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SEGA RALLY 3 DELUXE

OWNERS MANUAL

420-0005-03UK



# OWNER'S MANUAL



\*Image may differ from actual product.

## IMPORTANT

- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

## BEFORE USING THIS PRODUCT

To ensure the safe usage, be sure to read the following before using the product. The following instructions are intended for the use of QUALIFIED SERVICE PERSONNEL ONLY.

If any activity is carried out on the product, this should be done only after carefully reading and sufficiently understanding the instructions.

Only qualified service personnel should carry out maintenance on the product.

Depending on the potential risk, terms such as "WARNING!" "CAUTION" and "IMPORTANT!" are used where an explanation is given that requires special attention. SEGA is not responsible for injury or damage caused by use in a manner contrary to the instructions given in this document.

In order to prevent accidents warning stickers and printed instructions are applied in the places where a potentially hazardous situation relating to the product could arise. Be sure to comply with these warnings.



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



Indicates that mishandling the product by disregarding this caution will cause a potentially hazardous situation that can result in personal injury and or material damage.



This is cautionary information that should be complied with when handling the product. Indicates that mishandling the product by disregarding this will cause a potentially hazardous situation that may not result in personal injury but could damage the product.

Be sure to turn off the power and disconnect from the mains supply before working on the machine.

Ensure that the correct fuses are fitted to the machine. Details of these are enclosed in the Service Manual.

Ensure that only qualified Service Engineers perform any maintenance work on the machine.

Specification changes, removal of equipment, conversion and/or additions not designated by SEGA are not permitted and will invalidate this product's CE conformity.

Warning labels or safety covers for personal protection etc, are component parts of the product. A potential hazard will be created if the machine is operated while any parts have been removed. Do not operate the product if any doors, lids or protective covers become damaged or lost. SEGA is not liable in any whatsoever for any injury and/or damage caused by specification changes not designated by SEGA.

Before installing the product, check for the Electrical Specification Sticker, SEGA products have a sticker on which the electrical specifications are detailed. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location in which the machine is to be installed.

Install and operate the machine only in places where appropriate lighting is available, allowing warning stickers to be clearly read.

To ensure maximum safety for customers and operators, stickers and printed instructions describing potentially hazardous situations are applied to potentially hazardous locations. Ensure that the product's operating location has sufficient lighting to allow any warnings to be read. If any sticker or printed warning is removed or defaced, do not operate the machine until an identical item has replaced it.

Exercise great care when handling the monitor (applies only to product with monitor). Some of the monitor (TV) parts are subject to high-tension voltage. Even after turning the power off some components are liable to high-tension voltage. Only qualified service engineers should perform monitor repair and replacement.

In cases where commercially available monitors and printers are used, only the items relating to this product are contained in this manual. Some commercially available equipment will have functions and reactions not referred to in this manual. This manual should be read in conjunction with the specific manufacturer's manual for such equipment.

Descriptions contained herein may be subject to change without prior notification.

The contents described herein are fully prepared with due care. However, should any question arise or errors be found please contact **SEGA AMUSEMENTS EUROPE LTD**.

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# INTRODUCTION

This manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electro-mechanicals, servicing control, spare parts, etc. for the product, "SEGA - RALLY DELUXE".

This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions.

In the unlikely event that the product does not function correctly, DO NOT allow anyone other than a technician to touch the internal system. Turn off the power to the machine, making sure to unplug the electrical cord from the outlet, and contact the office listed below or the point of purchase for this product.

Use of this product is unlikely to cause physical injuries or damage to property. However, points that require special attention are indicated by bold text, the word "IMPORTANT" and the symbol below.

STOP

## IMPORTANT

Indicates important information that, if ignored, may result in the mishandling of the product and cause faulty operation or damage to the product.

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## SPECIFICATIONS

### MACHINE DETAILS

Width :	1500 mm	(59.1 inches)
Depth :	2810 mm	(110.6 inches)
Height :	2290 mm	(90.2 inches)
Weight :	430 kg	(948 lbs)
Power, Current :	720 W.	3 Amps
Voltage :	220 - 230 Vac	50Hz
Monitor Type :	Short Throw DLP (Reflected).	

**NOTE :** The contents herein described are subject to change without notice.

## Definition of 'Site Maintenance Personnel or Other Qualified Individuals



### IMPORTANT

Procedures not described in this manual or marked as 'to be carried out by site maintenance personnel or other qualified professionals' should not be carried out by personnel without the necessary skill or technology. Work carried out by unqualified persons may cause serious accidents, including electrocution.

Parts replacement, maintenance inspections and troubleshooting should be carried out by site maintenance personnel or other qualified professionals. This manual includes directions for potentially dangerous procedures which should only be carried out by professionals with the appropriate specialised knowledge.

The site maintenance personnel or other qualified professionals mentioned in this manual are defined as follows:

#### Site maintenance personnel:

Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner/operator of this product to maintain machines within amusement facilities or similar premises by carrying out everyday procedures such as assembly, maintenance inspections, and replacement of units/expendable parts.

#### Activities to be carried out by site maintenance personnel:

Amusement equipment/vending machine assembly, maintenance inspection and replacement of units/expendable parts.

#### Other qualified professionals:

Persons employed by amusement equipment manufacturers, or involved in design, production, testing or maintenance of amusement equipment. The individual should have either graduated from technical school or hold similar qualifications in electrical/electronics/mechanical engineering.

#### Activities to be carried out by other qualified professionals:

Amusement equipment/vending machine assembly, repair/adjustment of electrical/electronic/mechanical parts.

# 1 HANDLING PRECAUTIONS

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

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

## WARNING

- Before performing work, be sure to turn the power off. Performing the work without turning the 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 an electric shock or short circuit, do not plug in or unplug quickly.
- To avoid an electric shock, do not plug in or unplug with a wet hand.
- Do not expose power cords or 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 an electric shock or short circuit.
- To avoid causing a fire or an electric shock, do not put things on or damage the 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 an electric shock.
- In case the power cord is damaged, ask for a replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, an electric shock or leakage.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.
- Be sure to use fuses meeting the specified rating. Using fuses exceeding the specified rating can cause a fire or an electric shock.
- Be sure that connections such as IC BD are made properly. Insufficient insertion can cause an electric shock.
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted.
- Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players or the onlookers, or result in injury during play.
- SEGA shall not be held responsible for damage, compensation for damage to a third party, caused by specification changes not designated by SEGA.
- If work or parts replacement not indicated in this manual is carried out, an accident may occur. If it is necessary to carry out work not indicated in this manual, be sure to have it done by the office indicated in this manual or by the point of purchase. Also, please inquire regarding details of the work involved.
- Be sure to perform periodic maintenance inspections herein stated.

## **IMPORTANT**

### **1** HANDLING PRECAUTIONS

- 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.
- When cleaning the display surfaces, use a soft and dry cloth. Do not apply chemicals such as thinners, benzene, etc.
- Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
- Do not turn the power on and off continuously. Repeatedly turning the power on and off may cause product malfunction or parts damage.
- Some parts are not designed and manufactured specifically for this game machine. The manufacturers may discontinue, or change the specifications of such general-purpose parts. If this is the case, SEGA cannot repair or replace a failed game machine whether or not a warranty period has expired.

### CONCERNING THE STICKER DISPLAY

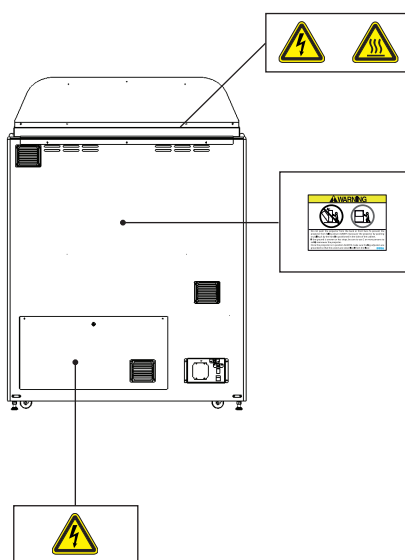
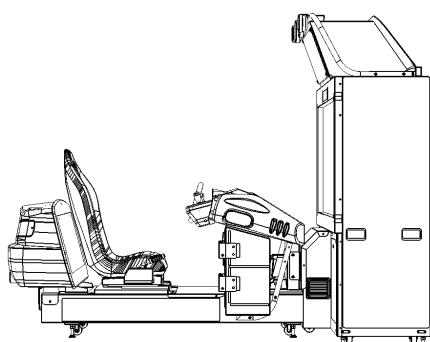
This SEGA product has stickers attached describing the product manufacture No. (Serial No.) and Electrical Specifications. It also has a Sticker describing where to contact for repair and for purchasing parts.

When inquiring about or asking for repairs, mention the Serial No. and Name of Machine indicated on the Sticker. The Serial Number indicates the product register. Identical machines could have different parts depending on the date of production. Also, improvements and modifications might have been made after the publication of this manual. In order to ensure you order the correct parts, mention the Serial No. when contacting the applicable places.

### CONCERNING THE WARNING LABELS

This 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 could arise. The warning displays are intended for accident prevention for customers and for avoiding hazardous situations relating to maintenance and servicing work. Some portions of the cabinet contain high voltage and may cause accidents if touched.

When performing maintenance, be very careful of the warning displays. It is especially important that any complex repair and replacement work not mentioned herein should be performed by those technical personnel who have knowledge of electricity and technical expertise. In order to prevent accidents, caution



## 2 PRECAUTIONS REGARDING INSTALLATION LOCATION

### WARNING

This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and/or malfunction.

- 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.
- Areas where the temperature exceeds the applicable temperature (ambient temperature) range of 5 to 30 degrees centigrade.

### 2-1 LIMITATION OF USE

#### WARNING

Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage, and frequency requirements. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock.

This product requires a breaker and earth mechanism as part of the location facilities. Using the product without these can cause a fire and electric shock.

Ensure that the indoor wiring for the power supply is rated at 15 A or higher (AC single phase 100V ~ 120V area), and 7 A or higher (AC 220V ~ 240V area). Non-compliance with the Electrical Specifications can cause a fire and electric shock.

Be sure to use an independent power supply equipped with an earth leakage breaker. Using a power supply without an earth leakage breaker can cause an outbreak of fire if a power surge 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 15 A or higher (AC 100V ~ 120V area) and 7A or higher (AC 220V ~ 240V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

### ELECTRICITY CONSUMPTION

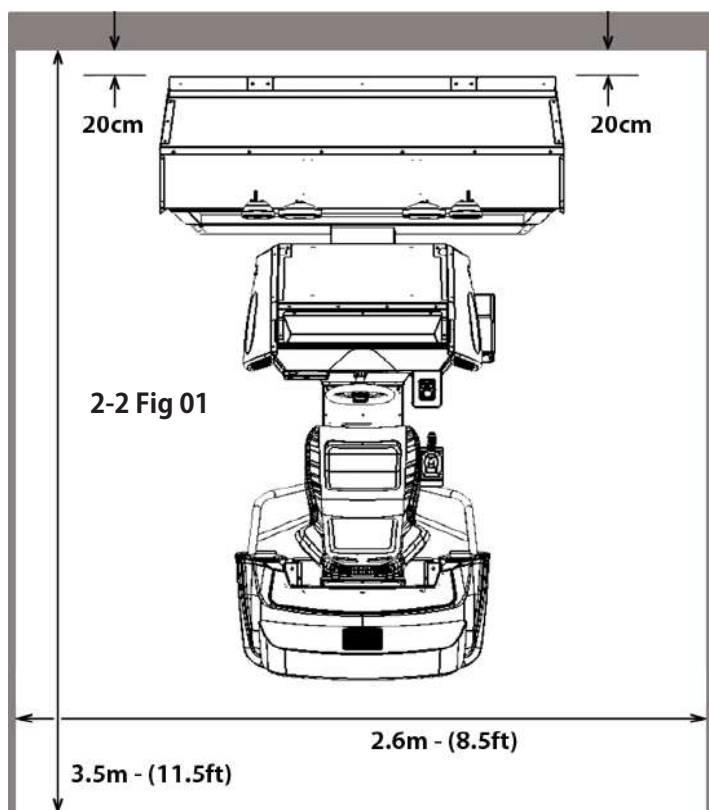
**MAX : 3A (AC 230V ~ 50HZ)**

## 2-2 OPERATIONAL AREA

### WARNING

- For the operation of this machine, secure a minimum area of 2.6m [W] x 3.5m [D].  
The dimensions of the base periphery are established in consideration of ventilation, maintenance and customer passage. And if they fall and hit their head, there could be a very serious injury. Be sure to always secure enough space as prescribed in this manual.
- Be sure to provide sufficient space specified in this manual. Do not allow objects to block the ventilation ports. It can cause generation of heat and a fire.
- SEGA shall not be held responsible for damage or compensation for damage to a third party, resulting from the failure to observe this instruction.

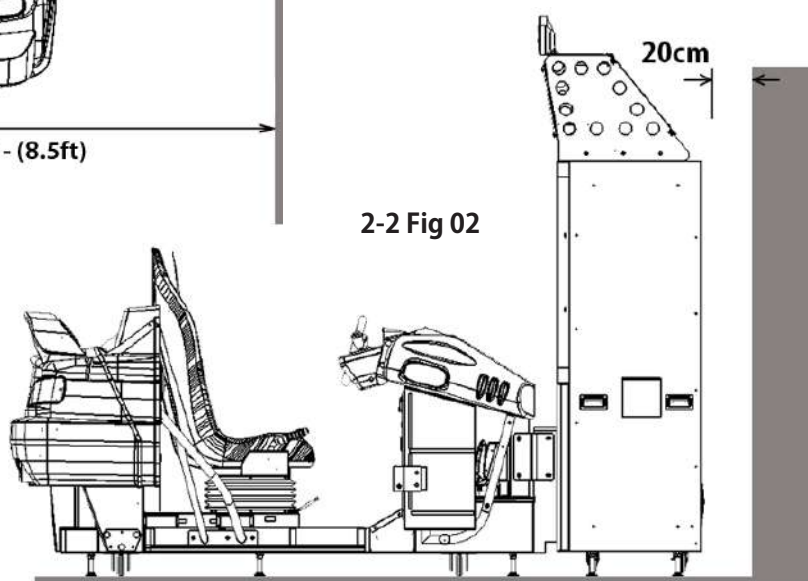
### INSTALLATION SPACE



### IMPORTANT

In order to transport the machine into a building, the minimum necessary dimensions of the opening (of doors, etc,) are

1.2m, (W) and 1.7m, (H).



Before leaving the machine after Installation, make sure that the Castor Lift Adjusters are firmly positioned on the ground and that the machine is totally stable.

## 3 PRECAUTIONS REGARDING PRODUCT OPERATION

### 3.1 BEFORE OPERATION

#### WARNING

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

To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read.

Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and/or trouble between customers.

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

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

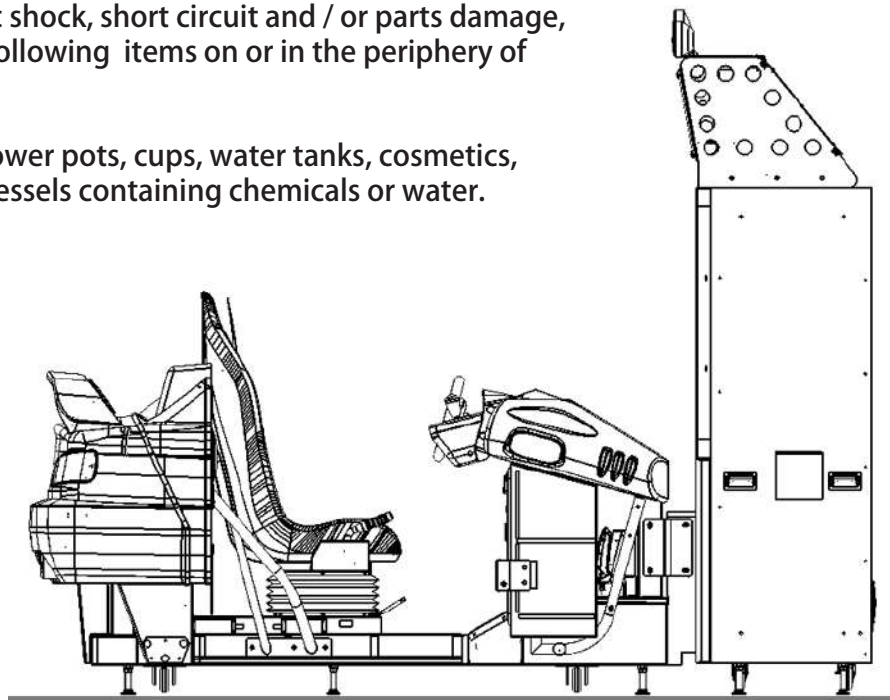
Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.

Do not put any heavy items 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 a falling down accident. To check the top portion of the product, use a step ladder.

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

Flower vases, flower pots, cups, water tanks, cosmetics, receptacles or vessels containing chemicals or water.



3-1 Fig 01

Ensure that all adjusters are in contact with the floor.

## 3.1 BEFORE OPERATION

### CAUTION

- During daily cleaning be sure to check the surface of the steering wheel, gear shifter and other parts that the player touches with his hands for damage, cracks or loose screws. If a player uses the machine while it is damaged, cracked or has a loose screw, the player may become injured.
- During daily cleaning, be sure to check the seat for any abnormality, wetness, etc. Failure to do this may result in deliberate tampering or negligence being left undetected.
- To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause contact, collisions and or trouble between customers.
- Do not attempt to clean this product using pressurised equipment such as a jet wash or hose. If for any reason this product becomes wet, do not use until it has completely dried.

### IMPORTANT

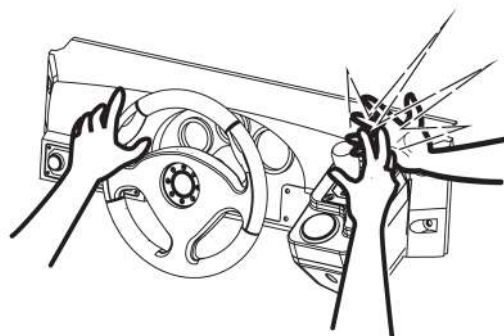
Players hold the controller with their bare hands so it is recommended that wet towels (paper towels) be provided.

## 3.2 PAYING ATTENTION TO CUSTOMERS DURING OPERATION

To avoid injury and trouble, be sure to pay attention to the behavior of visitors and players.

### WARNING

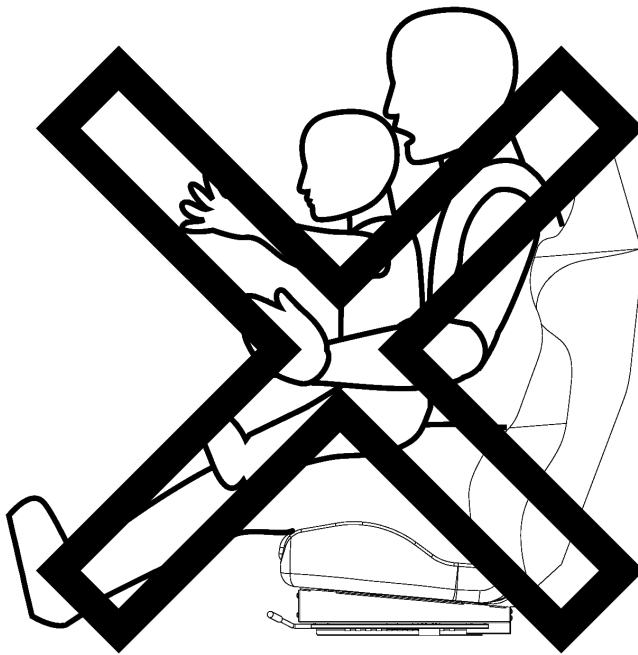
- For safety reasons, do not allow any of the following people to play the game.
  - Those who need assistance when walking.
  - Those who have high blood pressure or heart problems.
  - Those who have a neck or spinal cord problem.
  - Those who have experienced muscle convulsion or loss of consciousness while playing video games, etc.
  - Those who are intoxicated or under the influence of drugs.
  - Pregnant women.
  - Those who are not in good health.
  - Those who do not follow the attendants instructions.
  - Those who cannot grasp the controller unit securely because of immobility in fingers, hands or arms.
  - Persons who disregard the products warning labels.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headaches depending on their physical condition when playing the game. Small children are especially likely to experience these symptoms. Caution guardians of small children to keep watch on their children during play.
- Instruct those who feel sick during play to seek medical advice or examination.
- To avoid injury from falling objects or electric shock hazard from spilt drinks, instruct the player not to place drinks or heavy items on the product.
- To avoid electric shock hazard and short circuit hazard, do not allow customers to put hand or fingers or any other extraneous matter in to the openings of the product or small openings on or around the doors.
- To avoid falls resulting in injury, immediately stop the customer from leaning against or climbing on the product.
- To avoid electric shock and/or short circuit hazard, do not allow customers to unplug the power plug without a justifiable reason.
- This product is intended for 1 Player only. Playing the game by 2 or more Players riding on the seat together can cause falling down and collision accidents by striking heads, hands or elbows.
- Persons other than the player should not be allowed to touch the controls during play. They may brush against or collide with the controls or the player, possibly resulting in accident.



### 3.2 PAYING ATTENTION TO CUSTOMERS DURING OPERATION

#### WARNING

- Customer should be warned not to place children on their laps while they play the game. Doing so may cause the child to become trapped between the player and the control panel and/or cause the machine to tip over.

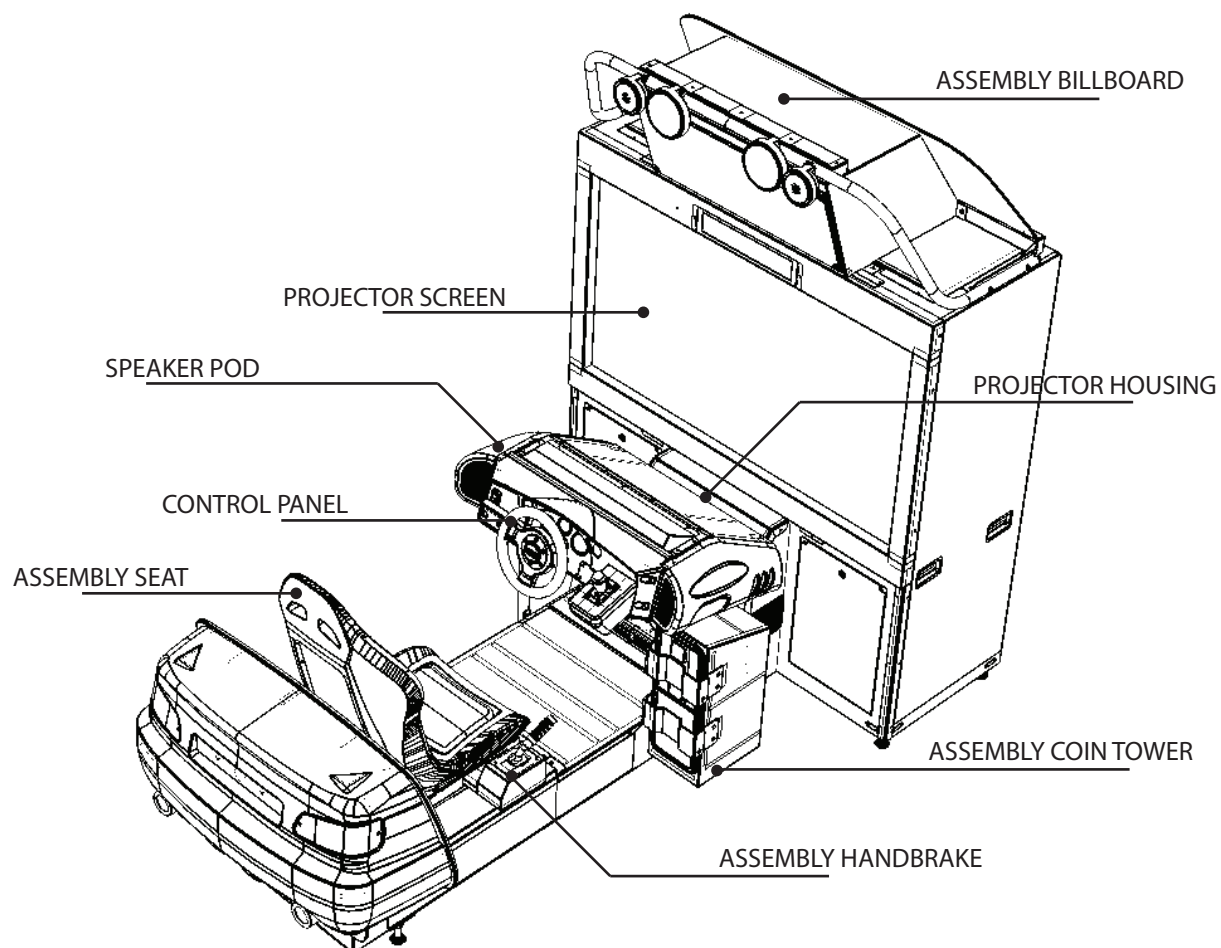


#### CAUTION

Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or cause the cabinet to fall over, resulting in injury.

## 4 PART DESCRIPTIONS

### 4 Part Descriptions



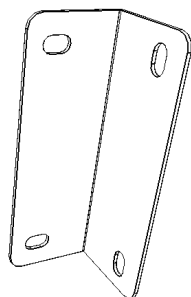
ITEM	WIDTH (cm)	DEPTH (cm)	HEIGHT (cm)	WEIGHT (kg)
DLP CABINET	1500	795	1700	160
MAIN CABINET	1100	2130	1320	210
BILLBOARD	1500	760	450	30
WHEN ASSEMBLED	1500	2785	2290	400

## 5 ACCESSORIES

Confirm that the accessories list in the table below are present when setting up the product.  
Accessories marked "Spare" in the note column are consumable items but included as spares.

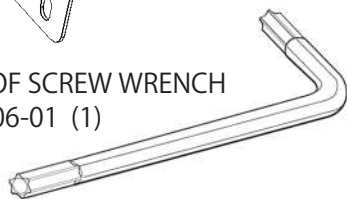
TABLE 5A - ACCESSORIES

DESCRIPTION	OWNERS MANUAL
PT NUMBER (QTY)	420-0005-01UK
NOTE	This Manual
Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase as separate items.	



JOINT PLATE (Fitted)  
SRS-8054UK (2)

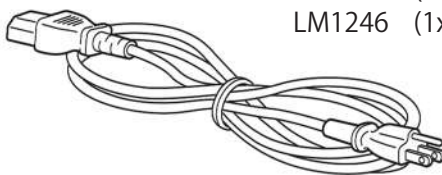
TAMPER PROOF SCREW WRENCH  
M4 540-0006-01 (1)



KEY MASTER  
220-9117 (2)  
For opening/closing  
the doors



KEY (2)  
CASHBOX DOOR



MAINS LEADS  
LM1227 (1xUK)  
LM1246 (1xEURO)

### SRS-INST-M

### ASSY INSTALLATION KIT SRS MDX

Level/Seq.No.	Component Part	Description	Component Reference	Number off
**1	SRS-8200UK	ASSY BILLBOARD SRS MDX		1
**4	SRS-8054UK	JOINT BRKT MDX		2
**14	PK0450	BOX BILLBOARD SRS DX MK3		1
**101	440-CS0186UK	STICKER C EPILEPSY MULTI		1
**104	LM1227	UK MAINS LEAD 10A WITH PLUG		1
**105	LM1246	EUROLEAD 10A EUROPEAN SOCKET		1
**106		CA LAN CAT5 500CM		1
**203	030-000825-SB	M8X25 BLT W/S BLK	(1)-8,(4)-2	16
**204	068-852216-0B	M8 WSHR 22OD FLT BLK	(1)-8,(4)-2	16
**402	420-0005-03UK	SERVICE MANUAL SRS MDX		1
**403	OS1019	SELF SEAL BAG 9X12.3/4		3
**404	540-0006-01	WRENCH M4 TMP PRF		1
**408		DECLARATION OF CONFORMITY	SAECE-xxx	1
**409	514-5078-5000	FUSE 5A T CERAMIC 20MM		1

## 6 ASSEMBLY & INSTALLATION

### WARNING

- This work should be carried out by site maintenance personnel or other qualified professionals. Work performed by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation. If no one with proper technological expertise is available, request service from the office indicated in this document or the point of purchase so as to ensure safety.
- Perform assembly work by following the procedure herein stated. Failure to comply with the instructions can cause electric shock.
- Perform assembling as per this manual. Since this is a complex machine, incorrect assembling can cause an electric shock, machine damage and/or improper functioning as per specified performance.
- When assembling, more than one person is required. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.
- Ensure that connectors are properly connected. Improper connections can cause electric shock.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a risk of fire.
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult.
- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.
- Do not leave power cords, ground wires or network cables in areas of heavy foot traffic. Doing so may cause them to become damaged, possibly resulting in electric shock and/or short circuits. When leaving wiring across a floor, always use a safety covers to protect the wires. (Wiring diameter : Power Cables - approx 0.8, Network Cable approx 0.5)
- The power cord for this product has a ground terminal. Make sure to use this ground termination when plugging it into an indoor outlet. Failure to ground the product could lead to electrocution. It can also cause malfunction.
- Do not use connectors other than those connected to and used by the game board at the time of shipment. Do not connect wires to unused connectors. This could cause the generation of heat or smoke, or a burnout.

### CAUTION

- Wear appropriate work clothing so that work can be performed safely. Use gloves and safety shoes to prevent accidents or injuries.
- When installing a wire protection cover over a floor, use a material shaped so that no one passing by will stumble over it. Using a material that could be stumbled over might lead to an accidental fall.
- Handle plastic parts with care. Excessive weight or pressure may cause them to break and the broken pieces may cause injury.
- When opening/closing, attaching/removing doors or lids, be careful that your hands or fingers etc, does not get caught in the apparatus.

Installation and assembly of this product should take place in the following sequence.

**6-1 GENERAL ASSEMBLY INFORMATION**

**6-2 FITTING THE BILLBOARD AND POP**

**6-3 FIXING THE MAIN CABINET TO THE DLP CABINET**

**6-4 INSTALLATION AND SECURING IN PLACE**

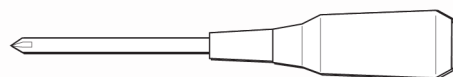
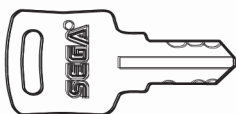
**6-5 CONNECTING POWER CABLE AND GROUND**

**6-6 CHECKING ASSEMBLY (SET UP)**

**TOOLS NECESSARY FOR WORK**

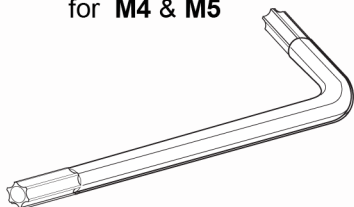
6-0 Flg 01

**MASTER KEY**

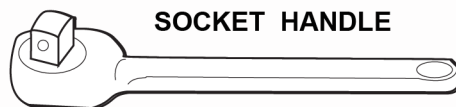


**PHILLIPS SCREWDRIVER for M4**

**TAMPERPROOF WRENCH  
for M4 & M5**

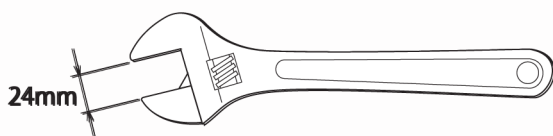


**SOCKET HANDLE**

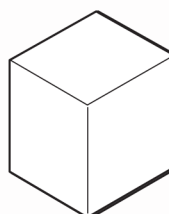


**M8 SOCKET**

**WRENCH with 24mm OPENING JAW**



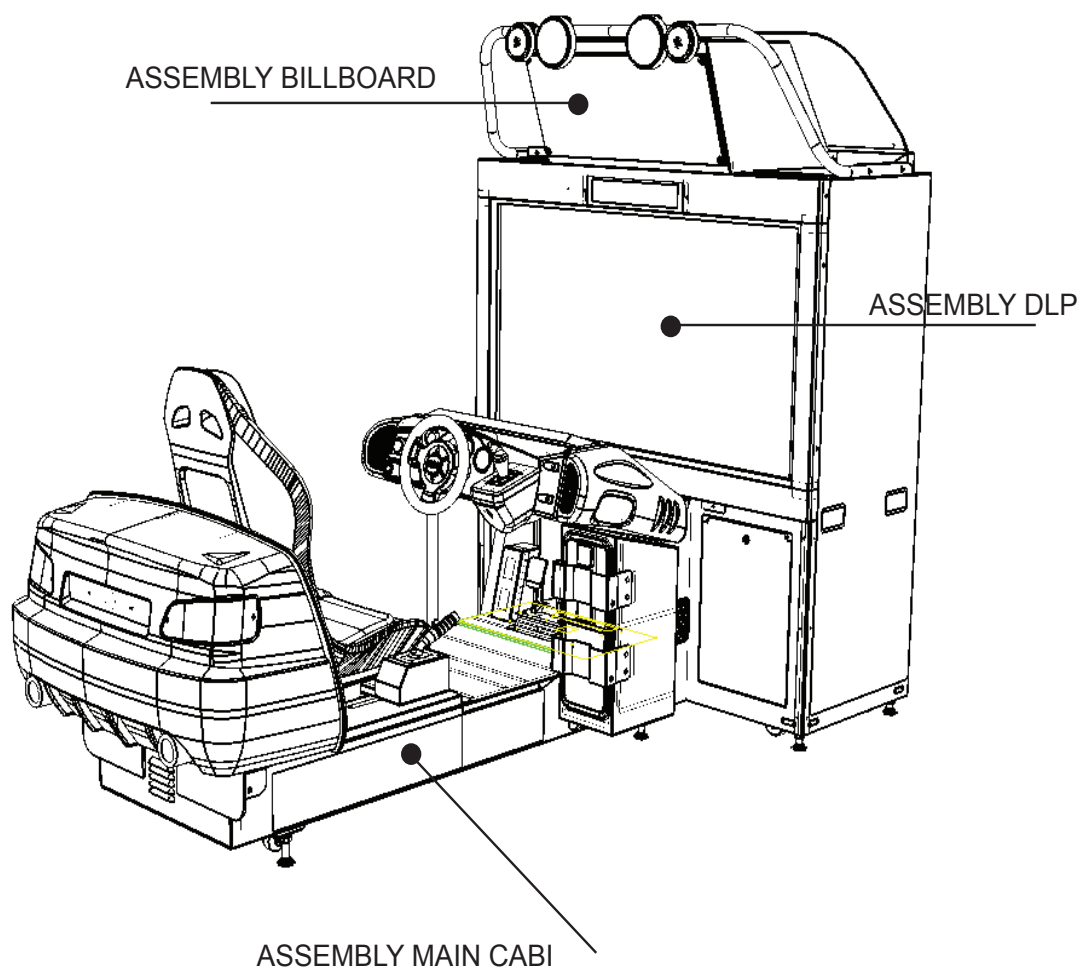
**STEP to STAND ON**



## 6-1 GENERAL ASSEMBLY INFORMATION

There are three MAIN Assemblies supplied, that have to be fitted together in order to complete the built of this machine :

- A - DLP Cabinet (Video Cabinet Assembly)
- B - Billboard (Billboard Assembly)
- C - Main Cabinet (Seat and Control Assembly)



6-1 Fig 01

## 6-2 FITTING THE BILLBOARD AND POP

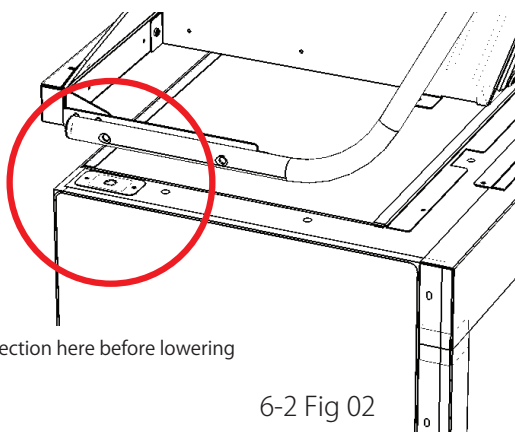
### WARNING

The BILLBOARD weighs 40Kgs (88.2lbs) therefore this installation should not be attempted single handed. It is recommended that three persons undertake this particular section of the installation.

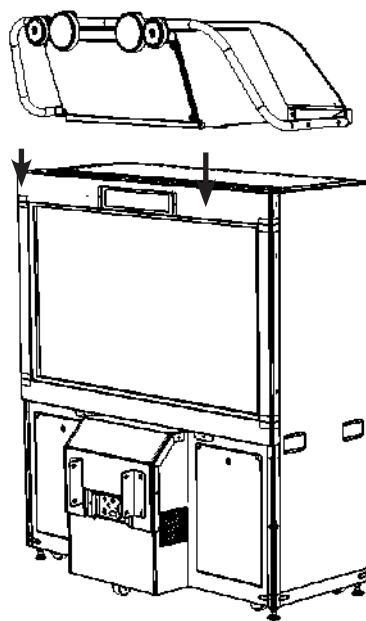
**WORK SHOULD NOT BE UNDERTAKEN ON TOP OF THE CABINET WITHOUT THE USE OF A SUITABLE STEP OR FOOTSTOOL.**

#### STEP 1

Using 2 people, a step ladder or step, place the Assembly Billboard on top of the Display Cabinet (fig 01).



6-2 Fig 02



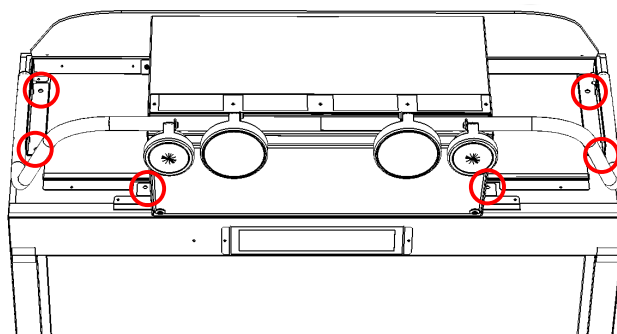
6-2 Fig 01

#### STEP 2

Make the connections good before lowering the Billboard in to place (fig 02)..

#### STEP 3

Secure the Billboard to the top of the Display Cabinet using the 6x M8 bolts and washers supplied.



6-2 Fig 03

## 6-3 FIXING THE MAIN CABINET TO THE DLP CABINET

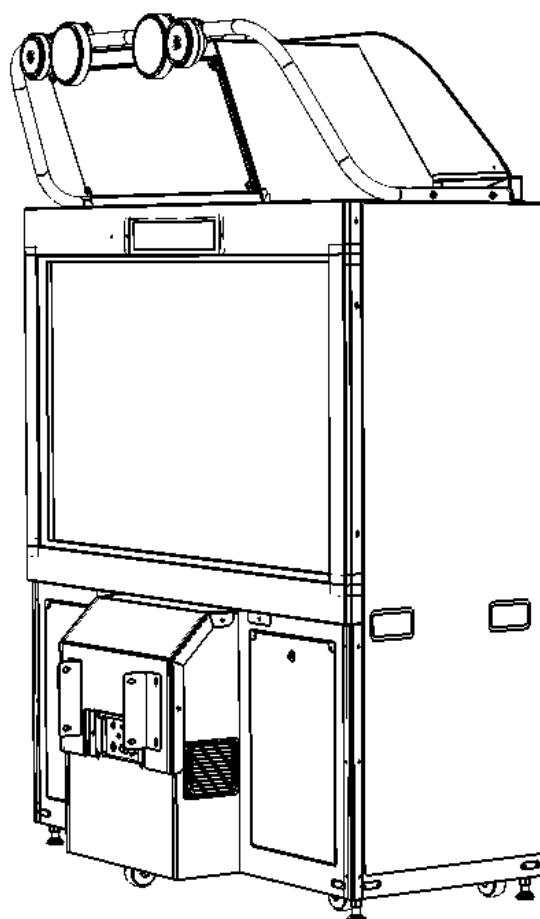
### ⚠ WARNING

The DLP Cabinet with BILLBOARD Fitted Weights approx 200Kgs (441lbs) therefore a minimum of two people are required when moving this unit. Great care should be taken when handling or moving the unit otherwise personal injury may occur.

Whenever moving the unit, manipulate the movement from either end of the cabinet. Never push or pull the unit from the front or backside, as this can cause the unit to topple over causing damage to the unit and possible injury to any persons in the locality.



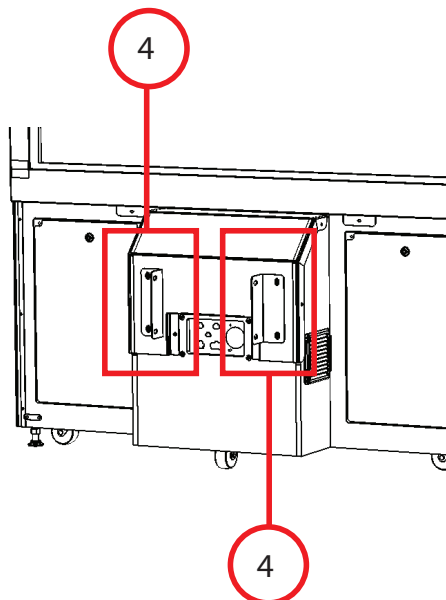
- 1 Position the DLP Cabinet in the approx area of operation, allowing room to gain access from all sides.



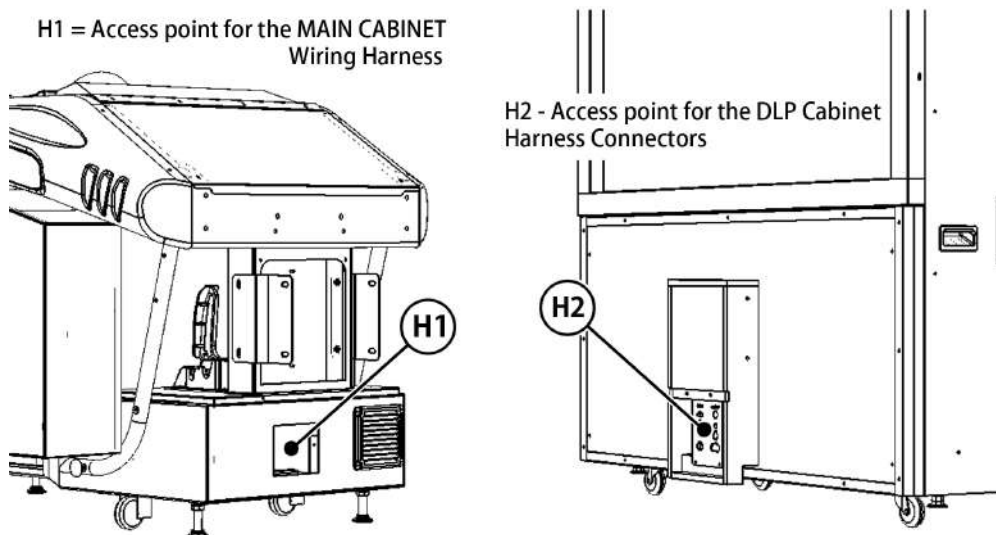
## 6-3 FIXING THE MAIN CABINET TO THE DLP CABINET

### 2 Preparing the Main Cabinet Unit for fixing to the DLP Unit

Take the 2x 'JOINT BRACKETS' (SRS-8054UK) 'ITEM 4' from the 'Accessories Pack' and loosely attach them to the Main Cabinet assembly in the way shown in 6-3 Fig 02.



### 3 Connecting the Harness between the Main Cabinet and the DLP Units



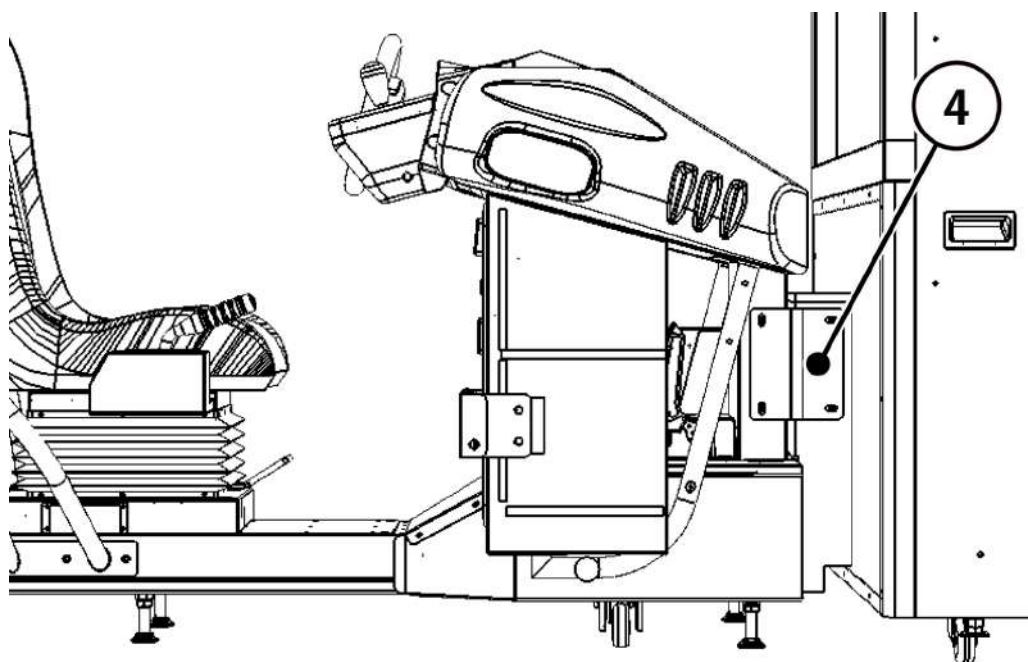
Locate the Wiring Harness inside the Main Cabinet Assembly and extract the end with the connectors out through location 'H1'. Match each connector and attach it to its mate that's fitted in the connector plate location 'H2'.

## 6-3 FIXING THE MAIN CABINET TO THE DLP CABINET

### 4 Attaching the Main Cabinet Assembly to the DLP Assembly.

1 - Once all the Harness Connection have been made between the DLP and Main Cabinet Units, the Main Cabinet unit can be moved closing the gap between the two making sure that any of the wires in the harness do not get trapped in doing so.

2 - Check, when moving the Main Cabinet that the Joint Plates '4' slide around the outside of the 'Boxed Spacer' section on the front of the DLP Unit.



3 - Once in position, locate and loosely attach the 4 fixing bolts through the Joint Plates '4' into the Boxed Section of the DLP Unit. (2 Bolts each side).

4 - When the 4 bolts are in place, gently manipulate the Main Cabinet Unit in order to get the 'Best Fit' between the two Units, and then tighten all 8 bolts, the 4 attaching the Joint Plates to the DLP and the 4 attaching it to the Main Cabinet.

### 5 Once the two Units have been fixed together, carefully move the machine to its final operating position. This should be undertaken by three people, one person either side of the DLP Unit and one behind the Main Cabinet and during the move, care must be taken not to overstress the connection point between the two Units otherwise damage could occur at this point. With the machine now positioned correctly you may proceed with securing it in place.

## 6-4 INSTALLATION AND SECURING IN PLACE

### **WARNING**

During Installation, make sure that all the adjusters are in contact the floor.  
Otherwise the cabinet could move, causing an accident.

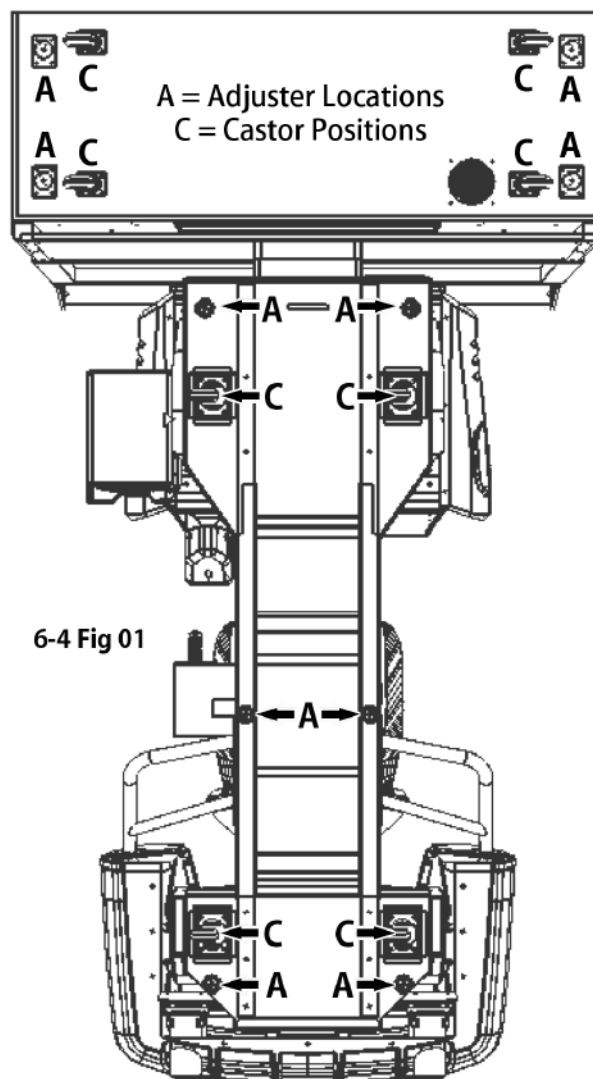
'SEGA RALLY 3'  
consists of two Base Units :  
DLP Cabinet and MAIN Cabinet

6-4 Fig 01 - Shows the location  
of the Castors (C)  
and Fixing Adjusters (A).

During the installation of each  
unit, the Fixing Adjustment should  
be performed to ensure that the  
units are stable.

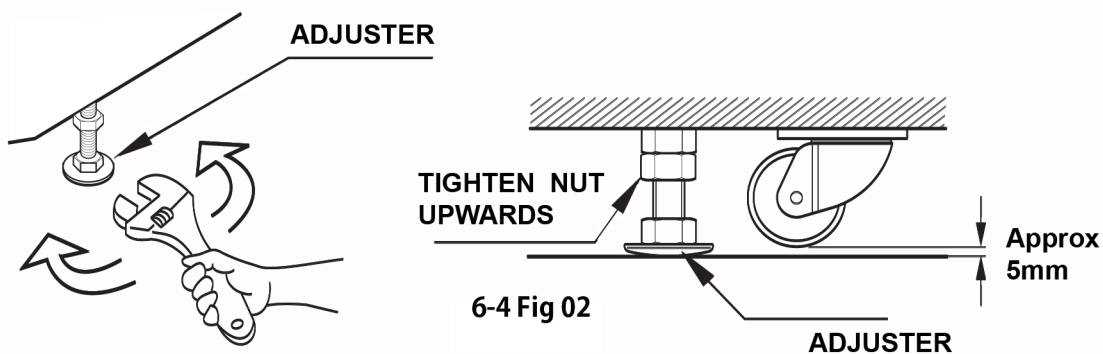
**DLP CABINET**  
4 x Adjusters and 4 x Castors

**MAIN CABINET**  
6x Adjusters and 4x Castors



6-4 Fig 01

6-4- Fig 02 - Showing the correct details for Adjustment.



6-4 Fig 02

## 6-5 CONNECTION OF POWER AND GROUND

### ⚠ WARNING

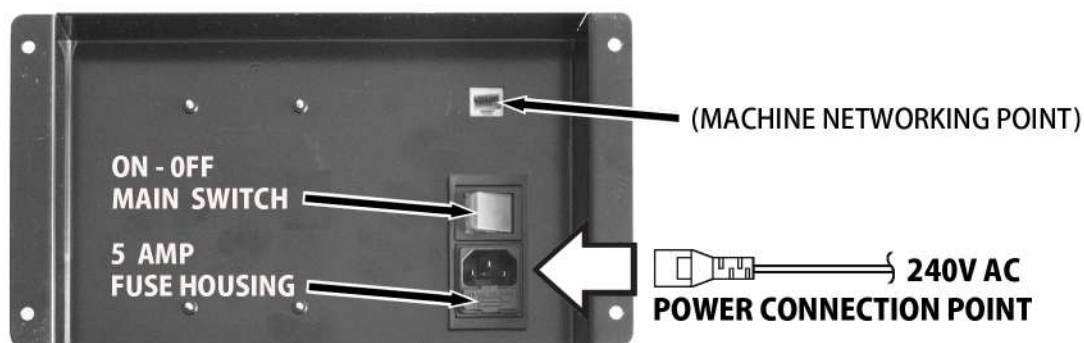
- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage.
- This product **MUST** be EARTHED. Ensure that the unit is properly connected to the INDOOR GROUND. Without proper grounding, customers could be electrocuted, product operation may not always be stable, and also introducing a risk of fire.
- Do not expose the power cords. If these are exposed, customers could stumble over them, for instance, and easily damage them. Additionally, if these lines are damaged, there could be a risk of electrical shock or short circuit. Set these lines at locations where they will not interfere with customer traffic, or attach covers to them.
- After laying out the power cord on the floor, be sure to always protect it. If the power cord is left exposed, it can easily be damaged, resulting in electrical shock.
- This product comes complete with POWER CORDS for the UK and EUROPEAN destinations, be sure to use the power cords supplied. If a power cord is to be replaced, be sure to replace it with the same specification as the one provided.

### STOP IMPORTANT

Before switching Power ON, make sure that the 'Machine Grounding' has been established with a ground wire inside the 'Power Cable' and that the 'Mains Outlet' supplying the machine is fitted with a suitable 'Earth Point' ,

**1** Confirm that the MAIN SWITCH is set to OFF, and before switching ON complete the next section.

**2** Connect the 'Power Cable' supplied, into the IEC Inlet and Switch Unit located on the back of the machine (see 6-5 Fig 01) and a suitably 'Grounded 240v AC Outlet Socket' making sure that the 'Power Cable' is suitably protected and does not cause a hazard to players or other personnel that may be present.



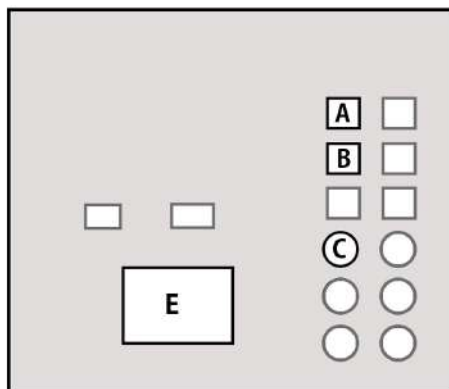
6-5 Fig01

## 6-6 CHECKING ASSEMBLY - SET UP

When the machine has been switched ON for the first time after installation, open the Coin Door and Press the 'TEST' Button which is located on the VTS board at the back the compartment. This will give entry to the 'TEST MENU'



VTS Switch and Coin Board

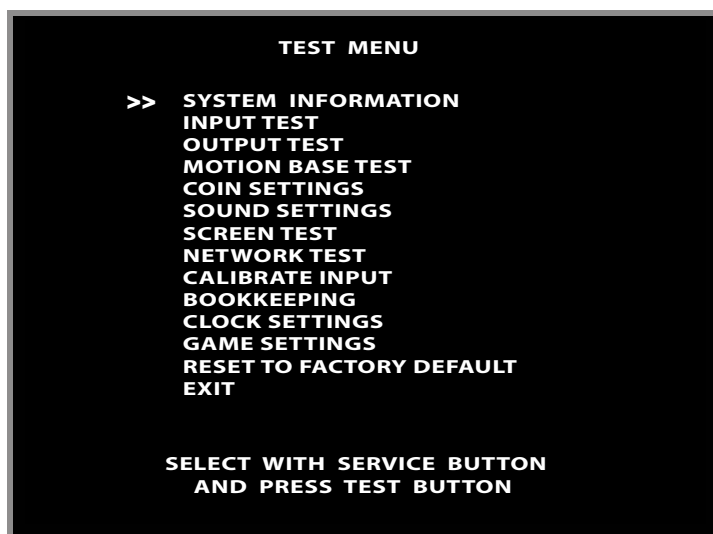


Switch Identification Mask

A = TEST;                      B = SERVICE;                      C = VOLUME CONTROL;

### GAME TEST MODE

The following options are available from the System Menu Test



Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

The following 4 TEST should be selected and checked individually to prove the functionality of all peripheral components. For full information on all the Test and Set Up Procedures, go to Chapter 9 - EXPLANATION OF TEST AND DATA DISPLAY

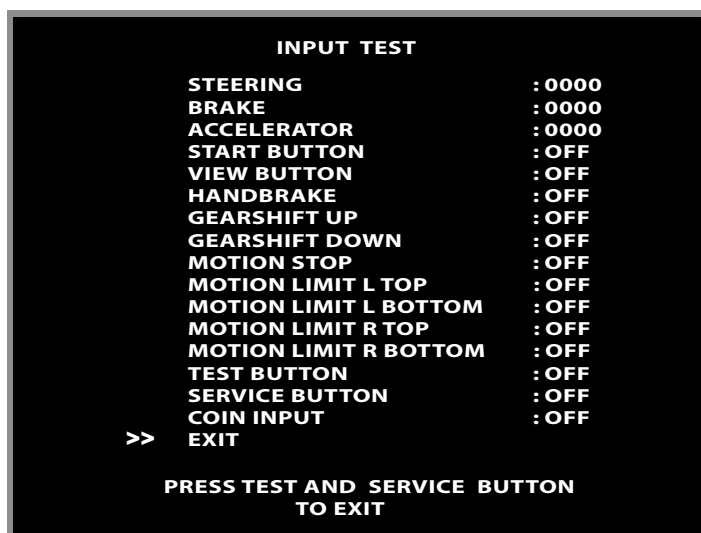
INPUT TEST  
OUTPUT TEST  
SOUND SETTINGS  
SCREEN TEST  
EXIT

Test routine for the INPUT peripherals.  
Test routine for the OUTPUT peripherals.  
Test routine for the AUDIO OUTPUTS.  
Test routine for the DISPLAY SCREEN.  
To EXIT the Routine

## 6-6 CHECKING ASSEMBLY - SET UP

### INPUT TEST

Select 'INPUT TEST' from the 'Game Test Mode' Menu to display 'Input Test' Menu.

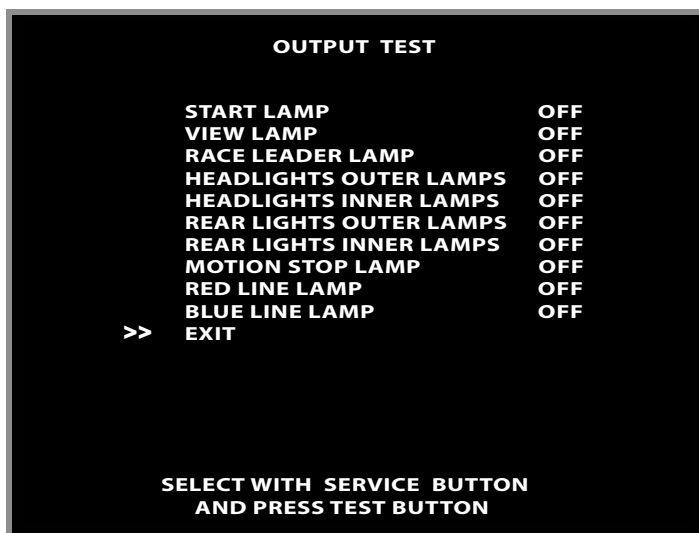


This TEST is used to Test the 'SYSTEM INPUTS' such as Steering, Pedals and Switches. To implement the test, Operate each device listed and check the results on Screen.

STEERING	00H = FULLY LEFT; 80H = CENTRE FFH = FULLY RIGHT.
BRAKE	00H = PEDAL FULLY UP; FFH = PEDAL FULLY DOWN .
ACCELERATOR	00H = PEDAL FULLY UP; FFH = PEDAL FULLY DOWN.
START BUTTON	ON = Pressed, OFF = Not Pressed .
VIEW BUTTON	ON = Pressed, OFF = Not Pressed.
HANDBRAKE	ON = Pressed, OFF = Not Pressed.
GEAR SHIFT UP	ON = Pressed, OFF = Not Pressed.
GEAR SHIFT DOWN	ON = Pressed, OFF = Not Pressed.
MOTION LIMIT L TOP	ON = Pressed, OFF = Not Pressed.
MOTION LIMIT L BOTTOM	ON = Pressed, OFF = Not Pressed.
MOTION LIMIT R TOP	ON = Pressed, OFF = Not Pressed.
MOTION LIMIT R BOTTOM	ON = Pressed, OFF = Not Pressed.
TEST	ON = Pressed, OFF = Not Pressed.
SERVICE	ON = Pressed, OFF = Not Pressed.
COIN INPUT	ON = Coin Signal from VTS; OFF = No Coin Signal from VTS.
EXIT	Press the TEST and SERVICE Buttons Simultaneously to EXIT.

### OUTPUT TEST

Select 'OUTPUT TEST' from the 'Game Test Mode' Menu to display 'Output Test' Menu..



This Test is used to check System Output such as Lamps and Actuators

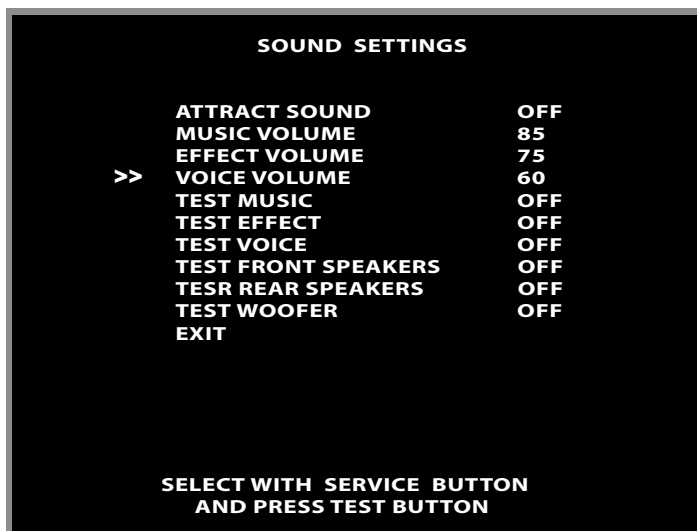
Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

START LAMP	ON = Lamp ON,	OFF = Lamp OFF
VIEW LAMP	ON = Lamp ON,	OFF = Lamp OFF
RACE LEADER LAMP	ON = Lamp ON,	OFF = Lamp OFF
HEADLIGHTS OUTER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
HEADLIGHTS INNER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REAR LIGHTS OUTER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REAR LIGHTS INNER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
MOTION STOP LAMP	ON = Lamp ON,	OFF = Lamp OFF
REDLINE LAMP	ON = Lamp ON,	OFF = Lamp OFF
BLUELINE LAMP	ON = Lamp ON,	OFF = Lamp OFF
EXIT	Exit this test and return to System Menu	

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## SOUND SETTINGS

Select 'SOUND SETTINGS' from the 'Game Test Mode' Menu to display Sound Setting' Menu..



This Test is used to set Audio Levels for the Game and Test the function of the Speakers

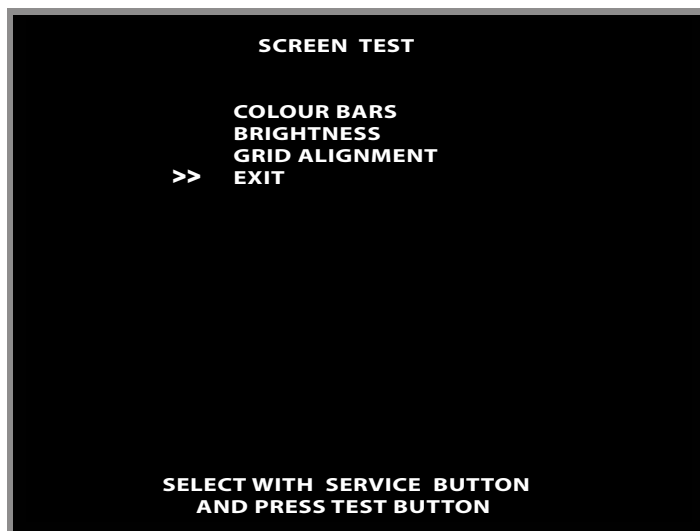
Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

ATTRACT SOUND	ON = Sound will be played in Attract mode, OFF = No sound in Attract
MUSIC VOLUME	Game Music level 00 to 99 (Default 85 )
EFFECT VOLUME	Game Sound Effect level 00 to 99 (Default 75 )
VOICE VOLUME	Game Voice level 00 to 99 (Default 65 )
TEST MUSIC	Plays looping music audio
TEST EFFECT	Plays test sound effect audio
TEST VOICE	Plays test vocal audio
TEST FRONT SPEAKERS	Plays music audio with emphasis on front speakers
TEST REAR SPEAKERS	Plays music audio with emphasis on rear speakers
EXIT	Exit to System Menu

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## SCREEN TEST

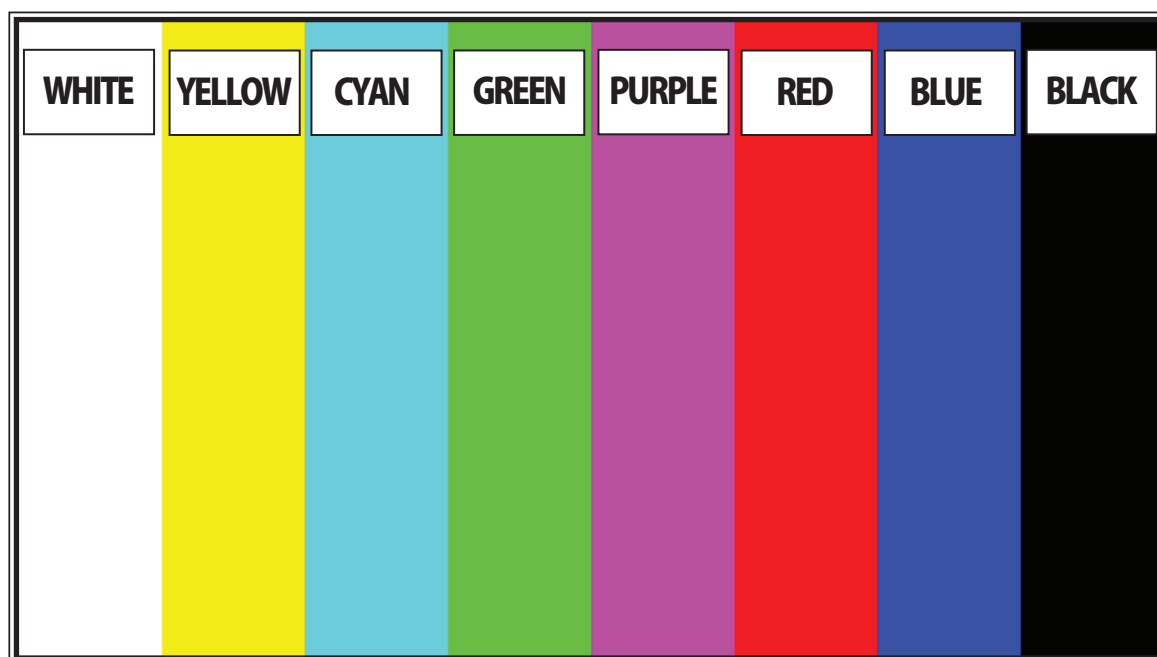
Select 'SCREEN TEST' from the 'Game Test Mode' Menu to display 'Screen Test' Menu..



Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

## COLOUR BARS

Selecting this test will display the following

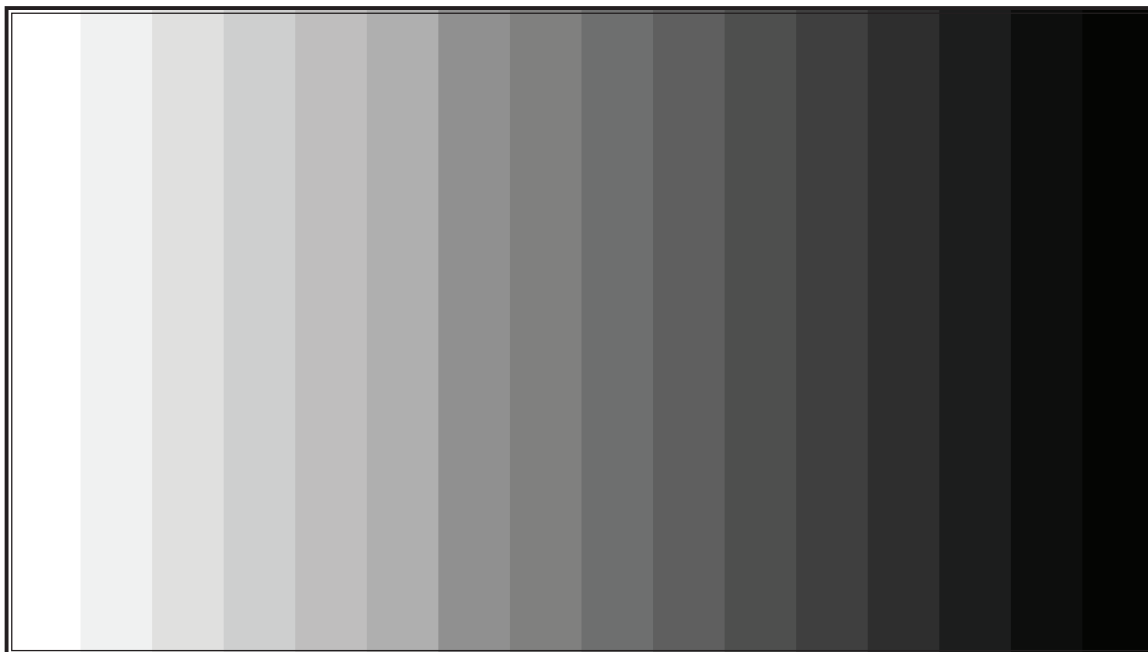


## 6-6 CHECKING ASSEMBLY - SET UP

### SCREEN TEST (Continued)

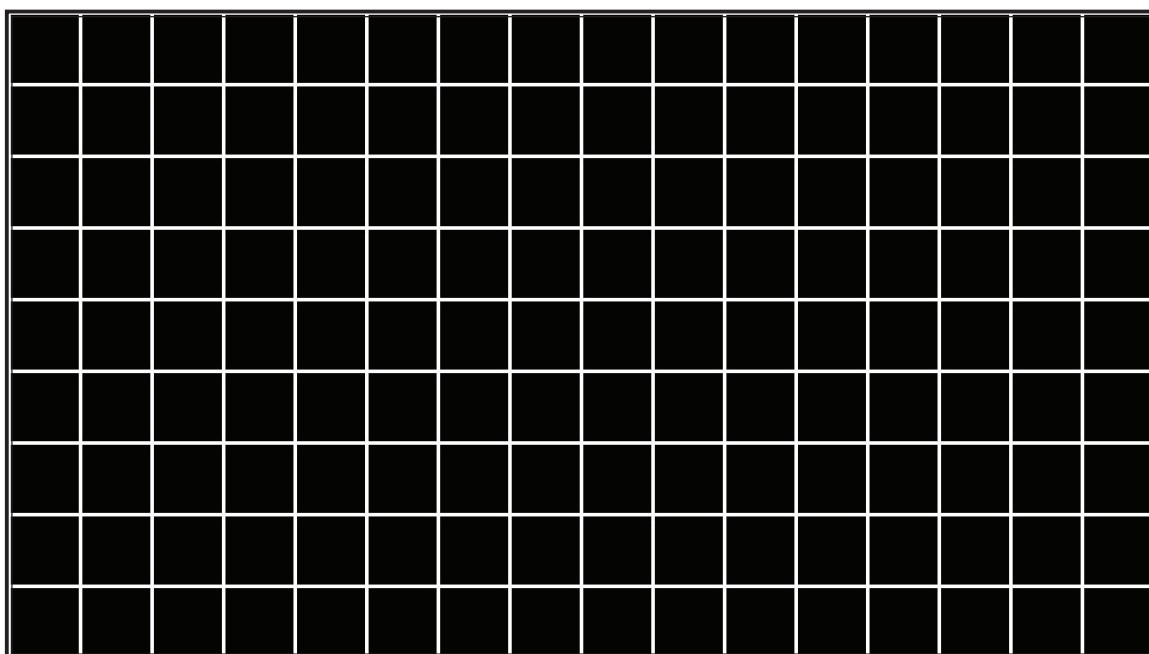
#### BRIGHTNESS

Selecting this test will display the following



#### GRID ALIGNMENT

Selecting this test will display the following



Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 7 PRECAUTIONS WHEN MOVING THE MACHINE

### WARNING

- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock.
- To move the unit over the floor, pull in the adjusters and have the casters contact the floor. While moving the unit, be careful that the casters do not roll over the power cord or the ground wire. If cord or wire is damaged, there could be electrical shocks and/or short circuits.
- When crossing a sloped or stepped area, disconnect the DISPLAY from the Main Cabinet. If you tilt them while connected together, the connection points may be damaged and personnel could be injured.
- When lifting the cabinet up steps, you must hold it by the designated handles or by the bottom surface. Lifting it by any other area may lead to damage or disfigurement to that part or surrounding parts due to the weight of the cabinet and could also lead to injury of personnel.
- When tilting the cabinet to move it across a sloped or stepped area, always use at least two people. Attempting such an operation alone can lead to accident or injury.
- When moving the components separately, take care concerning the direction you push the DLP and Controller Cabinet in. These elements may fall over, causing damage or an accident.
- When detached always keep the cabinet on a level surface and make sure that it does not lean in either direction whilst working on it. Danger of the Cabinet falling over and causing Unit Damage and possible injury of personnel.

### IMPORTANT

- When moving the cabinet, do not hold, push or pull the Control Units. This may disfigure or damage them.
- If you need to move components through a narrow or low door and the only way to get the separated components through is to turn them on their side, or if a separation method other than those described in this manual is required, either make a request to the office listed in this document or the place of purchase to perform the operation or contact them regarding how to perform it. Carelessly turning the components onto their side or separating them in ways other than those depicted in this manual may lead to unrepairable damage.
- Do not use the Controller as a point to move the cabinet, in doing so may damage or disfigure them.

## ⚠ CAUTION

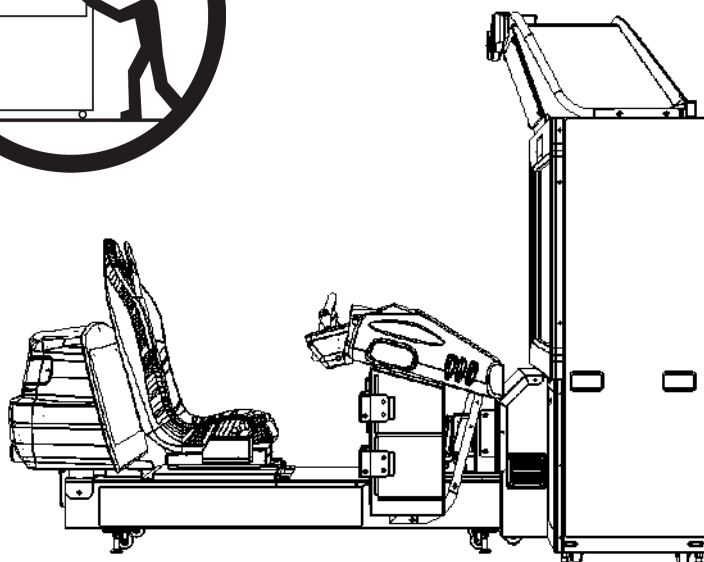
- Due to the poor stability of the DISPLAY Cabinet when 'NOT' Connected to the MAIN CABINET, moving this unit should NOT be undertaken single handed, a minimum of two persons are required. '
- When moving it, manipulate the movement from either end of the Unit' DO NOT' under any circumstances Push or Pull the unit from either the Front or Rear sides, as this may result in the unit falling over and causing Damage to the unit and possible serious injury to persons in the locality.



- Before attempting to move the machine, make sure that the MAIN VOLTAGE Supply is removed.

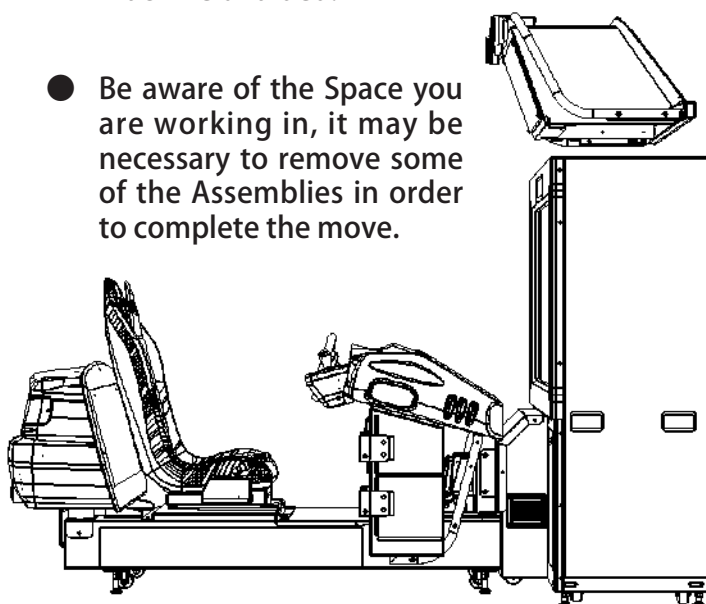
- Always raise the Adjusters up as high as they will go.

- Never attempt to move a machine unaided.



RAISE THE ADJUSTERS AS HIGH AS POSSIBLE

- Be aware of the Space you are working in, it may be necessary to remove some of the Assemblies in order to complete the move.



- HEIGHT PROBLEM

To remove the Billboard go to Chapter 6-2 and work Sections - 3 > 2 > 1.

- WIDTH PROBLEM

To remove the Main Cabinet go to Chapter 6-3 and work Sections - 4 > 3.

## 8 GAME DESCRIPTION

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



### 8-1 GAME OVERVIEW

Like in the original SEGA Rally game, Races in 'SEGA Rally 3' are against the CLOCK and OTHER OPPONENTS CARS. Each game mode features a RACE TIMER continually counting down remaining play time which can be increased by crossing the checkpoints around each track.

The players choices have also increased, in addition to the 'Multiplayer' or 'Single Player' Game selection, they now have 3 different Game Types to choose from

<b>Championship Mode</b>	–	<b>1 player</b>
<b>Quick Race</b>	–	<b>1 to 6 players</b>
<b>Classic Mode</b>	–	<b>1 to 6 players</b>

Plus, the player sits in a Motivated Seat, with a new Hand Brake Control being added..

## 8-2 GAME SELECTION

WHEN THE MACHINE IS IN CREDIT AND THE START BUTTON IS PRESSED THE FOLLOWING GAME SCREEN IS DISPLAYED, INDICATING THE GAME PLAY AVAILABLE



The first action of the player is to select which game of the three available to play. The default selection is CHAMPIONSHIP Mode and turning the 'Steering Wheel' left and right will change the Screen display to QUICK RACE and CLASSIC Mode in turn.

When the desired Game Mode is displayed, the selection is made by pressing the Accelerator pedal or Start button to confirm the choice.

During this selection sequence, a COUNTDOWN is being displayed in the top right hand corner of the screen. If there is no or little intervention shown by the player during this time, whatever Game Mode is being displayed on the screen on TIME OUT will automatically be selected and the game will advance to the next Stage, SELECT CAR.

## 1 CHAMPIONSHIP MODE – 1 player

Championship game is a single player race against AI opponents over a sequence of different tracks. This mode will essentially be a time trial mode over a variety of environments, with overall victory being attained by completing all of the tracks in the allotted time, while also beating all AI competitors to achieve a 1st place.

Progress will be maintained by hitting checkpoints before a timer elapses with the amount of time handed out at each of these checks becoming smaller in a harder difficulty setting.

If the player runs out of time while racing on Tropical, Canyon or Alpine; they will be offered the option of inserting a credit and continuing from the start of that stage. The time allocation gained for this will be specified and will not be the time carried over from their previous attempt.

For any players that complete the championship (not necessarily in 1st position), they will be rewarded with a replay type credit sequence although not their exact race replay. They will have achieved an overall championship time. This is the overall time for completing all of the stages in that championship. If this time is among the top 30 times previously recorded on the cabinet or series of linked cabinets then they will be prompted to enter a 3 letter name to be entered in the HST. Due to the fact that there will be no lap variations or that the effect of varying the difficulty operator setting will not affect the speed at which the individual championships can be completed, giving the option that the same HST can be used across all the settings for each championship.

In completing all the championship tracks and finishing first, the player will be rewarded with a head-to-head race on the secret Lakeside track. The opponent will be the players' rival who will be driving the same vehicle as the player.

A further victory here will reward the player with a completion sequence, before displaying the credit sequence. They will then be prompted to input their high score name if a top 30 time was achieved in the championship. NOTE: There will be check points in the lakeside track in order to spur the player on BUT the time achieved is not recorded and is not part of their championship total time.

If the timer reaches 0, the race stops and a Time Over screen is displayed.

If the operator has enabled continues, the player can insert another coin to continue play before the 10 second countdown expires. On continuing, the player is reset back to the start of the stage they were racing on at that point and are reassigned their position which they had previously achieved. The time allocation given to the player on their restart will be specific to the track.

## 2 QUICK RACE – 1 to 6 players

Quick Race mode features a race over multiple laps of a single track against a grid of 5 opponent cars. When cabinets are configured for link play, players can race against players on the other cabinets. If less than 6 players join the remaining grid slots will be filled by AI cars.

The secret Rally Raid cars are accessible in this mode. These can be chosen by performing the following action:

If the player holds down the brake pedal on the car select screen for one second, the WRC cars are replaced by the bonus ones and the time available to select a car resets. If the brake is released, the WRC car selections return but the timer continues unchanged.

Subsequent triggering of the bonus cars does not reset the timer.

In single player games, if the player chooses a WRC car then the opponent AI cars will be driving the other 5 WRC cars.

If a secret car is chosen, then one of the AI opponents will be driving the other secret car, with the remaining 4 slots filled with unique randomly selected WRC cars.

In Multiplayer games, the behavior is similar but if more than 1 human player has chosen a secret car, the AI should not.

The overall goal is to provide a varied grid of cars with as little duplication as possible. There is no scoreboard name entry in multiplayer races.

The race timer is added to whenever the player (or leading player in the case of link play) crosses a checkpoint.

In the case of Time Over, there are no continues.

## 3 Classic Mode - 1 to 6 players

The Classic mode is of similar structure to Quick Race, but takes place on a specific track and only the Classic cars are available to choose from in this mode.

In single player mode, the race is against one opponent CPU controlled car. In the case of a multiplayer game over linked cabinets, the grid will be populated with a car for each human player and no CPU cars.



The NEXT CHOICE of the player is to select which CAR to Drive, There are 10 different CARS in all but not all Cars are available every Game Mode. Turning the 'Steering Wheel' left and right will change the Screen display to show in turn each of the Cars that are available during that Race, When the desired Car is displayed, the selection is made by pressing the Accelerator pedal or Start button to confirm the choice.

During this selection sequence, a COUNTDOWN is being displayed in the top right hand corner of the screen. If there is no or little intervention shown by the player during this time, whatever Game Mode is being displayed on the screen on TIME OUT will automatically be selected and the game will advance to the next Stage, TYPE OF TRANSMISSION.

## 8-3 CAR SELECTION

The core set of cars available to the player are a selection of six WRC derived vehicles



Citroën C4 WRC



Ford Focus RS WRC 07



Suzuki SX4 WRC



Mitsubishi Lancer Evolution X



Subaru Impreza WRC2008



Peugeot 207 Super 2000

Cars carry number boards that are used to display the cabinet number (1 to 6) of human players. AI controlled cars carry no number. In classic mode, cars of the same type carry the same number.

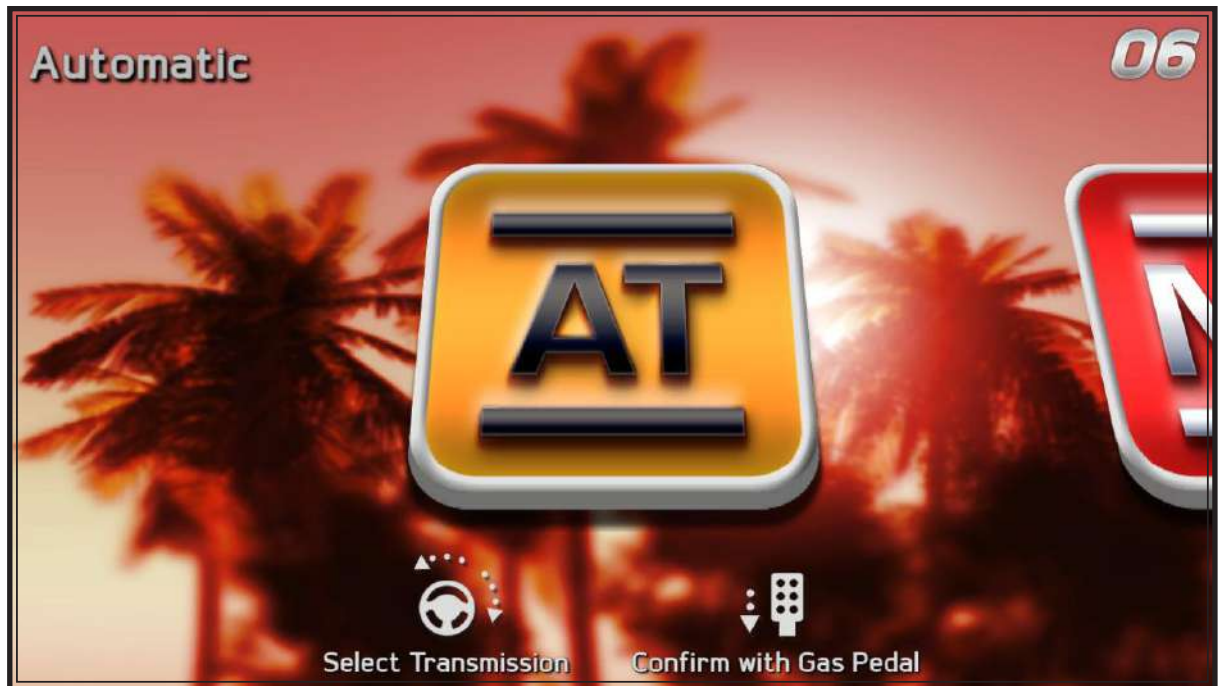
In order to maintain balanced play, cars that race together will be set up for similar performance relative to each other. The WRC and Rally Raid cars will both have 6 forward gears; The Classic cars are both 5 speed.

## 8-3 CAR SELECTION

There are two additional hidden bonus Rally Raid cars that become available for selection in Quick Race mode only by performing a particular action during the car selection sequence – see the Quick Race section for details.

**Car Availability by Game Mode**

Car	Championship	Quick Race	Classic
Citroën C4 WRC08	O	O	X
Ford Focus RS WRC08	O	O	X
Suzuki SX4 WRC08	O	O	X
Mitsubishi Lancer Evolution X	O	O	X
Subaru Impreza WRC08	O	O	X
Peugeot 207 PWRC08	O	O	X
McRae Enduro	X	Secret	X
Bowler Nemesis	X	Secret	X
Toyota Celica ST205	X	X	O
Lancia Super Delta HF Integrale	X	X	O



There is only two choices available to choose from, AUTOMATIC TRANSMISSION (Shown above) or MANUAL TRANSMISSION. Turn the Steering Wheel Left and Right to select between the two and press the Accelerator or Start Button to confirm the choice,

Again the countdown system is in operation so if a selection is not confirmed the machine will select whichever transmission type is displayed on the screen when the Time Out occurs

SEGA Rally 3 features a total of 5 tracks – one from a selection of featured environments from the console game, plus an additional track that only appears in Classic Mode.

### TRACK SELECTION

The 'Track Selection' is handled in the same manner as the previous selection, using the Steering Wheel to Select the Track and the Accelerator or Start Button to confirm the choice.

The table below shows what Tracks are available to select from for each of the Race Types.

- Note 1. If you have selected to play the 'Classic Race' the only track available to play is the Desert 95 (Classic SEGA Rally) therefore the machine will automatically select the track and take you to the next stage.
- Note 2. The 'LAKESIDE' Track is a Special Stage where you have to qualify to Race during the CHAMPIONSHIP RACE in order to gain ENTRY. Therefore this option is not included in the Initial Track Selection.

Track/Mode	Championship	Quick Race	Classic
Tropical	O	O	X
Canyon	O	O	X
Alpine	O	O	X
Lakeside	O	X	X
Desert 95 (Classic SEGA Rally)	X	X	O

Tracks are constructed with a number of gantries placed around the track – one that represents the Start / Finish line and a number of other checkpoint gates that are used to award extra race time to players. The number and location may vary according to track difficulty but typically they might be placed at 1/2 or 1/3 and 2/3 lap distance.

The amount of time awarded for passing a checkpoint is dependent on the game difficulty setting.

## 8-6 ON SCREEN DISPLAY



ELEMENT	DESCRIPTION
Total Time	Time racing - Over all stages in Championship or all laps in Quick Race
Lap Time	Current lap time
Progress Bar	Shows progress through the championship or current race with checkpoint markers
Time Remaining	Time remaining to reach next checkpoint
Position	Players position in the race
Pace Notes	Pace note display
Speedo & Tacho	Speed, Gear and RPM display.
Proximity Indicator	Represents position and distance of opponents approaching from the rear.
Player Label	Two digit label using cabinet numbers to identify human players 1P >>> 6P
(Link Play only)	Appears when checkpoints are crossed -
Rival Times	Time difference between player and rivals.

## 8-7 DRIVERS VIEW - CAMERA POSITION

SEGA Rally 3, features three different in-game camera views that are cycled between when the “Change View” button is pressed.

### BUMPER CAMERA



### BONNET CAMERA



### CHASE CAMERA





### HIGH SCORE TABLES

Each of the single player game modes will record separate high score data in which the top times will be saved. These times are based on the total time the player spent racing in that mode.

In QUICK RACE and CLASSIC MODES, this would be the normal race time over a number of laps. In CHAMPIONSHIP, it would be the total time over all the tracks raced.

- |                |   |                     |
|----------------|---|---------------------|
| Data recorded: | • | Rank                |
|                | • | Name (3 characters) |
|                | • | Car                 |
|                | • | Transmission        |
|                | • | Time                |

Each of the Score Tables will hold the "TOP 30" entries recorded

### TO ENTER A NEW RECORD

1. Turn the STEERING WHEEL Left and Right to scroll to the required Letter.
2. Press the ACCELERATOR PEDDLE to Enter the Letter.
3. Pressing the BRAKE PEDAL will Erase the Letter.

## 9 TEST MODE

### WARNING

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

### CAUTION

Be careful that a finger or hand does not get caught when opening/closing the coin chute door.

### IMPORTANT

- When you enter the Test Mode, fractional coin and bonus adder data is erased.
- Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
- Removing the Coin Meter circuitry renders the game inoperable.

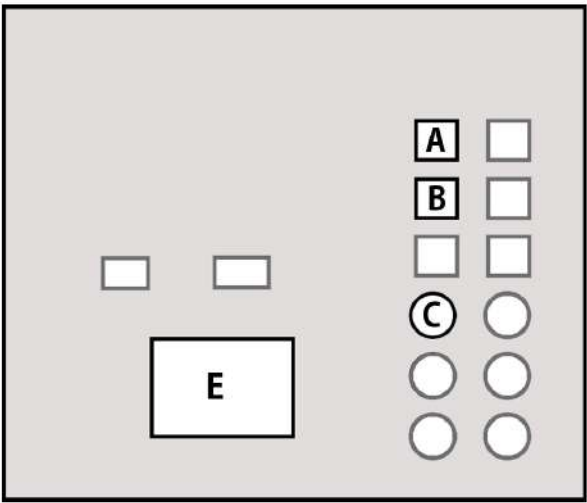
9-1 SWITCH UNIT AND COIN METER

The VTS Switch Board (See 9-1 Fig 01) is located behind the Coin Mech Door. The Switch Identification Mask (See 9-1 Fig 02) indicates the function of the control components that are operational on this model.

- A** TEST BUTTON : Allows access to the machines 'TEST MODE' routine. Refer to the following pages for addition uses within the TEST MODE
- B** SERVICE BUTTON : Gives credits without registering on the coin meter. Refer to the following pages for addition uses within the TEST MODE
- C** MAIN VOLUME : Overall VOLUME Control and adjusts sound volume of all Speakers.



VTS Switch and Coin Board  
9-1 Fig 01



Switch Identification Mask  
9-1 Fig 02

- E** COIN METER : Records the Total Number of Games Played resulting from Coins being Inserted for Play.

## 9-2 GAME TEST MODE

STOP

### IMPORTANT

- Refer to BOOKKEEPING in GAME TEST MODE for this products data.
- Adjust for an appropriate sound volume in consideration of the installation site.
- If the coin meter circuit is removed, play cannot be executed.

STOP

### IMPORTANT

- When changing the Game Configuration, any changes actioned will not take effect unless the Game Test Mode completes the exit cycle correctly.
- Do not configure the game in ways not described in this text. It is possible that the game will not function properly.

## 9-2 GAME TEST MODE

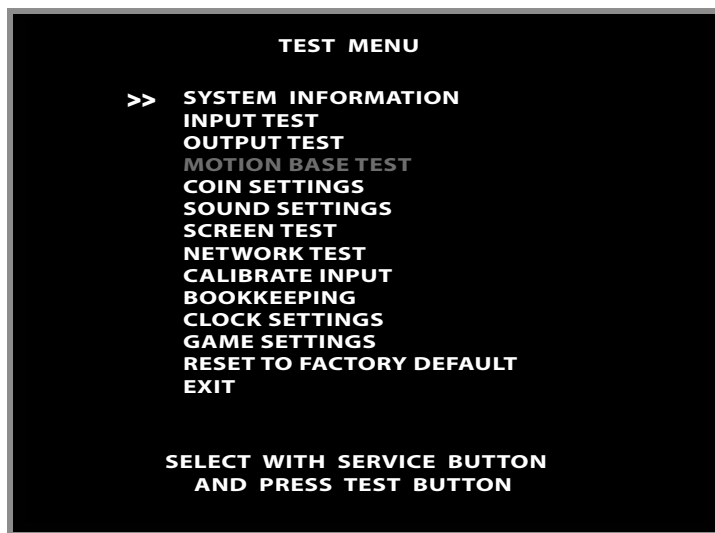
STOP

### IMPORTANT

- Always be sure to exit the Game Test Mode properly after configuration changes otherwise any changes made will not take effect.
- Do not configure the game in ways not described in this text. It is possible that the game will not function properly.

## 9-2 GAME TEST MODE

The following options are available from the System Menu Test



9-2 FIG. 01

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

9-2-1	SYSTEM INFORMATION	General information on Software & Hardware.
9-2-2	INPUT TEST	Test routine for the INPUT peripherals.
9-2-3	OUTPUT TEST	Test routine for the OUTPUT peripherals.
9-2-5	COIN TEST	Test routine for the COIN HANDLING.
0-2-6	SOUND SETTINGS	Test routine for the AUDIO OUTPUTS.
9-2-7	SCREEN TEST	Test routine for the DISPLAY SCREEN.
9-2-8	NETWORK TEST	Test routine for the ETHERNET LINK
9-2-9	CALIBRATE INPUTS	Calibration routine for INPUT peripherals.
9-2-10	BOOKKEEPING	System METERS and BOOKKEEPING.
9-2-11	CLOCK SETTINGS	System CLOCK Setting.
9-2-12	GAME TEST	GAME SPECIFIC Test routines
9-2-13	GAME SETTINGS	Test routine for INPUT peripherals
9-2-14	RESET TO FACTORY DEFAULTS	Resets all Settings to Factory Default
9-2-15	EXIT:	Go back to the System Test Menu

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-1 SYSTEM INFORMATION

Select 'SYSTEM INFORMATION' from the 'Game Test Mode Menu' to display 'System Information' Menu



This test displays GENERAL SYSTEM INFORMATION regarding the Hardware Configuration and Software Installed

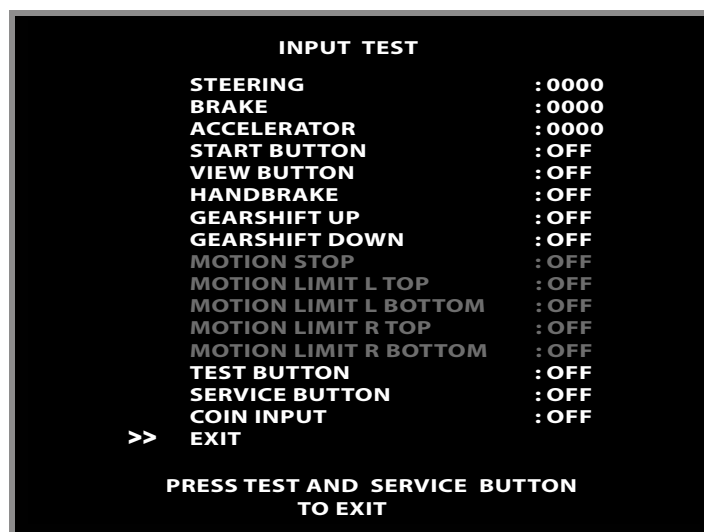
DISK IMAGE VERSION	Version number for Master Disk Image in XX YY ZZ format.
LAUNCHER VERSION	Version number for System Launcher in XX YY ZZ format.
GAME SHELL VERSION	Version number for Shell in XX YY ZZ format.
GAME NAME	Name of Installed Game.
GAME VERSION	Version Number of Installed Game in XX YY ZZ format.
CABINET TYPE	Cabinet, as defined by type of Security Key being used, current Cabinet types are 'DLX' and 'TWIN'
SECURITY STATUS	Displays 'OK' if a valid Security Key is fitted, otherwise 'FAILED'
IO BOARD STATUS	Displays 'OK' and Revision Number if a valid IO Board is fitted otherwise displays 'FAILED'
MOTION BASE STATUS	Displays 'OK' if Motion Base is fitted, otherwise displays 'FAILED'
NETWORK STATUS	Displays 'ENABLED' if Network is OK, otherwise 'DISABLED' if Network Fails.
EXIT	Go back to the System Test Menu

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-2 INPUT TEST

Select 'INPUT TEST' from the 'Game Test Mode' Menu to display 'Input Test' Menu.



This TEST is used to Test the 'SYSTEM INPUTS' such as Steering, Pedals and Switches. To implement the test, Operate each device listed and check the results on Screen.

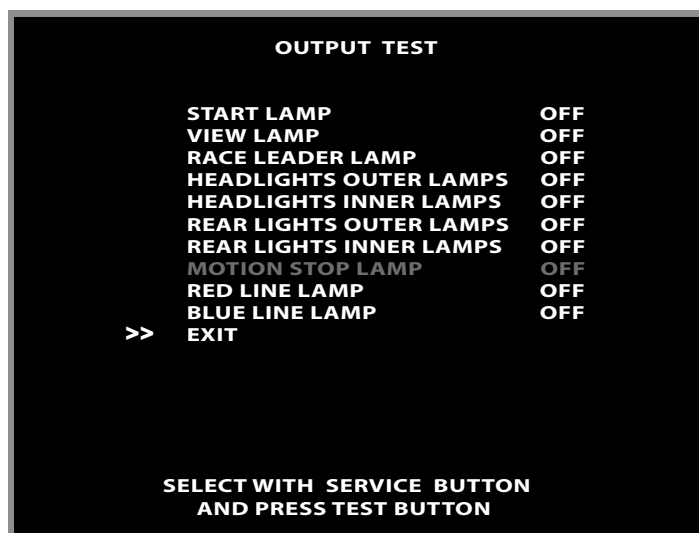
STEERING	00H = FULLY LEFT; 80H = CENTRE FFH = FULLY RIGHT.
BRAKE	00H = PEDAL FULLY UP; FFH = PEDAL FULLY DOWN .
ACCELERATOR	00H = PEDAL FULLY UP; FFH = PEDAL FULLY DOWN.
START BUTTON	ON = Pressed, OFF = Not Pressed .
VIEW BUTTON	ON = Pressed, OFF = Not Pressed.
HANDBRAKE	ON = Pressed, OFF = Not Pressed.
GEAR SHIFT UP	ON = Pressed, OFF = Not Pressed.
GEAR SHIFT DOWN	ON = Pressed, OFF = Not Pressed.

TEST	ON = Pressed, OFF = Not Pressed.
SERVICE	ON = Pressed, OFF = Not Pressed.
COIN INPUT	ON = Coin Signal from VTS; OFF = No Coin Signal from VTS.
EXIT	Press the TEST and SERVICE Buttons Simultaneously to EXIT.

## 9-2 GAME TEST MODE

### 9-2-3 OUTPUT TEST

Select 'OUTPUT TEST' from the 'Game Test Mode' Menu to display 'Output Test' Menu..



This Test is used to check System Output such as Lamps and Actuators

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

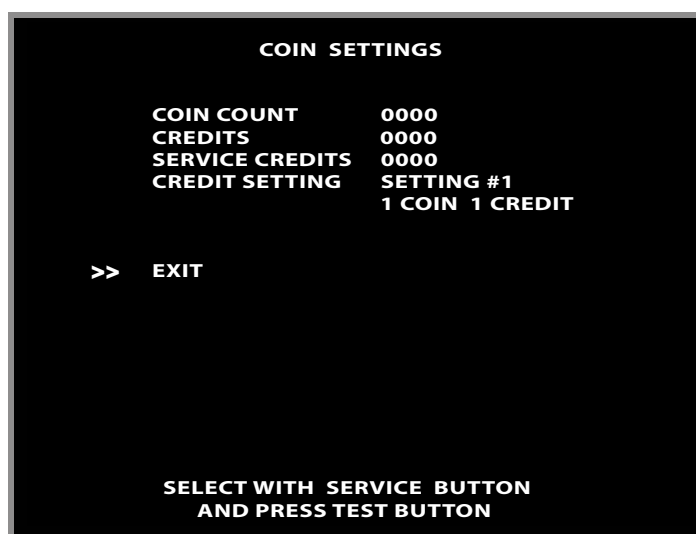
START LAMP	ON = Lamp ON,	OFF = Lamp OFF
VIEW LAMP	ON = Lamp ON,	OFF = Lamp OFF
RACE LEADER LAMP	ON = Lamp ON,	OFF = Lamp OFF
HEADLIGHTS OUTER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
HEADLIGHTS INNER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REAR LIGHTS OUTER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REAR LIGHTS INNER LAMPS	ON = Lamp ON,	OFF = Lamp OFF
REDLINE LAMP	ON = Lamp ON,	OFF = Lamp OFF
BLUELINE LAMP	ON = Lamp ON,	OFF = Lamp OFF
EXIT	Exit this test and return to System Menu	

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-4 COIN SETTINGS

Select 'COIN SETTING' from the 'Game Test Mode' Menu to display 'Coin Settings' Menu..



Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

COIN COUNT	Coin Count value from IO board ( cannot be reset )
CREDITS	Total number of Coin credits added to system
SERVICE CREDITS	Total number of Service Coin credits added to system
COIN SETTING	The Coin Settings available are listed below.:
EXIT	Exit to System Menu

- |    |  |
|----|--|
| 1  | 1 COIN - 1 CREDIT                        |
| 2  | 1 COIN - 2 CREDITS                       |
| 3  | 1 COIN - 3 CREDITS                       |
| 4  | 1 COIN - 4 CREDITS                       |
| 5  | 1 COIN - 5 CREDITS                       |
| 6  | 1 COIN - 6 CREDITS                       |
| 7  | 2 COINS - 1 CREDIT                       |
| 8  | 1 COIN - 1 CREDIT<br>2 COINS - 3 CREDITS |
| 9  | 3 COINS - 1 CREDIT                       |
| 10 | 4 COINS - 1 CREDIT                       |

- |    |   |
|----|---|
| 11 | 1 COIN - 1 CREDIT<br>2 COINS - 2 CREDITS<br>3 COINS - 3 CREDITS<br>4 COINS - 5 CREDITS                        |
| 12 | 5 COINS - 1 CREDIT  |
| 13 | 3 COINS - 1 CREDIT<br>5 COINS - 2 CREDITS   |
| 14 | 2 COINS - 1 CREDIT<br>4 COINS - 2 CREDITS<br>5 COINS - 3 CREDITS  |
| 15 | 1 COIN - 1 CREDIT<br>2 COINS - 2 CREDITS<br>3 COINS - 3 CREDITS<br>4 COINS - 4 CREDITS<br>5 COINS - 6 CREDITS |
| 16 | FREEPLAY  |

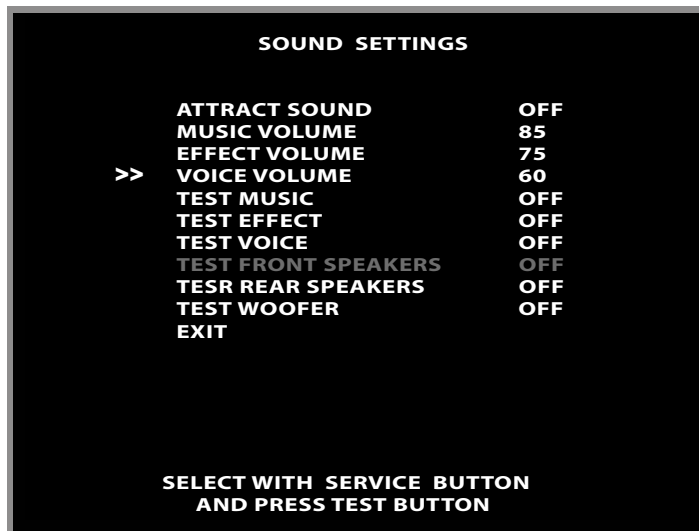
The user can select FREEPLAY or 1 credit per play.

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-5 SOUND SETTINGS

Select 'SOUND SETTINGS' from the 'Game Test Mode' Menu to display Sound Setting' Menu..



This Test is used to set Audio Levels for the Game and Test the function of the Speakers

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

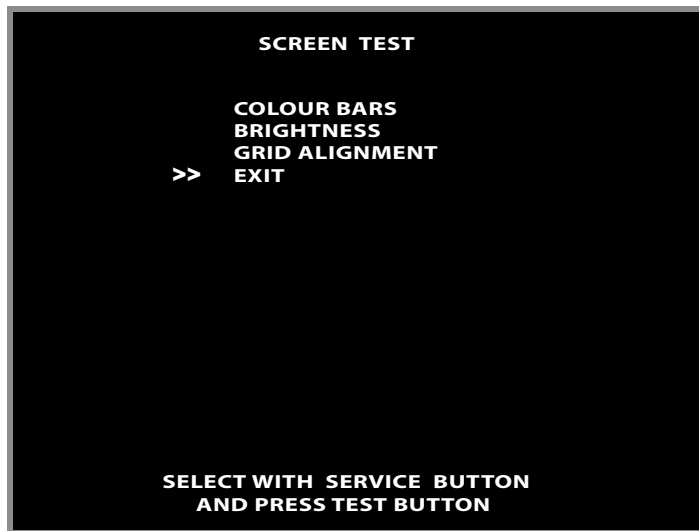
ATTRACT SOUND	ON = Sound will be played in Attract mode, OFF = No sound in Attract
MUSIC VOLUME	Game Music level 00 to 99 (Default 85 )
EFFECT VOLUME	Game Sound Effect level 00 to 99 (Default 75 )
VOICE VOLUME	Game Voice level 00 to 99 (Default 65 )
TEST MUSIC	Plays looping music audio
TEST EFFECT	Plays test sound effect audio
TEST VOICE	Plays test vocal audio
TEST REAR SPEAKERS	Plays music audio with emphasis on rear speakers
EXIT	Exit to System Menu

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-6 SCREEN TEST

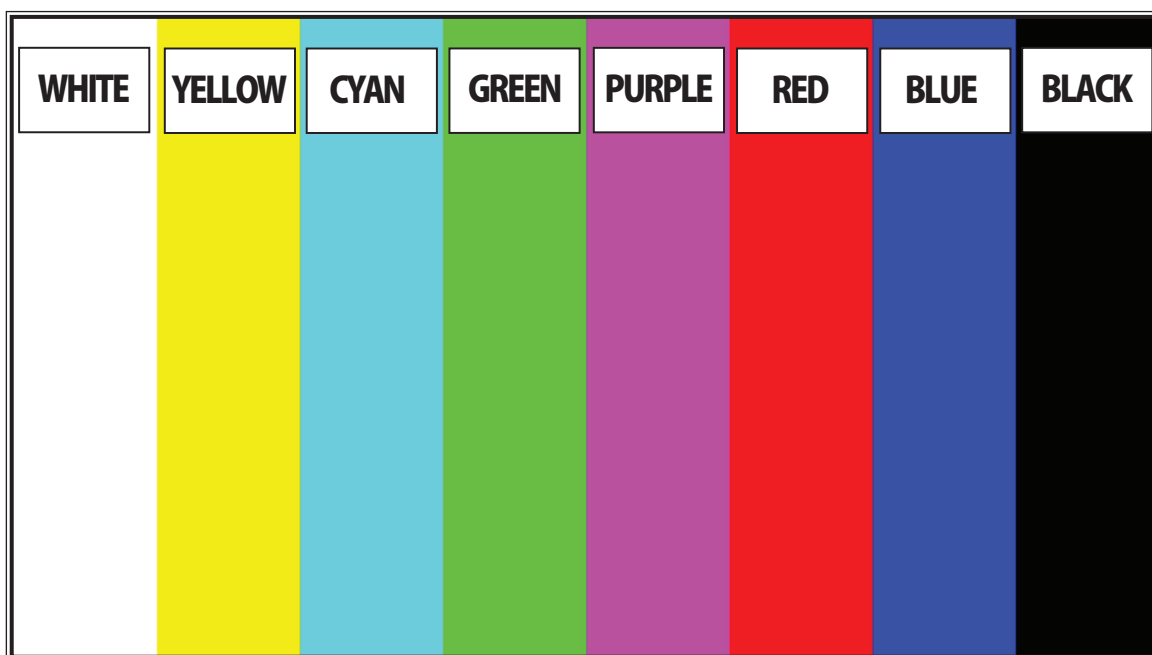
Select 'SCREEN TEST' from the 'Game Test Mode' Menu to display 'Screen Test' Menu..



Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

#### COLOUR BARS

Selecting this test will display the following



## 9-2 GAME TEST MODE

### 9-2-6 SCREEN TEST (Continued)

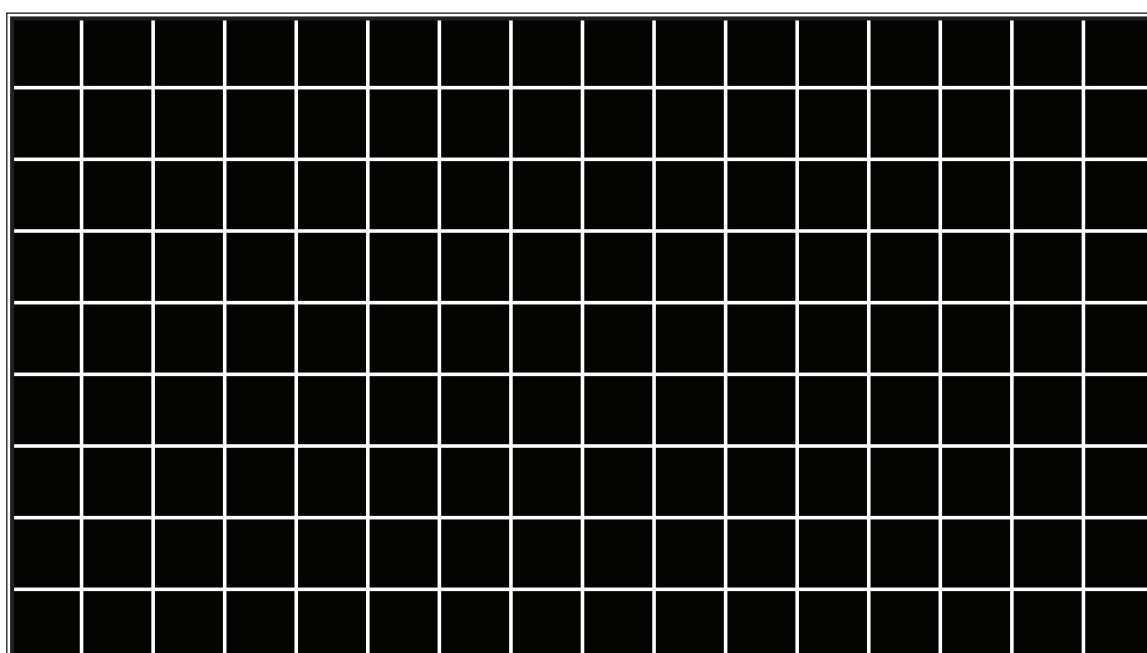
#### BRIGHTNESS

Selecting this test will display the following



#### GRID ALIGNMENT

Selecting this test will display the following

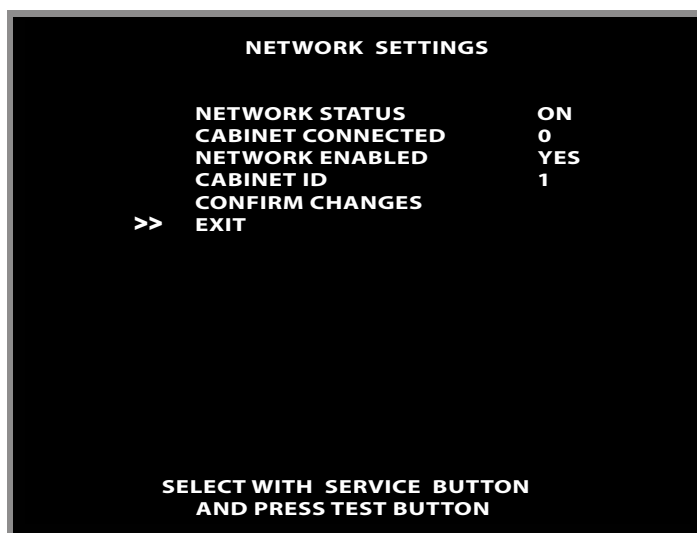


Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-7 NETWORK TEST

Select 'NETWORK TEST' from the 'Game Test Mode' Menu to display the 'Network Test' Menu..



This Test is used to check the Network Link between Cabinets (If Connected)

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

NETWORK STATUS	ON if network hardware is OK, FAILED if network hardware is faulty
CABINETS CONNECTED	The number of cabinets connected EXCLUDING the current one (So if two cabinets are linked, this will show 1 cabinet connected )
NETWORK ENABLED	YES If network is being used, NO if network is switched OFF
CABINET ID	ID of cabinet from 1 to 8. If this value is changed, the user must use CONFIRM CHANGES below in order to confirm the new ID.
CONFIRM CHANGES	The user will be prompted to press TEST again to confirm. If the user presses TEST again, the action is confirmed and the PC will reset. If the user presses SERVICE the action is aborted and settings discarded.
EXIT	Exit to System Menu

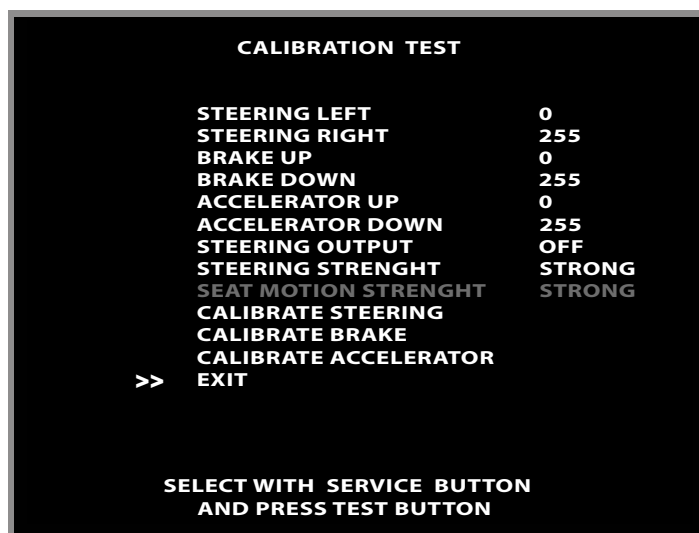
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-8 CALIBRATE INPUTS

1/2

Select 'CALIBRATE INPUTS' from the 'Game Test Mode' Menu to display the 'Calibrate Inputs' Menu..



This Test is used to Calibrate Devices such as Steering and Pedals

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

STEERING LEFT	Extreme Left steering calibration value
STEERING RIGHT	Extreme Right steering calibration value
BRAKE UP	Brake Pedal fully up calibration value
BRAKE DOWN	Brake Pedal fully down calibration value
ACCELERATOR UP	Accelerator Pedal fully up calibration value
ACCELERATOR DOWN	Accelerator Pedal fully down calibration value
STEERING OUTPUT	FULL LEFT – Current steering feedback strength applied LEFT FULL RIGHT – Current steering feedback strength applied RIGHT OFF – No force applied to steering
STEERING STRENGTH	OFF – No steering force will be used WEAK – Minimal steering force will be used NORMAL– Normal steering force will be used (Recommended) STRONG – Maximum steering force will be used

**CALIBRATION SET PROCEDURE CONTINUED ON NEXT PAGE**

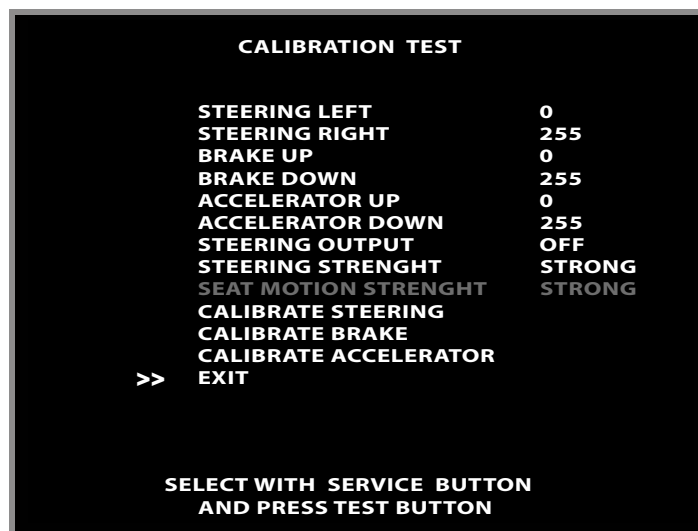
## 9-2 GAME TEST MODE

### 9-2-8 CALIBRATE INPUTS (Continued)

2/2

Select 'CALIBRATE INPUTS' from the 'Game Test Mode' Menu to display the 'Calibrate Inputs' Menu..

#### 9 TEST MODE



This Test is used to Calibrate Devices such as Steering and Pedals

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

CALIBRATE STEERING	Starts the steering calibration routine. The user must follow the on screen prompts to turn the wheel full left and then full right for 5 seconds.
CALIBRATE BRAKE	Starts the brake calibration routine. The user must follow the on screen prompts to fully depress and then release the brake pedal for 5 seconds.
CALIBRATE ACCELERATOR	Starts the Accelerator calibration routine. The user must follow the on screen prompts to fully depress and then release the Accelerator pedal for 5 seconds.
EXIT	Exit to System Menu

Once the user has selected the required motor power, he can test the setting by using the FULL LEFT or FULL RIGHT test. All motor power will be removed when the user exits from the test.

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-9 BOOK KEEPING

1/7

Select 'BOOKKEEPING' from the 'Game Test Mode' Menu to display 'Bookkeeping' Menu..



#### Bookkeeping – Screen 1

This test is used to review statistical data from the system. It consists of 7 screens of data. Screen 1 contains an overview of game play data.

TOTAL TIME ON	The total time the cabinet has been switched on, in HH:MM:SS
TOTAL CREDITS IN	The total number of coin credits entered
TOTAL CREDIT CONTINUES	The total number of coin credits used for continue games
TOTAL SERVICE CREDITS IN	The total number of service credits entered
TOTAL SERVICE CONTINUES	The total number of service credits used for continue games
TOTAL PLAYS	The total number of games played
TOTAL AVERAGE GAME TIME	The average game time for all games
TRANSMISSION MANUAL	The total number games played using Manual Transmission
TRANSMISSION AUTOMATIC	The total number games played using Automatic Transmission
BOOKKEEPING LAST CLEARED	The time the bookkeeping meters were last cleared
HIGH SCORES LAST CLEARED	The time the High Score tables were last cleared
CLEAR HISCORES	When selected, the user will be prompted to confirm. If the user confirms, the hiscore table is reset. If the user presses SERVICE, then no action is taken.
CLEAR BOOKKEEPING	When selected, the user will be prompted to confirm. If the user confirms, the bookkeeping meters are reset to zero. If the user presses SERVICE, then no action is taken.
NEXT SCREEN	Proceed to bookkeeping screen #2
EXIT	Exit to System Menu

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-9 BOOK KEEPING (Continued)

2-3 / 7

#### 9 TEST MODE



#### Bookkeeping – Screen 2 DATA ON 'TOTAL PLAYS'

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #3  
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

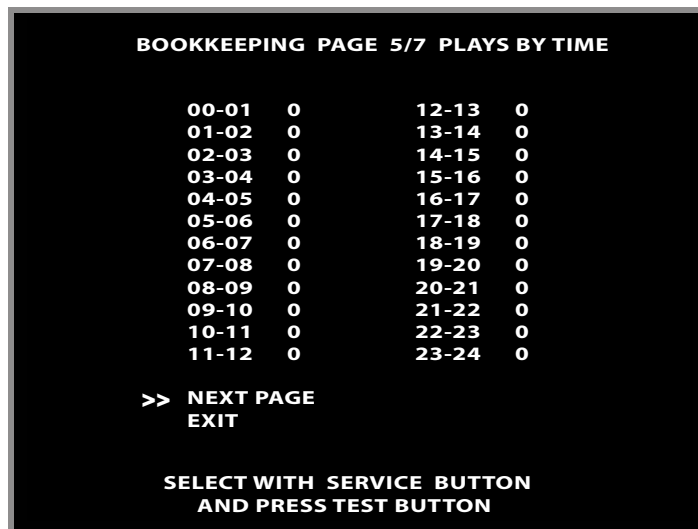


#### Bookkeeping – Screen 3 DATA ON 'AVERAGE GAME TIMES'

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #4  
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen

**Bookkeeping – Screen 4 DATA ON 'DAYS OF PLAY'**

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #5  
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

**Bookkeeping – Screen 5 DATA ON 'TIMES OF PLAY'**

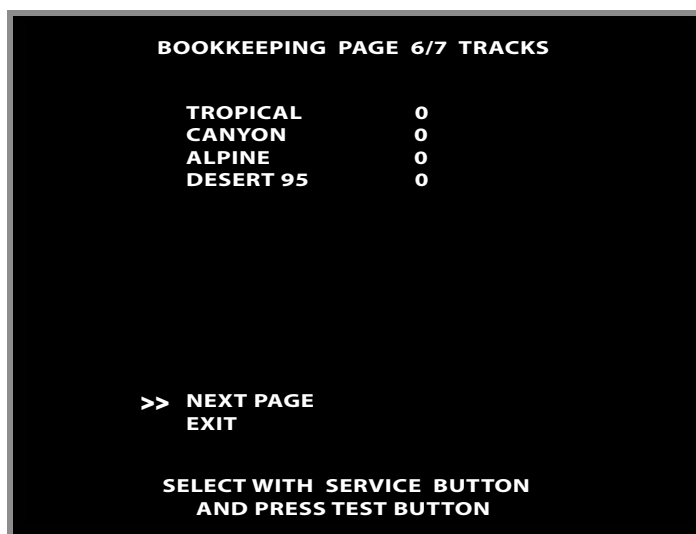
Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #6  
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen

## 9-2 GAME TEST MODE

### 9-2-9 BOOK KEEPING (Continued)

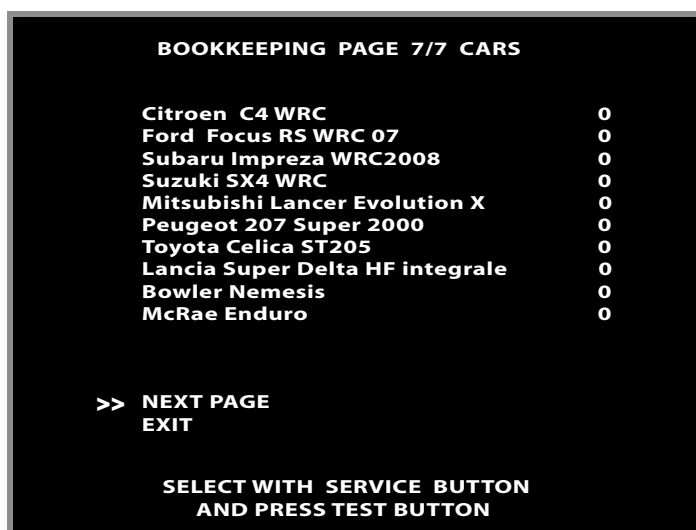
6-7 / 7

#### 9 TEST MODE



#### Bookkeeping – Screen 6 DATA ON 'RACE TRACKS'

Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #7  
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.



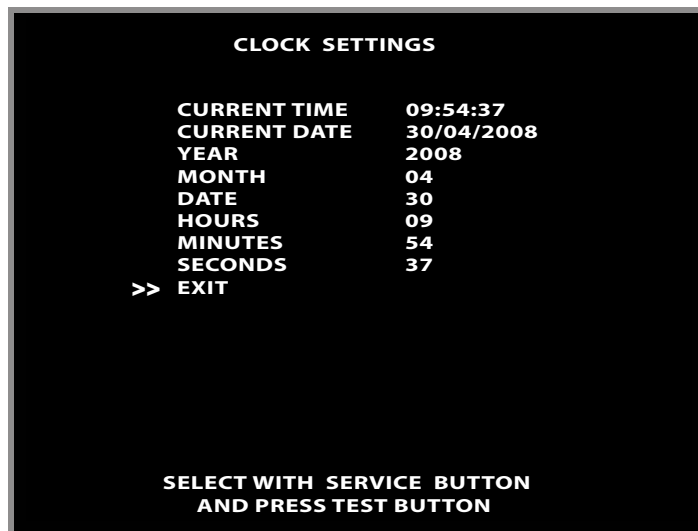
#### Bookkeeping – Screen 7 'DATA ON CARS'

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen

## 9-2 GAME TEST MODE

### 9-2-10 CLOCK SETTINGS

Select 'CLOCK SETTINGS' from the 'Game Test Mode' Menu to display 'Clock Settings' Menu..



This test is used to set the current time and date of the computer system.

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

YEAR	Variable from 2000 to 2050
MONTH	Variable from 01 to 12
DATE	Variable from 1 to 28, 29, 30 or 31 (dependant on MONTH & YEAR)
HOURS	Variable from 0 to 23
MINUTES	Variable from 0 to 59
SECONDS	Variable from 0 to 59
EXIT	Exit to System Menu after adjusting clock to new value

When selected, the screen will show fields for YEAR, MONTH, DATE, HOURS, MINUTES and SECONDS. The SERVICE button is used to select the desired option and the TEST button will increment the value of that option between specified parameters.

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 9-2 GAME TEST MODE

### 9-2-11 GAME SETTINGS

Select 'GAME SETTINGS' from the 'Game Test Mode' Menu to display 'Game Settings' Menu..



This Test is used to set up the various Game Options that are available

Use the SERVICE Button to move the cursor to the desired test item.  
Press the TEST Button to enter the selected item.

SPEEDO	Option A = MPH	Option B = Km/H	
VIEW	Option A = BUMPER	Option B = BONNET	Option C = CHASE
LANGUAGE	Option A = ENGLISH	Option B = FRENCH	Option C = ITALIAN
	Option D = GERMAN	Option E = SPANISH	
DIFFICULTY	Option A = EASY	Option B = MEDIUM	Option C = HARD
CONTINUES	Option A = ON	Option B = OFF	
RACE LENGTH	Option A = '2'	Option B = '3'	Option C = '4'
EXIT	Exit to System Menu		

Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.

## 10 CONTROLLER UNIT

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.
- Exercise due caution in performing soldering work. If soldering iron is handled carelessly, there could be fires or burns.

### CAUTION

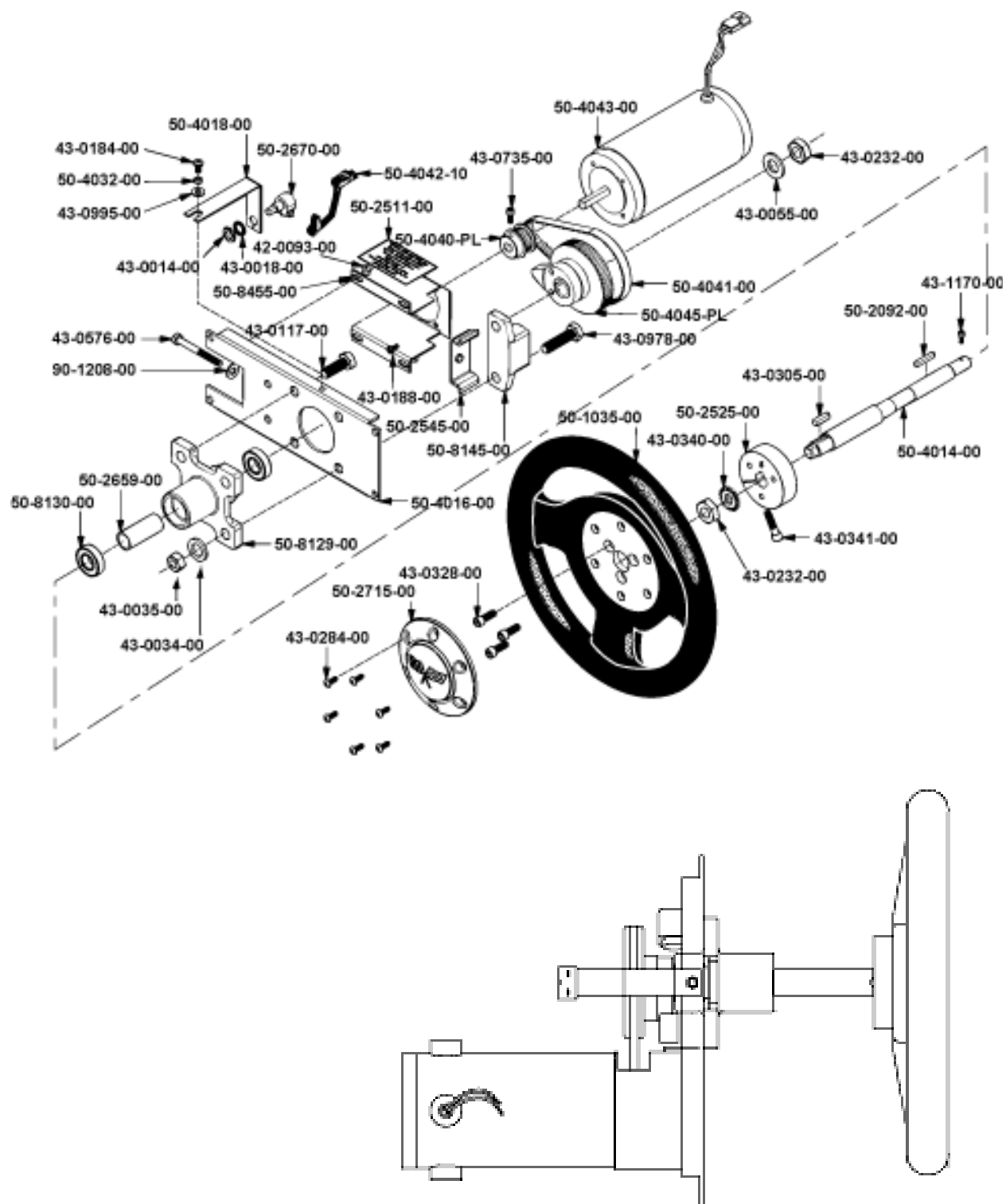
- When fastening plastic parts, be careful not to tighten screws or nuts excessively. If these are tightened to excess, parts could be damaged, resulting in injuries from fragments, etc.
- After the unit has been disassembled and reassembled again, check carefully that the unit has been reassembled correctly.
- Be sure to inspect the outer covers on both gear and hand brake units.
- Assemble so that there is no gap between the L and R covers. If there is a gap or rattling, the players could get fingers or hands caught, resulting in injury.

STOP

### IMPORTANT

- Once the product has been disassembled, use slack preventive agent (product No. : 090-0012-N). Coat screws with suitable amounts of this agent and then tighten them. If this agent is not used, the product might start rattling or come apart.
- Use the slack preventive agent prescribed in these instructions. If any other agent is used, there could be chemical changes that inhibit the use of screws and part surfaces could be damaged.
- Be careful not to damage or lose small parts or screws.
- When a part has been replaced, be sure to always make adjustments and check conditions in Test Mode.

The exploded diagram below shows the Active Steering Wheel Assy. Each part is tagged with a part number. Please quote this number when ordering spare parts.



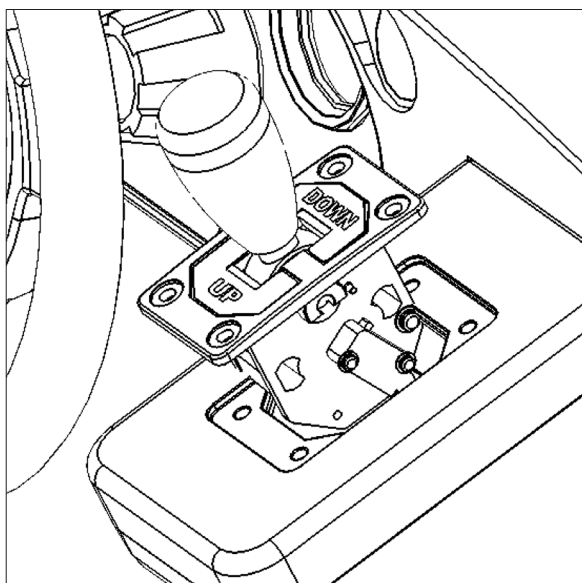
**⚠ WARNING**

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.

If the shift lever switch input does not function correctly on the INPUT TEST screen, the switch may need to be replaced. To carry out this maintenance, you must first remove the shift lever unit. For this task, you will need a tamper proof wrench (for M5 screws), /and a Phillips-head screwdriver (for M4 screws).

**10-2-1 REMOVING THE SHIFT LEVER**

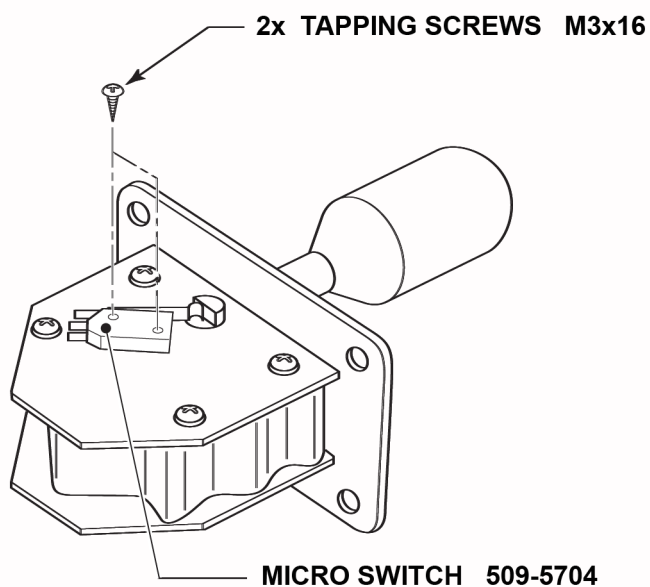
- 1** Turn the power OFF
- 2** Using the M5 tamper proof wrench remove the four tamper proof screws, 1 located in each of the corner of the Shift Lever.
- 3** Gently lift out the Shift Lever to reveal the wiring harness, locate the plug connecting it to the Control panel and remove the connection. The Shift Lever can now be extracted.
- 4** When re-installing the Shift Lever follow the above instructions in the reverse order. At this time ensure that the 'DOWN' display appears on the upper part of the Shift Lever as shown.
- 5** After the Re-installation of the Shift Lever, be sure to check the INPUT TEST in the Game Test mode to determine it' s correct operation.



## 10.2-2 SWITCH REPLACEMENT

Follow the instructions below to change the microswitch.

- 1** Unscrew and remove the M3x16 Self Tapping Screws which secure the microswitch to the Gear Shift base.
- 2** Remove the microswitch.
- 3** Remove the wiring harness from the old microswitch and re-attach it to the replacement switch in the same manner
- 4** Using the M3x10 self tapping screws, refit the replacement microswitch to the Gear Shift base.
- 5** The unit is now ready to be refitted into the control panel, to do this follow in the reverse order 11-1 Removing the Shift Level.



 **WARNING**

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit. However, the unit must be switched on when using test mode. Do not touch any part of the unit except those areas indicated.
- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.
- This work should be performed by site maintenance personnel or other skilled professionals. Work performed by non-technical personnel can cause a severe accident such as an electric shock.
- To prevent accidents while working or while operating the product after it has been installed, be sure not to conduct any procedures other than those given in this manual. There are cases in which procedures not covered in this manual require special tools and skills. If a procedure not given in this manual is required, request service from the office given in this manual or from the point of purchase.

 **IMPORTANT**

Be sure to perform volume's move value setting in the Input Test in the Game Test Mode after replacing or adjusting the Volume.

If the accelerator or brake pedals are not functioning correctly, you may need to adjust the positioning of the volume or replace it with a new one. In addition, you should apply grease to the gear contacts and spring parts once every three months.

## 10-3-1 ADJUSTING/REPLACING THE VOLUME

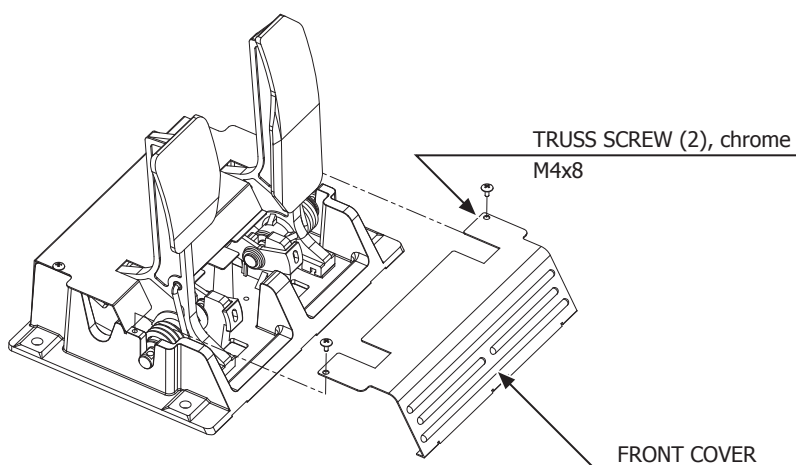
When the accelerator pedal is not being pressed, the accelerator volume should have a value of 30H or less. When the pedal is being pressed, the value should be C0H or greater.

When the brake pedal is not being pressed, the value should be 35H or less. When the pedal is being pressed, it should be D0H or more. You can view these values in test mode. Note that the unit must be switched on to use test mode. Do not touch any part of the unit except those areas indicated when the unit is switch on, as there is a danger of electrical shock or short-circuit.

For this task, you will need a Phillips-head screwdriver (for M4, M5 screws).

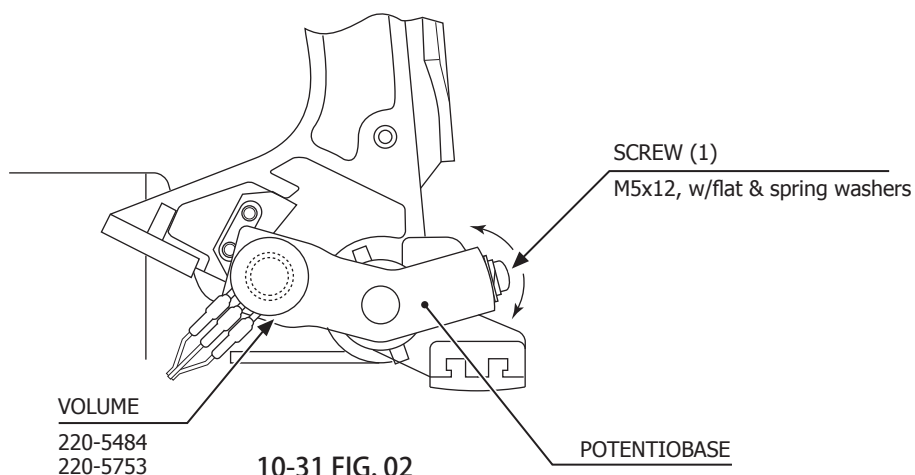
### Adjusting Procedure

- 1 On the accelerator and brake pedal unit, remove the two truss screws and lift off the front cover.



10-31 FIG. 01

- 2 Loosen the single screw that secures the potentiobase, and move the base to adjust the volume values.



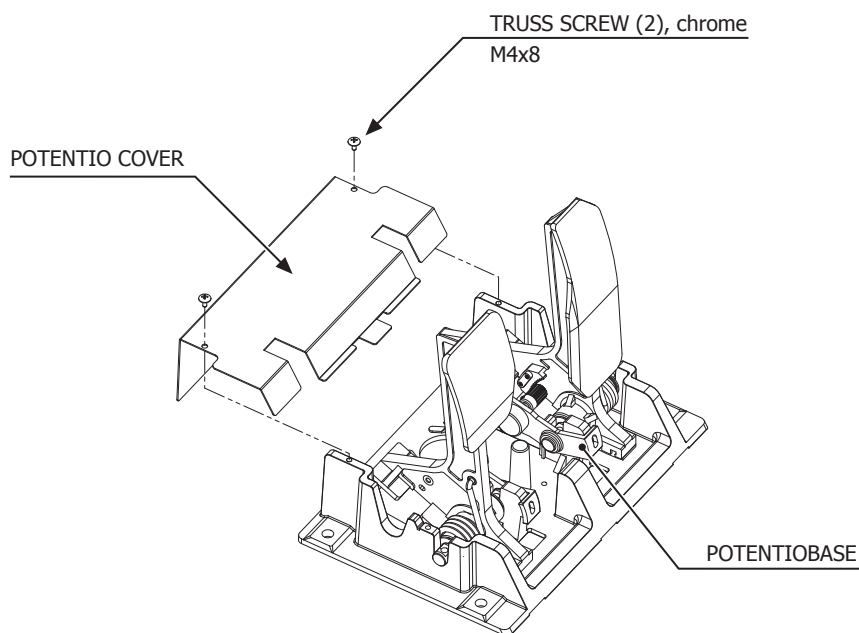
10-31 FIG. 02

- 3 Secure the potentiobase.
- 4 Configure the volume values on the INPUT ASSIGNMENTS screen in Game Test Mode (see Service Manual).
- 5 Check that the values change smoothly in response to pedal input.

## 10-3-1 ADJUSTING/REPLACING THE VOLUME

### Replacing the Volume

- 1 Switch off the unit.
- 2 Remove the two screws and lift off the potentiometer cover.



10-31 FIG. 03

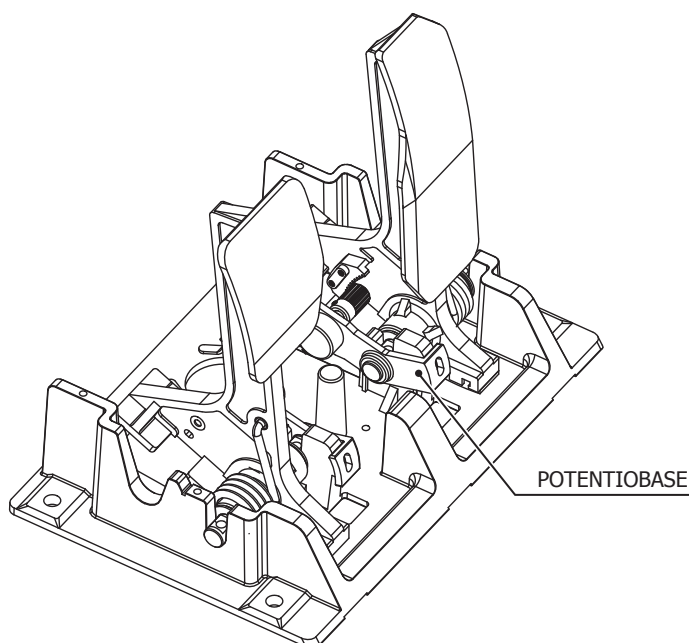
- 3 Detach the connector from the volume to be replaced.
- 4 Remove the single screw that secures the potentiometer base. (see 10-31 FIG. 02).
- 5 Without detaching the volume, remove the potentiometer base. (see 10-31 FIG. 03).
- 6 Remove the base and gear from the volume, and replace it.
- 7 After replacement, configure the volume as described above in "Adjusting Procedure"
- 8 When you have finished, check that the values change smoothly in response to pedal input.

## 10-3-2 GREASING

### **STOP** IMPORTANT

Use only the specified grease. Using any other kind of grease can result in damage to parts.

Once every three months, you should apply grease to the gear contacts and spring parts.  
Use Grease Mate-brand spray grease (Part No.: 090-0066).

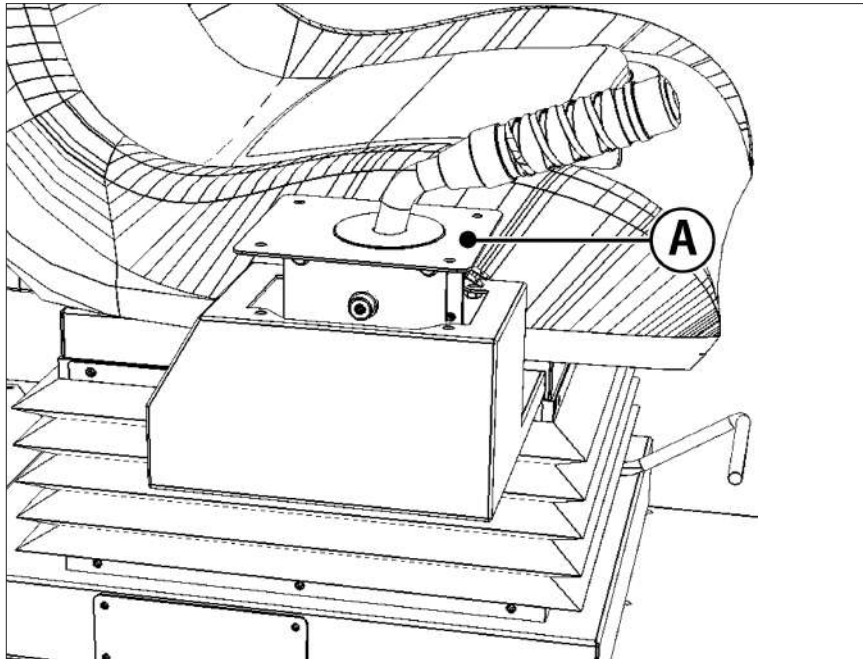


10.32 FIG. 01

If the Hand Brake lever switch input does not function correctly on the INPUT TEST screen, the switch may need to be replaced. To carry out this maintenance, you must first remove the Hand brake lever unit. For this task, you will need a tamper proof wrench (for M5 screws), /and a Phillips-head screwdriver (for M4 screws).

### 10-4-1 REMOVING HAND BRAKE

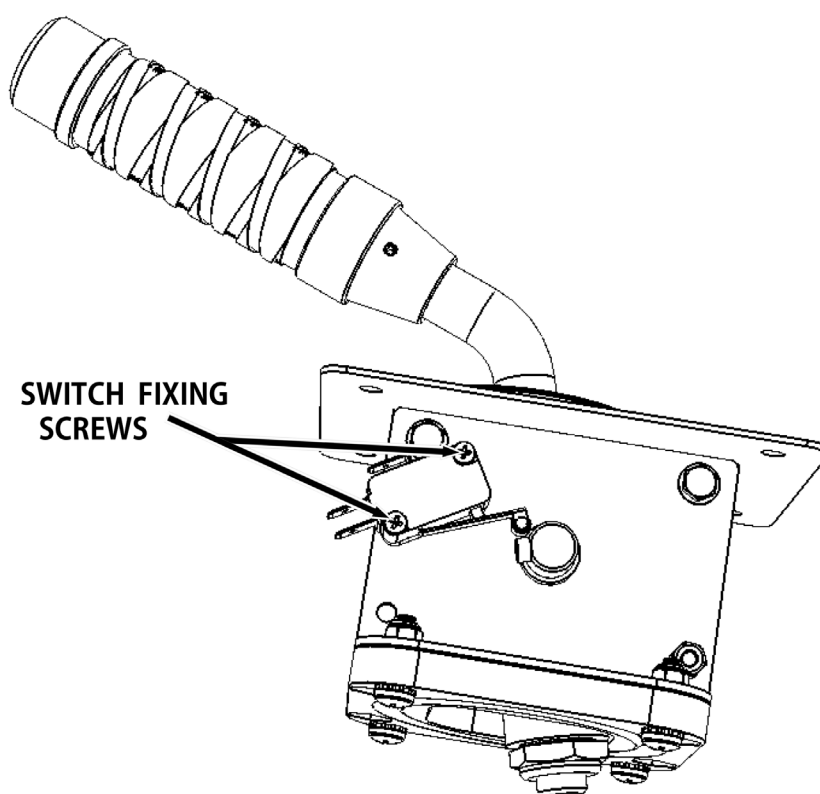
- 1** Turn the power OFF
- 2** Using the M5 tamper proof wrench remove the four tamper proof screws, 1 located in each of the corner of the Hand Brake Lever Plate. Marked 'A'
- 3** Gently lift out the Hand Brake Lever to reveal the wiring harness, locate the plug connecting it to the Control panel and remove the connection. The Hand Brake can now be extracted.
- 4** When re-installing the Hand Brake Lever follow the above instructions in the reverse order. At this time ensure that the 'DOWN' display appears on the upper part of the Shift Lever as shown.
- 5** After the Re-installation of the Shift Lever, be sure to check the INPUT TEST in the Game Test mode to determine it' s correct operation.



**10-4-2 SWITCH REPLACEMENT**

Follow the instructions below to change the microswitch.

- 1** Unscrew and remove the M3x16 Self Tapping Screws which secure the microswitch to the Gear Shift base.
- 2** Remove the microswitch.
- 3** Remove the wiring harness from the old microswitch and re-attach it to the replacement switch in the same manner
- 4** Using the M3x10 self tapping screws, refit the replacement microswitch to the Hand Brake base.
- 5** The unit is now ready to be refitted into the control panel, to do this follow in the reverse order 10-41 Removing the Hand Brake Lever.



## 11 MONITOR (60" Display)

### 11-1 SAFETY PRECAUTIONS WHEN HANDLING THE MONITOR

#### WARNING

##### Responding to breakdown or abnormality

- If smoke or a strange odor appears, immediately unplug the power cable from the power source.

Continuing to use the product may cause a fire or an electric shock. Ensure that smoke is no longer emitted, and contact the point of purchase.

- If nothing displays on the screen, immediately unplug the power cable from the power source.

Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

- If water or a foreign object enters the monitor's interior, immediately unplug the power cable from the power source.

Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

- If the monitor cabinet is dropped or the cabinet is damaged, immediately unplug the power cable from the power source.

Continuing to use the product may cause a fire or an electric shock. Contact the point of purchase and request an inspection.

##### During operation

- Do not repair, reconstruct, or disassemble the monitor cabinet.

The monitor cabinet's interior contains high voltage parts. A fire or an electric shock could result.

For inspections, adjustments, and repair of the monitor cabinet's interior, request work from the point of purchase.

- Do not insert foreign objects.

If metal objects or flammable materials such as paper are inserted into the interior through ventilation openings or other apertures, an electric shock could result.

- In the event of a thunder storm, do not touch the product or the power cable. An electric shock could result.

- Make sure to perform appropriate adjustments. Do not operate the product when the screen is flickering, distorted, or experiencing other abnormalities. Images from an improperly adjusted screen could cause players and other customers to experience dizziness, headaches, and other ailments.

11

MONITOR (PROJECTOR DISPLAY)

## 11-2 CLEANING THE SCREEN SURFACE

### CAUTION

- Use a soft, dry cloth (flannel-type) to wipe away dirt. Do not use materials such as coarse mesh gauze.
- Alcohol (ethanol) is the recommended solvent for removing dirt. When using a cleaning agent, follow the precautions below.
  - Dilute neutral cleaning agents for home use with water. Soak a soft cloth in the solution, and wring it thoroughly before wiping the screen.
  - Do not use abrasive cleaning agents or powders, or cleaning agents containing bleach.
  - Do not use alkaline cleaning agents such as glass cleaners, or solvents such as thinners.
- Do not scrub or scratch the screen surface with abrasive materials such as brushes or scrub brushes.

**CLEAN THE SCREEN SURFACE ONCE A WEEK.**



### IMPORTANT

This product is fitted with a BenQ short throw projector MP771. As this display cabinet is designed to accept a range of short throw projectors please refer to the dedicated USERS manual which accompany them.

PLEASE REFER TO THE PROJECTORS DEDICATED USERS MANUAL.

**BenQ**  
MP771 Digital Projector  
User Manual

# Welcome

## 11-4 THE PROJECTOR - ADJUSTMENT

### STOP IMPORTANT

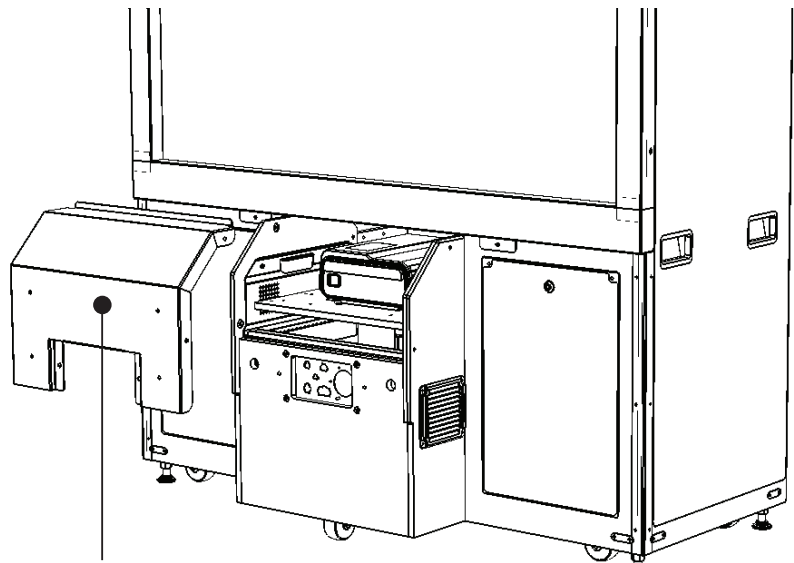
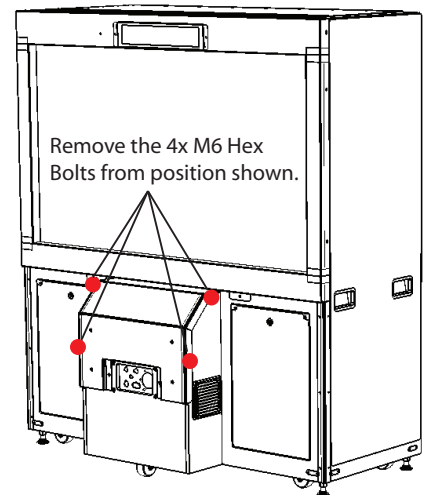
The display cabinet is fitted with a short throw digital projector. Adjustment points have been added to the Projector cradle to enable the end user to set up an optimum displayed image. If for some reason the displayed image has moved during transit please use these adjustments to rectify and centralise the image.

If the image is not set up correctly and some graphics appear off screen then this will have an effect of the overall performance of the machine.

This section will give a brief outline in adjusting the displayed image.

#### 11-4-1 - Accessing the Projector and cradle.

Remove the (4) fixings from the projector cover

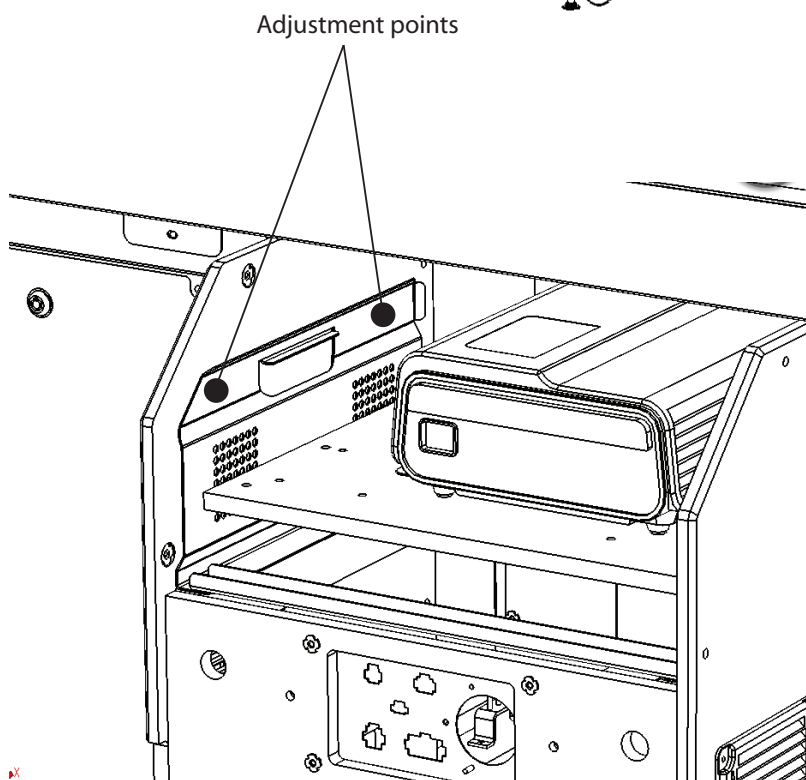
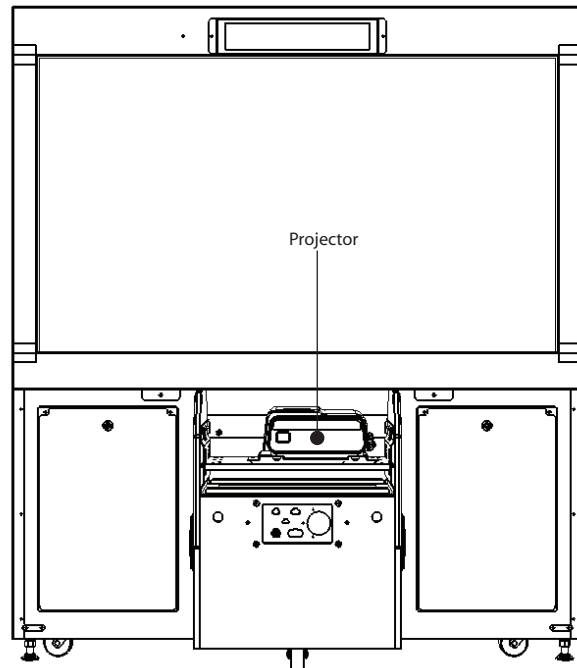


Remove the Projector cover plate and place to one side.

### 11-4-2 - Adjusting image Zoom.

Once the cover has been removed, locate the projector and the cradle in which the projector is housed.

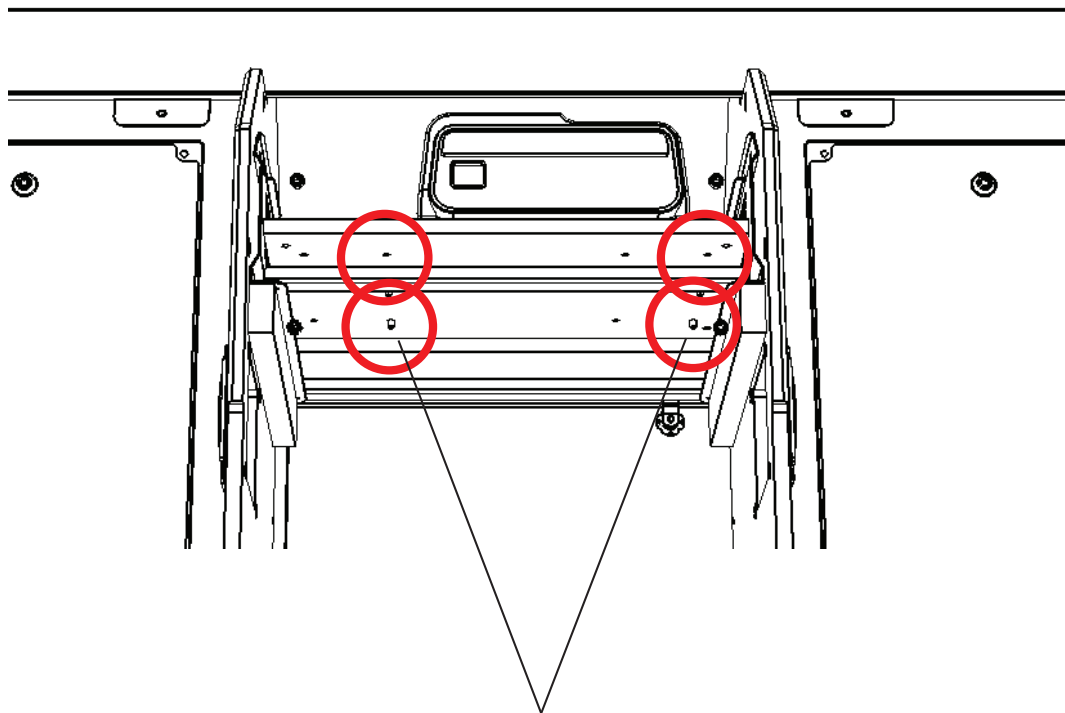
To adjust the image to make the image either larger or smaller, loosen the (4) fixing points shown below and slide the cradle either in or out along it's guides. This will adjust the size or "zoom" of the screen.



### 11-4-3 - Adjusting image left to right - right to left.

Once the cover has been removed, locate the projector and the cradle in which the projector is housed.

To adjust the image to make the image either larger or smaller, loosen the (4) fixing points shown below and slide the cradle either in or out along its guides. This will adjust the size or "zoom" of the screen.



There are four (4) adjustment points

Loosening the fixing points shown above will enable the projector to be moved to a limited left or right position. This adjustment is only slight but will effect the image as shown.

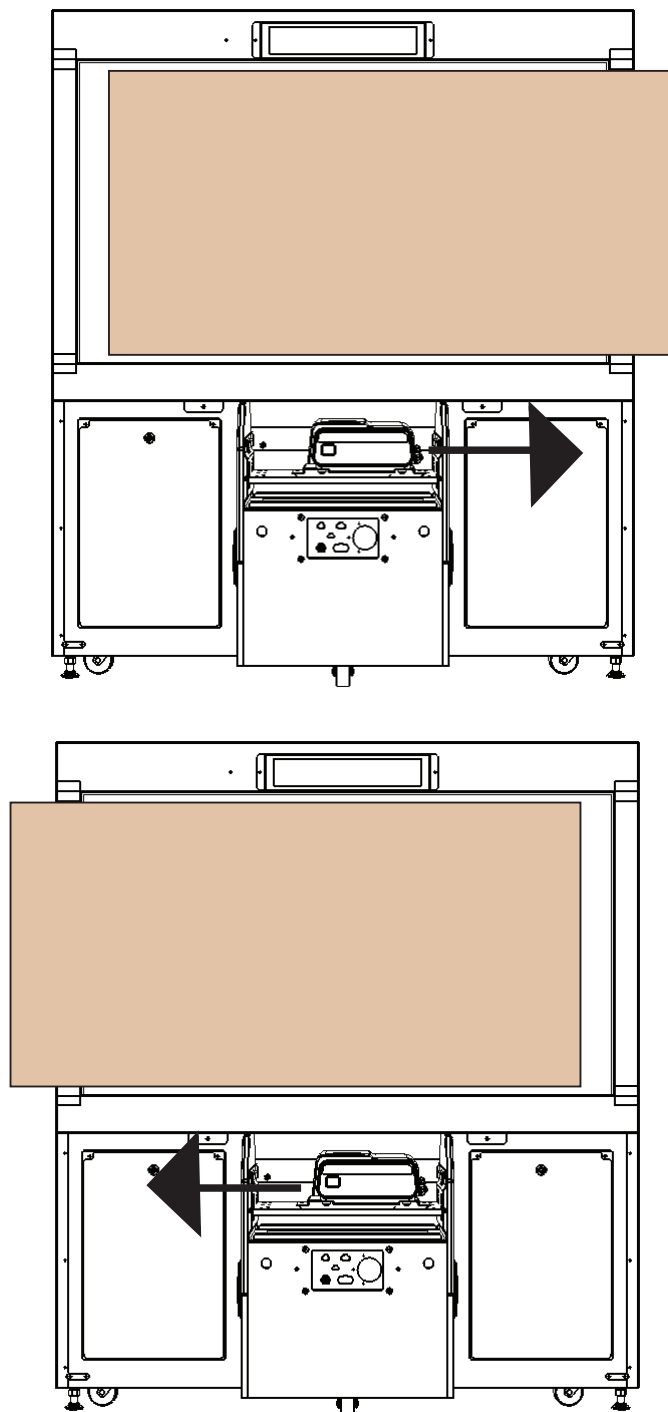
## CAUTION

- Please take care when handling the PROJECTOR as any abrupt movement or clash with another object may damage the bulb.

To replace the bulb, please refer to the PROJECTOR MANUAL (supplied).

## PROJECTOR POSITIONING

(From overleaf)

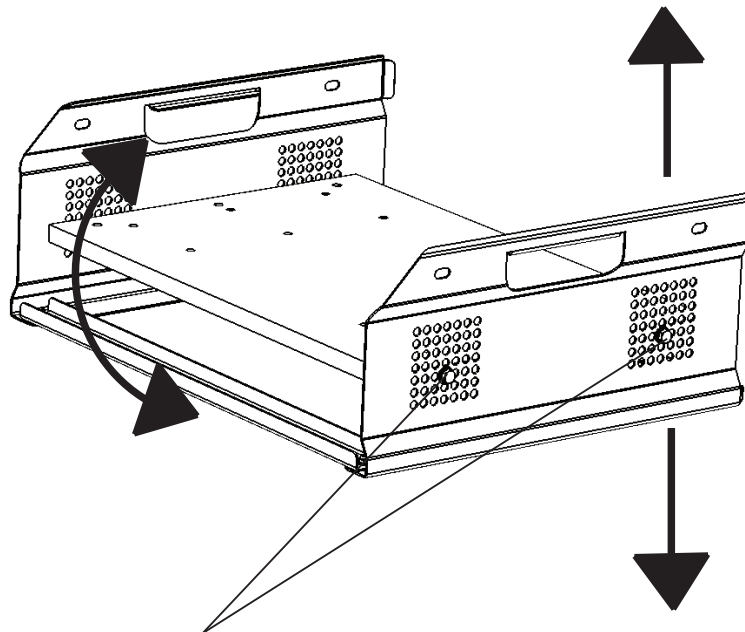


### 11-4-5 - Adjusting image up and down

To adjust the image in an up or down position - pull out the cradle to expose adjustment points. Slightly loosen either the front or back point at one time. Do Not loosen all for points at the same time as this may cause the displayed image to fall out of position altogether.

11

MONITOR (PROJECTOR DISPLAY)



Using the adjustment points on the cradle will effect the projected image height and keystone. If these adjustments are using and adjusted away from the factory setting then please correct the keystone using the control panel on top of the Projector.

Each slight adjustment at these points will effect the displayed image drastically. Please adjust slightly at these points to make major changes to the display.

The most appropriate time to make these adjustments is when a different type of projector is fitted as each projector has different display properties.

If a projector of another make/model is fitted, please ensure that it has close to or same properties as the projector removed.

## 12 COIN HANDLING

### 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.

### 12-1 CLEANING THE COIN SELECTOR

#### STOP IMPORTANT

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

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

**1** Turn the power for the machine OFF. Open the coin chute door.

**2** Remove the Coin Selector from the coin chute door.

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

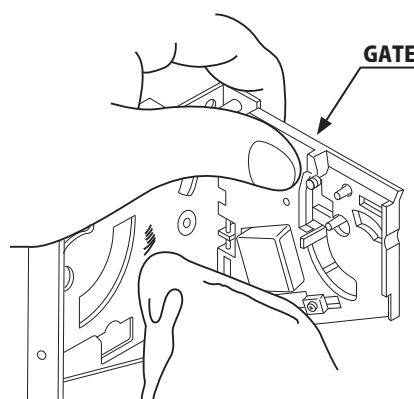


FIG. 12 a

## 12-1 CLEANING THE COIN SELECTOR

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

**5** Remove the CRADLE.  
When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.

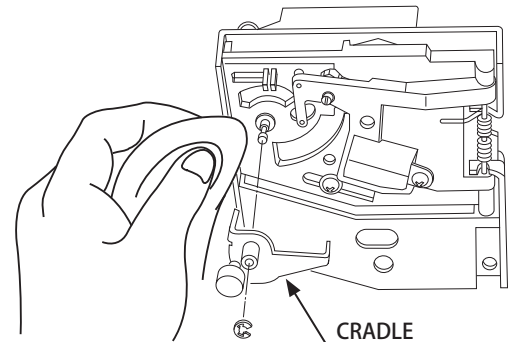


FIG. 12b

**6** Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.

**7** After wiping off as per previous step, further apply a dry cloth, etc. to cause the Coin Selector to dry completely.

### 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.

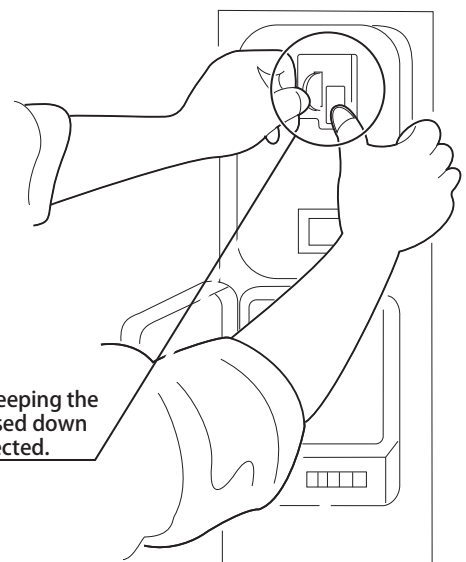


FIG. 12 c

## 12-2 ADJUSTING THE PRICE OF PLAY

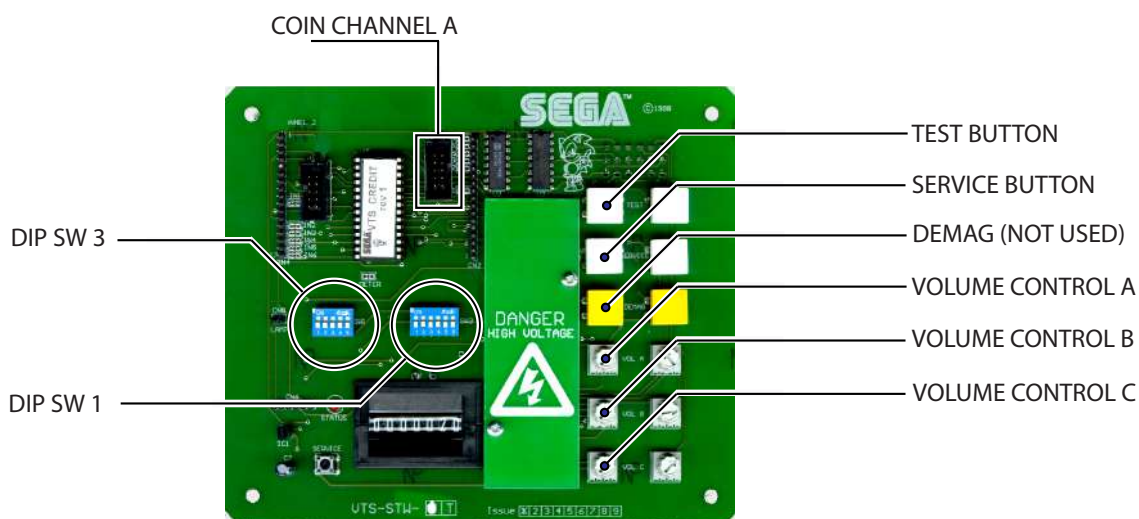
This product comes equipped with a Money Controls SR3 Coin Acceptor. To adjust the price of play ALL credit setting are adjusted via the EXCEL CREDIT BOARD.

### IMPORTANT!

The CREDIT SETTINGS within the SYSTEM TEST MODE must be set to 1 coin 1 credit to allow the CREDIT BOARD to function correctly.

The VTS BD has a built in Credit Board. This is controlled by 2 DIL Switches. These allow the operator to select the price of play, type of coin acceptor and region.

### VTS Board



#### DIL SW3 (Regional Settings)

Adjust these switches to specify the type of Coin Acceptor used and currency. Default = SW1&SW2 ON - SR3 in parallel made, Sterling.

#### TEST BUTTON

Provides access to the TEST MENU when pressed.

#### SERVICE BUTTON

Provides a SERVICE CREDIT when pressed

#### Status LED

Flashes when functioning.

#### CHANNEL 1

To Coin Acceptor (SR3 TYPE.)

#### DIL SW1 (credit settings)

Adjust to required price of pay.

#### DEMAG

NOT USED

#### VOL CONTROL A

MAIN VOLUME ADJUSTMENT (FRONT SPEAKERS)

#### VOL CONTROL B

SECONDARY VOL ADJUSTMENT (GUN SPEAKERS)

#### VOL CONTROL C

NOT USED

## REGIONAL AND ACCEPTOR SETTINGS (SW3)

Credit Board Mode Settings Switch 3																			
Country	Setting	Switch 3 Setting						Coin Validator Programming								C120/SR3 Only			
		SW1	SW2	SW3	SW4	SW5	SW6	COIN1	COIN2	COIN3	COIN4	COIN5	COIN6	COIN7	COIN8	COIN9	COIN10	COIN11	COIN12
UK	Coin Controls C220 Parallel	OFF	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	-				
UK	Coin Controls C220 Binary	ON	OFF	OFF	OFF			£1	50p new	20p	10p	-	50p old	-	£2				
UK	Coin Controls C220 Binary	OFF	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old				
UK	Coin Controls SR3 Parallel	ON	ON	OFF	OFF			£1	50p new	20p	10p	-	£2	-	50p old	-	-	-	-
UK	Coin Controls SR3 Parallel	OFF	OFF	ON	OFF			£2 €2	£1 €1	50p new 50p	20p 20p	10p 10p	- -	- -	- -	50p old	-	-	-
UK	Mars ME/MS 111 Parallel	ON	OFF	ON	OFF			£1	£2	20p	10p	50p new	50p old						
UK	NRI Parallel	OFF	ON	ON	OFF			10p	20p	50p	£1	£2	-						
Belgium	Parallel	ON	ON	ON	OFF			-	50Bfr	20Bfr	5Bfr								
Holland	Parallel	OFF	OFF	OFF	ON			-	5NLG	2.5NLG	1NLG								
Austria	SR3 Parallel	ON	OFF	OFF	ON			20Sch	10Sch	5Sch	1Sch								
Spain	Coin Controls C220 Binary	OFF	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	200Pt old	50Pta old	25Pta old	-	50Pta old	25Pta old	-
Spain	SR3/NRI Parallel	ON	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	-	-	200Pta	-			
Spain	Coin Controls C220 Parallel	OFF	OFF	ON	ON			100Pta	50Pta new	-	25Pta new	-	50Pta old	-	25Pta old				
Portugal Euro	Parallel	ON	OFF	ON	ON			200Es €1	100Es 50p	50Es	-	-	-	-	-				
	TBA					OFF		TBA								<b>Please Note</b> The credit board automatically sets the validator for parallel and binary operation through an output on pin 8 of the 17 way pinstrip. For the feature to work it is necessary for the validator interconnecting cable to include at wire at this position			
	Channels					ON		TBA											
								Direct Mode											
								2 channel Mode											

**Note:** These switch settings are under constant review and may change due to world currency updates.

- Set SW 1 according to the option settings found in the relevant Price of Play Settings Table on the following pages.
- For Germany (DM), France (Fr) & Switzerland (SFr), use the appropriate existing setting shown above (from another country) that matches the coin ratios programmed into your coin mech.
- Set SW 3 on the VTS /Excel board as shown in the table above corresponding to the country required.

# STERLING PRICE OF PLAY SETTINGS (SW1)

	Price	Bonus					DIL Switch 1				
							1	2	3	4	5
1	10p	50p = 5 plays	£1 = 10 plays	£2 = 20 plays			OFF	OFF	OFF	OFF	OFF
2	10p	50p = 6 plays @ 8.33p per play	£1 = 12 plays @ 8.33p per play	£2 = 24 plays @ 8.33p per play			ON	OFF	OFF	OFF	OFF
3	20p	50p = 2.5 plays	£1 = 5 plays	£2 = 10 plays			ON	ON	OFF	OFF	OFF
4	20p	50p = 3 plays @ 16.66p per play	£1 = 6 plays @ 16.66p per play	£2 = 12 plays @ 16.66p per play			ON	ON	OFF	OFF	OFF
5	30p	50p = 1.66 plays	£1 = 3.33 plays	£2 = 6.66 plays			OFF	OFF	ON	OFF	OFF
6	30p	50p = 1.66 plays	£1 = 4 plays @ 25p per play	£2 = 8 plays @ 25p per play			ON	OFF	ON	OFF	OFF
7	30p	50p = 2 plays @ 25p per play	£1 = 4 plays @ 25p per play	£2 = 8 plays @ 25p per play			OFF	ON	ON	OFF	OFF
8	30p	50p = 2 plays @ 25p per play	£1 = 3 plays @ 33.33p per play	£2 = 6 plays @ 33.33p per play			ON	ON	ON	OFF	OFF
9	40p	50p = 1.25 plays	£1 = 2.5 plays	£2 = 5 plays			OFF	OFF	OFF	ON	OFF
10	40p	50p = 1.25 plays	£1 = 3 plays @ 33.3p per play	£2 = 6 plays @ 33.3p per play			ON	OFF	OFF	ON	OFF
11	50p	50p = 1 play	£1 = 2 plays	£2 = 4 plays			OFF	ON	OFF	ON	OFF
12	50p	50p = 1 play	£1 = 3 plays @ 33.3p per play	£2 = 6 plays @ 33.3p per play			ON	ON	OFF	ON	OFF
13	50p	50p = 1 play	£1 = 2 plays	£2 = 5 plays @ 40p per play			OFF	OFF	ON	ON	OFF
14	60p	50p = 0.83 play	£1 = 1.66 plays	£2 = 3.33 plays			ON	OFF	ON	ON	OFF
15	60p	50p = 0.83 play	£1 = 2 plays @ 50p per play	£2 = 4 plays @ 50p per play			OFF	ON	ON	ON	OFF
16	80p	50p = 0.62 play	£1 = 1.25 plays	£2 = 2.5 plays			ON	ON	ON	ON	OFF
17	80p	£1 = 1.25 plays	£1.50 = 2 plays @ 75p per play	£2 = 2.5 plays			OFF	OFF	OFF	OFF	ON
18	£1	2x50p = 1 play	£1 = 1 play	£2 = 2 plays			ON	OFF	OFF	OFF	ON
19	£1	2x50p = 1 play	£1 = 1 play	£2 = 3 plays @ 66.6p per play			OFF	ON	OFF	OFF	ON
20	£1	2x50p = 1 play	£2 = 2 plays	£4 = 5 plays @ 80p per play			ON	ON	OFF	OFF	ON
21	£1.50	3x50p = 1 play	£1 = 0.66 plays	£3 = 2 plays			OFF	OFF	ON	OFF	ON
22	£1.50	3x 50p = 1 play	£1 = 0.66 plays	£2 = 2 plays @ £1 per play			ON	OFF	ON	OFF	ON
23	£2	4x 50p = 1 play	£1 = 0.5 play	£2 = 1 play			OFF	ON	ON	OFF	ON
24	£2	4x 50p = 1 play	£1 = 0.5 play	£5 = 3 plays @ £1.66 per play			ON	ON	ON	OFF	ON
25	£3	6x50p = 1 play	£1.50 = 0.5 play	£3 = 1 play			OFF	OFF	OFF	ON	ON
26	£3	6x50p = 1 play	£1.50 = 0.5 play	£5 = 2 plays @ £2.50 per play			ON	OFF	OFF	ON	ON
27	£5	£1 = 0.2 play	£5 = 1 play	£10 = 2 plays			OFF	ON	OFF	ON	ON
28	£5	£1 = 0.2 play	£5 = 1 play	£10 = 3 plays @ £3.33p per play			ON	ON	OFF	ON	ON
29	£7.50	£5 = 0.66 play	£10 = 1.33 plays	£15 = 2 plays			OFF	OFF	ON	ON	ON
30	£7.50	£5 = 0.66 play	£10 = 1.33 plays	£10 = 2 plays @ £5 per play			ON	OFF	ON	ON	ON
31	£10	£10 = 1 play	£20 = 2 play	£30 = 3 play			OFF	ON	ON	ON	ON
32		Free Play					ON	ON	ON	ON	ON

## EURO PRICE OF PLAY SETTINGS (SW1)

	Price	Bonus				DIL Switch 1				
						1	2	3	4	5
1	10¢	50¢ = 5 plays	€1 = 10 plays	€2 = 20 plays		OFF	OFF	OFF	OFF	OFF
2	10¢	50¢ = 6 plays @ 8.33p per play	€1 = 12 plays @ 8.33¢ per play	€2 = 24 plays @ 8.33¢ per play		ON	OFF	OFF	OFF	OFF
3	20¢	50¢ = 2.5 plays	€1 = 5 plays	€2 = 10 plays		OFF	ON	OFF	OFF	OFF
4	20¢	50¢ = 3 plays @ 16.66¢ per play	€1 = 6 plays @ 16.66¢ per play	€2 = 12 plays @ 16.66¢ per play		ON	ON	OFF	OFF	OFF
5	30¢	50¢ = 1.66 plays	€1 = 3.33 plays	€2 = 6.66 plays		OFF	OFF	ON	OFF	OFF
6	30¢	50¢ = 1.66 plays	€1 = 4 plays @ 25¢ per play	€2 = 8 plays @ 25¢ per play		ON	OFF	ON	OFF	OFF
7	30¢	50¢ = 2 plays @ 25¢ per play	€1 = 4 plays @ 25¢ per play	€2 = 8 plays @ 25¢ per play		OFF	ON	ON	OFF	OFF
8	30¢	50¢ = 2 plays @ 25¢ per play	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play		ON	ON	ON	OFF	OFF
9	40¢	50¢ = 1.25 plays	€1 = 2.5 plays	€2 = 5 plays		OFF	OFF	OFF	ON	OFF
10	40¢	50¢ = 1.25 plays	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play		ON	OFF	OFF	ON	OFF
11	50¢	50¢ = 1 play	€1 = 2 plays	€2 = 4 plays		OFF	ON	OFF	ON	OFF
12	50¢	50¢ = 1 play	€1 = 3 plays @ 33.33¢ per play	€2 = 6 plays @ 33.33¢ per play		ON	ON	OFF	ON	OFF
13	50¢	50¢ = 1 play	€1 = 2 plays	€2 = 5 plays @ 40¢ per play		OFF	OFF	ON	ON	OFF
14	60¢	50¢ = 0.83 play	€1 = 1.66 plays	€2 = 3.33 plays		ON	OFF	ON	ON	OFF
15	60¢	50¢ = 0.83 play	€1 = 2 plays @ 50¢ per play	€2 = 4 plays @ 50¢ per play		OFF	ON	ON	ON	OFF
16	80¢	50¢ = 0.62 play	€1 = 1.25 plays	€2 = 2.5 plays		ON	ON	ON	ON	OFF
17	80¢	€1 = 1.25 plays	€1.50 = 2 plays @ 75¢ per play	€2 = 2.5 plays		OFF	OFF	OFF	OFF	ON
18	€1	2x50¢ = 1 play	€1 = 1 play	€2 = 2 plays		ON	OFF	OFF	OFF	ON
19	€1	2x50¢ = 1 play	€1 = 1 play	€2 = 3 plays @ 66.6¢ per play		OFF	ON	OFF	OFF	ON
20	€1	2x50¢ = 1 play	€2 = 2 plays	€4 = 5 plays @ 80¢ per play		ON	ON	OFF	OFF	ON
21	€1.50	3x50¢ = 1 play	€1 = 0.66 plays	€3 = 2 plays		OFF	OFF	ON	OFF	ON
22	€1.50	3x 50¢ = 1 play	€1 = 0.66 plays	€2 = 2 plays @ €1 per play		ON	OFF	ON	OFF	ON
23	€2	4x 50¢ = 1 play	€1 = 0.5 play	€2 = 1 play		OFF	ON	ON	OFF	ON
24	€2	4x 50¢ = 1 play	€1 = 0.5 play	€5 = 3 plays @ €1.66 per play		ON	ON	ON	OFF	ON
25	€3	6x50¢ = 1 play	€1.50 = 0.5 play	€3 = 1 play		OFF	OFF	OFF	ON	ON
26	€3	6x50¢ = 1 play	€1.50 = 0.5 play	€5 = 2 plays @ €2.50 per play		ON	OFF	OFF	ON	ON
27	€5	€1 = 0.2 play	€5 = 1 play	€10 = 2 plays		OFF	ON	OFF	ON	ON
28	€5	€1 = 0.2 play	€5 = 1 play	€10 = 3 plays @ 3.33¢ per play		ON	ON	OFF	ON	ON
29	€7.50	€5 = 0.66 play	€10 = 1.33 plays	€15 = 2 plays		OFF	OFF	ON	ON	ON
30	€7.50	€5 = 0.66 play	€10 = 1.33 plays	€10 = 2 plays @ €5 per play		ON	OFF	ON	ON	ON
31	€10	€10 = 1 play	€20 = 2 play	€30 = 3 play		OFF	ON	ON	ON	ON
32		Free Play				ON	ON	ON	ON	ON

## 12-3 SR3 OPTIONS - TEACH AND RUN PROGRAMMING

### SELECTING STERLING / EURO OPTION

The SR3 coin acceptor (supplied) is programmed to accept UK Sterling and the Euro. Factory setting is for the UK Sterling. If the configuration needs to change to the Euro, then please follow the instructions below for changing over to the Euro and visa versa.

#### BANK SELECT

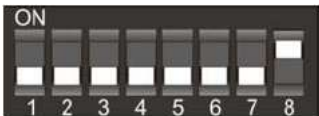
This function allows you to enable both or individual select banks of coins via switches 7 and 8 on the 8 way DIL switch.

This enables the selection of 2 different currencies, one in each bank, or 12 coins/tokens in both banks from the same country.

To enable/disable the banks set the switches as show below.



Both Banks ON (enabled) - Sterling and Euro's



Bank 1 ON (enabled) and Bank 2 OFF (disabled) - Sterling ONLY



Bank 1 OFF (disabled) and Bank 2 ON (enabled) - Euro's ONLY

Please remove power from the SR3 before changing the status on the DIP SW.

## 12-3 SR3 OPTIONS - TEACH AND RUN PROGRAMMING

### TEACH AND RUN PROGRAMMING (SR3)

If the machine is positioned in location where only tokens are used, then the SR3 Coin Acceptor can be programmed to accept and credit special coins/tokens.

Please follow the instructions below to enable and program the TEACH & RUN facility.

Table 1: Teach & Run Programming Bank 1.

Coin Number	SW1	SW2	SW3	SW4	SW5	SW6
1	off	off	off	ON	ON	off
2	off	off	ON	off	ON	off
3	off	off	ON	ON	ON	off
4	off	ON	off	off	ON	off
5	off	ON	off	ON	ON	off
6	off	ON	ON	off	ON	off

### Bank 2

Table 2: Teach & Run Programming Bank 2

Coin Number	SW1	SW2	SW3	SW4	SW5	SW6
7	off	ON	ON	ON	ON	off
8	ON	off	off	off	ON	off
9	ON	off	off	ON	ON	off
10	ON	off	ON	off	ON	off
11	ON	off	ON	ON	ON	off
12	ON	ON	off	off	ON	off

Teach and Run EXAMPLE. (To teach coin channel 12 for £1)

Switch off the power to the SR3 and set the Program DIL switches to:-



MSB SW1	SW2	SW3	LSB SW4	TOTAL	SW5	SW6
ON	ON	OFF	OFF	12	ON	OFF

Switch on the power to the SR3.

Press the reject lever within 20 seconds. The LED will turn RED.

Start entering £1 coins until the LED flashes GREEN, typically after 8 to 10 insertions.

NOTE: If the LED turns GREEN after the 1st coin, then the Teach & Run is DISABLED.

Press the reject lever and the LED will turn GREEN. The coin channel has now been programmed.

**SET ALL SWITCHES TO THE OFF POSITION.**

## 13 FLUORESCENT LIGHT/OTHER LAMPS REPLACEMENT

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- You may get burned by a hot fluorescent lamp or other lamps. Pay full attention to the lamps when performing the work.
- Be sure to use lamps of the designated rating. Using lamps of undesignated rating can cause a fire or malfunctioning.
- There is the danger of short circuits or smoke generation due to deterioration of insulation in lighting fixtures resulting from age deterioration. Check for anomalies such as the following: Does it smell like something is burning? Is there socket discoloration? Are any lamps being replaced frequently? Do lamps not go on properly?

### CAUTION

- Be careful when handling the plastic parts. Failure to observe this may cause injury or damage due to fragments, etc.
- Do not attempt to replace billboard fluorescent lamps while standing on the base. If you should misstep while working, you could stumble or fall down.

#### 13.1 FLUORESCENT TUBES - BILLBOARD

#### 13.2 RACE LEADER - DISPLAY CABINET

#### 13.3 SPOT LAMPS - BILLBOARD

#### 13.4 BUTTON LAMPS - CONTROL PANEL

**13.1 FLUORESCENT TUBES - BILLBOARD****⚠ WARNING**

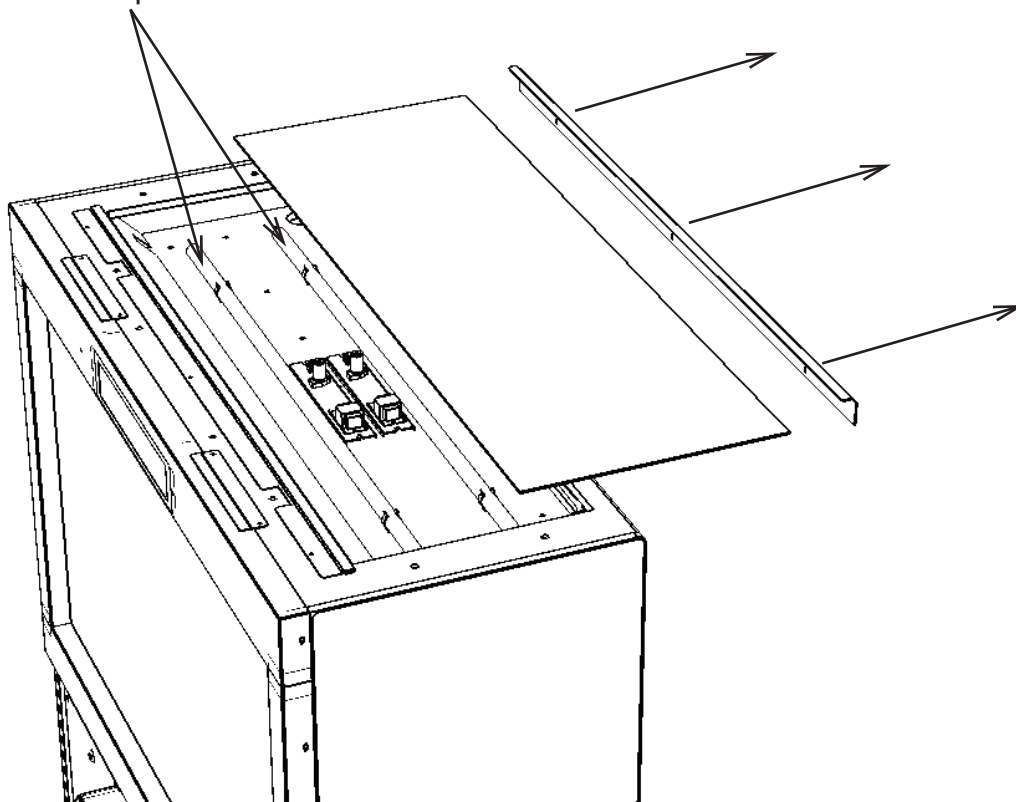
**THIS WORK ON TOP OF THE CABINET, SHOULD NOT BE UNDERTAKEN WITHOUT THE USE OF A SUITABLE STEP OR FOOTSTOOL.**

**⚠ WARNING**

**MAKE SURE THAT THE MAIN SUPPLY VOLTAGE TO THE MACHINE IS SWITCHED OFF BEFORE ATTEMPTING TO CARRY OUT THIS WORK**

- 1** Remove the 3 fixings which secure the cover retaining bracket at the top/rear of the display cabinet.
- 2** Carefully slide out the top cover and place to one side.
- 3** Unclip the Fluorescent Lamp carefully from the 2 retaining clips and replace .
- 4** Reassemble in reverse order

Fluorescent Lamps 40w 1200mm



## 13.2 RACE LEADER - DISPLAY CABINET

### WARNING

THIS WORK ON TOP OF THE CABINET, SHOULD NOT BE UNDERTAKEN WITHOUT THE USE OF A SUITABLE STEP OR FOOTSTOOL.

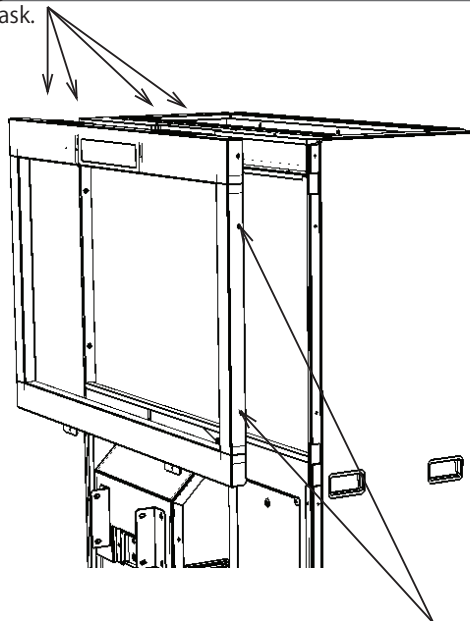
### WARNING

MAKE SURE THAT THE MAIN SUPPLY VOLTAGE TO THE MACHINE IS SWITCHED OFF BEFORE ATTEMPTING TO CARRY OUT THIS WORK

- 1 Turn off the power.

Remove the 4x M4 fixings from the top of the display mask.

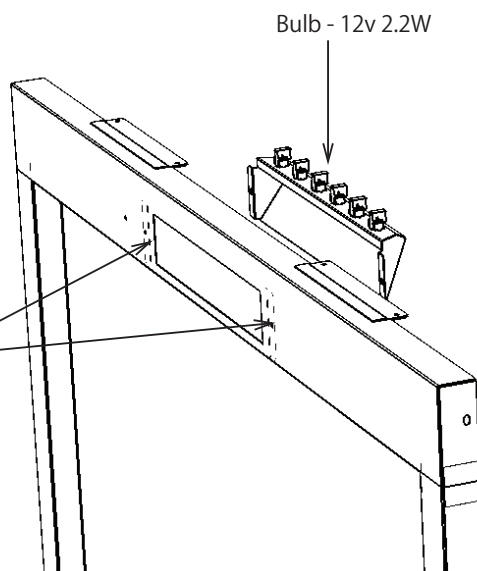
- 2 Remove fixings which hold the Assy Mask into position.



Remove the 4 fixings which retain the display mask into position and carefully remove from position

- 3 Remove the Race Leader retaining Bracket to gain access to the bulbs. Replace bulb and reassemble in reverse order.

Remove the 2x fixings from the Race Leader retaining bracket whilst holding onto the Lamp housing to remove.



**13.3 SPOT LIGHT BULBS - BILLBOARD**** WARNING**

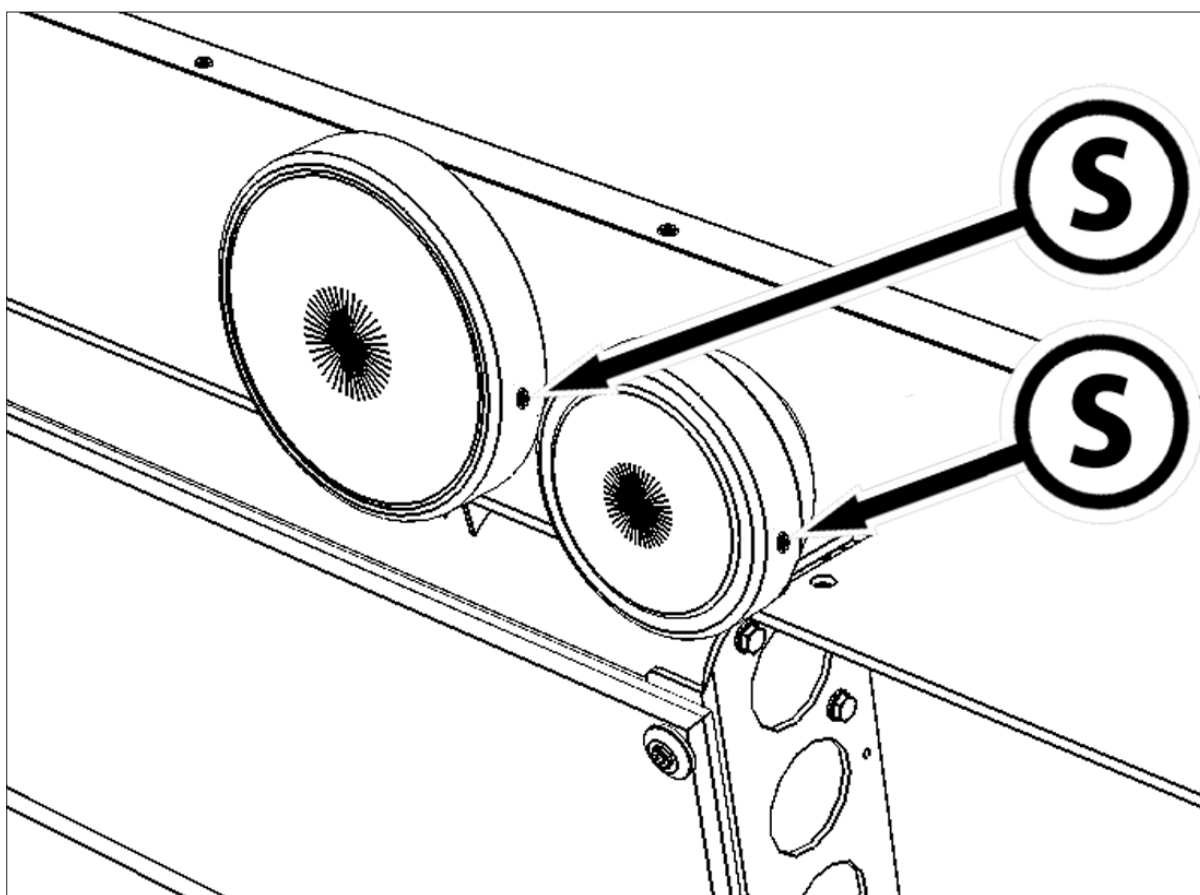
**THIS WORK ON TOP OF THE CABINET, SHOULD NOT BE UNDERTAKEN WITHOUT THE USE OF A SUITABLE STEP OR FOOTSTOOL.**

** WARNING**

**MAKE SURE THAT THE MAIN SUPPLY VOLTAGE TO THE MACHINE IS SWITCHED OFF BEFORE ATTEMPTING TO CARRY OUT THIS WORK**

- 1** Turn off the power.
- 2** There 2 screws securing the front lens of the Spot Lamp to the Back Housing. Removing these will gain access to the units. 'S' shows the position of one of the screws on both the Large and Small Spot Lamps the other is on he opposite of the rim.
- 3** When these screws have been removed, the front Rim and Lens will part from the back housing and lift away, care should be taken when parting the units, in the case that the Lens or the Reflector fitted behind the Lens may have come loose and drop out on opening.
- 4** Once the Lens as been removed, the Reflector can be taken out allowing access to the Lamp.
- 5** Replace the lamp for one of the same specification and rebuild the unit

### 13.3 SPOT LIGHT BULBS - BILLBOARD



**13** FLUORESCENT LIGHT/OTHER LAMPS REPLACEMENT

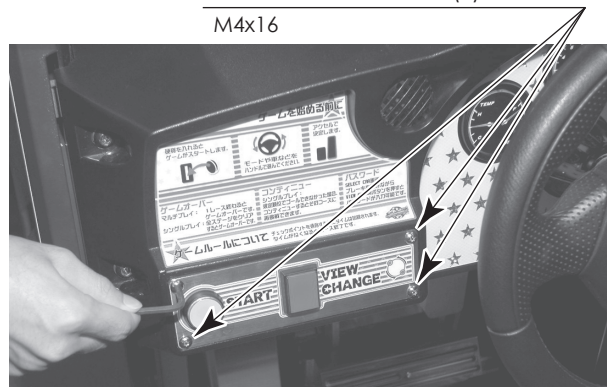
## 13.4 BUTTON LAMPS - CONTROL PANEL

### Start Button Lamp, View Change Button Lamp

**1** Turn off the power

**2** Remove the 4 tamper proof screws.

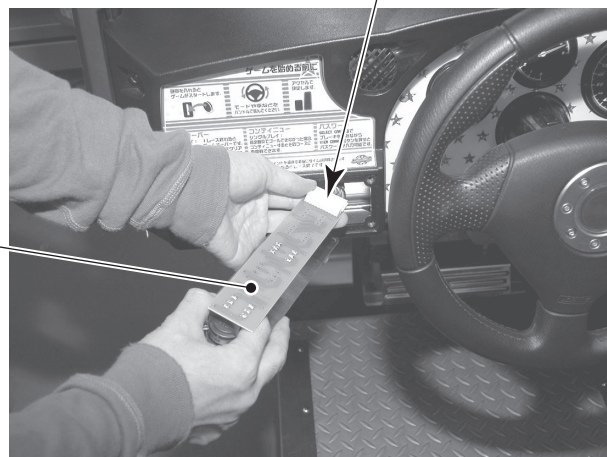
TAMPERPROOF SCREW (4), chrome  
M4x16



**3** Remove the Switch Plate. The Switch Plate contains wiring connections. Disconnect the connector, taking care not to damage the wiring.

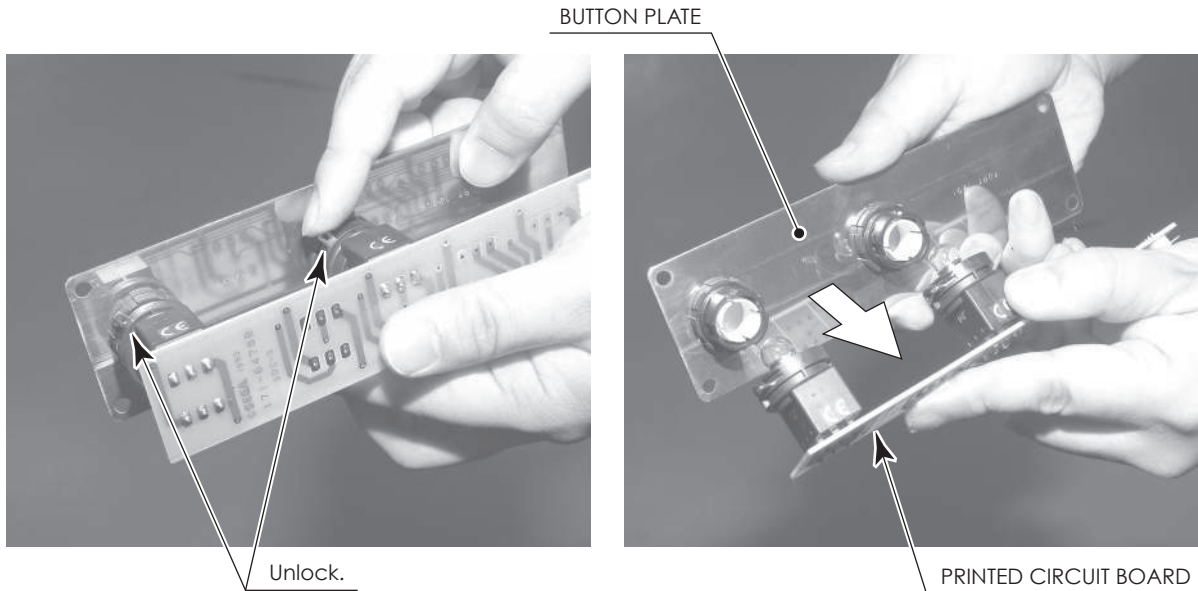
Disconnect the connector.

SWITCH PLATE



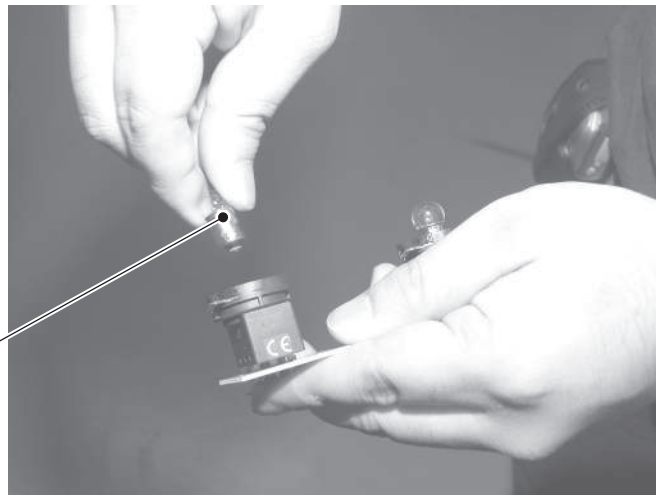
## 13.4 BUTTON LAMPS - CONTROL PANEL

- 4** There is a metal fitting at the base of the buttons on the Button Plate. Rotate this metal fitting to unlock it, then remove the printed circuit board from the Button Plate.



- 5** Press and turn the lamp counter-clockwise to remove it.

LAMP 6.3V 1W  
390-5445-01



- 6** Replace the bulb with one matching the specification stated, then reassemble the Unit in the reverse order and refit the Button Unit to the control Panel.

## 14 PERIODIC INSPECTION

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

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

### WARNING

- Once a year, check 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 accumulated dust in the interior may cause fire or electric shock.
- Never use a water jet, etc. to clean the inside and outside of the cabinet. If wetness occurs for any reason, do not use the product until it has completely dried.
- Once a year, request the office shown on this manual or the dealer from whom the product was originally purchased to perform the internal cleaning. Using the product with accumulated dust in the interior may cause fire or other accidents. Note that you are liable for the cost of cleaning the interior parts.
- There is the danger of accidents involving electrical shorts circuits or fire caused by factors such as the deterioration of insulation in electrical and electronic equipment over time. Check that there are no abnormalities such as odors from burning.

14 TABLE 01 PERIODIC INSPECTION TABLE

ITEMS	DESCRIPTION	PERIOD	REFERENCE
CABINET	Confirm that adjusters contact floor	Daily	3
CONTROL PANEL	Volume inspection	Monthly	9, 10
	Gear alignment inspection	Every 3 months	10-2
	Greasing	Every 3 months	10-3
SHIFT LEVER	Switch inspection	Monthly	9, 11
	Greasing	Every 3 months	11-3
ACCELERATOR & BRAKE	Volume inspection	Monthly	9, 12
	Gear and spring portion greasing	Every 3 months	12-2
MONITOR	Screen cleaning	Weekly	14-2
	Confirm settings	Monthly or when moving	6, 9, 14
COIN CHUTE DOOR	Coin switch inspection	Monthly	9
	Coin insertion test	Monthly	13
	Selector cleaning	Every 3 months	13
SEAT	Greasing to the seat rail	Every 3 months	16 FIG. 01
GAME BD	Memory Test	Monthly	9
	Confirm settings	Monthly	9
POWER CABLES	Inspection, Cleaning	1 year	As above
INTERIOR	Cleaning	1 year	As above
CABINET SURFACES	Cleaning	As appropriate	Next page

## Cleaning the Cabinet Surfaces

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

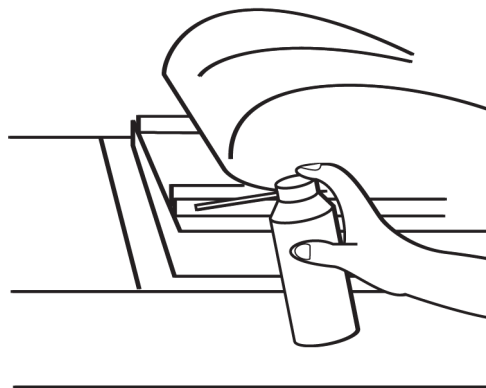
Some general-purpose household, kitchen and furniture cleaning products may contain strong solvents that degrade plastic components, coatings, and print. Before using any cleaning product, read the product's cautionary notes carefully and test the product first on a small area that is not highly visible.

## Seat (Greasing to Seat Rail Portion)

Move the Seat to the rear most position and apply spray greasing to the portion shown at the right once every 3 months using NOK KLUBER L60 or GREASE MATE SEGA PART No. 090-0066.

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.



14-0 FIG. 01

# 15 TROUBLESHOOTING

## 15-1 TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)

### WARNING

- In order to prevent electric shock and short circuit, be sure to turn power off before performing work.
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.
- After removing the cause of the functioning of the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the functioning, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard.
- In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown on this Manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this Manual can cause electrical shock, shorting, or fire.
- In the event of a problem that is not described here, be sure to contact the office shown on this Manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in electrical shock, shorting, or fire.

If a problem occurs, first check to make sure that the wiring connectors are properly connected.

15 TABLE 01

PROBLEM	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 Fuse on the AC Unit has blown due to momentary over current.	After eliminating the cause of overload, replace the specified rating fuse.
	The fuse of the connect board has blown due to momentary over current.	After eliminating the cause of overload, replace the specified rating fuse.
Fluorescent lamp inside Billboard Unit not lighting	Connector connection fault.	Check connections to the Billboard Unit.
	Fluorescent lamp and glow lamp need replacement.	Replace the fluorescent lamp and the glow lamp.
Fluorescent lamp inside Rear Spoiler not lighting	. Connector connection fault	Check connections to the Rear Spoiler Unit.
	. Fluorescent lamp and glow lamp need replacement	. Replace the fluorescent lamp and the glow lamp.

Sound is not emitted.	. Sound volume adjustment is not correct	Adjust the Switch Unit' s sound adjustment volume.
	. Faulty connections for various connectors	Check the connections for the game board, amp, speakers and Volume connectors
	Malfunctioning BD, amp and speaker	Perform Sound Test.
Sounds are emitted and the lamps are lit, but the screen is black.	Faulty connections for the visual signal connector or the monitor power connector	Check the connections for the monitor and game board connectors.
	Faulty DLP	See Chapter 11-4 Trouble shooting.
Colors on the monitor screen are strange.	Faulty connection for the visual signal connector.	Check the visual signal connector connection and make sure it is secured properly.
	Screen adjustment is not appropriate.	Make adjustment appropriately.
The on-screen image sways and/or shrinks.	The power source and voltage are no correct.	Make sure that the power supply and voltage are correct.
Does not accept input from any switch or volume.	Faulty connector connections.	Check the connection for the I/O Board and Cabinet connector.
		Check the power for the I/O Board.
Does not accept input from the Shift Lever.	Faulty connector connections.	Check the connections for the connectors in the Control Panel and between the Control Panel and the Cabinet.
	Broken Microswitch.	Replace the Microswitch. <Microswitch 509-5704>
Steering (Servomotor) response is incorrect.	Incomplete power on check.	Power on and verify that the power on check completes properly.
	Deviation of the volume value.	Adjust the volume value in the Test Mode.
	Volume gear engagement fault.	Adjust the engagement of the gear.
	Volume malfunctioning.	Replace the volume.
	Detached wires.	Check for faulty wire connections around moving parts. When replacing wires, secure them so that they do not touch any moving parts.
No response from Steering (Servomotor).	Failure of power-on checking procedure.	Reconnect the power and complete a power-on checking procedure.
	Faulty connector connections.	Check the connections for the connectors between the Game Board and Servo driver and between the Servo driver and the Servomotor.
	Thermal element in the Servo driver is operating.	Occurs when the internal temperature reaches 70° C (158° F) and corrects automatically when the unit cools.
	Momentary overload caused a fuse on the Servo driver to blow.	Contact the company from whom the unit was purchased.
Steering (Servomotor) is weak in its force feedback.	Ageing of the force feedback mechanism.	Reset in the Test Mode.

Does not accept input in from the Handbrake unit.	Faulty connector or connections.	Check the connections between the I/O Board, the Cabinet and the Handbrake Assembly
	Faulty Microswitch	Replace Microswitch
The accelerator or brake does not perform appropriately.	Incorrect volume setting.	Adjust the volume value in the Test Mode.
	Faulty Volume attachment or adjust gear alignment.	Adjust the volume attachment and verify in Test Mode.
	Faulty connector or connections.	Check the connections for the accelerator and brake connectors and the connectors between the accelerator, brake and cabinet.
	Failure of the volume.	Replace the volume.
Start button and View Change button input does not work and they do not flash.	Faulty connector or connections.	Check the connections for the connectors between the I/O Board, the cabinet and the control panel and those inside the control panel.
Start button and View Change button input works, but they do not flash.	Unverified settings or operation.	The Start button only flashes when Free Play is set. Check the operation in Test Mode.
	The lamp is blown.	Replace the lamp.
Failure of the network play.	Network play is wrongly set.	Reset correctly.
	Communication cables are disconnected. Communication cables are wrongly connected.	Reconnect the cables.
	Damage of communication cables.	Reconnect the cables correctly. Replace the cables. Contact the company from whom the unit was purchased.

## Replacing Fuses

### WARNING

- In case fuse replacements other than those stated in this manual are necessary, contact where you purchased the product from for inquiries regarding this matter.
- In order to prevent an electric shock, be sure to turn power off and unplug from the socket outlet 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 accidents.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause fire and electric shock accidents.
- After eliminating the cause of the blowing of fuse, 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.

Fuses are located on the following assemblies:

SRS-0900UK	ASSY- AC UNIT DX	Back Panel DLP Cabinet Assembly
SRS-4200UK	ASSY- PSU	Inside the DLP Cabinet Assembly
SRS-4000UK	ASSY- MAIN BD + ELEC	Inside the DLP Cabinet Assembly
SRS-4300UK	ASSY- ELEC COCKPIT	Inside the Main Cabinet Assembly

## 16 GAME BOARD

### WARNING

- When working with the product, be sure to turn the power off. Working with the power on may cause an electric shock or short circuit.
- Be careful not to damage the wires. Damaged wires may cause an electric shock, short circuit or present a risk of fire.
- Do not use this product with connectors other than those that were connected and used with the game board at the time of shipping. Do not carelessly connect wires to connectors that were not used at the time of shipping, as this may cause overheating, smoke or fire damage.

### CAUTION

In this product, setting changes are made during the test mode. The game board need not be operated. Use the game board, etc. as is with the same setting made at the time of shipment so as not to cause electric shock and malfunctioning.

### IMPORTANT

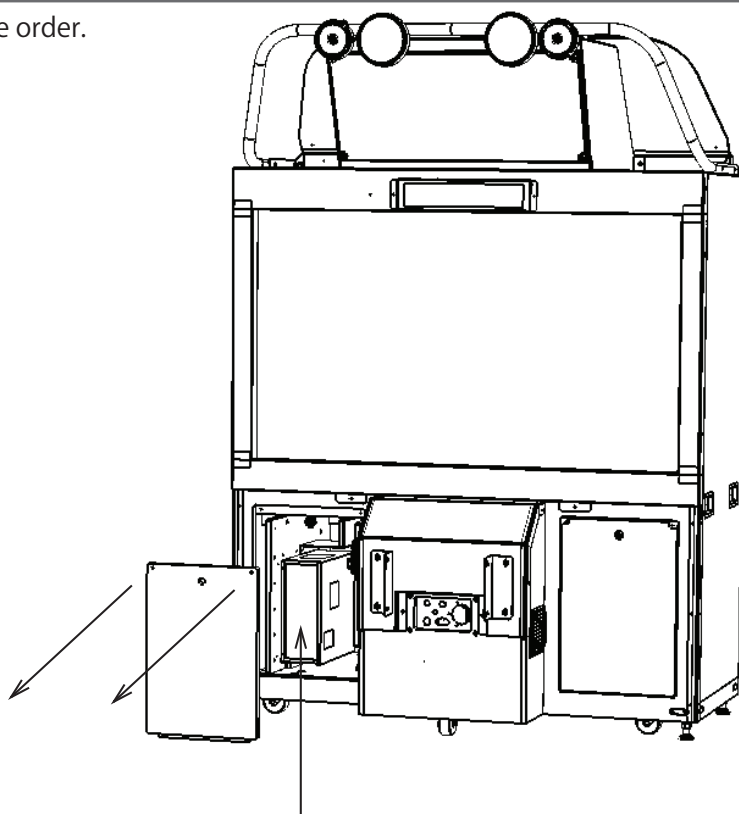
Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.

## 16-1 CONTROL BOARDS LOCATED IN THE DLP UNIT

### **⚠ WARNING**

- When returning the game board after making repairs or replacements, make sure that there are no errors in the connection of connectors. Erroneous connections can lead to electrical shock, short circuits or fires.
- When connecting a connector, check the direction carefully. Connectors must be connected in only one direction. If indiscriminate loads are applied in making connections, the connector or its terminal fixtures could be damaged, resulting in electrical shock, short circuits or fires.

- 1 Switch off the Power to the Machine.'
- 2 The Machine is fitted with an EUROPA Game Board and several Ancillary Boards which are all mainly situated in the left hand side of the display cabinet.
- 3 Remove the 2 security screws at the top corners of the door. Using the 9117 key (provided) unlock the door and put to one side.
- 4 Disconnect all harnesses which prevent the Assy Game Bd from being removed and carefully pull out the assembly taking care as not to trap any wires.
- 5 Unscrew the Game Bd from its wooden base and remove.
- 6 Reassemble in reverse order.



Assembly Game Board (Europa)

## 17 COMMUNICATION PLAY

For this game, up to 6 machines can be networked together allowing up to 6 players to play Simultaneously. In this instance, connecting the communication cable and adjustment to the settings for communication play will be required.

### 17-1 INSTALLATION PRECAUTIONS

#### WARNING

- Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or short circuit.
- Use care so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.
- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.
- The work described below should be carried out by the site maintenance personnel or other qualified professional. Work carried out by personnel without the necessary skill or technology can cause accident.
- To perform work safely and avoid serious accident such as the cabinet falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.
- To prevent accidents while working or while operating the product after it has been installed, be sure not to conduct any procedures other than those given in this manual. There are cases in which procedures not covered in this manual require special tools and skills. If a procedure not given in this manual is required, request service from the office given in this manual or from the point of purchase.

#### CAUTION

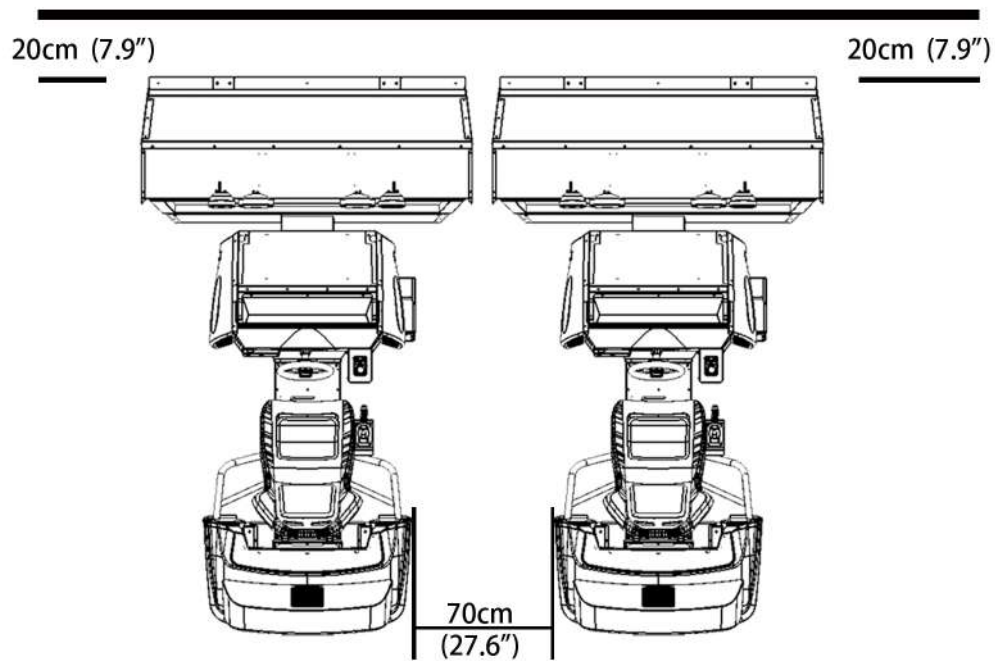
- To perform work safely, be sure to secure the space corresponding to number of machines to be linked. Failure to observe this can cause accident.
- To avoid accidents, use a cable cover that will not cause patrons to trip when laying network cables in areas of heavy foot traffic.
- To prevent accidents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

Since 2 or more 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 capacity should be 7A for the 100-120V area, and 4 A for the 220-240V area.

## 17-1 INSTALLATION PRECAUTIONS

### Distance between Machines

The maximum distance between the game machines depends on the length of the cables connecting them, but make sure the units are separated from each other by at least 70 cm (27.6 in) so that players can pass between them.



## 17-2 CONNECTING THE COMMUNICATION CABLE

To enable network play, the Hubs inside each of the game machines involved must be connected with network (LAN) cables. Up to a maximum of 6 machines can be Networked together, all that's required is to link between the Hubs of each of the machines that are to complete the 'Network'. Do not connect LAN cables to game machines when they are not used for network play.

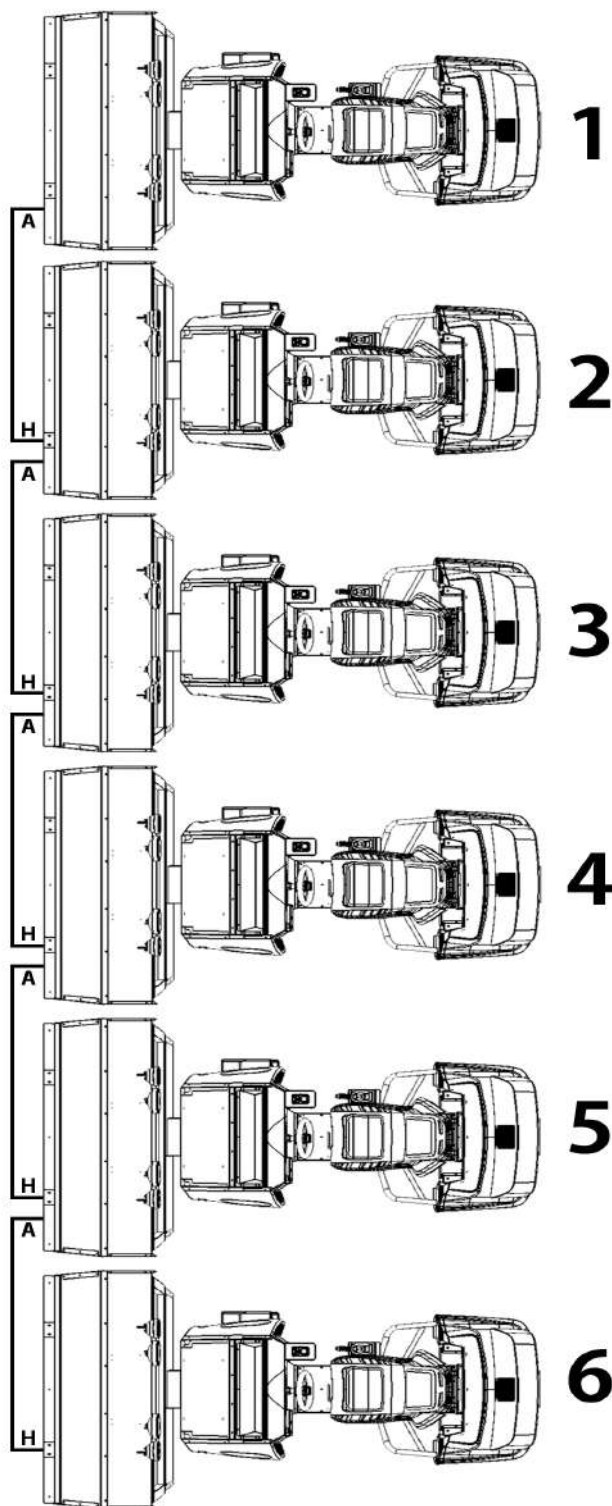
- 1** Turn off the power and unplug the power cord from the outlet.
- 2** Using Chapter 6 of this manual as reference, move the machines so that they are lined up. Leave enough space behind the DLP Unit to allow access to the Network HUB Unit, allowing it to be connected in to the Network

- 3** With this system of Networking each machine will have 2 LAN Cables connected to it, 1 from the previous machine and 1 to the next machine in the Network

17-2 Fig 01 shows 6 machines being connected together.

A - LAN Cable connects to the machine via the LAN connector located on the AC Assembly,

H - LAN Cable connects to the machine by connecting direct into the HUB Unit.



17-2 Fig 01

## 17-2 CONNECTING THE COMMUNICATION CABLE

**4** Each machine is fitted with a 5 port Communication HUB, 3 ports of which are used to connect the machine to the Player Network'

**5** The Ports are identified as follows ::

Port 1 - 'M' This Port connects the Machine that the HUB is fitted to the Network (This Machine) and should already be connected.

Port 2 - 'A' This Port is connected to the AC Unit fitted on the back of the machine, and is used to connect to the Next Machine in the Network, again this port should already be connected.

Port 3 - 'H' This Port is should be connected to the Previous Machine in the Network ,and will required to be connected will the LAN Cable that has been connected into the LAN Connection fitted in the AC Unit of the Previous Machine.

**6** The Second LAN Cable should now be connected to complete the Network wiring of this Machine. Take LAN Cable supplied with this machine and connect it into the LAN Connection point fitted in the AC Unit. (This is the LAN Connection that will be connected to Port 3 'H' of the next machine.



**M = Serial Connection to this Machine**

**A = Serial Connection to the AC Unit (Next Machine in Line)**

**H = Serial Connection from the Previous Machine in the Network**

(17-2 Fig 02)

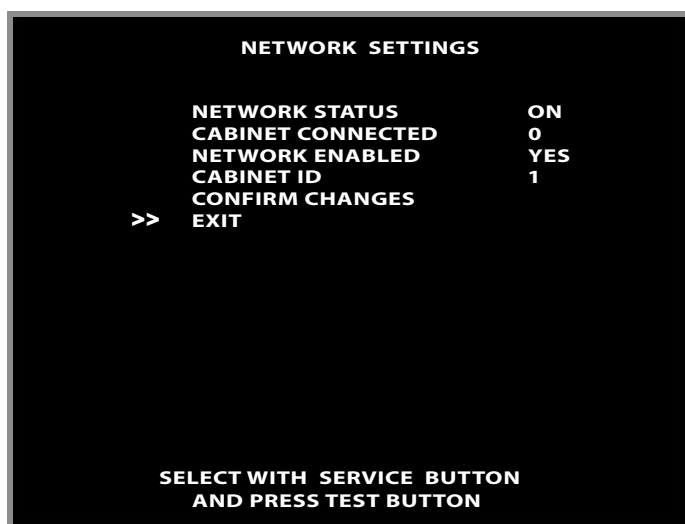
**NOTE :** Some machines may be fitted with the 'AC Unit' containing 2 LAN Connection Points, If this is the case both the 'A' and 'H' LAN Cables can be connected directly to the AC Unit without having to make any physical connection to the HUB.

## 17-3 NETWORK PLAY SETTINGS

Each of the linked machines must be set up for network play. If the machines are not set up correctly, network play will not be possible.

For this game, up to 4 machines can be connected to allow up to 4 players to play simultaneously.

- 1 Turn on the power on each machine to be used in network play.
- 2 Cause all of the machines to enter the Test Mode.
- 3 Select the GAME TEST MODE and press the Test button to display the GAME TEST MENU screen.
- 4 Select the NETWORK SETTINGS in the GAME TEST MENU screen and press the Test button.



- 5 Perform the CABINET ID setting. Set the different ID number to each machine. Be sure to assign one of them with the ID number of "1."
- 6 Cause all of the machines to exit from the TEST MODE. Always select EXIT in the SYSTEM TEST MENU screen.

## 17-4 NETWORK PLAY PRECAUTIONS

### **IMPORTANT**

- In network play, difficulty level and other settings are made from CABINET ID Number 1. Changing the settings at CABINET ID Number 1 also changes the settings for other units.
- If one of the units attached for network play enters Test Mode, the other unit will display the Error screen.
- Even when units are connected for network play, each seat, each game may be given different cost settings. Incorrect cost settings may cause budget balancing problems.

The operation of a unit when connected to other units for network play is different than that of a stand-alone unit. Administration of network units should be handled carefully.

Entering Test Mode will cause any other machines set up for network play to display the Error screen.

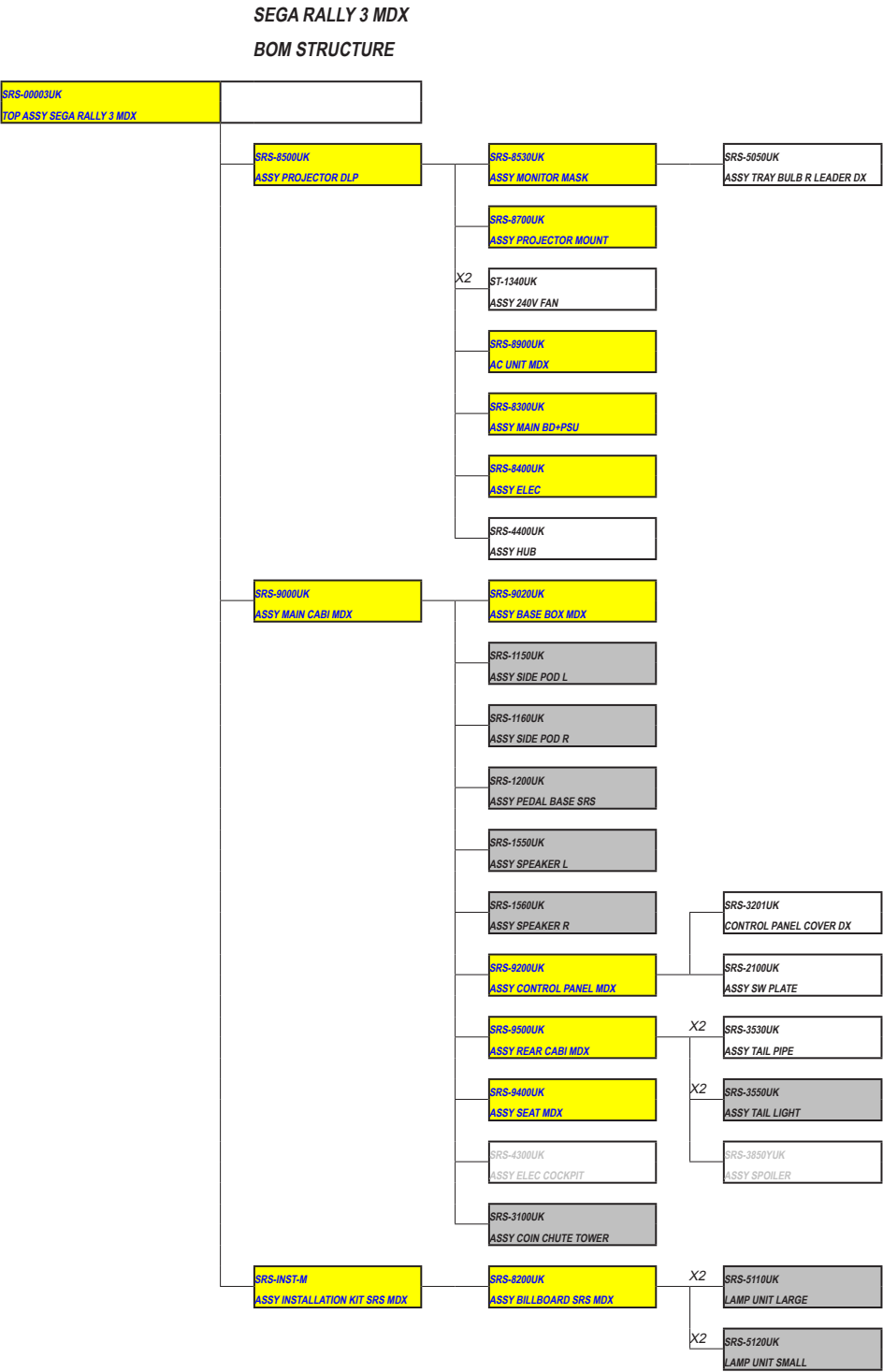
When customers are playing the game, do not enter Test Mode on any network play-enabled machine.

## 18 DESIGN-RELATED PARTS

For the warning display stickers, refer to Section 1.



Seq	Number	Description	Quantity
1	SRS-8211UK	BILLBOARD REAR PLATE	1
2	SRS-8212UK	BILLBOARD FRONT PLATE	1
3	SRS-8511UK	STKR DLP SIDE TOP	2
4	SRS-8516UK	STKR DLP SIDE LWR R	1
	SRS-8515UK	STKR DLP SIDE LWR L	1
5	SRS-1153UK	Sticker - SIDE PODS (PIRELLI	2
6	SRS-1152UK	Sticker - SIDE PODS (SR3)	2
7	SRS-9011UK	Sticker - MID BASE BOX	2
8	SRS-8513UK	STKR DLP DOOR	2
9	SRS-3604UK	STKR WRC LOGO	2
10	SRS-3602UK	STKR LOGO PIRELLI REAR	2
11	SRS-3517-02UK	MUDFLAP R	1
	SRS-3517-01UK	MUDFLAP L	1
12	SRS-3511UK	NUMBER PLATE SRS	1
13	SRS-3607UK	STKR LOGO WORLD CAR EDITION	1
14	SRS-9411UK	STKR SEAT BACK	1
15	SRS2101UK	STRK START VIEW	1



A	B	C	D
1			

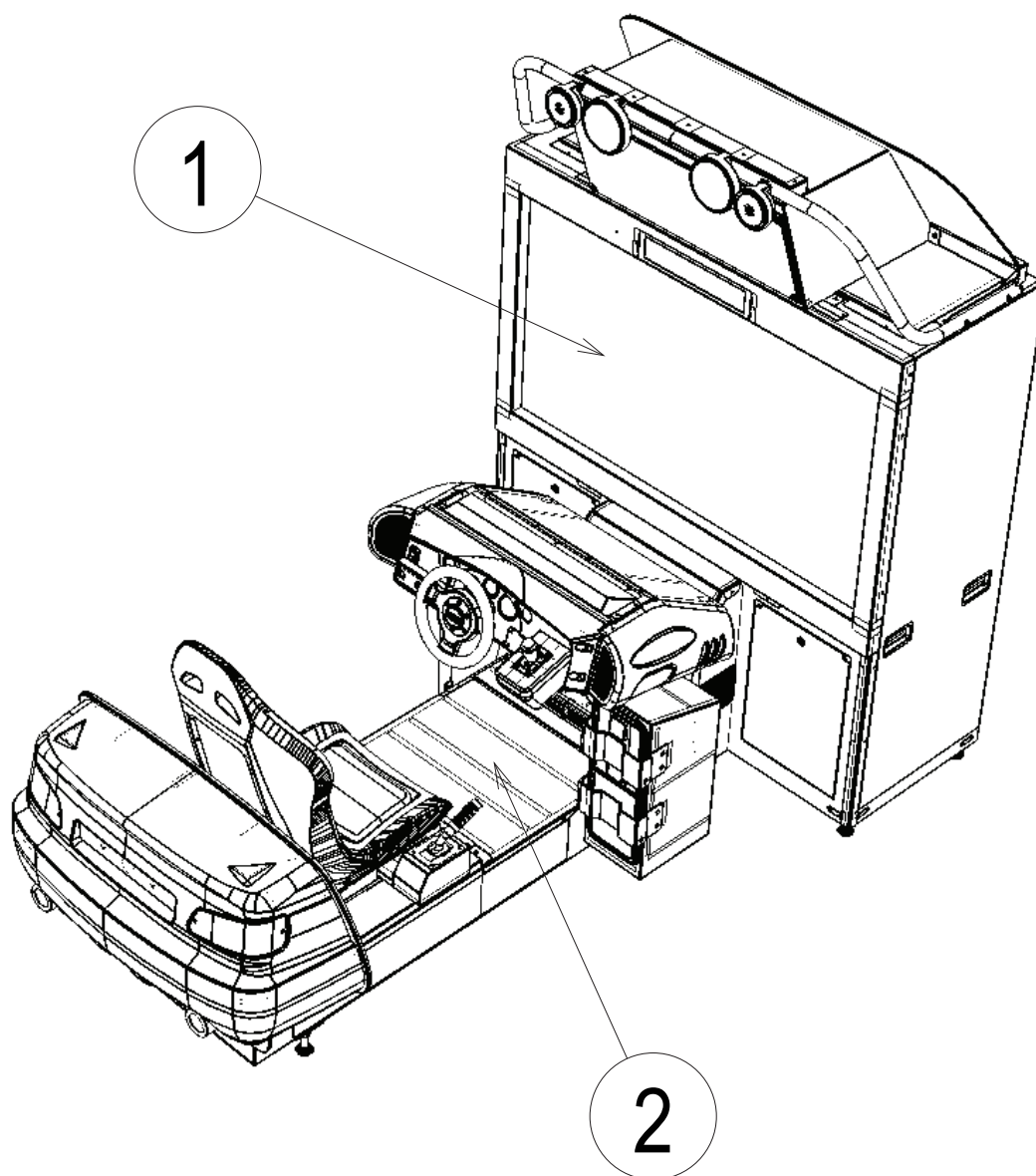
## TOP ASSEMBLY (SRS-0000UK)

No.	Component Part	Description	Quantity	
1	SRS-0500UK	ASSY DLP	1	
2	SRS-3000XUK	ASSY MAIN CABI	1	
7	440-WS0220UK	WARNING STICKER TRAP HAZARD	2	*
8	421-7020UK	STICKER CAUTION FORK	4	*
9	LB1102	STICKER DANGEROUS VOLTAGE	3	*
10	440-CS0221UK	CAUTION STICKER KEEP OUT	2	*
14	421-7988-91UK	STICKER SERIAL NUMBER UK	3	*
22	SRS-0052UK	BONNET LID DX	1	
27	LB1046	LABEL TESTED FOR ELEC. SAFETY	1	*
30	PK0440	PALLET DLP SRS DX	1	*
31	PK0441	SHRINK BAG DLP SRS DX	1	*
32	PK0442	PALLET MAIN SRS DX	1	*
33	PK0443	SHRINK BAG MAIN SRS DX	1	*
34	LB1130	LABEL WEEE WHEELIE BIN	1	*
201	000-T00412-0B	M4X12 MSCR TH BLK	4	*
202	000-T00616-0B	M6X16 MSCR TH BLK	2	*
401	SRS-INST-D	ASSY INSTALLATION KIT SRS DX	1	*

\* NOT SHOWN

A	B	C	D
1			

## TOP ASSEMBLY (SRS-0000UK)



A	B	C	D
1	1		

## ASSY - PROJECTOR DLP

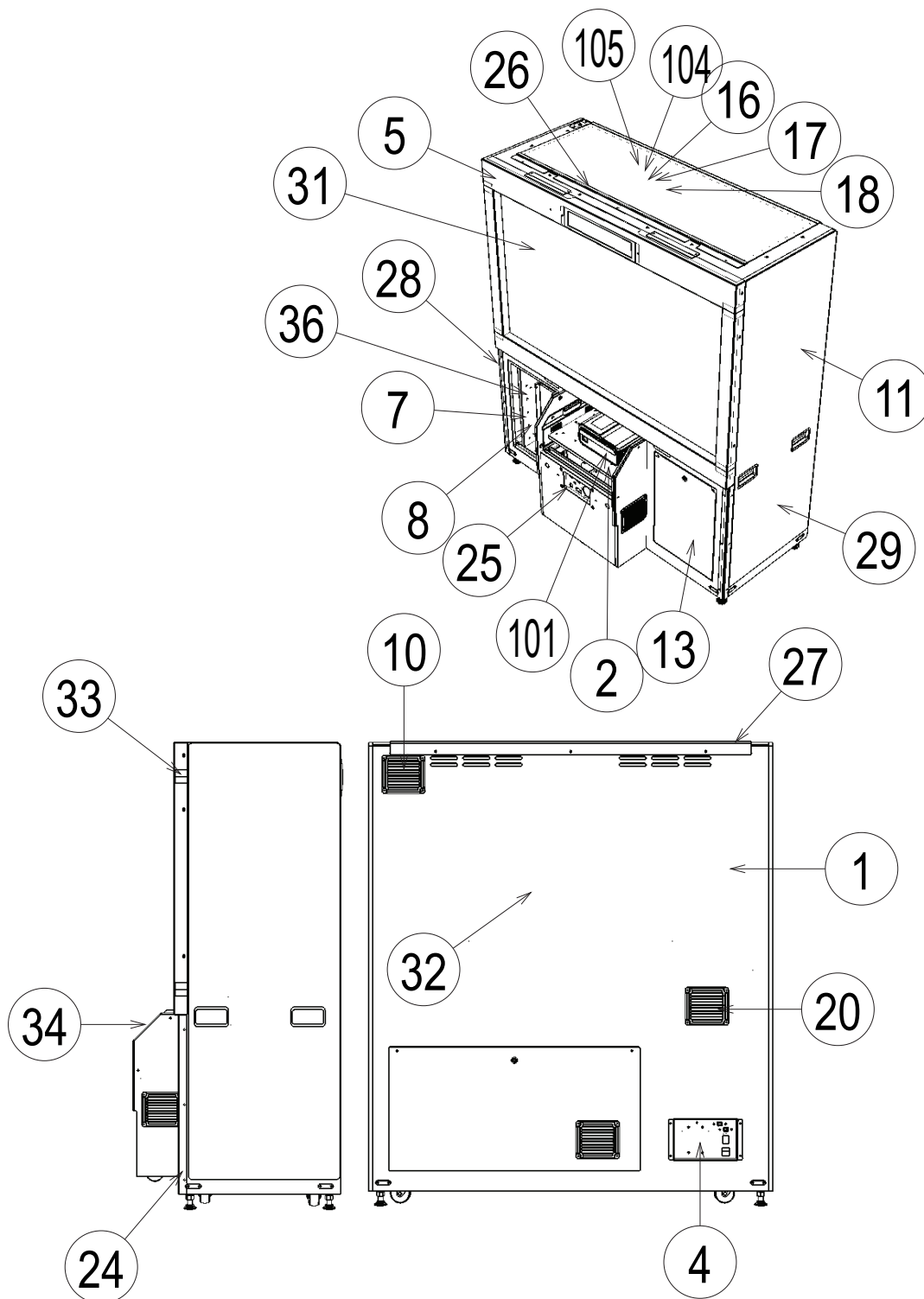
(SRS-8500UK)

SRS-8500UK Level/Seq.No.	Component Part	ASSY PROJECTOR DLP Description	Number off
**1	SRS-8501UK	DLP PROJECTOR CABI	1
**2	SRS-8700UK	ASSY PROJECTOR MOUNT	1
**4	SRS-8900UK	AC UNIT MDX	1
**5	SRS-8530UK	ASSY MASK	1
**6	SRS-4400UK	ASSY HUB	1
**7	SRS-8300UK	ASSY MAIN BD+PSU	1
**8	SRS-8400UK	ASSY ELEC	1
**10	ST-1340UK	ASSY 240V FAN	2
**11	SRS-8511UK	STICKER DLP SIDE	2
***1	SRS-8511-AUK	STICKER DLP SIDE L BLANK	1
***1	SRS-8512-AUK	STICKER DLP SIDE R BLANK	1
**13	SRS-8513UK	STICKER DLP DOOR FRONT	2
**16	421-7501-10	STICKER FL 40W	2
**18	LB1102	STICKER DANGEROUS VOLTAGE	3
**20	253-5460-01	AIR VENT BLACK	5
**21	SRS-8552UK	BILLBOARD BOX LID	1
**24	SRS-8518UK	SASH DLP SIDE	2
**25	SRS-8505UK	CONN PLATE	1
**26	SRS-8553UK	SASH BILLBOARD LID FRONT	1
**27	SRS-8554UK	SASH BILLBOARD LID REAR	1
**28	SRS-8515UK	STICKER DLP SIDE L LOWER	1
**29	SRS-8516UK	STICKER DLP SIDE R LOWER	1
**31	SRS-8521UK	SCREEN PROJECTOR DLP	1
**32	SRS-8522UK	MIRROR PROJECTOR	1
**33	SRS-8523UK	SASH RETAINER SCREEN	1
**34	SRS-8524UK	COVER FRONT PROJ CABI	1
**36	SRS-8525UK	BRKT HOLDER BOARD	2
**37	CFB-4003-01UK	EARTH TERMINAL PLATE	1
**38	SRS-8506UK	CONN PLATE BILLBOARD	1
**99	SRS-8711UK	BRKT MOUNT BEQ MP771	1
**101	200-7001-BNQ	DLP PROJ BENQ MP771	1
**103	220-5575UK	LOCK	3
**104	390-0240-40UK	FL TRAY 240V 40W	2
**105	390-5695-40-GUK	FL TUBE 40W 1200x38MM T12	2
**109	838-14551-02UK	AC DISTRIBUTION BD	1
**110	390-4001-280UK	LAMP DLP BNQ 5J.07E01.001	1
**301	SRS-67005UK	WH AC DISTRIBUTION BD OUT	1
**302	SRS-65016UK	WH AC GAME BOARD	1
**303	SRS-67050UK	WH FAN & BB PWR	1
**304	SRS-67059UK	WH BILLBOARD	1
**305	SRS-65069UK	WH HUB POWER	3
**307	SRS-67082UK	WH BB LIGHTING DC	1
**308	SRS-67083UK	WH COUPLER	2
**309	600-7917-100UK	ASSY RGB CA D-SUB TO DVI 100CM	1
**310	600-7141-100UK	CABLE JVS TYPE A-B 100cm	1
**311	600-7269-0050	ASSY LAN CABLE 0100CM	3
**312	SRS-67001UK	WH AC IN	1
**313	600-9030-44K	WH EARTH 300mm M4 M4	1
**313	600-9120-44K	WH EARTH 1200mm M4 M4	1
**314	600-9060-44K	WH EARTH 600mm M4 M4	1

A	B	C	D
1	1		

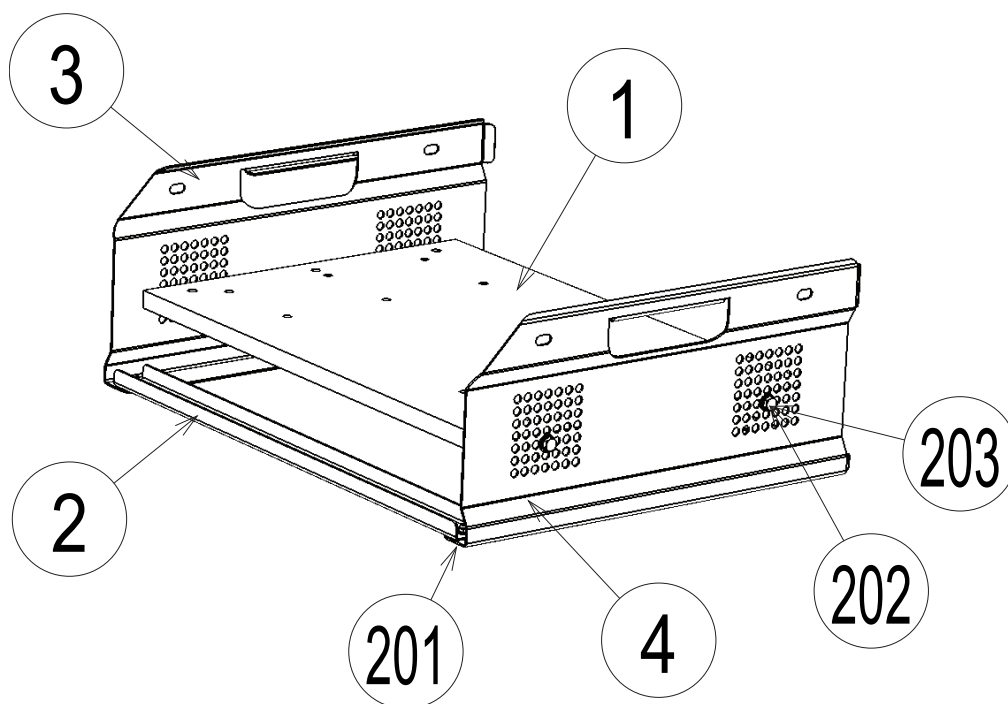
# ASSY - DLP

(SRS-8500UK)



A	B	C	D
1	1	1	

# ASSY - PROJECTOR MOUNT (SRS-8700UK)



SRS-8700UK  
Level/Seq.No.

Component Part

ASSY PROJECTOR MOUNT  
Description

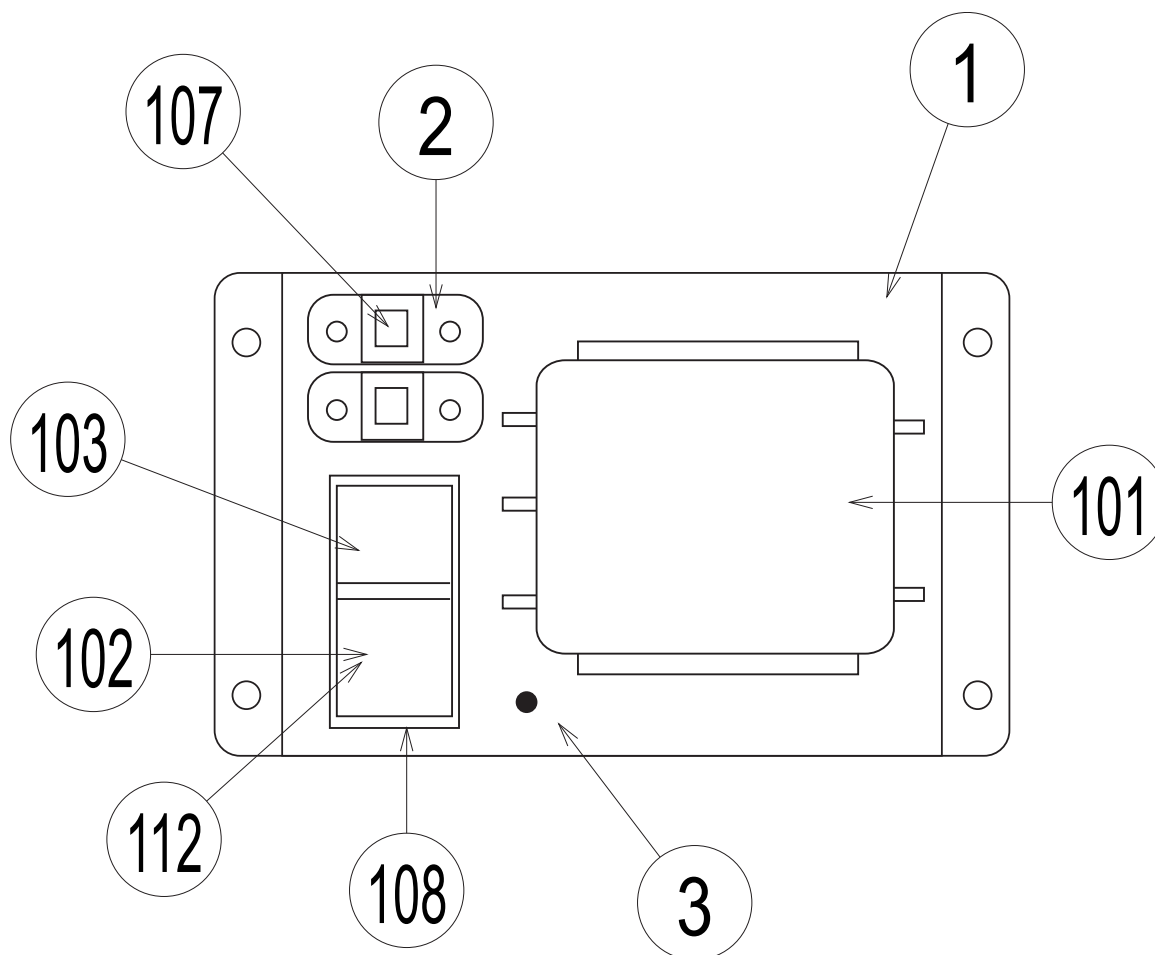
Number off

***1	SRS-8701UK	BASE COMMON PROJ MOUNT	1
***2	SRS-8702UK	BRACE PROJ MOUNT	2
***3	SRS-8703UK	SUPPORT L PROJ MOUNT	1
***4	SRS-8704UK	SUPPORT R PROJ MOUNT	1
***201	050-F00400	M4 NUT FLG SER PAS	4
***202	030-000612-S	M6X12 BLT W/S PAS	4
***203	068-652016	M6 WSHR 200D FLT PAS	4

1	1	3	
A	B	C	D

## ASSY - AC UNIT

(SRS-8900UK)



SRS-8900UK  
Level/Seq.No.

Component Part

AC UNIT MDX  
Description

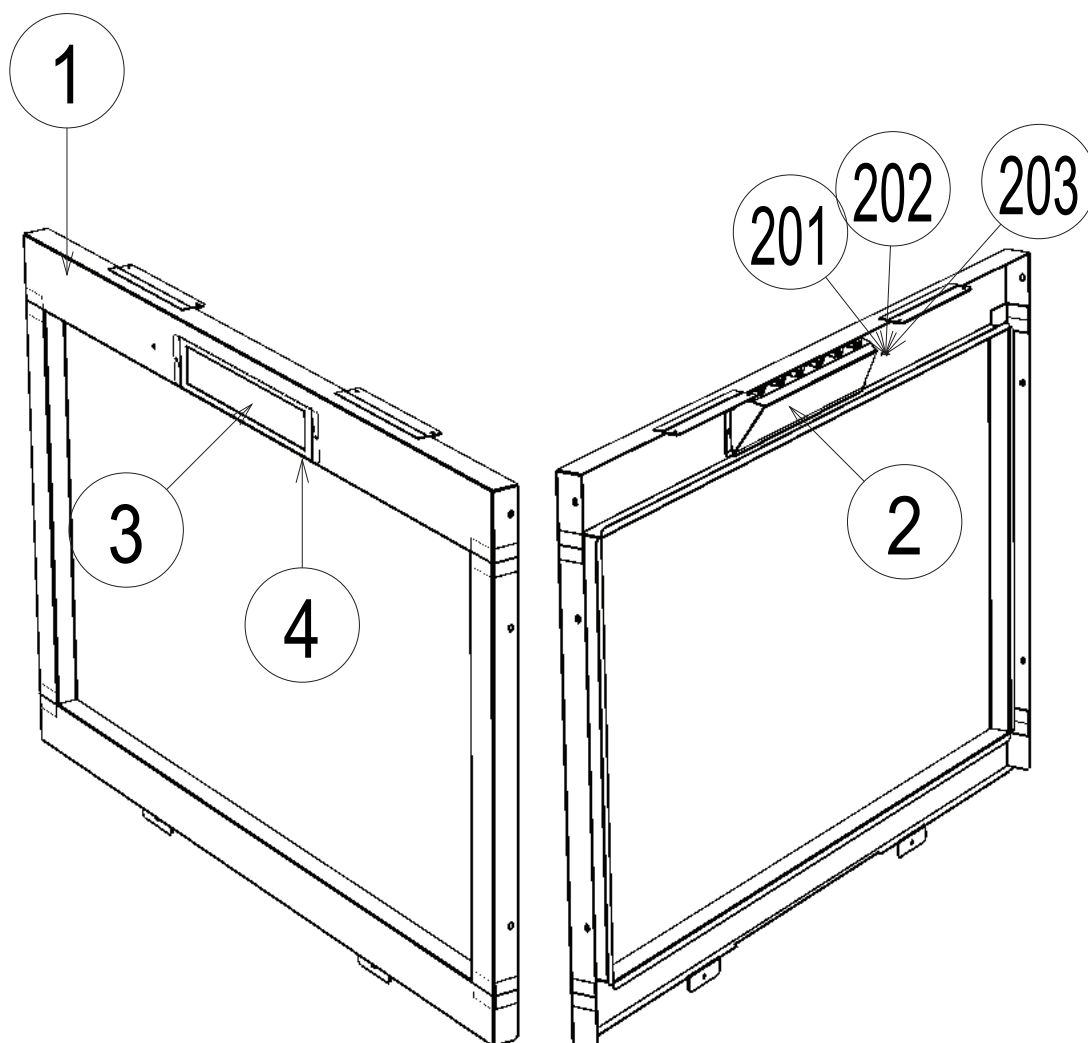
Number off

***1	SRS-8901UK	AC BRKT	1
***2	TFF-0402UK	CONN COVER	2
***3	LB1096	STICKER PROTECTIVE EARTH	1
***101	EP1382	FILTER SCHAFFNER FN682-10/06	1
***102	EP1302	IEC INLET FUSED	1
***103	SW1109	SW ROCKER	1
***107	EP1391	COUPLER INLINE LAN RJ45 UTP CODE ILC	2
***108	310-5029-D508	HEAT SHRINK SLEEVING 50.8DIA	4
***112	514-5078-5000	FUSE 5X20 CERAMIC SB 5000mA	1
***113	LB1126-5-250	FUSE LABEL 5A 250V	1
***201	000-P00308-W	M3X8 MSCR PAN W/FS PAS	8
***202	050-F00400	M4 NUT FLG SER PAS	5
***301	SRS-67001UK	WH AC IN	1

A	B	C	D
1	1	6	

## ASSY - MASK

(SRS-8530UK)



SRS-8530UK  
Level/Seq.No.

Component Part

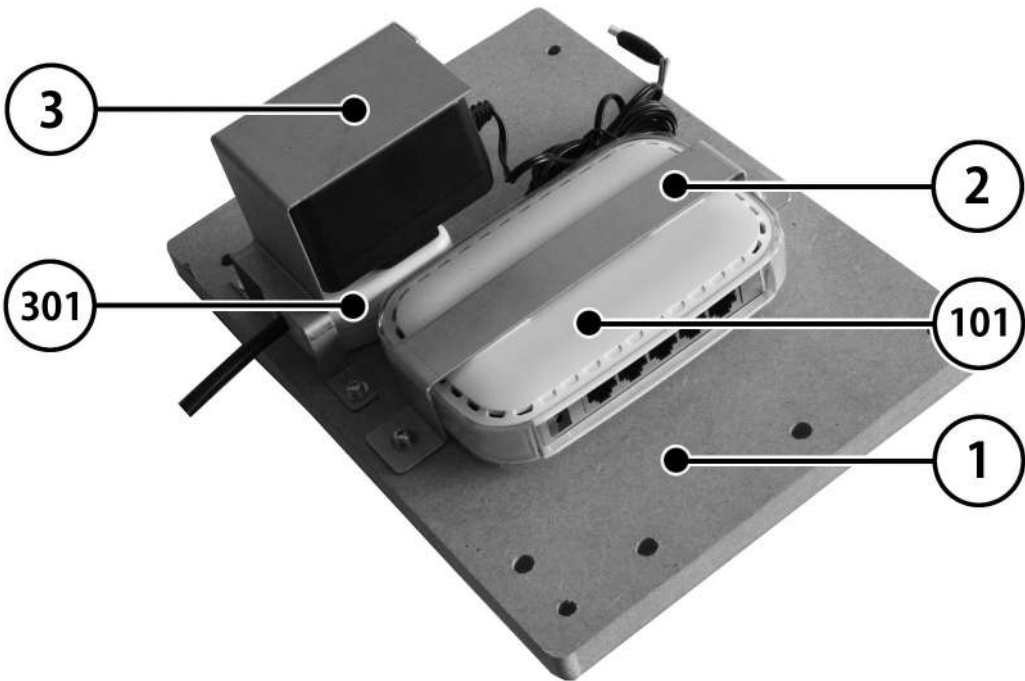
ASSY MASK  
Description

Number off

***1	SRS-8531UK	MASK BASE	1
***2	SRS-5050UK	ASSY TRAY BULB R LEADER DX	1
***3	SRS-0252UK	RACE LEADER	1
****1	SRS-0252-AUK	RACE LEADER BLANK	1
***4	SRS-0253UK	RETAINER RACE LEADER	1
***201	060-F00400	M4 WSHR FORM A FLT PAS	2
***202	050-W00400	M4 NUT WING TYPE 2 PAS	2
***203	000-T00412-0B	M4X12 MSCR TH BLK	2
***301	SRS-67074UK	WH RACE LEADER	1

A	B	C	D
1	1	7	

ASSY - HUB (SRS-4400UK)

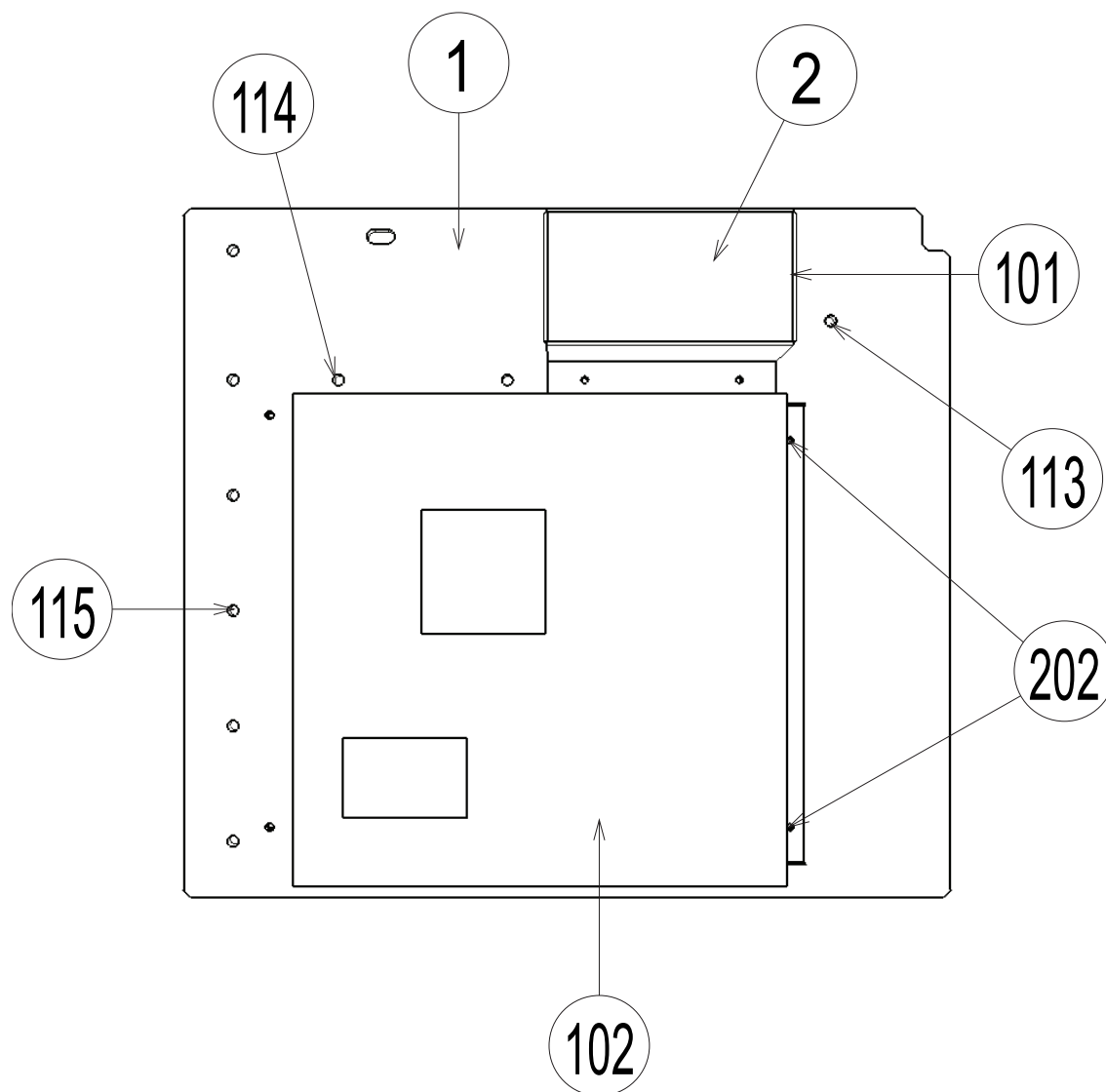


SRS-4400UK Level/Seq.No.	Component Part	ASSY HUB Description	Number off
***1	SRS-4401UK	WOODEN BASE HUB	1
***2	SRS-4402UK	BRKT HUB MTG	1
***3	SRS-4403UK	BRKT HUB PSU MTG	1
***101	601-FS605	HUB ETHERNET	1
***201	000-P00416-W	M4X16 MSCR PAN W/FS PAS	4
***301	SRS-65069UK	WH HUB POWER	1

A	B	C	D
1	1	11	

## ASSY - MAIN BD + ELEC

(SRS-8300UK)



SRS-8300UK  
Level/Seq.No.

Component Part

ASSY MAIN BD+PSU  
Description

Number off

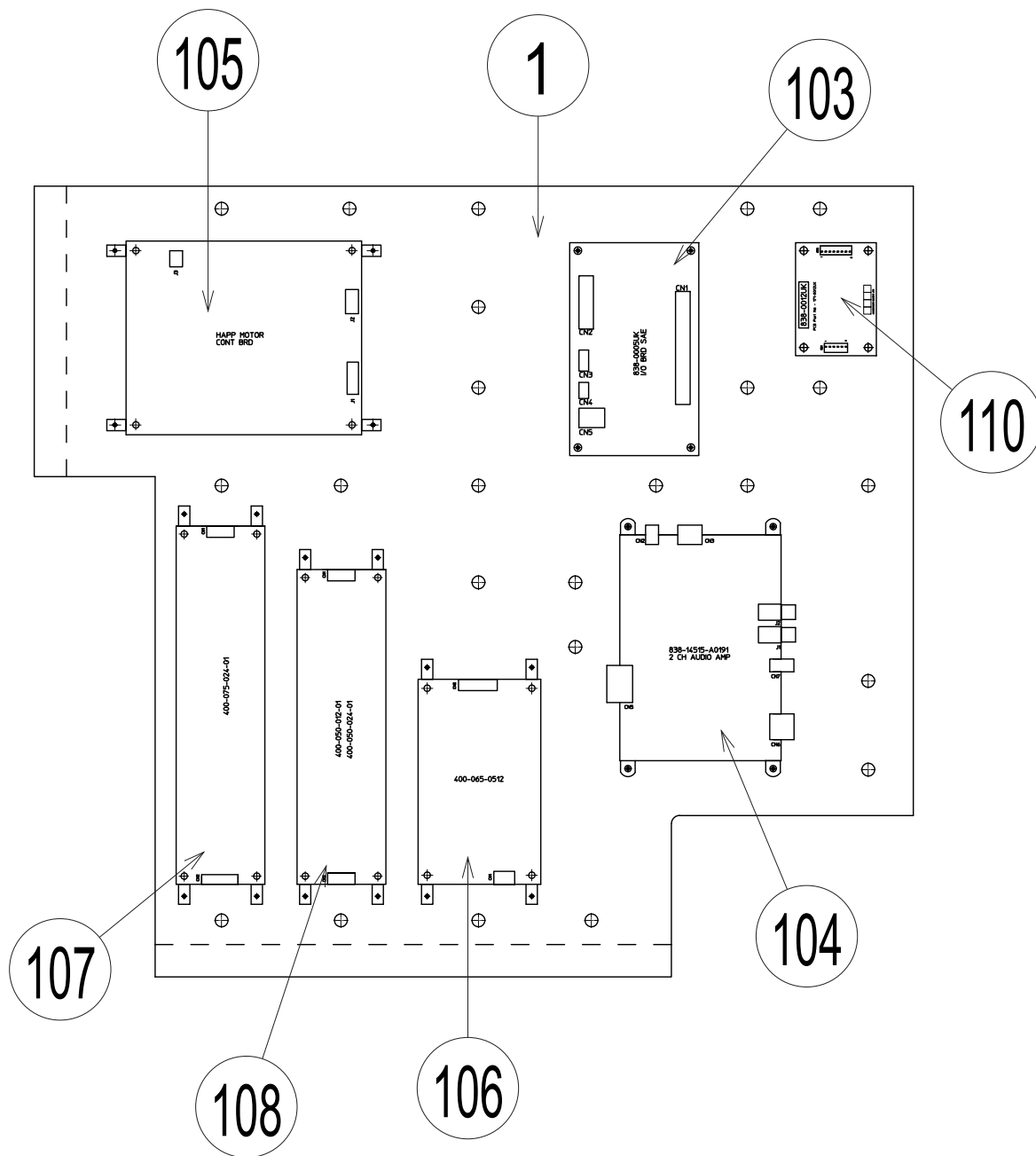
Level/Seq.No.	Component Part	Description	Number off
***1	SRS-8301UK	WOODEN BASE MAIN BD	1
***2	SRS-4204UK	BRKT MTG SUPPLY BFG	1
***101	400-5457-500-91	PSU ATX BFG500WGSPSU	1
***102	610-0003-01UK	ASSY CASE EUROPA SRS	1
***113	280-A00748-PM	ROUTER TWIST D7 SO4.8 PANEL M	3
***114	280-A01248-PM	ROUTER TWIST D12 SO4.8 PAN MED	10
***115	280-A02048-PM	ROUTER TWIST D20 SO4.8 PAN LG	10
***202	000-P00416-W	M4X16 MSCR PAN W/FS PAS	6
***301	SRS-67016UK	WH AC MAIN BOARD	1
***302	SRS-67081UK	WH PSU PWR	1

A B C D

1 1 11

ASSY - ELEC

(SRS-8400UK)



A B C D

1 1 22

## ASSY - ELEC

(SRS-8400UK)

SRS-8400UK Level/Seq.No.	Component Part	ASSY ELEC Description	Number off
-----	-----	-----	-----
***1	SRS-8401UK	WOODEN BASE ELEC BD	1
***2			1
***102			1
***103	838-0005UK	I/O BOARD SAE	1
***104	838-14515-A0191	SOUND AMP ANALOG IN	1
***105	FR-838-001UK	MOTOR CONT HAPP 50-2000-03	1
***106	400-065-0512-01	PSU 5V/12V DC 65W MW RPD-65C	1
***107	400-075-024-01	PSU 24VDC 75W MW LPS-75-24	1
***108	400-050-024-01	PSU 24VDC 50W MW LPP-50-24	1
***110	838-0012UK	LAMP DRV BOARD	1
***112	OS1011	PCB FEET RICHCO LCBS-L-5-01	16
***113	280-A00748-PM	ROUTER TWIST D7 SO4.8 PANEL M	3
***114	280-A01248-PM	ROUTER TWIST D12 SO4.8 PAN MED	10
***115	280-A02048-PM	ROUTER TWIST D20 SO4.8 PAN LG	10
***203	012-P00325	N4X1~ S/TAP PAN PAS	12
***204	012-P03506-F	N6X1/4~ S/TAP FLG PAS	16
***301	SRS-67006UK	WH DC I/O	1
***302	SRS-67007UK	WH DC AMP	1
***303	SRS-67009UK	WH DC MOTOR OUT	1
***304	SRS-67010UK	WH SPEAKER A	1
***305	SRS-67011UK	WH AUDIO A	1
***306	SRS-67012UK	WH PARALLEL PORT A	1
***307	SRS-67013UK	WH I/O	1
***308	SRS-67014UK	WH P PORT B	1
***309	SRS-67015UK	WH AUDIO B	1
***310	SRS-67008UK	WH DC MOTOR CONTROL	1
***311	SRS-67081UK	WH PSU PWR	1
***312	600-7141-100UK	CABLE JVS TYPE A-B 100cm	1

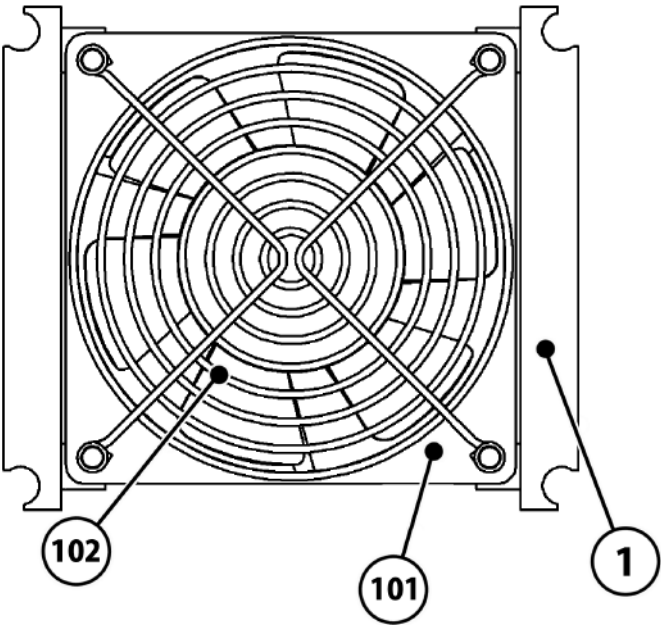
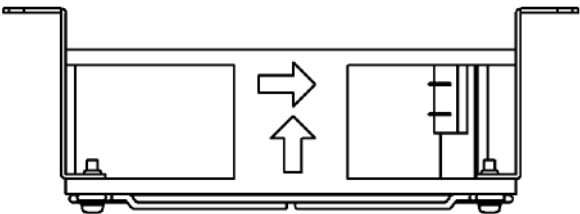
A B C D

1 1 23

ASSY - 240V FAN

(SRS-1340UK)

No.	Component Part	Description	Quantity	
1	105-5340-01	FAN BRKT LONG	2	
101	260-0024-01UK	FAN AC AXIAL DP200A	1	
102	FN1012	FAN GUARD METAL 120MM (FG-12)	1	
201	000-P00312-W	M3X12 MSCR PAN W/FS PAS	4	*
301	ST-60026UK	WH 240V FAN	1	*
*	NOT SHOWN			



A	B	C	D
1	2		

## ASSY - MAIN CABI

(SRS-9000UK)

SRS-9000UK Level/Seq.No.	Component Part	ASSY MAIN CABI MDX Description	Number off
**1	SRS-9020UK	ASSY BASE BOX MDX	1
**2	SRS-1550UK	ASSY SPEAKER L	1
**3	SRS-1560UK	ASSY SPEAKER R	1
**4	SRS-9200UK	ASSY CONTROL PANEL MDX	1
**5	SRS-1021UK	COCKPIT BASE	1
**6	SRS-1200UK	ASSY PEDAL BASE SRS	1
**7	SRS-1150UK	ASSY SIDE POD L	1
**9	SRS-1023XUK	MONITOR STAND L	1
**10	SRS-1024XUK	MONITOR STAND R	1
**12	SRS-9500UK	ASSY REAR CABI	1
**13	SRS-9400UK	ASSY SEAT MDX	1
**15	SRS-9011UK	STICKER MID BASE BOX MDX	2
**24	SRS-9031UK	FRONT FLOOR SRS MDX	1
**25	SRS-3100UK	ASSY COIN CHUTE TOWER	1
**26	SRT-2031UK	NEOPRENE RUBBER STRIP 10X3mm	0.9
**28	RAL-2007X	RUBBER HOLDER R TWIN	1
**29	RAL-2008X	RUBBER HOLDER L TWIN	1
**30	440-WS0220UK	WARNING STICKER TRAP HAZARD	2
**31	SRS-1025UK	COCKPIT SIDE L	1
**32	SRS-1026UK	COCKPIT SIDE R	1
**33	SRS-1027UK	BRKT CLOSING CTRL PNL BTM	1
**35	SRS-3203UK	LAMP BRACKET L	1
**36	SRS-3204UK	LAMP BRACKET R	1
**37	SRS-3041UK	COVER TOP COCKPIT	1
**40	SRS-3001UK	BRKT SUPP CTRL PNL TOP	1
**44	SRS-1405UK	BRKT CLOSING CTRL PNL LCD TOP	1
**52	SRS-9006UK	STRUT REAR MDX	2
**53	SRS-9007UK	STRUT REAR SUPPORT MDX	2
**58	SRS-3518UK	BRKT MUDFLAP SKIRT	2
**59	SRS-3517-01UK	MUDFLAP SKIRT L	1
**60	SRS-3517-02UK	MUDFLAP SKIRT R	1

A B C D

1 2

## ASSY - MAIN CABI

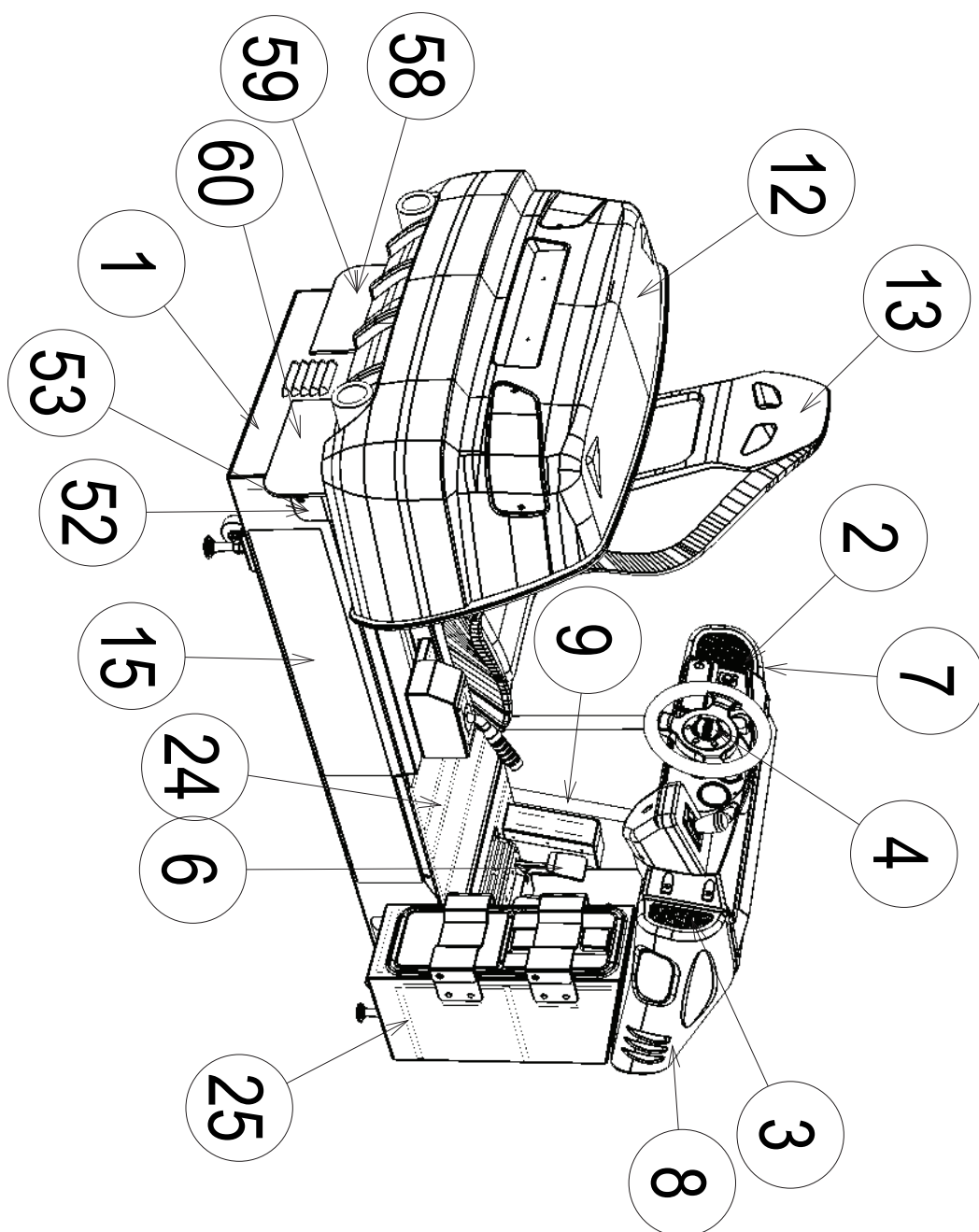
(SRS-9000UK)

**101	LT1057	LED CLUSTER GRN 161-12103-5	2
**102	LT1055	LED CLUSTER RED 161-12103-2	2
**103	280-A00964-WX	ROUTER TWIST D09 SO6.4 WOOD X	4
**104	280-A01264-WX	ROUTER TWIST D12 SO6.4 WOOD X	7
**105	280-A02064-WX	ROUTER TWIST D20 SO6.4 WOOD X	3
**201	000-P00412-W	M4X12 MSCR PAN W/FS PAS	8
**202	FAS-290040	HEX SKT SCR BH BLK M8X25	4
**203	060-S00800-0B	M8 WSHR SPR BLK	4
**204	060-F00800-0B	M8 WSHR FORM A FLT BLK	4
**205	020-000830-0Z	M8X30 SKT CAP OZ	6
**206	030-000625-SB	M6X25 BLT W/S BLK	2
**207	031-000625-0B	M6X25 CRG BLT BLK	2
**208	050-F00600	M6 NUT FLG SER PAS	5
**209	068-651616-0B	M6 WSHR 16OD FLT BLK	8
**210	068-651616	M6 WSHR 16OD FLT PAS	5
**211	030-000616-SB	M6X16 BLT W/S BLK	6
**212	000-T00512-0C	M5X12 MSCR POSI TH CRM	12
**213	020-F00850-0Z	M8X50 SKT CSK OZ	6
**215	030-000830-SB	M8X30 BLT W/S BLK	10
**216	068-852216-0B	M8 WSHR 22OD FLT BLK	31
**217	030-000816-S	M8X16 BLT W/S PAS	8
**218	060-F00800	M8 WSHR FORM A FLT PAS	6
**221	000-T00416-0C	M4X16 MSCR TH CRM	2
**222	030-000825-SB	M8X25 BLT W/S BLK	3
**223	030-000825-S	M8X25 BLT W/S PAS	10
**224	000-T00412-0B	M4X12 MSCR TH BLK	9
**225	050-F00400	M4 NUT FLG SER PAS	8
**226	030-000820-SB	M8X20 BLT W/S BLK	6
**227	030-000816-SB	M8X16 BLT W/S BLK	12
**229	050-U00500	M5 NUT NYLOK PAS	8
**230	068-552016-0B	M5 WSHR 20OD FLT BLK	8
**231	030-000630-SB	M6X30 BLT W/S BLK	6

A	B	C	D
1	2		

# ASSY - MAIN CABI

(SRS-9000XUK)

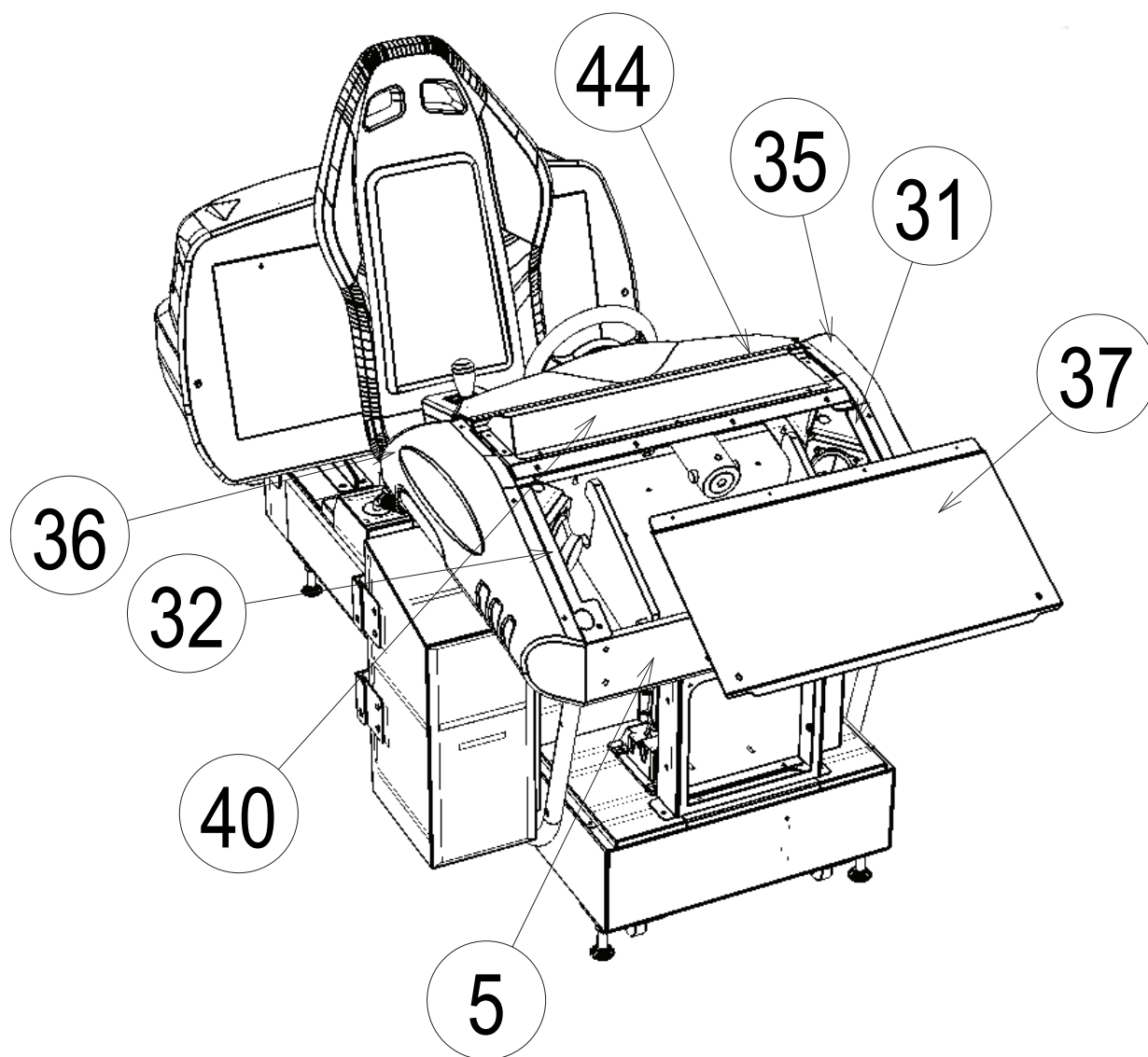


A B C D

1	2		
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ASSY - MAIN CABI

(SRS-9000XUK)

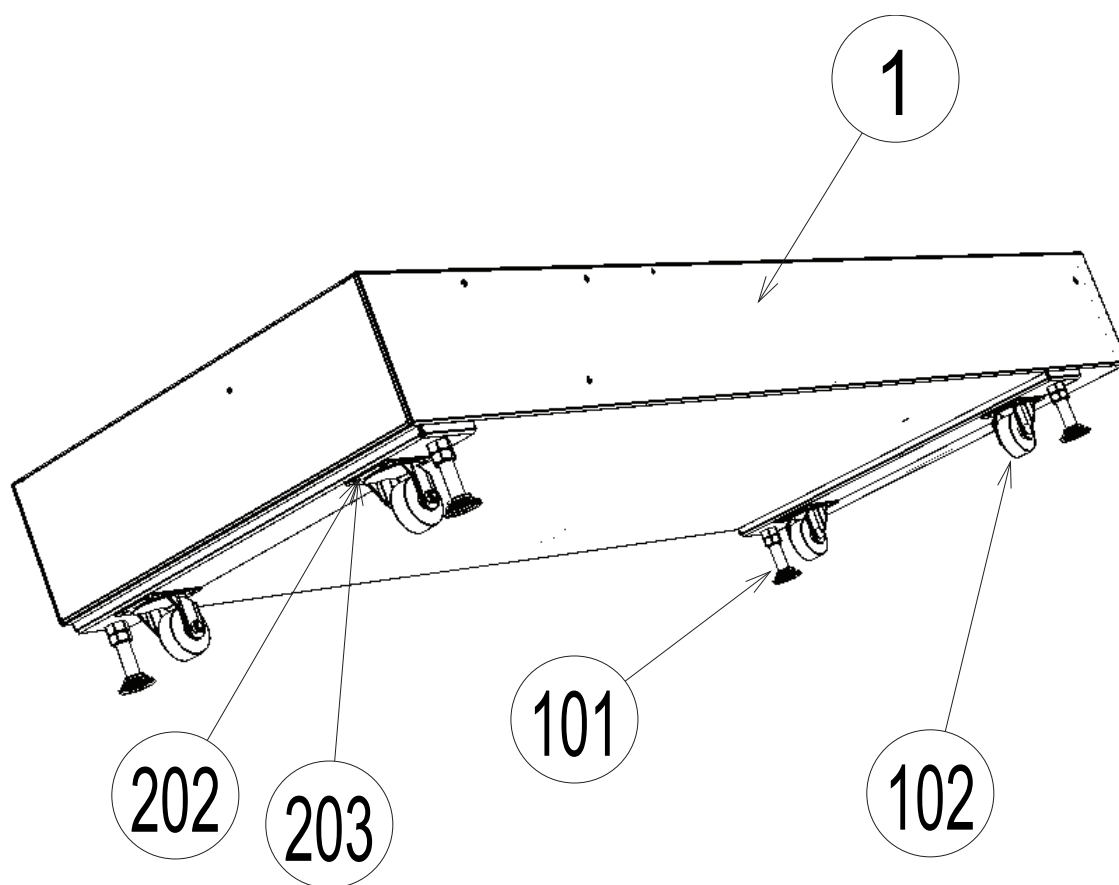


A	B	C	D
1	2	1	

## ASSY - BASE BOX

(SRS-3020UK)

***1	SRS-9021UK	BASE BOX MDX	1
***101	601-5699UK-01	LEG ADJ M16X100 1L/NUT	4
***102	MA1007	CASTOR SWIVEL 63mm NYLON	4
***104	280-A01248-PM	ROUTER TWIST D12 SO4.8 PAN MED	6
***105	280-A02048-PM	ROUTER TWIST D20 SO4.8PA	16
***202	030-000816	M8X16 BLT PAS	16
***203	060-500800	M8 WSHR SPR PAS	16
***301	SRS-65023UK	WH PEDAL EXT	1
***302	SRS-67053UK	WH BASE BOX	1
***306	600-9010-44K	WH EARTH 100mm M4 M4	1
***307	600-9030-44K	WH EARTH 300mm M4 M4	1
***308	600-9120-44K	WH EARTH 1200mm M4 M4	1



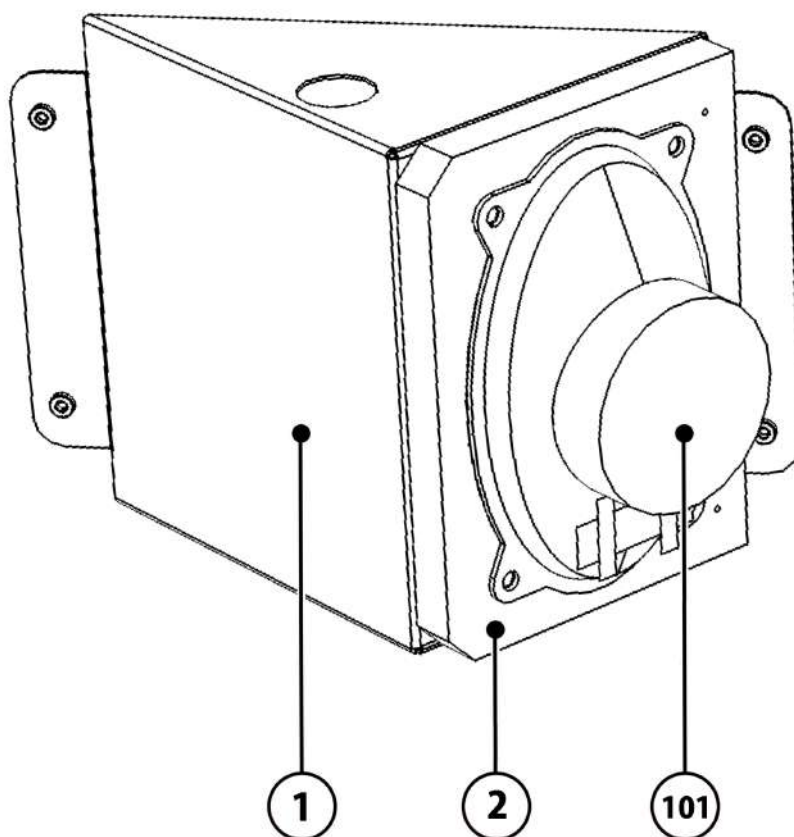
A B C D

1 2 2

## ASSY - SPEAKER L

(SRS-1550UK)

No.	Component Part	Description	Quantity	
1	SRS-1551UK	SPEAKER BRKT	1	
2	SRS-1552UK	BLOCK SPACER SPEAKER	1	
101	130-04030-E	SPKR ELIP 4OHM 30W VIS DX4x6P	0.5	
201	000-P00425-W	M4X25 MSCR PAN W/FS PAS	4	*
202	012-P03512-F	N6X1/2" S/TAP FLG PAS	2	*
*	NOT SHOWN			

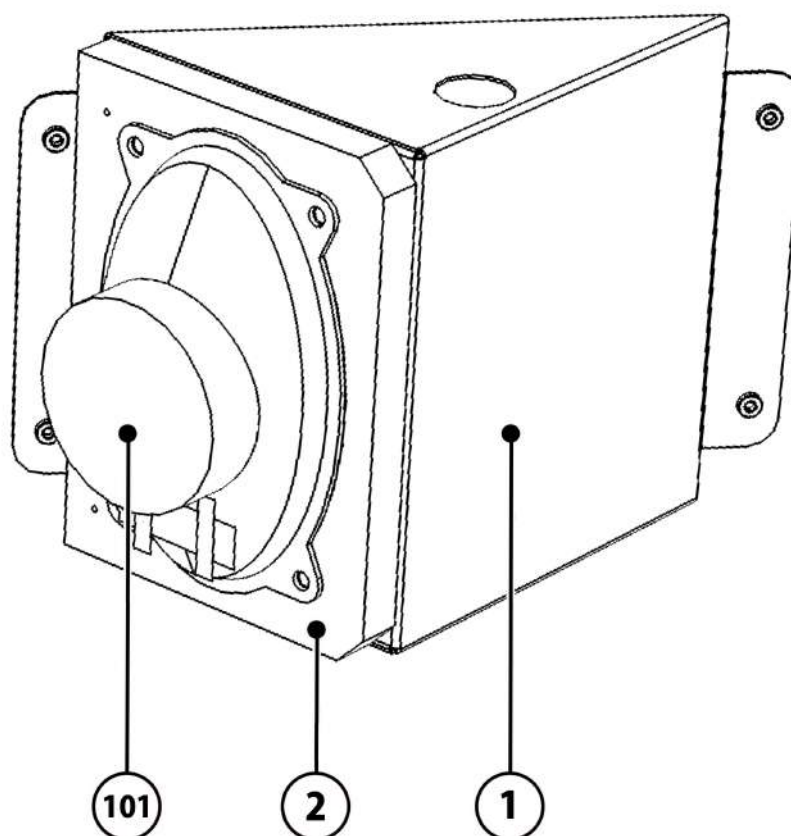


NOTE THAT THE COMPONENTS USED FOR BOTH SRS-1550UK AND SRS-1560UK ARE THE SAME, AND THE ONLY DIFFERENCE BETWEEN THE TWO ASSEMBLIES IS IN THAT THE LOUDSPEAKER IS FITTED IN THE OPOSITE DIRRECTION.

A	B	C	D
1	2	3	

## ASSY - SPEAKER R (SRS-1560UK)

No.	Component Part	Description	Quantity	
1	SRS-1551UK	SPEAKER BRKT	1	
2	SRS-1552UK	BLOCK SPACER SPEAKER	1	
101	130-04030-E	SPKR ELIP 40HM 30W VIS DX4x6P	0.5	
201	000-P00425-W	M4X25 MSCR PAN W/FS PAS	4	*
202	012-P03512-F	N6X1/2" S/TAP FLG PAS	2	*
*	NOT SHOWN			



NOTE THAT THE COMPONENTS USED FOR BOTH SRS-1550UK AND SRS-1560UK ARE THE SAME, AND THE ONLY DIFFERENCE BETWEEN THE TWO ASSEMBLIES IS IN THAT THE LOUDSPEAKER IS FITTED IN THE OPOSITE DIRRECTION.

A B C D

1 2 4

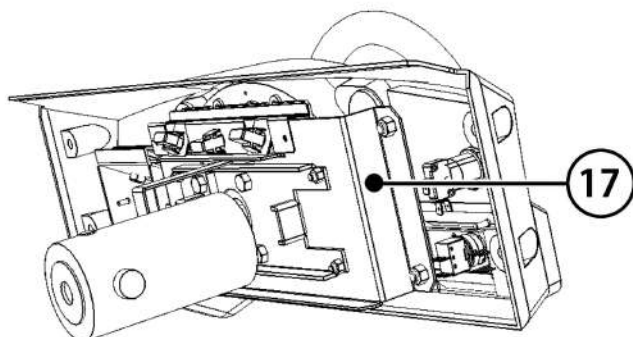
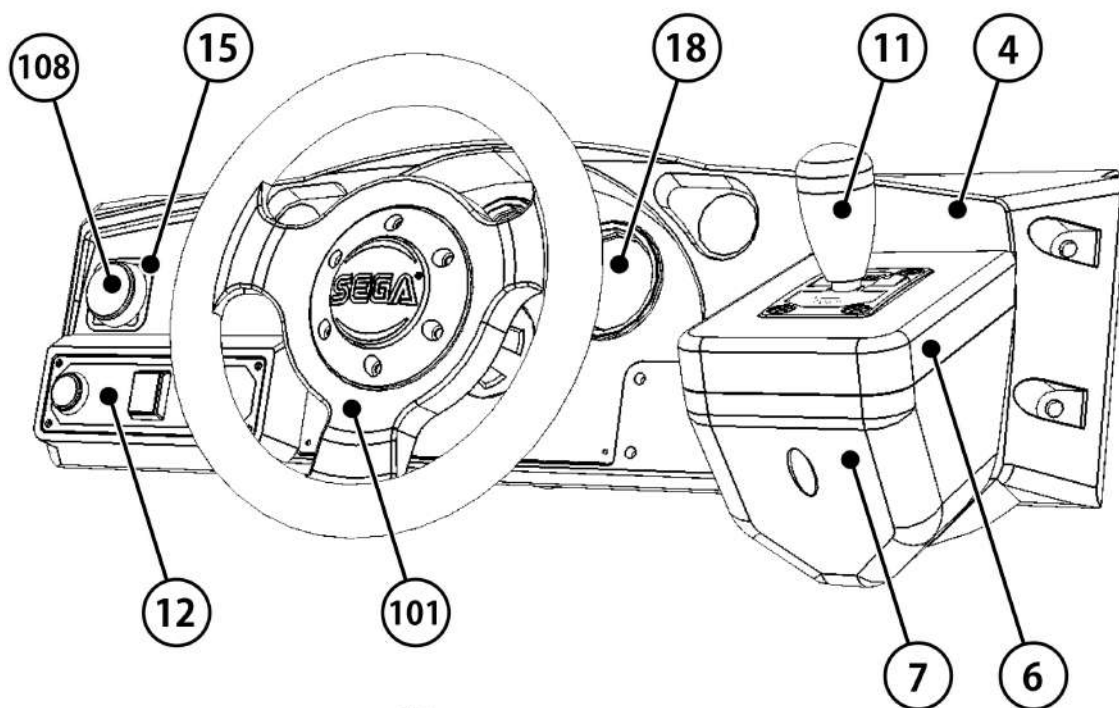
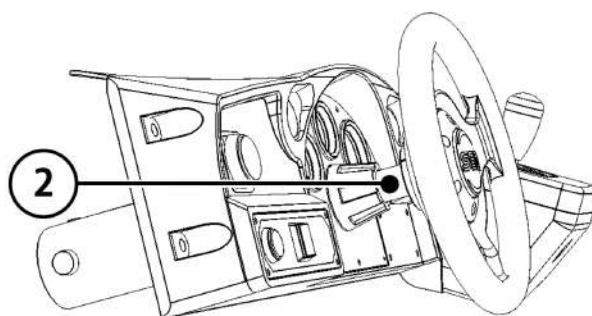
## ASSY - CONTROL PANEL DX (SRS-9200UK)

No.	Component Part	Description	Quantity	
2	SRS-2003UK	HANDLE COLLAR	1	
4	SRS-3201UK	CONTROL PANEL COVER DX	1	
5	SRS-2002UK	CONTROL PANEL BRKT	1	*
6	INY-1204	SHIFT COVER INY	1	
7	DYN-1223X	SHIFT COVER B	1	
9	LMN-1202	SHIFT BASE	1	*
11	610-0408-01	UP/DOWN SHIFTER AL YL	1	
12	SRS-2100UK	ASSY SW PLATE	1	
14	SRS-0012UK	STICKER MOTION STOP	1	*
15	SRS-2007UK	PLATE BTN MTG	1	
16	DYN-0010UK	DENOMI PLATE	1	*
17	SRS-2004UK	CONTROL PANEL BACK	1	
18	SRS-3205UK	DESIGN PLATE 3 DIALS	1	
19	SRS-3206UK	BRKT CTRL PNL LIGHTING	1	*
101	FR-2500-01UK	MECHA 50-0102-08 W/SEGA CAP	1	
102	280-A01200-A	ROUTER TWIST D12 ADH	4	*
103	280-A02000-A	ROUTER TWIST D20 ADH	1	*
108	509-6002-R	BTN RND 44MM 12V RED 22-2070-2	1	
202	060-F00800	M8 WSHR FORM A FLT PAS	4	*
204	050-U00800	M8 NUT NYLOK PAS	4	*
205	FAS-200013	M4X16 SKT CAP CRM	6	*
206	000-T00416-0B	M4X16 MSCR TH BLK	3	*
207	000-P00412-W	M4X12 MSCR PAN W/FS PAS	5	*
208	008-T00516-0B	M5X16 TMP PRF TH BLK	4	*
210	030-000820-S	M8X20 BLT W/S PAS	4	*
211	050-F00300	M3 NUT FLG SER PAS	2	*
212	000-T00412-0C	M4X12 MSCR TH CRM	4	*
215	050-F00400	M4 NUT FLG SER PAS	8	*
216	000-T00416-0B	M4X16 MSCR TH BLK	4	*
217	060-F00400-0C	M4 WSHR FORM A FLT CRM	6	*
218	068-652016	M6 WSHR 200D FLT PAS	4	*
219	050-U00600	M6 NUT NYLOK PAS	4	*
220	068-441616	M4 WSHR 160D FLT PAS	6	*
302	SRS-60021UK	WH BTN PLATE	1	*
303	SRS-65017UK	WH CTRL PNL EXTN	1	*
306	SRS-60020UK	WH SPEAKER B	1	*
308	600-9120-44K	WH EARTH 1200mm M4 M4	2	*
309	SRS-60022UK	WH SHIFTER EXT	1	*

\* NOT SHOWN

A	B	C	D
1	2	4	

# ASSY - CONTROL PANEL DX (SRS-9200UK)

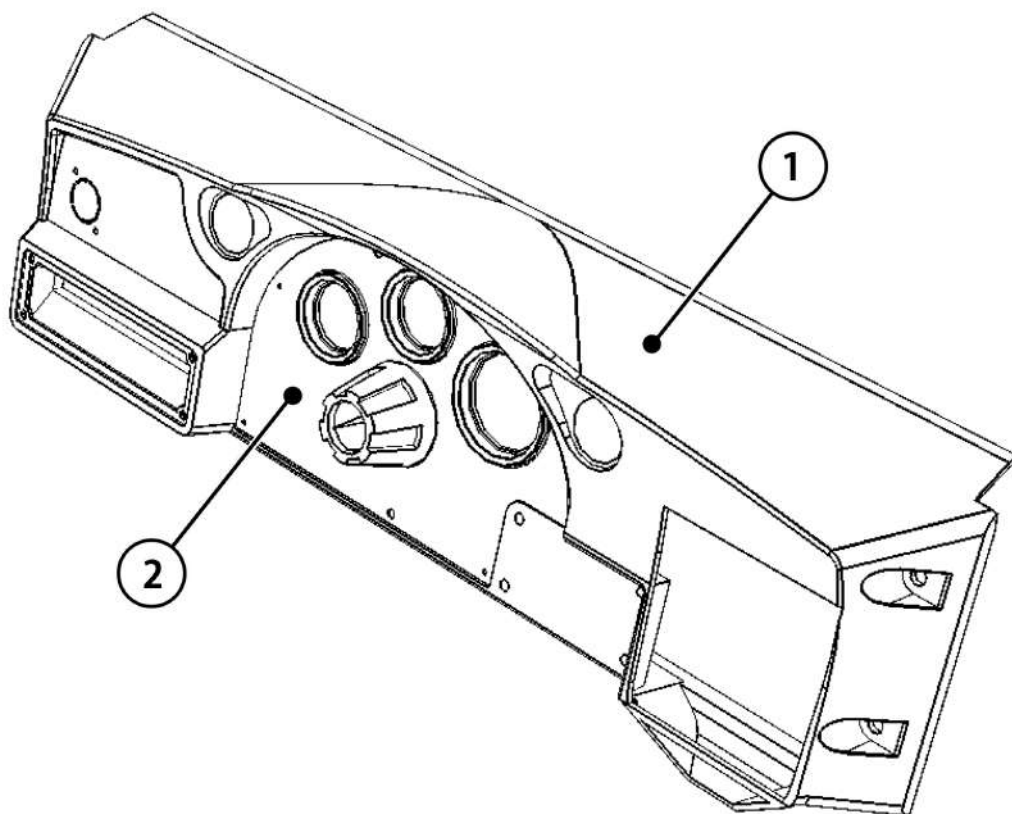


A B C D

1 2 4 4

## ASSY - CONTROL PANEL COVER DX

No.	Component Part	Description	Quantity	
1	SRS-1201X-AUK	PANEL COVER MACHINED	1	
2	SRS-2001-BUK	METER PANEL	1	
201	047-PA3207-6	DIA 3.2X7.6 RVT OPEN AL	4	*
202	060-F00300	M3 WSHR FORM A FLT PAS	4	*
*	NOT SHOWN			

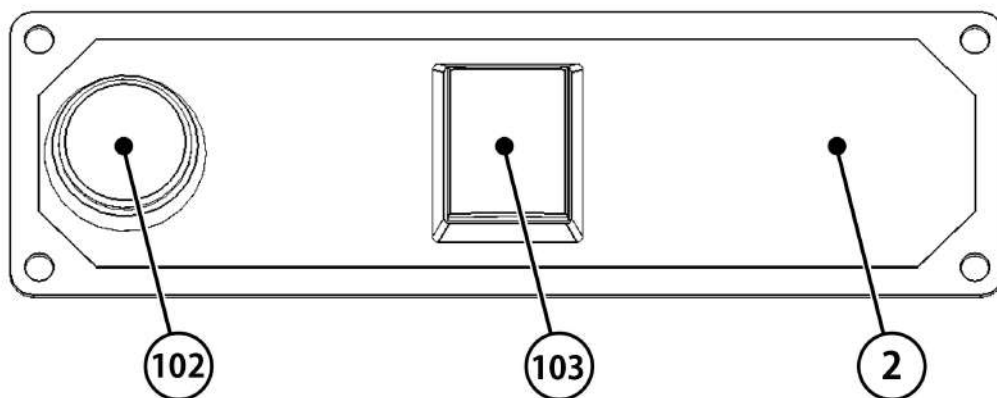


A B C D

**1 2 4 12****ASSY - CONTROL PANEL SW PLATE**

No.	Component Part	Description	Quantity	
1	SRS-2101UK	STICKER START/VIEW	1	*
2	ORT-2101	BUTTON PLATE	1	
3	171-6478B	PC BD LIGHTING SWX5	1	*
101	212-5205-12	CONN JST M 12P RTA	1	*
102	509-5560-Y	PB SW W/L 6V 1L Y LW1L-15VY	1	
103	509-5561-S	PB SW W/L 6V 5L R LW5L-15VS	1	
*	NOT SHOWN			

VIEW FROM FRONT



A B C D

1 2 6

## ASSY - PEDAL BASE SRS

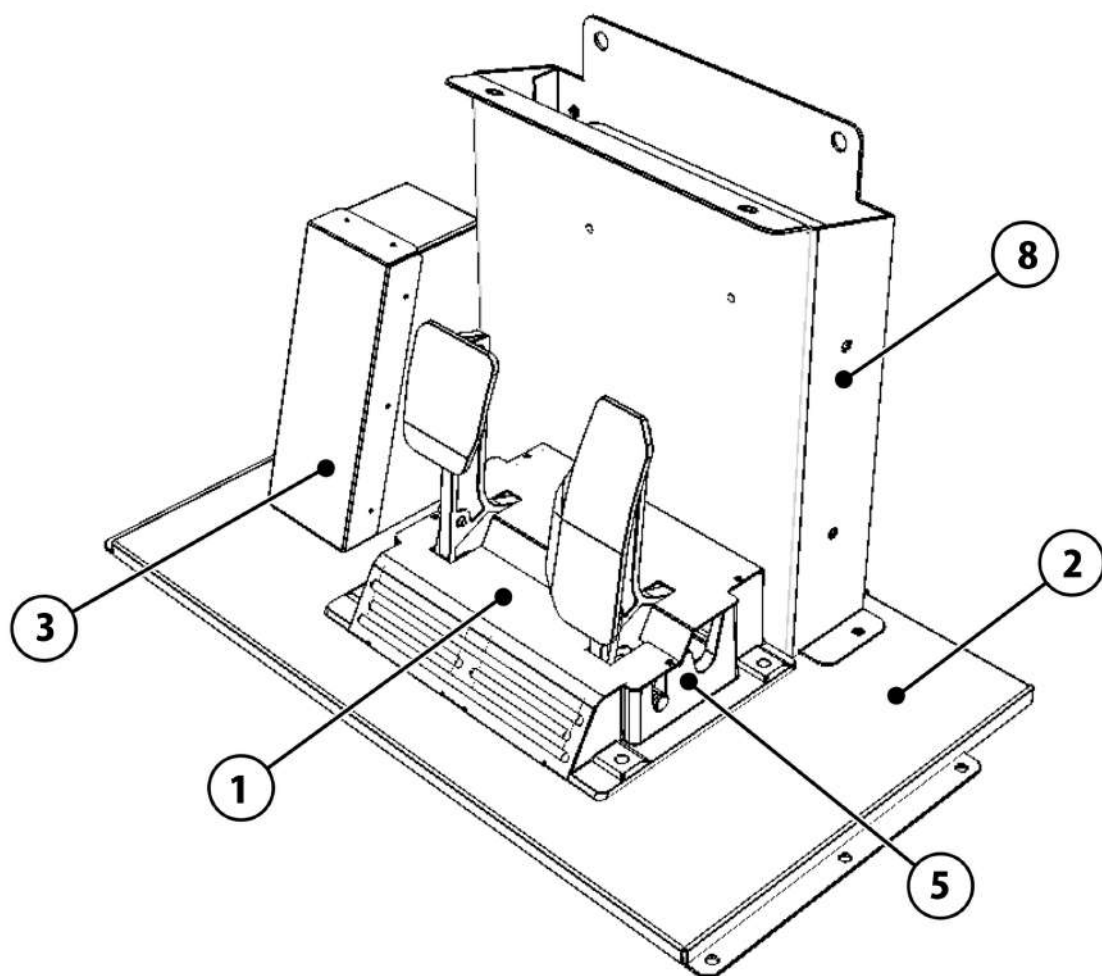
(SRS-1200UK)

No.	Component Part	Description	Quantity	
1	SPG-2200-01	ASSY BRAKE & ACCELL	1	
2	SRS-1201UK	PEDAL BASE	1	
3	TFF-1202UK	FOOTREST BASE	1	
4	SPG-2222UK	ANTI FINGER TRAP PLATE LEFT	1	*
5	SPG-2223UK	ANTI FINGER TRAP PLATE RIGHT	1	
6	SPG-2224UK	PEDAL GASKET	1	*
7	SRT-2031UK	NEOPRENE RUBBER STRIP 10	0.52	*
8	SRS-1203XUK	WIRE COVER BOX	1	
101	280-A01200-A	ROUTER TWIST D12 ADH	6	*
201	068-852216-0B	M8 WSHR 220D FLT BLK	4	*
202	030-000820-SB	M8X20 BLT W/S BLK	4	*
203	030-000616-SB	M6X16 BLT W/S BLK	4	*
204	050-F00400	M4 NUT FLG SER PAS	3	*
205	030-000816-S	M8X16 BLT W/S PAS	4	*
206	060-F00800	M8 WSHR FORM A FLT PAS	4	*
207	060-F00600-0B	M6 WSHR FORM A FLT BLK	4	*
301			1	*
*	NOT SHOWN			

A	B	C	D
1	2	6	

# ASSY - PEDAL BASE SRS

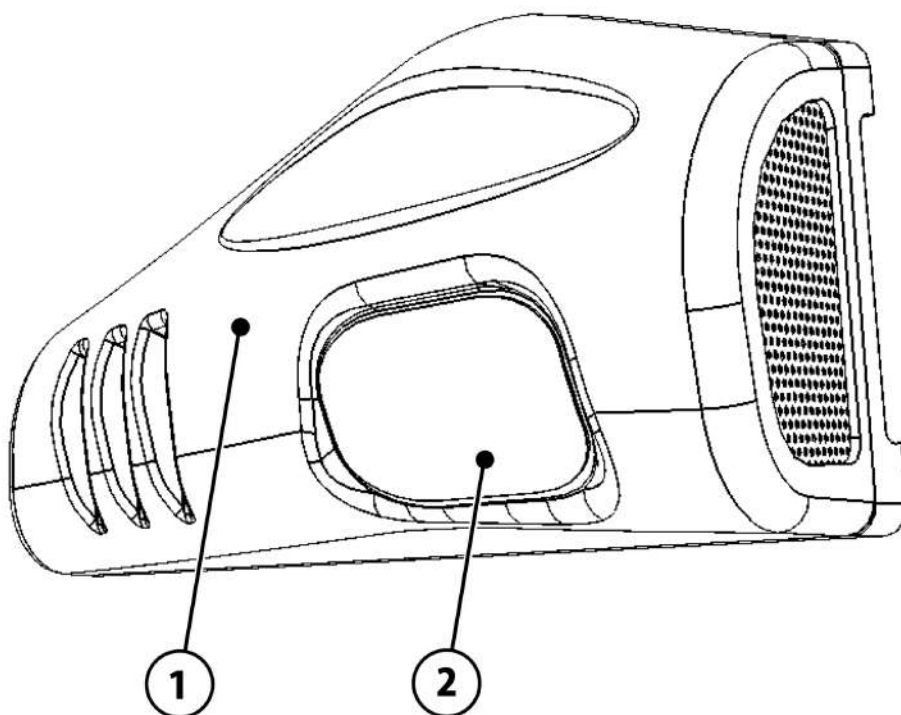
(SRS-1200UK)



A B C D

**1** **2** **7****ASSY - SIDE POD L****(SRS-1150UK)**

No.	Component Part	Description	Quantity
1	SRS-1151UK	SIDE POD L	1
2	SRS-1152UK	STICKER SIDE POD	1

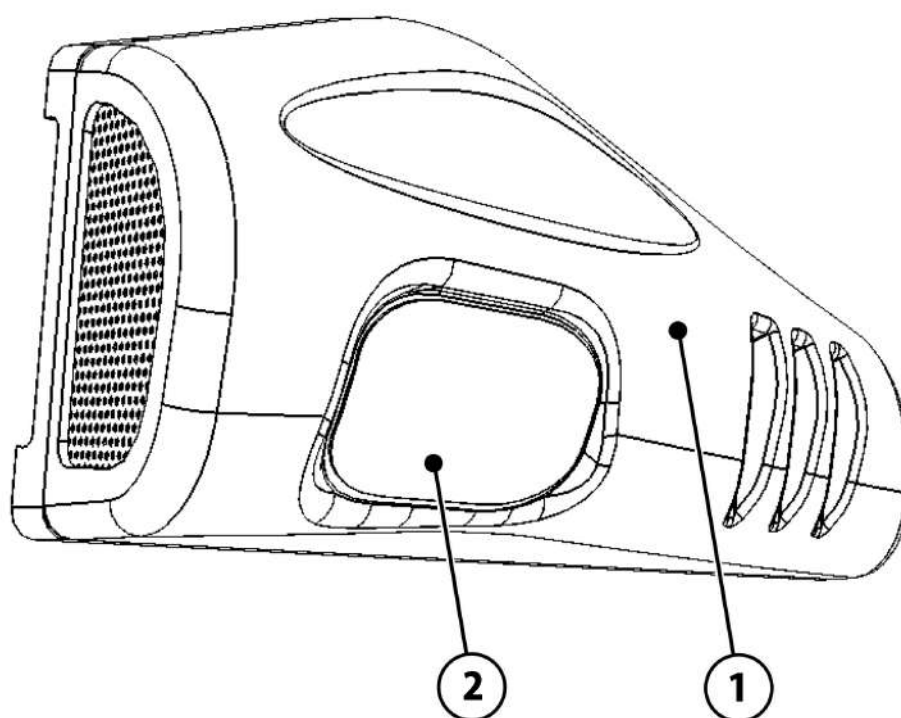


A	B	C	D
1	2	8	

# ASSY - SIDE POD R

(SRS-1160UK)

No.	Component Part	Description	Quantity
1	SRS-1161UK	SIDE POD R	1
2	SRS-1152UK	STICKER SIDE POD	1

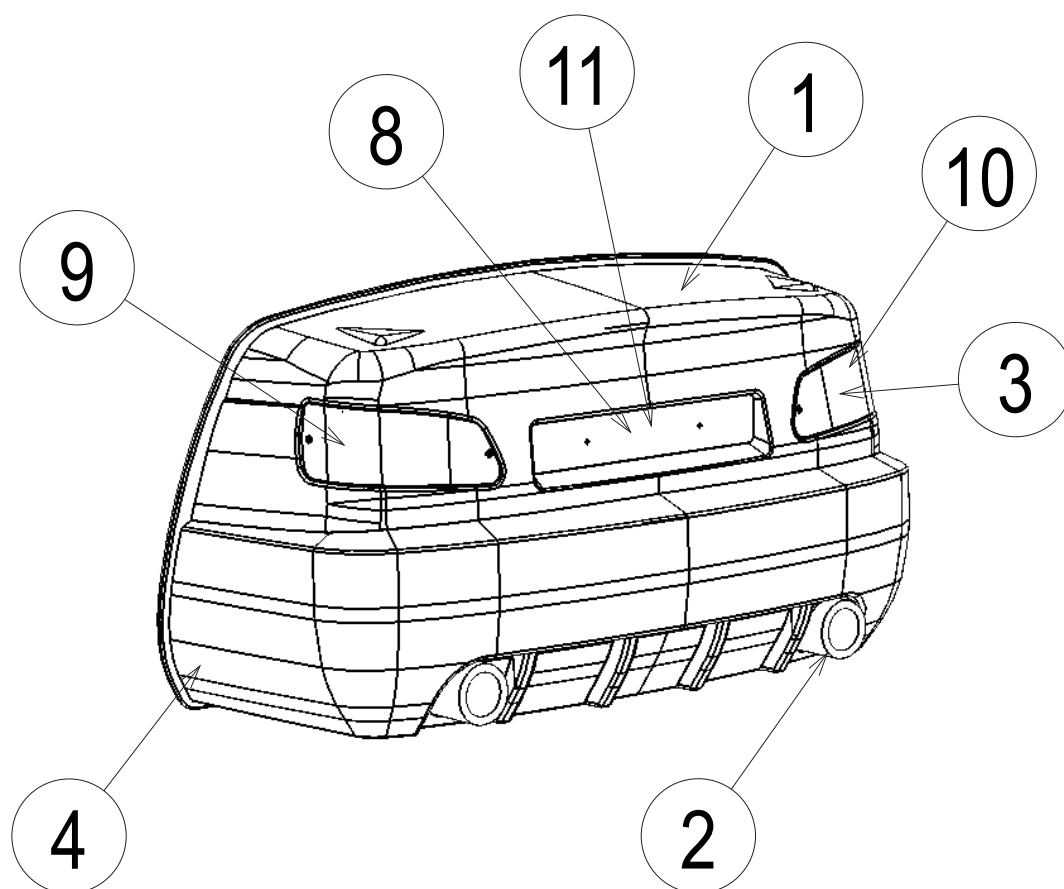


A B C D

1 2 12

## ASSY - REAR CABI

(SRS-9500UK)

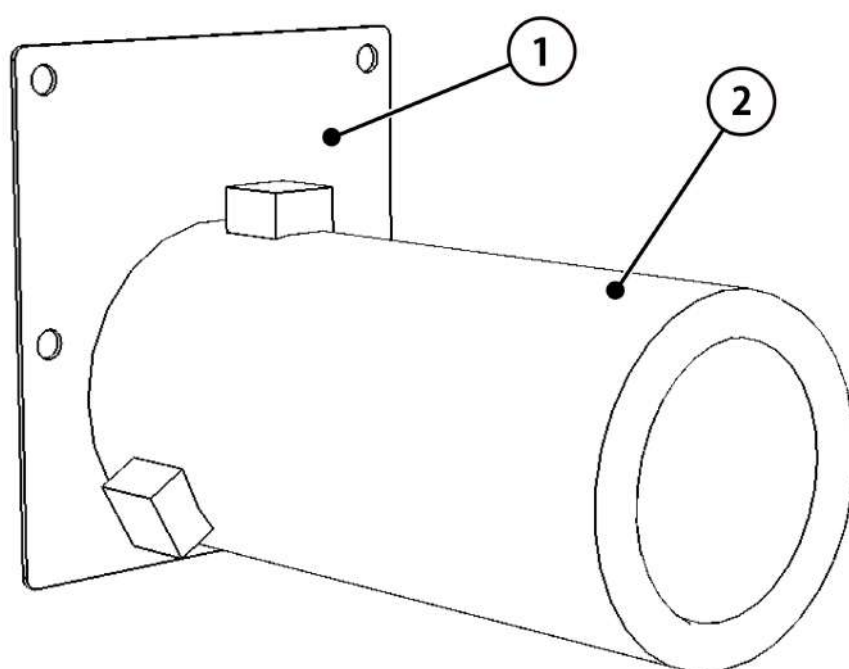


***1	SRS-9651YUK	ASSY CABI REAR MAIN MDX	1
***2	SRS-3530UK	ASSY TAIL PIPE	2
***3	SRS-3550UK	ASSY TAIL LIGHT	2
***4	SRS-9601YUK	FORMING FAIRING RALLY MDX	1
***8	SRS-3506UK	BRKT SUPP NUM PLATE	1
***9	SRS-3508UK	TAIL LIGHT LENS OUTER L	1
***10	SRS-3509UK	TAIL LIGHT LENS OUTER R	1
***11	SRS-3511UK	NUMBER PLATE	1
***20	SRS-3602UK	STICKER LOGO PIRELLI REAR	2
***22	SRS-3604UK	STICKER LOGO WRC SIDE	2
***23	SRS-9605UK	STICKER LOGO SEGA AMUSEMENTS	2
***25	SRS-3607UK	STICKER LOGO WORLD CAR EDITION	1
***201	030-000630-S	M6X30 BLT W/S PAS	14
***202	068-652516	M6 WSHR 25OD FLT PAS	1
***203	030-000620	M6X20 BLT PAS	1
***204	000-T00630-0C	M6X30 MSCR POSI TH CRM	9
***206	000-T00416-0C	M4X16 MSCR TH CRM	2
***207	068-441616-0C	M4 WSHR 16OD FLT CRM	2
***209	068-651616	M6 WSHR 16OD FLT PAS	2
***210	008-T00412-0C	M4X12 TMP PRF TH CRM	4
***211	000-P00425-WB	M4X25 MSCR PAN W/FS BLK	2
***215	000-T00630-0B	M6X30 MSCR TH BLK	3
***216	068-852216-0B	M8 WSHR 22OD FLT BLK	3
***301	SRS-65057UK	WH REAR BRAKE LIGHTS	1

A B C D

**1 2 12 2** ASSY - TAIL PIPE**(SRS-3530UK)**

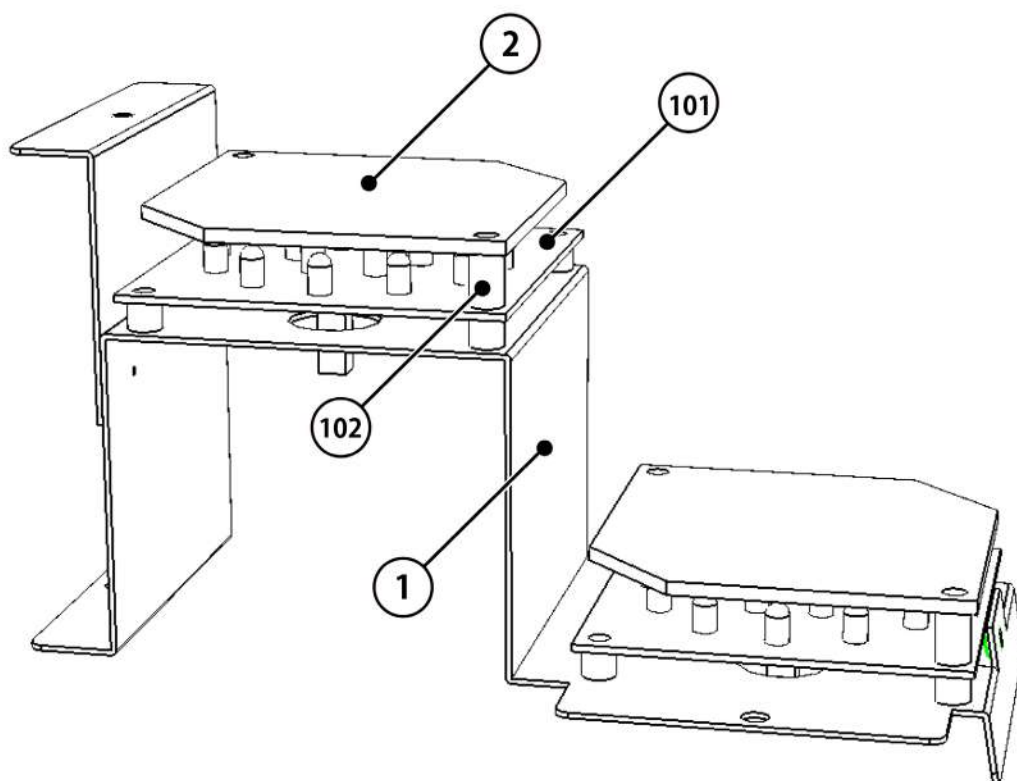
<u>No.</u>	<u>Component Part</u>	<u>Description</u>	<u>Quantity</u>
1	SRS-3501UK	BRKT MOUNT TAIL PIPE	1
2	ORP-2364UK	TAILPIPE EXHAUST	1



A B C D

**1 2 12 3** ASSY - TAIL LIGHT**(SRS-3550UK)**

No.	Component Part	Description	Quantity	
1	SRS-3551UK	BRKT TAIL LIGHT	1	
2	SRS-3552UK	PRISM LENS TAIL LIGHT	2	
101	838-0010UK	BRAKE LIGHT BD	2	
102		STANDOFF???	4	
201	000-P00412-W	M4X12 MSCR PAN W/FS PAS	4	*
202	000-P00408-W	M4X8 MSCR PAN W/FS PAS	4	*
* NOT SHOWN				



A	B	C	D
1	2	13	

## ASSY - SEAT

(SRS-9400UK)

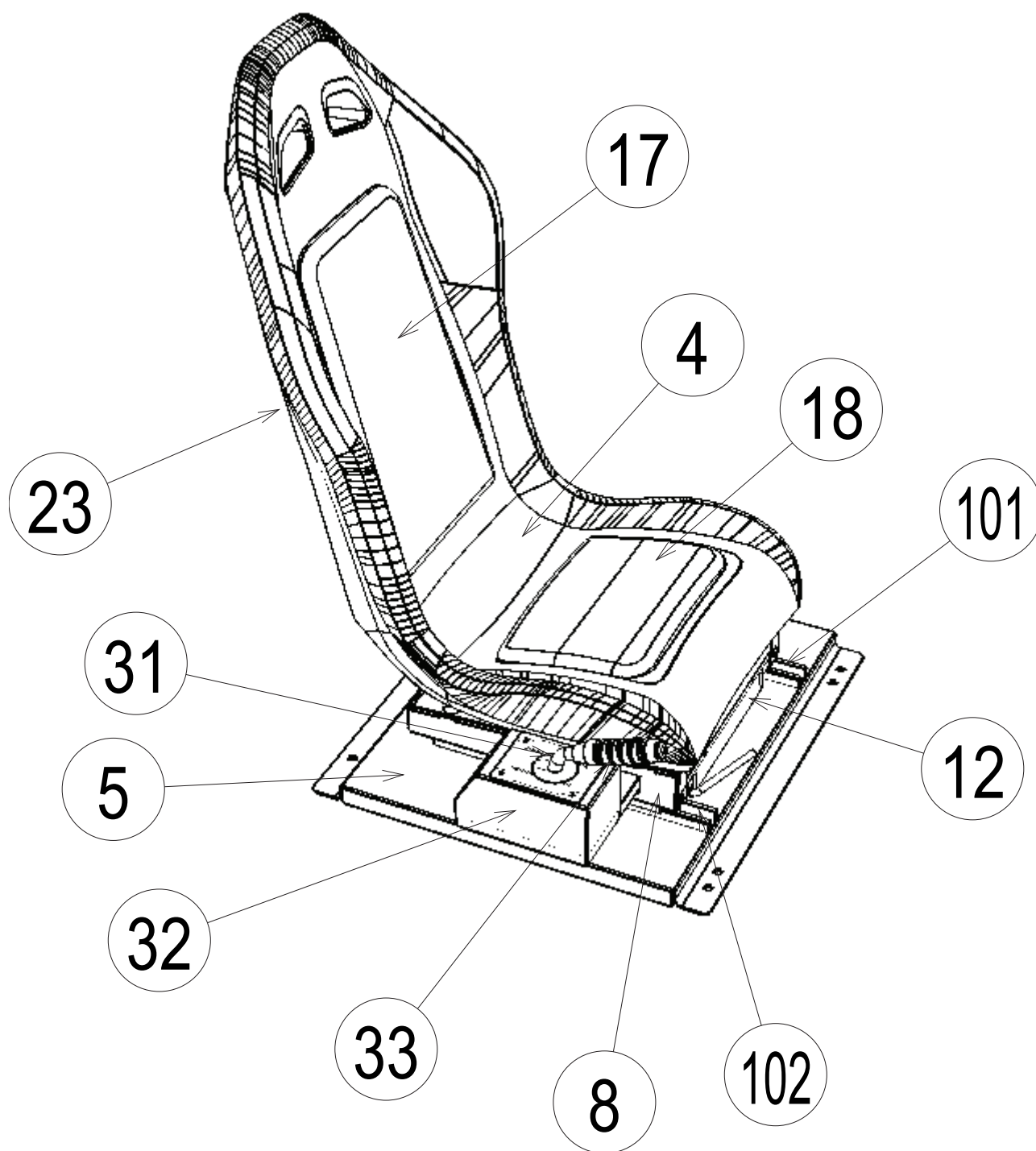
***4	SRS-5550-0R	SEAT RACING W/O CUSHIONS RED	1
***5	SRS-9403UK	SEAT BASE MDX	1
***8	SRS-9406UK	SEAT SLANT MOUNT TRAY	1
***12	ABX-2410UK	SAFETY GUARD	1
***13	SRS-1611UK	CABLE BEAR BRKT	1
***14	STC-1612	PROTECT RUBBER	2
***15	ABX-2413UK	SAFETY GUARD F	1
***16	OS1004	DRAFT EXCLDR 4 X7MM BLK x 10M	0.8
***17	SRS-2562UK	CUSHION SEAT BACK FLAT	0.8
***18	SRS-2561UK	CUSHION SEAT BTM FLAT	1
***23	SRS-9411UK	STICKER SEAT BACK	1
***31	SRS-2500UK	ASSY HAND BRAKE	1
***32	SRS-9451UK	HANDBRAKE ENCLOSURE MDX	1
***33	SRS-2501UK	SRS HANDBRAKE HANDLE	1
***101	601-9059-91	SEAT RAIL L	1
***102	601-9060-91	SEAT RAIL R	1
***108	601-6981-009	CABLE BEAR L=009	1
***202	068-852216	M8 WSHR 22OD FLT PAS	14
***203	030-000820-S	M8X20 BLT W/S PAS	4
***204	000-P00410-W	M4X10 MSCR PAN W/FS PAS	2
***205	000-T00408-0B	M4X8 MSCR TH BLK	8
***207	050-U00800	M8 NUT NYLOK PAS	8
***209	000-T00616-0B	M6X16 MSCR TH BLK	4
***210	030-000620-S	M6X20 BLT W/S PAS	3
***211	068-652516	M6 WSHR 25OD FLT PAS	2
***213	000-P00512-WB	M5X12 MSCR PAN W/FS BLK	4
***214	050-F00400	M4 NUT FLG SER PAS	4
***215	028-00405-B	M4X5 GSCR SKT CUP BLK	1
***301	SRS-60024UK	WH HANDBRAKE A	1
***302	SRS-60025UK	WH CABLE BEAR	1

A B C D

1	2	14	
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## ASSY -SEAT

(SRS-9400UK)

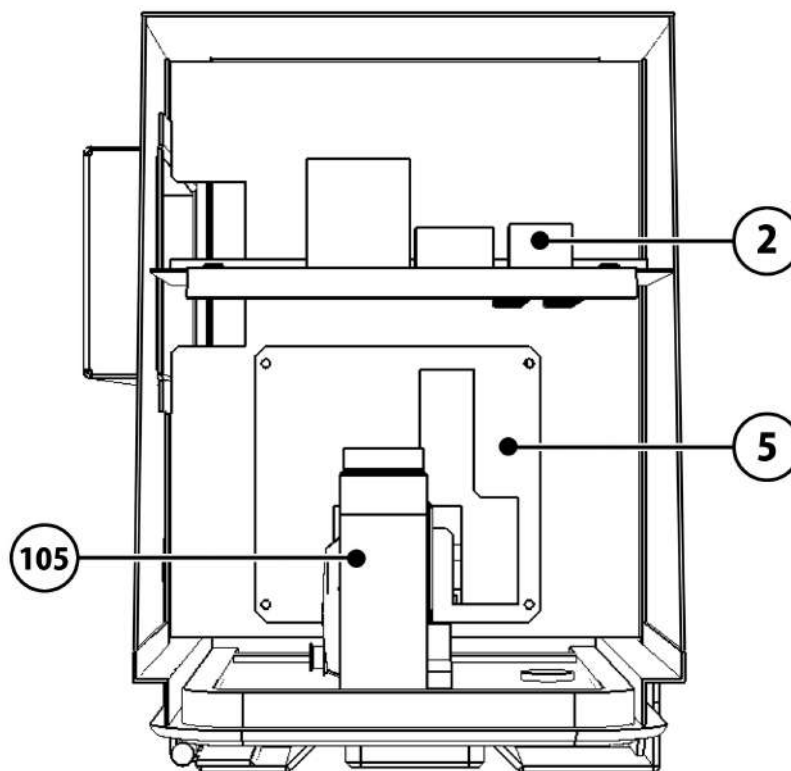


A	B	C	D
1	2	15	

# **ASSY - COIN CHUTE TOWER (SRS-3100UK)**

No.	Component Part	Description	Quantity
1	SRS-3101UK	COIN CHUTE TOWER	1
2	VTS-HOD-D-R	VTS BOARD HOD	1
3	PP1087	BOX CASH FOR MINI DOOR	1 *
4	SRS-0302UK	CCT FLOOR SRS	1 *
5	DUT-0302UK	COIN PATH PLATE	1
11	LB1103	STICKER CAUTION	2 *
12	TFF-0304UK	LOCKING HASP	1
13	TFF-0305UK	BRKT PADLOCK	1
101	220-5374-01	DOOR DFMD W/FR&LOCK C120 UNIV	1
102	220-5574UK	LOCK (J9117) KEY TO LIKE 22MM W CAM	1 *
105	220-5610-01	SR3 STD BODYBSR3INGB	1
106	220-5727-01B	DOOR CASH H.S. STS	1
201	000-P00410-W	M4X10 MSCR PAN W/FS PAS	11 *
204	050-U00800	M8 NUT NYLOK PAS	4 *
205	068-852216	M8 WSHR 22OD FLT PAS	4 *
301	SRS-65055UK	WH VTS	1 *
302	LM1006LOR	LOOM COIN MECH LAMP	1 *
303	600-9040-44K	WH EARTH 400mm M4 M4	1 *

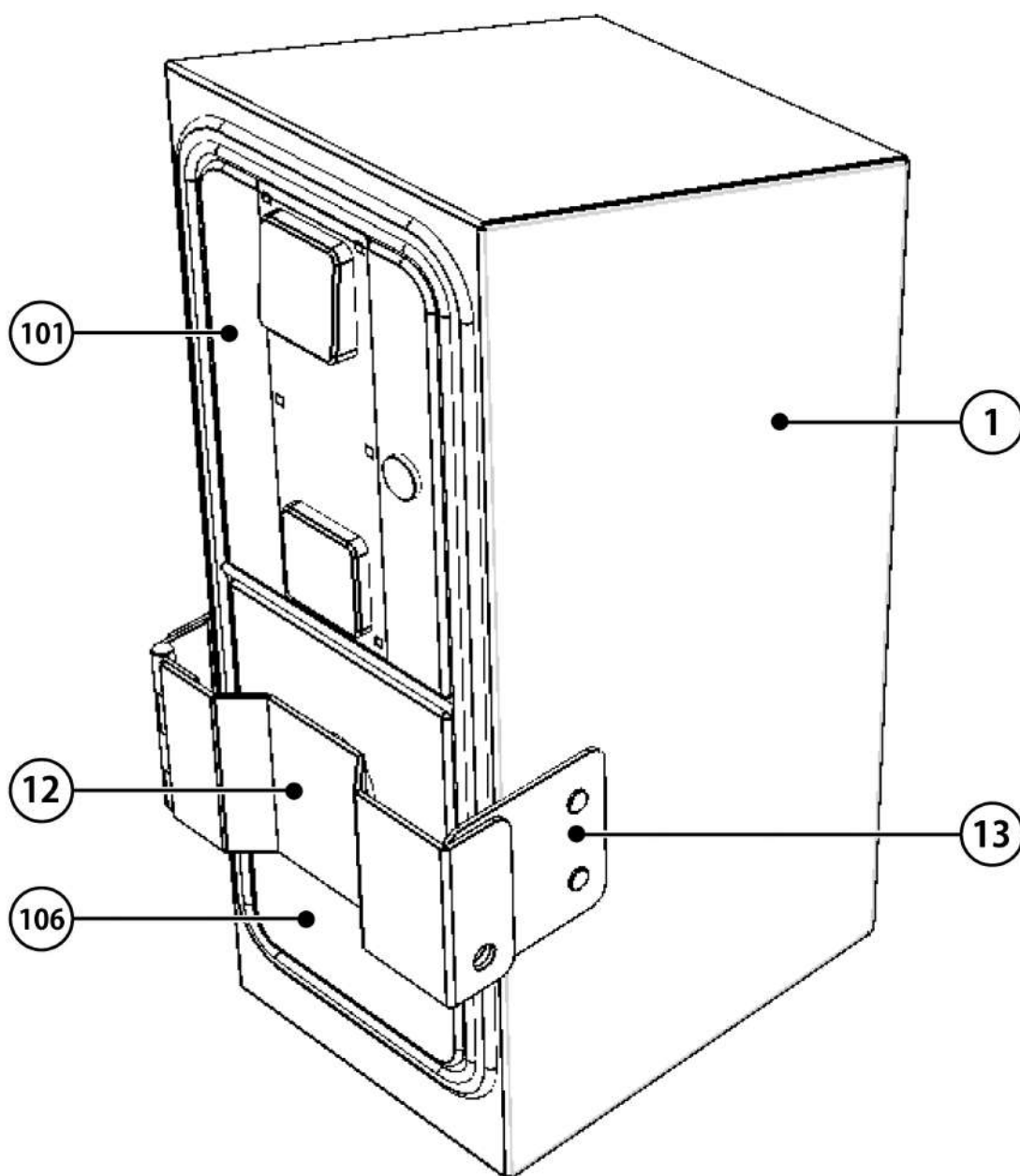
\* NOT SHOWN



VIEW FROM TOP

A	B	C	D
1	2	15	

## ASSY - COIN CHUTE TOWER (SRS-3100UK)



A B C D

1 401

## ASSY - INSTALLATION KIT 'SRS DX'

SRS-INST-M Level/Seq.No.	Component Part	ASSY INSTALLATION KIT SRS MDX Description	Number off
-----	-----	-----	-----
**1	SRS-8200UK	ASSY BILLBOARD SRS MDX	1
**4	SRS-8054UK	JOINT BRKT MDX	2
**14	PK0450	BOX BILLBOARD SRS DX MK3	1
**101	440-CS0186UK	STICKER C EPILEPSY MULTI	1
**104	LM1227	UK MAINS LEAD 10A WITH PLUG	1
**105	LM1246	EUROLEAD 10A EUROPEAN SOCKET	1
**106	600-7269-0500UK	CA LAN CAT5 500CM	1
**203	030-000825-SB	M8X25 BLT W/S BLK	16
**204	068-852216-0B	M8 WSHR 22OD FLT BLK	16
**402	420-0005-03UK	SERVICE MANUAL SRS MDX	1
**403	OS1019	SELF SEAL BAG 9X12.3/4	3
**404	540-0006-01	WRENCH M4 TMP PRF	1
**409	514-5078-5000	FUSE 5A T CERAMIC 20MM	1

A B C D

1 401 1

## ASSY - BILLBOARD

(SRS-8200UK)

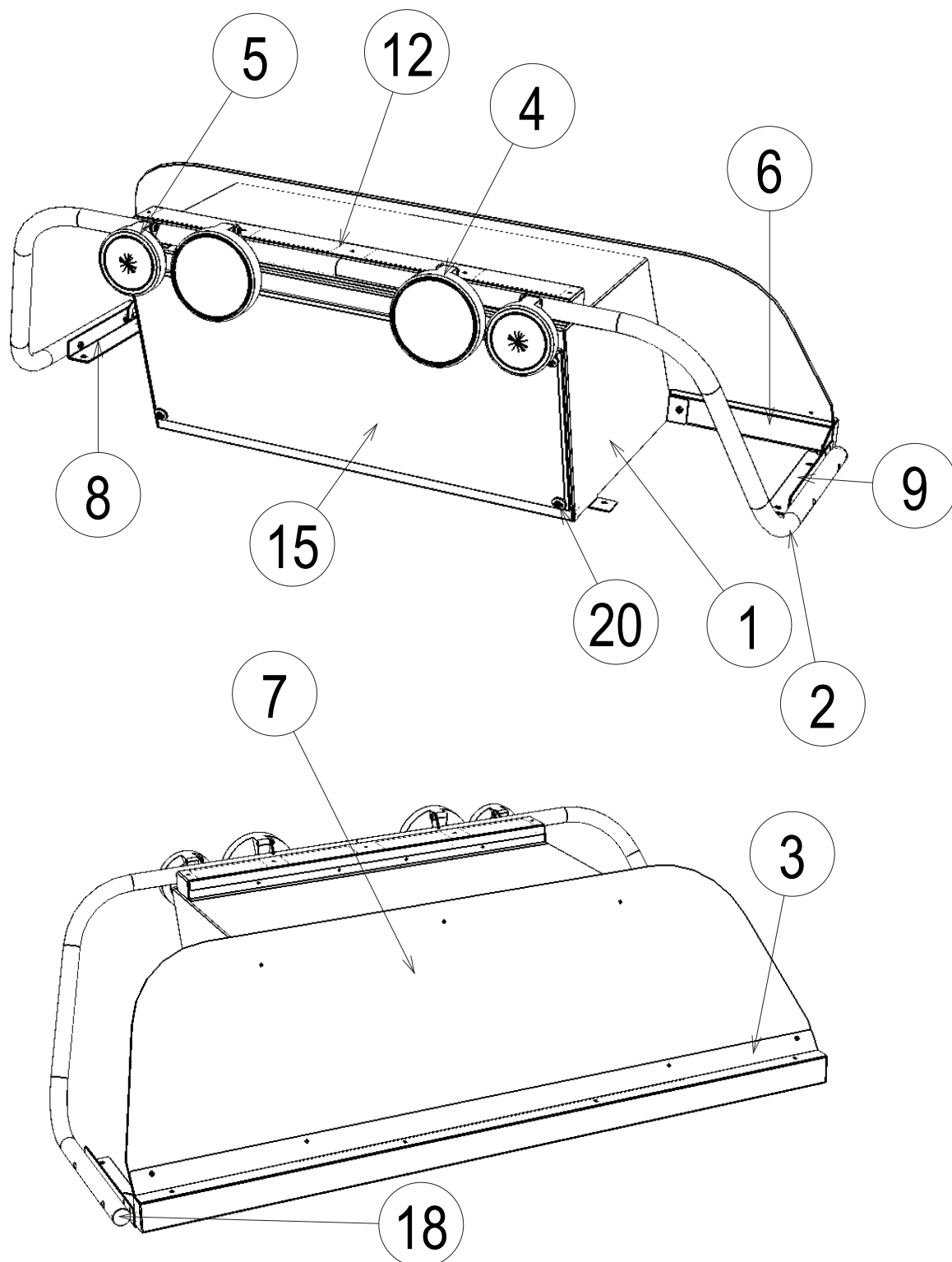
SRS-8200UK Level/Seq.No.	Component Part	ASSY BILLBOARD SRS MDX Description	Number off
-----	-----	-----	-----
***1	SRS-8201UK	BILLBOARD BOX SRS MDX	1
***2	SRS-7002UK	FRAME BILLBOARD SRS DX	1
***3	SRS-8204UK	BRKT BILLBOARD REAR PLATE	1
***4	SRS-5110UK	LAMP UNIT LARGE	2
***5	SRS-5120UK	LAMP UNIT SMALL	2
***6	SRS-8203UK	BRACE BILLBOARD BOX REAR	1
***7	SRS-8211UK	BILLBOARD REAR PLATE	1
***8	SRS-8205UK	BRKT HOLDER FRAME L	1
***9	SRS-8206UK	BRKT HOLDER FRAME R	1
***12	SRS-7009UK	COVER LAMP ROUTING	1
***15	SRS-8212UK	BILLBOARD FRONT PLATE	1
***18	SRS-1618UK	END PLUG	2
***20	CTF-1002UK	WASHER CTF	6
***109	280-A00748-PM	ROUTER TWIST D7 SO4.8 PANEL M	9
***201	020-F00850-OZ	M8X50 SKT CSK OZ	4
***202	060-F00800	M8 WSHR FORM A FLT PAS	4
***203	068-852216	M8 WSHR 22OD FLT PAS	4
***204	030-000816-S	M8X16 BLT W/S PAS	4
***207	030-000840-SB	M8X40 BLT W/S BLK	4
***208	060-F00800-0B	M8 WSHR FORM A FLT BLK	4
***210	000-T00410-0B	M4X10 MSCR TH BLK	5
***211	FAS-290034	M5X15 LH CAP SCR STN	6
***212	000-T00412-0B	M4X12 MSCR TH BLK	7
***215	000-P00412-WB	M4X12 MSCR PAN W/FS BLK	2
***216	000-P00612-W	M6X12 MSCR PAN W/FS PAS	2
***217	050-F00600	M6 NUT FLG SER PAS	4
***218	068-651616-0B	M6 WSHR 16OD FLT BLK	4
***302	SRS-67060UK	WH HEAD LIGHTS	1

A B C D

1 401 1

# ASSY - BILLBOARD

(SRS-8200UK)



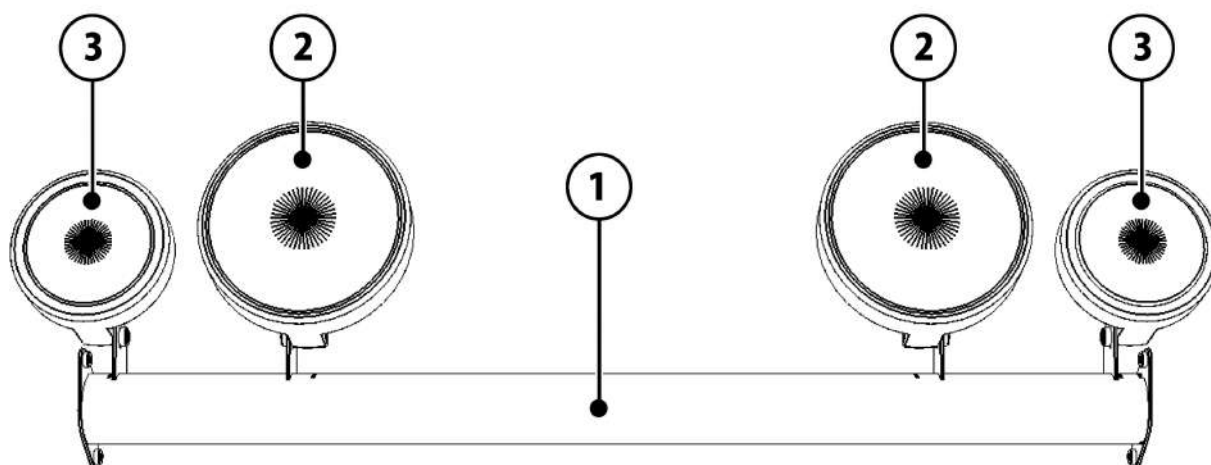
A B C D

1 401 1 19

## ASSY - LAMP BRACE

(SRS-5100UK)

No.	Component Part	Description	Quantity	
1	SRS-5012UK	BRACE LAMP UNIT	1	
2	SRS-5110UK	LAMP UNIT LARGE	2	
3	SRS-5120UK	LAMP UNIT SMALL	2	
101	280-B01105-PM	SADDLE CLAMP 11X5 PANEL PM WS-1-01	10	*
201	030-000840-SB	M8X40 BLT W/S BLK	4	*
202	060-F00800-0B	M8 WSHR FORM A FLT BLK	4	*
*	NOT SHOWN			



19

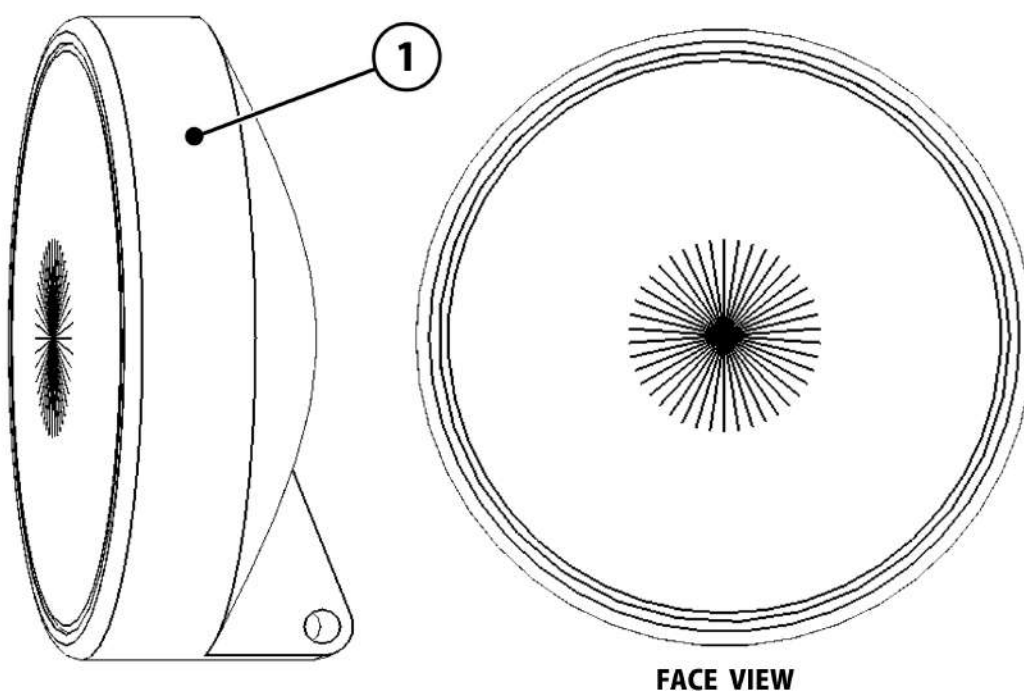
PARTS LIST

A B C D

1 401 1 19 2

# LAMP UNIT - LARGE (SRS-5110UK)

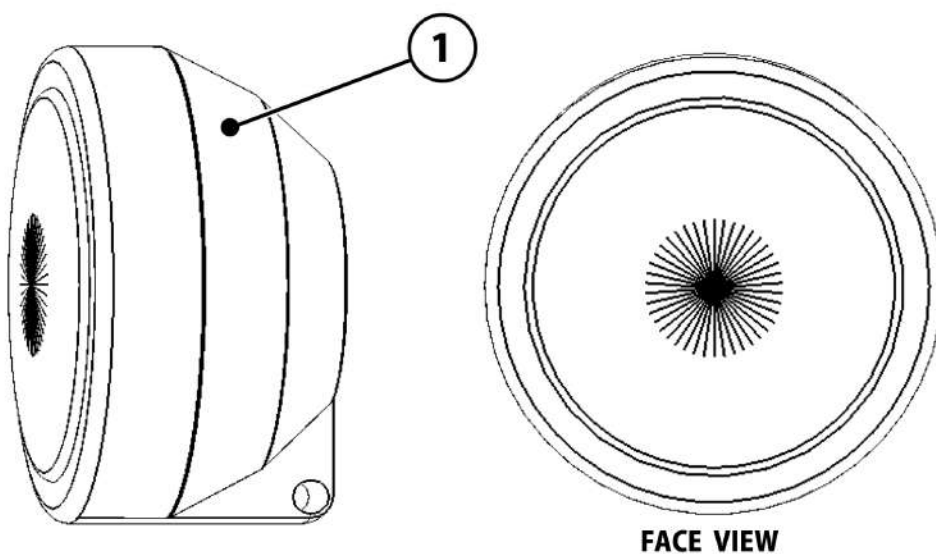
No.	Component Part	Description	Quantity	
1	EP1396	LAMP SPOT LARGE RL020 PAIR	0.5	
2	SRS-5020UK	HOLDER BULB	1	*
301	SRS-65073UK	WH SPOT LAMP	1	*
*	NOT SHOWN			



A B C D

**1 401 1 19 3****LAMP UNIT - SMALL (SRS-5120UK)**

<u>No.</u>	<u>Component Part</u>	<u>Description</u>	<u>Quantity</u>	
1	EP1397	LAMP SPOT SMALL BRL056 PAIR	0.5	
301	SRS-65073UK	WH SPOT LAMP	1	*
*	NOT SHOWN			



## 20 WIRE COLOR CODE TABLE

### WARNING

The DC power wire color for this product is different from previous SEGA titles. Working from the previous wire colors will create a high risk of fire.

The color codes for the wires used in the diagrams in the following chapter are as follows.

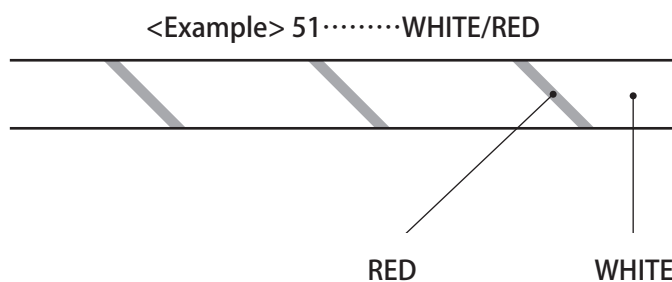
A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

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 numeral 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.

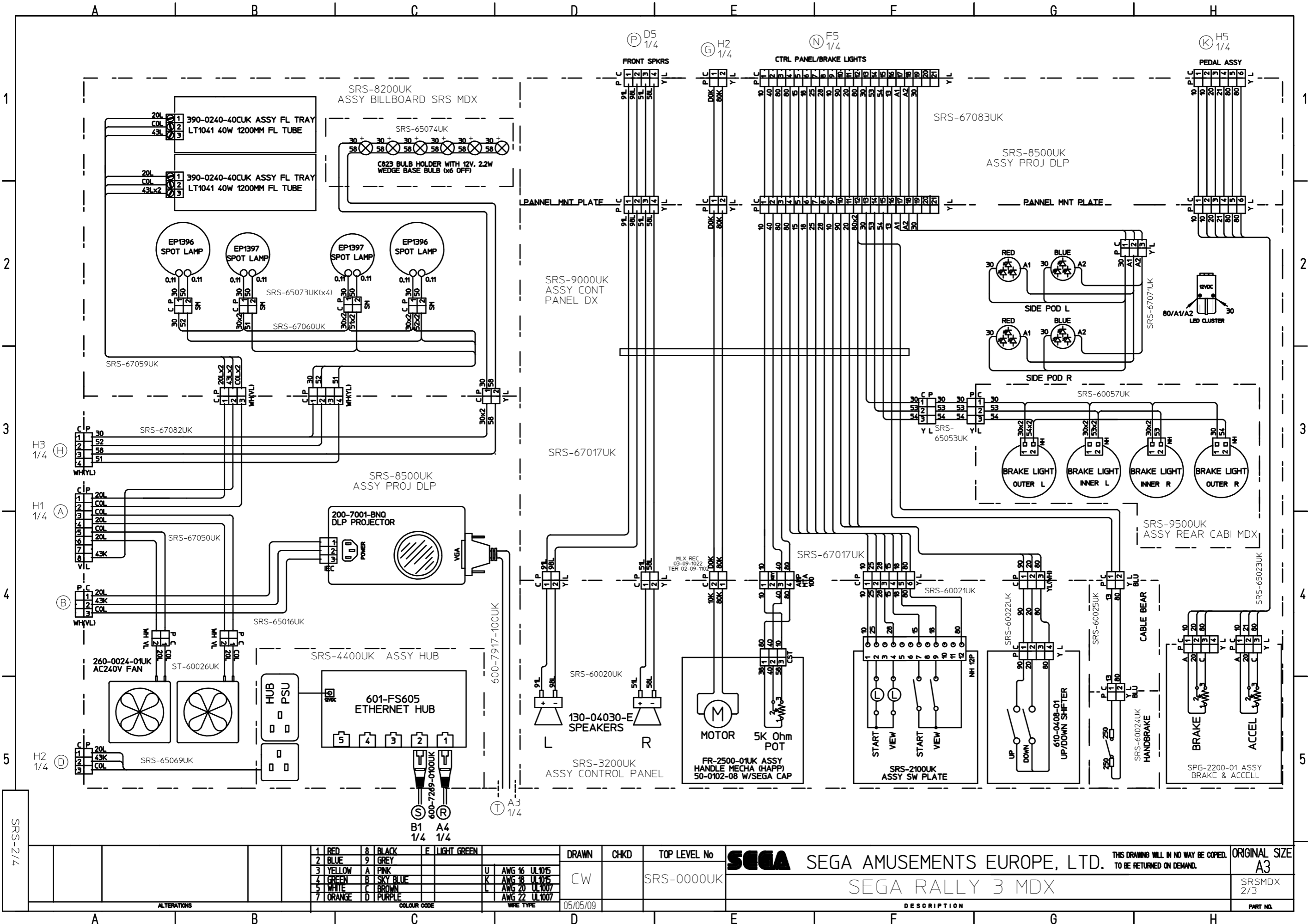


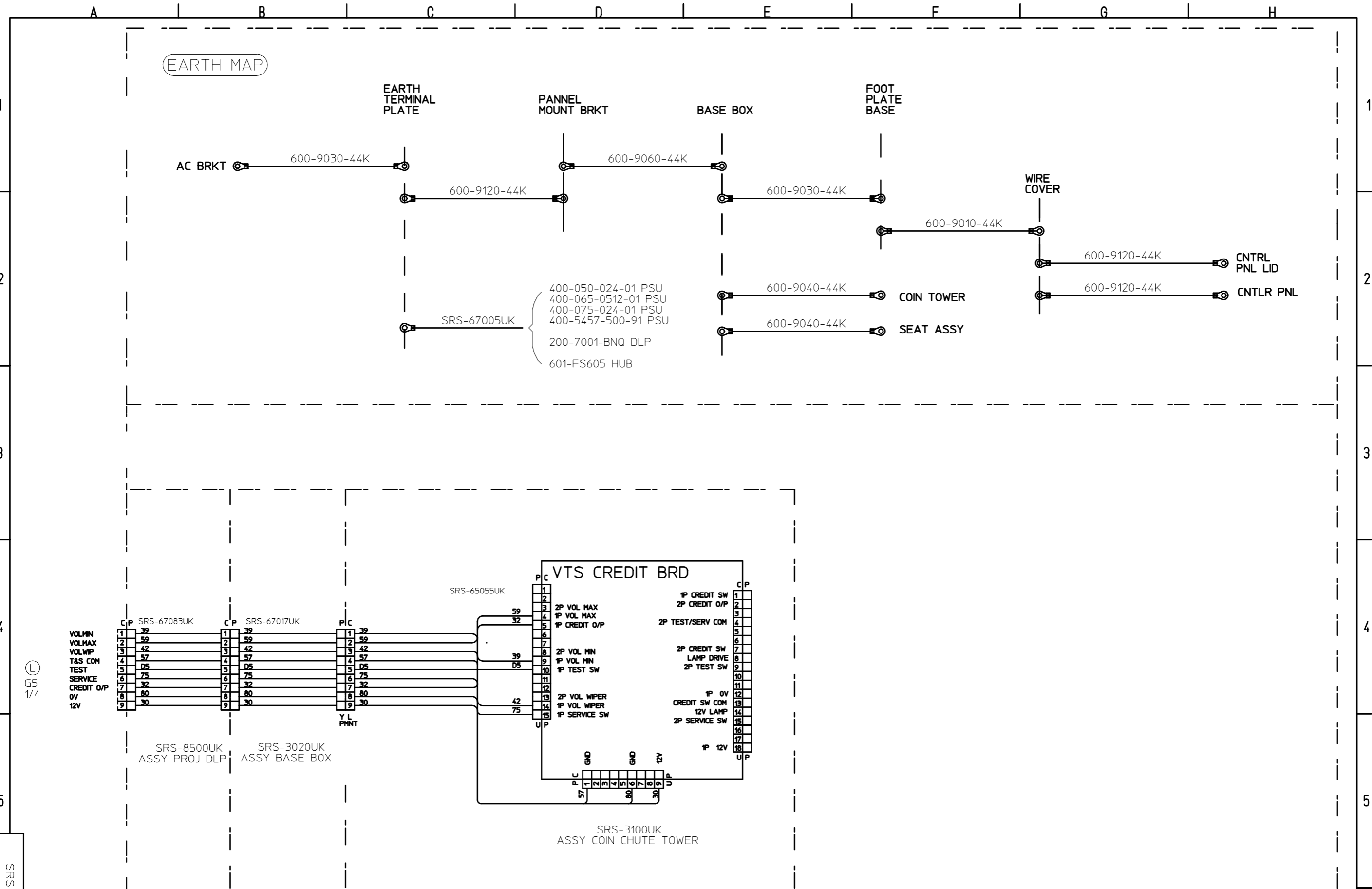
Note 2: The character following the wire color code indicates the size of the wire.

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



**(D-2/4)**





<div>7/17</div>																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																															
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