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SEGA

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SEGA RALLY 3 DELUXE

OWNERS MANUAL

420-0005-01UK

SEGA

OWNER'S MANUAL

SR3
SEGA RALLY 3



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 :	62" DLP Colour Display.	

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

Definition of 'Site Maintenence Personnel or Other Qualified Individuals

STOP 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.

STOP IMPORTANT

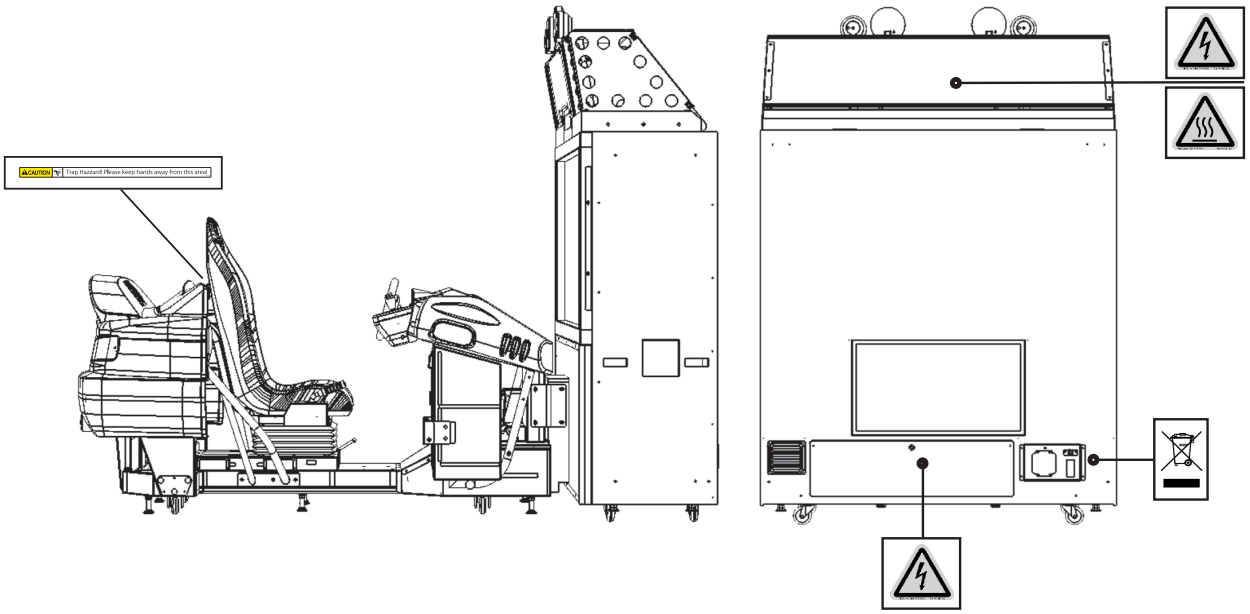
- For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
- When cleaning the CRT surfaces, use a soft and dry cloth. Do not apply chemicals such as thinners, benzene, etc.
- Static electricity from your 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 any customer ignoring the warnings to cease and desist immediately



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 LIMITATAION 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

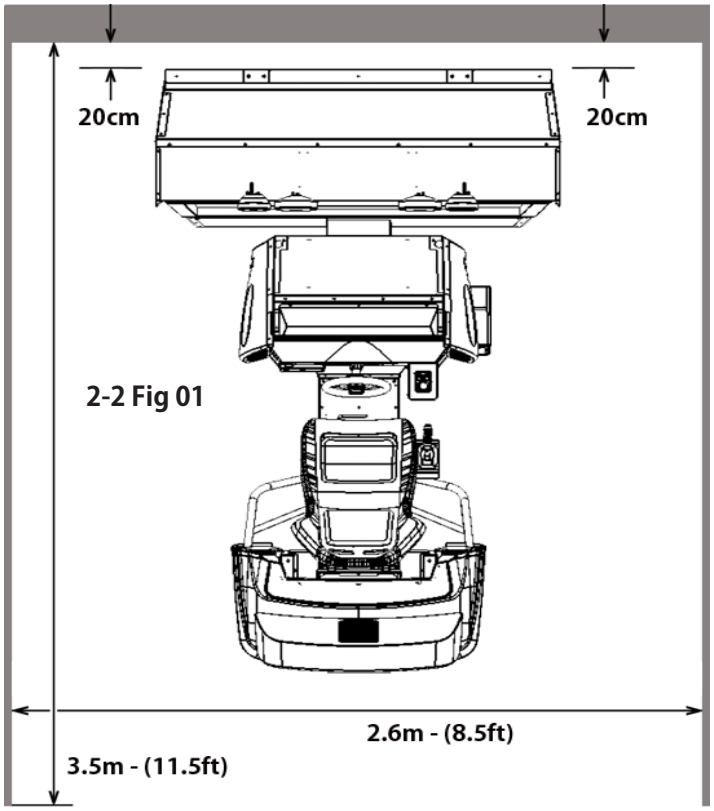
MAX : 3A (AC 230V ~ 50HZ)

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

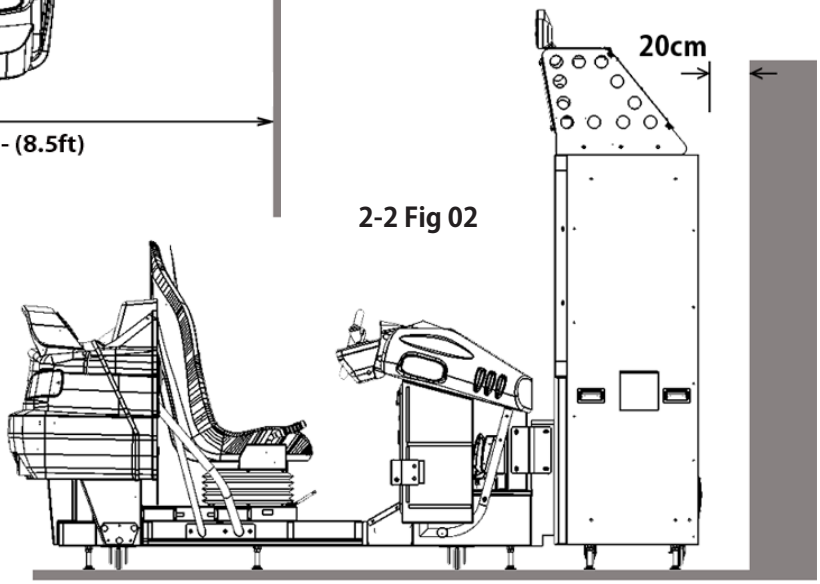


2-2 Fig 01

STOP 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).



2-2 Fig 02

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

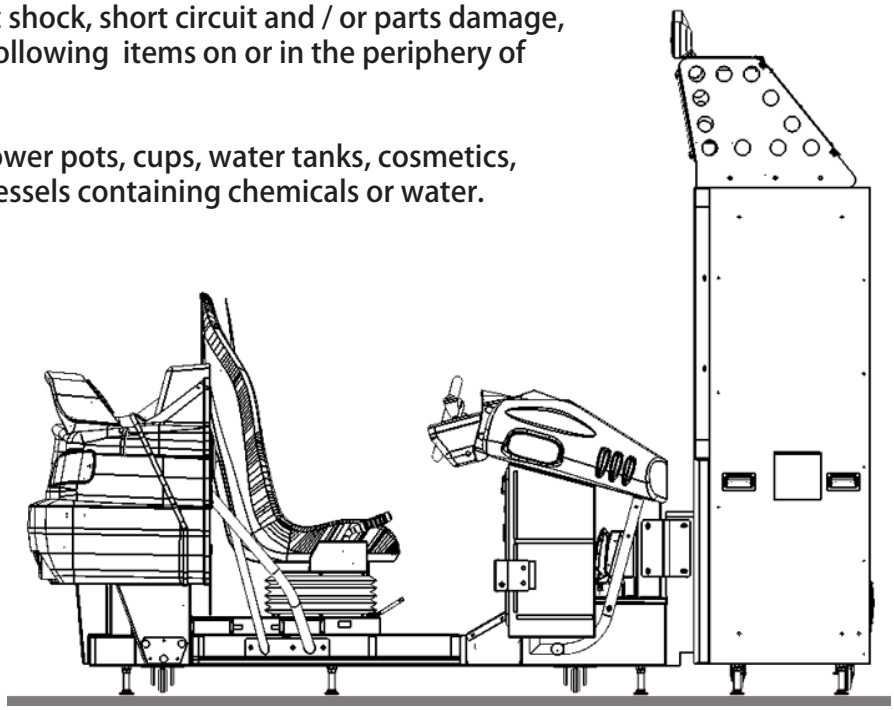
Check if all of the adjusters are in contact with the surface. If they are not, the cabinet can move and cause an accident.

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.

STOP IMPORTANT

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

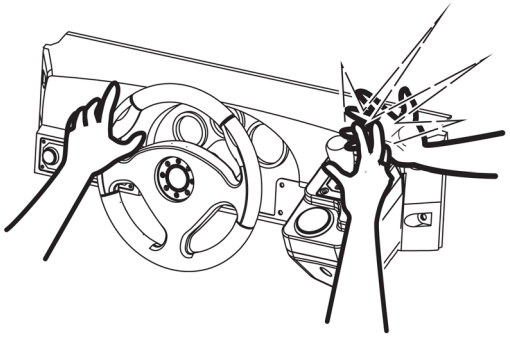
3.2 PAYING ATTENTION TO CUSTOMERS DURING OPERATION

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 pay 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

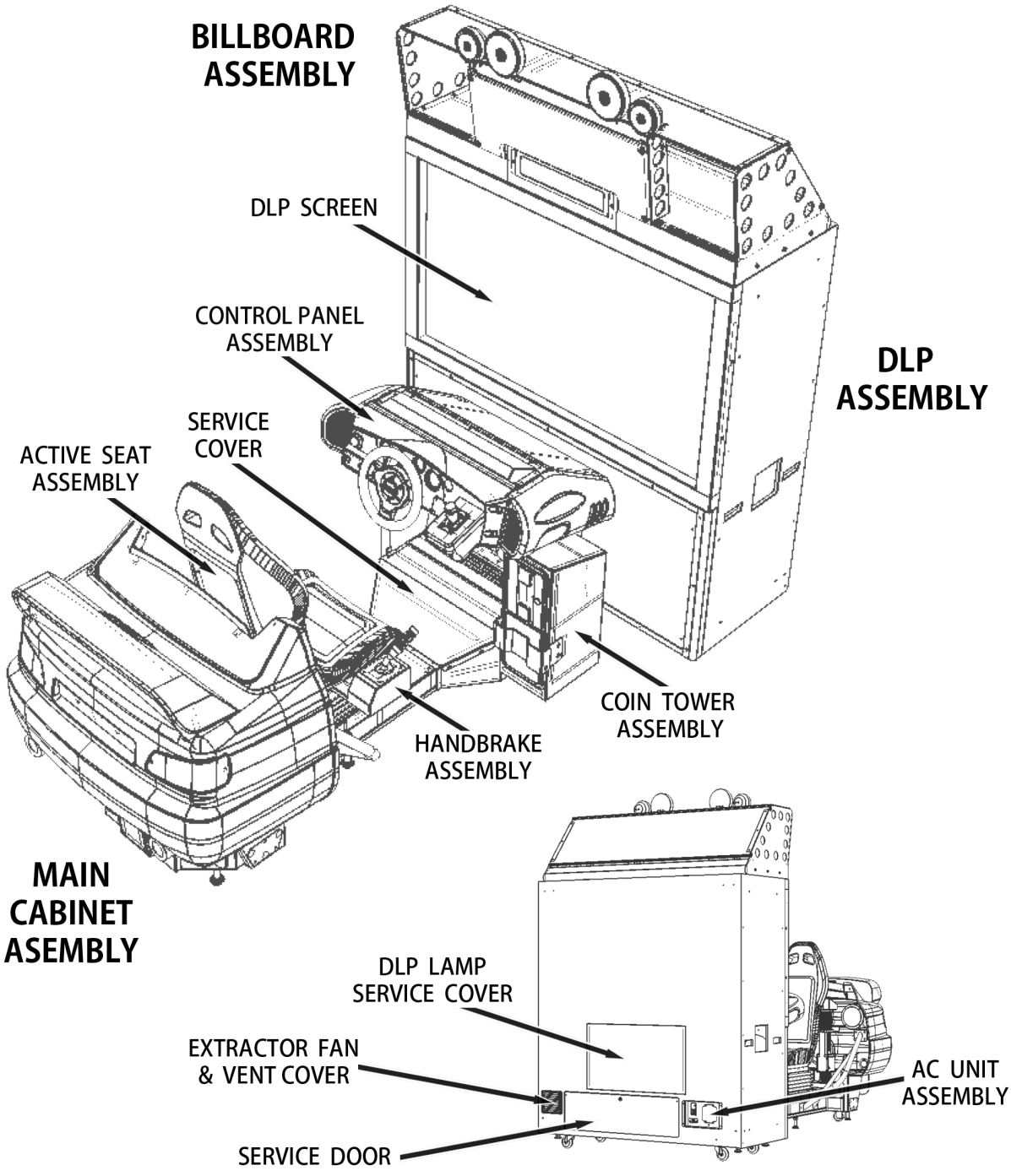
- Customer should be warned not to place children on their laps while they play the game. Doing so may cause the child to become trapped between the player and the control panel and/or cause the machine to tip over.



⚠ 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



ITEM	WIDTH (cm)	DEPTH (cm)	HEIGHT (cm)	WEIGHT (kg)
DLP CABINET	1500	680	1690	160
MAIN CABINET	1100	2130	1320	230
BILLBOARD	1500	540	600	40
WHEN ASSEMBLED	1500	2810	2290	430

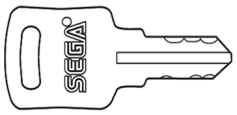
5 ACCESSORIES

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.

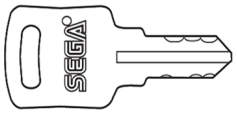
TABLE 5A - ACCESSORIES

DESCRIPTION	OWNERS MANUAL
PT NUMBER (QTY)	420-0005-01UK
NOTE	This Manual

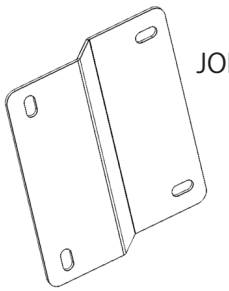
Parts not labeled with part numbers are as yet unregistered or cannot be registered.
Be sure to handle all parts with care, as some parts are not available for purchase as separate items.



KEY MASTER
220-5793-2-A001 (2)
For opening/closing the doors

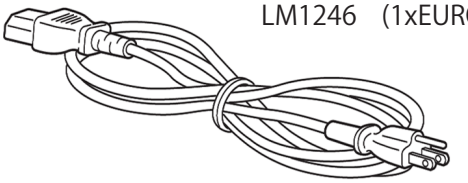


KEY (2)
CASHBOX DOOR

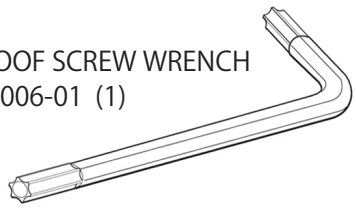


JOINT PLATE
SRS-0054UK (2)

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



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



SEQ	NUMBER	DESCRIPTION	QUANTITY	NOTE
1	SRS-5000UK	ASSY - BILLBOARD	1	
4	SRS-0054UK	JOINT BRKT	2	
101	440-CS0186UK	STICKER C - EPILEPSY MULTI	1	
104	LM1227	UK MAINS LEAD 10A WITH PLUG	1	
105	LM1246	EUROLEAD 10A EUROPEAN SOCKET	1	
402	420-0005-01UK	SERVICE MANUAL - SRS DX	1	
403	OS1019	SELF SEAL BAG 9 x12. 3/4	2	
404	540-0006-01	WRENCH M4 TMP PRF	1	
408	SAECE-xxx	DECLARATION OF CONFORMITY	1	
14	PK0 445	BOX - BILLBOARD ADH DX	1	SPARE
30	PK0440	PALLET - SRS DLP CABINET	1	SPARE
31	PK0441	SHRINK BAG - SRS DLP CABINET	1	SPARE
32	PK0442	PALLET - SRS FRONT CABINET	1	SPARE
33	PK0443	SHRINK BAG - SRS FRONT CABINET	1	SPARE
		REMOTE CONTROL for 62" DLP	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

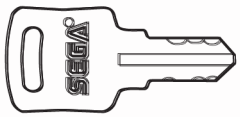
6-5 CONNECTING POWER CABLE AND GROUND

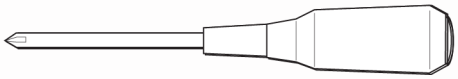
6-6 CHECKING ASSEMBLY (SET UP)

TOOLS NECESSARY FOR WORK

6-0 FIg 01

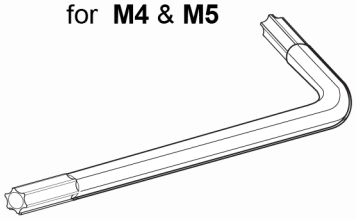
MASTER KEY



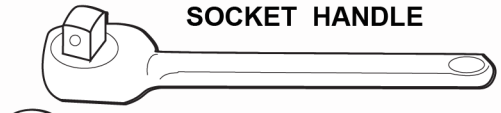


PHILLIPS SCREWDRIVER for M4

TAMPERPROOF WRENCH
for **M4** & **M5**



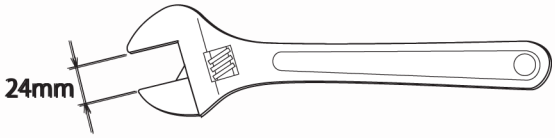
SOCKET HANDLE



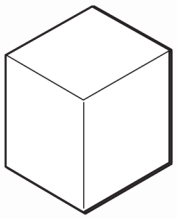


M8 SOCKET

WRENCH with **24mm OPENING JAW**



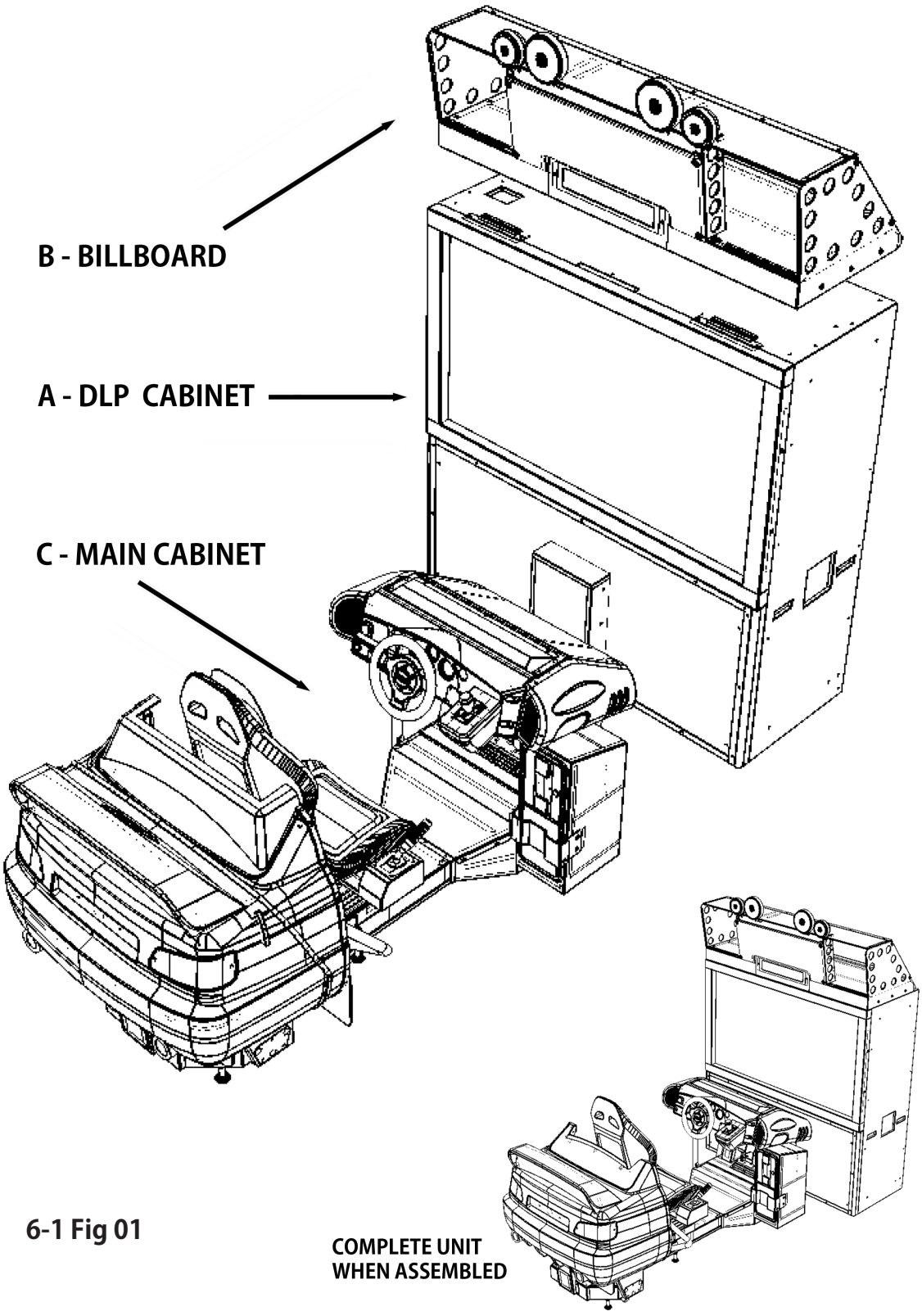
STEP to STAND ON



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

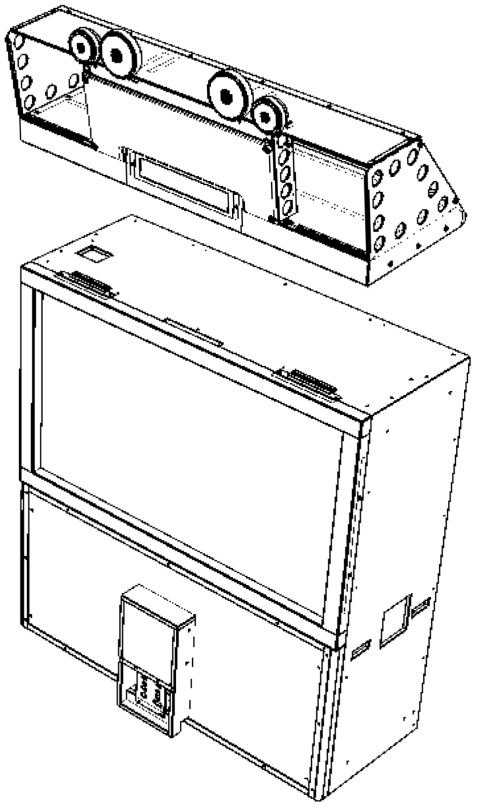
The BILLBOARD weighs 40Kgs (88.2lbs) therefore this installation should not be attempted single handed. It is recommended that three persons undertake this particular section of the installation.

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

6-2 Fig 01 Shows the components to be used during this section of the assembly.

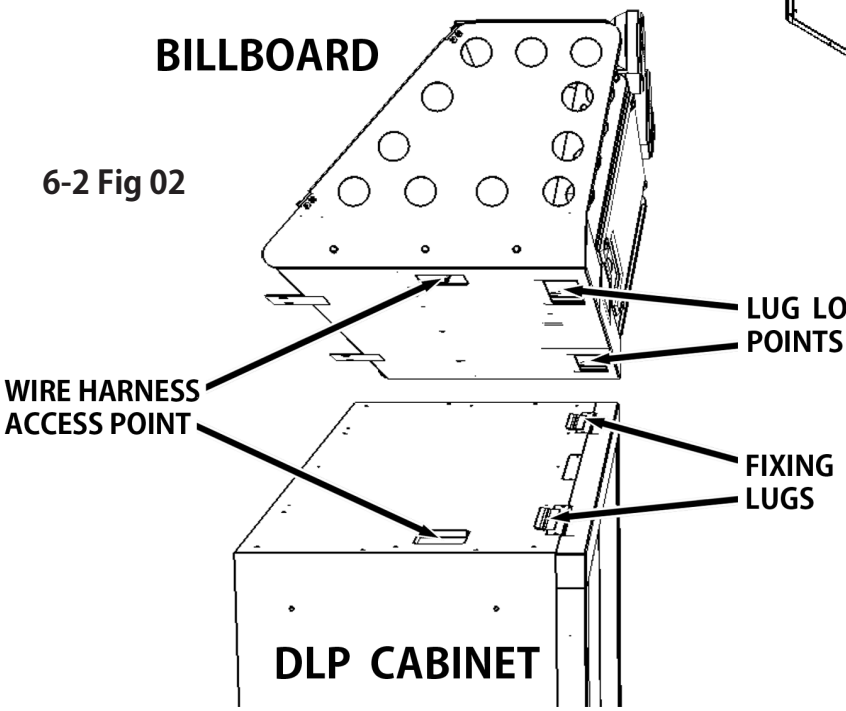
6-2 Fig 02 Shows the key fixing points to be considered when attaching the BILLBOARD to the VIDEO Cabinet.

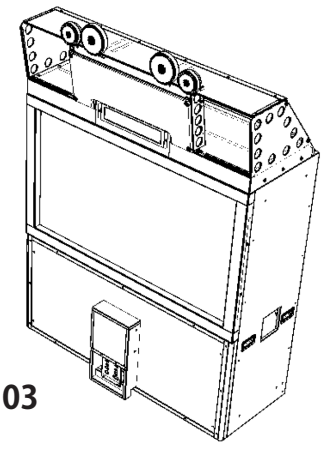
6-2 Fig 03 Shows the assembly completed at the end of this section of the assembly.



6-2 Fig 01

6-2 Fig 02



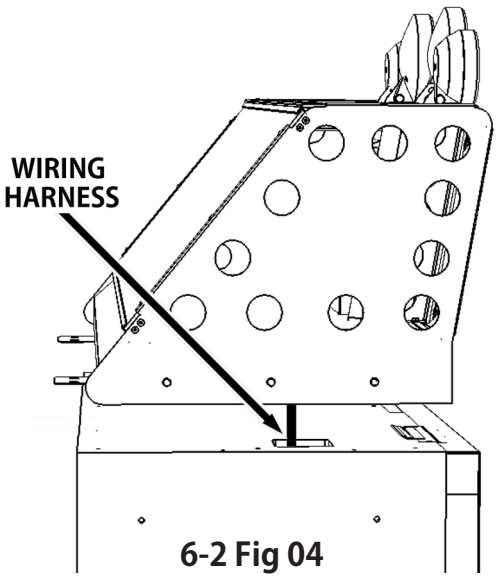


6-2 Fig 03

6-2 FITTING THE BILLBOARD AND POP

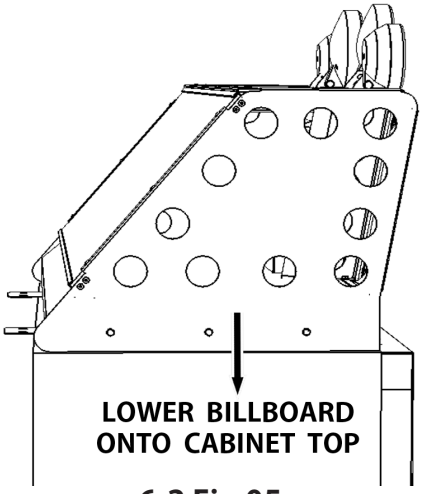
1 Before starting the installation, locate the WIRE HARNESS in Billboard.
See (6-2 Fig 01) for the locations where the Harness will be are found.

Once you have located the harness, get at least two people to lift the Billboard up onto the top of the Video Cabinet. Then with one person supporting the right hand side and the other lifting the left hand side up, locate the harnesses in the billboard and connect it to the connector in the top of the Video Cabinet.



6-2 Fig 04

2 Once the Harness are connected, lower the Billboard down onto the top of the cabinet approx 25mm from the front edge of the cabinet making sure that the two Fixing Lugs located towards the front edge, go through the Lug Location Points cutouts the underside of the Billboard.

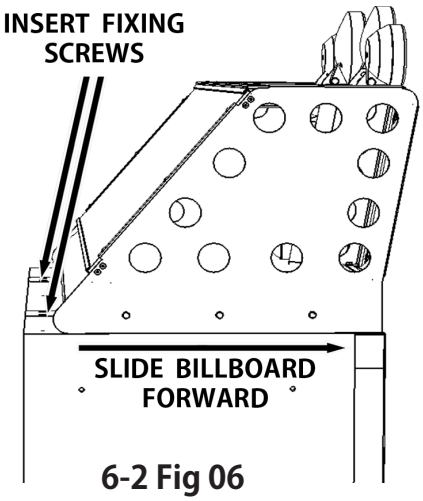


6-2 Fig 05

3 When the Billboard sitting flat on top the Cabinet, flush with both sides and the Fixing Lugs through the location cutouts either end of the Billboard base.

Slide the Billboard forward until the bottom edge is flush with the front of the Cabinet. Check that both of the Fixing Lugs have located inside the Billboard and the front is firmly held.

To complete the assembly fit the fixing screws through the Billboard into the cabinet along the back edge.



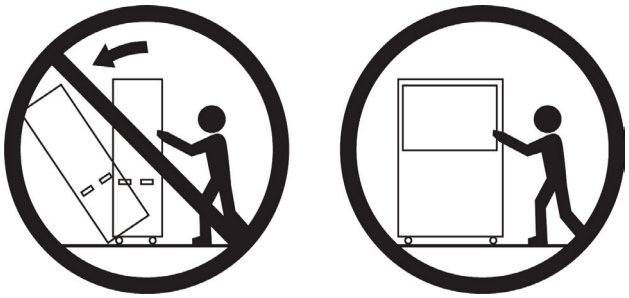
6-2 Fig 06

6-3 FIXING THE MAIN CABINET TO THE DLP CABINET

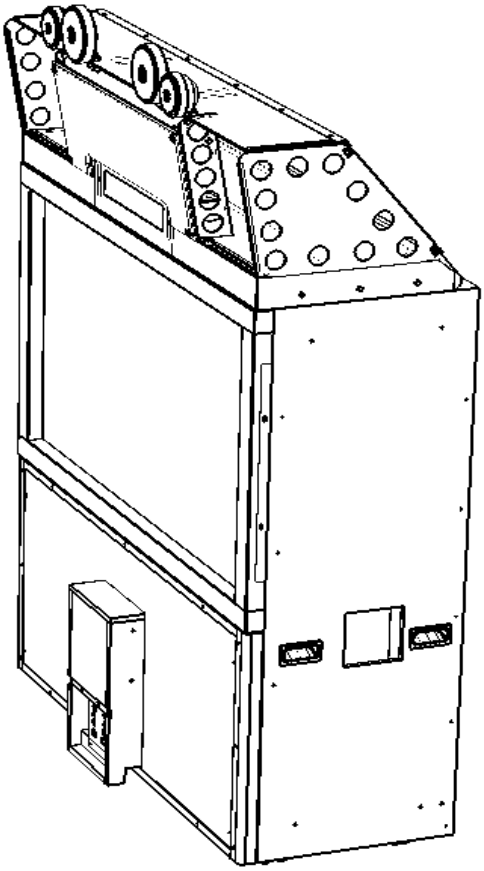
⚠ WARNING

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.



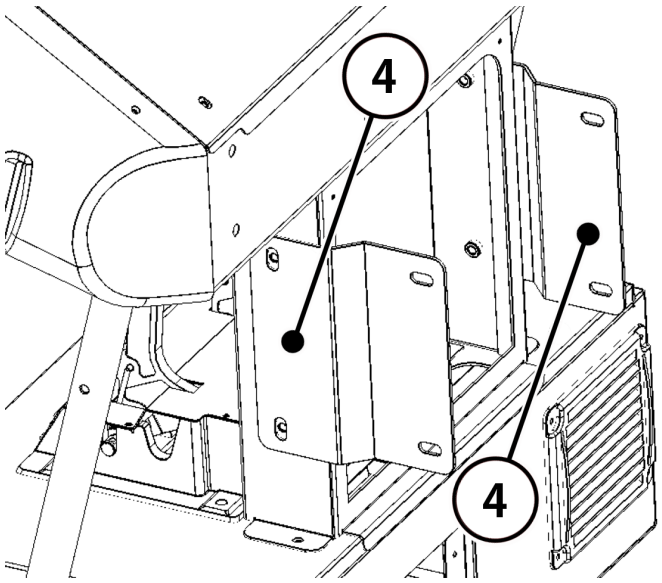
1 Position the DLP Cabinet in the approx area of operation, allowing room to gain access from all sides.



6-3 FIXING THE MAIN CABINET TO THE DLP CABINET

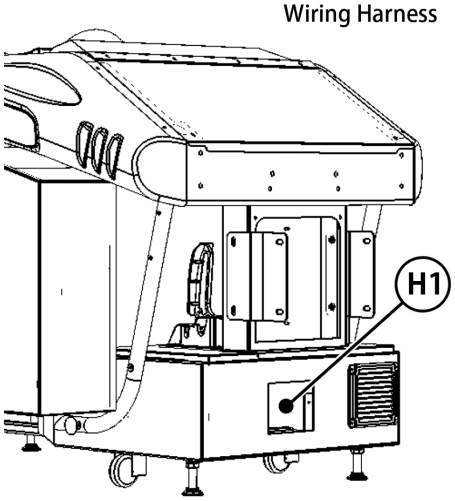
2 Preparing the Main Cabinet Unit for fixing to the DLP Unit

Take the 2x 'JOINT BRACKETS' (SRS-0054UK) 'ITEM 4' from the 'Accessories Pack' and loosely attach them to the Main Cabinet assembly in the way shown in 6-3 Fig 02.

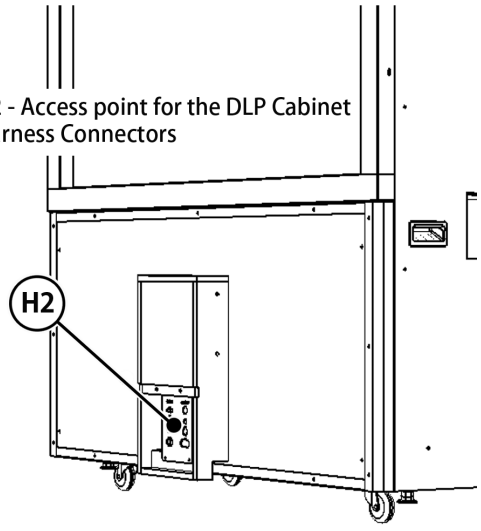


3 Connecting the Harness between the Main Cabinet and the DLP Units

H1 = Access point for the MAIN CABINET Wiring Harness



H2 - Access point for the DLP Cabinet Harness Connectors



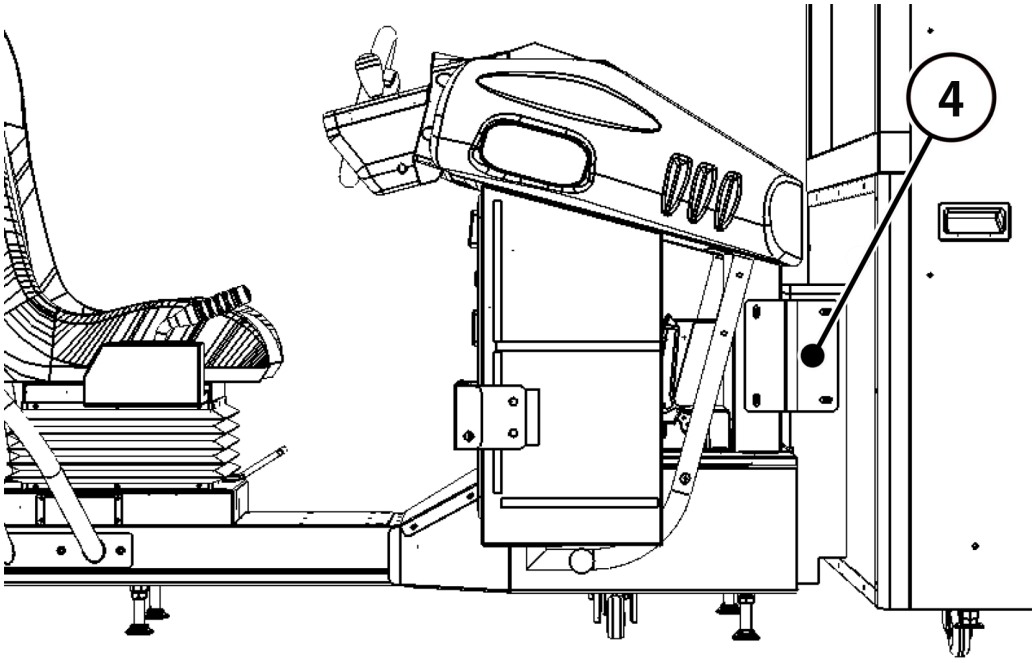
Locate the Wiring Harness inside the Main Cabinet Assembly and extract the end with the connectors out through location 'H1' Match each connector and attach it to its mate that' s fitted in the connector plate location 'H2'

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.

.

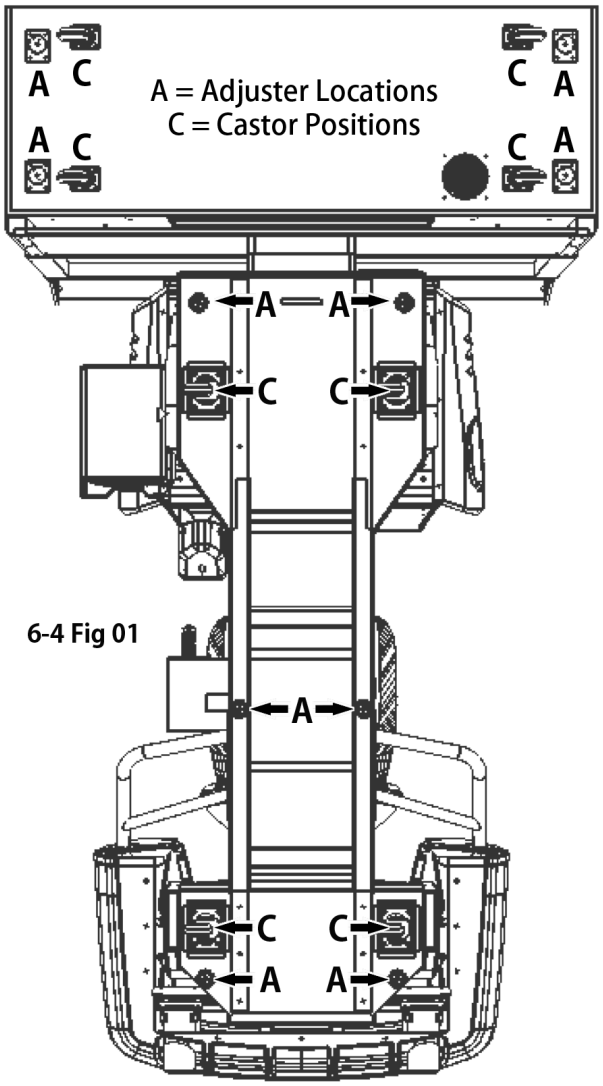
'SEGA RALLY 3'
consists of two Base Units :
DLP Cabinet and MAIN Cabinet

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.

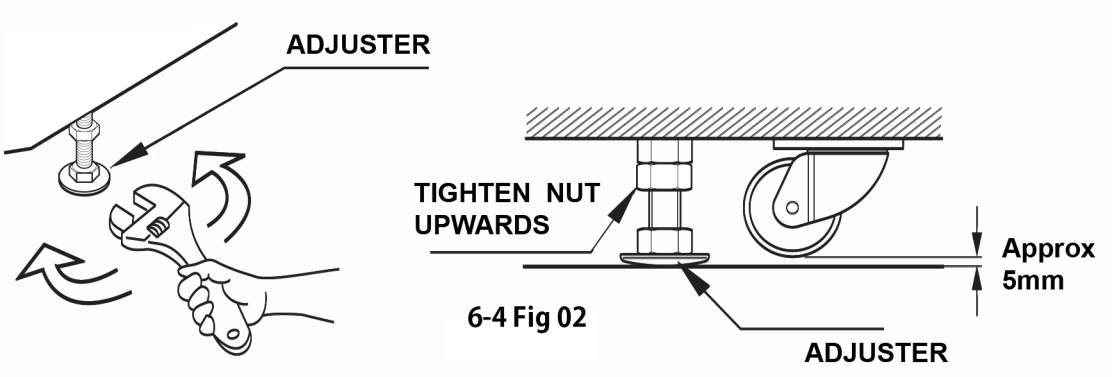
DLP CABINET
4 x Adjusters and 4 x Castors

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

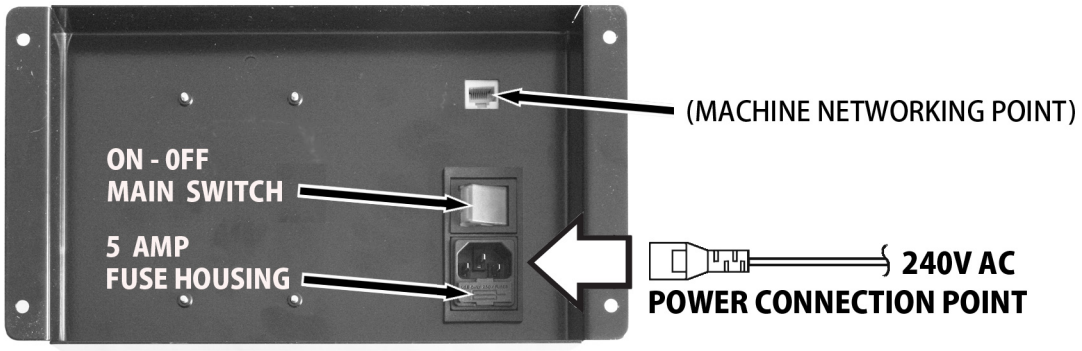
- Use the power supply equipped with an earth leakage breaker. Use of power supply without such a breaker could result in fire if there is a current leakage.
- This product MUST be EARTHED. Ensure that the unit is properly connected to the INDOOR GROUND. Without proper grounding, customers could be electrocuted, 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.



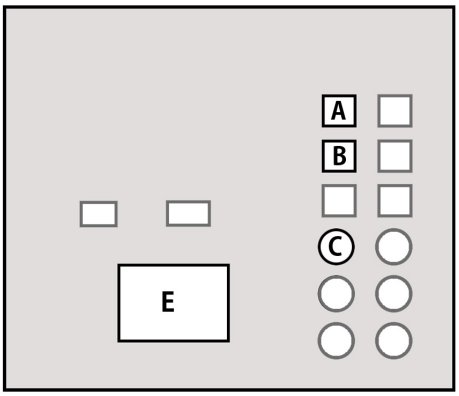
6-5 Fig01

6-6 CHECKING ASSEMBLY - SET UP

When he 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.

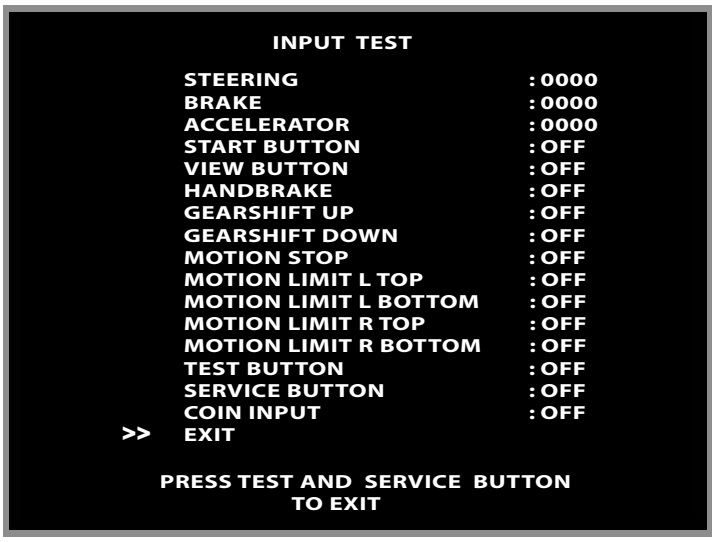
The following 4 TEST should be selected and checked individually to prove the functionality of all peripheral components. For full information on all the Test and Set Up Procedures, go to Chapter 9 - EXPLANATION OF TEST AND DATA DISPLAY

INPUT TEST	Test routine for the INPUT peripherals.
OUTPUT TEST	Test routine for the OUTPUT peripherals.
SOUND SETTINGS	Test routine for the AUDIO OUTPUTS.
SCREEN TEST	Test routine for the DISPLAY SCREEN.
EXIT	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.

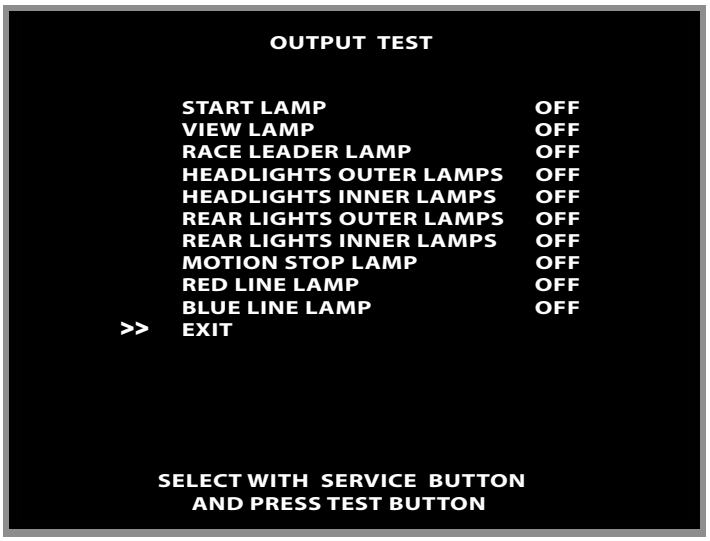


This TEST is used to Test the 'SYSTEM INPUTS' such as Steering, Pedals and Switches.
To implement the test, Operate each device listed and check the results on Screen.

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

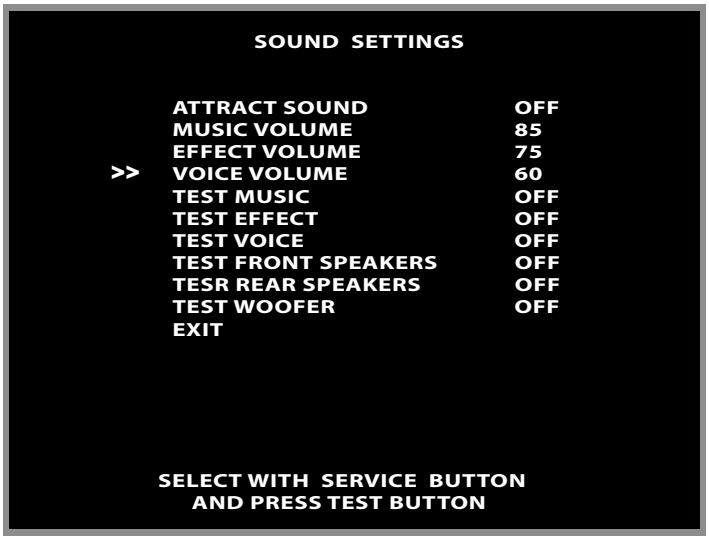
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

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

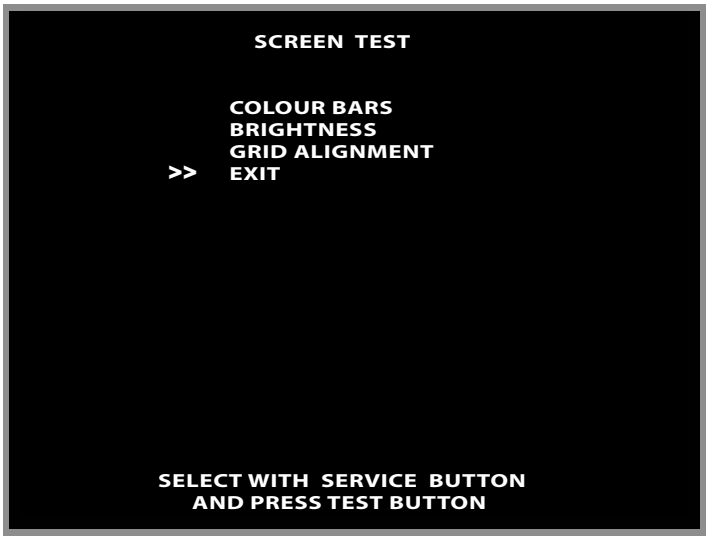
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

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.

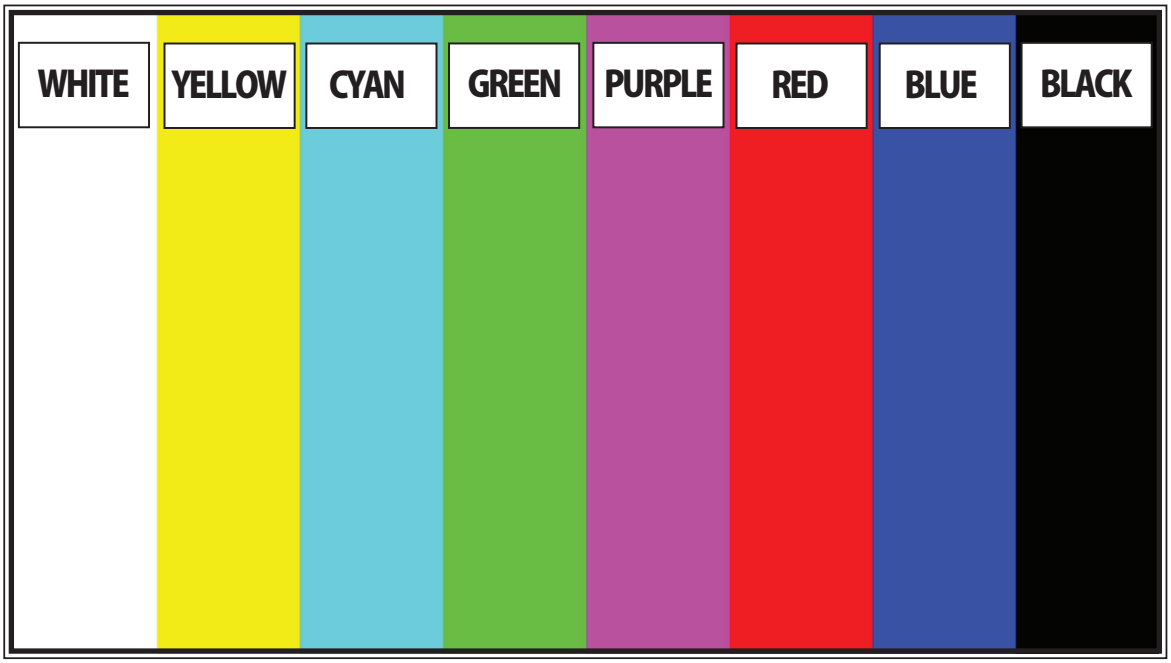
SCREEN TEST

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



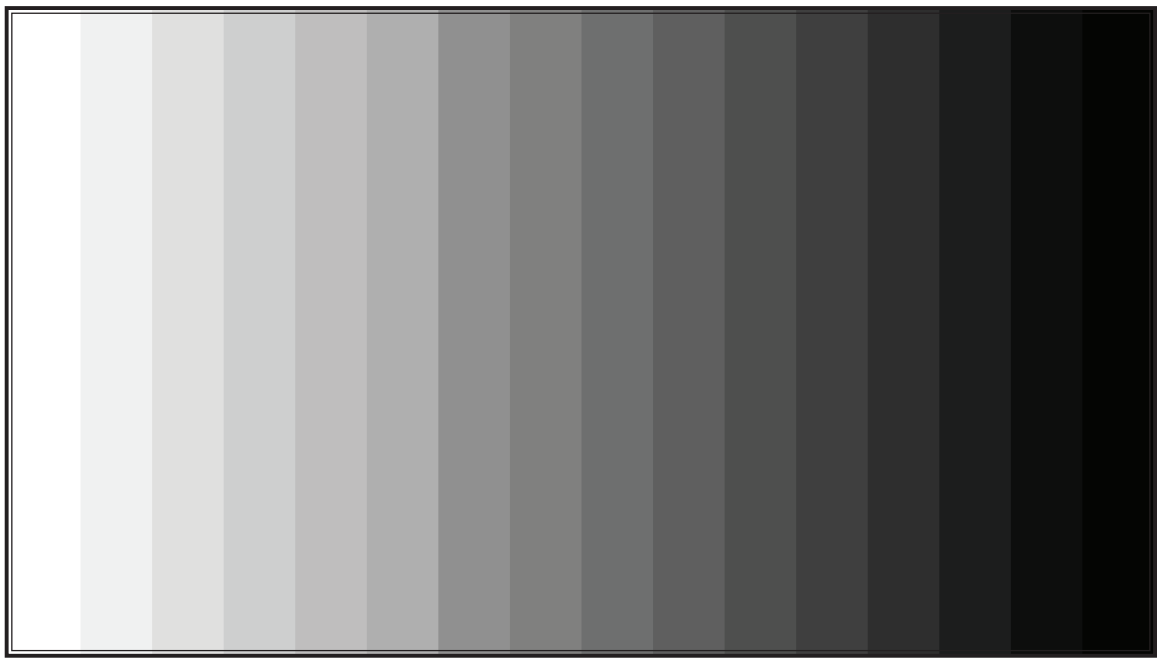
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

COLOUR BARS Selecting this test will display the following

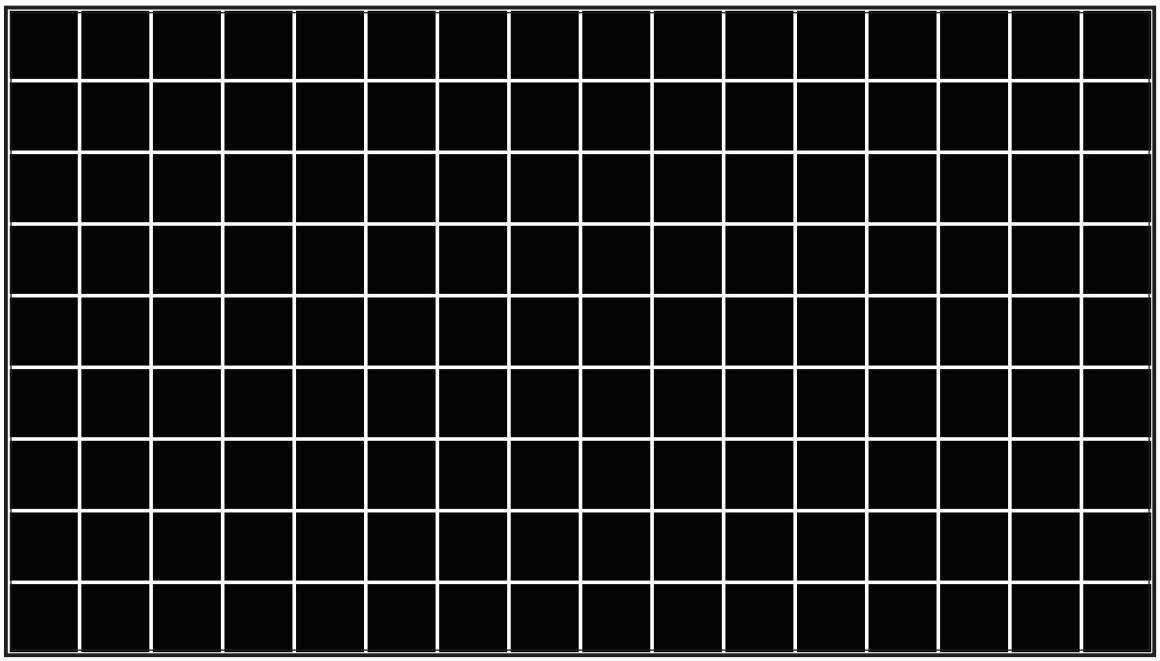


SCREEN TEST (Continued)

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

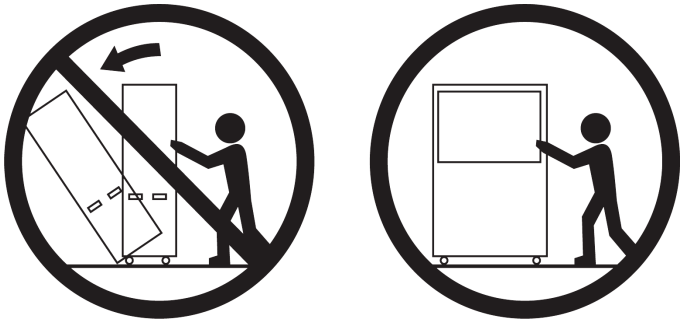
- Always disconnect the power cable before moving the product. If it is moved with the power cable connected, the cable could be damaged, causing fire or electric shock.
- To move the unit over the floor, pull in the adjustors and have the casters contact the floor. While moving the unit, be careful 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 PTV 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 dis-figuration 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 to lean in either direction whilst working on it. Danger of the Cabinet falling over and causing Unit Damage and possible injury of personnel.

STOP IMPORTANT

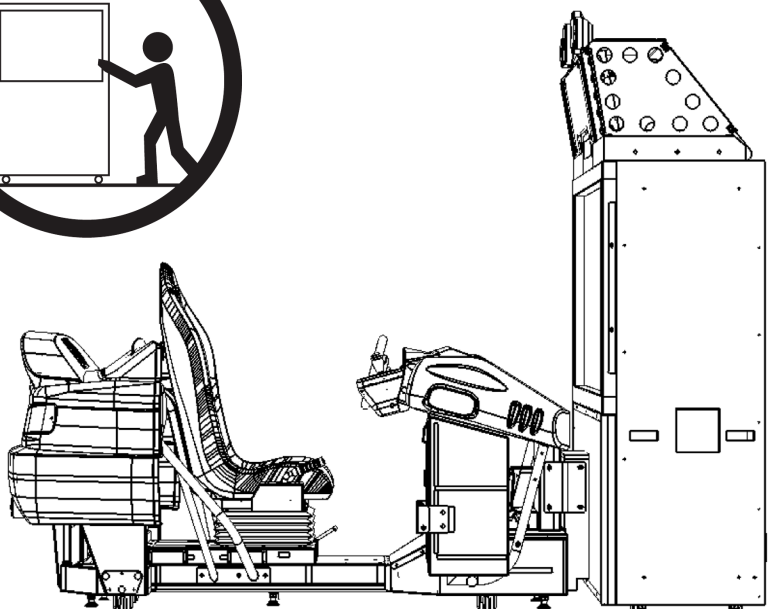
- When moving the cabinet, do not hold, push or pull the Control Units. This may disfigure or damage them.
- If you need to move components through a narrow or low door and the only way to get the separated components through is to turn them on their side, or if a separation method other than those described 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 Holders to move the cabinet, in doing so may damage or disfigure them.

⚠CAUTION

- **Due to the poor stability of the VIDEO 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.**

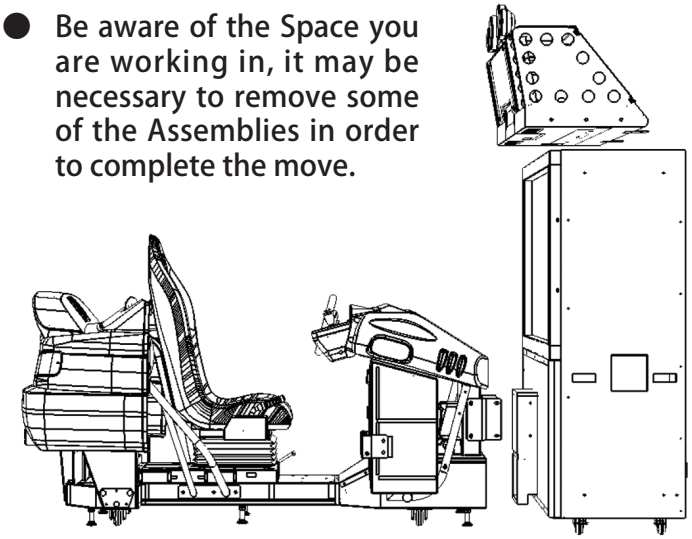


- Before attempting to move the machine, make sure that the MAIN VOLTAGE Supply is removed.
- Always raise the Adjusters up as high as they will go.
- Never attempt to move a machine unaided.



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 the 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 'Multyiplayer' or 'Single Player' Game selection, they now have 3 different Game Types to choose from

Championship Mode	–	**1 player**
Quick Race	–	**1 to 6 players**
Classic Mode	–	**1 to 6 players**

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.

8-3 CAR SELECTION



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.



McRae Enduro



Bowler Nemesis

Finally, there are the two cars specifically for use in Classic Mode.

Toyota Celica ST205



Lancia Super Delta HF integrale



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

8-4 CAR TRANSMISSION TYPE



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

8-5 TRACK SELECTION

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 pervious 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

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



8-8 HIGH SCORE TABLES



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.

STOP IMPORTANT

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

9-1 SWITCH UNIT AND COIN METER

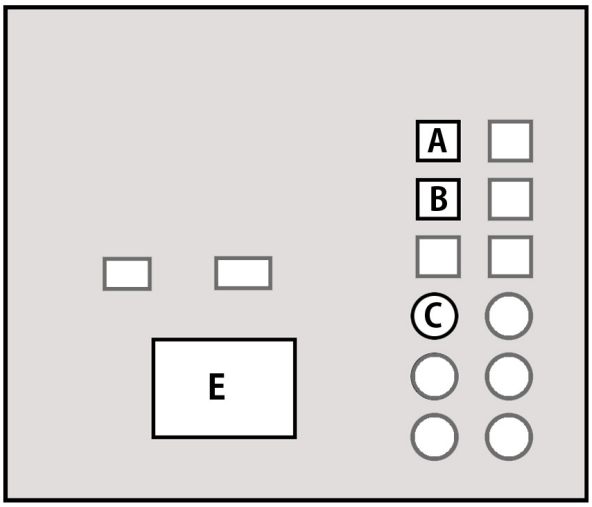
The VTS Switch Board (See 9-1 Fig 01) is located behind the Coin Mech Door. The Switch Identification Mask (See 9-1 Fig 02) indicates the function of the control components that are operational on this model.

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.**

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.
9-2-4	MOTION BASE TEST	Test routine for the MOTION BASE System.
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



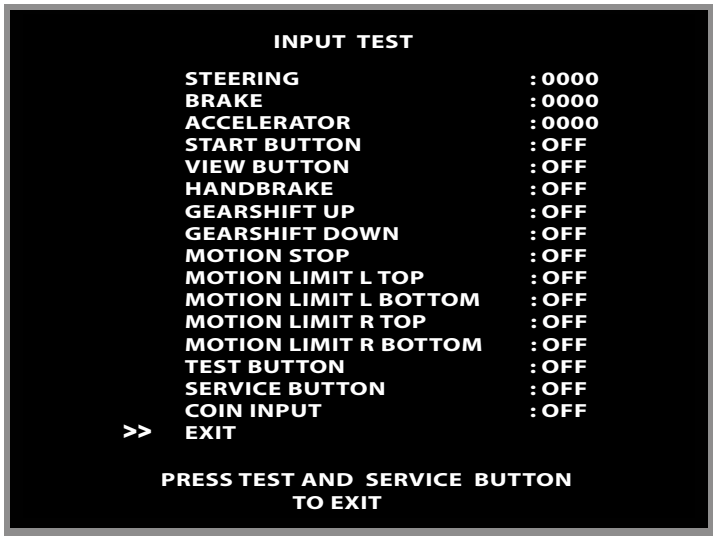
This test displays GENERAL SYSTEM INFORMATION regarding the Hardware Configuration and Software Installed

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 if 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.

9-2-2 INPUT TEST

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

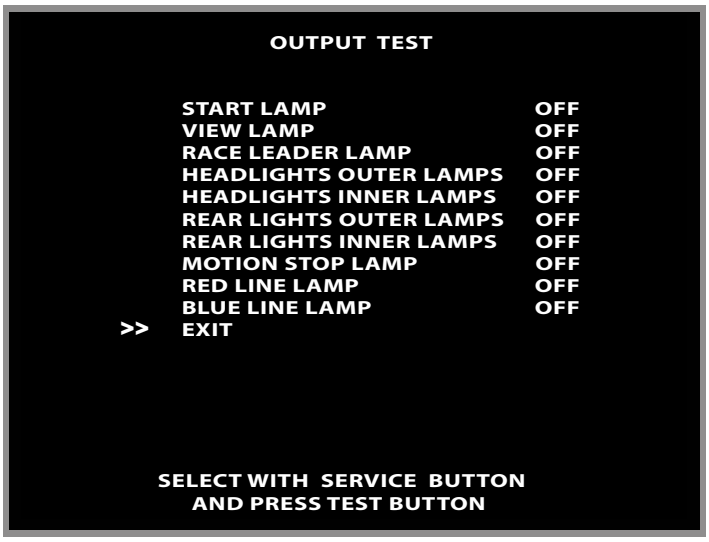


This TEST is used to Test the 'SYSTEM INPUTS' such as Steering, Pedals and Switches.
To implement the test, Operate each device listed and check the results on Screen.

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.
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.

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

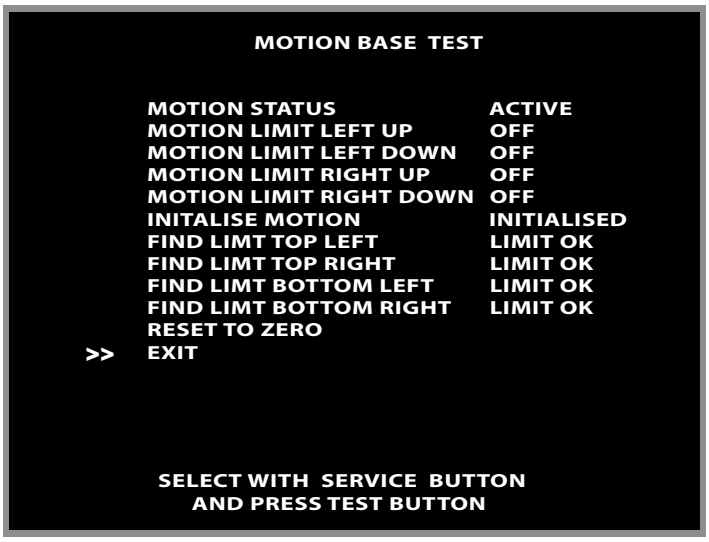
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

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
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.

9-2-4 MOTION BASE TEST

Select 'MOTION BASE TEST' from the 'Game Test Mode' Menu to display 'Motion Base Test' Menu..



This Test is used to check the Motion Seat system

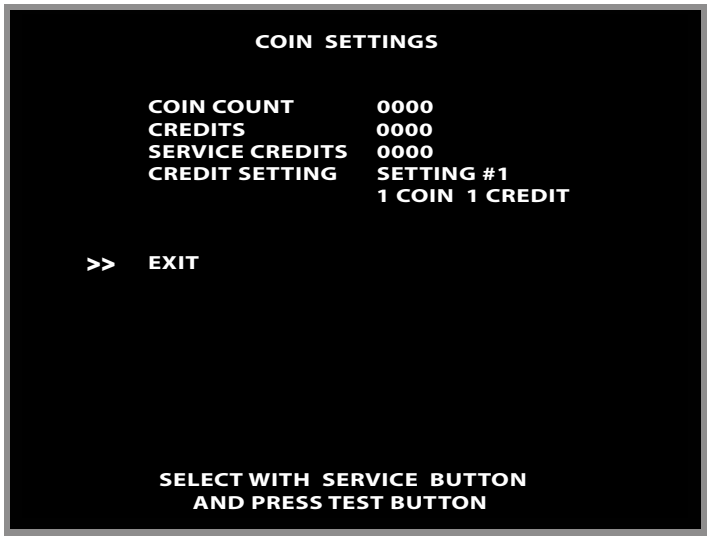
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

MOTION STATUS	Status of motion base controllers
MOTION LIMIT LEFT UP	Status of internal motion base switch at Top of Left actuator
MOTION LIMIT LEFT DOWN	Status of internal motion base switch at Bottom of Left actuator
MOTION LIMIT RIGHT UP	Status of internal motion base switch at Top of Right actuator
MOTION LIMIT RIGHT DOWN	Status of internal motion base switch at Bottom of Right actuator
INITIALISE MOTION	Repeat motion base initialization sequence
FIND LIMIT TOP LEFT	Move left motion actuator to top position
FIND LIMIT TOP RIGHT	Move right motion actuator to top position
FIND LIMIT BOTTOM LEFT	Move left motion actuator to bottom position
FIND LIMIT BOTTOM RIGHT	Move right motion actuator to bottom position
RESET TO ZERO	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.

9-2-5 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 2 COINS - 3 CREDITS
9	3 COINS - 1 CREDIT
10	4 COINS - 1 CREDIT

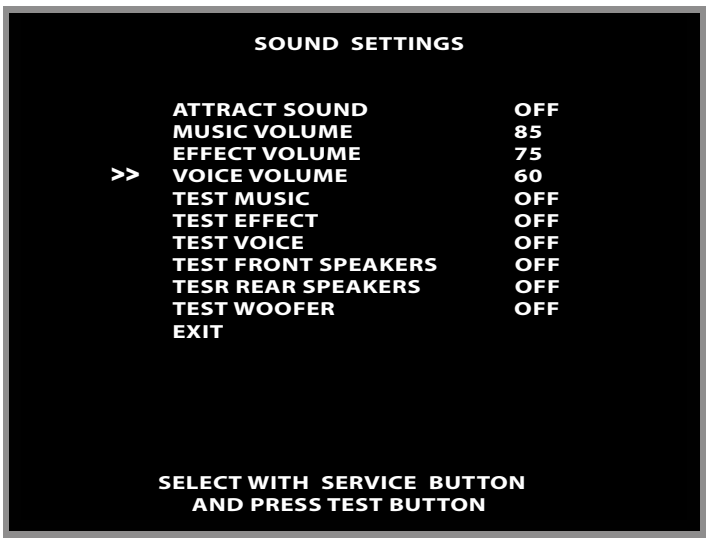
11	1 COIN - 1 CREDIT 2 COINS - 2 CREDITS 3 COINS - 3 CREDITS 4 COINS - 5 CREDITS
12	5 COINS - 1 CREDIT
13	3 COINS - 1 CREDIT 5 COINS - 2 CREDITS
14	2 COINS - 1 CREDIT 4 COINS - 2 CREDITS 5 COINS - 3 CREDITS
15	1 COIN - 1 CREDIT 2 COINS - 2 CREDITS 3 COINS - 3 CREDITS 4 COINS - 4 CREDITS 5 COINS - 6 CREDITS
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.

9-2-6 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

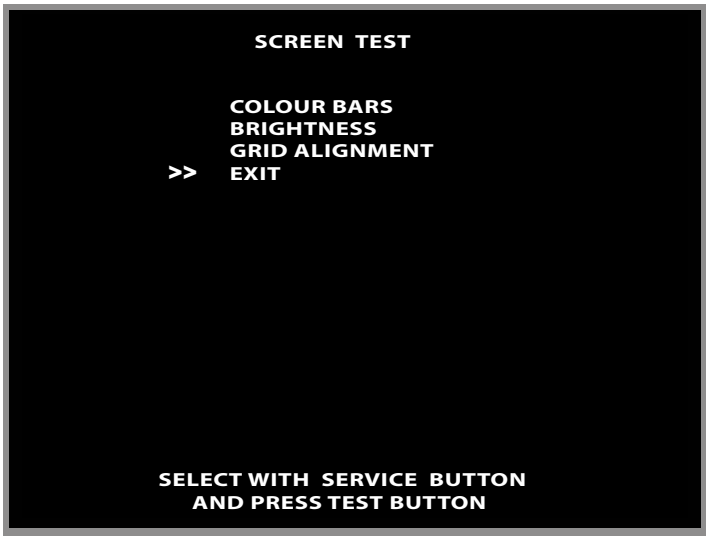
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

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.

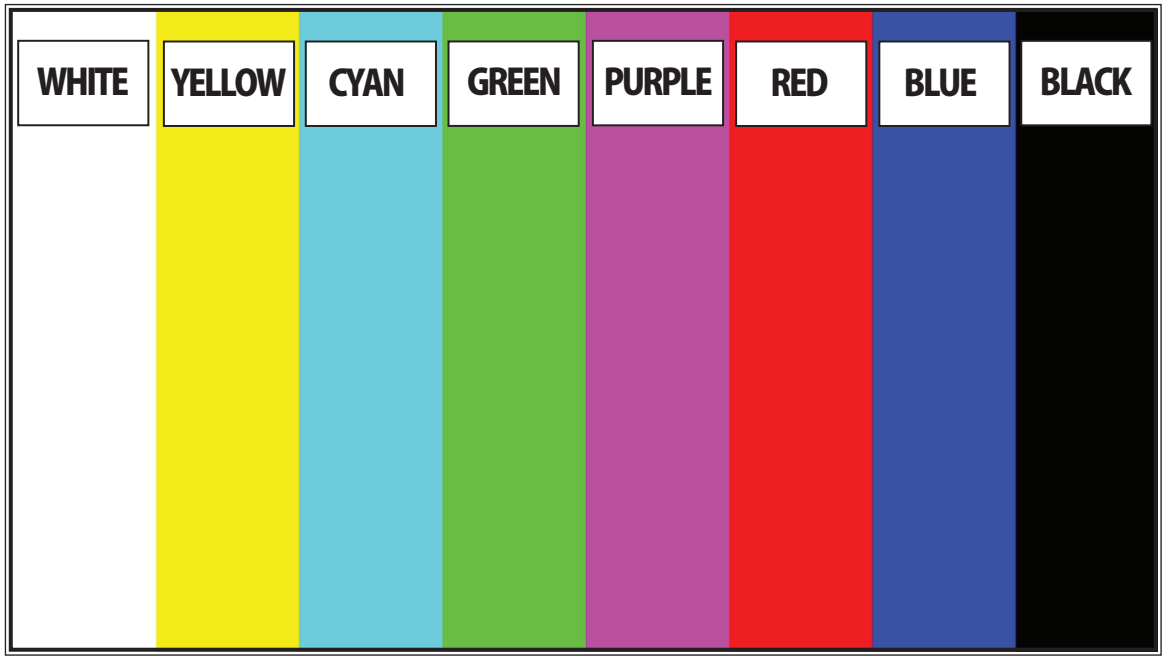
9-2-7 SCREEN TEST

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



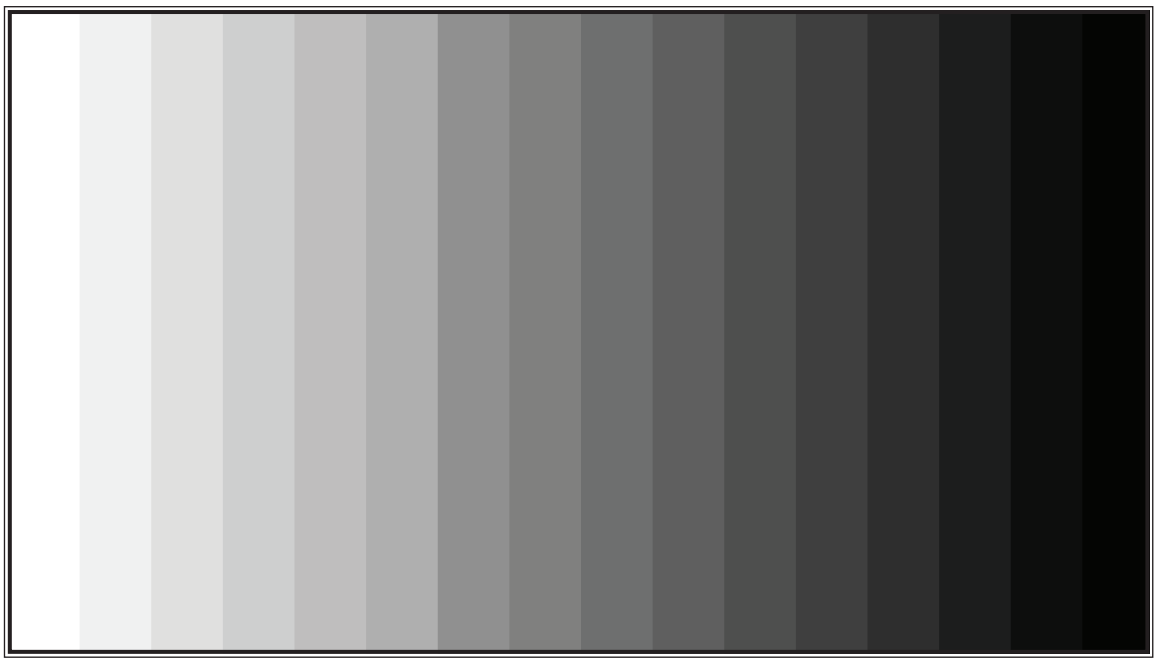
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

COLOUR BARS Selecting this test will display the following

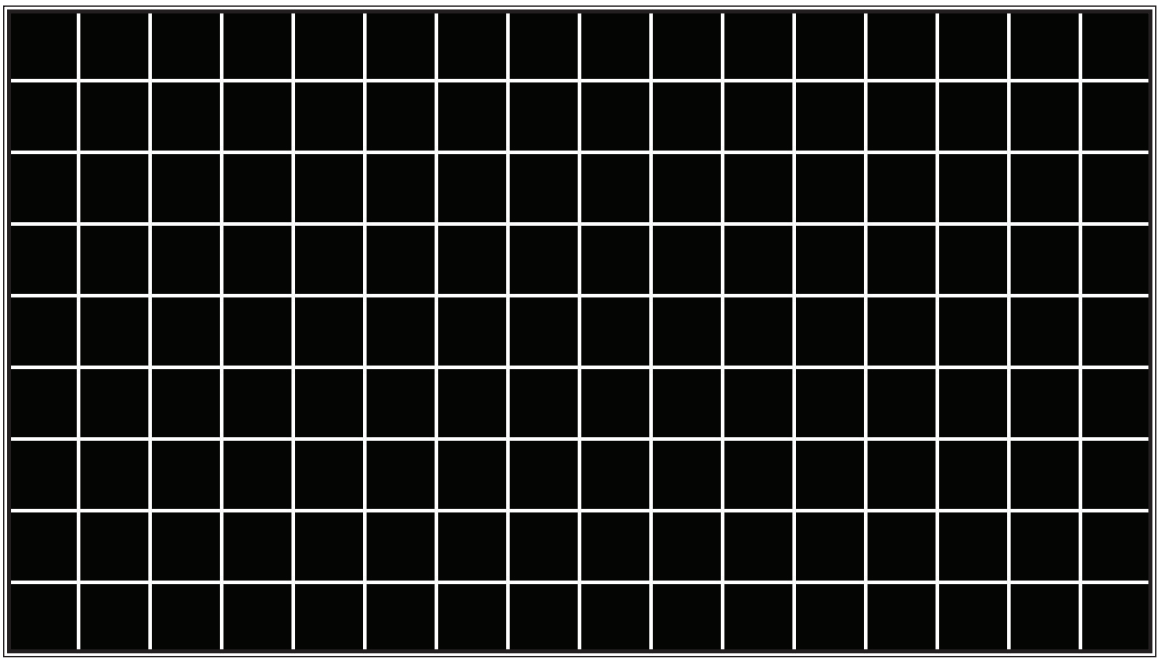


9-2-7 SCREEN TEST (Continued)

BRIGHTNESS Selecting this test will display the following



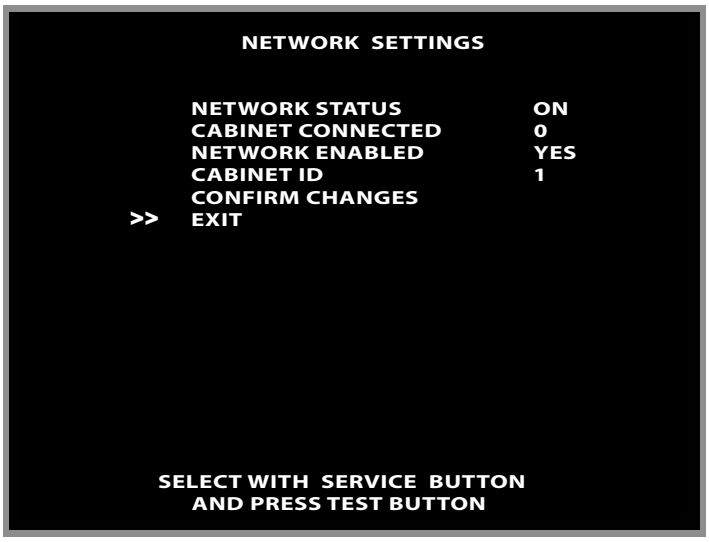
GRID ALIGNMENT Selecting this test will display the following



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

9-2-8 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)

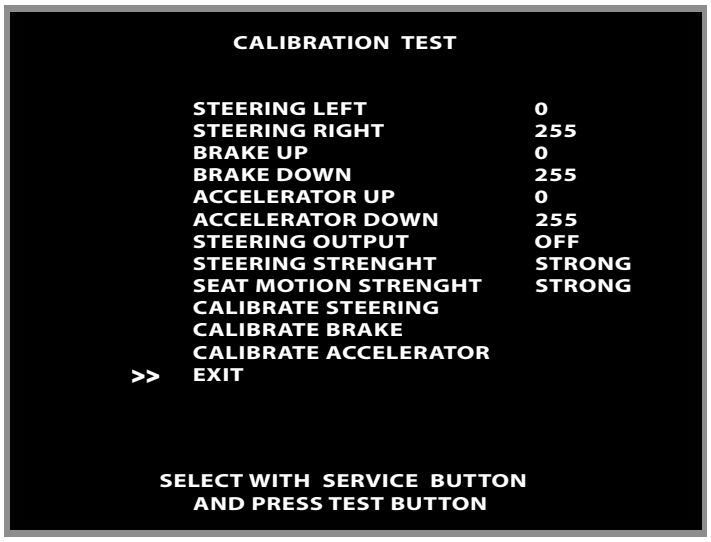
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

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.

9-2-9 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

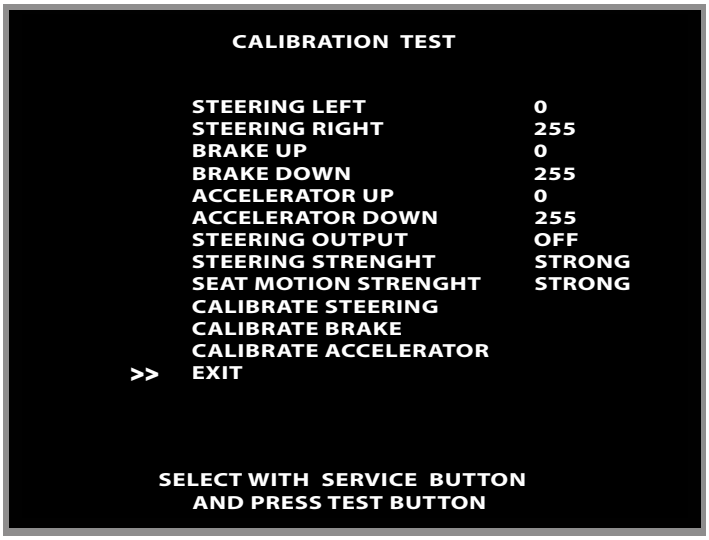
Use the SERVICE Button to move the cursor to the desired test item.
Press the TEST Button to enter the selected item.

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

9-2-9 CALIBRATE INPUTS (Continued) 2/2

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.

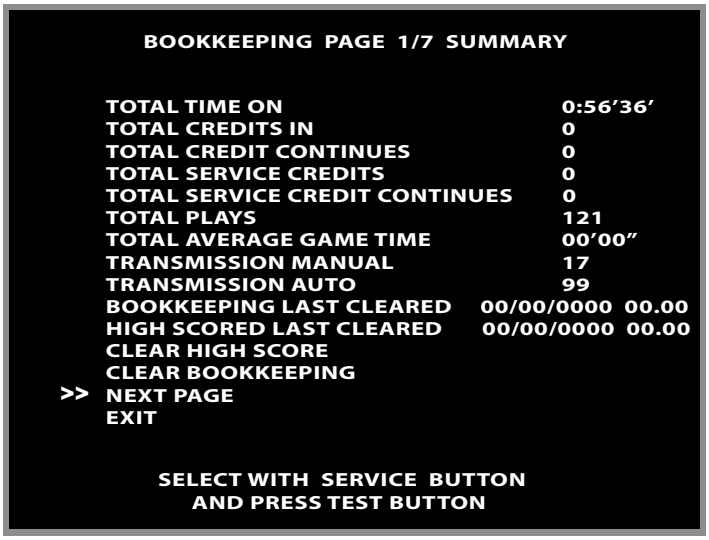
SEAT MOTION STRENGTH	OFF – No seat force will be used WEAK – Minimal seat force will be used NORMAL– Normal seat force will be used (Recommended) STRONG – Maximum seat force will be used
CALIBRATE STEERING	Starts the steering calibration routine. The user must follow the on screen prompts to turn the 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.

9-2-10 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 7screens 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.

9-2-10 BOOK KEEPING (Continued) 2-3 / 7



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'

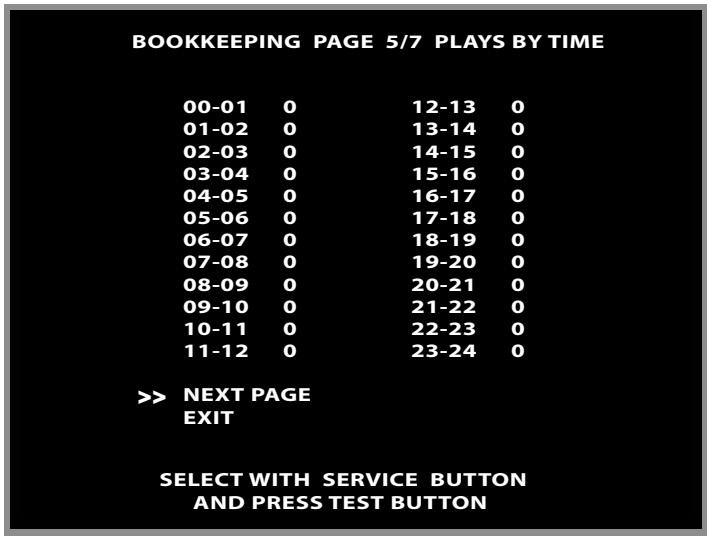
Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #4
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen

9-2-10 BOOK KEEPING (Continued) 4-5 / 7



Bookkeeping – Screen 4 DATA ON 'DAYS OF PLAY'

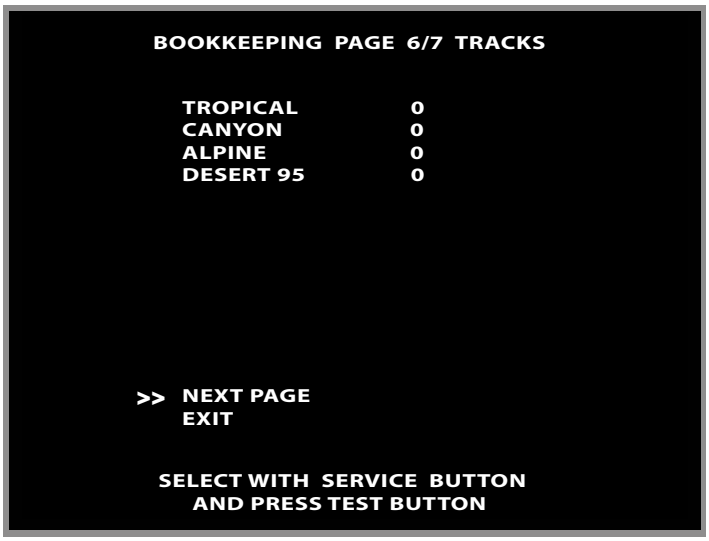
Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #5
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen.



Bookkeeping – Screen 5 DATA ON 'TIMES OF PLAY'

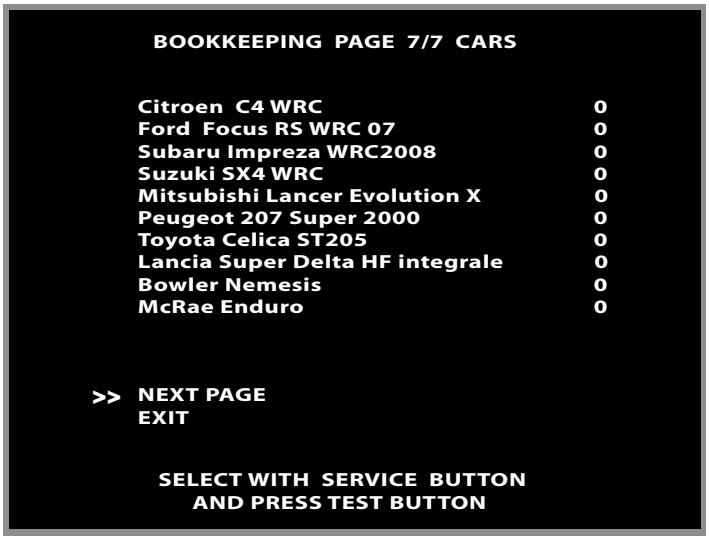
Move the cursor to NEXT PAGE and press TEST to proceed to bookkeeping screen #6
Move the cursor to EXIT and press the TEST Button to return to the System Menu screen

9-2-10 BOOK KEEPING (Continued) 6-7 / 7



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.

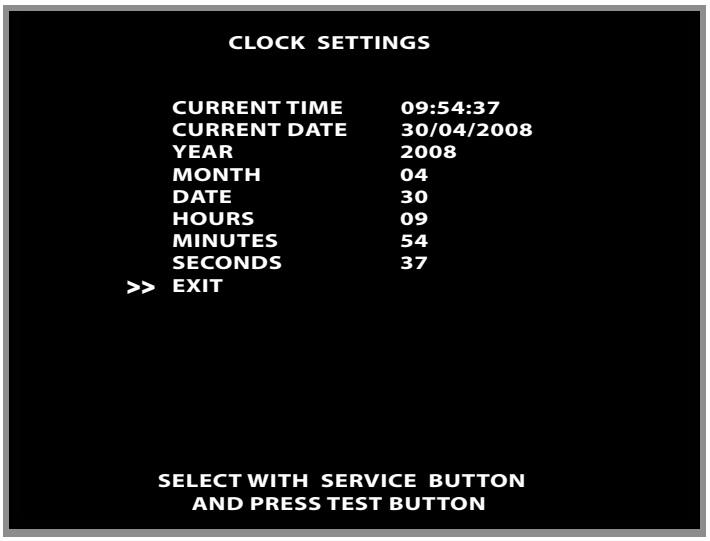


Bookkeeping – Screen 7 'DATA ON CARS'

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

9-2-11 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.

9-2-12 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 D = GERMAN	Option B = FRENCH Option E = SPANISH	Option C = ITALIAN
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

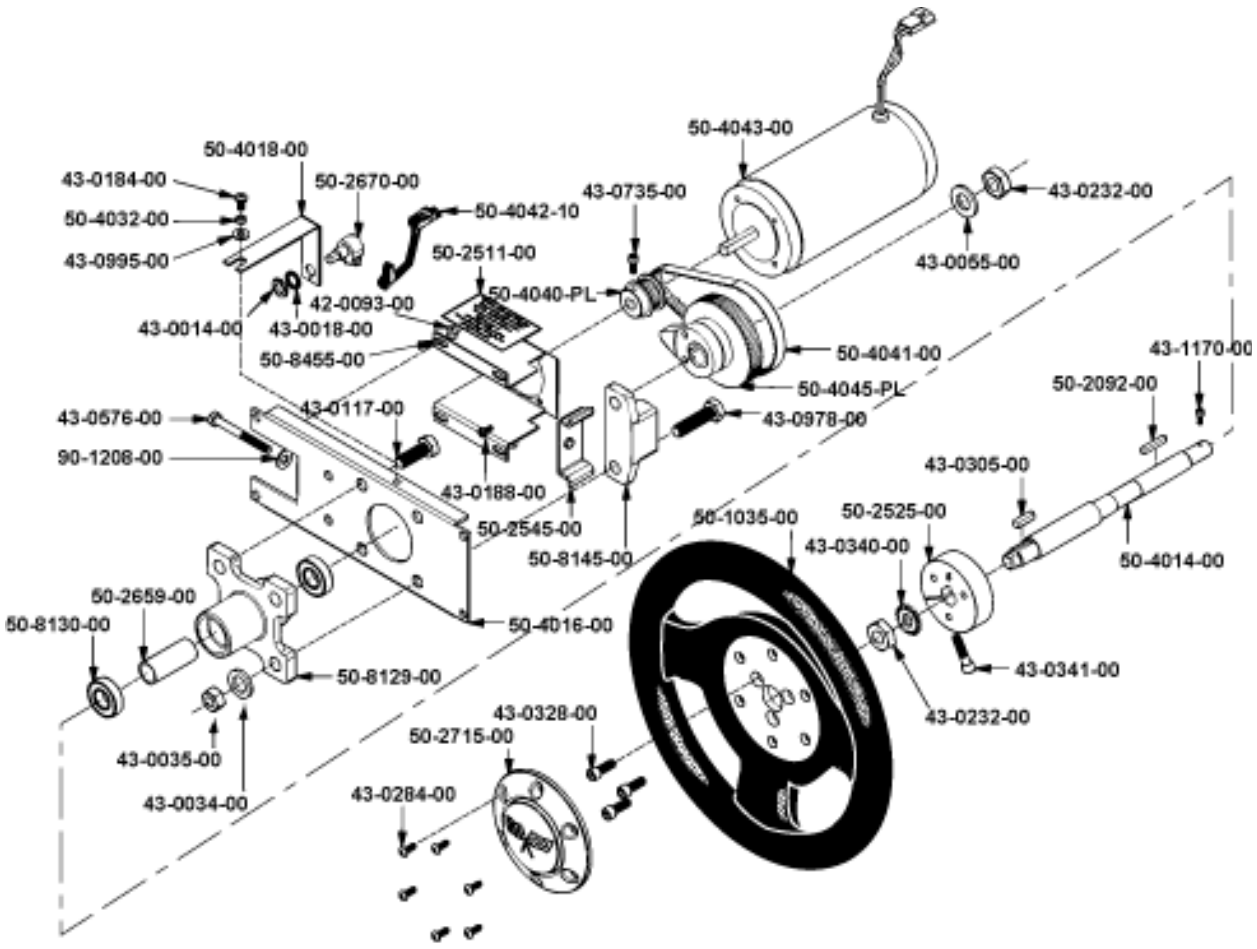
- When fastening plastic parts, be careful not to tighten screws or nuts excessively. If these are tightened to excess, parts could be damaged, resulting in injuries from fragments, etc.
- After the unit has been disassembled and reassembled again, check carefully that the unit has been reassembled correctly.
- 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.

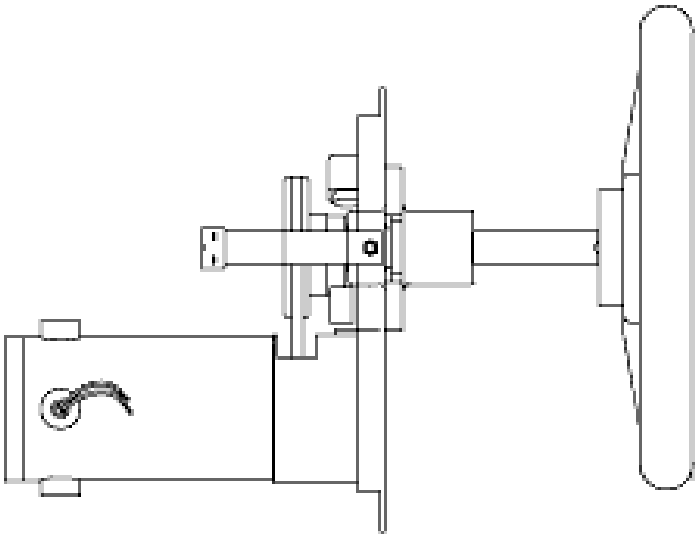
STOP IMPORTANT

- 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.

10.1 STEERING WHEEL ASSEMBLY

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.





10.2 SHIFT LEVER

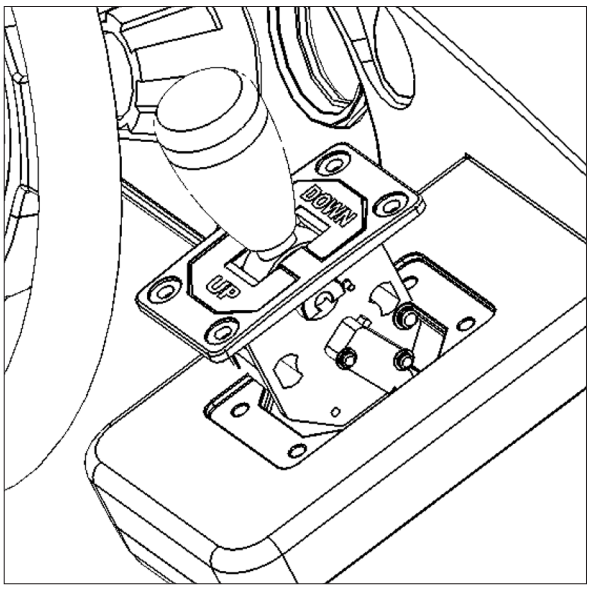
⚠ WARNING

- **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).

10-21 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.**



10.22 SWITCH REPLACEMENT

Follow the instructions below to change the microswitch.

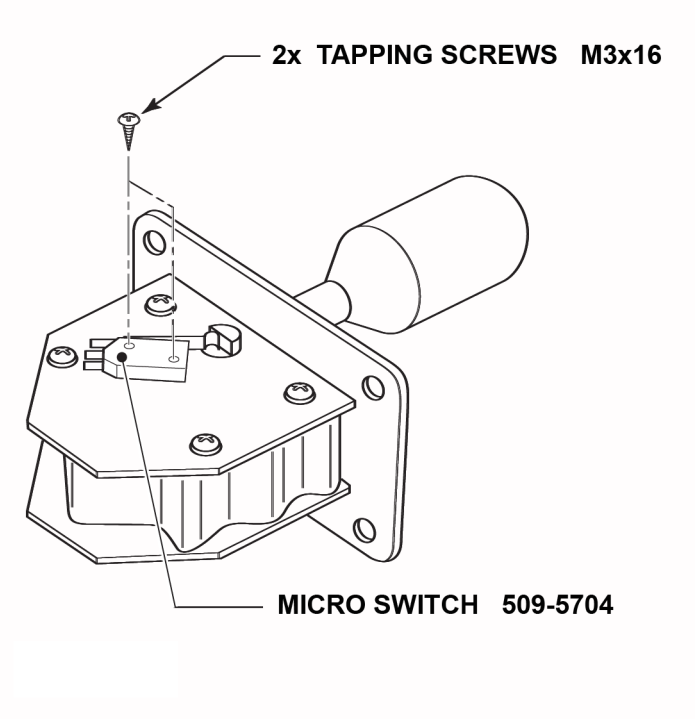
1. **Unscrew and remove the M3x16 Self Tapping Screws which secure the microswitch to the Gear Shift base.**

2. **Remove the microswitch.**

3. **Remove the wiring harness from the old miscoswitch 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.**



10.3 ACCELERATOR & BRAKE

⚠ 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.**

STOP 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.

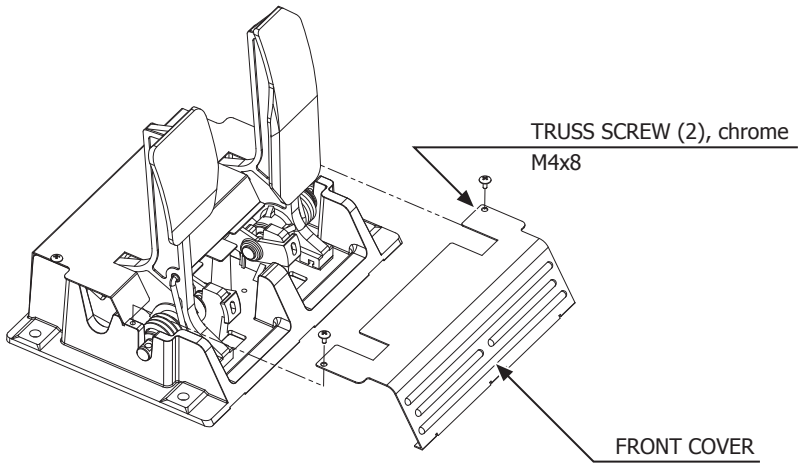
If the accelerator or brake pedals are not functioning correctly, you may need to adjust the positioning of the volume or replace it with a new one. In addition, you should apply grease to the gear contacts and spring parts once every three months.

10-31 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).

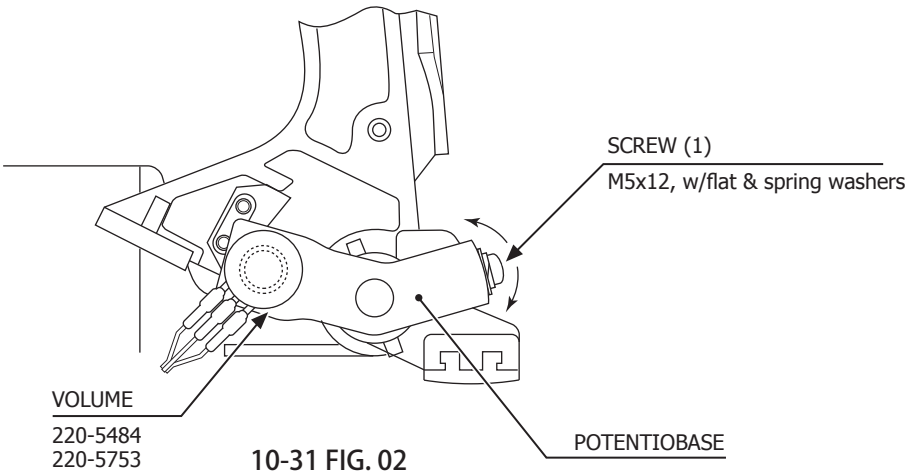
Adjusting Procedure

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).

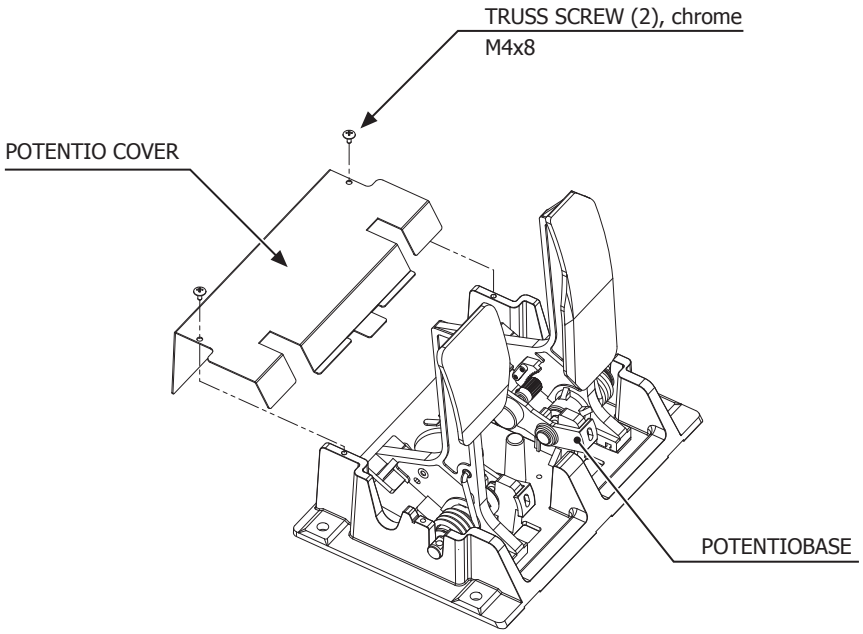
5 Check that the values change smoothly in response to pedal input.

10-31 ADJUSTING/REPLACING THE VOLUME

Replacing the Volume

1 Switch off the unit.

2 Remove the two screws and lift off the potentio cover.



10-31 FIG. 03

3 Detach the connector from the volume to be replaced.

4 Remove the single screw that secures the potentiobase. (see 10-31 FIG. 02).

5 Without detaching the volume, remove the potentiobase. (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"

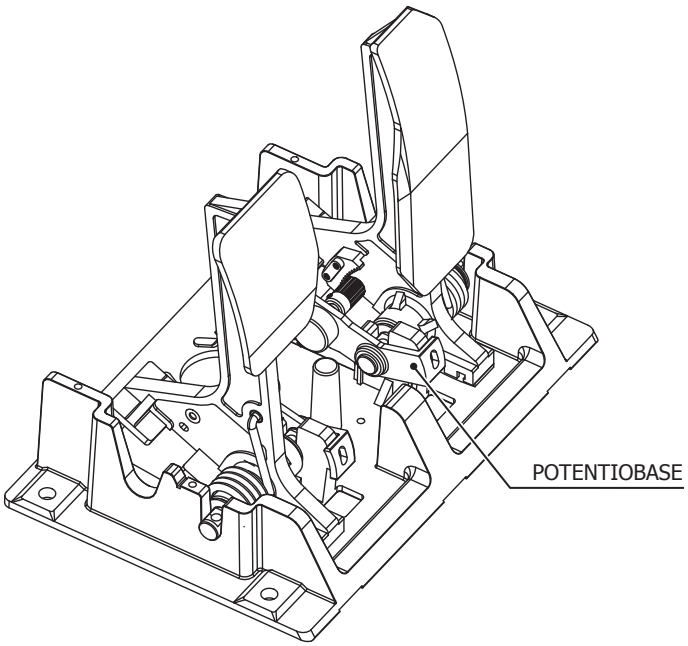
8 When you have finished, check that the values change smoothly in response to pedal input.

10-32 GREASING

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).



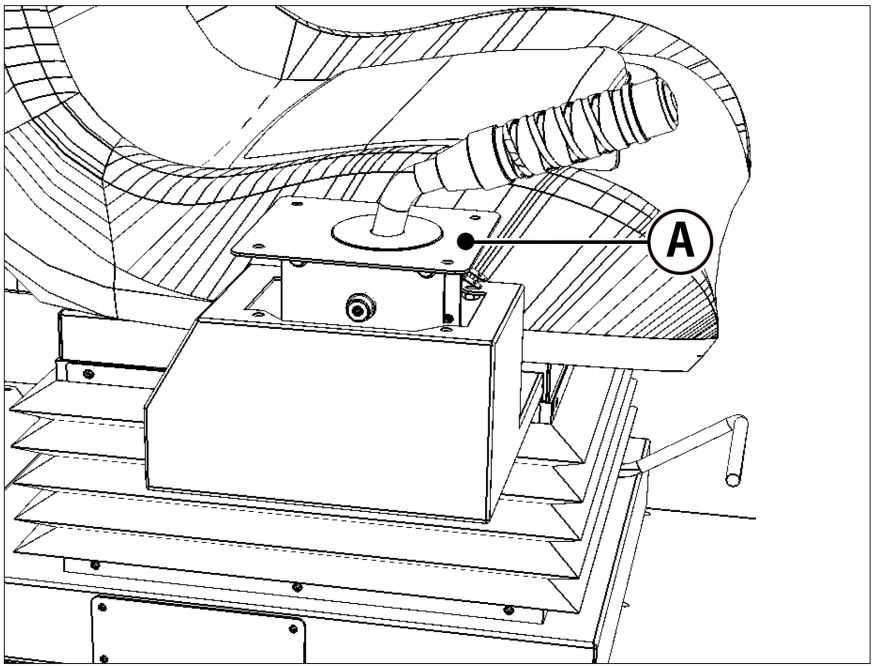
10.32 FIG. 01

10.4 HAND BRAKE ASSEMBLY

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).

10-41 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.**



10.42 SWITCH REPLACEMENT

Follow the instructions below to change the microswitch.

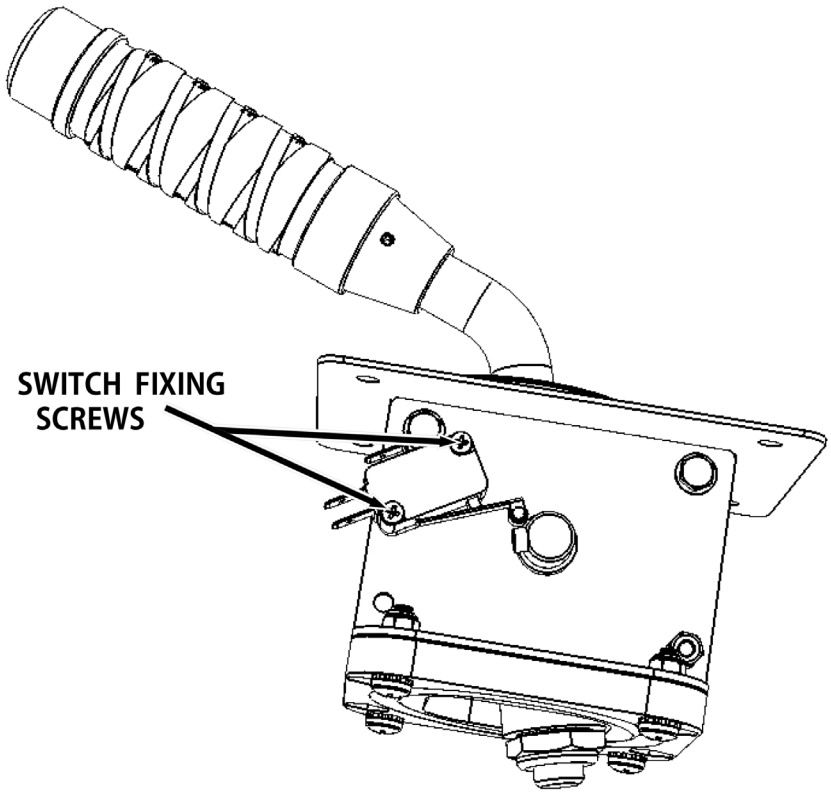
1. **Unscrew and remove the M3x16 Self Tapping Screws which secure the microswitch to the Gear Shift base.**

2. **Remove the microswitch.**

3. **Remove the wiring harness from the old miscoswitch and re-attach it to the replacement switch in the same manner**

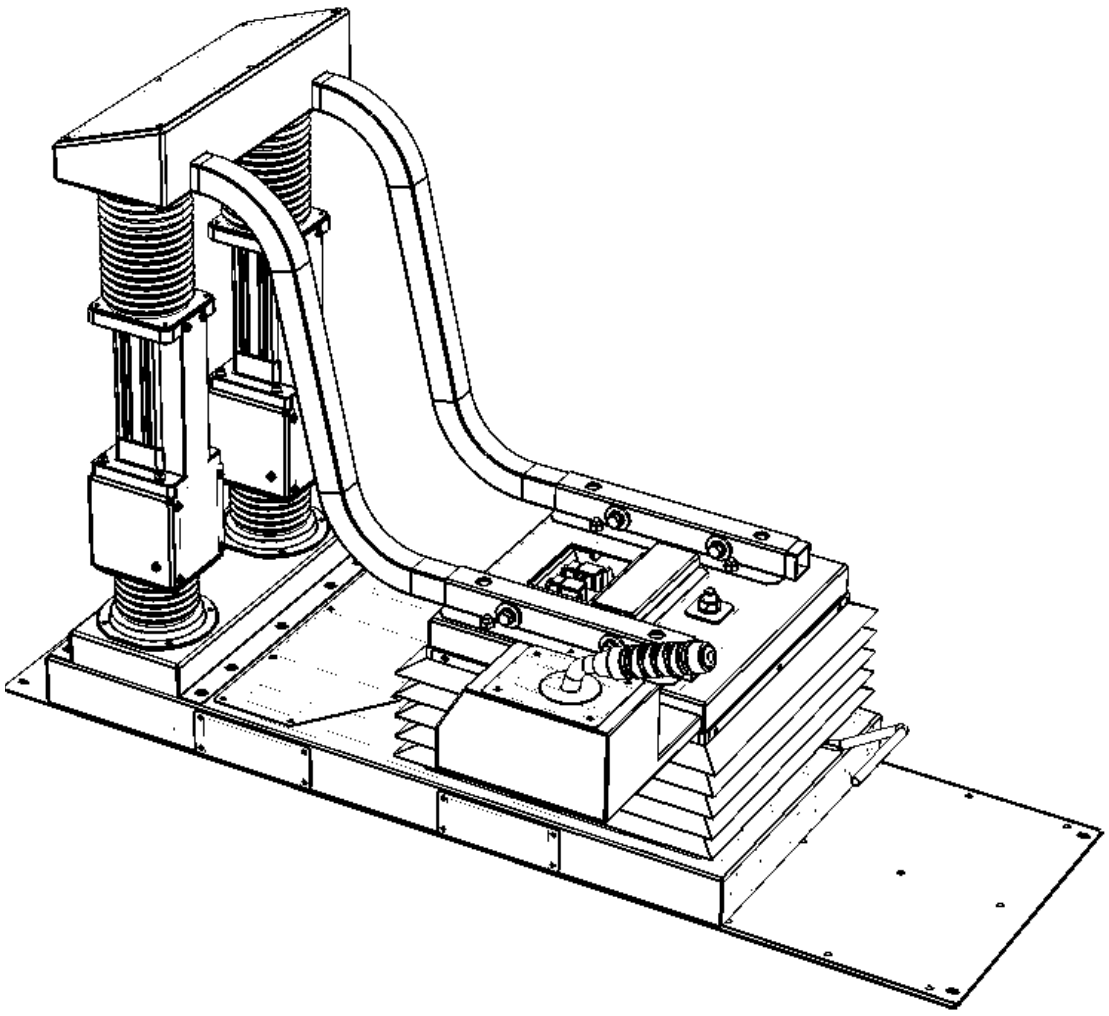
4. **Using the M3x10 self tapping screws, refit the replacement microswitch to the Hand Brake base.**

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.**

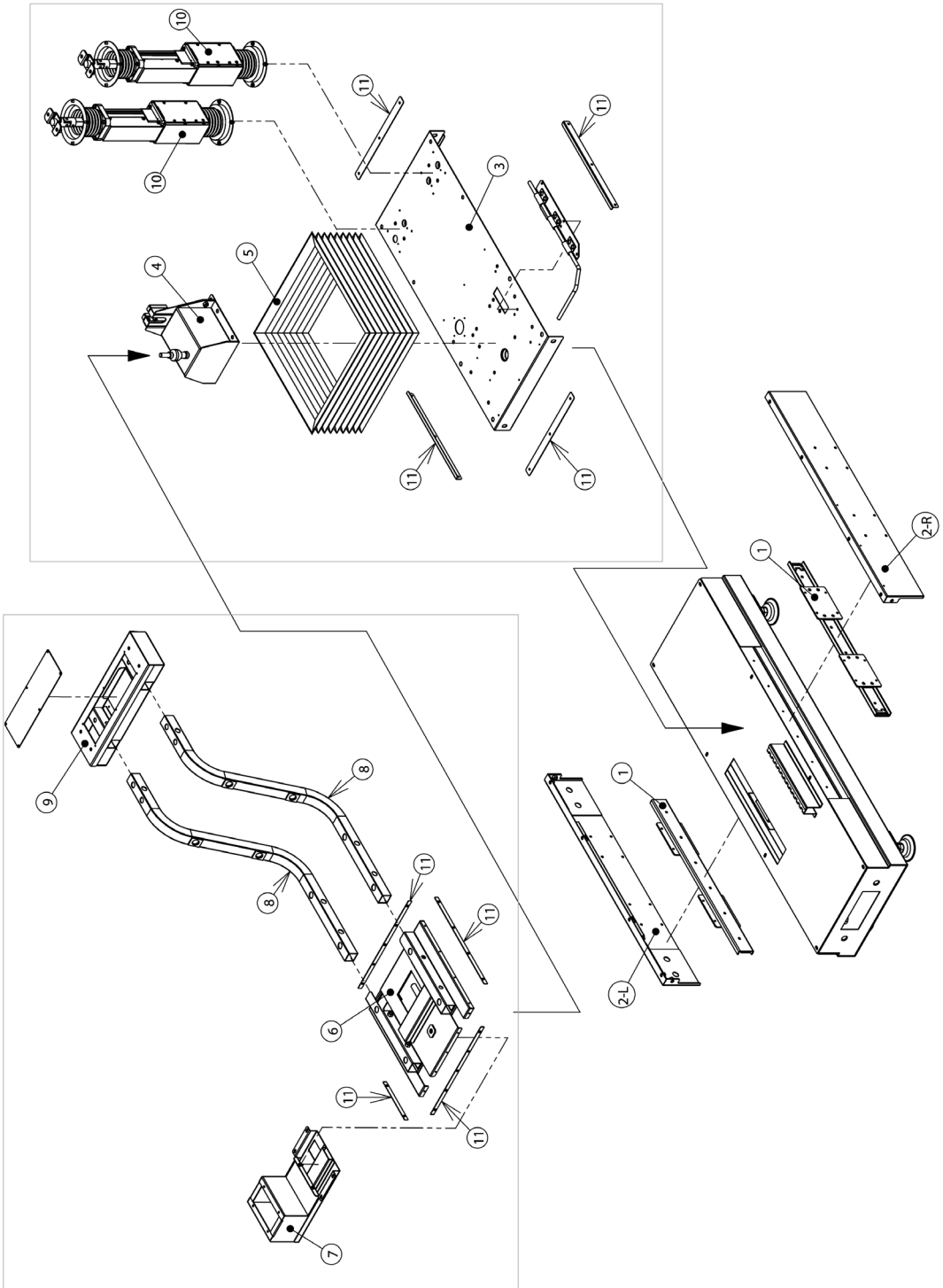


10.5 MOTION SEAT BASE

10-51 MOTION SEAT - ASSEMBLED UNIT



10-52 MOTION SEAT - EXPLODED VIEW DRAWING



11 MONITOR (62” DLP)

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 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.**

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

  For inspections, adjustments, and repair of the monitor’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.**

11-2 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.

11-3 ADJUSTMENT METHOD

IMPORTANT

All adjustment values are set accurately at the time of shipping from the factory. Do not readjust these values needlessly or apply adjustments not specified in this manual. The display may not appear properly if the values are incorrect.

1-1 PICTURE MENU

BRIGHTNESS	050		
CONTRAST	050		
SHARPNESS	007		
COLOUR	050		
ADVANCE SET	<RIGHT>	TO ADVANCE SET	
	FREQUENCY	000	
	PHASE	000	
	COLOUR TEMP.	RED	052
		GREEN	037
		BLUE	031

ITEM	OPERATION AND FUNCTION
BRIGHTNESS	Adjust Picture Brightness. Press ">" key to increase Brightness value. Press "<" key to decrease Brightness Value
CONTRAST	Adjust Picture Contrast. Press ">" key to increase Contrast value. Press "<" key to decrease Contrast Value
SHARPNESS	Adjust Picture Sharpness. Press ">" key to increase Sharpness value. Press "<" key to decrease Sharpness Value
COLOUR	Adjust Picture Chroma. Press ">" key to increase Chroma value. Press "<" key to decrease Chroma Value
ADVANCE SET	Press the ">" key to enter the Advance Set Submenu.
FREQUENCY	Adjust the Picture Frequency Timing.
PHASE	Adjust the Picture Distortion.
COLOUR TEMP	Press the ">" key to enter the Colour Temperature Submenu. .
RED	Adjust Red Temperature. Press ">" key to increase the Red value. Press "<" key to decrease the Red Value.
GREEN	Adjust Green Temperature. Press ">" key to increase the Green value. Press "<" key to decrease the Green Value.
BLUE	Adjust Blue Temperature. Press ">" key to increase the Blue Value. Press "<" key to decrease the Blue Value.

1-2 IMAGE ADJUSTMENT MENU

IMAGE SIZE	FILL ALL / FILL ASPECT / 1 TO 1	
H POSITION	053	
V POSITION	003	
AUTO	<RIGHT>	TO AUTO SET

ITEM	OPERATION AND FUNCTION
IMAGE SIZE	Select Picture Scale Fill All / Fill Aspect / 1 to 1 Press "<" or ">" to enter Picture Size Sub Menu.
H POSITION	Adjust the Picture for HORIZONTAL Center.
V POSITION	Adjust the Picture for VERTICAL Center.
AUTO	Automatic Adjustment

1-3 OPTION MENU

LANGUAGE	ENGLISH	
DPMS	ON / OFF	
OSD SETTINGS	TRANSPARENCY	00
	OSD TIME OUT	20
SOURCE RENAME		
FACTORY RESET	<RIGHT>	TO FACTORY RESET

ITEM	OPERATION AND FUNCTION
LANGUAGE	Select Menu Language Press "<" or ">" to select CHINESE / ENGLISH
DPMS	Set DPMS to 'OFF'
OSD SETTINGS	Press the ">" key to enter the OSD Submenu.
TRANSPARENCY	Adjust the OSD Transparency.
OSD TIMEOUT	OSD Display Time Set is shown on the screen.
SOURCE RENAME	Press the ">" key to select the Input Signal Source.
FACTORY RESET	Default Setting - Factory Reset.

1-4 TIME MENU

CALENDAR	<RIGHT>	TO CALENDAR
SLEEP TIME	000 MINS	

ITEM	OPERATION AND FUNCTION
CALENDAR	Press the ">" key to Display Calendar
SLEEP TIME	Press the ">" key for Monitor Standby Time Setting.

1-5 AMUSEMENT MENU

GAME	ENGLISH	
LOGO CAPTURE	<RIGHT>	TO CAPTURE LOGO
DISPLAY LOGO	ON / OFF	

ITEM	OPERATION AND FUNCTION
GAME	Press the ">" key to enter the Game Submenu.
LOGO CAPTURE	Press the ">" key to enter Logo Capture.
DISPLAY LOGO	Dispay Logo on the Screen.

2 - REMOTE EXPLAINED

2-1 POWER STANDBY KEY.

The Monitor will STANDBY after forty-five Seconds, if not received any instruction pressing the Remote Power Key will re start

2-2 PIP KEY

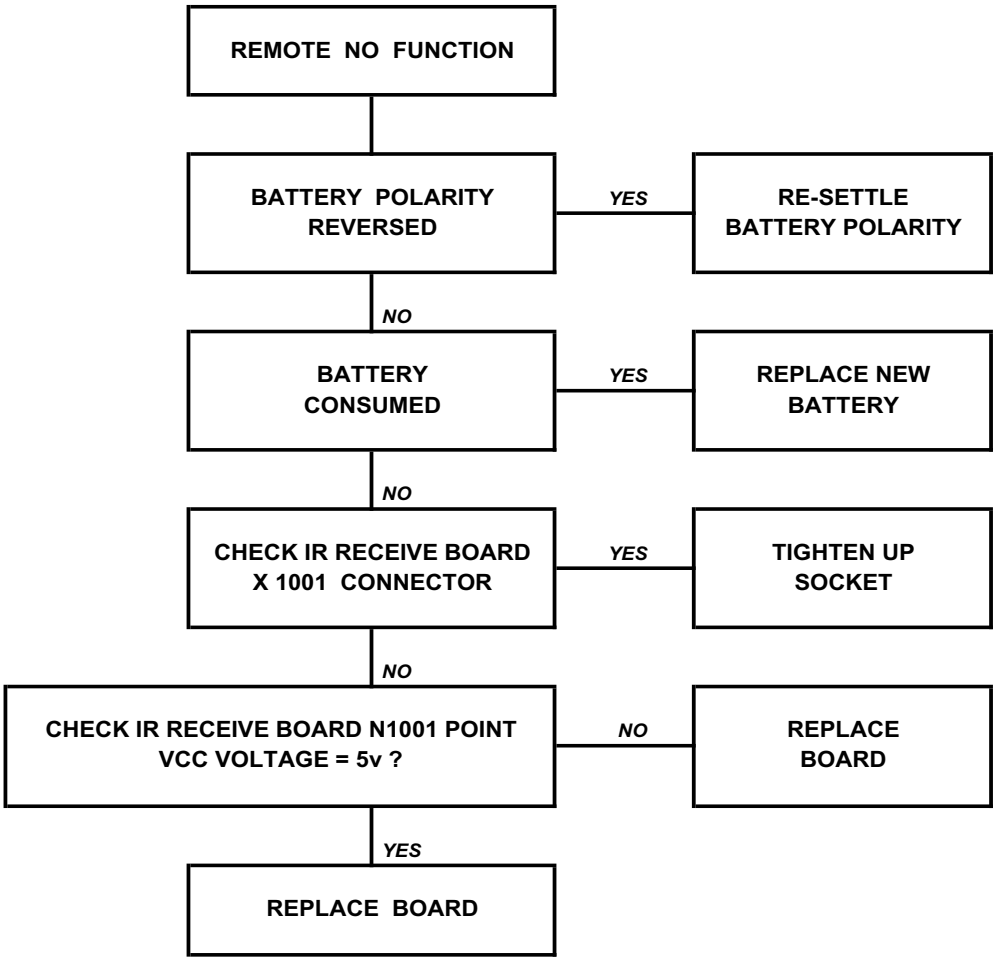
Select VGA port input.

2-3 TEXT KEY

Select HDMI port input (Option)

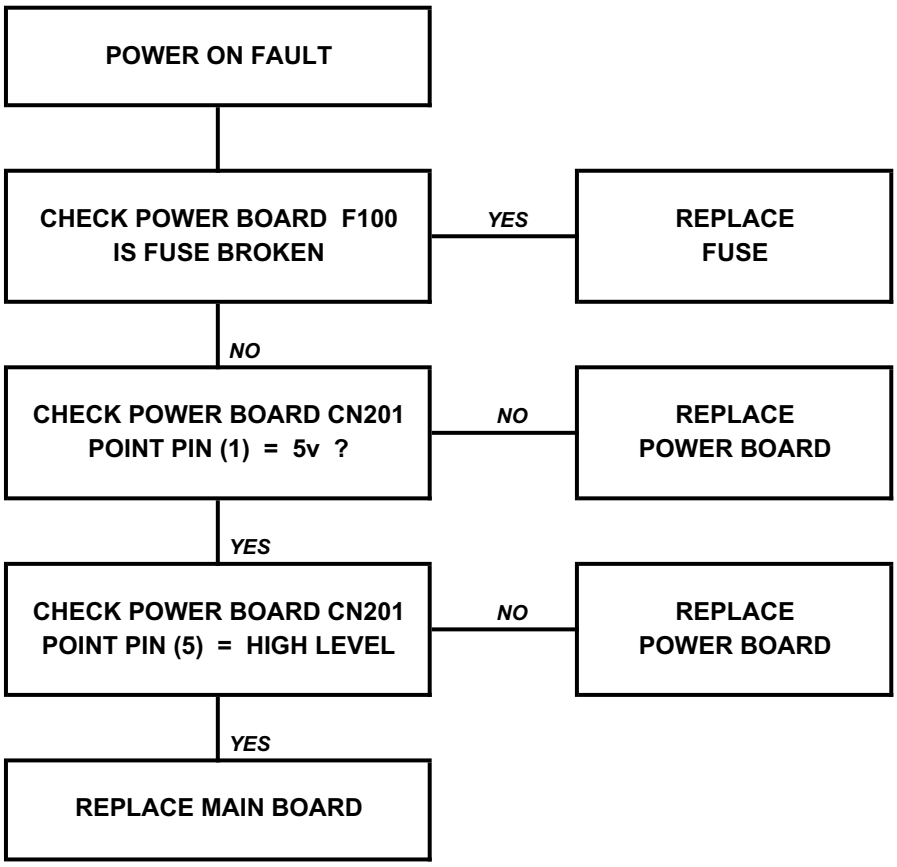
1 REMOTE NOT FUNCTIONING

1 REMOTE NOT FUNCTIONING



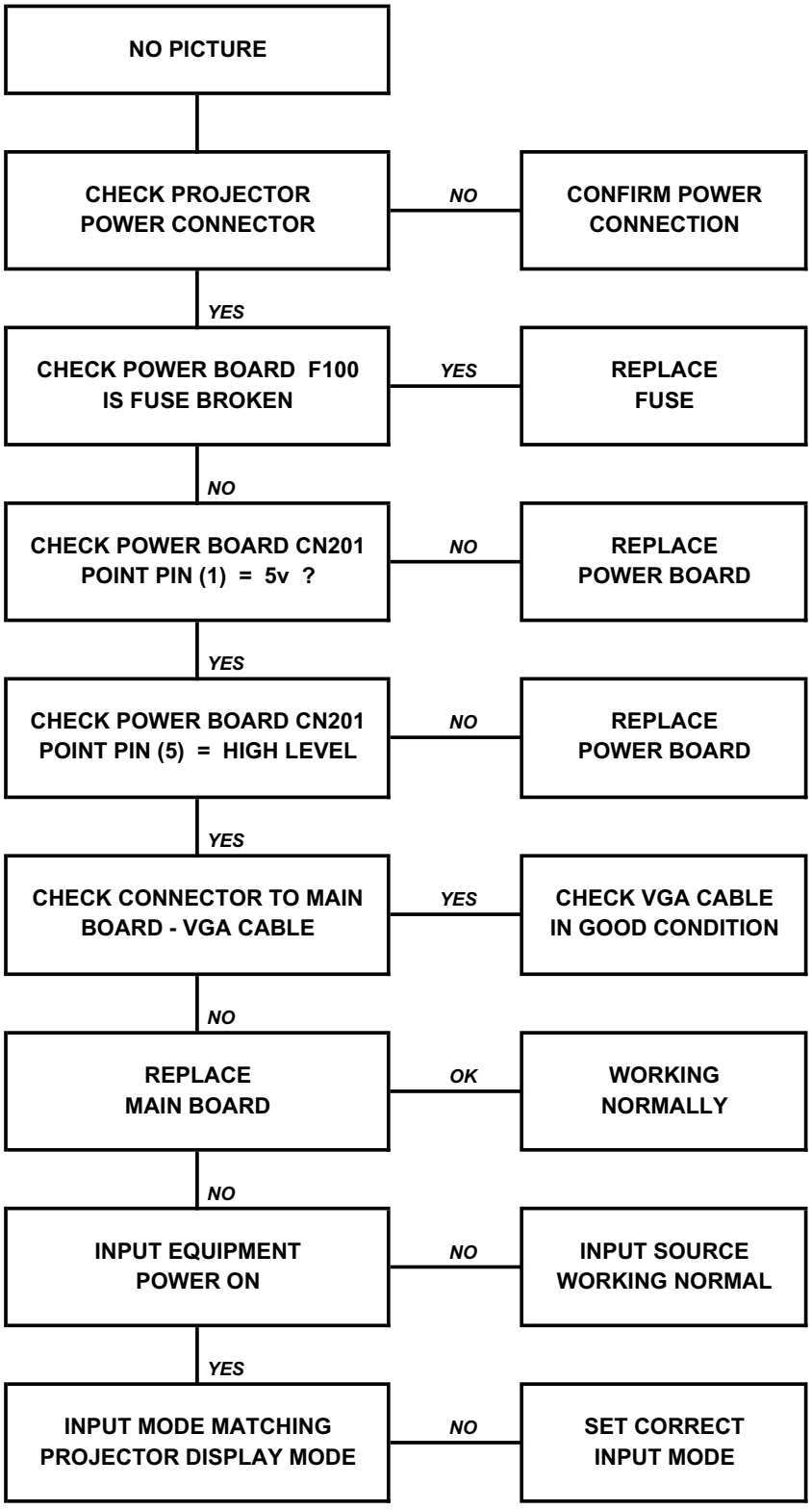
2 POWER ON FAULT

2 POWER ON FAULT



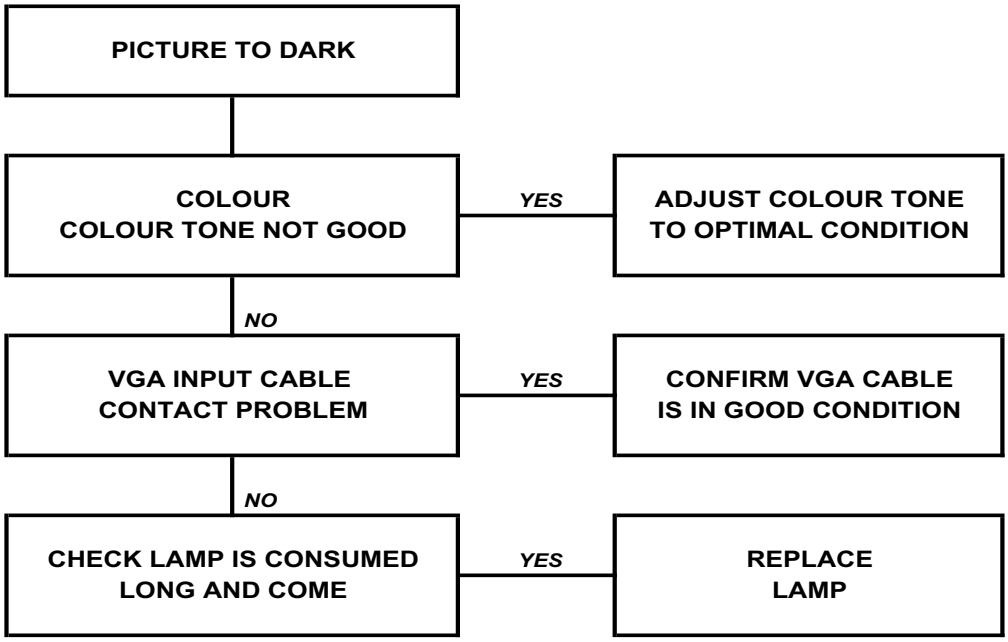
3 NO PICTURE

3 NO PICTURE



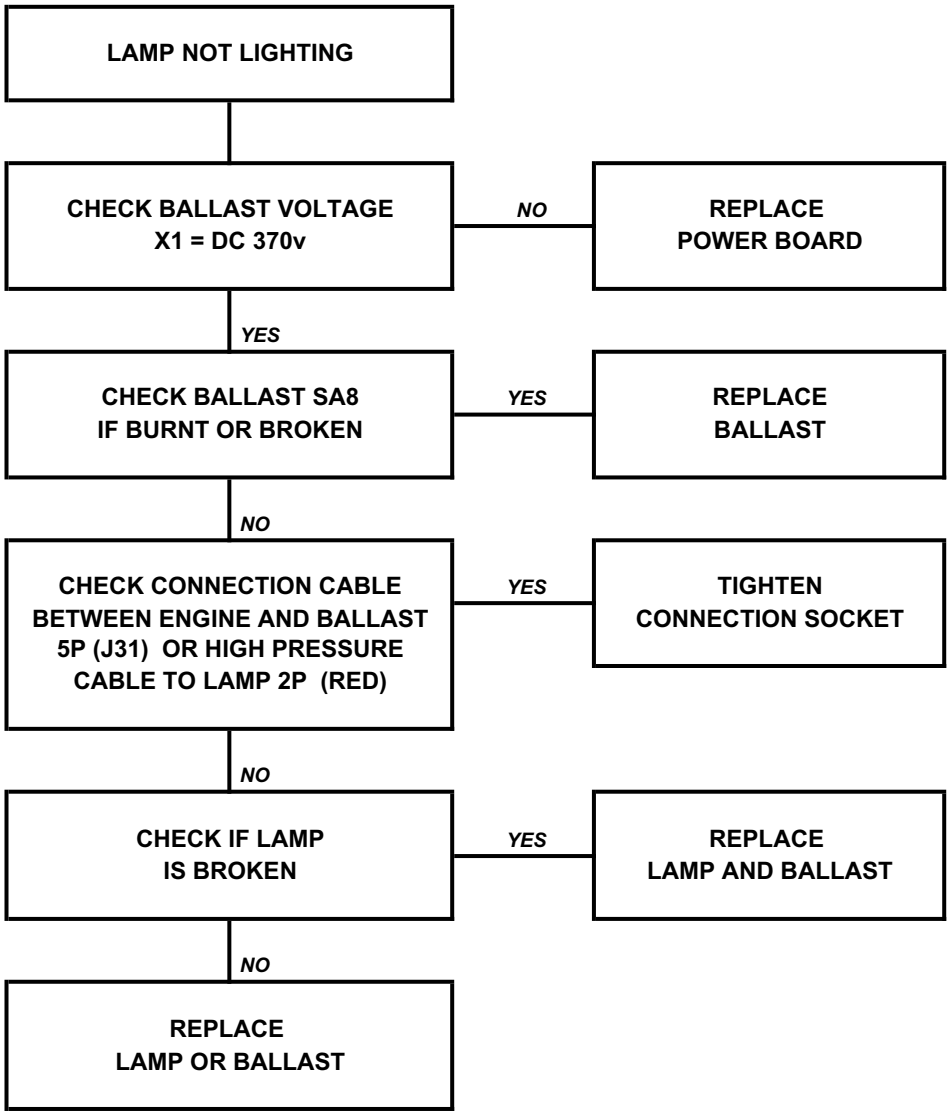
4 PICTURE APPEARS TO BE DARK

4 PICTURE APPEARS TO BE DARK



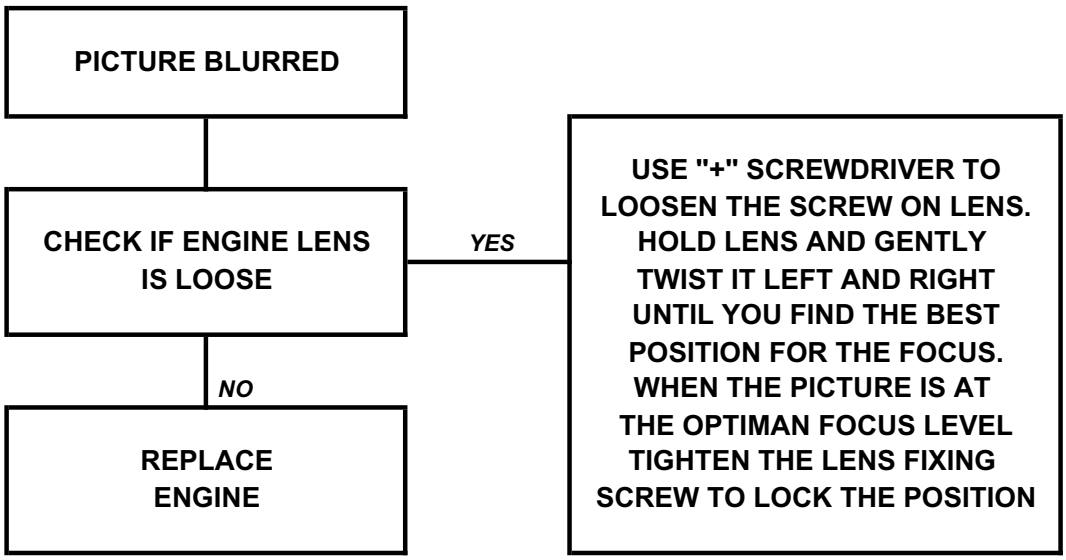
5 LAMP NOT LIGHTING UP

5 LAMP NOT LGHTING UP



6 PICTURE BLURRED

6 PICTURE BLURRED



11-5 LAMP REPLACEMENT PROCEDURE

⚠ WARNING

- To prevent electric shock or fire hazards, only perform this operation after turning off the main power switch and removing the power cord from the socket.
- Never put anything metal or flammable in to the interior of the DLP. Using it with such objects inside the cabinet may lead to an electric shock or fire hazard.
- Make sure the lamp is firmly in place. If the lamp is loose then it will become a fire hazard, and it also may not operate.
- The lamp becomes very hot during use and remains hot for a while afterwards. Attempting to change the lamp before it has sufficiently cooled may lead to burns and other injuries.
- If the lamp shatters, fragments of the glass will remain inside the lamp Never shake a shattered lamp or hold/place one higher than eye level. Doing so could lead to a serious accident.
- Never touch the lamp directly as this can impair the life expectancy. Alway wear surgical gloves if handling the lamp.

⚠ CAUTION

- When opening the rear panel or lamp cover to change the lamp, do not touch or remove any parts that are unrelated to the lamp changing process. Doing so may lead to injury and could also harm the efficient working of the product

⚠ WARNING

- Do not remove any screws other than those specified below. Doing so could harm the efficient working of the product..

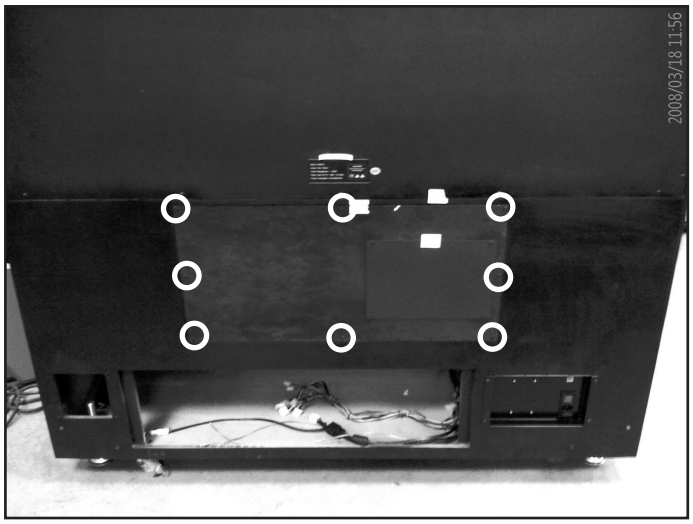
Always perform the lamp changing operation with the power turned off.
Once you have inserted a new lamp, only apply power to the DLP once the lamp exchange cover is in place.

11-5 LAMP REPLACEMENT PROCEDURE

- **Follow the process below in the order it has been presented. Do not deviate from this format as it may result in damage to the lamp unit or DLP.**

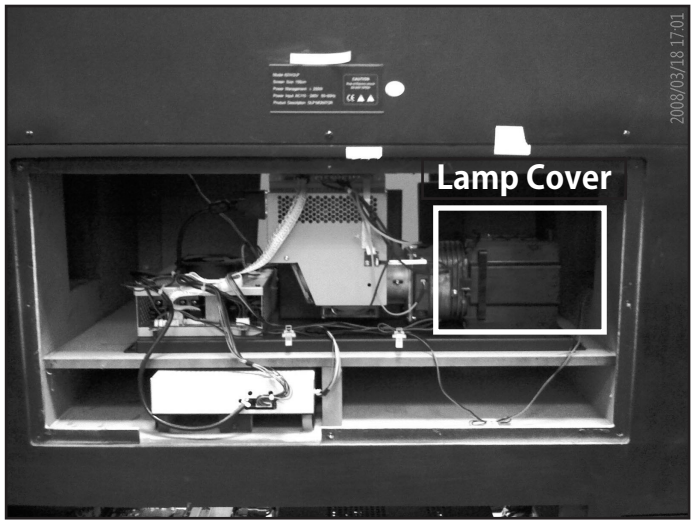
1

Remove the 8 Phillips screws which retain the rear service panel.



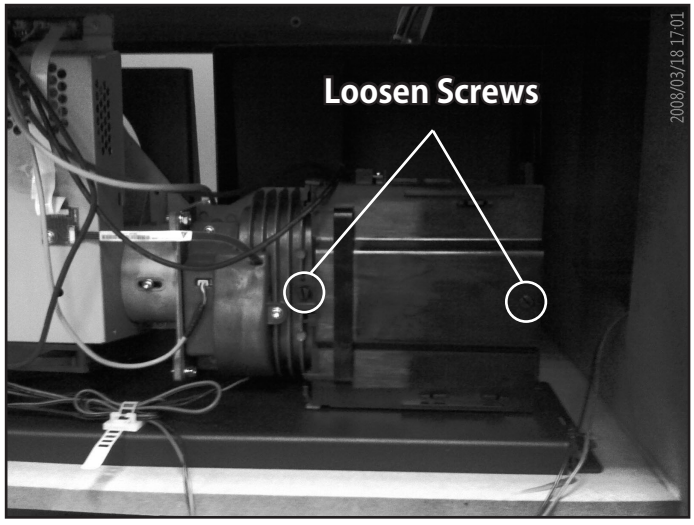
2

Locate the LAMP Cover



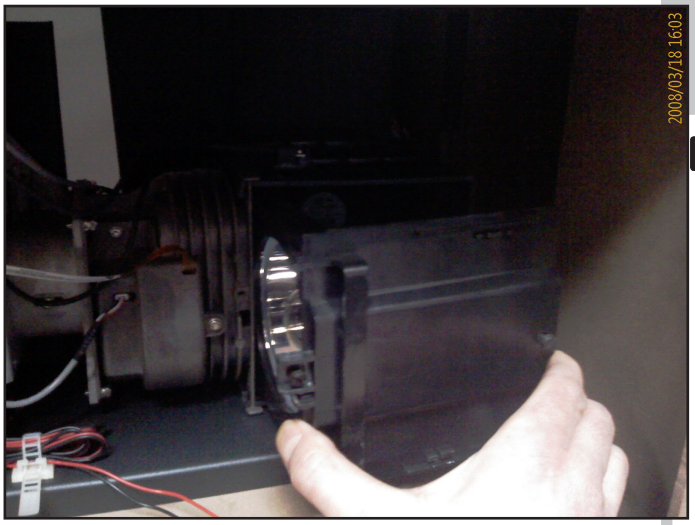
3

Loosen the 2 Flat head screws located within the Lamp housing.



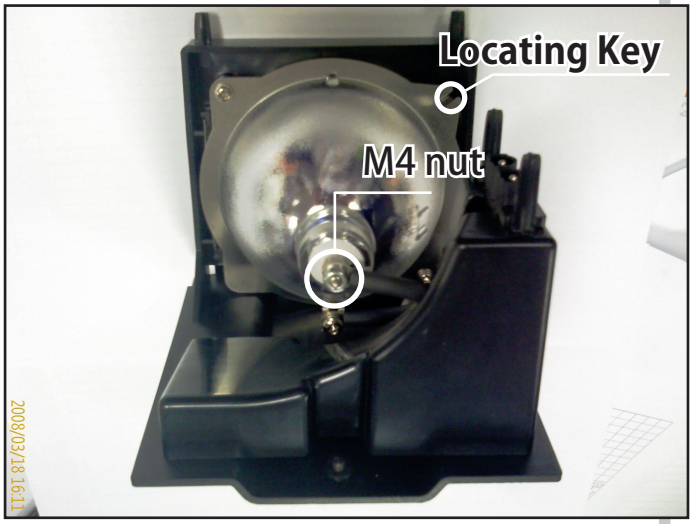
4

Once the screws have been loosened, carefully pull out the lamp housing.



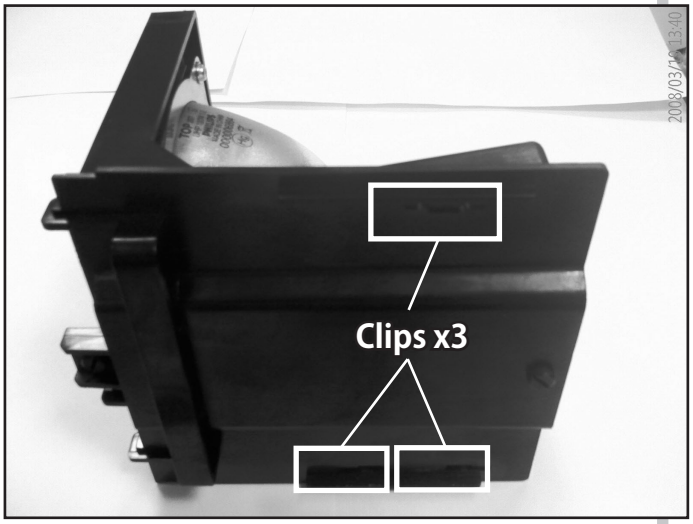
5

Being careful not to touch the bulb, remove the M4 nut located on the rear of the Lamp.



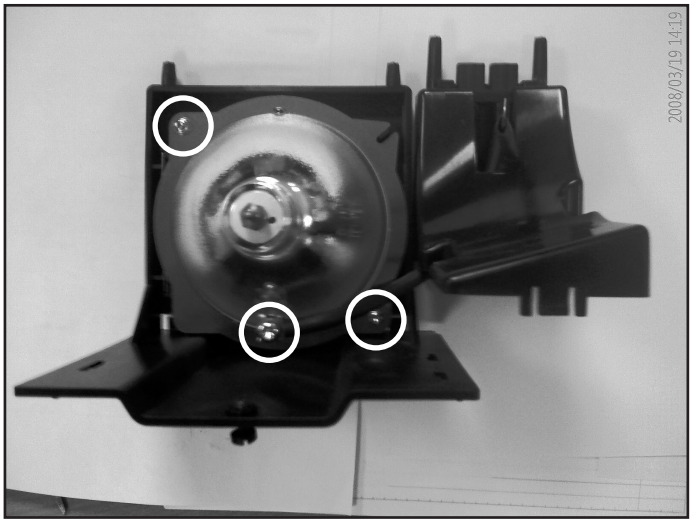
6

Turning the Lamp housing onto it's side and using a flat head screwdriver, unclip the 3 clips in the position shown



7

Remove the 2x T10 screws and 1x T20 screw from location shown. Take care when removing the lamp from it's housing.



Replace the lamp in the same orientation, taking care when fixing.

Follow the instructions in reverse order to fit the lamp and it's housing back within the DLP unit.

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.).

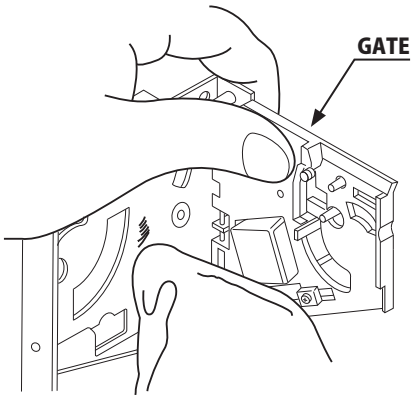


FIG. 12 a

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.

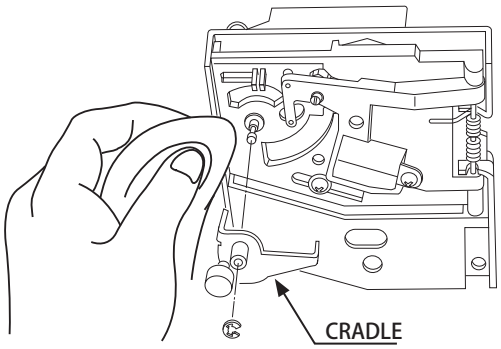


FIG. 12b

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?

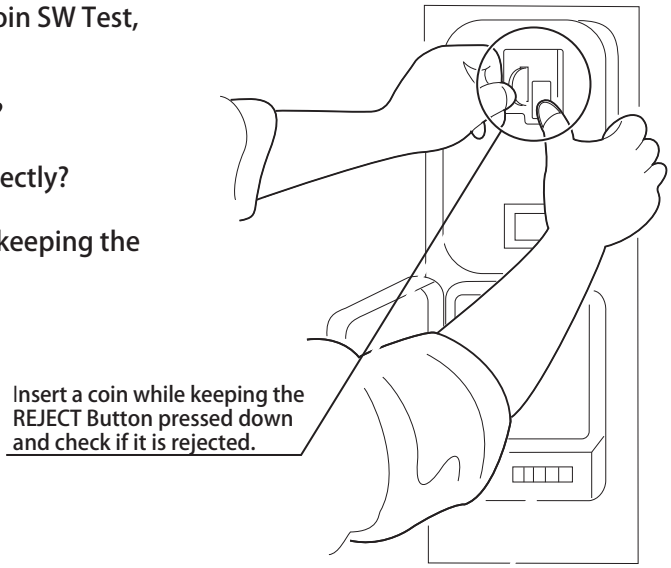


FIG. 12 c

12-2 ADJUSTING THE PRICE OF PLAY

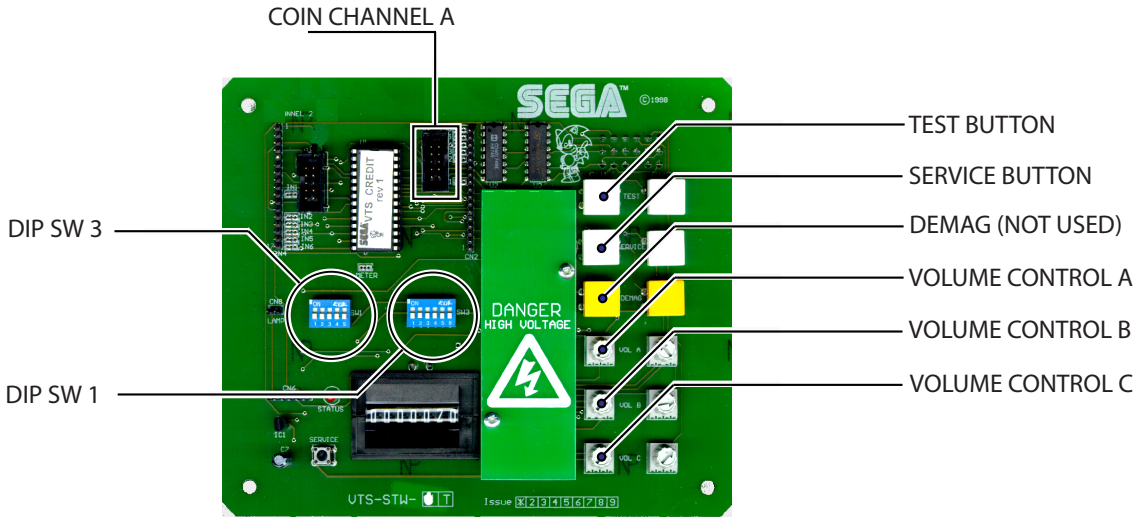
This product comes equipped with a Money Controls SR3 Coin Acceptor. To adjust the price of play ALL credit setting are adjusted via the EXCEL CREDIT BOARD.

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

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 Euro	Coin Controls SR3 Parallel	OFF	OFF	ON	OFF			£2 €2	£1 €1	50p new 50¢	20p 20¢	10p 10¢	-	-	-	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				
Spain	SR3/NRI Parallel	ON	ON	OFF	ON			500Pta	200Pta	100Pta	50Pta	25Pta	-	-	200Pta	-	50Pta old	25Pta old	-
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 50¢	50Es	-	-	-	-	-				
	TBA					OFF		TBA					**Please Note** 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							
						ON		TBA											
	Channels						OFF	Direct Mode											
							ON	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.**

	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	OFF	**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

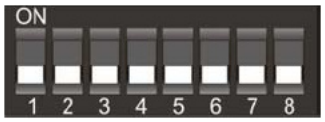
SELECTING STERLING / EURO OPTION

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.

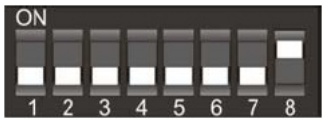
BANK SELECT

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.

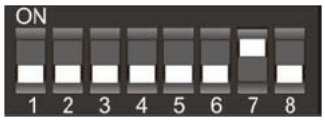
To enable/disable the banks set the switches as show below.



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.

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 COLD CATHODE TUBES - BILLBOARD

13.3 FLUORESCENT TUBE - REAR SPOILER

13.4 SPOT LIGHT BULBS - BILLBOARD

13.5 BUTTON LAMPS - CONTROL PANEL

13.1 FLUORESCENT TUBES - BILLBOARD

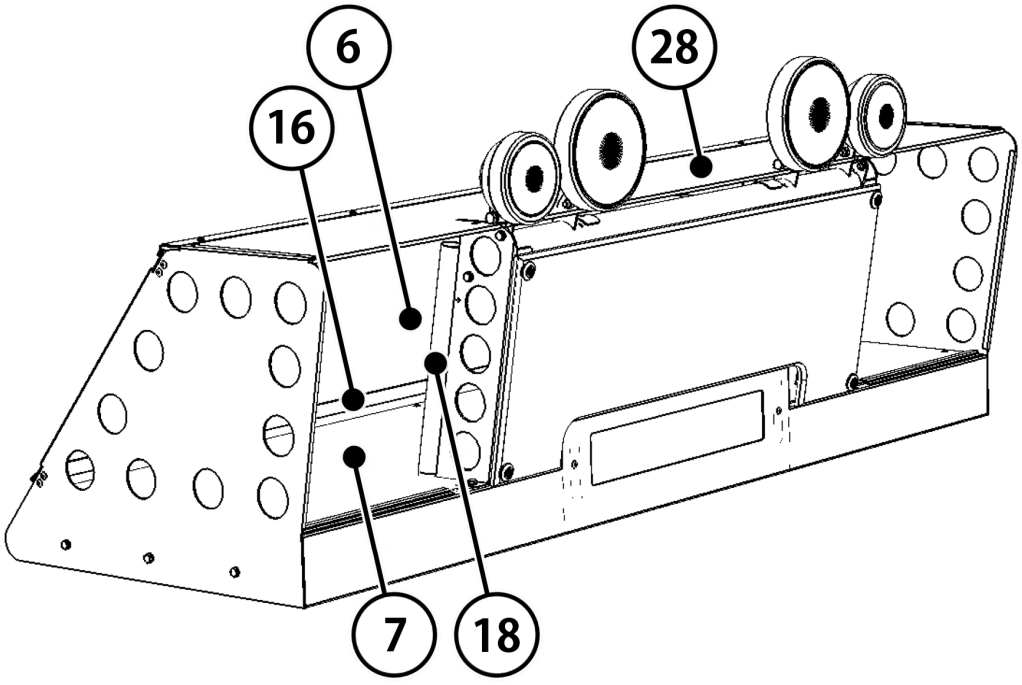
⚠ WARNING

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. Turn off the power.
2. Remove the 6 screws holding the Foamex TOP COVER '28' and carefully lift it away from the machine.
3. Remove the 3 screws from each end that secures the side edges of the Foamex REAR PANEL '6' in place, this also removing the NUT BRACKET '12' from either end in the process.
4. Remove the 2 screws from each end that holds the BOTTOM BAR '16' in places and lift the Bar clear of the machine.
5. Carefully slide the Foamex REAR PANEL '6' downwards and out from the back of the machine.
6. Remove the 2 screws holding the CABLE GUIDE '18' and raise it up through the hole in the LIGHT COVER '7'



13.1 FLUORESCENT TUBES - BILLBOARD

7 Remove the 2 screws from each end, and the 3 screws along the back of the LIGHT COVER '7' checking that the CABLE GUIDE '18' is still clear of the Cover carefully slide the Cover back to clear the Guide making sure that the cables that pass though the Guide do not get caught up, and slide through the cable cutout in the Cover

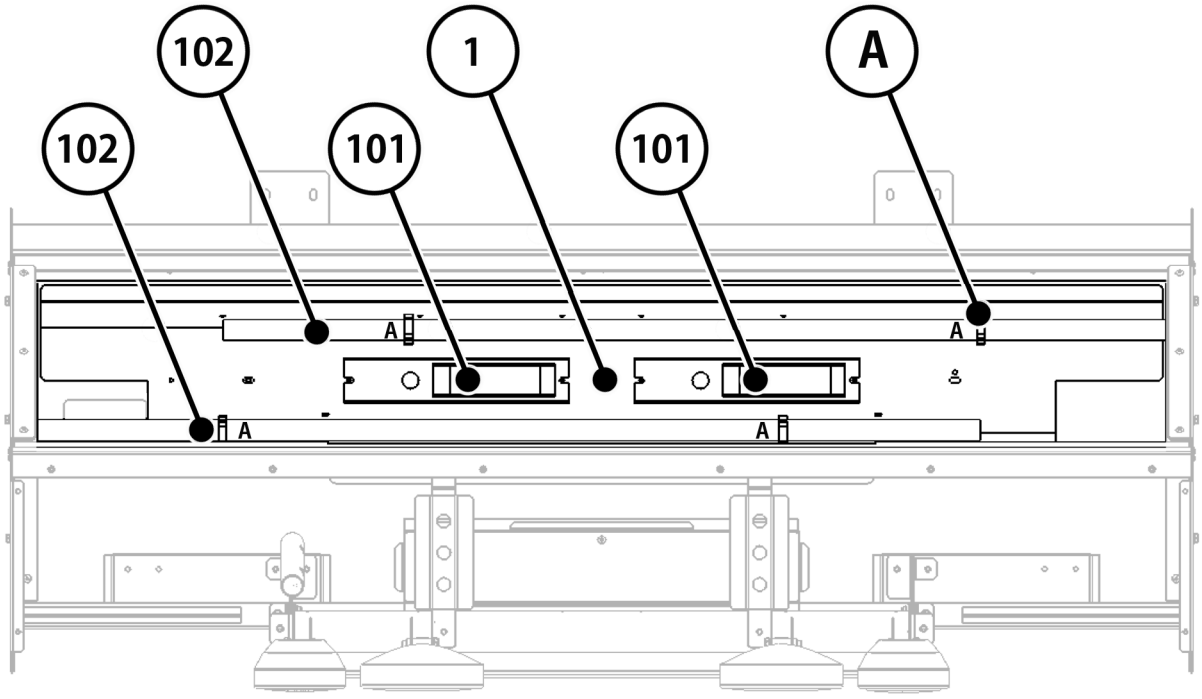
8 When the Cover is clear of the Guide, you can gain access to the Fluorescent Lamp Tray, be tilted the Cover upwards and or part way slid it out through the back of the machine depending on the clearance space behind the DLP Unit.

9 Carefully unclip the faulty Fluorescent Tube from the two Terry Clips.

10 Disconnect the Flying Lead Connectors from either end of the Fluorescent Tube and carefully remove it from the Unit, replacing it with a new tube to the same specification. Consideration should be given at this time about replacing the second tube in the unit.

11 Once the replacements have been made, the Billboard Assembly can be rebuilt in the reverse order working 8 back to 1,

FLUORESCENT TRAY ASSEMBLY



COMPONENT PARTS :

1	SRS-5025UK	LIGHT TRAY ASSEMBLY
101	390-0240-40UK	FL TRAY 40W
102	390-5695-40GUK	FL TUBE 40W 1200x38mm T12
A		TERRY CLIP FIXING

13.2 COLD CATHODE TUBES - BILLBOARD

⚠ WARNING

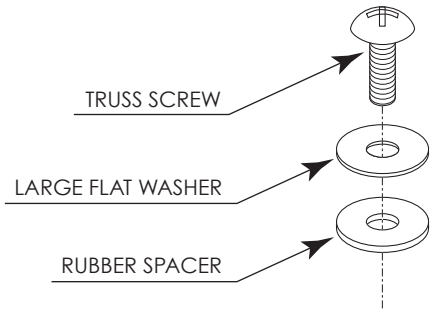
THIS WORK ON TOP OF THE CABINET, SHOULD NOT BE UNDERTAKEN WITHOUT THE USE OF A SUITABLE STEP OR FOOTSTOOL.

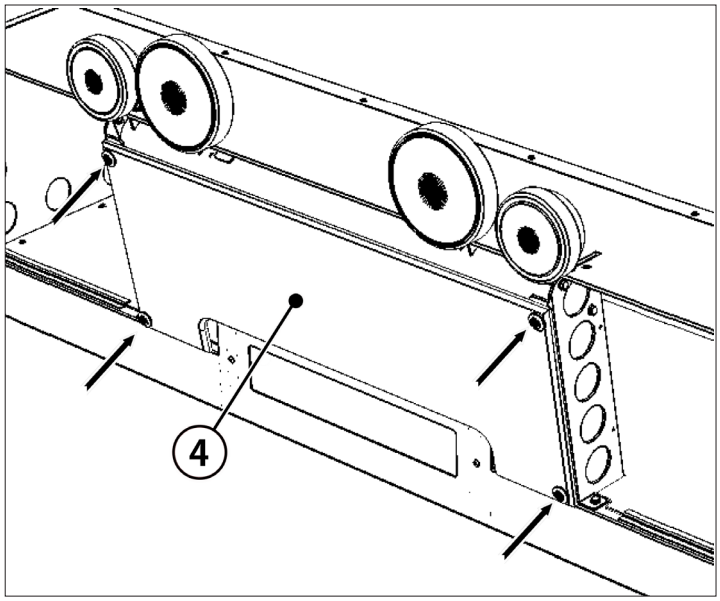
⚠ WARNING

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

1 Turn off the power.

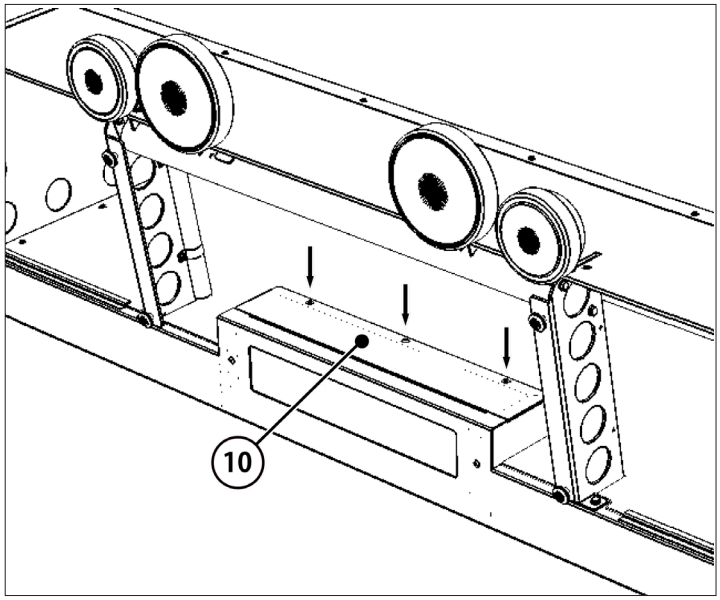
2 Take out the 4 screws holding the BILLBOARD FRONT PLATE '4' and carefully remove the panel.





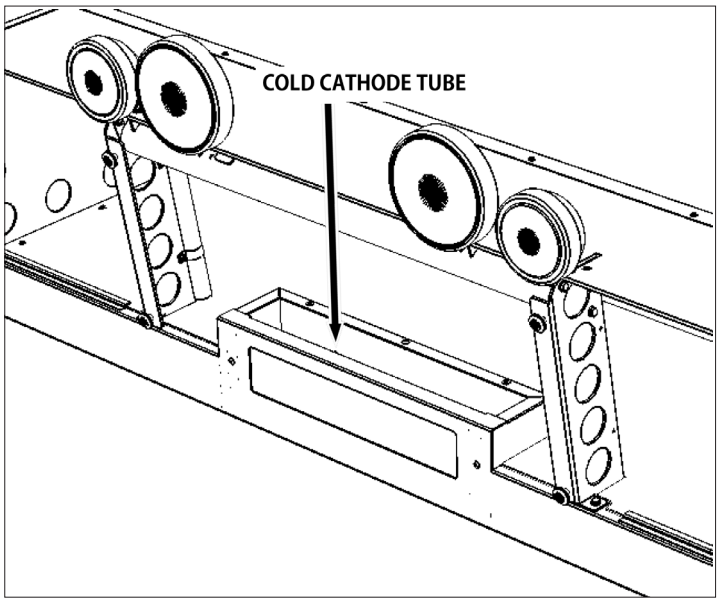
3 Take out the 3 screws holding the COVER LEADER UNIT '10' and remove the cover.

.



13.2 COLD CATHODE TUBES - BILLBOARD

4 Untwist the two 'Nylon Twist Lock' fastenings holding the Tube in place and lift out of the lamp box.



5 Trace the flying lead from the Tube back to the Inverter block inside the lamp box and carefully disconnect the lead.

6 Replace the Tube, reconnecting it to the Inverter Block and re-fitting it into the Twist Lock fastenings.

7 Rebuild the Unit, working in reverse order 4 back to 1

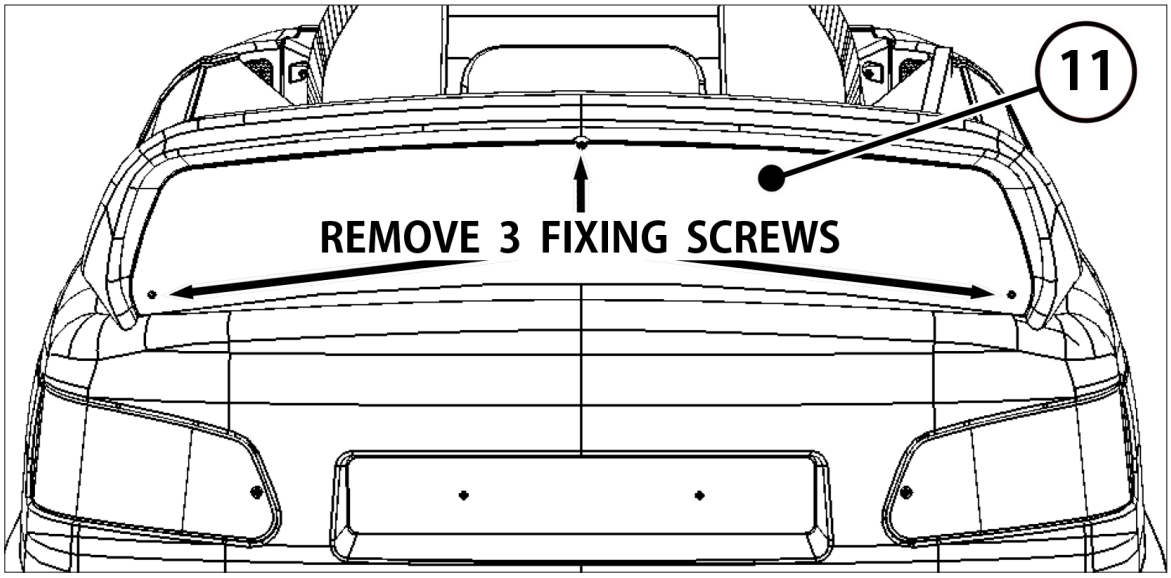
13.3 FLUORESCENT TUBE - REAR SPOILER

⚠ 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.

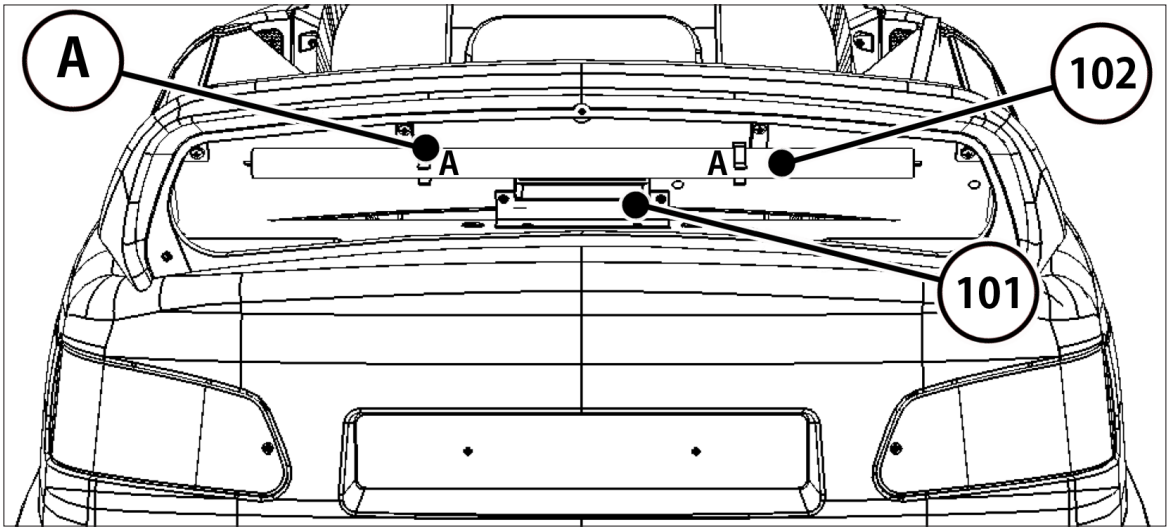
2 Take out the 3 screws holding the SPOILER PANEL '11' and carefully remove the panel.



13.3 FLUORESCENT TUBE - REAR SPOILER

3 Carefully unclip the faulty Fluorescent Tube from the two Terry Clips 'A' .

4 Disconnect the Flying Lead Connectors from either end of the Fluorescent Tube and carefully remove it from the Unit, replacing it with a new tube to the same specification.



5 Once the replacements have been made, the SPOILER PANEL can be re-Fitted

COMPONENT PARTS :

101	390-0240-40UK	FL TRAY 40W
102	390-5695-40GUK	FL TUBE 40W 1200x38mm T12
A		TERRY CLIP FIXING

13.4 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.

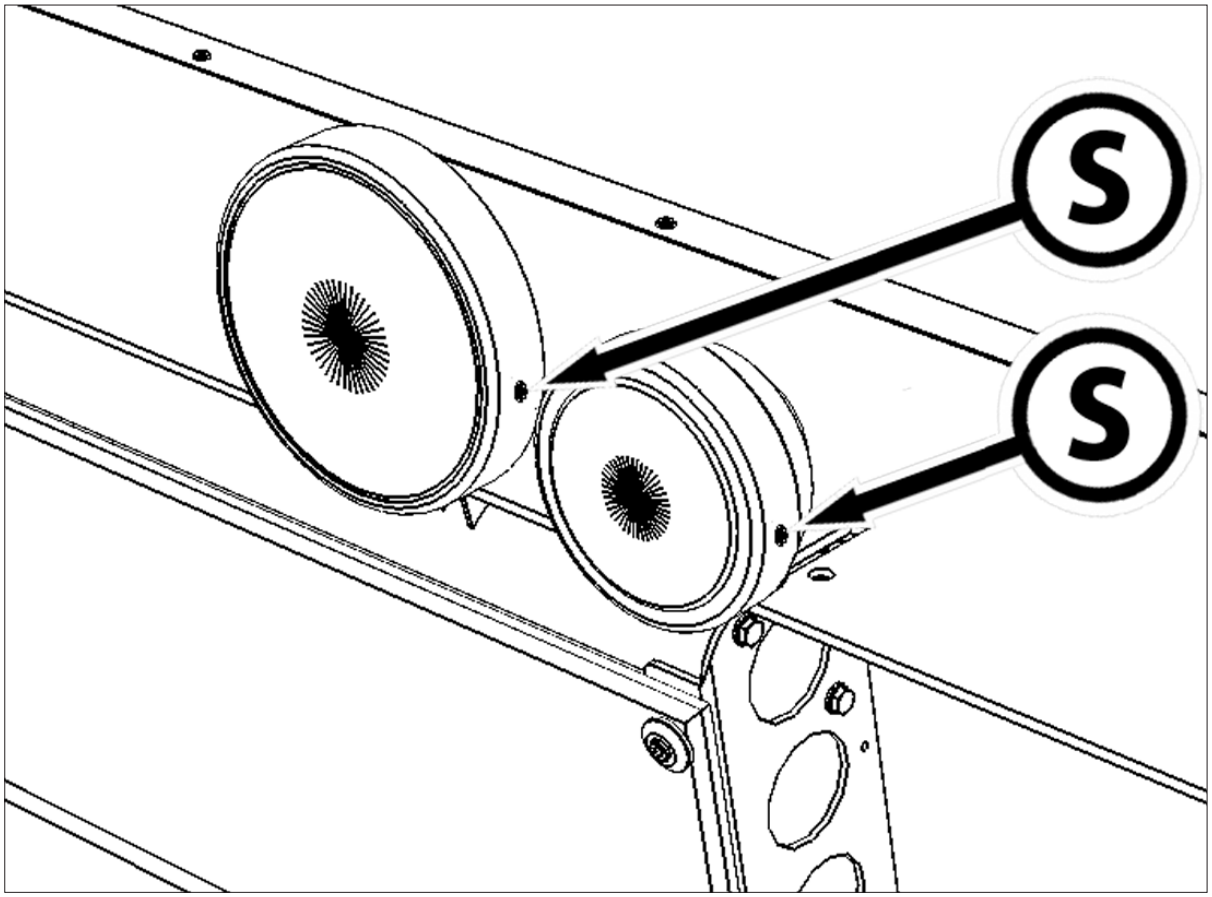
2. There 2 screws securing the front lens of the Spot Lamp to the Back Housing. Removing these will gain access to the units. 'S' shows the position of one of the screws on both the Large and Small Spot Lamps. the other is on he opposite of the rim. .

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

13.4 SPOT LIGHT BULBS - BILLBOARD

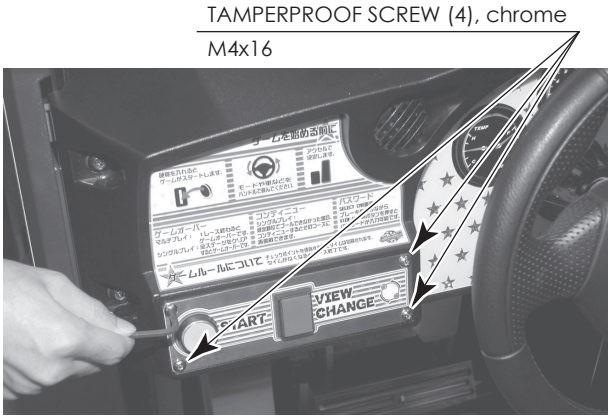


13.5 BUTTON LAMPS - CONTROL PANEL

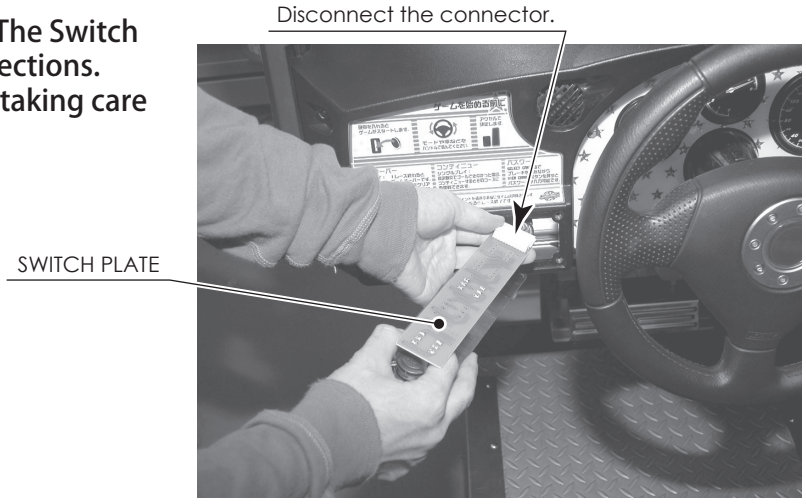
Start Button Lamp, View Change Button Lamp

1 Turn off the power

2 Remove the 4 tamper proof screws.

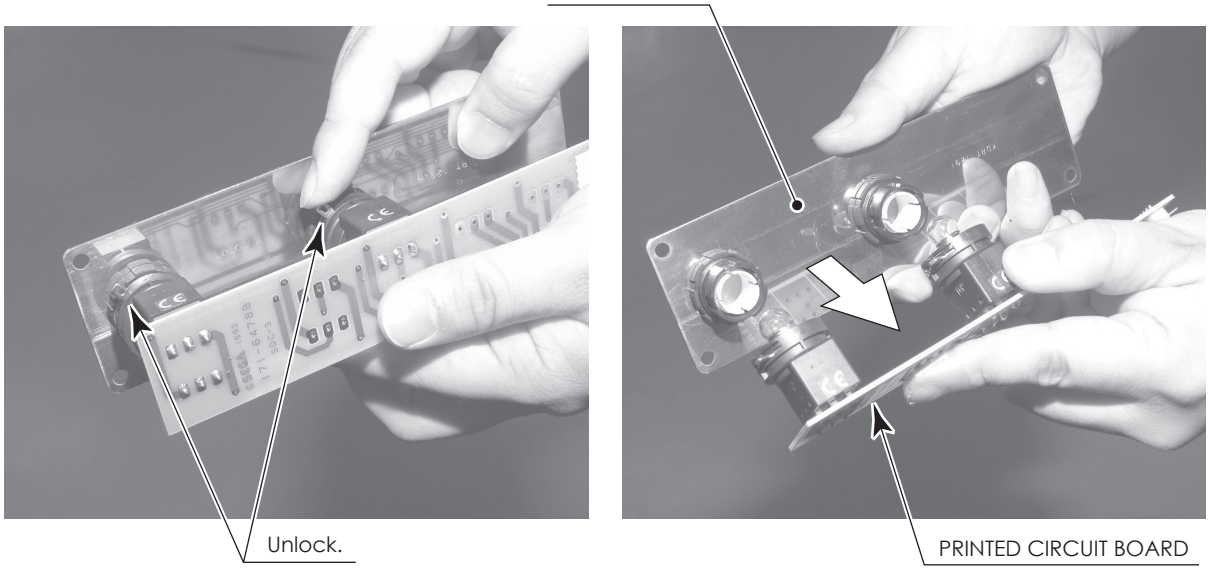


3 Remove the Switch Plate. The Switch Plate contains wiring connections. Disconnect the connector, taking care not to damage the wiring.

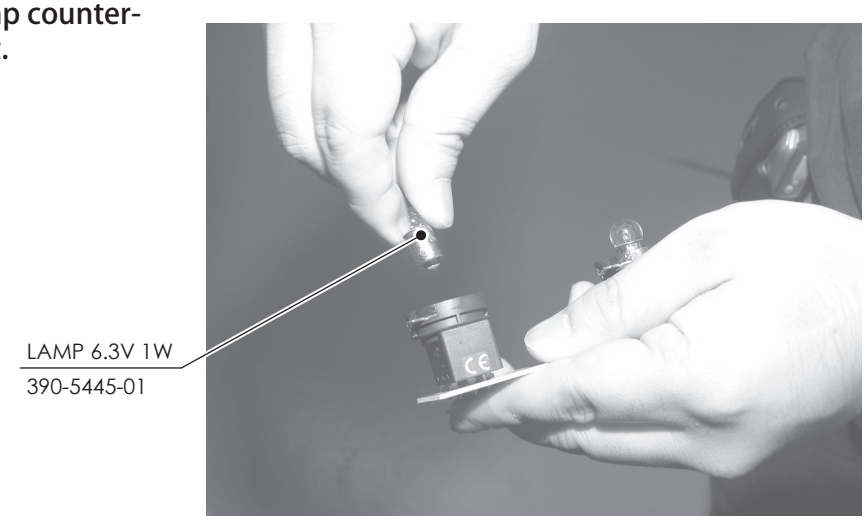


13.5 BUTTON LAMPS - CONTROL PANEL

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.



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 potion 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

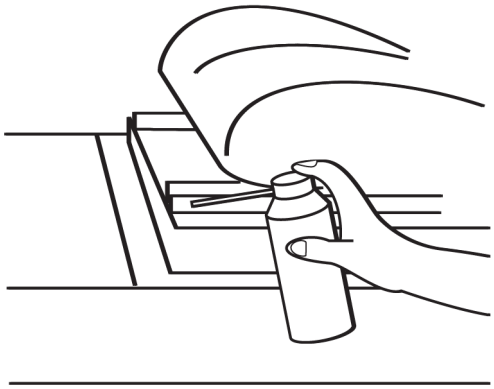
Cleaning the Cabinet Surfaces

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 dustcloth.
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 Servodriver and between the Servodriver and the Servomotor.
	Thermal element in the Servodriver 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 Servodriver 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.

Active Seat does not operate at all	Faulty supply to the Seats PSU' s	Check supply voltage to both PSU' s on the ASSY-ELEC COCKPIT Board
	Faulty connector or connections	Check the connections between the DLP Cabinet and the Serial Board.
	Fault Serial Board	Replace Board
The Active Seat does not perform appropriately	Faulty connector or connections	Check connection from the Serial Board to the remainder of the Board
	Faulty PSU	Check supplies from both PSU Unit
	Faulty Servo Driver Unit	Check operation of both Servo Driver
	Faulty connection to, or faulty Seat Activator Motor	Check wiring between each Servo Driver and Activator Motor.
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.

STOP 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.**

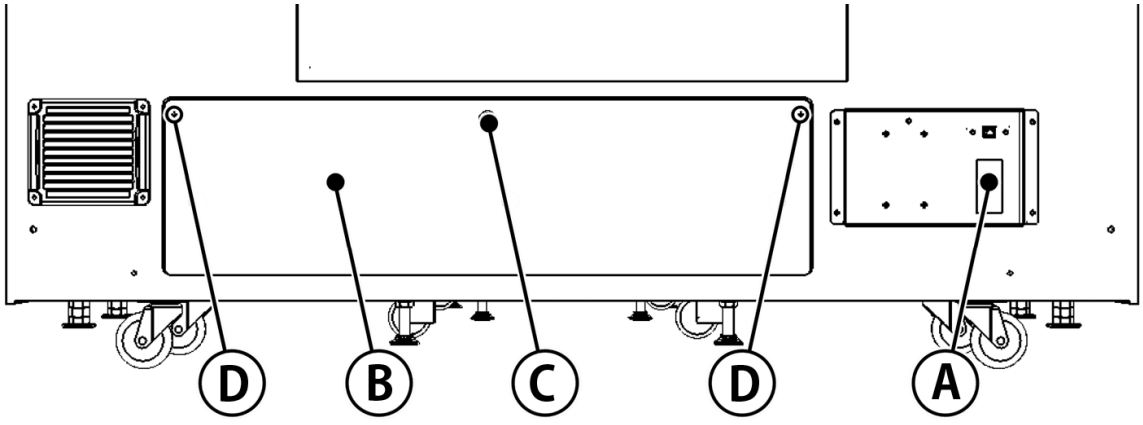
1 Switch off the Power to the Machine. ’

2 The Machine is fitted with an EUROPA Game Board and several Ancillary Boards which are all mainly situated in the Bottom of the DLP Cabinet. The only exception to this is the MOTIVE Seat Driver Board which is located in the Front End of the Base of the Main Cabinet

3 Unlock the Back SERVICE Door using the Master Key.

4 Remove the two Security Screws on either end of the Door ’

5 Remove the Service Door from DLP Unit.



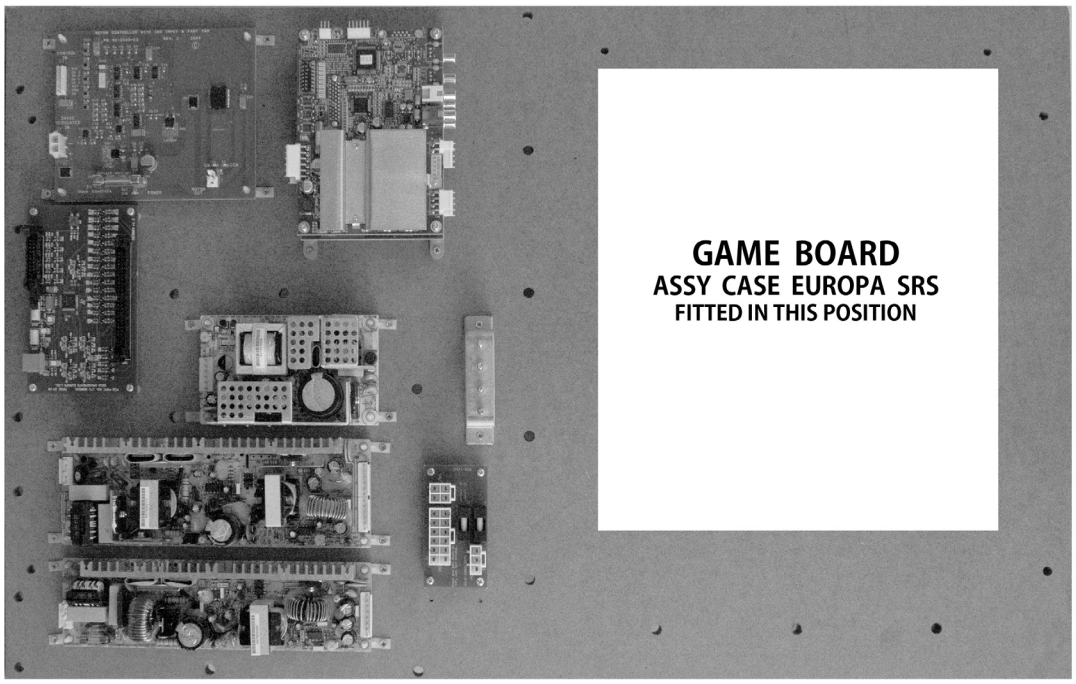
A = POWER SWITCH
B = SERVICE DOOR
C = DOOR LOCK
D = SECURITY SCREWS

16-1 CONTROL BOARDS LOCATED IN THE DLP UNIT

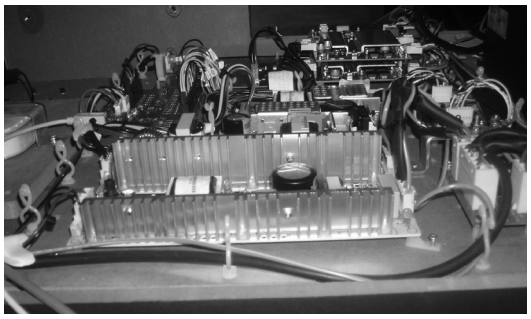
1 The following Assemblies are located in the Base of the DLP Cabinet :

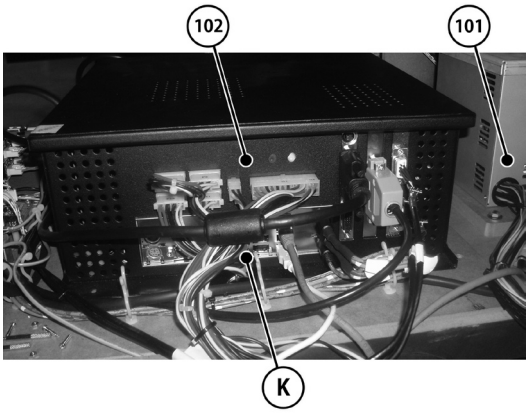
SRS-4000UK	ASSY - MAIN BOARD + ELEC	-	Positioned CENTRALLY
SRS- 4200UK	ASSY - PSU	-	Positioned RIGHT SIDE
SRS-4400UK	ASSY - HUB	-	Positioned LEFT SIDE

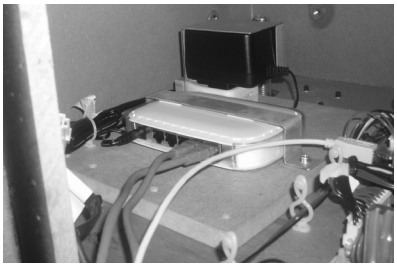
SRS-4000UK ASSY - MAIN BD + ELEC



ANCILLARY BOARDS







NETWORK HUB

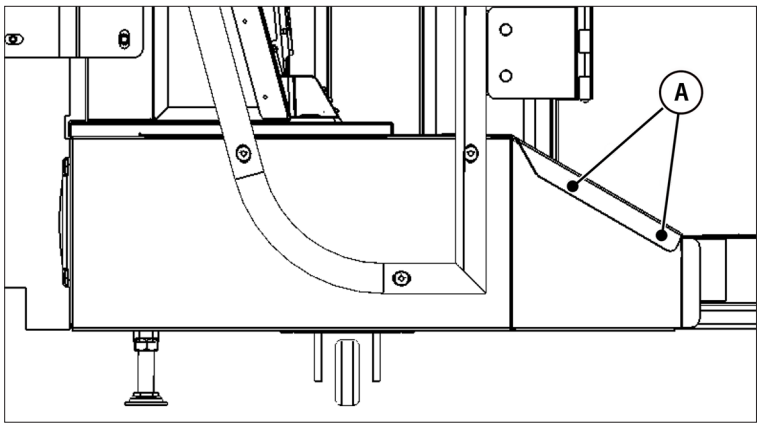
COMPONENT IDENTIFICATION

101 : POWER SUPPLY UNIT
102 : EUROPA GAME BOARD
K : GAME SECURITY KEY

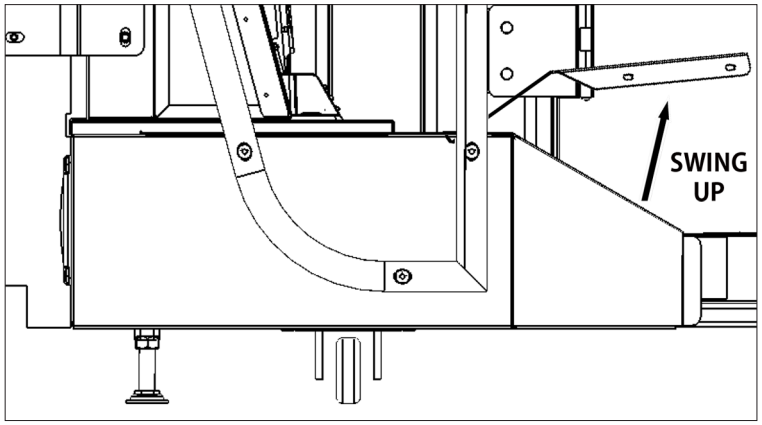
16-2 CONTROL BOARDS LOCATED IN THE MAIN CABINET

Located inside the Base of the Main Cabinet is the ASSY - ELEC COCKPIT / SRS-4300UK
The function of this Assembly is to control the movement of the 'MOTIVE' Seat Assembly
To gain access to this assembly board follow the following instructions

1 Remove the four screws, Marked - A
(Two from each side)

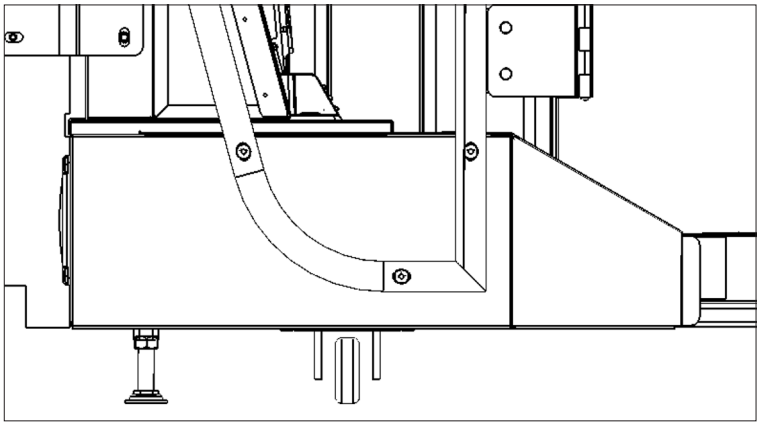


2 Once the screws have been removed, lift the Cover Plate from the end nearest the seat and swing the cover upwards.



3 At a certain point the lip on the back edge of the cover will slip out from under the front lip on the foot plate holding the Pedals.

At this point the Cover can be removed from the Unit.

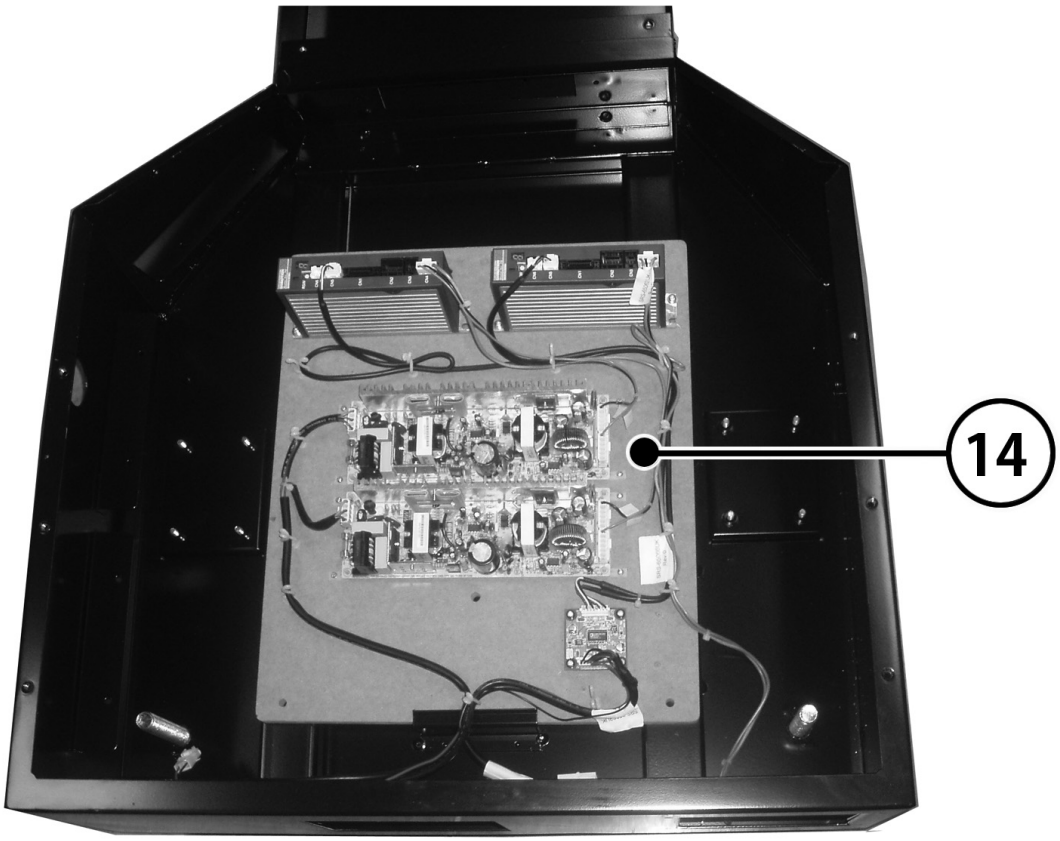


16-2 CONTROL BOARDS LOCATED IN THE MAIN CABINET

Located inside the Base of the Main Cabinet is :

14 - ASSY - ELEC COCKPIT / SRS-4300UK

The function of this Assembly is to control the movement of the MOTIVE' Seat Assembly



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

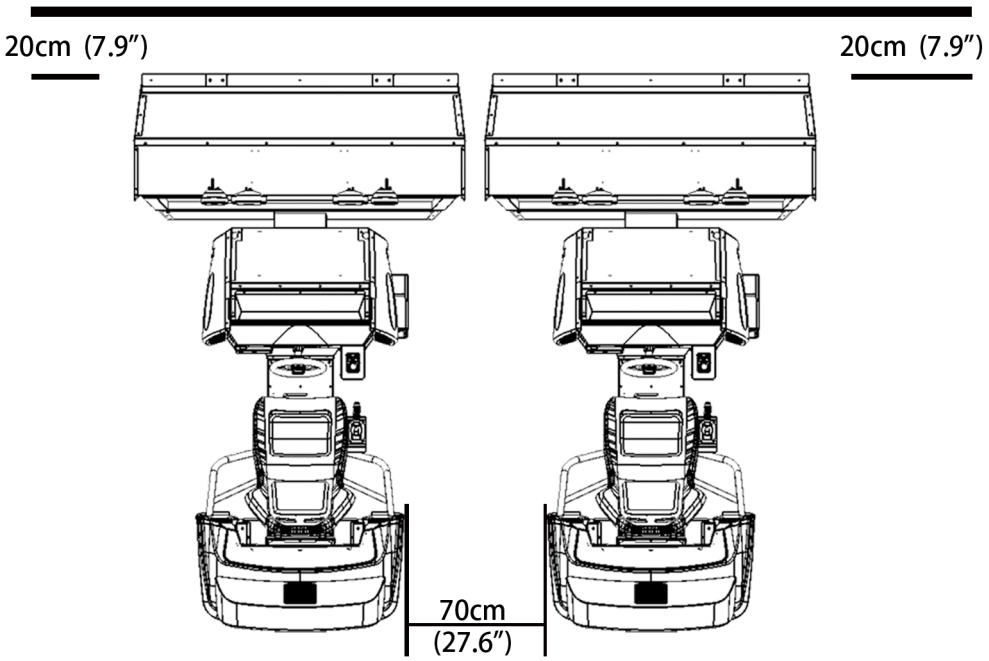
- **To perform work safely, be sure to secure the space corresponding to number of machines to be linked. Failure to observe this can cause accident.**
- **To avoid accidents, use a cable cover that will not cause patrons to trip when laying network cables in areas of heavy foot traffic.**
- **To prevent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

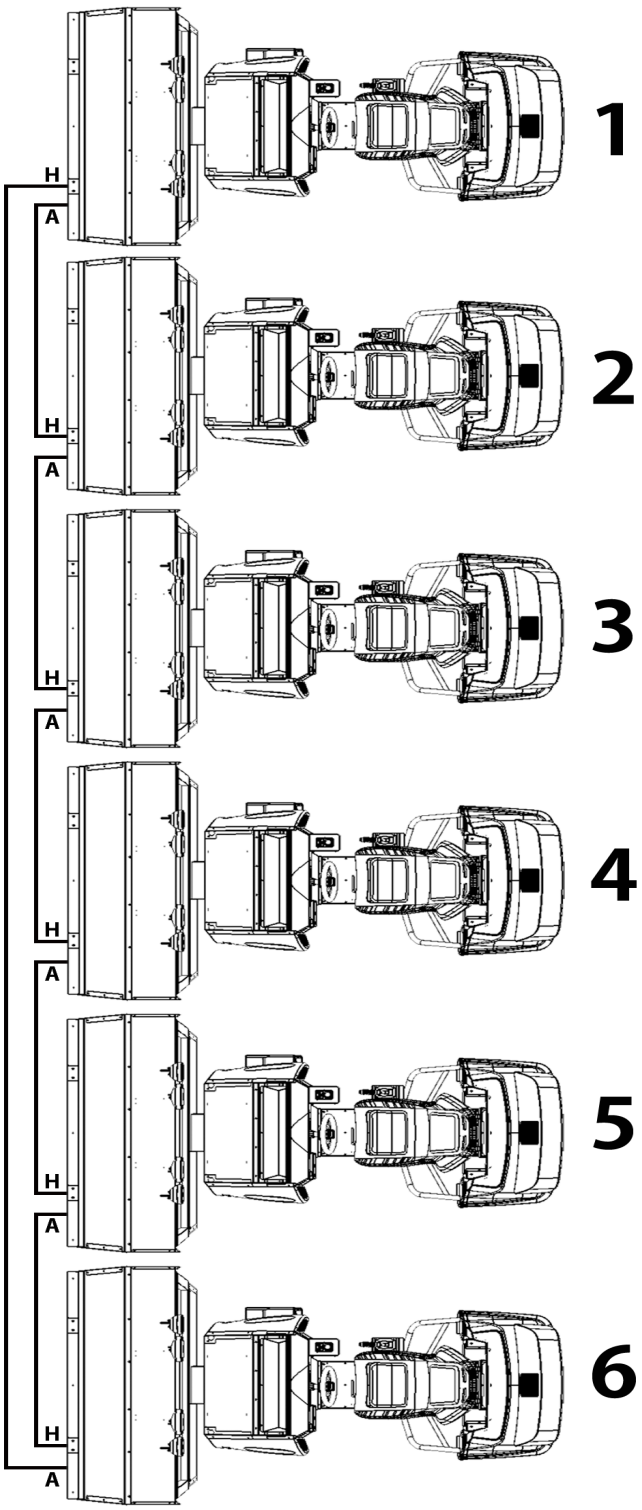
3 With this system of Networking each machine will have 2 LAN Cables connected to it, 1 from the previous machine and 1 to the next machine in the Network

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.

NOTE :
The NETWORK System will operate without the LAN connection between 1H and 6A. However with it connected provides a 'Dual Path' for the Network signal preventing a Network Failure if any of the LAN Cables became disconnected or went Faulty



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'

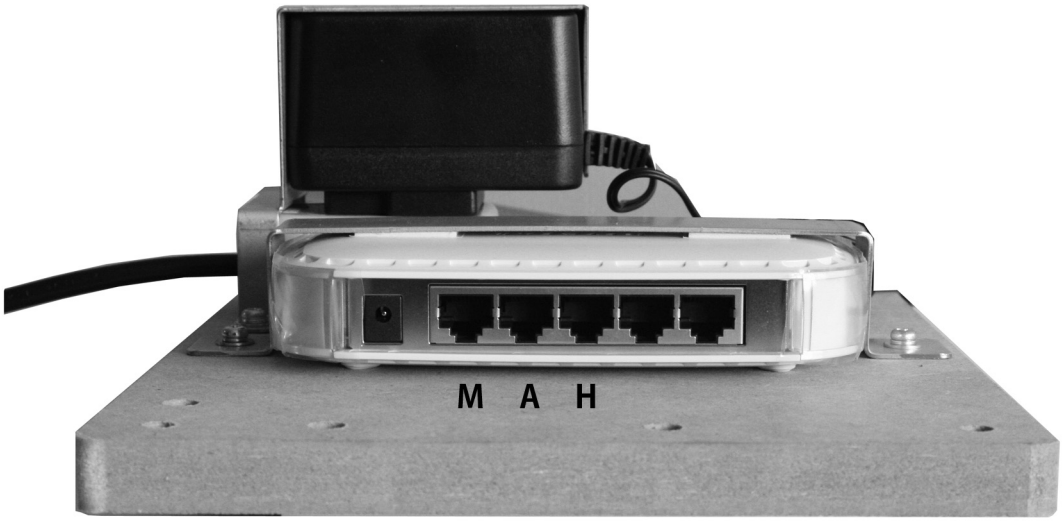
5 The Ports are identified as follows ::

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 filled 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

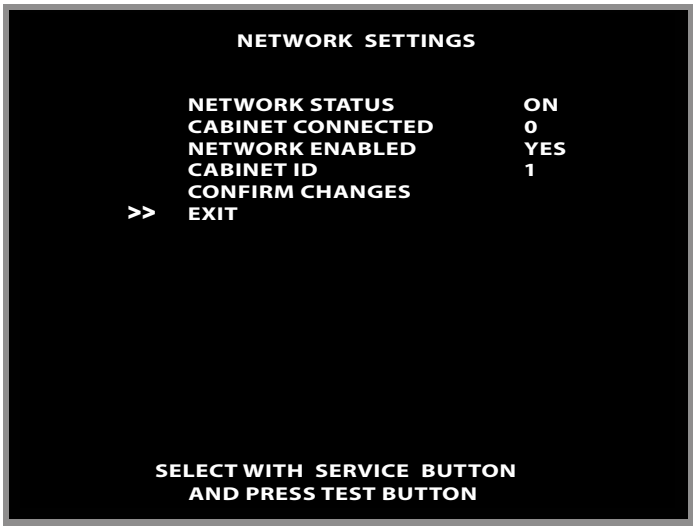
Each of the linked machines must be set up for network play. If the machines are not set up correctly, network play will not be possible.
For this game, up to 4 machines can be connected to allow up to 4 players to play simultaneously.

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

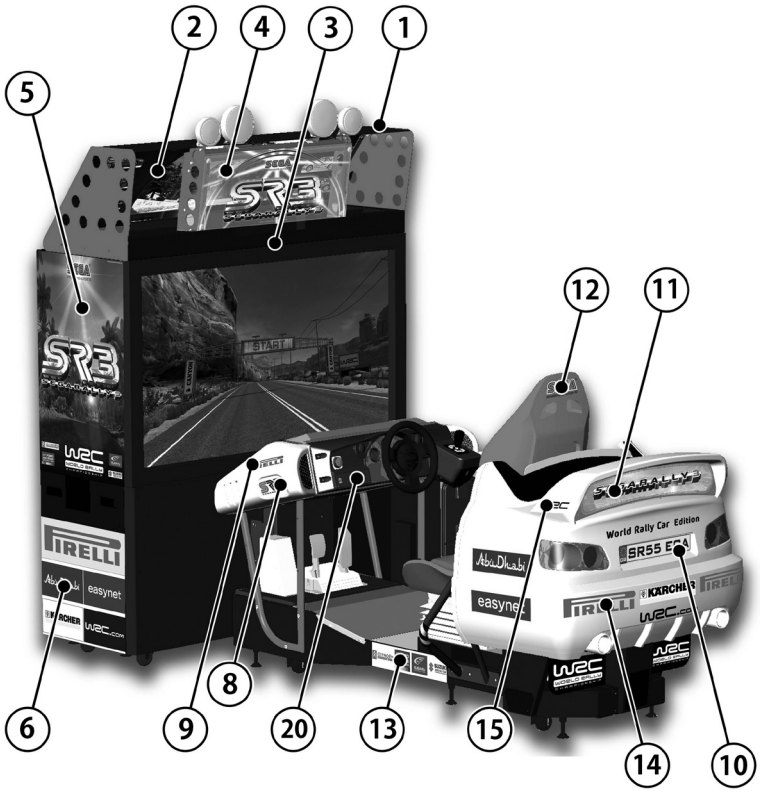
IMPORTANT

- **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

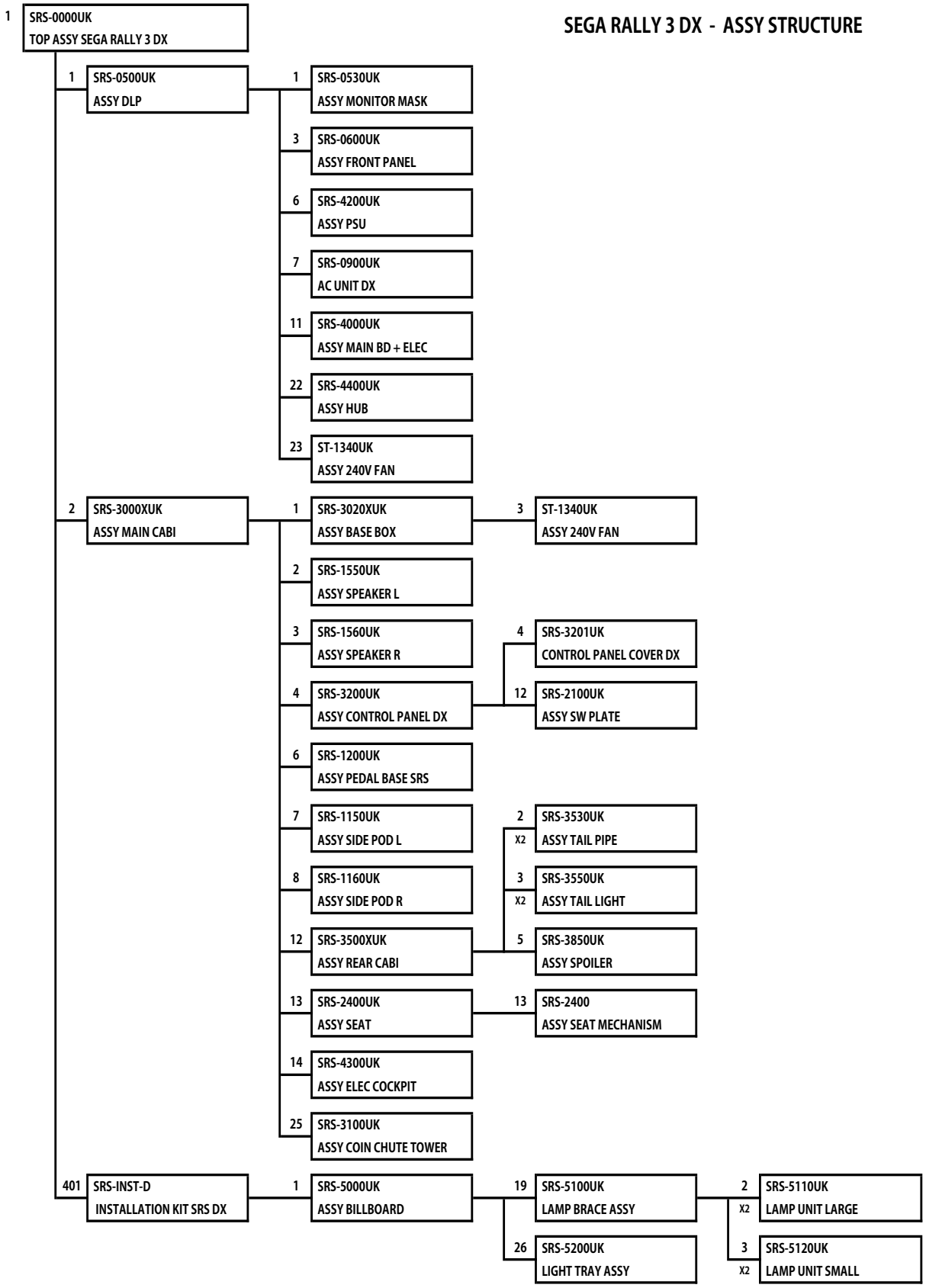
For the warning display stickers, refer to Section 1.



Seq	Number	Description	Quantity	Assy.
1	SRS-5027UK	Foamex - TOP COVER	1	SRS-5000UK
2	SRS-5007UK	Foamex - REAR PANEL	1	SRS-5000UK
3	SRS-0252UK	5mm Plaque - RACE LEADER	1	SRS-5000UK
4	SRS-5006UK	10mm Plaque - BILLBOARD FRONT	1	SRS-5000UK
5	SRS-0511UK	Sticker - UPPER DLP SIDE	2	SRS-0000UK
6	SRS-0513UK	Sticker - 'L' LOWER DLP SIDE	1	SRS-0000UK
7	SRS-0514UK	Sticker - 'R' LOWER DLP SIDE	1	SRS-0000UK
8	SRS-1152UK	Sticker - SIDE PODS (SR3)	2	SRS-1150/60UK
9	SRS-1153UK	Sticker - SIDE PODS (PIRELLI)	2	SRS-1150/60UK
10	SRS-3511UK	3mm Plaque - NUMBER PLATE	1	SRS-0500UK
11	SRS-3804UK	5mm Plaque - REAR SPOOILER	1	SRS-0500UK
12	SRS-2505UK	Sticker - SEAT BACK	1	SRS-0500UK
13	SRS-3011UK	Sticker - MID BASE BOX	2	SRS-0500UK
14	SRS-3602UK	Sticker - LOGO / PIRELLI REAR	2	
15	SRS-3603UK	Sticker - LOGO / WRC SPOILER	2	
16	SRS-3604UK	Sticker - LOGO / WRC SIDE	2	
17	SRS-3605UK	Sticker - LOGO / SEGA	2	
18	SRS-3606UK	Sticker - REAR WINDOW	1	
19	SRS-3607UK	Sticker - LOGO / WORLD CAR	1	
20	SRS-2101UK	Sticker - START / VIEW	1	
21	SRS-0012UK	Sticker - MOTION STOP	1	
22	SRS-3205UK	3mm Plaque - DESIGN PLATE 3 DIALS	1	
23	SRS-2001-BUK	Sticker - METER PANEL	1	
24				
25				

19 PARTS LIST BRAKEDOWN ON ALL SUB ASSEMBLIES

SEGA RALLY 3 DX - ASSY STRUCTURE



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1

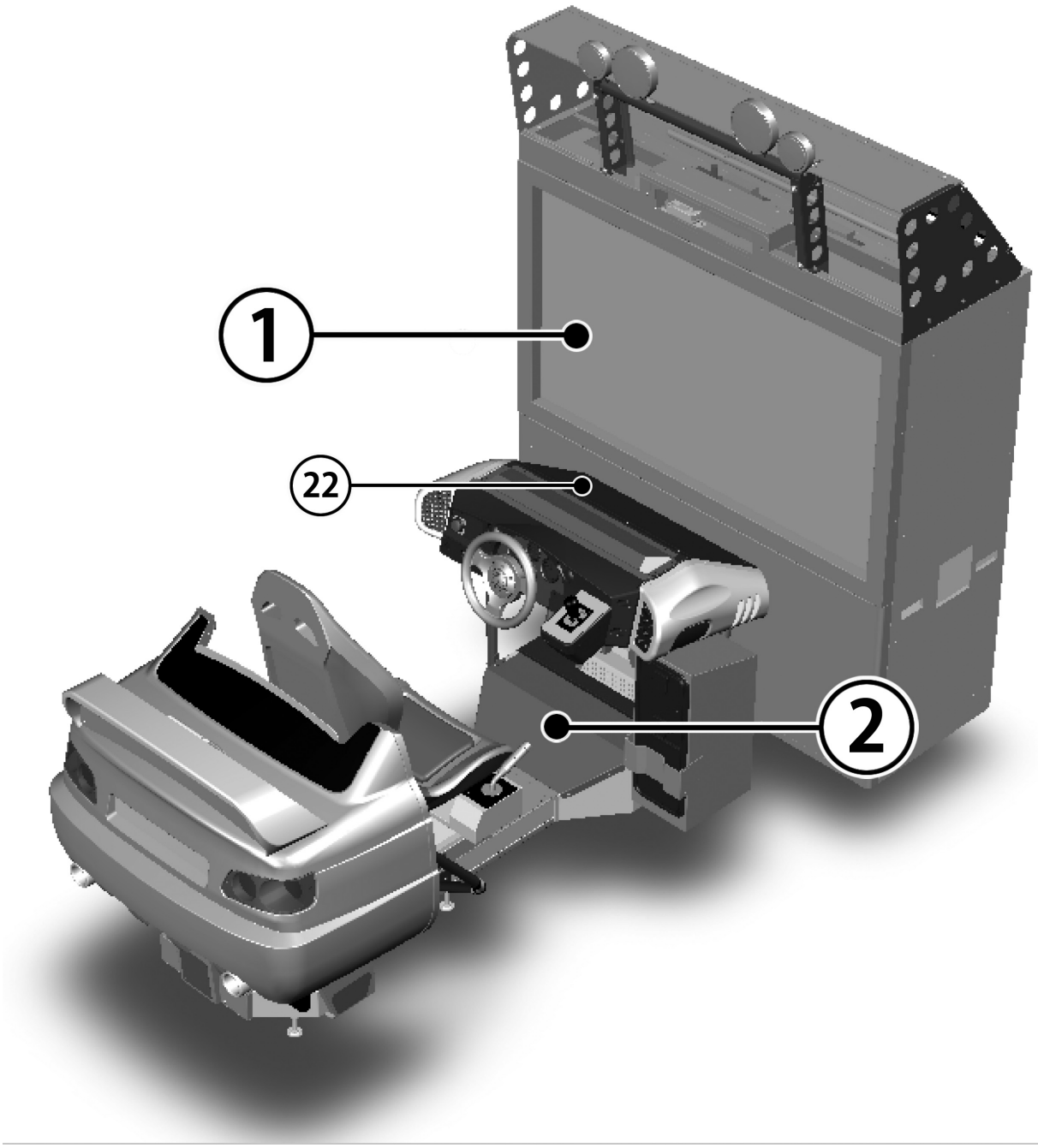
TOP ASSEMBLY (SRS-0000UK)

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

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1

TOP ASSEMBLY (SRS-0000UK)



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1 1

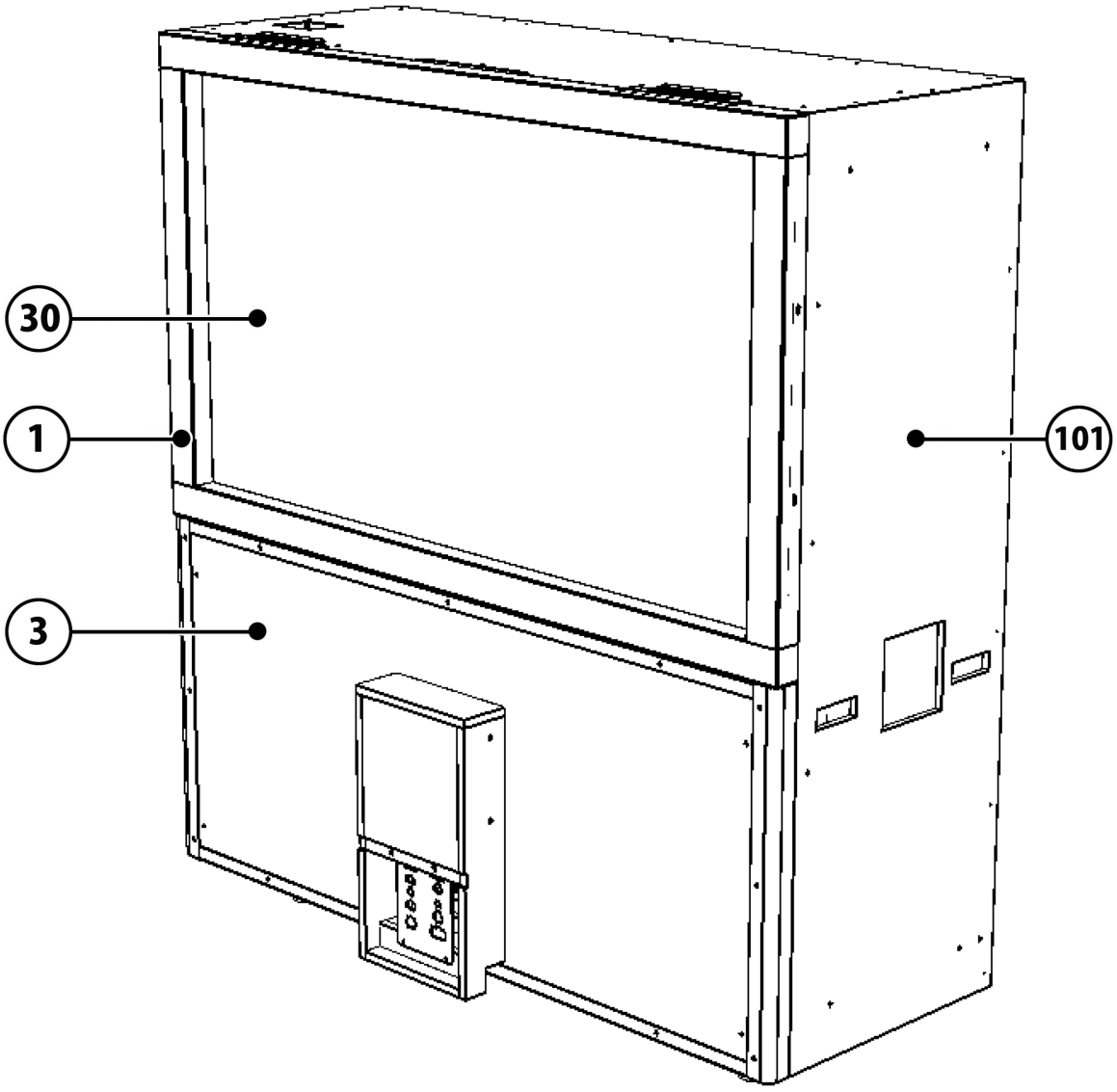
ASSY - DLP (SRS-0500UK)

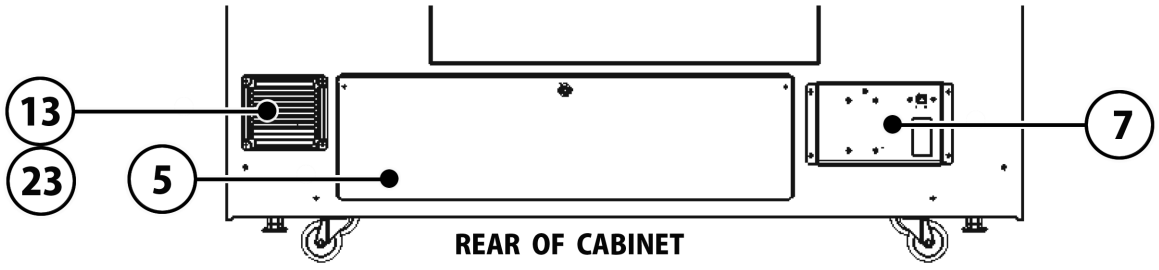
No.	Component Part	Description	Quantity	
1	SRS-0530UK	ASSY MONITOR MASK	1	
3	SRS-0600UK	ASSY FRONT PANEL	1	
5	ADH-0681UK	REAR DOOR DLP	1	
6	SRS-4200UK	ASSY PSU	1	*
7	SRS-0900UK	AC UNIT DX	1	
8	ADH-0501UK	BRKT DLP HOLDER	2	*
10	ADH-0503UK	BRKT MASK HOLDER	2	*
11	SRS-4000UK	ASSY MAIN BD + ELEC	1	*
13	253-5460-01	AIR VENT BLACK	1	
22	SRS-4400UK	ASSY HUB	1	*
23	ST-1340UK	ASSY 240V FAN	1	
30	ADH-0532UK	PROTECT SCREEN DLP	1	
101	200-6062-SAN	DISPLAY 62" DLP SANWA	1	
201	000-T00516-0B	M5X20 MSCR TH BLK	4	*
202	000-P00420-W	M4X20 MSCR PAN W/FS PAS	10	*
203	030-000630-S	M6X30 BLT W/S PAS	8	*
204	068-652516	M6 WSHR 25OD FLT PAS	12	*
205	068-552016-0B	M5 WSHR 20OD FLT BLK	8	*
206	000-P00430-WB	M4X30 MSCR PAN W/FS PAS	10	*
207	068-441616-0B	M4 WSHR 16OD FLT BLK	2	*
208	000-P00818-W	M8X18 MSCR PAN W/FS PAS	4	*
215	000-F00416	M4X16 MSCR CSK PAS	4	*
216	000-T00525-0B	M5X25 MSCR TH BLK	4	*
217	000-P00420-WB	M4X20 MSCR PAN W/FS BLK	4	*
218	000-P00430-WB	M4X30 MSCR PAN W/FS BLK	4	*
219	012-P00325	N4X1" S/TAP PAN PAS	4	*
302	SRS-65002UK	WH AC IN EXT	1	*
303	600-7917-200UK	CA RGB D-SUB TO DVI 200CM	1	*
304	SRS-65016UK	WH AC GAMEBOARD	1	*
305	SRS-65050UK	WH DLP POWER	1	*
306	600-9080-44K	WH EARTH 800mm M4 M4	1	*

* NOT SHOWN

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1 1

ASSY - DLP (SRS-0500UK)



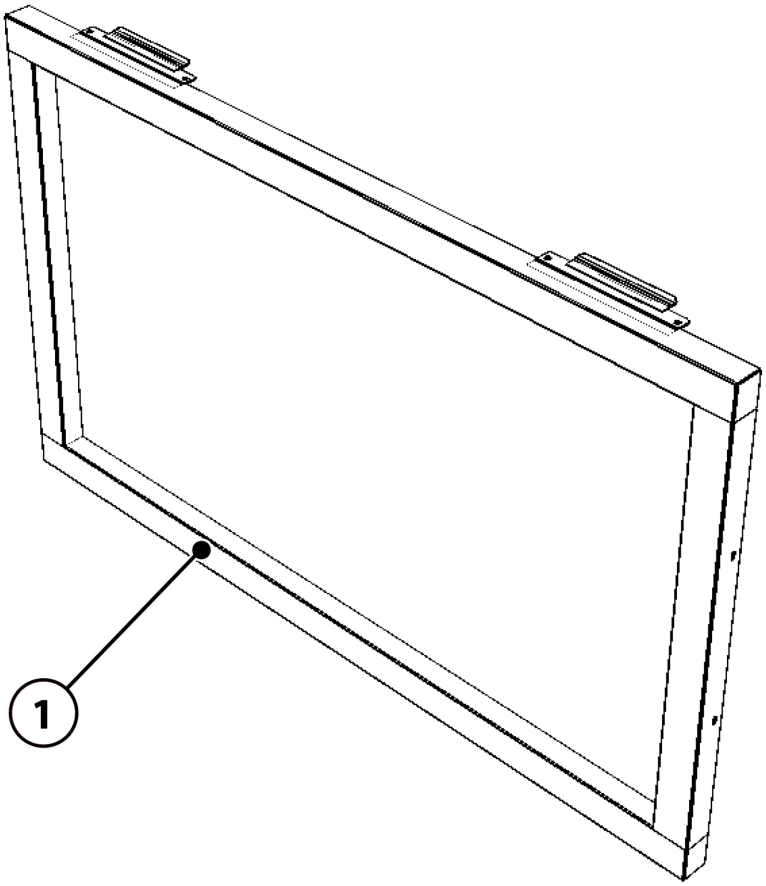


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1 1 1

ASSY - MONITOR MASK (SRS-0530UK)

No.	Component Part	Description	Quantity	
1	SRS-0531UK	MASK BASE	1	
203	050-F00400	M4 NUT FLG SER PAS	1	*

* NOT SHOWN

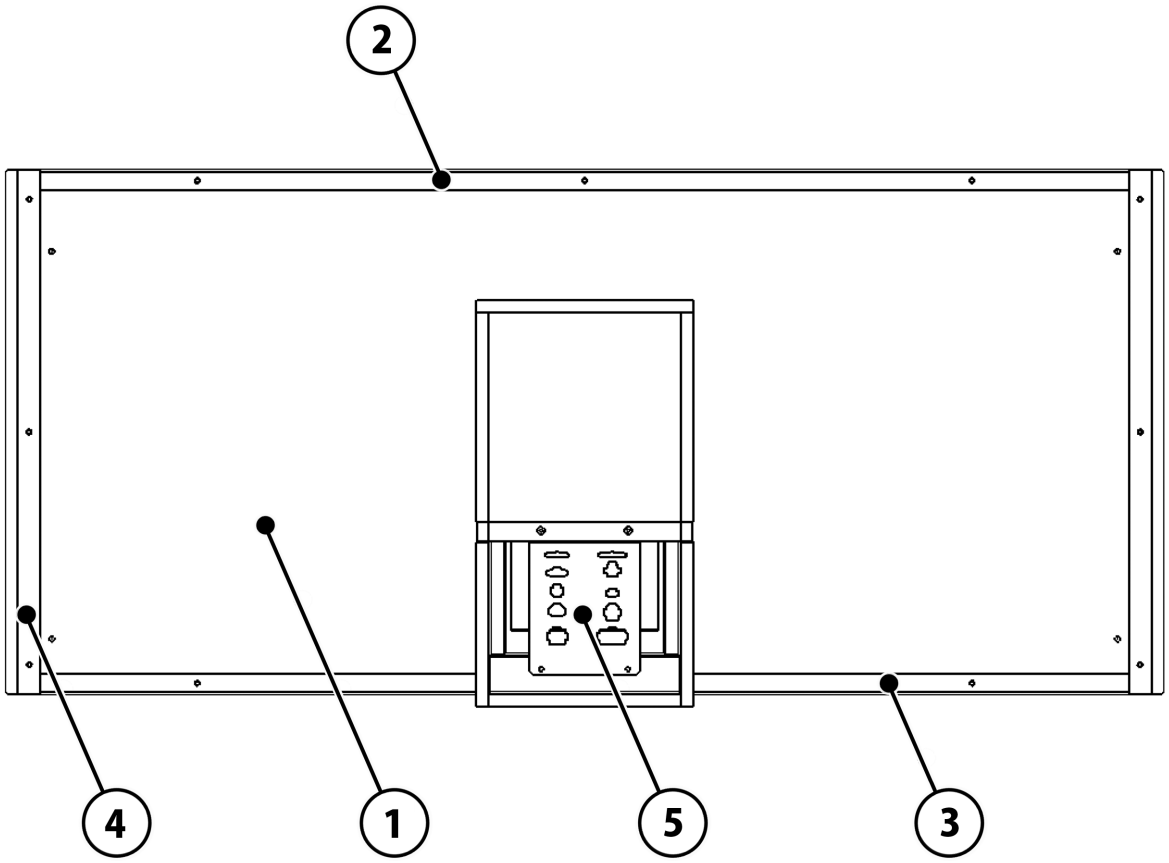


A	B	C	D
1	1	3	

ASSY - FRONT PANEL (SRS-0600UK)

No.	Component Part	Description	Quantity	
1	SRS-0601UK	FRONT PANEL	1	
2	SRS-0553UK	PANEL BRKT UPPER	1	
3	SRS-0554UK	PANEL BRKT LOWER	1	
4	SRS-0552UK	SIDE BRKT	2	
5	SRS-0602UK	PLATE PNL MTG	1	
201	050-F00500	M5 NUT FLG SER PAS	12	*
202	068-552016	M5 WSHR 20OD FLT PAS	12	*
205	000-F00416	M4X16 MSCR CSK PAS	2	*
206	000-P00410-W	M4X10 MSCR PAN W/FS PAS	2	*

* NOT SHOWN



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ASSY - PSU (SRS-4200UK)

No.	Component Part	Description	Quantity
1	ADH-4201UK	WOODEN BASE TRANS BD	1
2	ADH-1002UK	BRKT POWER	1
3	SRS-4203UK	BRKT ATX PSU MTG BACK	1
101	400-5457-500UK	FSP ATX PSU	1

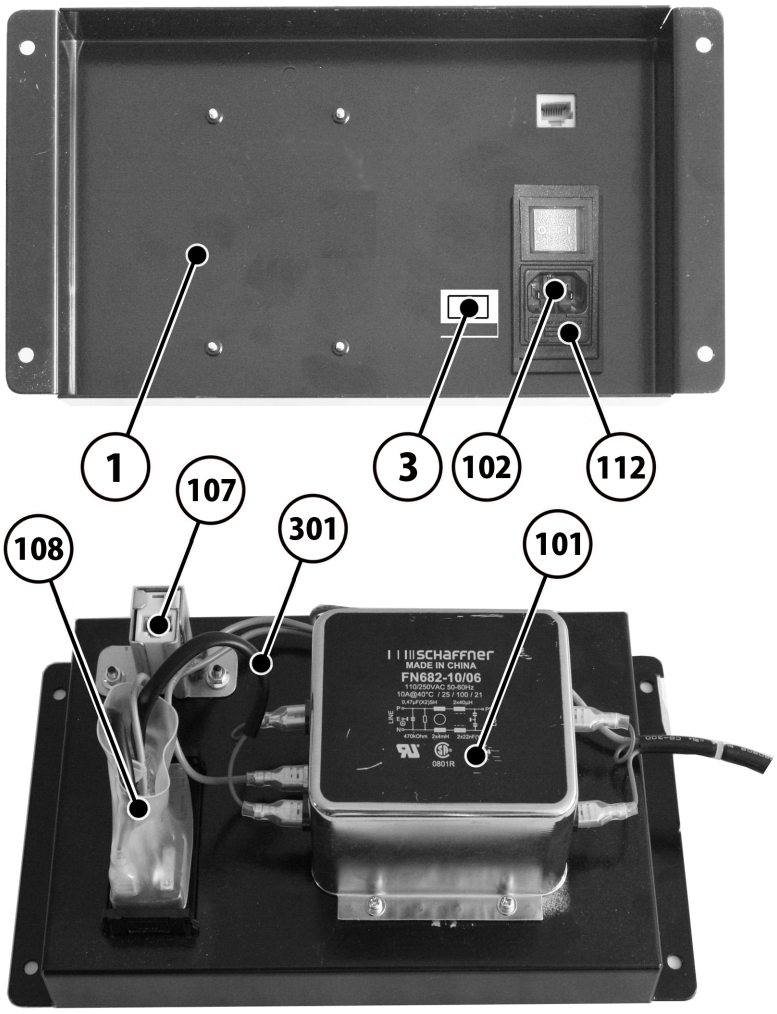
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ASSY - AC UNIT DX (SRS-0900UK)

No.	Component Part	Description	Quantity	
1	TFF-0401IUK	AC BRKT	1	
3	LB1096	STICKER PROTECTIVE EARTH	1	
101	EP1382	FILTER SCHAFFNER FN682-10/06	1	
102	EP1387	IEC INLET & SW BZV01/Z0000/70	1	
107	EP1391	COUPLER INLINE LAN RJ45 UTP CODE ILC	1	
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	4	*
202	050-F00400	M4 NUT FLG SER PAS	5	*
301	SRS-65001UK	WH AC IN	1	

* NOT SHOWN

VIEW FROM OUTSIDE



VIEW FROM INSIDE

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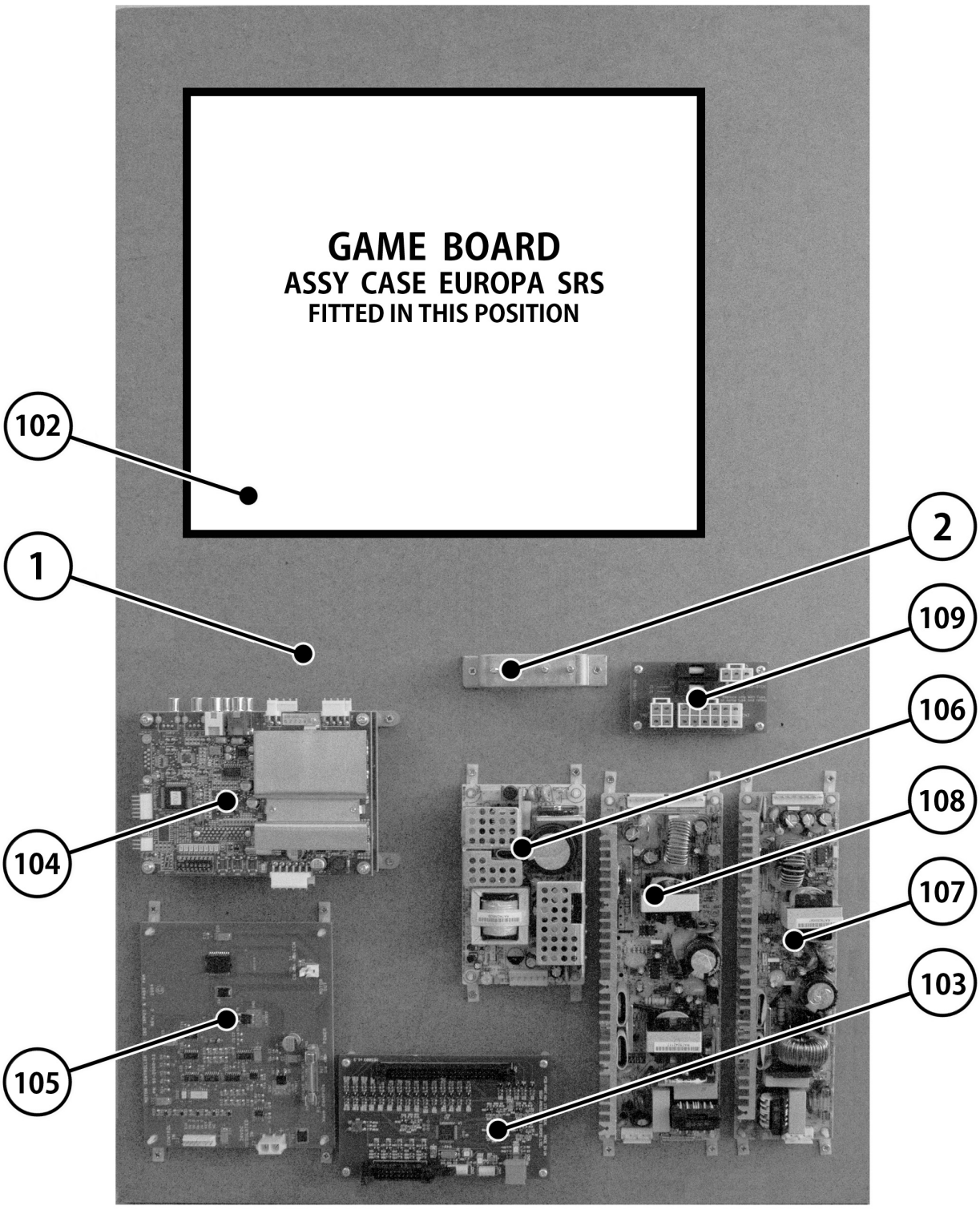
ASSY - MAIN BD + ELEC (SRS-4000UK)

No.	Component Part	Description	Quantity	
1	SRS-4001UK	WOODEN BASE MAIN BD	1	
2	CFB-4003-01UK	EARTH TERMINAL PLATE	1	
102	610-0003-01UK	ASSY CASE EUROPA SRS	1	
103	838-0005UK	I/O BOARD SAE	1	
104	838-14515-A03	SOUND AMP ANALOG IN W/EXP BD	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	400-150-024-01	PSU 24VDC 150W MW LPP-150-24	1	
109	838-14551-02UK	AC DISTRIBUTION BD	1	
110	838-0012UK	LAMP DRV BOARD	1	*
111	838-0008UK	MOTOR / LAMP DRV BD	1	*
112	EP2001-02BL	DK SRSDX EU BLUE	1	*
201	012-P03512-F	N6X1/2" S/TAP FLG PAS	2	*
302	SRS-65004UK	WH AC ELEC BD	1	*
303	SRS-65005UK	WH AC DISTRIBUTION BD OUT	1	*
304	SRS-65006UK	WH DC I/O	1	*
305	SRS-65007UK	WH DC AMP	1	*
306	SRS-65008UK	WH DC MOTOR CONTROL	1	*
307	SRS-65009UK	WH DC MOTOR OUT	1	*
308	SRS-65010UK	WH SPEAKER A	1	*
309	SRS-65011UK	WH AUDIO A	1	*
310	SRS-65012UK	WH PARALLEL PORT	1	*
311	SRS-65013UK	WH I/O	1	*
312	600-7141-100UK	CABLE JVS TYPE A-B 100cm	1	*
313	600-7269-0100UK	CA LAN CAT5 100CM	1	*
314	600-7269-0200UK	CA LAN CAT5 200CM	1	*

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ASSY - MAIN BD + ELEC (SRS-4000UK)

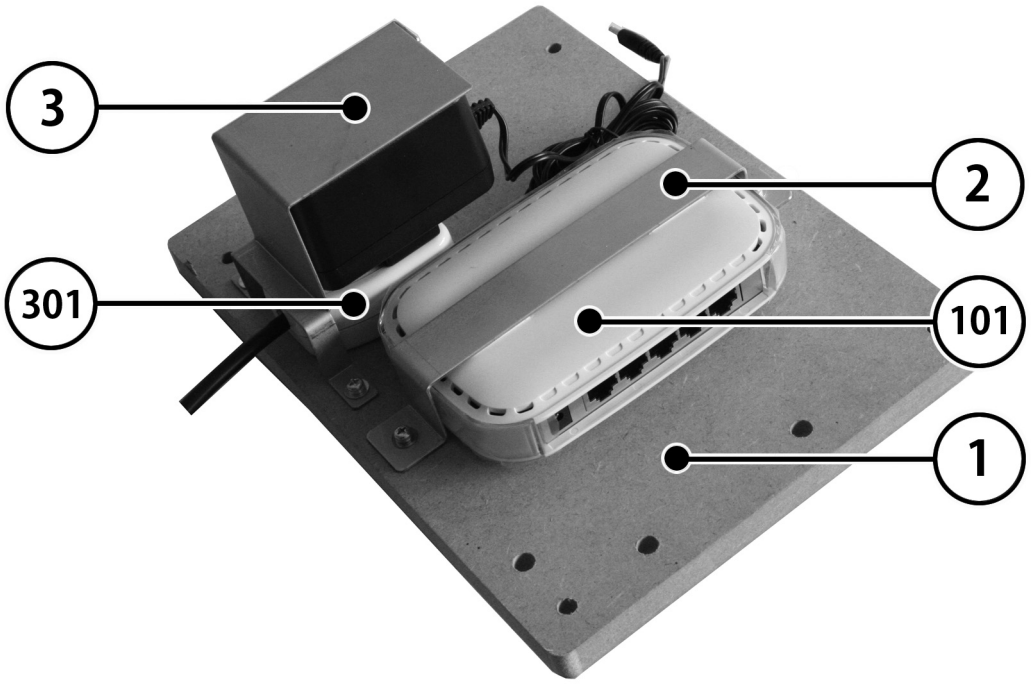


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ASSY - HUB (SRS-4400UK)

No.	Component Part	Description	Quantity
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
301	SRS-65069UK	WH HUB POWER	1

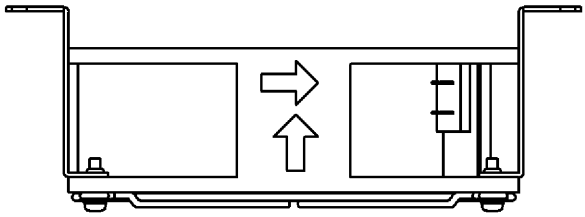


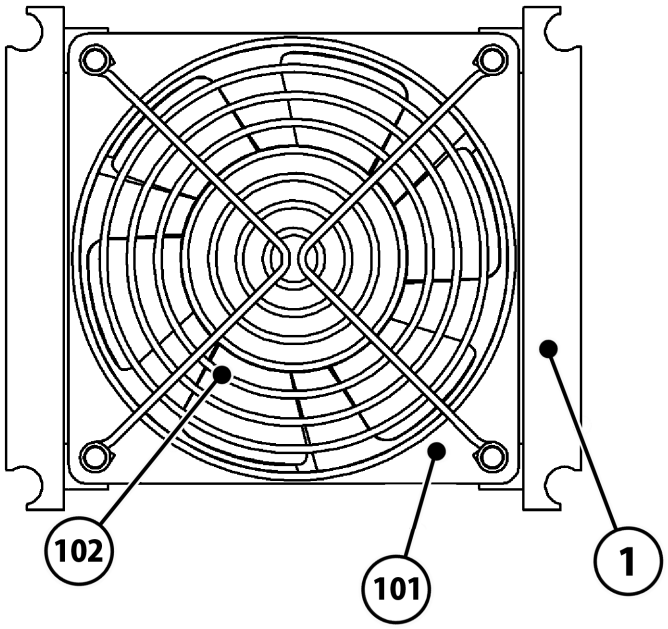
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ASSY - 240V FAN (SRS-1340UK)

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	*

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ASSY - MAIN CABI (SRS-3000XUK)

No.	Component Part	Description	Quantity	
1	SRS-3020XUK	ASSY BASE BOX	1	
2	SRS-1550UK	ASSY SPEAKER L	1	
3	SRS-1560UK	ASSY SPEAKER R	1	
4	SRS-3200UK	ASSY CONTROL PANEL DX	1	
5	SRS-1021UK	COCKPIT BASE	1	
6	SRS-1200UK	ASSY PEDAL BASE SRS	1	
7	SRS-1150UK	ASSY SIDE POD L	1	
8	SRS-1160UK	ASSY SIDE POD R	1	
9	SRS-1023XUK	MONITOR STAND L	1	
10	SRS-1024XUK	MONITOR STAND R	1	
12	SRS-3500XUK	ASSY REAR CABI	1	
13	SRS-2400UK	ASSY SEAT	1	
14	SRS-4300UK	ASSY ELEC COCKPIT	1	*
24	SRS-3031XUK	FRONT FLOOR DX	1	
25	SRS-3100UK	ASSY COIN CHUTE TOWER	1	
26	SRT-2031UK	NEOPRENE RUBBER STRIP 10X3mm	0.9	*
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	*
50	SRS-3004UK	BARRIER L	1	
51	SRS-3005UK	BARRIER R	1	
52	SRS-3006UK	STRUT REAR L	1	
53	SRS-3007UK	STRUT REAR R	1	
54	SRS-3008UK	STRUT REAR CENTRE	1	
55	SRS-3009UK	COVER STRUT L+R	2	
56	SRS-3010UK	COVER STRUT REAR	1	
57	SRS-5317UK	MUDFLAP SKIRT	2	
58	SRS-5318UK	BRKT MUDFLAP SKIRT	2	

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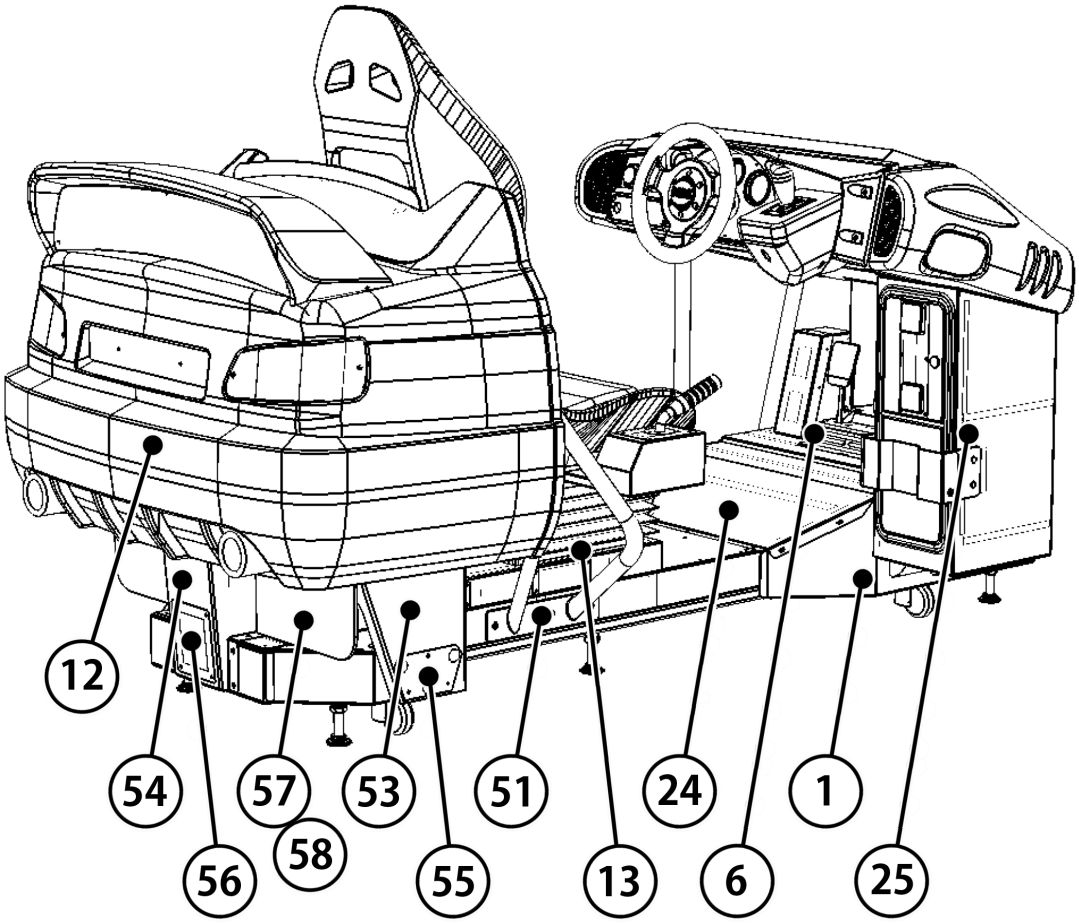
ASSY - MAIN CABI (SRS-3000XUK)

No.	Component Part	Description	Quantity	
101	LT1053	LED CLUSTER BLU 161-12103-6	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	6	*
209	068-651616-0B	M6 WSHR 16OD FLT BLK	12	*
210	068-651616	M6 WSHR 16OD FLT PAS	8	*
211	030-000616-SB	M6X16 BLT W/S BLK	10	*
212	000-T00512-0C	M5X12 MSCR POSI TH CRM	12	*
213	020-F00850-0Z	M8X50 SKT CSK OZ	6	*
214	000-P00512-W	M5X12 MSCR PAN W/FS PAS	4	*
215	030-000830-SB	M8X30 BLT W/S BLK	26	*
216	068-852216-0B	M8 WSHR 22OD FLT BLK	47	*
217	030-000816-S	M8X16 BLT W/S PAS	14	*
218	060-F00800	M8 WSHR FORM A FLT PAS	10	*
219	030-000630-S	M6X30 BLT W/S PAS	2	*
220	028-00405-B	M4X5 GSCR SKT CUP BLK	1	*
221	000-T00416-0C	M4X16 MSCR TH CRM	4	*
222	030-000825-SB	M8X25 BLT W/S BLK	3	*
223	030-000825-S	M8X25 BLT W/S PAS	8	*
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	8	*
228	000-T00416-0C	M4X16 MSCR TH CRM	10	*
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	*
232	030-000860-S	M8X60 BLT W/S PAS	4	*
233	068-852216-08	M8 WSHR 22OD FLT BLK	4	*

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ASSY - MAIN CABI (SRS-3000XUK)



(DETAILS ON COMPONENTS SHOWN ON THIS PAGE)

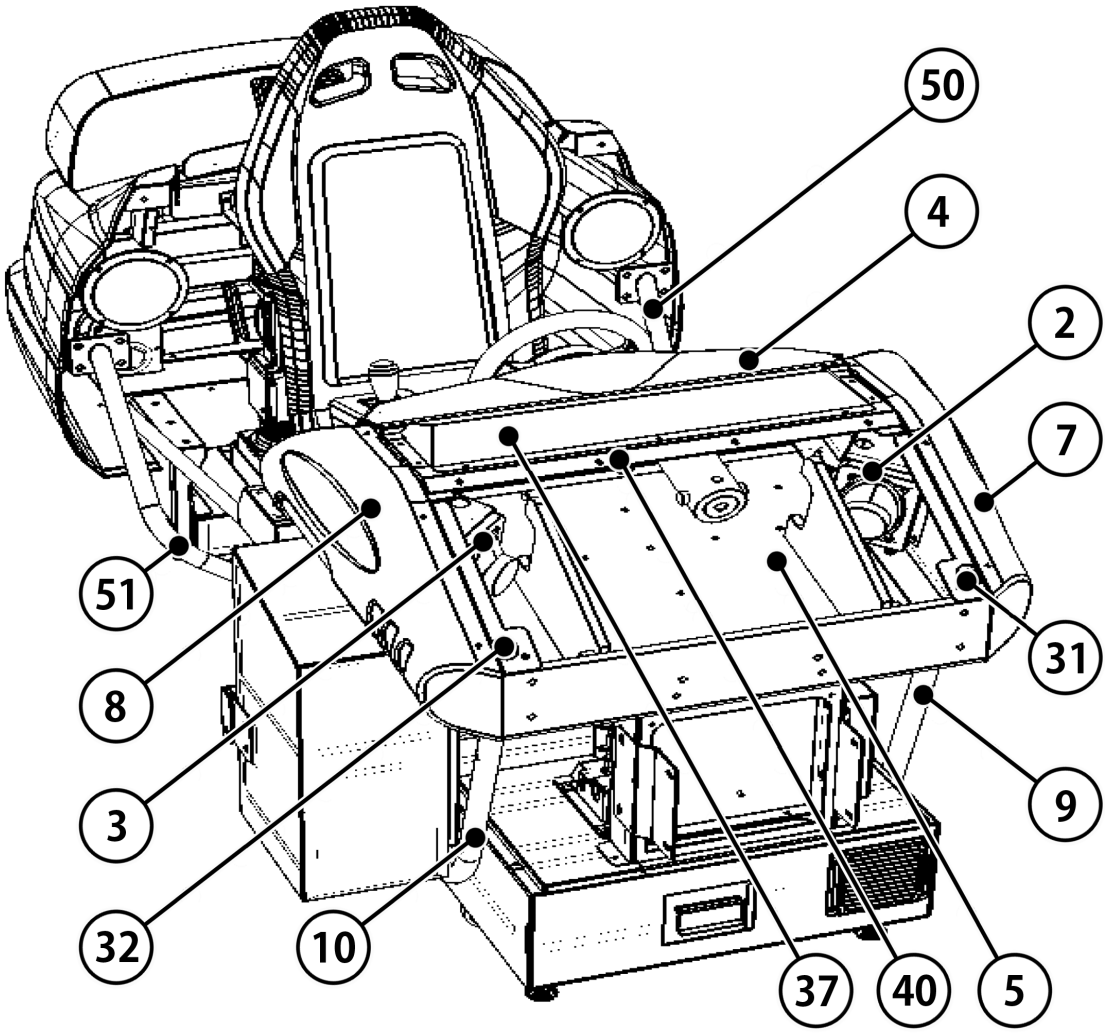
1	SRS-3020XUK	ASSY BASE BOX	1
6	SRS-1200UK	ASSY PEDAL BASE SRS	1
12	SRS-3500XUK	ASSY REAR CABI	1
13	SRS-2400	ASSY SEAT	1
24	SRS-3031XUK	FRONT FLOOR DX	1
25	SRS-3100UK	ASSY COIN CHUTE TOWER	1
51	SRS-3005UK	BARRIER R	1
53	SRS-3007UK	STRUT REAR R	1
54	SRS-3008UK	STRUT REAR CENTRE	1
55	SRS-3009UK	COVER STRUT L+R	2
56	SRS-3010UK	COVER STRUT REAR	1
57	SRS-5317UK	MUDFLAP SKIRT	2
58	SRS-5318UK	BRKT MUDFLAP SKIRT	2

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1	2		

ASSY - MAIN CABI (SRS-3000XUK)

(DETAILS ON COMPONENTS SHOWN ON THIS PAGE)

2	SRS-1550UK	ASSY SPEAKER L	1
3	SRS-1560UK	ASSY SPEAKER R	1
4	SRS-3200UK	ASSY CONTROL PANEL DX	1
5	SRS-1021UK	COCKPIT BASE	1
7	SRS-1150UK	ASSY SIDE POD L	1
8	SRS-1160UK	ASSY SIDE POD R	1
9	SRS-1023XUK	MONITOR STAND L	1
10	SRS-1024XUK	MONITOR STAND R	1
31	SRS-1025UK	COCKPIT SIDE L	1
32	SRS-1026UK	COCKPIT SIDE R	1
37	SRS-3041UK	COVER TOP COCKPIT	1
40	SRS-3001UK	BRKT SUPP CTRL PNL TOP	1
50	SRS-3004UK	BARRIER L	1
51	SRS-3005UK	BARRIER R	1



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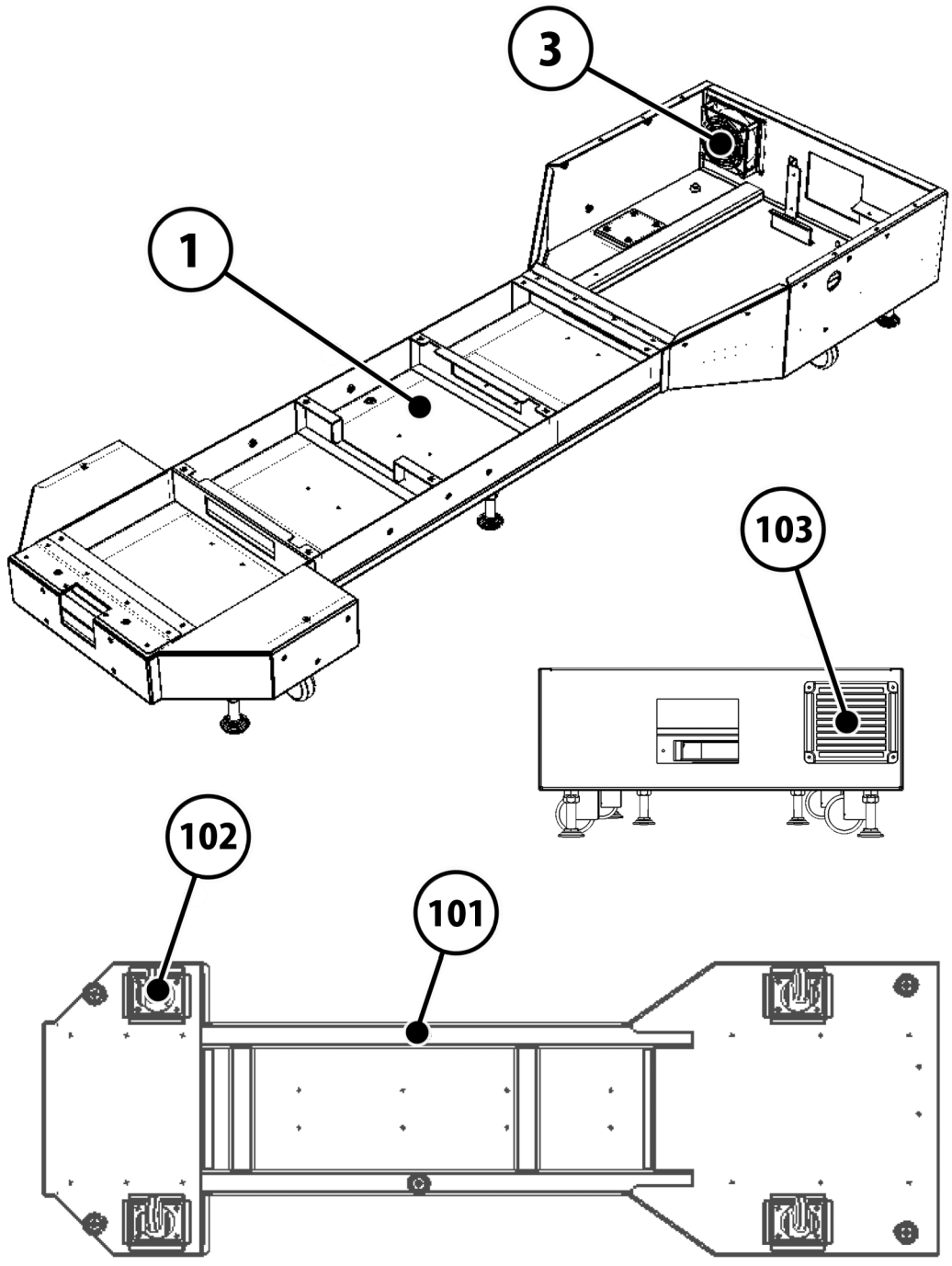
ASSY - BASE BOX (SRS-3020XUK)

No.	Component Part	Description	Quantity	
1	SRS-3021XUK	BASE BOX	1	
3	ST-1340UK	ASSY 240V FAN	1	
101	601-5699UK13-01	LEG ADJ M16X130 1L/NUT	6	
102	MA1019	CASTER 75	4	
103	253-5460-01	AIR VENT BLACK	1	
104	280-A01248-PM	ROUTER TWIST D12 SO4.8 PAN MED	6	*
105	280-A02048-PM	ROUTER TWIST D20 SO4.8PA	16	*
202	030-000620-S	M6X20 BLT W/S PAS	16	*
203	060-F00600	M6 WSHR FORM A FLT PAS	16	*
204	000-T00416-0B	M4X16 MSCR TH BLK	4	*
301	SRS-65023UK	WH PEDAL EXT	1	*
302	SRS-65053UK	WH BASE BOX	1	*
303	SRS-65061UK	WH GAMEBOARD TO CVT BD	1	*
304	SRS-65067UK	WH MOTION SEAT LIMIT	1	*
305	SRS-65070UK	WH EUROPA POWER	1	*
306	600-9010-44K	WH EARTH 100mm M4 M4	1	*
307	600-9030-44K	WH EARTH 300mm M4 M4	1	*

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ASSY - BASE BOX (SRS-3020XUK)

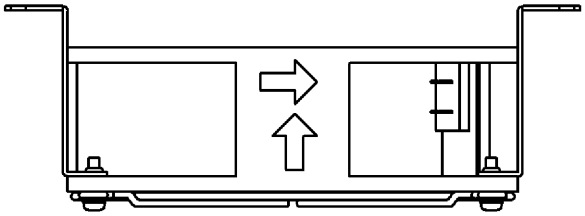


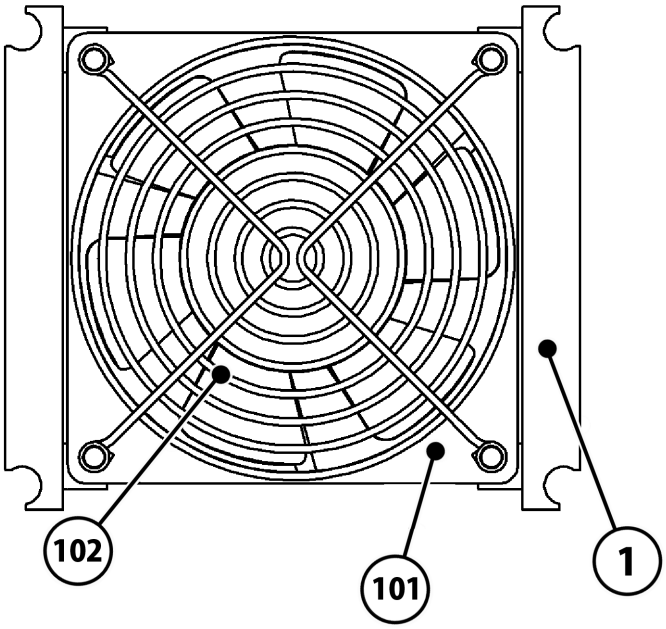
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ASSY - 240V FAN (SRS-1340UK)

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	*

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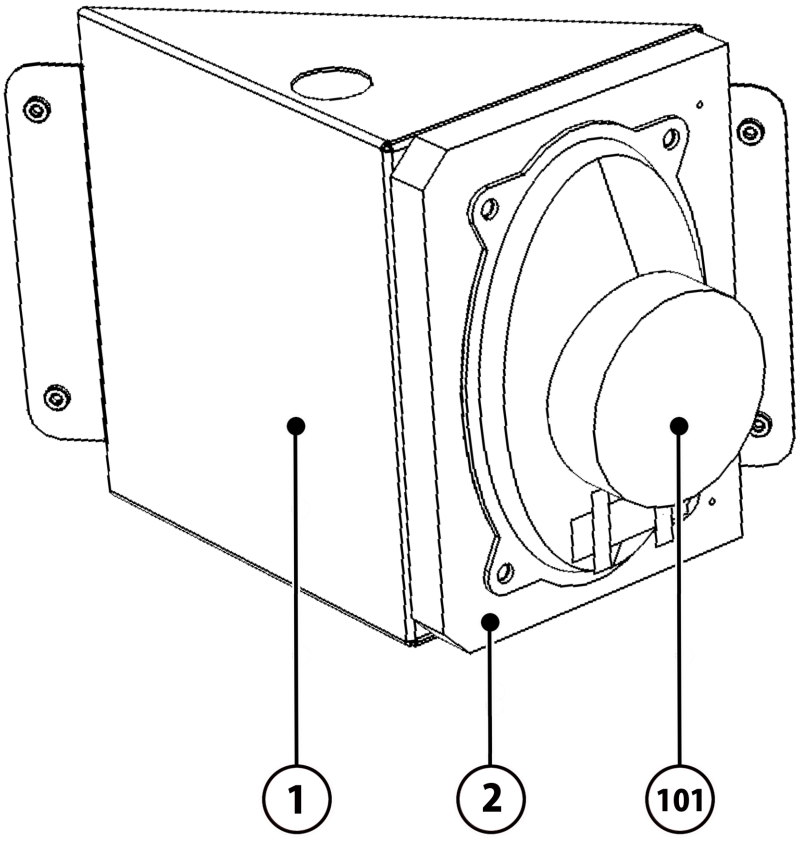


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ASSY - SPEAKER L (SRS-1550UK)

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



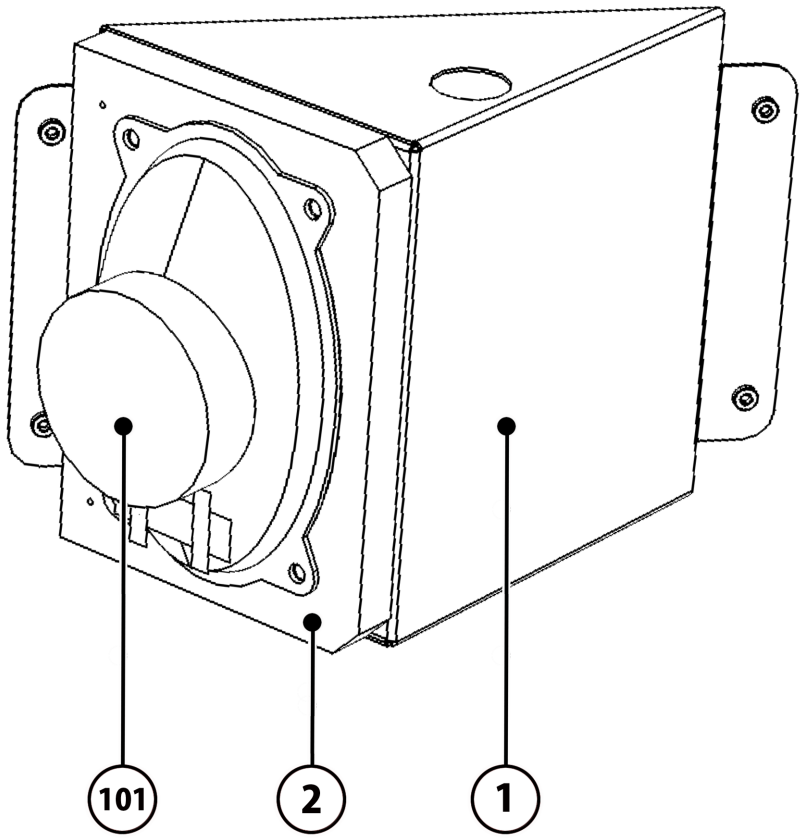
NOTE THAT THE COMPONENTS USED FOR BOTH SRS-1550UK AND SRS-1560UK ARE THE SAME, AND THE ONLY DIFFERENCE BETWEEN THE TWO ASSEMBLIES IS IN THAT THE LOUDSPEAKER IS FITTED IN THE OPOSITE DIRRECTION.

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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 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.

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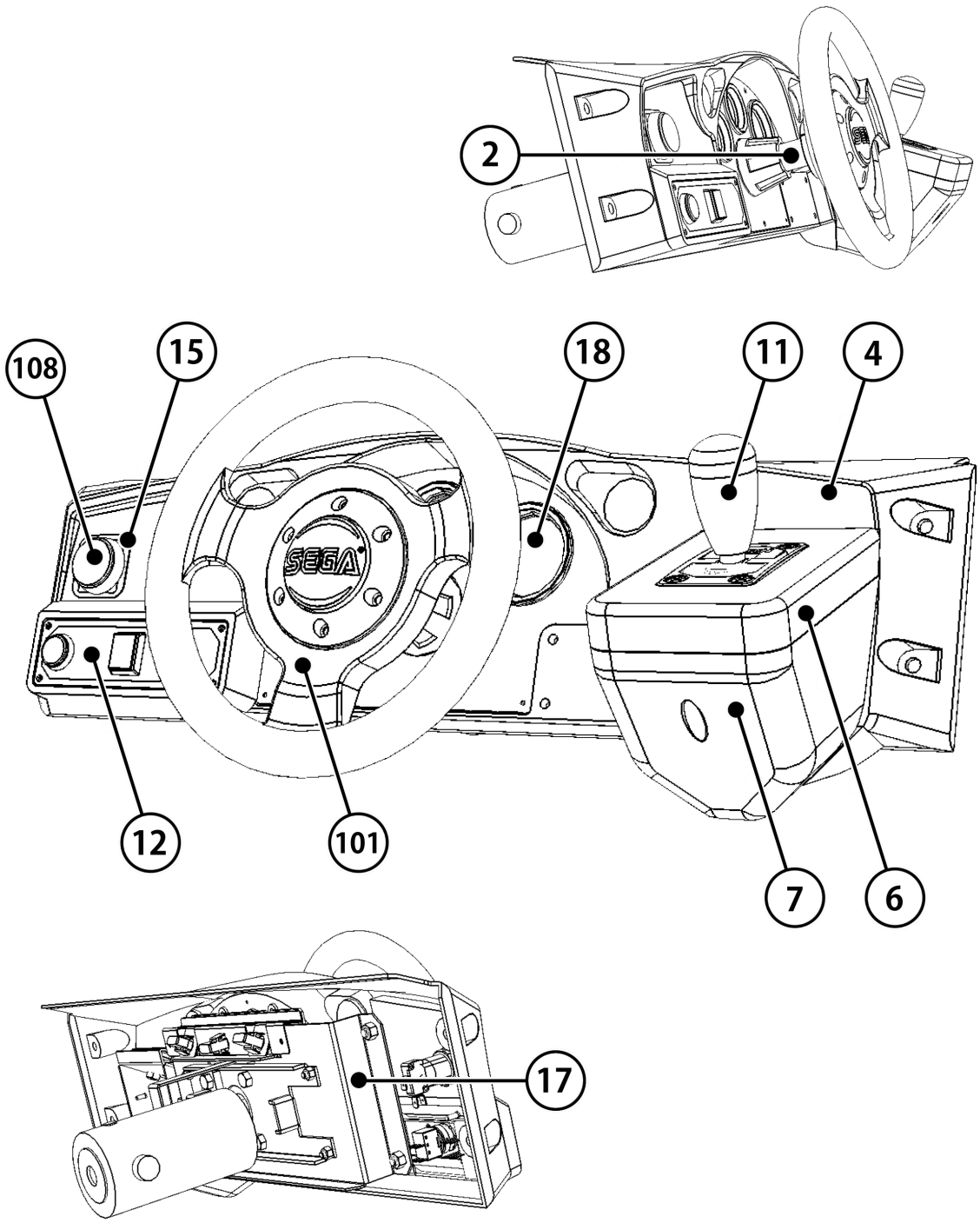
ASSY - CONTROL PANEL DX (SRS-3200UK)

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	
109	LT1054	LED CLUSTER WHT 161-12103-9	3	*
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 20OD FLT PAS	4	*
219	050-U00600	M6 NUT NYLOK PAS	4	*
220	068-441616	M4 WSHR 16OD FLT PAS	6	*
302	SRS-60021UK	WH BTN PLATE	1	*
303	SRS-65017UK	WH CTRL PNL EXTN	1	*
304	SRS-65071UK	WH CTRL PNL ILLUMINATION	1	*
305	SRS-65072UK	WH MOTION STOP BUTTON	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	*

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ASSY - CONTROL PANEL DX (SRS-3200UK)

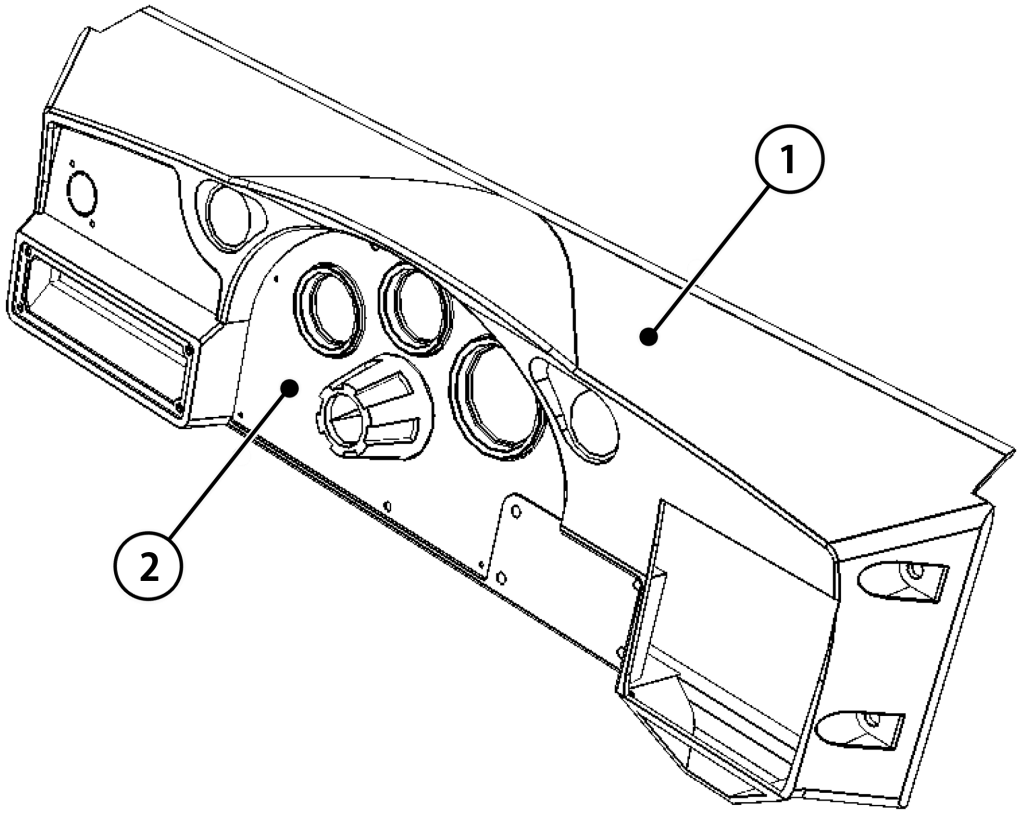


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ASSY - CONTROL PANEL COVER DX

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	*

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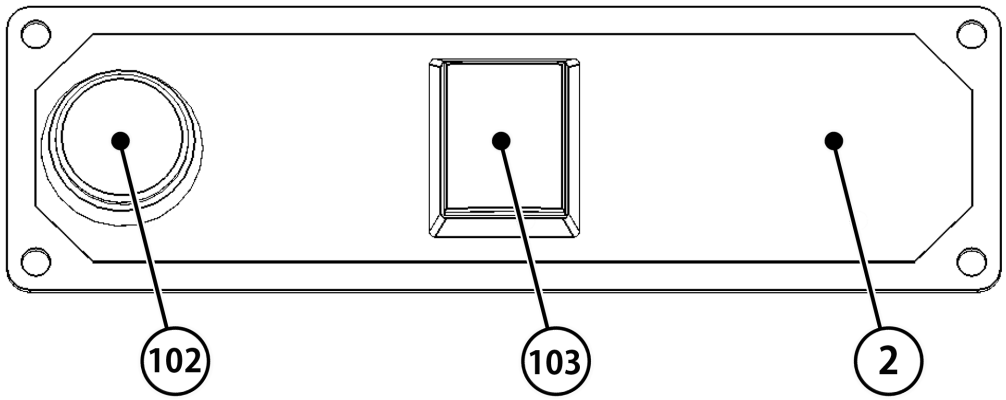
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1 2 4 12 ASSY - CONTROL PANEL SW PLATE

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



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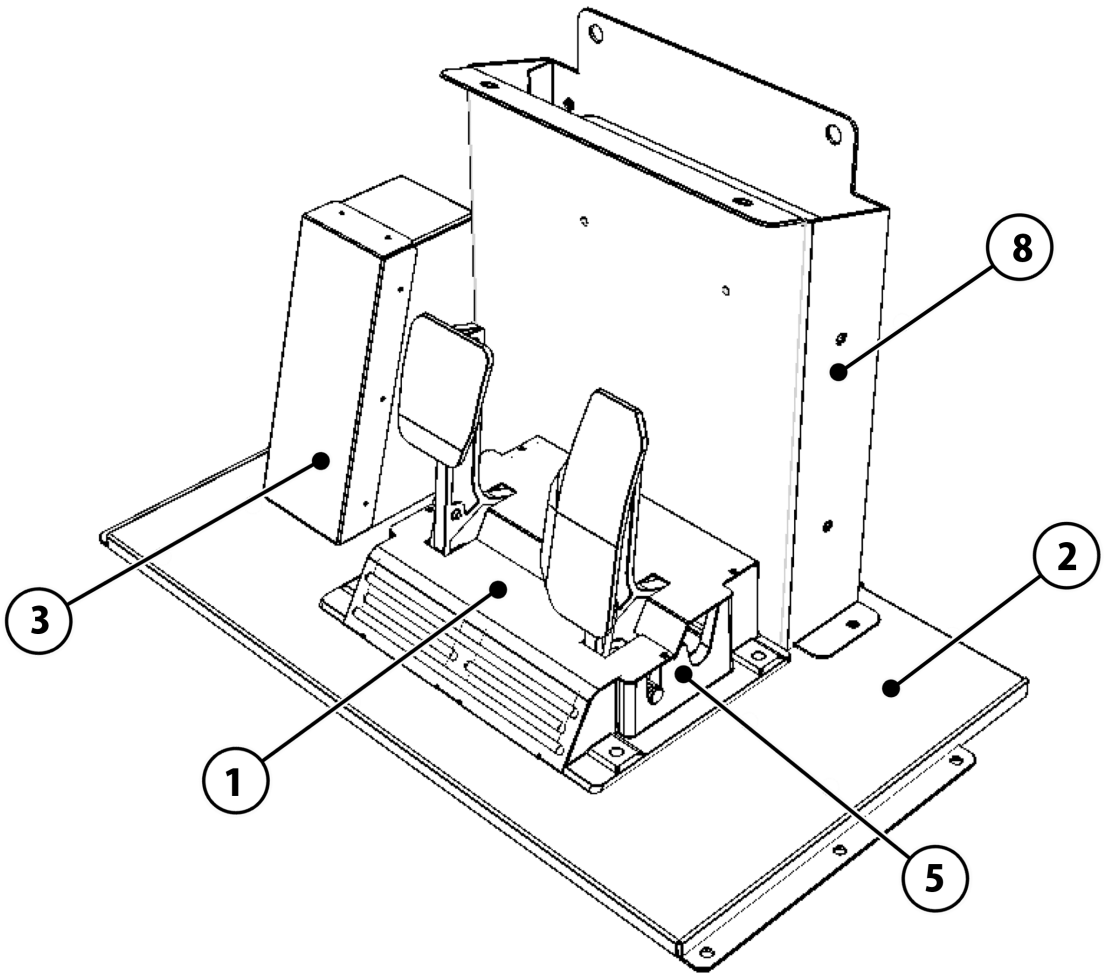
ASSY - PEDAL BASE SRS (SRS-1200UK)

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 22OD 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

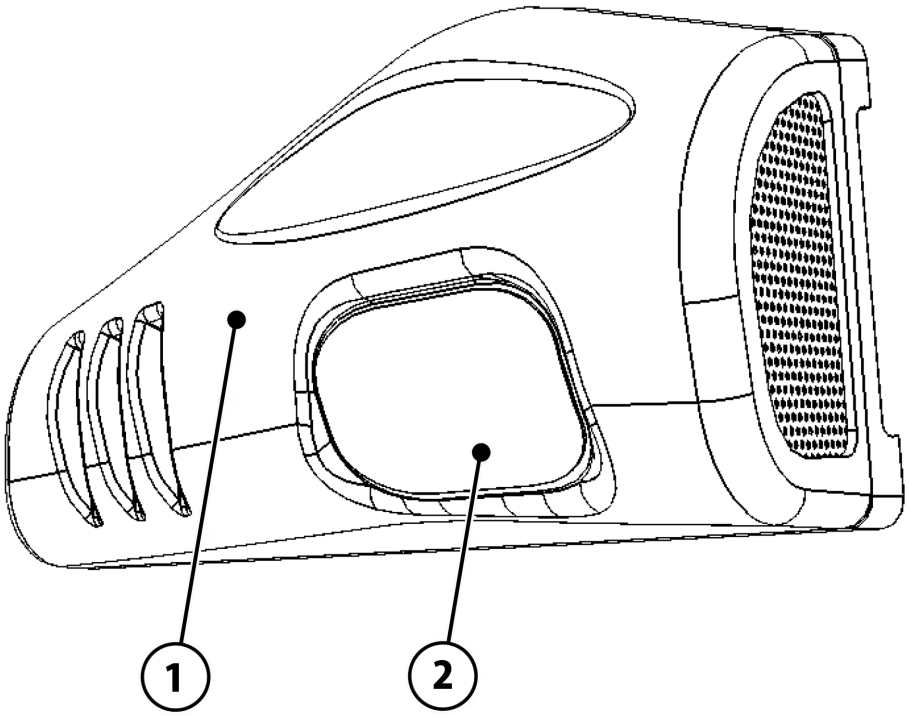
ASSY - PEDAL BASE SRS (SRS-1200UK)



A	B	C	D
1	2	7	

ASSY - SIDE POD L (SRS-1150UK)

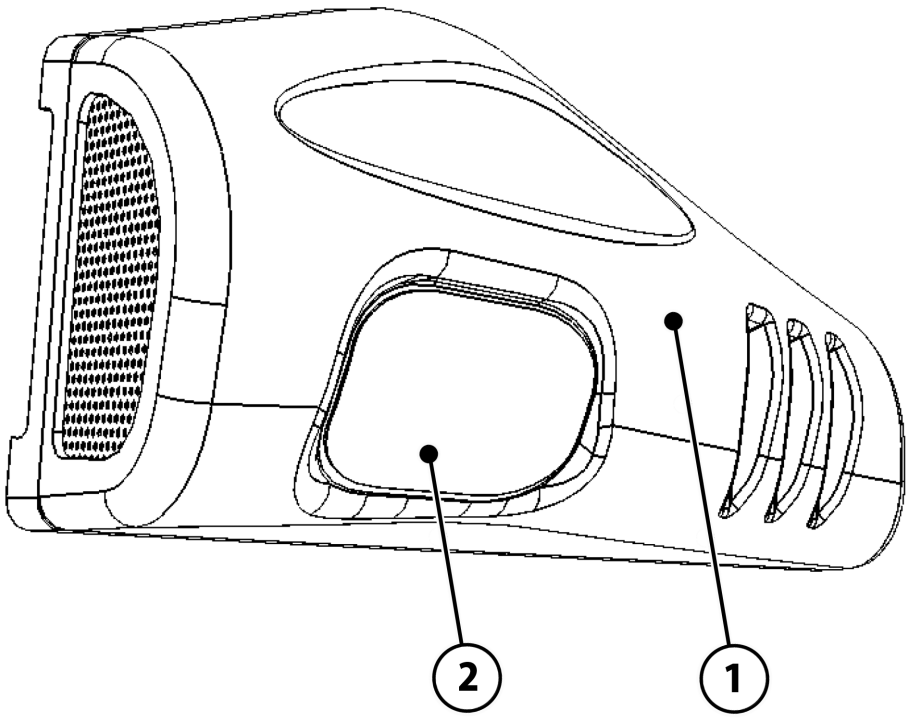
No.	Component Part	Description	Quantity
1	SRS-1151UK	SIDE POD L	1
2	SRS-1152UK	STICKER SIDE POD	1



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-3500XUK)

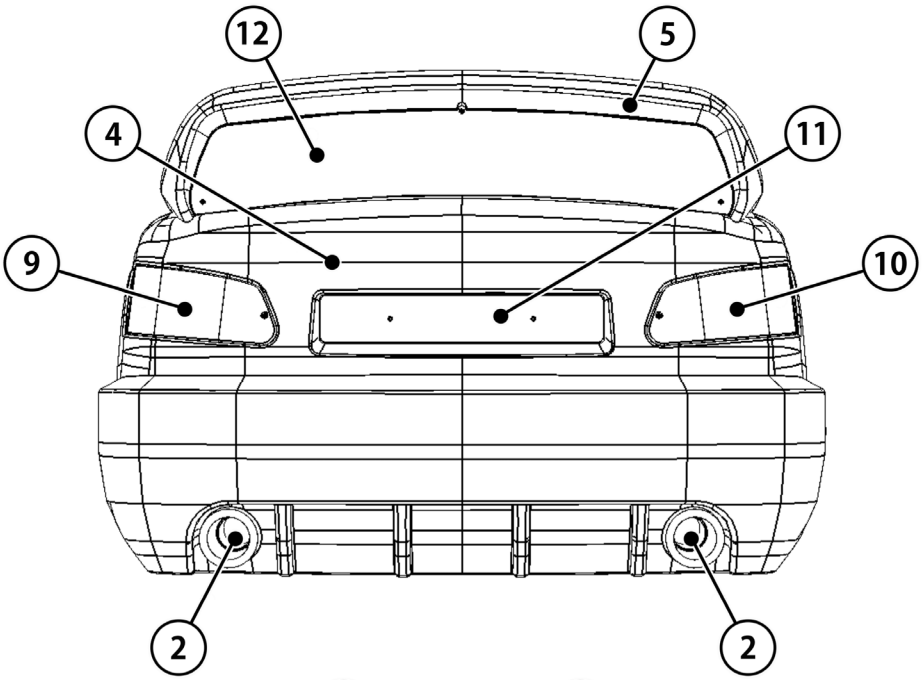
No.	Component Part	Description	Quantity	
1	SRS-3651X-AUK	ASSY CABI REAR MAIN BLANK	1	
2	SRS-3530UK	ASSY TAIL PIPE	2	
3	SRS-3550UK	ASSY TAIL LIGHT	2	
4	SRS-3601XUK	FORMING FAIRING RALLY	1	
5	SRS-3850UK	ASSY SPOILER	1	
8	SRS-3506UK	BRKT SUPP NUM PLATE	1	
9	SRS-3508UK	TAIL LIGHT LENS OUTER L	1	
10	SRS-3509UK	TAIL LIGHT LENS OUTER R	1	
11	SRS-3511UK	NUMBER PLATE	1	
12	SRS-3804UK	PLATE DISPLAY SPOILER	1	
15	SRS-3514UK	BRACE REAR FAIRING	1	
16	SRS-3515UK	CAP L REAR FAIRING	1	
17	SRS-3516UK	CAP R REAR FAIRING	1	
101	130-016-04060WP	SPKR 4OHM 60W VIS FR16WP	2	
102	130-004-075W	WOOFER 4OHM 75W VIS W 200 S	1	
103	253-5460-02	AIR VENT WHITE	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	*
205	000-T00512-0C	M5X12 MSCR POSI TH CRM	4	*
206	000-T00416-0B	M4X16 MSCR TH BLK	5	*
207	068-441616-0B	M4 WSHR 16OD FLT BLK	5	*
208	030-000650-S	M6X50 BLT W/S PAS	4	*
209	068-651616	M6 WSHR 16OD FLT PAS	6	*
210	008-T00412-0C	M4X12 TMP PRF TH CRM	4	*
211	000-P00425-WB	M4X25 MSCR PAN W/FS BLK	15	*
212	008-T00430-0C	M4X30 TMP PRF TH CRM	4	*
213	030-000630-SB	M6X30 BLT W/S BLK	10	*
214	068-651616-0B	M6 WSHR 16OD FLT BLK	10	*
301	SRS-65057UK	WH REAR BRAKE LIGHTS	1	*
302	SRS-65058UK	WH REAR SPEAKER	1	*
*03	SRS-65054UK	WH REAR FAIRING FL EXT	1	*

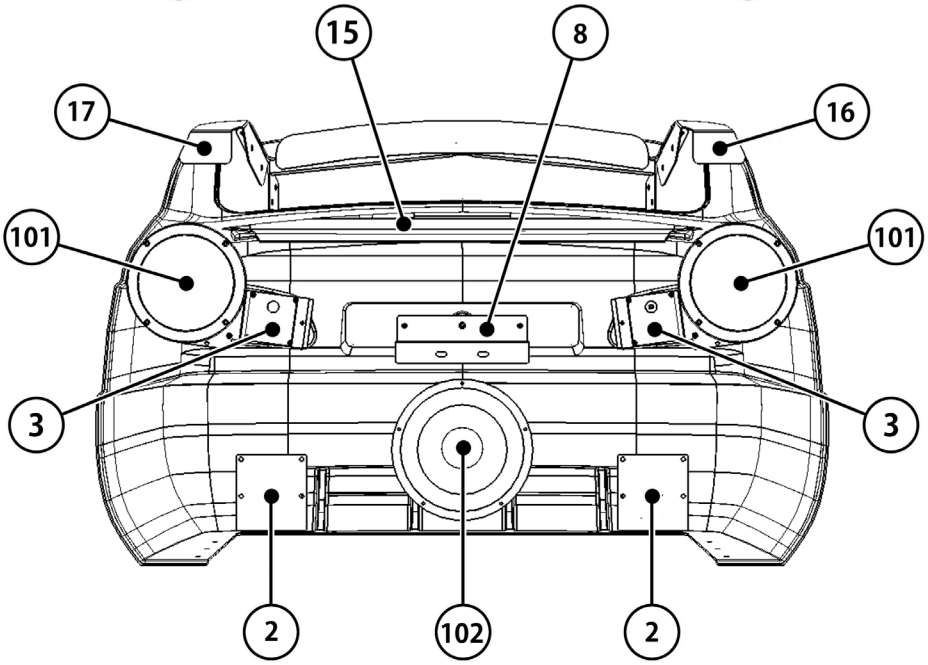
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A B C D
1 2 12

ASSY - REAR CABI (SRS-3500XUK)

VIEW FROM THE BACK OF CABINET



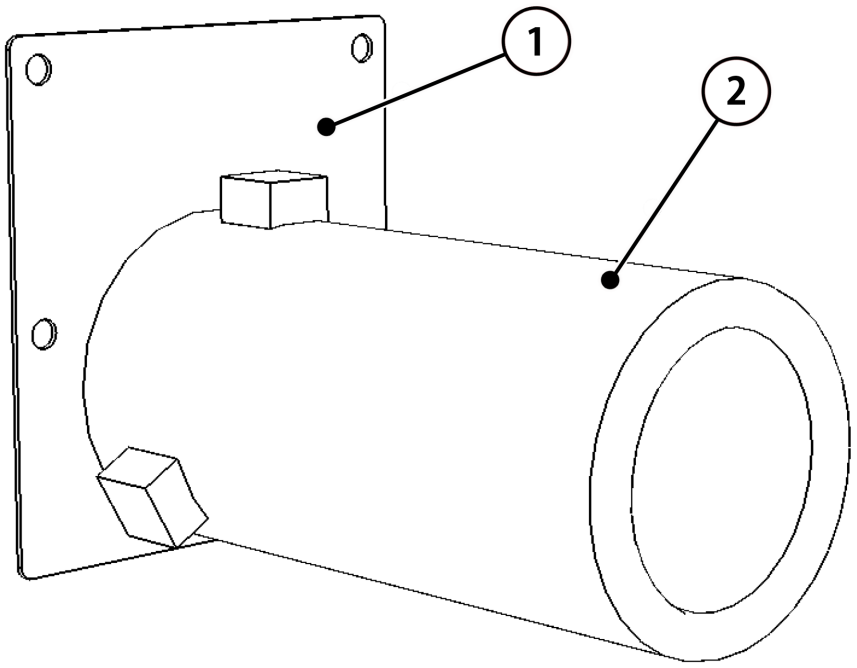


VIEW FROM THE INSIDE OF THE BACK OF CABINET

A B C D
1 2 12 2

ASSY - TAIL PIPE (SRS-3530UK)

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

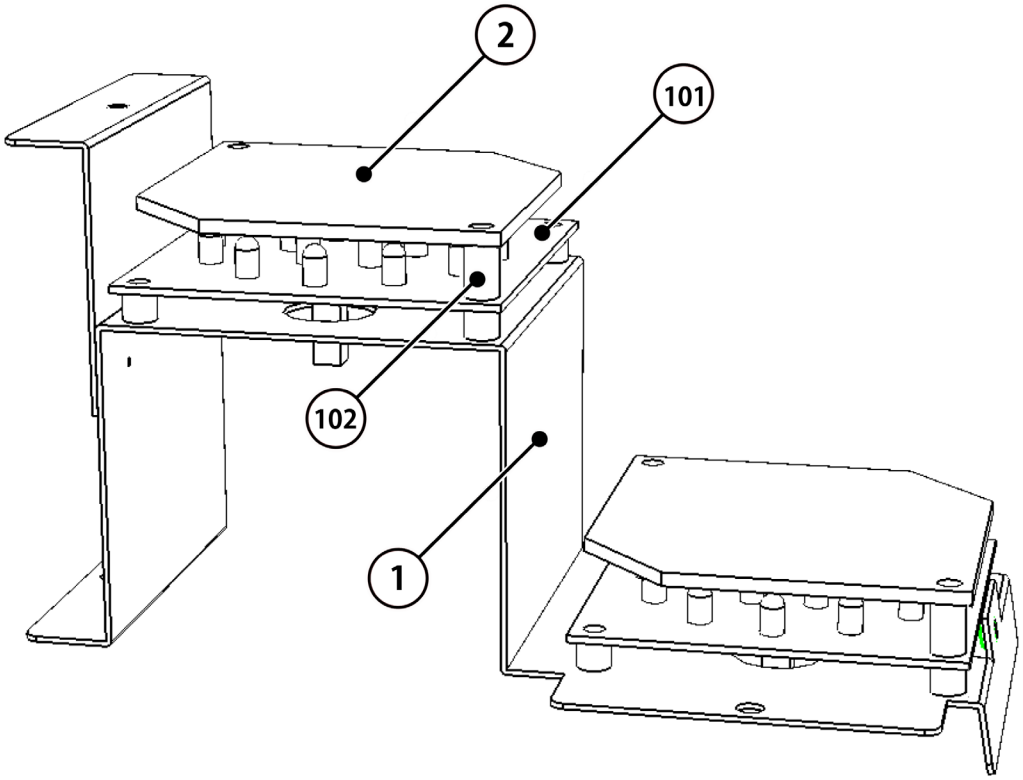


A B C D
1 2 12 3

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



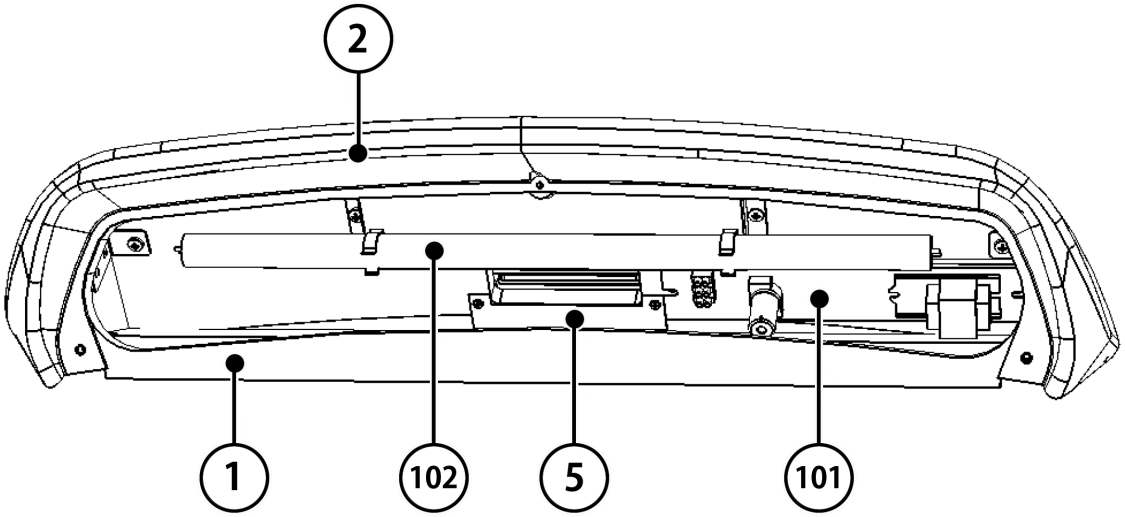
A B C D

1 2 12 5 ASSY - SPOILER (SRS-3850UK)

No.	Component Part	Description	Quantity	
1	SRS-3851UK	ASSY CABI SPOILER	1	
2	SRS-3801UK	FORMING SPOILER RALLY	1	
3	SRS-3503UK	BRKT FIX SPOILER L	1	*
4	SRS-3504UK	BRKT FIX SPOILER R	1	*
5	SRS-3505UK	BRKT LOWER SUPP SPOILER	1	
101	390-0240-18UK	FL TRAY 240V 18W	1	
102	390-0100-18DUK	FL TUBE 18W T8 600MM	1	
201	008-T00430-0C	M4X30 TMP PRF TH CRM	3	*
202	068-441616-0C	M4 WSHR 16OD FLT CRM	3	*
203	000-T00512-0C	M5X12 MSCR POSI TH CRM	2	*
204	012-P03512-F	N6X1/2" S/TAP FLG PAS	4	*
205	012-P00512	N10X1/2" S/TAP PAN PAS	2	*
206	000-P00416	M4X16 MSCR PAN PAS	2	*
207	060-F00400	M4 WSHR FORM A FLT PAS	2	*
208	000-P00408-W	M4X8 MSCR PAN W/FS PAS	2	*
301	SRS-65056UK	WH REAR FAIRING FL TUBE	1	*

* NOT SHOWN

A B C D
1 2 12 5 ASSY - SPOILER (SRS-3850UK)

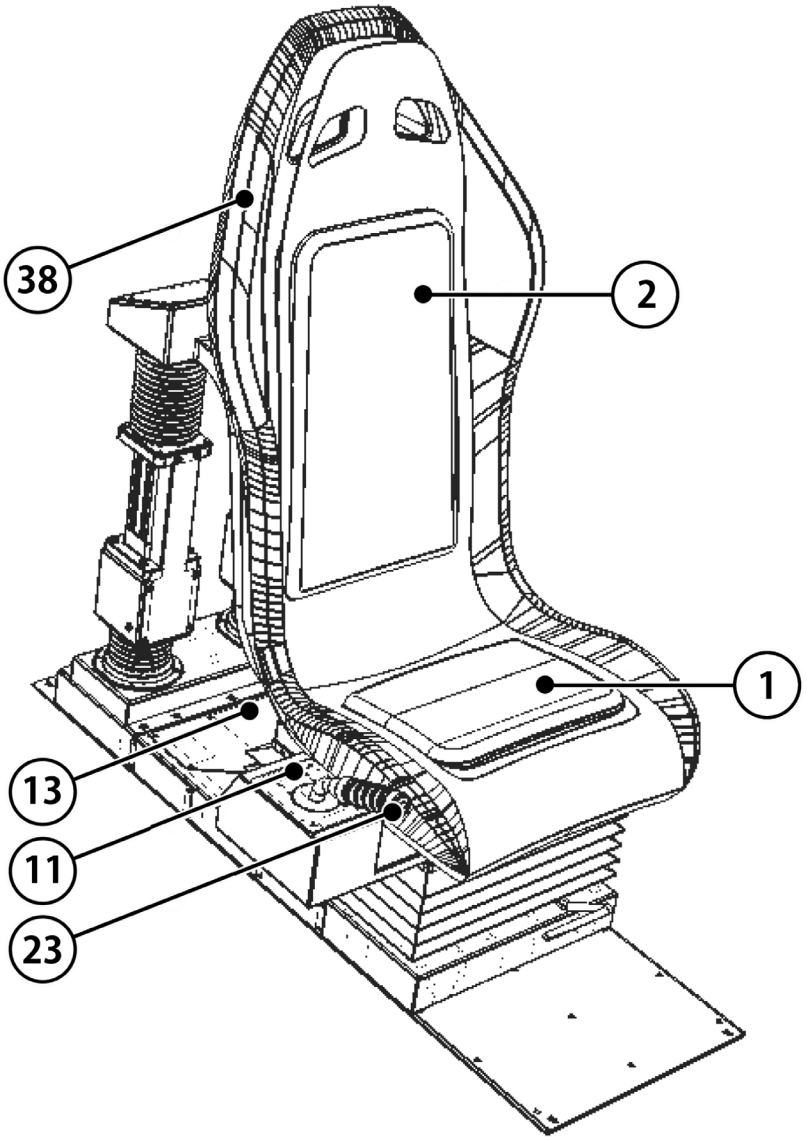


A B C D

1	2	13	

ASSY - SEAT (SRS-2400UK)

No.	Component Part	Description	Quantity	
1	SRS-2551UK	CUSHION SEAT BTM DX	1	
2	SRS-2552UK	CUSHION SEAT BACK DX	1	
11	SRS-2500UK	ASSY HANDBRAKE	1	***
13	SRS-2400	ASSY SEAT MECHANISM	1	***
23	SRS-2501UK	SRS HANDBRAKE HANDLE	1	***
38	SRS-5550-0R	SEAT RACING W/O CUSIONS RED	1	***



A	B	C	D
1	2	14	

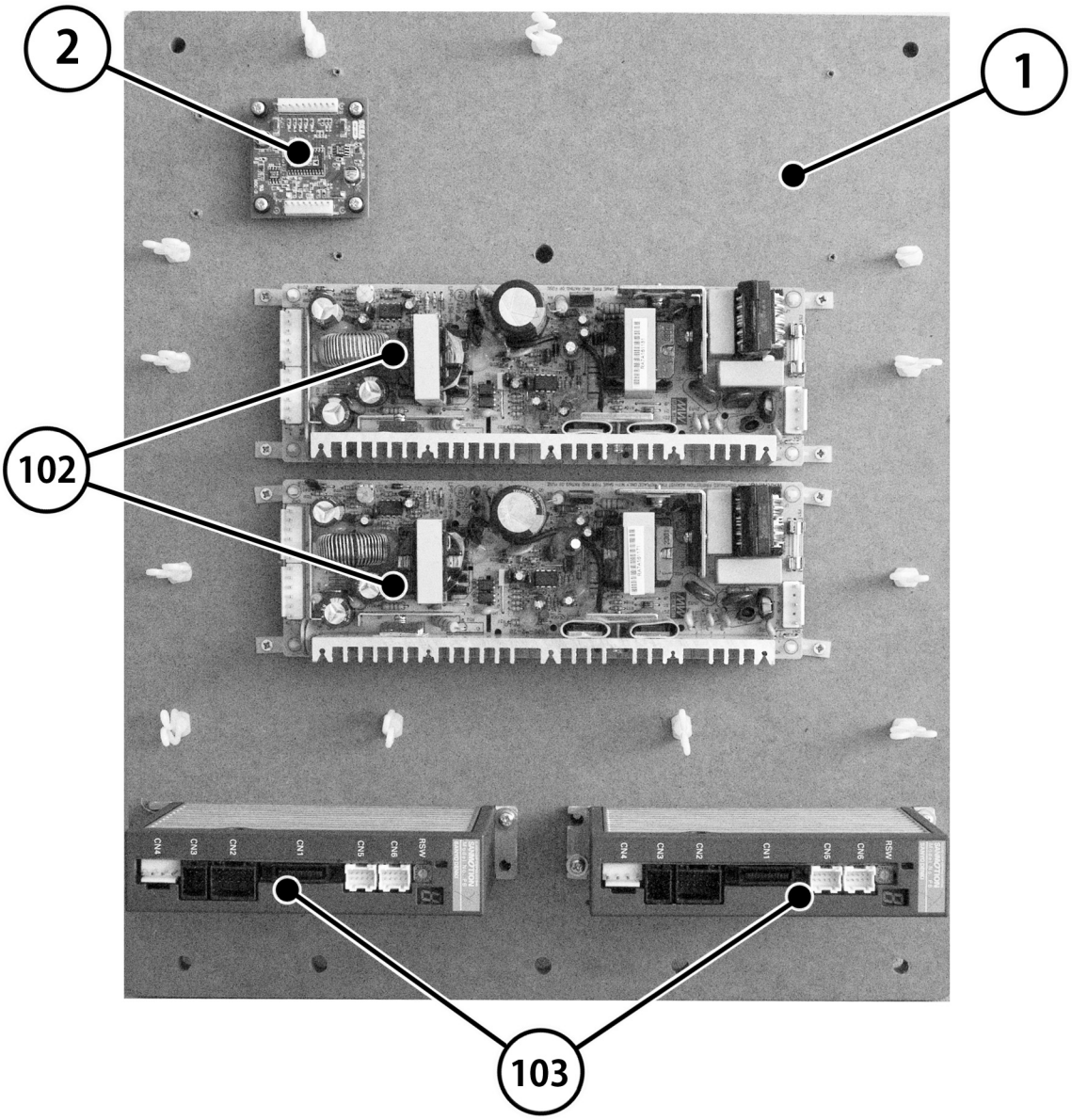
ASSY - ELEC COCKPIT (SRS-4300UK)

No.	Component Part	Description	Quantity	
1	SRS-4301UK	WOODEN BASE COCKPIT	1	
101	839-1359	SERIAL CVT BD	1	
102	400-150-048-01	PSU 48VDC 150W MW LPP-150-48	2	
103	838-14830	MOTOR DRIVE BD SRS	2	
301	SRS-65062UK	WH DC PB MOTOR AMP	1	*
302	SRS-65063UK	WH CVT BD SIGNAL IN	1	*
303	SRS-65064UK	WH AC PB MOTOR AMP	1	*
305	SRS-65066UK	WH PB MOTOR AMP SIGNAL IN	1	*

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A	B	C	D
1	2	14	

ASSY - ELEC COCKPIT (SRS-4300UK)

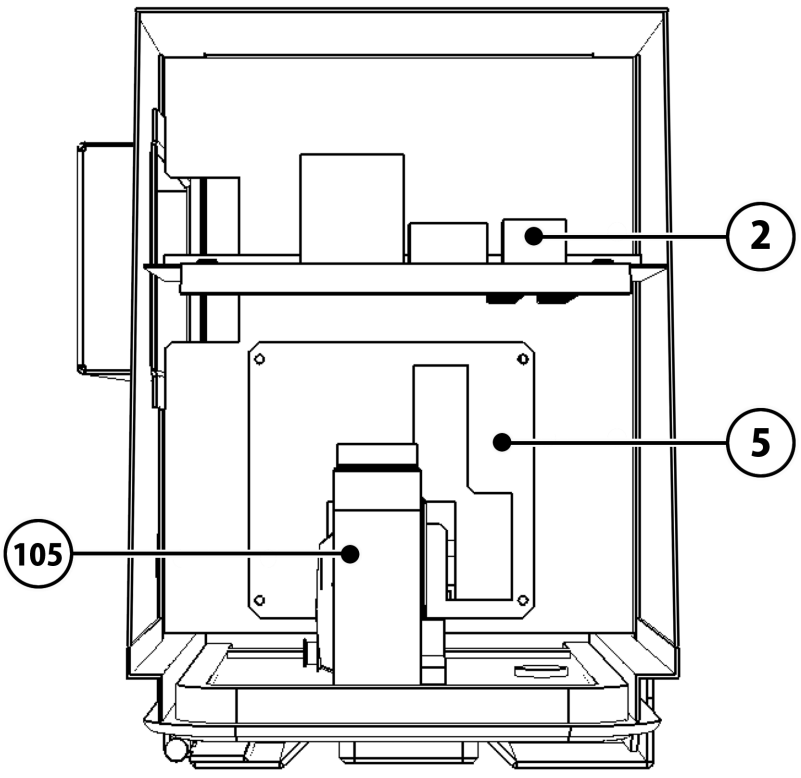


A B C D
1 2 15

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	*

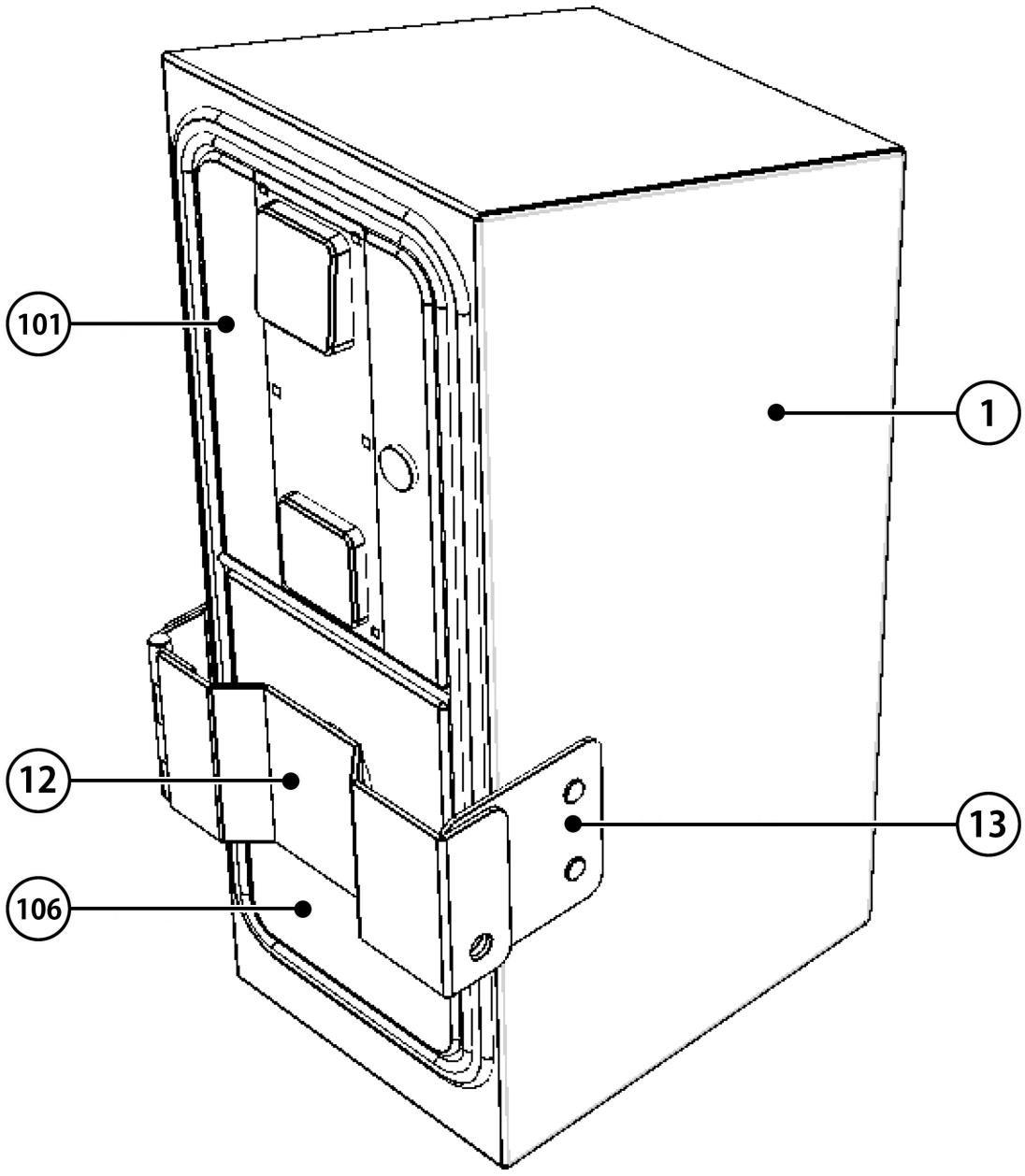
* NOT SHOWN



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'

No.	Component Part	Description	Quantity
1	SRS-5000UK	ASSY BILLBOARD	1
4	SRS-0054UK	JOINT BRKT	2
14	PK0445	BOX BILLBOARD SRS DX	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
201	030-000620-SB	M6X20 BLT W/S BLK	4
202	068-651616-0B	M6 WSHR 16OD FLT BLK	4
203	030-000825-SB	M8X25 BLT W/S BLK	4
204	068-852216-0B	M8 WSHR 22OD FLT BLK	4
402	420-0005-01UK	SERVICE MANUAL SRS DX	1
403	OS1019	SELF SEAL BAG 9X12.3/4	3
404	540-0006-01	WRENCH M4 TMP PRF	1
408		DECLARATION OF CONFORMITY	1

A B C D
1 401 1

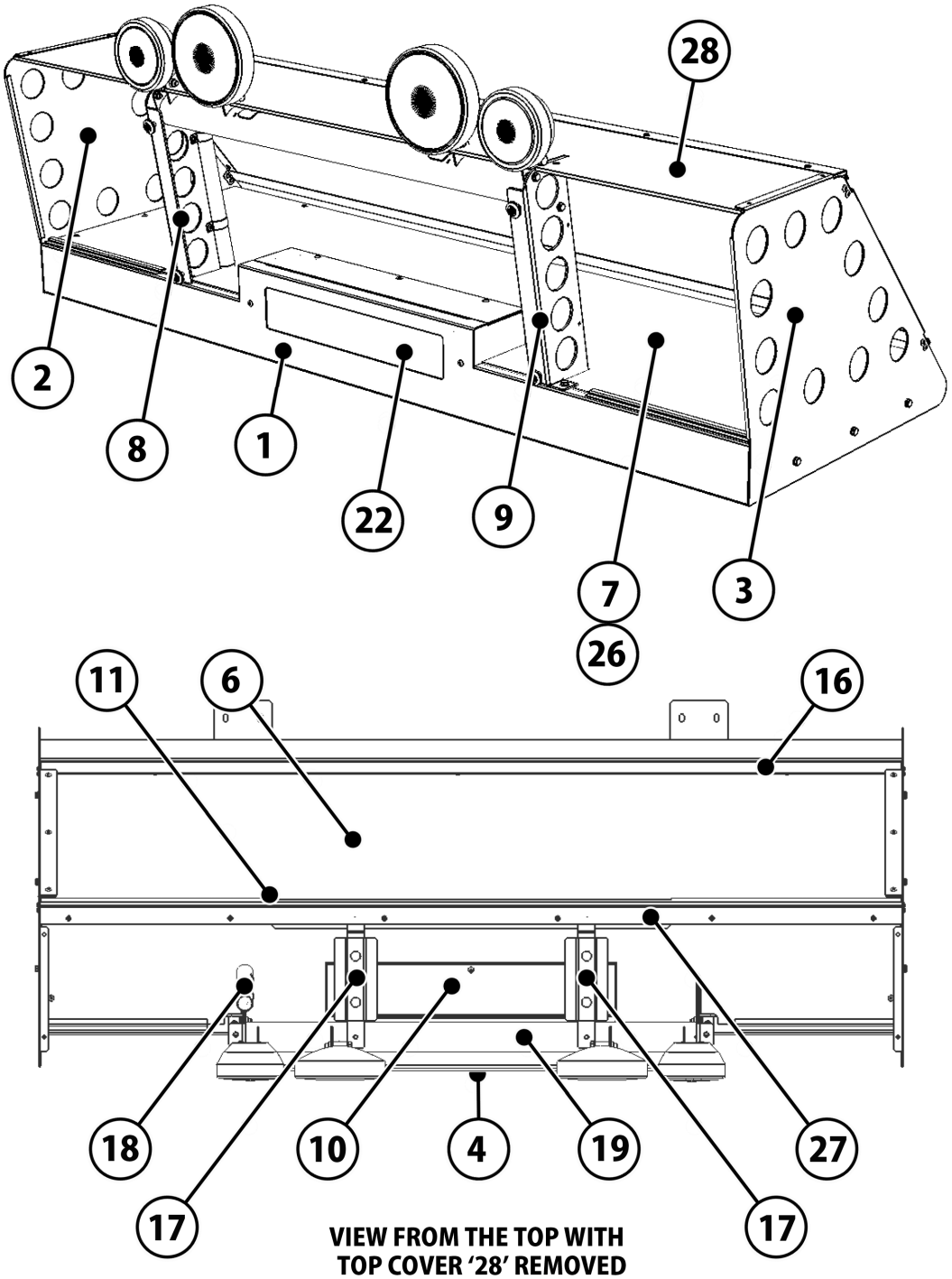
ASSY - BILLBOARD (SRS-5000UK)

No.	Component Part	Description	Quantity	
1	SRS-5001UK	BILLBOARD BASE	1	
2	SRS-5004UK	SIDE CHEEK LHS	1	
3	SRS-5005UK	SIDE CHEEK RHS	1	
4	SRS-5006UK	BILLBOARD FRONT PLATE	1	
6	SRS-5007UK	PANEL REAR	1	
7	SRS-5009UK	COVER LIGHT	1	
8	SRS-5010UK	BILLBOARD SUPPORT LHS	1	
9	SRS-5011UK	BILLBOARD SUPPORT RHS	1	
10	SRS-5013UK	COVER LEADER UNIT	1	
11	SRS-5014UK	PANEL REAR RETAINER UPPER	1	
12	SRS-5015UK	NUT BRKT ASSY	2	*
16	SRS-5017UK	PANEL REAR RETAINER LOWER	1	
17	SRS-5018UK	SUPPORT BRACE	2	
18	SRS-5021UK	CABLE GUIDE	1	
19	SRS-5100UK	LAMP BRACE ASSY	1	
20	CTF-1002UK	WASHER CTF	4	*
21	SRS-0253UK	RETAINER RACE LEADER	1	*
22	SRS-0252UK	RACE LEADER	1	
23	LB1102	STICKER DANGEROUS VOLTAGE	1	*
24	LB1104	STICKER CAUTION, HOT SURFACE	1	*
26	SRS-5200UK	LIGHT TRAY ASSY	1	
27	SRS-5026UK	TOP POP SUPPORT	1	
28	SRS-5027UK	TOP COVER	1	
104	280-A01013-PM	D10 S012.7 PAN M RICHCO STL-3	2	*
105	390-8300-RE-UK	CCFL KIT RED 410-30SR-0	1	*
201	000-T00616-0B	M6X16 MSCR TH BLK	10	*
202	FAS-290034	M5X15 LH CAP SCR STN	4	*
203	000-T00410-0B	M4X10 MSCR TH BLK	32	*
204	030-000616-SB	M6X16 BLT W/S BLK	4	*
205	050-F00600	M6 NUT FLG SER PAS	7	*
206	068-652016	M6 WSHR 20OD FLT PAS	7	*
207	060-F00600-0B	M6 WSHR FORM A FLT BLK	10	*
208	050-C00600-3B	M6 NUT DOME TYPE 3 BLK	2	*
209	000-T00408-0B	M4X8 MSCR TH BLK	2	*
210	050-F00400	M4 NUT FLG SER PAS	3	*
212	060-F00400-0B	M4 WSHR FORM A FLT BLK	10	*
213	000-T00416-0B	M4X16 MSCR TH BLK	4	*
214	050-C00400-3B	M4 NUT DOME TYPE 3 BLK	4	*
301	SRS-65059UK	WH BILLBOARD	1	*
302	SRS-65060UK	WH HEAD LIGHTS	1	*

* NOT SHOWN

A	B	C	D
1	401	1	

ASSY - BILLBOARD (SRS-5000UK)

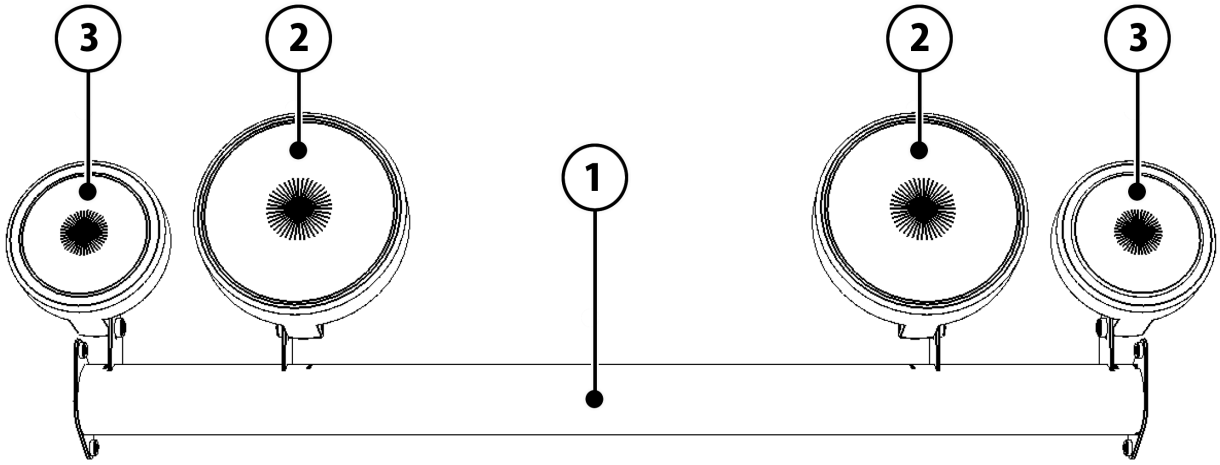


A B C D
1 401 1 19

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

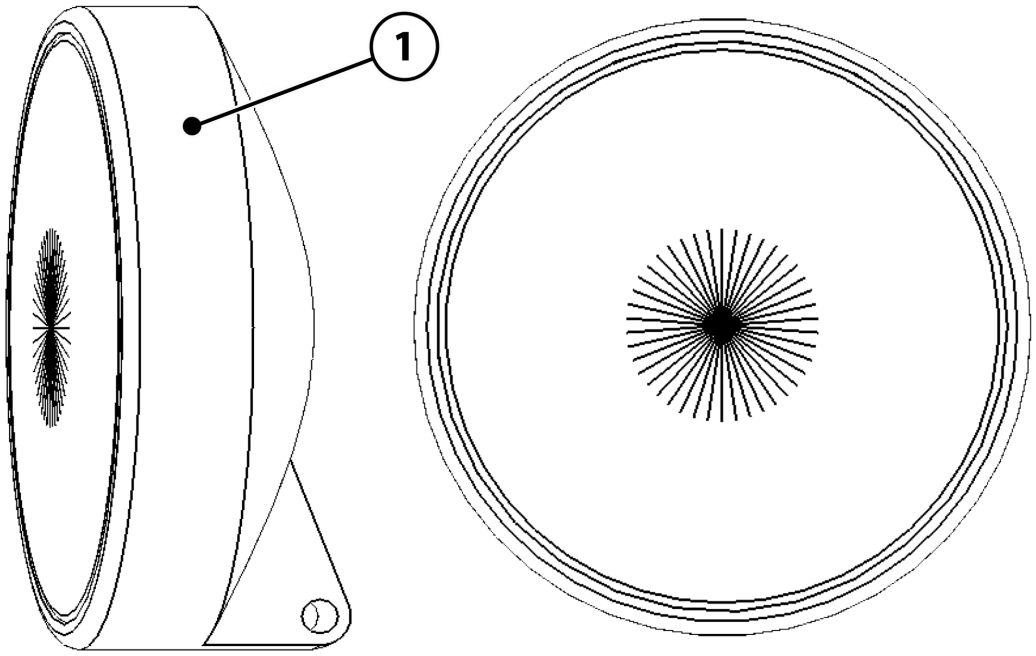


A B C D
1 401 1 19 2

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



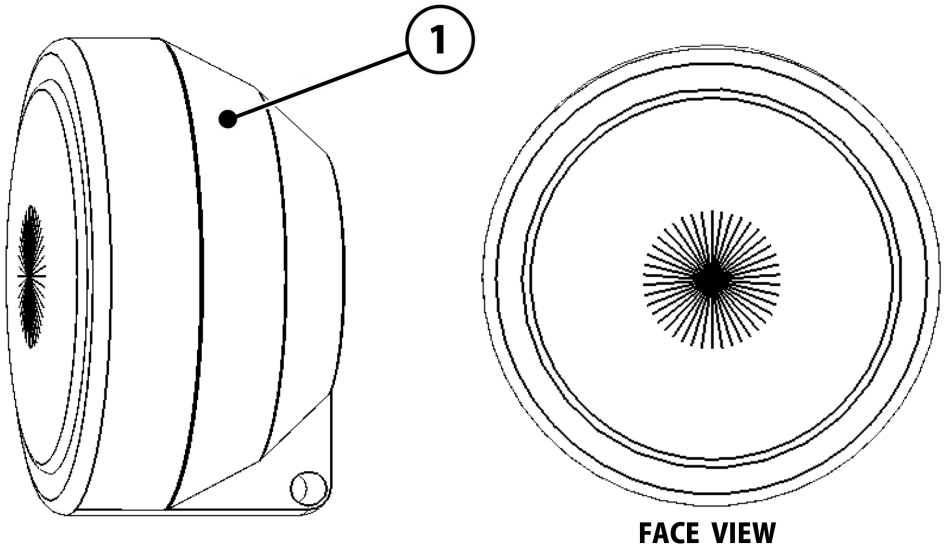
FACE VIEW

A B C D
1 401 1 19 3

LAMP UNIT - SMALL (SRS-5120UK)

No.	Component Part	Description	Quantity	
1	EP1397	LAMP SPOT SMALL BRL056 PAIR	0.5	
301	SRS-65073UK	WH SPOT LAMP	1	*

* NOT SHOWN



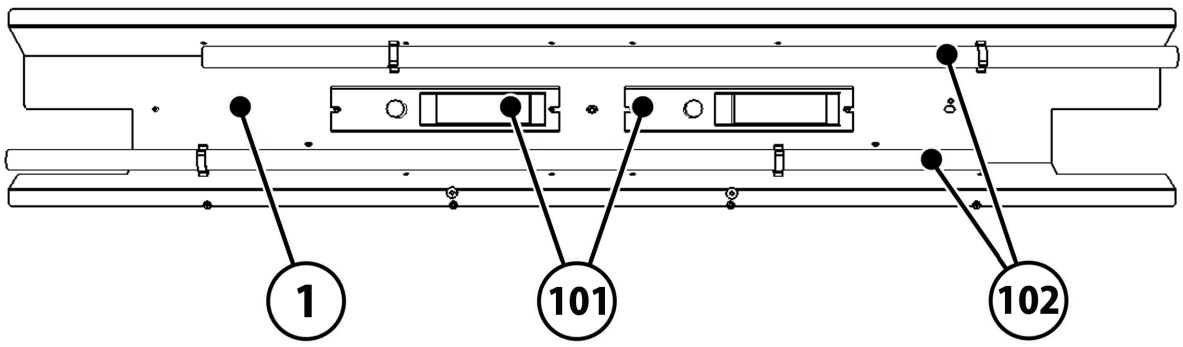
FACE VIEW

A B C D

1 401 1 26 ASSY - LIGHT TRAY (SRS-5200UK)

No.	Component Part	Description	Quantity	
1	SRS-5025UK	LIGHT TRAY ASSY	1	
2	LB1102	STICKER DANGEROUS VOLTAGE	1	*
3	LB1104	STICKER CAUTION, HOT SURFACE	1	*
4	421-7501-10	STICKER FL 40W	2	*
101	390-0240-40UK	FL TRAY 240V 40W	2	
102	390-5695-40-GUK	FL TUBE 40W 1200x38MM T12	2	
201	050-F00400	M4 NUT FLG SER PAS	4	*
202	060-F00400	M4 WSHR FORM A FLT PAS	4	*
203	000-P00410-W	M4X10 MSCR PAN W/FS PAS	4	*

* 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

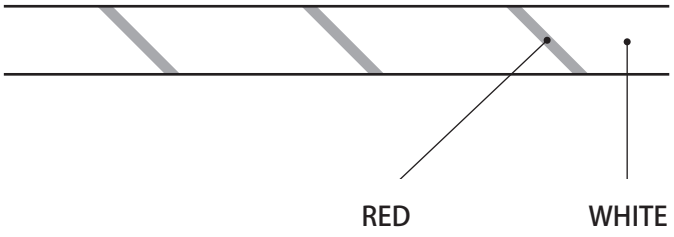
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

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.

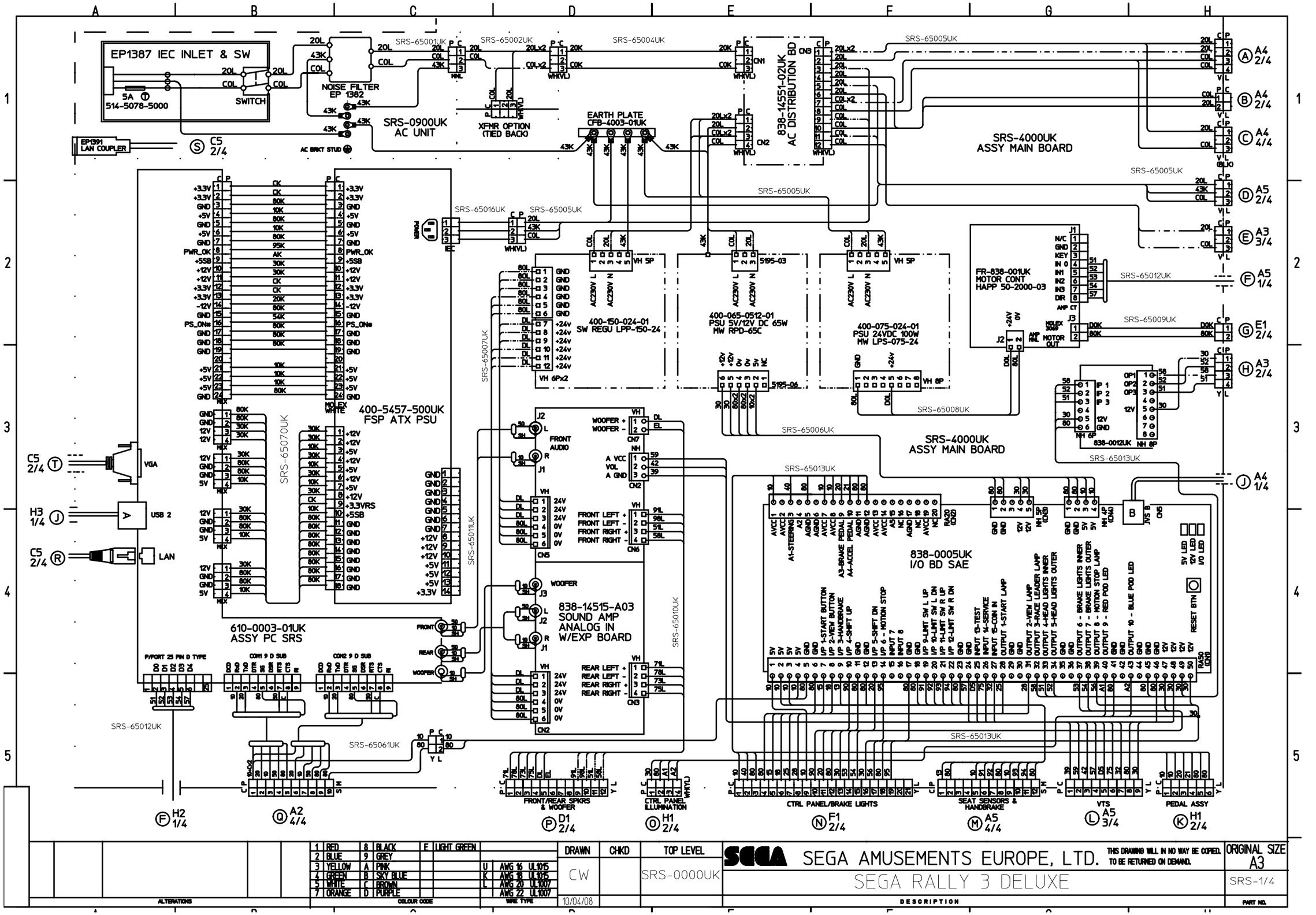
<Example> 51·····WHITE/RED

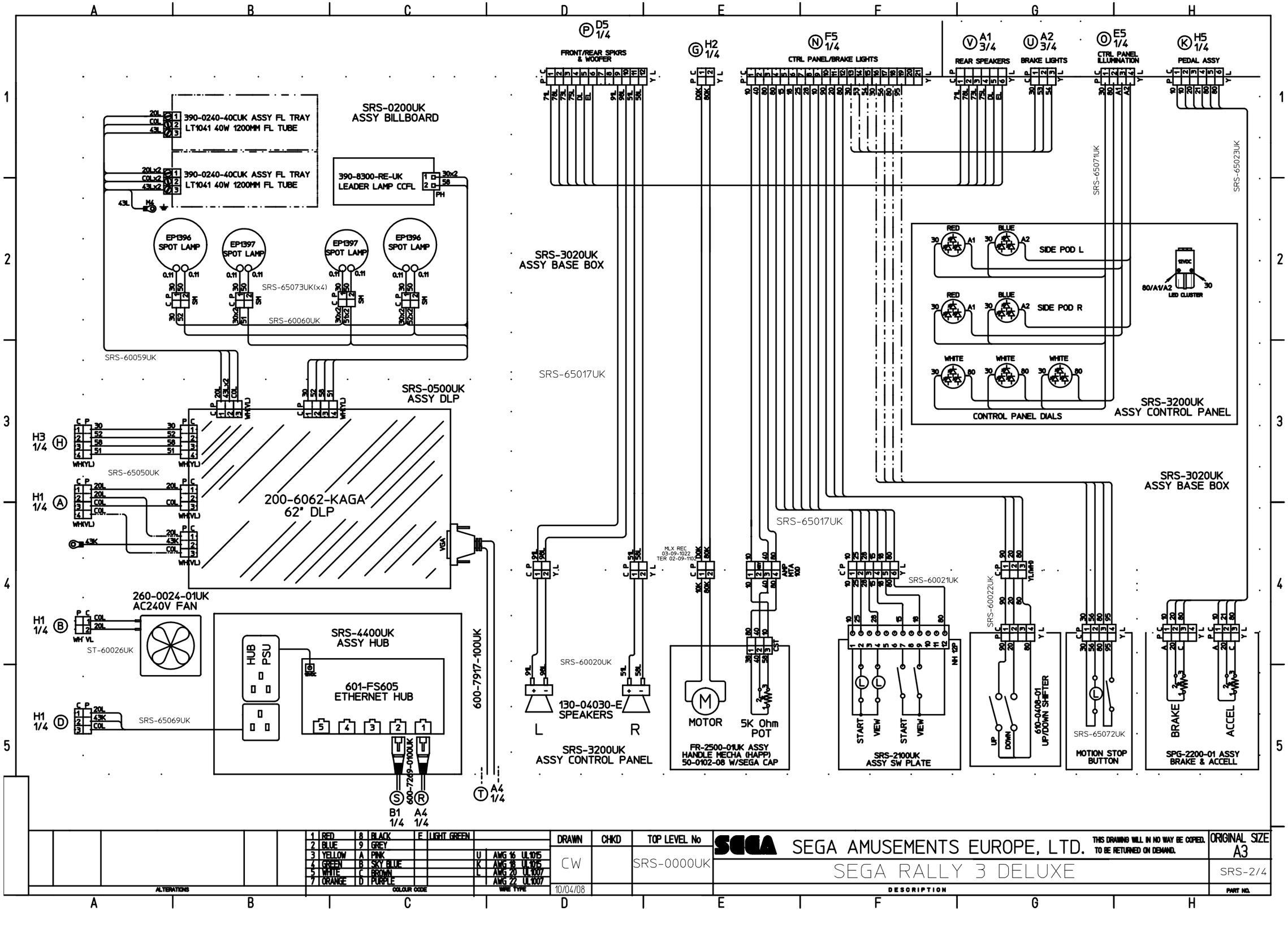


Note 2: The character following the wire color code indicates the size of the wire.

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

(D-1/4)


EP1387 IEC INLET & SW
5A
514-5078-5000
SWITCH
NOISE FILTER
EP 1382
SRS-0900UK
AC UNIT
XFMR OPTION
(TIED BACK)
EARTH PLATE
CFB-4003-01UK
838-14551-02UK
AC DISTRIBUTION BD
SRS-4000UK
ASSY MAIN BOARD
EP1391
LAN COUPLER
AC BRKT STUD
SRS-65001UK
SRS-65002UK
SRS-65004UK
SRS-65005UK
SRS-65016UK
400-5457-500UK
FSP ATX PSU
400-150-024-01
SW REGU LPP-150-24
400-065-0512-01
PSU 5V/12V DC 65W
MW RPD-65C
400-075-024-01
PSU 24VDC 100W
MW LPS-075-24
FR-838-001UK
MOTOR CONT
HAPP 50-2000-03
SRS-65012UK
SRS-65009UK
SRS-65008UK
SRS-65006UK
SRS-65013UK
SRS-65007UK
SRS-65070UK
SRS-65011UK
SRS-65010UK
610-0003-01UK
ASSY PC SRS
838-14515-A03
SOUND AMP
ANALOG IN
W/EXP BOARD
838-0005UK
I/O BD SAE
838-0012UK
SRS-65061UK
VGA
USB 2
LAN
FRONT AUDIO
WOOFER
FRONT
REAR
WOOFER
FRONT/REAR SPKRS
& WOOFER
CTRL PANEL
ILLUMINATION
CTRL PANEL/BRAKE LIGHTS
SEAT SENSORS &
HANDBRAKE
VTS
PEDAL ASSY
A4 2/4
A4 2/4
A4 4/4
A5 2/4
A3 3/4
A5 1/4
E1 2/4
A3 2/4
A4 1/4
C5 2/4
H3 1/4
C5 2/4
H2 1/4
A2 4/4
D1 2/4
H1 2/4
F1 2/4
A5 4/4
A5 3/4
H1 2/4
1 RED
2 BLUE
3 YELLOW
4 GREEN
5 WHITE
7 ORANGE
8 BLACK
9 GREY
A PINK
B SKY BLUE
C BROWN
D PURPLE
E LIGHT GREEN
U AWG 16 UL1015
K AWG 18 UL1015
J AWG 20 UL1007
L AWG 22 UL1007
DRAWN CW 10/04/08
CHKD
TOP LEVEL SRS-0000UK
SEGA AMUSEMENTS EUROPE, LTD.
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SEGA RALLY 3 DELUXE
ORIGINAL SIZE A3
SRS-1/4
ALTERATIONS
COLOUR CODE
WIRE TYPE
DESCRIPTION
PART NO.



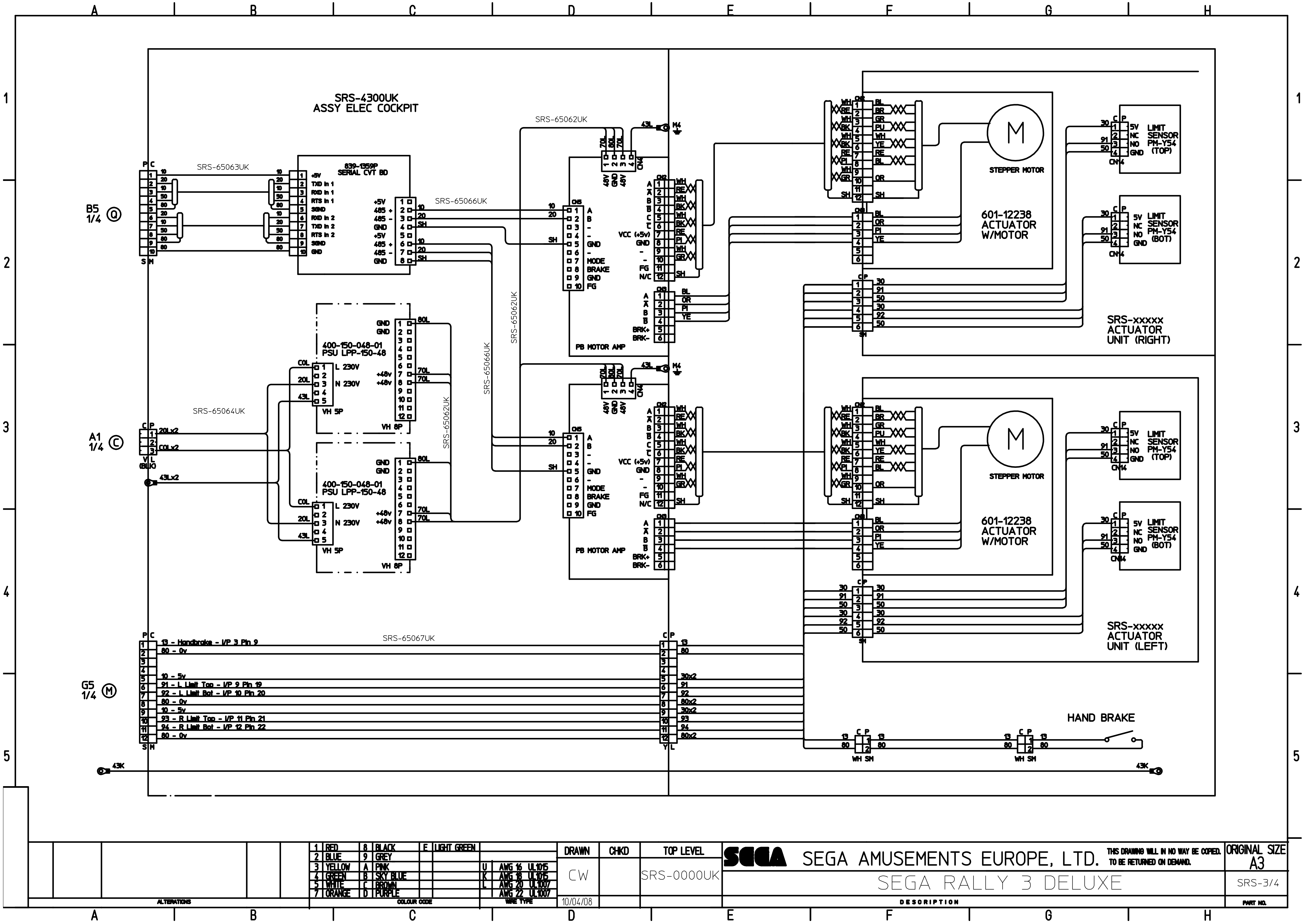
1	RED	8	BLACK	E	LIGHT GREEN			DRAWN	CHKD	TOP LEVEL No	ORIGINAL SIZE
2	BLUE	9	GREY					CW		SRS-0000UK	A3
3	YELLOW	A	PINK			U	AWG 16 UL1015				
4	GREEN	B	SKY BLUE			K	AWG 18 UL1015				
5	WHITE	C	BROWN			L	AWG 20 UL1007				
7	ORANGE	D	PURPLE				AWG 22 UL1007	10/04/08			
ALTERATIONS		COLOUR CODE				WIRE TYPE				DESCRIPTION	PART NO.

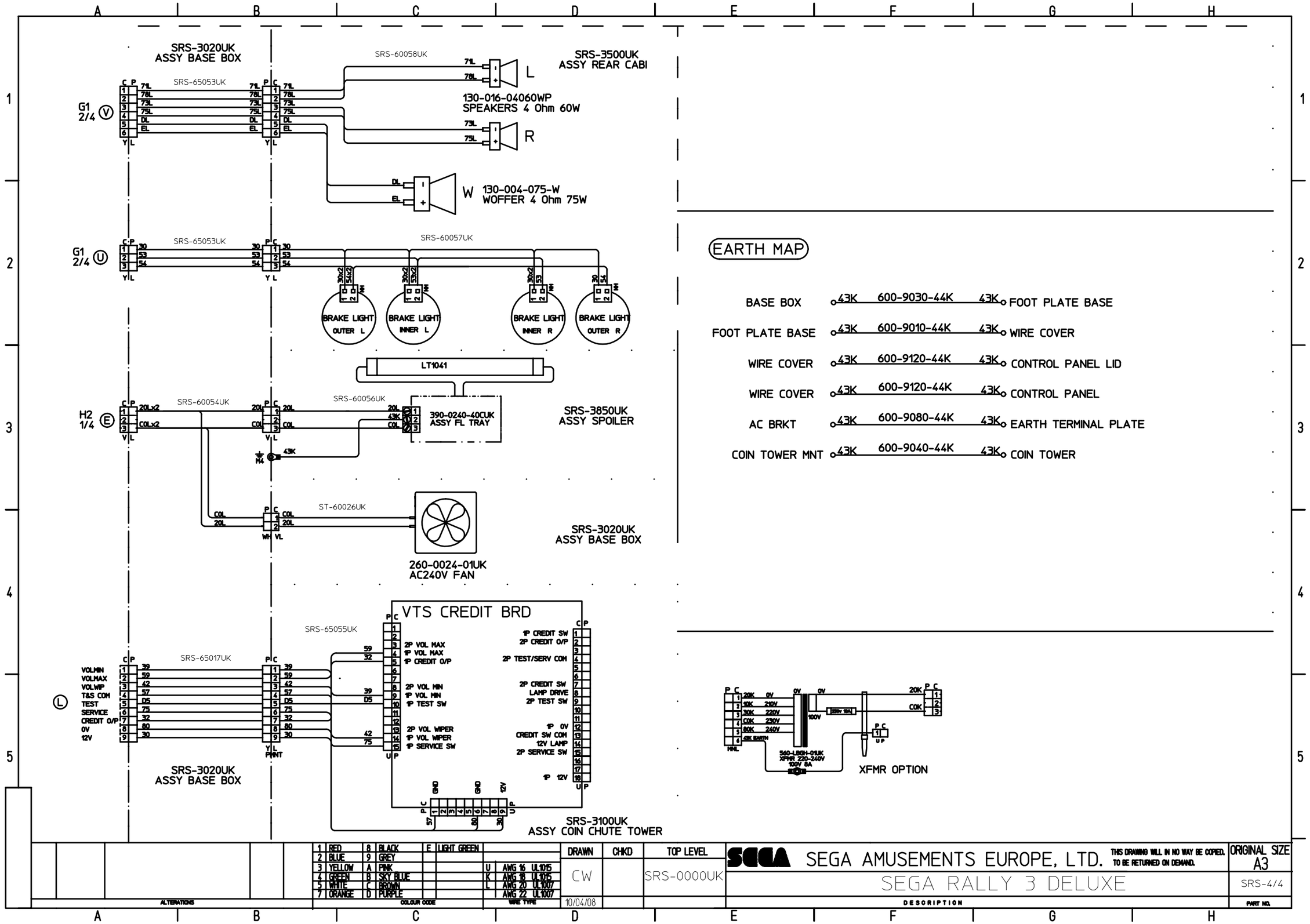
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SEGA RALLY 3 DELUXE

SRS-2/4

(D-3/4)


SRS-4300UK
ASSY ELEC COCKPIT
SRS-65063UK
839-1359P
SERIAL CVT BD
+5V
TXD In 1
RXD In 1
RTS In 1
SGND
RXD In 2
TXD In 2
RTS In 2
SGND
GND
485 +
485 -
SRS-65066UK
SRS-65062UK
B5 1/4 Q
A1 1/4 C
G5 1/4 M
SRS-65064UK
20Lx2
COLx2
43Lx2
400-150-048-01
PSU LPP-150-48
L 230V
N 230V
+48v
VH 5P
VH 8P
PB MOTOR AMP
MODE
BRAKE
FG
VCC (+5v)
N/C
BRK+
BRK-
STEPPER MOTOR
601-12238
ACTUATOR
W/MOTOR
LIMIT
SENSOR
PM-Y54
(TOP)
(BOT)
SRS-xxxxx
ACTUATOR
UNIT (RIGHT)
UNIT (LEFT)
SRS-65067UK
13 - Handbrake - I/P 3 Pin 9
80 - 0v
10 - 5v
91 - L Limit Top - I/P 9 Pin 19
92 - L Limit Bot - I/P 10 Pin 20
80 - 0v
10 - 5v
93 - R Limit Top - I/P 11 Pin 21
94 - R Limit Bot - I/P 12 Pin 22
80 - 0v
HAND BRAKE
43K
1 RED
2 BLUE
3 YELLOW
4 GREEN
5 WHITE
7 ORANGE
8 BLACK
9 GREY
A PINK
B SKY BLUE
C BROWN
D PURPLE
E LIGHT GREEN
U AWG 16 UL1015
K AWG 18 UL1015
L AWG 20 UL1007
AWG 22 UL1007
ALTERATIONS
COLOUR CODE
WIRE TYPE
DRAWN
CHKD
TOP LEVEL
CW
SRS-0000UK
10/04/08
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ORIGINAL SIZE A3
SEGA RALLY 3 DELUXE
DESCRIPTION
SRS-3/4
PART NO.



EARTH MAP

BASE BOX	43K	600-9030-44K	43K	FOOT PLATE BASE
FOOT PLATE BASE	43K	600-9010-44K	43K	WIRE COVER
WIRE COVER	43K	600-9120-44K	43K	CONTROL PANEL LID
WIRE COVER	43K	600-9120-44K	43K	CONTROL PANEL
AC BRKT	43K	600-9080-44K	43K	EARTH TERMINAL PLATE
COIN TOWER MNT	43K	600-9040-44K	43K	COIN TOWER

1	RED	8	BLACK	E	LIGHT GREEN	
2	BLUE	9	GREY			
3	YELLOW	A	PINK			U AWG 16 UL1015
4	GREEN	B	SKY BLUE			K AWG 18 UL1015
5	WHITE	C	BROWN			L AWG 20 UL1007
7	ORANGE	D	PURPLE			AWG 22 UL1007

COLOUR CODE — WIRE TYPE

DRAWN	CHKD	TOP LEVEL
CW		SRS-0000UK
10/04/08		

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SEGA RALLY 3 DELUXE

ORIGINAL SIZE A3 — SRS-4/4

ALTERATIONS — DESCRIPTION — PART NO.

- SEGA TOTAL SOLUTIONS -

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