

420-7168-02



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LICENSED PRODUCT

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The typefaces included herein are solely developed by DynaComware.

HUMMER

OWNER'S MANUAL

420-7168-02



OWNER'S MANUAL



IMPORTANT

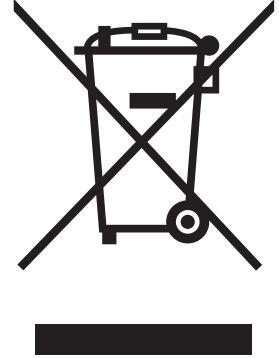
- Before using this product, read this manual carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it near the product or in a convenient place for easy reference when necessary.

WEEE Statement

The WEEE (Waste of Electrical and Electronic Equipment) directive places an obligation on all EU based manufacturers and importers of Electrical and Electronic Equipment to take back products at the end of their useful life. Sega Amusements Europe Ltd accepts its responsibility to finance the cost of treatment and recovery of redundant WEEE in the United Kingdom in accordance with the specified WEEE recycling requirements.

The following symbol will be on all products manufactured from 13th August 2005, which indicates this product must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of their waste equipment by arranging to return it to a designated UK collection point for the correct recycling of waste electrical and electronic equipment.

For more information about where you can send your waste equipment for recycling contact your local authority office.

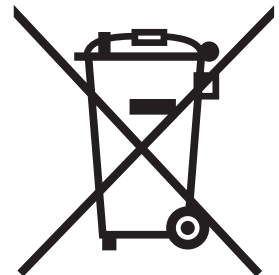


Battery Recycling Statement

The EC Directive on Batteries and Accumulators (2006/66/EC) aims to minimize the impact of batteries on the environment and encourage the recovery of the materials they contain. To achieve increased collection and recycling of waste batteries, the Directive places 'producer responsibility' obligations on manufacturers and importers of portable, industrial and automotive batteries.

The following symbol will be on all equipment fitted with batteries from 26th September 2008 and indicates they must NOT be disposed of with other normal waste. Instead, it is the user's responsibility to dispose of used batteries by arranging to return them to a designated collection point for the correct recycling of waste batteries.

For more information about where you can send your waste batteries for recycling contact your local authority office.



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

To maintain safety:

To ensure the safe operation of this product, be sure to read the following before usage. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual close to the product or in a convenient place for future reference.

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



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



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



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

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



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

- **In the case where warning labels are soiled or peel off, replace them immediately.** To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places that can cause accidents. If labels are soiled or peel off, replace them immediately.
- In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.

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

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION

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

- ☐ Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- ☐ Are Casters and Adjusters damaged?
- ☐ Are all accessories available?
- ☐ Do power cords have cuts and dents?

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SEGA AMUSEMENTS OFFICES

INTRODUCTION

This manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of servicing control, spare parts, etc. for the product, **“HUMMER”**.

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 in this manual 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.



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

SPECIFICATIONS

Installation space	2,390 mm [Width] x 2,740 mm [Depth]
Height	2,200 mm [When horizontal] 2,090 mm [When power is off] - 2,300 mm [maximum]
Weight	740 kg
Power, maximum current	600 W, 6.7 A (Single phase AC 230 V, 50 Hz Area)

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

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 other than 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.

STOP

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.
- This product uses an LCD. Be careful when cleaning the LCD as it is easily scratched.
- 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

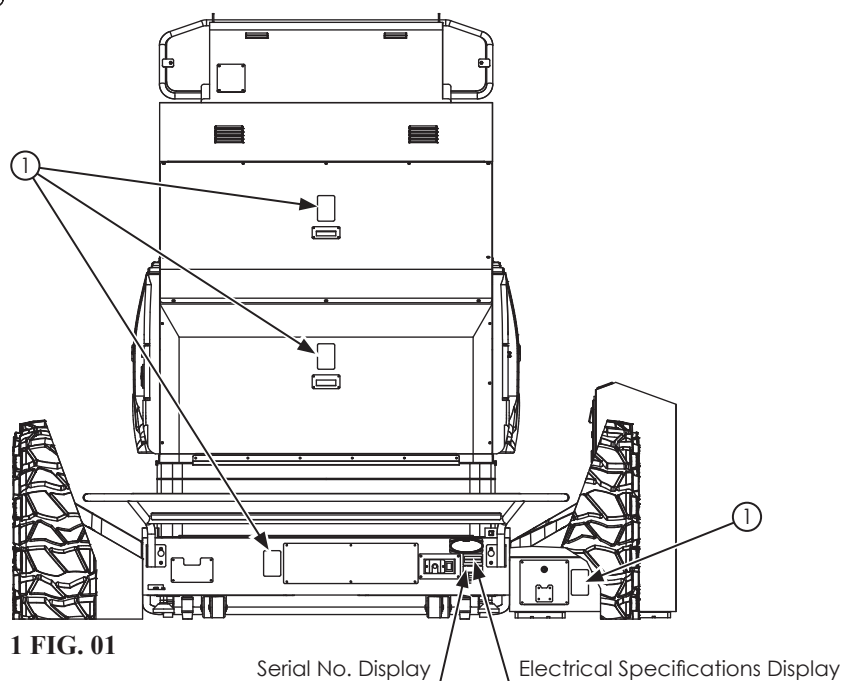
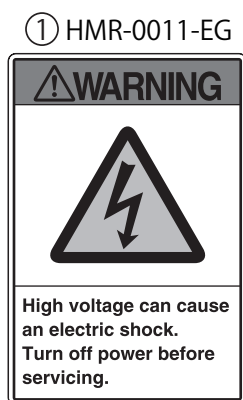
SEGA product has Stickers describing Serial No. (the product manufacture number) and Electrical Specifications. Also it has a sticker describing where to contact for repair and for purchasing parts. When inquiring about or asking for repair, mention the Serial No. and Name of Machine indicated on the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

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

CONCERNING WARNING DISPLAYS

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 any customer ignoring the warnings to cease and desist immediately.



① HMR-0008-EG*

CAUTION

- For safety reasons, always fasten the seatbelt while playing this game.
- For safety reasons, pregnant persons, intoxicated persons or those with a height of less than 140 cm may not play this machine.
- Maximum number of passengers is two. Three or more passengers are not permitted on the ride.
- Do not play this game with children in your lap. They may fall and receive an injury.

② HMR-0010-EG

WARNING

High voltage can cause an electric shock. Turn off power before servicing.

③ HMR-0012-EG

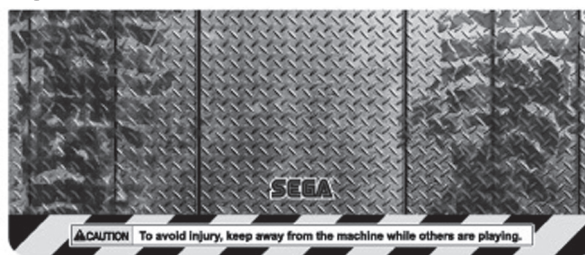
CAUTION

Keep fingers and objects away from the steering wheel gear mechanism. Failure to do so could result in injury.

④ HMR-0013-EG*

CAUTION Do not lean on or pass over a fence. It may cause an accident or injuries.

⑤ HMR-0352 (HMR-0014-FR/SP/IT/GR)*



⑥ HMR-0015-EG*

CAUTION

To avoid injury, keep away from the machine while others are playing.

⑦ HMR-0016-EG*

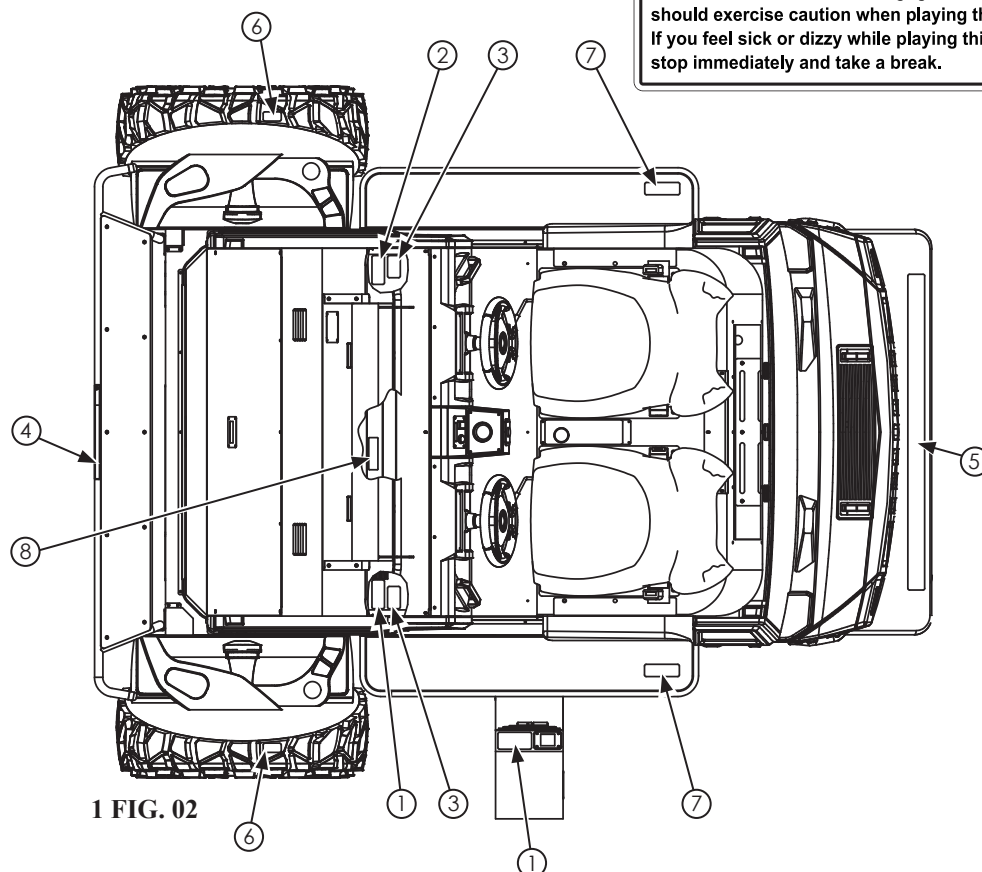
CAUTION

Do not enter or go near the machine while another person is playing the game. Doing so may cause injury. Do not place any personal belongings on the floor of the machine while playing. Doing so may result in damage to the personal belongings.

⑧ HMR-2023-EG*

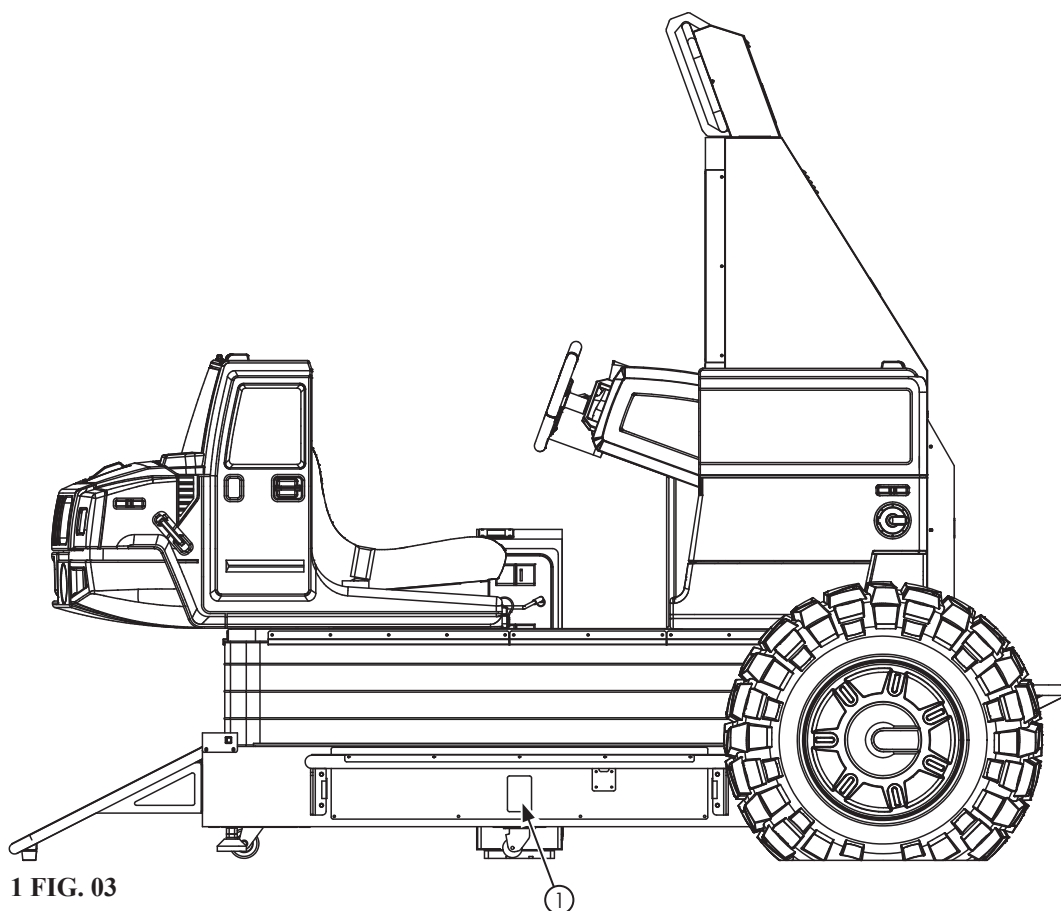
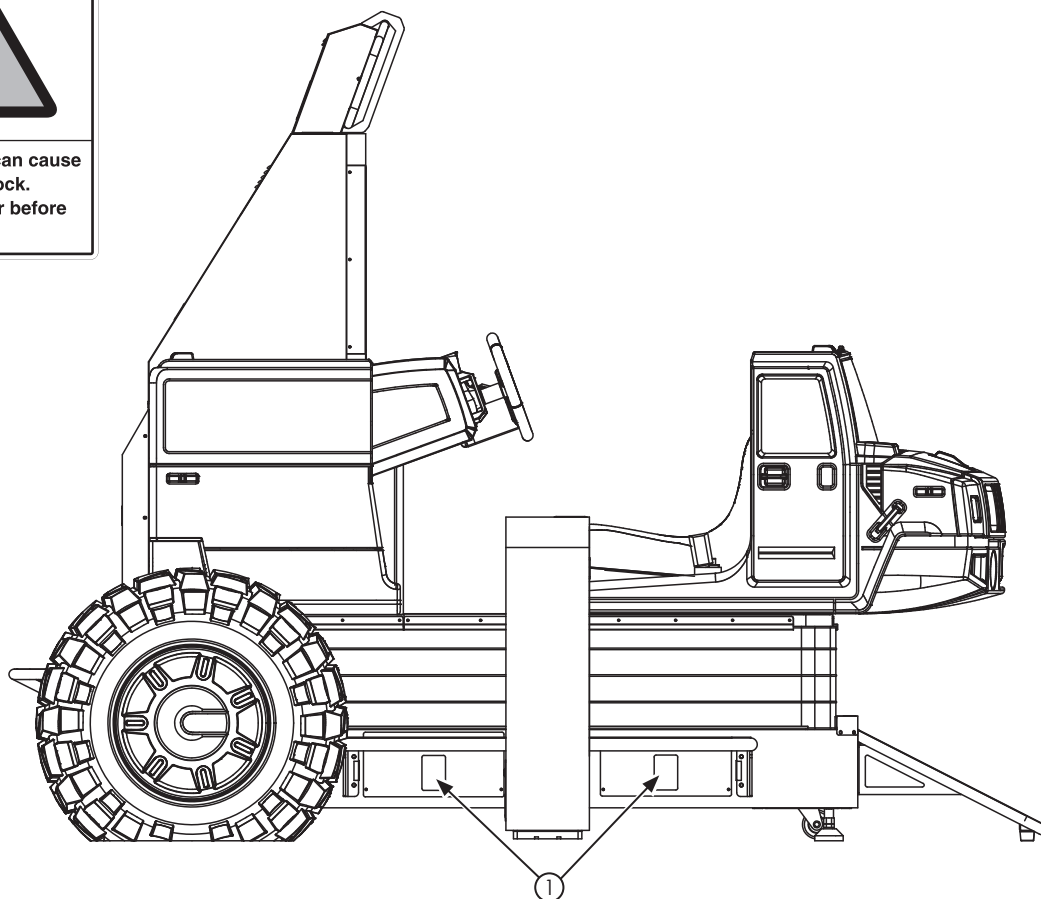
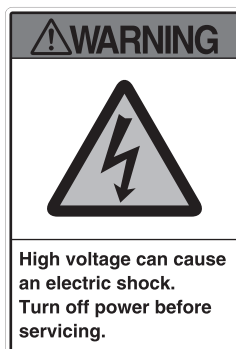
CAUTION

Adults and children that are prone to seizures, loss of consciousness, etc. due to flashing lights or television games, should exercise caution when playing this game. If you feel sick or dizzy while playing this game, stop immediately and take a break.



* Affix an applicable sticker for your country on English sticker.

① HMR-0011-EG



1 FIG. 03

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 LIMITATIONS OF USAGE

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.
- A dedicated breaker and grounding mechanism are necessary for the control tower and each cabinet of this product. Failure to heed this warning can cause a fire or electric shock.
- Use wires of the following capacity for the indoor power wiring. The use of wires of different electrical specifications can cause a fire or electric shock.

Single phase AC 230 V, 10 A min.

- 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.
- Use cable as rated below for the power cable. Use of a rated cable that does not satisfy the prescribed rating can cause fire and electric shock.

Single phase AC 230 V, 10 A min.

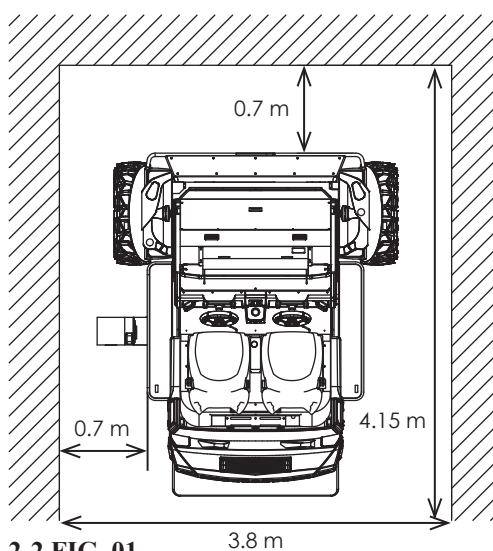
Electricity Consumption

MAX. 6.7 A Single phase AC 230 V, 50 Hz Area

2-2 OPERATION AREA

WARNING

- For the operation of this machine, secure a minimum area of 3.8 m (W) x 4.15 m (D). These dimensions are necessary to enable the customer to walk around the machine and also to provide adequate ventilation. This machine is a ride, so there is a possibility of a player falling off. In such an event, if a player strikes his or her head, a serious accident may occur, so be sure to secure the minimum area around the machine specified 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.
- If the machine does not fit through the entryway to the installation location, do not disassemble it without first consulting the instructions. The machine should only be disassembled in accordance with the instructions listed in this manual; do not attempt to disassemble it in any other way. Specific tools and adjustment procedures are required to assemble and disassemble the mechanical parts. Attempting to assemble or disassemble the machine without consulting the instructions may result in accidents during assembly/disassembly and electric shock, short circuits, and/or personal injury during operation. If the machine still does not fit through the entryway after following the procedures in this manual, contact your retailer or the office listed in this manual.
- If the machine is still too large to fit through the entryway after following the procedures listed in this manual, do not tip the machine on its side. Attempting to transport the machine while it is tipped on its side may cause accidents. It may also damage or warp parts of the machine, resulting in accidents during operation.
- To install this product, the entrance must be at least 1.5 m in width and 1.8 m in height. If the entrance is too narrow, do not tilt the product carelessly. If all the product weight is put on the casters at one side only, there could be damage or deformation, causing serious accidents such as workers getting caught underneath.



2-2 FIG. 01

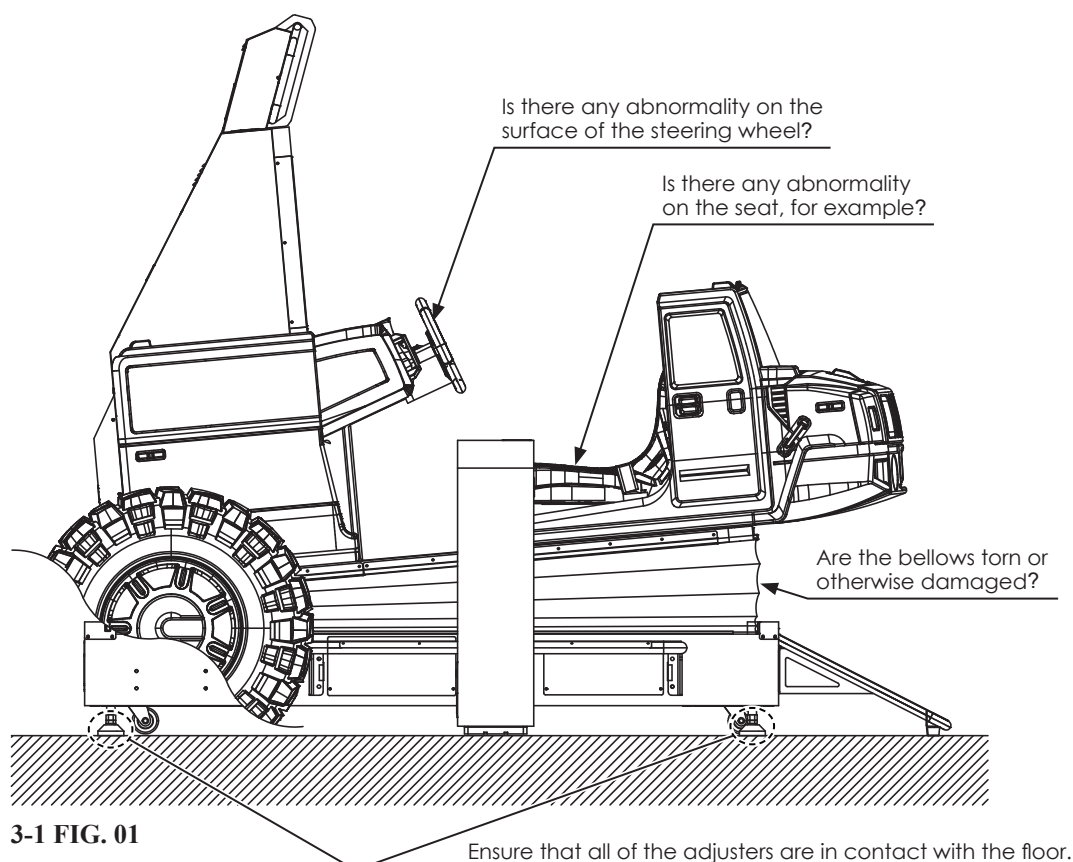
3 PRECAUTIONS REGARDING PRODUCT OPERATION

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

3-1 BEFORE OPERATION

WARNING

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



- To ensure safety, carry out a trial run before starting operation, and be sure to check the safety devices. Each ride moves, so each is equipped with safety devices. Be sure to check that these safety devices function normally.
 - Does the seatbelt securely fasten the player's body?
 - Does the seatbelt have any parts that could cause scratches or abrasion?
 - Does the ride stop when the seatbelt is released?
 - Are the seat parts securely fastened?
 - Does the ride stop when the MOTION STOP button at the center of the control panel is pressed?
 - Does the ride stop when the floor sensor detects any foreign objects?
 - Are there any breaks in the bellows?

WARNING

- Check each safety device and also check to see if any of the rides move abnormally. Abnormal motion may cause an accident, so do not operate the machine until the cause of the abnormality has been removed.
 - Does the ride move in the direction corresponding to the direction of operation?
 - Does the ride move smoothly?
 - Is there any undesirable looseness in the ride?
 - Is any unusual noise emitted while the ride is operating?
 - Is any unusual vibration emitted while the ride is operating?
 - Does the ride stop at an even position when the game is over?
 - Are there any cracks or breaks in places such as the handle that the player touches?
 - Are there any foreign objects in the seat?
- If an abnormality occurs in the ride mechanism, immediately stop operation, turn off the power, and contact the office indicated in this manual or the point of purchase. If you continue to operate the machine while there is an abnormality in it, a serious accident such as an electric shock, short circuit, fire, or a fall may occur.
- The motion of the ride will not stop when the ride is touched by anybody other than a player. Be sure to monitor the machine during a game.
- If a part related to the actuator of the ride mechanism breaks or deforms, for example, necessitating replacement or repair of the part, request the office indicated in this manual or the point of purchase to carry out this work. Specialized knowledge, technical expertise, and tools are necessary for carrying out this work. If you attempt to carry out this work yourself, an accident may occur.
- Be sure to perform appropriate adjustment of the LCD. 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 prepare a rest space for players who feel sick after playing the game.
- Do not put any heavy item on this product. Placing any heavy item on the product can cause an accident fall or parts damage.
- Do not climb on the product. Climbing on the product can cause an accident fall. To check the top portion of the product, use a step ladder.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- To avoid electric shock, short circuit and/or parts damage, do not put the following items on or in the periphery of the product.
 - Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.

CAUTION

- Inspect for the following items during a trial run. If there is any type of error, use the Test Mode, etc., to resolve the problem. If you continue use with an error, it can cause an accident or irreparable parts damage.
 - Do the steering wheel and the ride move smoothly during the initialization operation?
 - Is there any strangeness in the operability of the steering wheels or the pedals?
 - Is there any abnormality in the steering wheel reaction mechanism?
 - Is there any improper adjustment of the LCD screen?
 - Are the bellows torn or has a screw dropped out of them?
- 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.

IMPORTANT

- Players directly hold the controller with their bare hands so it is recommended that wet towels (paper towels) be provided.
- Endeavor to clean the steering wheel and seat frequently.
- Provide a container or space for storing the customers' hand luggage, etc. To help prevent an accident and also protect parts, establish measures so that customers do not bring raingear, such as umbrellas, on rainy days, or juice or other beverages, into the area where the machine is installed.
- During network play, if communication is interrupted for some reason, each game will continue independently. Also, if communication is interrupted while in Customer Welcome Mode, the Test Screen will appear.
- When one cabinet connected for network play enters the Test Mode, the other cabinets will move to the Test Screen. For this reason, do not needlessly put a cabinet in the Test Mode while a customer is playing a game, even if the cabinet is not being used.
- You can make game settings and coin/credit (fee) settings individually, even for cabinets that are connected for network play. You can also change the settings of an individual cabinet to those for advanced players or beginners, for example. Normally, however, set all of the cabinets to the same settings. If you make a mistake in the fee setting, it is likely that the balance of payments and other items will be adversely affected.

3-2 DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

In order to prevent an accident or unnecessary trouble, the attendant or operator must endeavor to always pay attention to the behavior of the players and customer. This machine has movable rides of about the same size as an automobile. Sometimes a player or a customer may behave in an unexpected way. Be adequately aware of safety, and stop any behavior that is considered dangerous.

WARNING

- For safety, do not allow any of the following people to play the game.
 - Those who have high blood pressure or a heart problem.
 - Those who have experienced muscle convulsion or loss of consciousness when playing video games, etc.
 - Those who have neck or spinal cord problems.
 - Those who are intoxicated or under the influence of drugs.
 - Pregnant women or those who could be pregnant.
 - Those who are not in good health.
 - Those who do not follow the attendant's instructions.
 - Those who cannot grasp the Control Unit securely because of immobility in fingers, hands or arms.
 - Persons who disregard the product's warning displays.

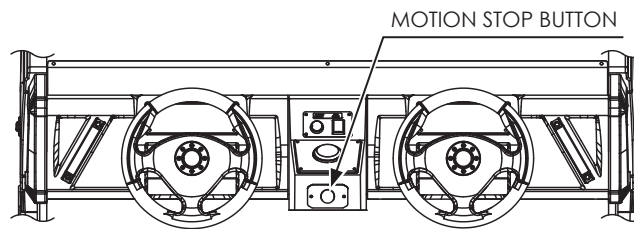
The game cannot be played while sitting in a wheelchair.
- Persons who are 140 cm or taller can play. Those who do not meet the requirement cannot play safely with the seatbelt fastened.
- Even players who have never been adversely affected by light stimulus might experience dizziness or headache depending 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 have a medical examination.
- To avoid injury from falls and electric shocks due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shocks and short circuits, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- For safety's sake, warning indicators such as stickers are placed on the machine. However, a careless player will generally fail to read these warnings. The attendant must point out steps and level differences on the ride in order to prevent the occurrence of an accident.
- To avoid falls and resulting injury, immediately stop customers from leaning against or climbing on the product, etc.
- No more than 2 persons should sit on the ride of this machine. Instruct customers that 3 or more players must not sit on a ride. Failure to observe this precaution may result in accidents.

WARNING

- Instruct customers not to get on or in any ride part, such as the rear of the ride or behind the back of the seat, other than the seat. Failure to observe this precaution may result in players falling over, falling off, or catching body parts in the ride.
- Entering the cabinet with a wet umbrella or wet shoes is strictly forbidden. There are electrical parts and wiring underneath the cabinet floor. If these become wet, this can cause an electric shock or short circuit. Be especially careful in managing the product on rainy days.
- Take care not to place a heavy object on a ride or seat. This may cause the object to strike the player when the ride moves.
- Instruct customers not to play a game with a child on their knees. This may cause an accident such as the child becoming caught between the control panel and the player or the child falling off the ride.
- Instruct players not to stand during a game in which the ride moves. This may result in the player falling off the ride or falling over.
- Instruct persons other than players to keep away from the machine while a game is in progress. If a person touches the moving ride, this may result in an accident such as the person falling over or getting his or her fingers caught in the bellows.
- An infant is unable to recognize danger, so instruct the guardian of the infant to be attentive and ensure that the infant does not approach the machine.

⚠ 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.
- Items such as large finger rings can cause injury to the fingers while playing. Instruct players to remove all accessories that could cause an accident before playing.
- Take care to ensure that two persons do not attempt to play a game by grasping a single steering wheel. Failure to heed this precaution may result in a minor or a major collision.
- Explain that the MOTION STOP button can be pressed to stop play whenever the player feels ill.



3-2 FIG. 01

MOTION STOP button at the center of the control panel

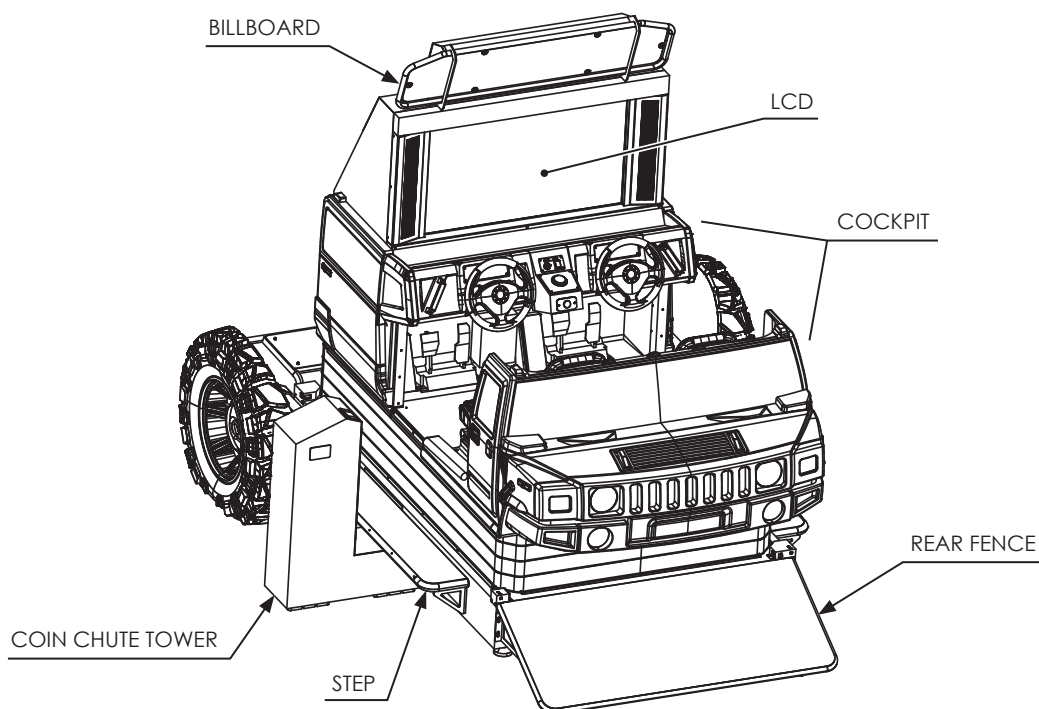
This button stops the motion of the ride during the game. It can be activated from the safety check screen. Pressing it once will stop the motion of the ride and return it to its original position. MOTION STOP cannot be canceled and the ride will not move until the game ends.

- Explain that the attendant will stop the game if he or she judges that a situation is dangerous.
- Take care to ensure that other customers do not touch operating devices during a game. Failure to heed this precaution may result in an accident or cause trouble between customers.
- There are steps and level differences on each ride, so instruct players to be careful when getting on or off the ride.
- Do not allow players to extend their hands or feet out from the ride during play. Otherwise there could be bruises, sprains or other accidental injuries.
- Instruct the player to adjust the seat in the front-rear direction to match his or her body size. If a player plays a game in an unreasonable posture, he or she may sustain an injury or incur discomfort.

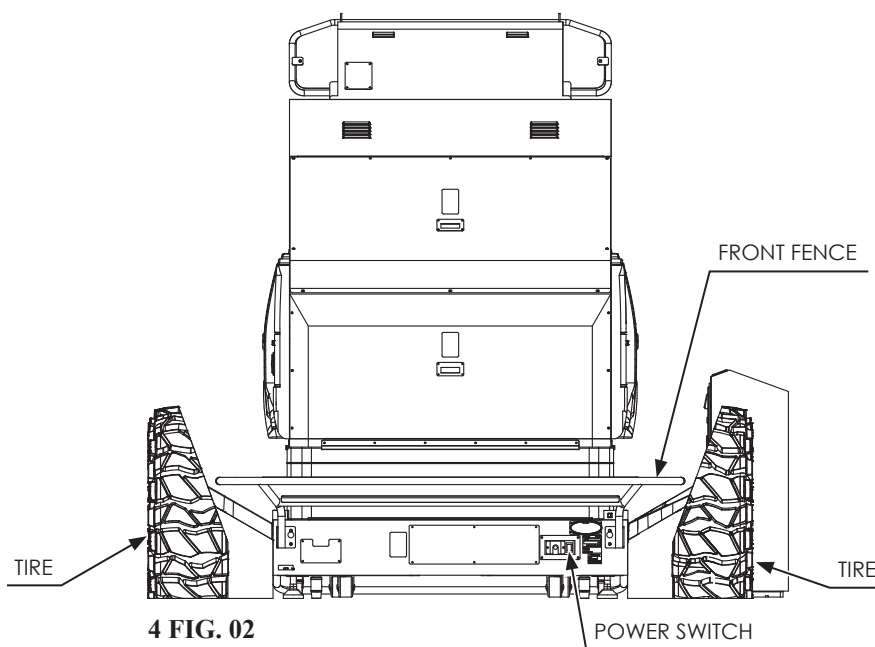
STOP IMPORTANT

- If a player carries hand luggage or other items onto a ride, objects may fall off or roll over, for example, when the ride moves, resulting in injury or damage. Also, instruct players not to take breakable items, etc., onto the ride.
- After the end of a game, check to ensure that the player has not forgotten or dropped any belongings.

4 PART DESCRIPTIONS



4 FIG.01



4 FIG. 02

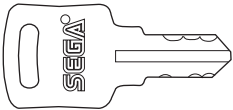
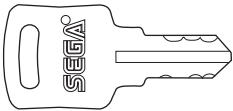
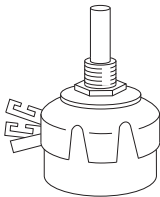





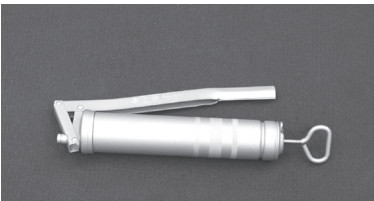

4 TABLE 01

ITEMS	Width x Depth x Height	Weight
COCKPIT	1,400 mm x 2,380 mm x 1,750 mm	622.6 kg
BILLBOARD	1,205 mm x 300 mm x 325 mm	14.2 kg
STEP	230 mm x 1,105 mm x 160 mm	18 kg
FRONT FENCE	1,755 mm x 165 mm x 270 mm	7.6 kg
REAR FENCE	1,325 mm x 500 mm x 280 mm	11.6 kg
COIN CHUTE TOWER	600 mm x 230 mm x 850 mm	22.4 kg
TIRE	470 mm x 820 mm x 720 mm	15 kg

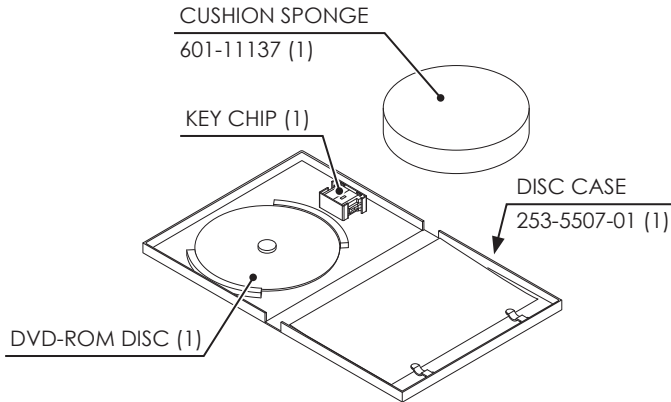
5 ACCESSORIES

Confirm that the accessories listed 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. If there are an insufficient number of game play manuals, request the point of purchase or the office indicated in this manual to supply additional manuals.

5 TABLE 01

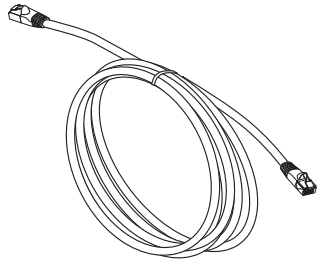
<div> <div>DESCRIPTION: OWNER'S MANUAL</div> <div>Part No. (Qty.): 420-7168-02 (1)</div> <div>Note: This manual</div> <div>Figures:</div> <div>Parts not labeled with part numbers are as yet unregistered or cannot be registered.</div> <div>Be sure to handle all parts with care, as some parts are not available for purchase separately.</div> </div>		
<div>SERVICEMAN MANUAL</div> <div>420-7156-02 (1)</div>	<div>PARTS CATALOG</div> <div>420-7169-01 (1)</div> <div>Parts list</div>	<div>LINDBERGH SERVICE MANUAL</div> <div>420-6921-01 (1)</div> <div>Explanation of built-in game board</div>
<div>KEY MASTER</div> <div>220-5793-2-A001 (2)</div> <div>For operating/closing the doors</div> <div>  </div> <div>The key master is shipped with the manual packed together with the accessories.</div>	<div>KEY</div> <div>(2)</div> <div>Each key is used for opening and closing the coin chute door of a seat. The key for each seat is different. The keys are placed inside the coin chute doors for shipping.</div> <div>  </div>	<div>VOLUME</div> <div>220-5753 (2)</div> <div>Spare</div> <div>  </div>
<div>STICKER CAR NUMBER 0001</div> <div>HMR-0023 (1)</div> <div>  </div>	<div>STICKER CAR NUMBER 0002</div> <div>HMR-0024 (1)</div> <div>  </div>	
<div>STICKER CAR NUMBER 0003</div> <div>HMR-0025 (1)</div> <div>  </div>	<div>STICKER CAR NUMBER 0004</div> <div>HMR-0026 (1)</div> <div>  </div>	
<div>GREASE</div> <div>090-0314 (1)</div> <div>For greasing up (See 7-1.)</div> <div>  </div>	<div>GREASE GUN</div> <div>090-0315 (1)</div> <div>For greasing up (See 7-1.)</div> <div>  </div>	<div>GREASE HOSE</div> <div>090-0316 (1)</div> <div>For greasing up (See 7-1.)</div> <div>  </div>

DVD SOFTWARE KIT (1)
Software media



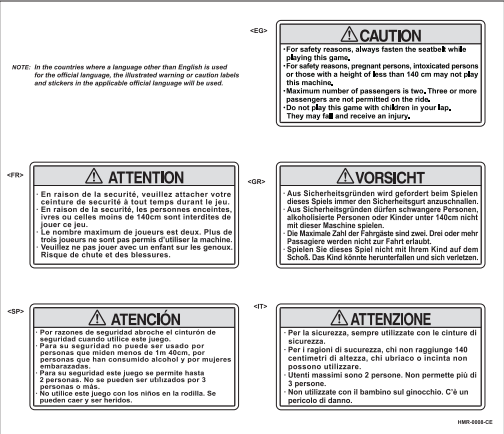
NOTE: When you order the DVD-ROM disc only, specify the part number 610-0726-0057 (DVD SOFT HMR).

LAN CABLE 8m
HMR-0027 (1)



443-40026D-02 (1)
844-0026D-02

PL STICKERS
HMR-0008-CE (1)
See pages 2 to 4.



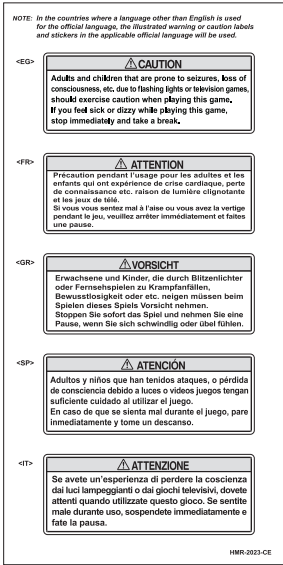
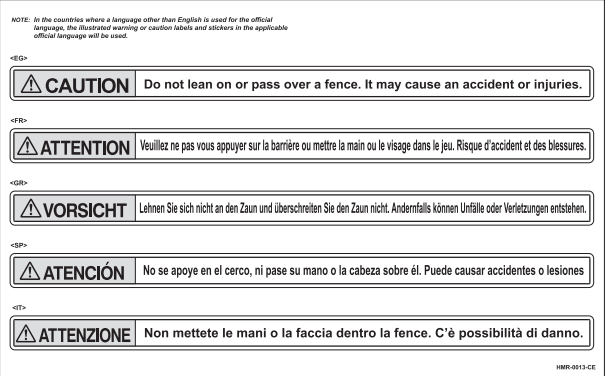
PL STICKERS
HMR-0014-FR/SP/IT/GR (1 ea.)
See pages 2 to 4.

PL STICKERS
HMR-0015-FR/SP/IT/GR (2 ea.)
See pages 2 to 4.

PL STICKERS
HMR-0016-FR/SP/IT/GR (2 ea.)
See pages 2 to 4.

PL STICKERS
HMR-2023-CE (1)
See pages 2 to 4.

PL STICKERS
HMR-0013-CE (1)
See pages 2 to 4.

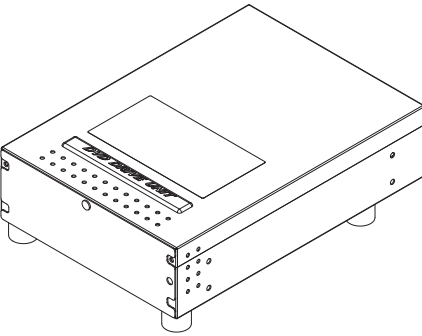


The DVD DRIVE and the DVD wire are sold separately, but it is required in order to install the software for this product. If you do not have them when installing the product, consult the dealer from which you purchased this product. Alternatively, use the kit number below to arrange for a drive.

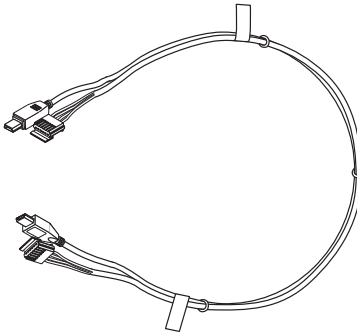
5 TABLE 02 XKT-1515 DVD DRIVE KIT FOR LBG ENG

SERVICE MANUAL DVP ENG
420-6923-01 (1)

DVD DRIVE
610-0719-01-91 (1)
For software installation



ASSY WIRE DVD
605-0094 (1)
For software installation



6 PLAYING THE GAME

6-1 GAME OUTLINE

- This is an off-road racing game featuring the GM Hummer. The sturdy Hummer plunges along rugged courses with jumps and banks, scattering obstacles in its path.
- By destroying various obstacles on the course, the player builds up Boost, and when the Boost Gauge reaches the maximum level, Boost can be used. The goal is to use Boost effectively to reach the finish and achieve victory.
- There are 4 courses in total (beginner/intermediate/advanced/super advanced). A total of 4 course types await the players: a wilderness of windswept bare rock; an unexplored jungle where nature stands in your way; an intensely cold and rugged snowy mountain range; and an abandoned factory with complicated diverging paths.
- The cabinet is a dedicated, movement-enabled cabinet featuring the eye-catching front hood of the Hummer. The biaxial motion achieves unbelievable three-dimensional movement and the exhilarating sensation of off-road driving.
- A “Driver Change System” is employed which allows 2 people to play alternately using 2 steering wheels. It is perfect for couples or groups, allowing them to enjoy the excitement together. (Versus games involving 2-4 cabinets are possible).

6-1-1 BASIC CONTROLS

- **STEERING**

Changes the direction the car is going. There is a steering wheel installed for both the right and left seats. If “2 Drivers” is selected, the right and left players can have fun driving alternately.

- **GAS (ACCELERATOR)**

The car accelerates.

During a jump, press down on the gas, and the car points upward. Ease up on the gas, and the car points downward. When landing, if you can use this accelerator control to make all 4 tires touch the ground at the same time, you’ll win Bonus Boost.

- **BRAKE**

The car decelerates and will stop if you continue to press the brake.

- **BOOST button**

When the Boost Gauge at the bottom right of the screen reaches its maximum level, you can use Boost. Press down while moving to make the car accelerate rapidly.

- **VIEW CHANGE button**

Switch between 2 different views.

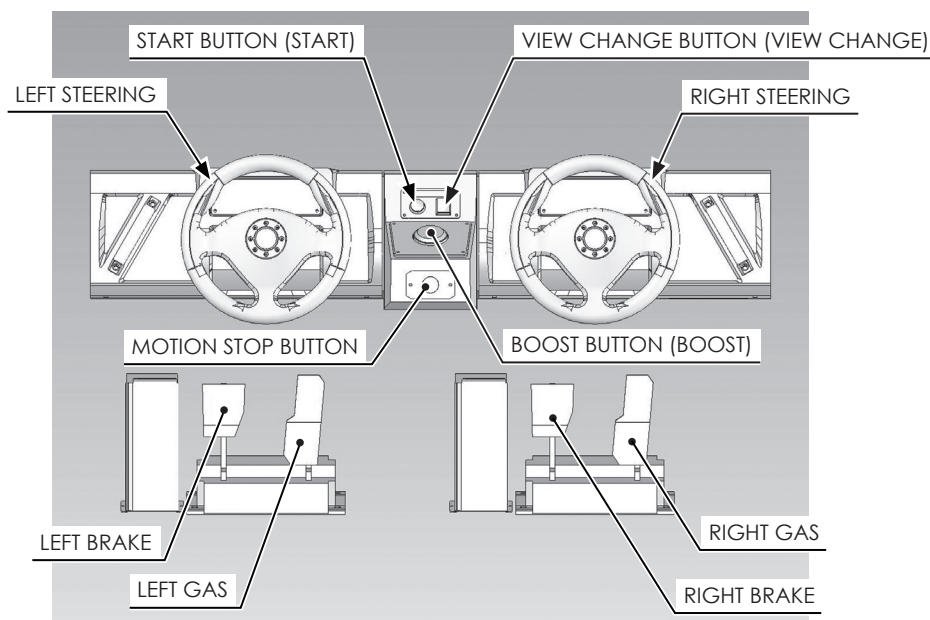
- **MOTION STOP button**

Stops the motion of the cabinet during a game. Once pressed, motion is stopped until the game is over.

Automatic Motion Stop

During a race, if a player's seatbelt is unfastened or the floor sensor is triggered, the movement of the seat will immediately stop.

If the race finishes with the seat at an angle, approximately 2 minutes after returning to the advertising screen, "Moving seat to mid-position." is displayed, and the seat automatically moves into the home position. If the floor sensor is triggered as the seat is moving into its home position, the movement of the seat will stop again. In such case, the seat will again return to center after 2 minutes.



6-1-1 FIG. 01

6-1-2 CAR SELECTION

6 types of car are available.

6-1-2 TABLE 01

Car Model	Type	
H1	Rally Tuning	Sports Tuning
H2	Rally Tuning	Sound Tuning
H3	Rally Tuning	Street Tuning

6-1-3 RACE COURSE

There are 4 courses in total. All courses are circuit tracks.

The more stars (★) a course has, the higher its level of difficulty.

6-1-3 TABLE 01

Course Name	Difficulty (1-4)	Laps
BLUSTER CANYON	★☆☆☆	4
ISOLATED JUNGLE	★★☆☆	3
CARIBOU VALLEY	★★★☆☆	2
INDUSTRIAL HILL	★★★★★	2

6-2 MODE OUTLINE

6-2-1 SINGLE PLAYER MODE

- **RACE MODE**

In this mode, a total of 20 cars, made up of the player and rivals (19 CPU cars), compete.

- **TIME ATTACK MODE**

Racing alone, the player competes against ghost data to try to achieve the fastest time.

Can only be selected with 1 player.

NOTE: In both “Race Mode” and “Time Attack Mode,” the game is over when the time reaches zero. Time is added when a checkpoint is passed or a lap is completed.

6-2-2 VERSUS MODE (VS MODE)

This mode allows players to compete against other machines in the same location. Versus games involving a maximum of 4 cabinets are possible.

When one player passes a checkpoint, time is added for all player.

When a player crosses the finish line, the remaining time for all other players will change to 10 seconds, and if they cannot finish within 10 seconds, time will be up and the race will end.

When this happens, a player's finishing place will be determined by their position when time runs out.

6-3 HOW TO PLAY

- 1 Insert coins. When the number of credits required for the game to start is reached, press the Start button, and the game will start.

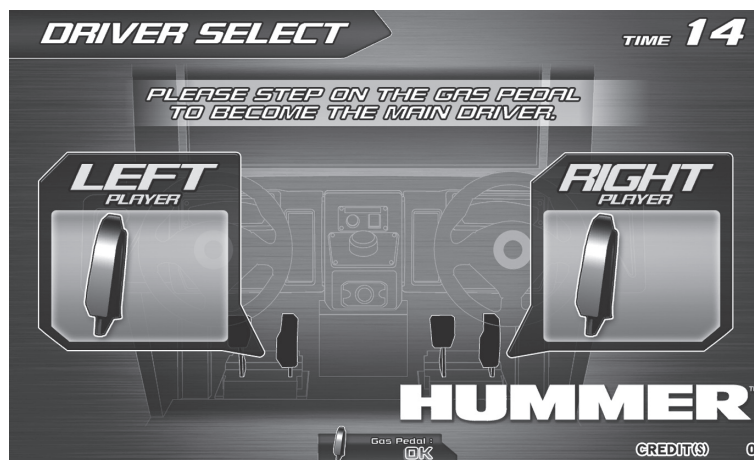
- 2 The game will wait for opponents from possible opponent machines not being played. Versus Mode will begin if sufficient coins are inserted into another machine while you are waiting for opponents. The wait for opponents will end when the countdown reaches zero or when the number of players reaches the set amount, and the game will begin with the current number of waiting players. (Single Player Mode will begin if there is one machine.)

NOTE: You will not be taken to the waiting for opponents screen if there is only a single machine or the machine has not been set up for Versus Mode.



6-3 FIG. 01

- 3 Determine who will be the main driver with the right to make decisions on a variety of selection screens. The player who presses the gas pedal becomes the main driver. If time runs out, the player in the left seat automatically becomes the main driver.



6-3 FIG. 02

- 4** Determine the number of players. Use the steering wheel to select the number of players and confirm your selection with the gas pedal.



6-3 FIG. 03

The passenger confirmation screen will be displayed for you to confirm the presence or absence of a passenger only if you select “PASSENGER: NO.” Even in Single Player Mode, if someone will sit in the seat next to you, make sure you select “PASSENGER: YES.” Use the steering wheel to select and confirm your selection with the gas pedal.



6-3 FIG. 04

- 5** Select the game mode. Use the steering wheel to select the mode and confirm your selection with the gas pedal. (Only if you selected 1 player in Single Player Mode)



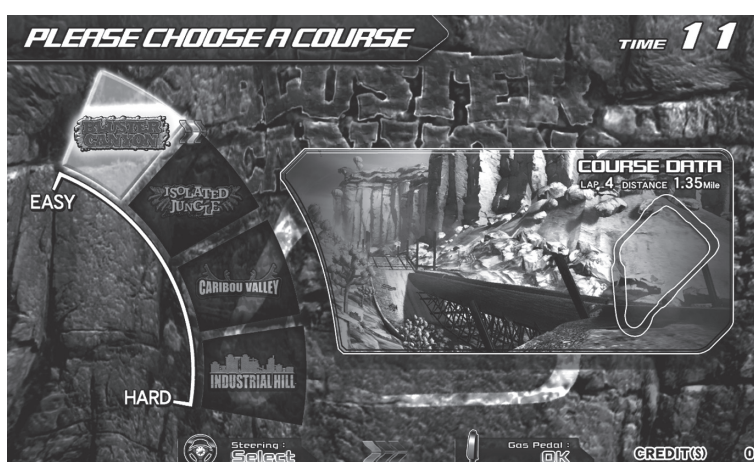
6-3 FIG. 05

- 6 Select the car you will use. Use the steering wheel to select the car and confirm your selection with the gas pedal.



6-3 FIG. 06

- 7 Select the course. Use the steering wheel to select the course and confirm your selection with the gas pedal. In Versus Mode, course confirmation is decided by the most votes. If 2 courses have the same number of votes, then the course with the lowest difficulty rating will be chosen.



6-3 FIG. 07

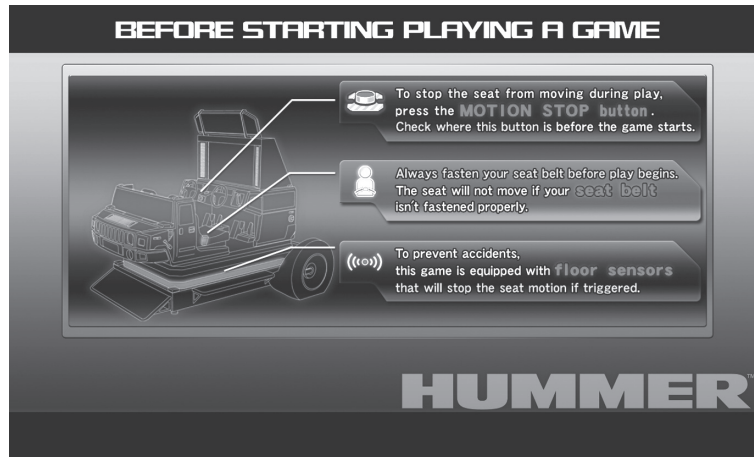
- 8 The TIPS Screen shows a tutorial on this title.



6-3 FIG. 08

9 Cautions for playing safely are shown.

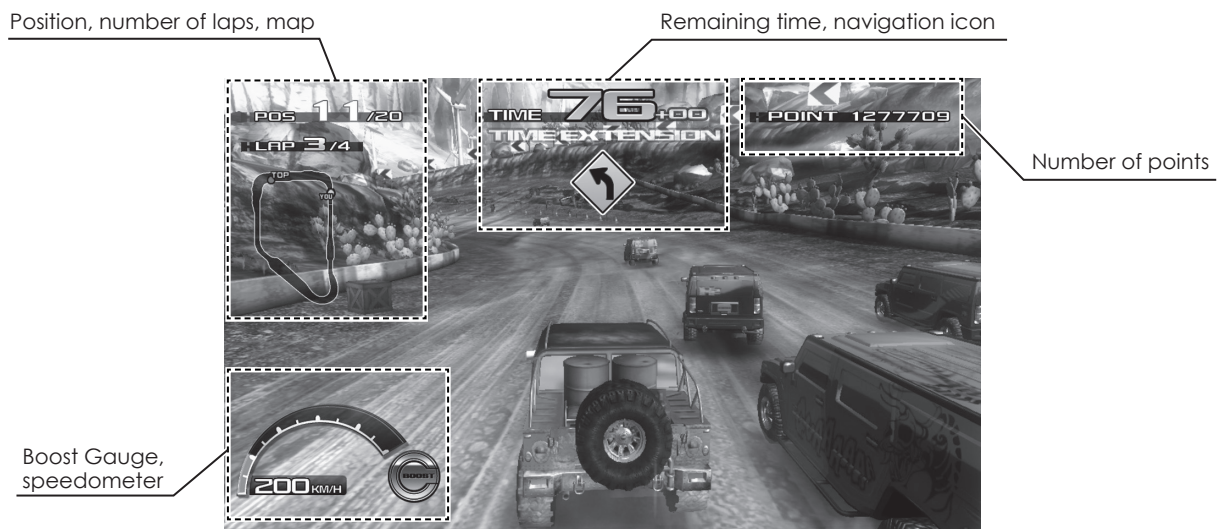
- If you press the MOTION STOP button, "MOTION STOP button was pressed." will be displayed, and the seat will not move from the start of the race. If you press the MOTION STOP button again while the Safety Confirmation screen is displayed, "MOTION STOP button was released." will be displayed, and the seat will move during the race.
- If the driver's or passenger's seat belt is unfastened, "Please fasten your seat belt." is displayed. If you remain in the same seat after playing the previous game without unfastening your seat belt, "Please temporarily unfasten seat belt, then fasten again." is displayed.
- If the floor sensor is triggered, "The floor sensor has been triggered." is displayed.



6-3 FIG. 09

10 The information displayed on the game screen is shown below. The information displayed on the screen varies in Single Player Mode (Race), Single Player Mode (Time Attack), and Versus Mode.

■ Single Player Mode (Race)



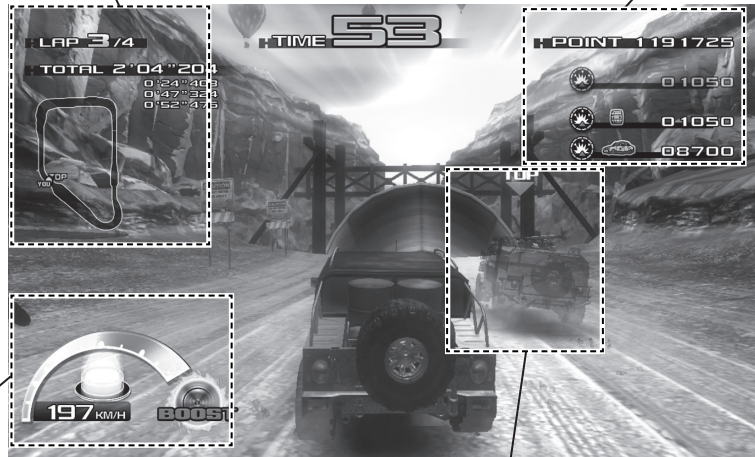
6-3 FIG. 10

■ Single Player Mode (Time Attack)

Number of laps,
Time Attack information, map

Number of points,
destroyed items and scores

Boost Gauge,
speedometer



6-3 FIG. 11

Top player's ghost data
(only displayed if you are not in the top score)

■ Versus Mode

Position, number of laps, map

Remaining time

Number of points

Boost Gauge,
speedometer



6-3 FIG. 12

Driver Change

The steering wheel icons show which player, right or left, is driving. The game screen in the figure below shows that the left player is driving.

The players alternate according to conditions such as colliding with other cars or walls, passing checkpoints, etc.



6-3 FIG. 13

Steering wheel icon

11 When the race is over, results will be displayed (Result Screen). The information displayed on-screen will vary depending on the mode.



6-3 FIG. 14

12 If you achieve a Ranking, you can enter your name. This name (4 English letters) will be displayed on the advertising screen.

Use the steering wheel to select the letters and enter your selection with the gas pedal or the Start button.



6-3 FIG. 15

13 After the race is finished, if you select “YES” in answer to “TRY AGAIN?” on the Try Again screen, the selections for the next game will begin from car selection. The main driver, number of drivers, presence of passenger, and game mode will be the same as in the previous game and cannot be changed. If you selected “YES” on the Try Again screen, it is not necessary to unfasten your seat belt and then refasten it. If the MOTION STOP button was pressed, it will be cancelled.



6-3 FIG. 16

6-4 OTHER FEATURES

- **Auto Drive Mode**

If the gas pedal is not pressed for 5 seconds after the race starts, Auto Drive Mode will start, and the car will begin to run automatically. Just one input from the gas pedal or brake pedal will cancel Auto Drive Mode.

- **MOTION STOP Button**

If the MOTION STOP button is pressed during a race, the seat will return to its home position and then stop. The seat will not move until the end of that race.

- **Safety Devices**

- During a race, if the driver's or passenger's seat belt is unfastened "Please fasten your seat belt. Seat is in a halt." is displayed and the seat stops moving immediately. When the seat belt is fastened, "Starting seat operation." is displayed and the seat resumes movement.
- During a race, if the floor sensor is triggered "Floor sensor is reacting. Seat is in a halt." is displayed and the seat stops moving immediately. When the floor sensor ceases to be triggered, "Starting seat operation." is displayed and the seat resumes movement.
- If the seat belt is not unfastened between the end of a game and the start of the next game in the same seat, "Please temporarily unfasten seat belt, then fasten again. Seat is in a halt." is displayed, and the seat does not move. If the seat belt of that seat is unfastened and then refastened, "Starting seat operation." is displayed and the seat moves.

6-5 HINTS FOR PLAYING THE GAME

- **DESTRUCTION**

When you destroy obstacles placed on the course, you accumulate Boost along with points.

Destroying many obstacles to accumulate Boost quickly is a key part of racing strategy.

When in Versus Mode, you can steer the race in your favor by strategically destroying obstacles before they are destroyed by the other players.

- **BOOST**

Boost is accumulated by destroying obstacles on the course.

When the Boost Gauge reaches maximum, the button lights up blue and, if pressed down, the button rises up from a pressed position.

By pressing down the BOOST button, you can accelerate rapidly.

During Boost, you become invincible, and if you are hit by rival cars you can send them flying to accumulate points.

When there are 2 drivers, Driver Change does not occur when you collide with a rival car or a wall because you are invincible.

- **LANDING**

During a jump, you can control the forward/back tilt of the car by pressing the gas pedal and releasing it, and you can control the right/left rotation by turning the steering wheel to the right and left.

When landing, if you can control the car to make all 4 tires touch the ground at the same time, you will get Bonus Boost.

- **DRIFT**

By lightly pressing the brake and turning the steering wheel dramatically before entering a turn, you can “Drift” through the turn in a skid. The key is to turn the steering wheel early enough before entering the corner.

As it starts to skid, the car will lurch from side to side, so you must control it by counter steering.

7 PERIODIC INSPECTION

WARNING

- Be sure to check once a year to see whether power cords are damaged, the plug is securely inserted, dust has accumulated between the socket outlet and the power plug, etc. Using the product with accumulated dust can cause fire and electric shock.
- Periodically, around once a year, get in touch with the office herein stated or the distributor, etc. where the product was purchased from, regarding internal cleaning. Using the product with accumulated dust in the interior can cause a fire or accident. Note that professional cleaning will require a fee.
- 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.
- For all normal maintenance procedures, always turn off the power before beginning. Starting the procedures with the power still on can result in electric shocks or short circuits.
- In the event that parts related to the ride mechanisms (actuators, limit switches, etc.) are damaged or break down, or when parts replacement or repairs are needed, request work be done by the point of purchase or the office listed in this manual. Such procedures require specialized knowledge, techniques, and tools. Improperly performed procedures can result in accidents.
- Do not use a water jet (high pressure washing device) or hose to clean this product. It was not designed to be cleaned by a water jet. Water could get inside and cause electrocution or short circuits. The product could also be damaged in such a way that it is difficult to repair.

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

Regularly clean all points of direct player contact such as the steering wheel and seat. Make regular inspections to ensure there is no damage to the surfaces and there are no foreign objects on the parts.

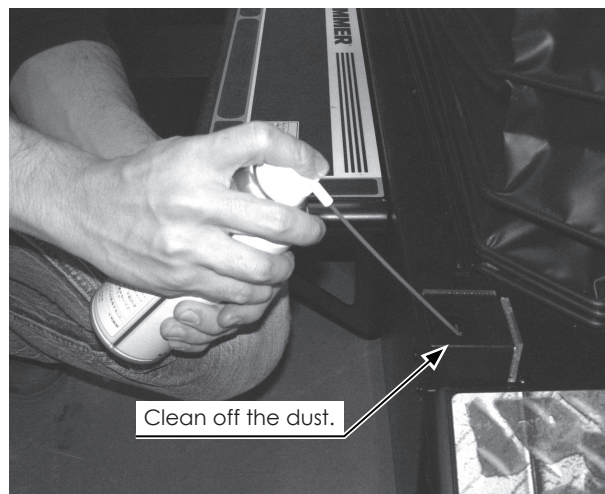
7 TABLE 01 PERIODIC INSPECTION TABLE

ITEMS	DESCRIPTION	PERIOD	REFERENCE
CABINET	Confirm that adjusts contact floor	Daily	3
LCD	Screen cleaning	Weekly	3
POWER CABLES	Inspection, Cleaning	1 year	As above
CABINET INTERIOR	Cleaning	1 year	As above
COCKPITS	Cleaning	Daily	As above
SAFETY DEVICES	Check seatbelt	Daily	3, 7-1
	Check MOTION STOP button	Daily	
	Check floor sensors	Daily	
	Bellows	Every 6 months	

7-1 CLEANING THE FLOOR SENSORS AND GREASING THE SEAT RAIL

Cleaning the Floor Sensors

Use an air spray can to clean the dust off the sensors.



7-1 FIG. 01

Seat (Greasing to Seat Rail Portion)

Move the seat to the rearmost position and apply grease to the portion shown in the figure once every 3 months by 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.

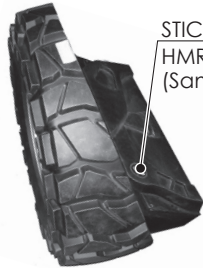
Apply grease.



7-1 FIG. 02

8 DESIGN-RELATED PARTS

STICKER MONITOR SIDE L / HMR-2018
(Opposite side)
STICKER MONITOR SIDE R / HMR-2019



STICKER BAGGAGE
HMR-0017
(Same on opposite side)

BILLBOARD PLATE
HMR-0502

STICKER INSTR MASK R ENG
HMR-2026-EG

STICKER INSTR MASK C ENG
HMR-2025-EG

STICKER INSTR MASK L ENG
HMR-2024-EG

STICKER HUMMER
HMR-0601-01-B

STICKER H2
HMR-0601-01-A
(Same on opposite side)

STICKER COIN CHUTE TOWER
HMR-0204

STICKER REAR FENCE
HMR-0352

8 FIG. 01

STICKER SIDE STEP
HMR-0018
(Same on opposite side)

NON SLIP MAT SIDE STEP 1
HMR-0019

NON SLIP MAT SIDE STEP 2
HMR-0020

NON SLIP MAT SIDE STEP 2
HMR-0020

NON SLIP MAT SIDE STEP 3
HMR-0021

NON SLIP MAT SIDE STEP 1
HMR-0019

NON SLIP MAT SIDE STEP 4
HMR-0022

NS-0001

STICKER CAR NUMBER 0001
HMR-0023

NS-0002

STICKER CAR NUMBER 0002
HMR-0024

NS-0003

STICKER CAR NUMBER 0003
HMR-0025

NS-0004

STICKER CAR NUMBER 0004
HMR-0026

8 FIG. 02

STICKER OVER 140CM ENG
HMR-2017-EG

STICKER START SW
HMR-2182

STICKER FASTEN SEAT BELT ENG
HMR-2016-EG

STICKER MAXIMUM PASSENGER ENG
HMR-2015-EG

STICKER INSTR HANDLE COVER ENG
HMR-2022-EG

DRIVER LAMP FRONT PLATE
HMR-2004

STICKER INSTR HANDLE COVER ENG
HMR-2022-EG

DRIVER LAMP FRONT PLATE
HMR-2004

STICKER INSTR CTRL PANEL ENG
HMR-2020-EG

BUTTON PLATE
HMR-2011

STICKER MOTION STOP
HMR-2192

STICKER INSTR CTRL PANEL ENG
HMR-2020-EG

8 FIG. 03

SEGA AMUSEMENTS OFFICES

SEGA AMUSEMENTS U.S.A., INC.

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Toll free: +1-888-877-2669
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