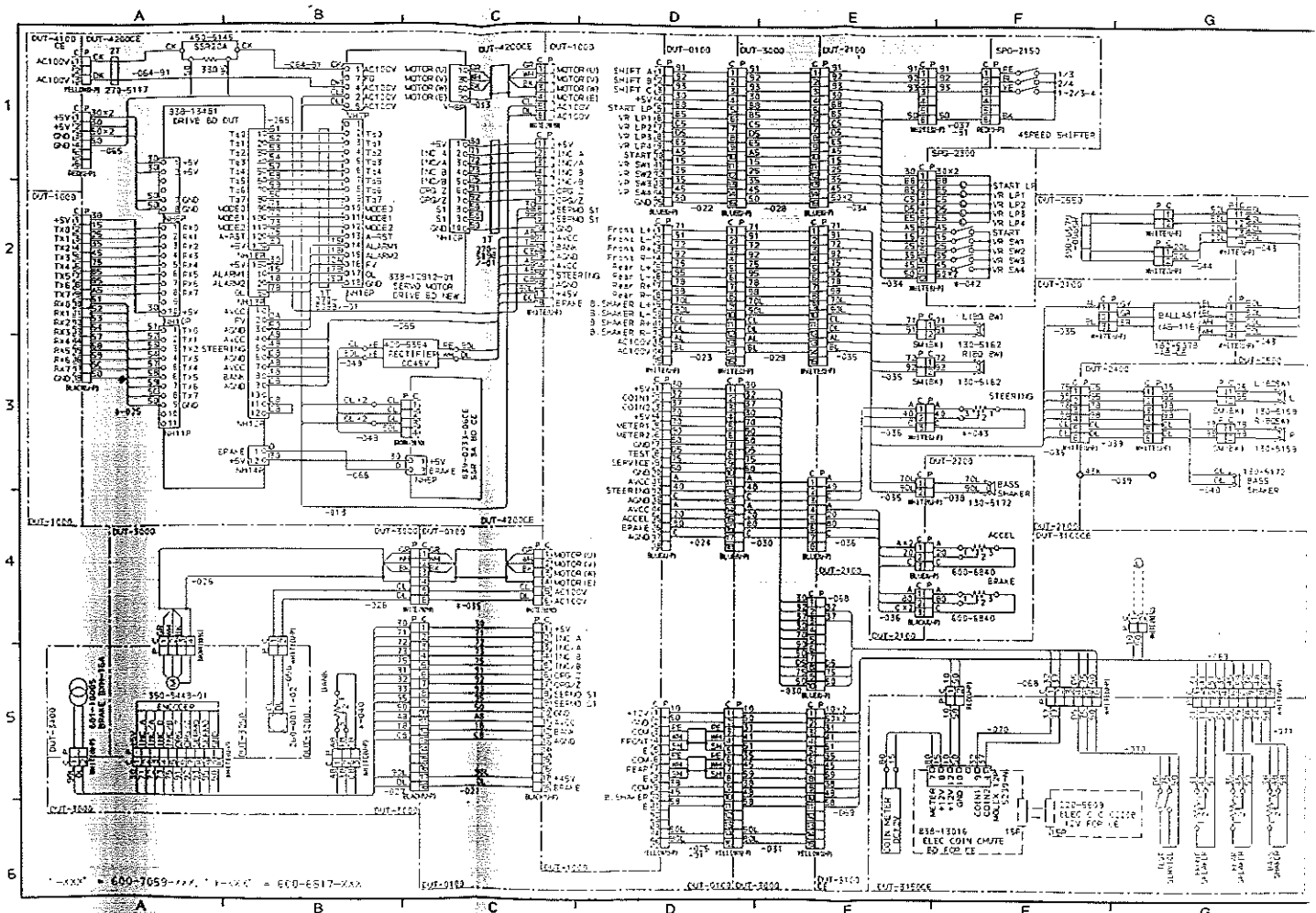
## 24. WIRING DIAGRAM

This Manual does not include the Circuit Diagram in order to prevent hazards that might arise while the Serviceman is performing work based on his own discretion. Part replacement of the unit (IC Board, Projector, Switch Regulator, etc.) which does not have the Circuit diagram can cause shock hazard and parts damage.

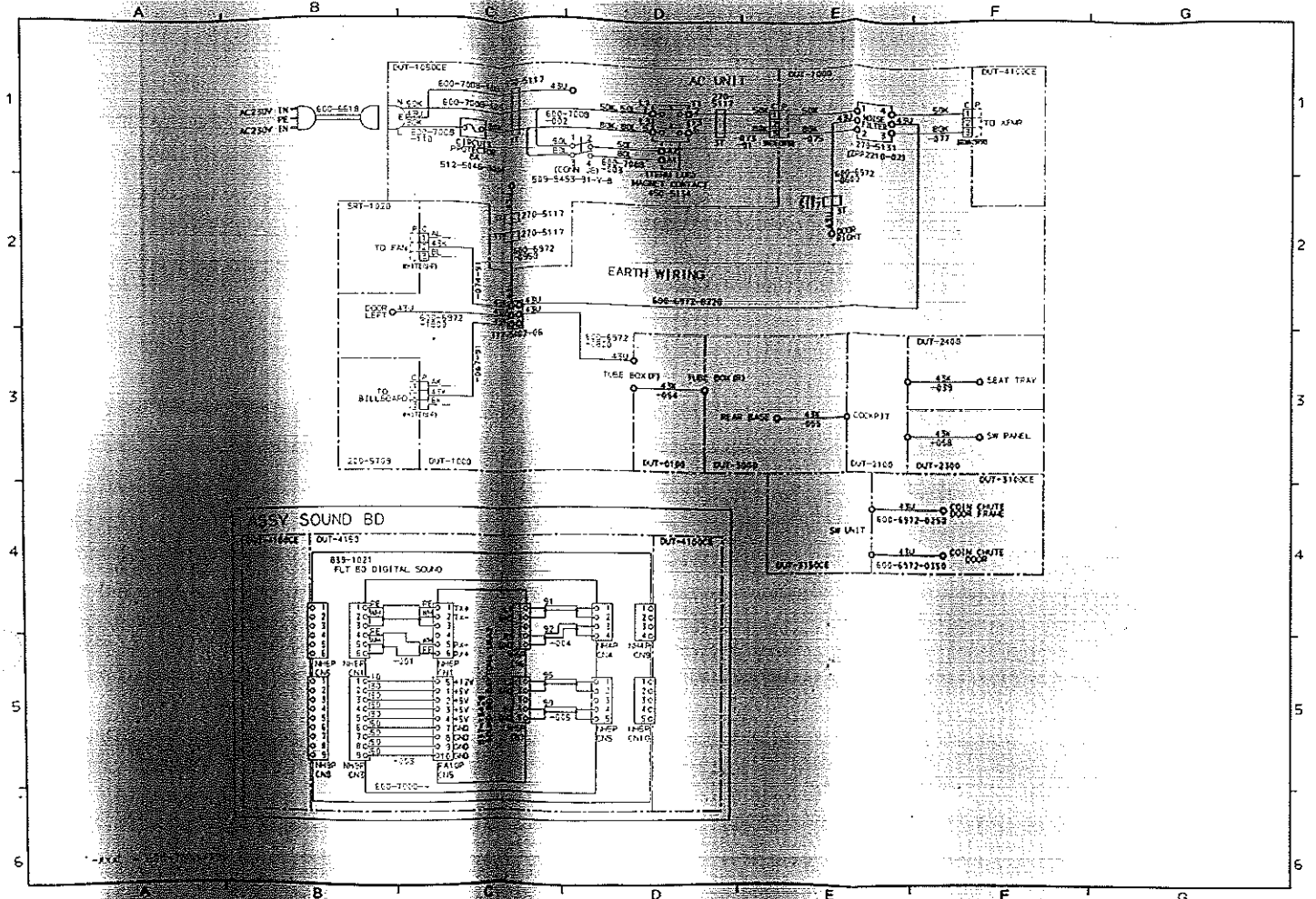
Should it be necessary to replace parts for the unit, which does not have the Circuit diagram, contact where you purchased the product from for inquiries regarding this matter. Please understand that depending on the specific units and parts, inquiries and placing orders for the specific parts may be unacceptable.



24. WIRING DIAGRAM (D-1/3)



24. WIRING DIAGRAM (D-2/3)



24. WIRING DIAGRAM (D-3/3)