

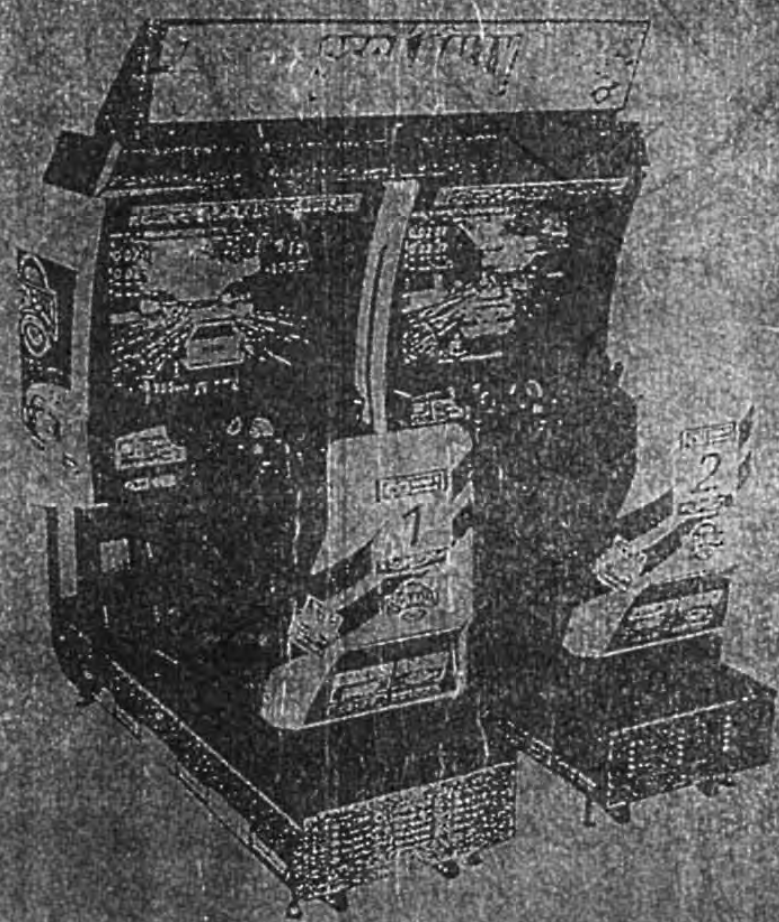
3rd PRINTING (UK EDITION)

SEGA

SEGA RALLY

CHAMPIONSHIP

OWNER'S MANUAL



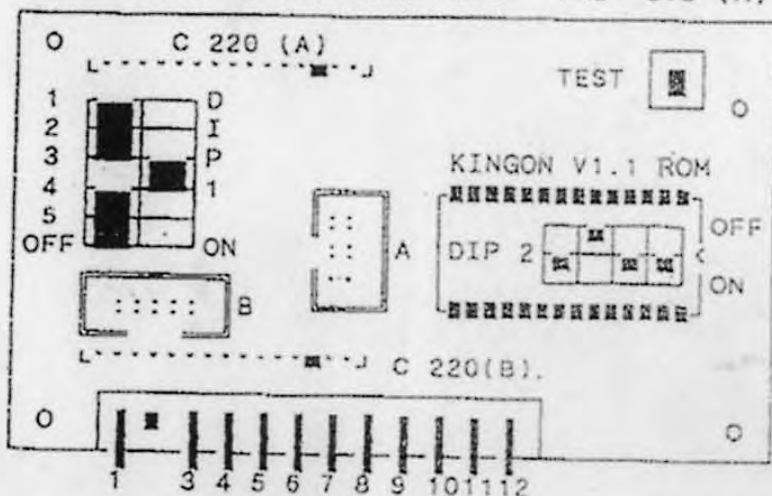
Built in the UK by Deith Leisure Ltd (A SEGA COMPANY)

000641

K L I N G O N -

KREDITPLATINE KLINGON V1.1

FÜR ELEKTR. MÜNZPRÜFER COIN CONTROLS C220 (A)
 ODER ELEKTR. MÜNZPRÜFER -NRI- G13 (A)



- 1 = +12 V
- 2 = FREI
- 3 = GND
- 4 = AUSGANG/LOGIC
- 5 = +12V
- 6 =
- 7 = +12 V
- 8 = START LAMPE —X—
- 9 = AUSGANG/LOGIC 2
- 10 = GND
- 11 = PLAYER 1 START
- 12 = PLAYER 2 START

DIP SWITCH 2 (4 POL. 1M IC- SOCKEL) * GERMAN SETTINGS

SW1	SW2	SW3	SW4	OPTIONS	COIN 1	COIN 2	COIN 3	COIN 4
ON	OFF	OFF		UK COIN SETTINGS	£ 1	50p	20p	10p
ON	OFF	OFF		BELGIUM COIN SETTINGS	n/u	50 BF	20 BF	10 BF
OFF	ON	OFF		SPAIN COIN SETTINGS	100Pst	50 Pst	n/u	25 Pst
ON	ON	OFF		COIN CONTROLS C220	n/u	5,-DM	2,-DM	1,-DM
OFF	OFF	ON		HOLLAND COIN SETTINGS	n/u	5 G	2,5 G	1 G
ON	OFF	ON		PORTUGAL COIN SETTINGS	100Esc	50 Esc	n/u	n/u
OFF	ON	ON		AUSTRIA COIN SETTINGS	20 S	10 S	5 S	1 S
X	ON	ON		SWITZERL. COIN SETTINGS	5 SF	2 SF	1 SF	n/u
			OFF	DIREKT KREDIT (BEIM EINZEL GERAT)				
			ON	SPEICHERUNG (BEIM "TWIN" GERAT) START RE./LI.				

DIP SWITCH 1:

SW1	SW2	SW3	SW4	SW5	EINWURF	EINWURF	EINWURF	KREDITE
OFF	OFF	OFF	OFF	OFF	1x1, DM	1x2, DM	1x5, DM	1/2/5
OFF	ON	OFF	OFF	OFF	1x1, DM	1x2, DM	1x5, DM	1/2/6
OFF	OFF	ON	OFF	OFF	2x1, DM	1x2, DM	1x5, DM	1/1/3

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

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the owners, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the instructions, handle the product appropriately.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, terms of WARNING!, CAUTION! and IMPORTANT! are used. SEGA is not liable whatsoever, even during the Liability period, for any injury or damage caused by the usage in the manner counter to the instructions herein stated. In order to prevent accidents, warning stickers and printed instructions are applied to the places where a potentially hazardous situation relating to the product can occur. For safety cause, be sure to comply with such warnings.



WARNING!

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



CAUTION!

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



IMPORTANT!

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

- **Be sure to turn off power before working on the machine.**

To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.

- **Be sure to ground the Earth Terminal (this, however, is not required in the case where a power cord with earth is used).**

This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, be sure to firmly connect the Earth Wire to the Control equipment.

- **Ensure that the Power Supply used is equipped with a Circuit Protector.**

This product does not incorporate the Circuit Protector. Using a power supply which is not equipped with the Circuit Protector can cause a fire when short circuit occurs.

- **Be sure to use fuses which meet the specified rating.**

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product. SEGA is not liable whatsoever for any injury and or damage caused by Specification changes (using other firm's parts, or by conversion) not designated by SEGA.

- **Ensure that the product is of appropriate Electrical Specifications.**
Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location.
- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately.
- **When handling the Monitor, be very careful. (Applies only to the product w/ monitor).**
Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

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

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

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.

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

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

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SPECIFICATIONS

Installation space	: 1,640 mm (W) × 1,700 mm (D) (64.6 in. × 66.9 in.)
Height	: 1,920 mm (75.6 in.)
Weight	: Approx. 480 kg. (1,058 lbs.)
Power, maximum current	: 861W 9.5A (AC 110V 50 Hz AREA) 826W 8.7A (AC 110V 60 Hz AREA) 790W 7.8A (AC 120V 60 Hz AREA) 886W 5.0A (AC 220V 50 Hz AREA) 871W 4.9A (AC 220V 60 Hz AREA) 852W 4.5A (AC 240V 50 Hz AREA) 825W 4.3A (AC 240V 60 Hz AREA)
For TAIWAN	
Power, current	: 930W 10.6A (MAX.) 520W 5.9A (MIN.)
MONITOR	: 29 INCH COLOR MONITOR × 2

NOTE: Descriptions in this manual are subject to change without prior notice.

INTRODUCTION TO THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards SEGA RALLY CHAMPIONSHIP TWIN TYPE, a new SEGA product. This manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read this manual to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system. Should such a case arise, contact our Main Office or the closest branch office listed as follows:

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Phone : (923) 265893
Fax : (923) 265913

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.

- Be sure to turn the power off before working on the machine.
- To insert or pull out the plug quickly is dangerous.
- It is necessary to make sure that the power cord or the grounding wire is not exposed on the surface (floor, ground, etc.) in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where so specified.
- Do not use any fuse that does not meet specified rating.
- Make complete connections for the IC board and other connectors.
Incomplete insertion is very dangerous.
- The operating (ambient) temperature range is from 5°C to 40°C.
- When cleaning the CRT surfaces, use a soft, dry cloth. Do not apply chemicals such as thinner, benzine, etc.

Also, for the IC board circuit inspections, only a logic tester is allowed. The use of a tester is not permitted, so be careful in this regard.

After confirming that there are no irregularities, turn the power ON.

CONCERNING COMMUNICATION PLAY:

Sections in this manual mainly describe the use of the machine when used alone. This game, when linked with other units, allows multiple persons to enjoy "communication play" simultaneously. For communication play, refer to Section 19.

WARNING !

**DO NOT ALLOW LIQUIDS TO COME INTO CONTACT WITH THE
MACHINE**

2. PREVENTION OF COUNTERFEITING AND CONVERSION

■ LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

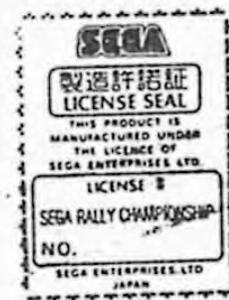
ORIGINAL SEAL

The following seal is put on the machines manufactured by SEGA.



LICENSE SEAL

The following seal is put on all SEGA kits, such as the printed circuit board.



■ COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1994

This signifies that this work was disclosed in 1994 and is the property of SEGA ENTERPRISES, LTD.

3. PRECAUTIONS CONCERNING INSTALLATION LOCATION

The SEGA RALLY CHAMPIONSHIP TWIN TYPE is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- Places subject to rain or water leakage, or condensation due to humidity.
- In the proximity of an indoor swimming pool and/or shower.
- Places subject to direct sunlight.
- Places subject to heat sources from heating units, etc., or hot air.
- Vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Sloped surfaces.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- Places subject to any type of violent impact.
- Dusty places.

INSTALLATION PRECAUTIONS

- Do not insert more than one electrical plug into the power plug socket.
- The per unit standard voltage/ampereage is 100~120V/15A and 200~240V/10A.
- Use of extension cables should be avoided. If you must use, ensure the extension cables are rated at 15A or higher for 100~120 volt areas or 10A or higher for 200~240 volt areas.
- Note that for transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 0.85 m (W) and 1.55 m (H).
- For the operation of this machine, secure a minimum area of 2 m (W) × 1.8 m (D).

Electric current consumption

MAX. 9.5A (AC 110V 50 Hz)
MAX. 8.7A (AC 110V 60 Hz)
MAX. 7.8A (AC 120V 60 Hz)
MAX. 5.0A (AC 220V 50 Hz)
MAX. 4.9A (AC 220V 60 Hz)
MAX. 4.5A (AC 240V 50 Hz)
MAX. 4.3A (AC 240V 60 Hz)
MAX. 10.6A (For TAIWAN)

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men.

NAME OF PARTS

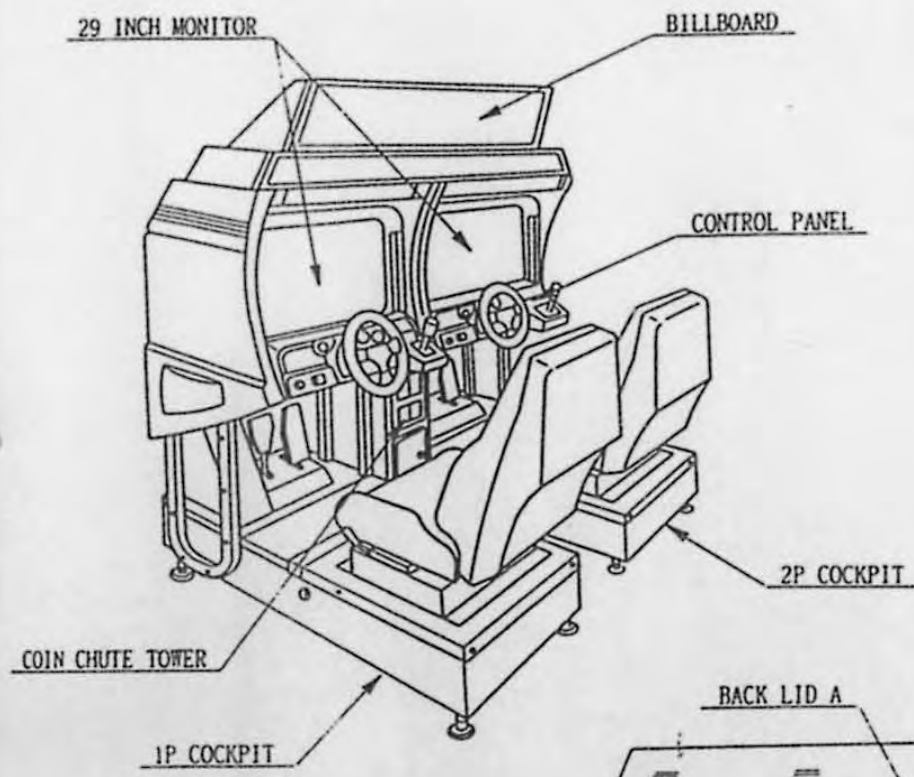


FIG. 4.1 OVERVIEW

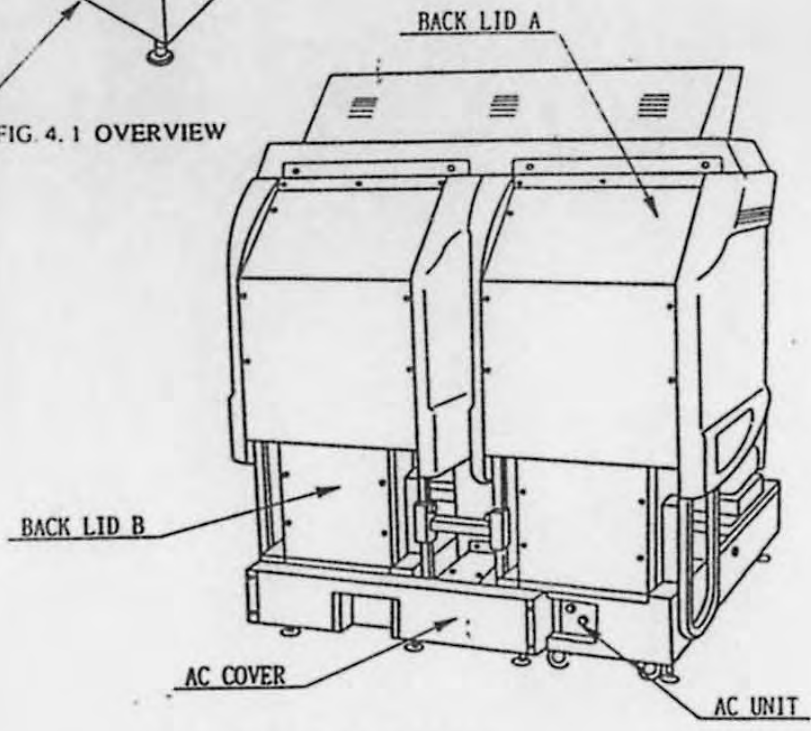


FIG. 4.2 REAR VIEW

TABLE 4

	Width	Length	Height (mm.)	Weight (kg.)
COCKPIT (per seat)	820 ×	1,500 ×	1,520	214.5
COIN CHUTE TOWER	305 ×	330 ×	570	13.5
BILLBOARD	1,600 ×	460 ×	405	30.0
When assembled	1,640 ×	1,700 ×	1,920	480.0

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5. ACCESSORIES

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

TABLE 5 ACCESSORIES

Part Number	QTY	Description
DYN-0013	1	Joint Pipe
DYN-0014	2	Billboard Holder
RAL-XXXX-14	1	Tie Bracket
DO0041	1	Owners Manual Rally
540-0006-01	1	Wrench for TMP PRF screw M4
540-0007-01	1	Wrench for TMP PRF screw M5
540-0009-01	1	Wrench for TMP PRF screw M8
600-6275-0500	2	Assy Fibre Cable 500cm
421-8792	1	Sticker Billboard No.1
421-8793	1	Sticker Billboard No.2
421-8766	1	Sticker Cabinet No.1
421-8767	1	Sticker Cabinet No.2
421-8778	1	Sticker Car No. Twin
421-8794	1	Sticker Billboard Twin
390-5167	2	Lamp 100V 30W

TOOL

(TAMPERPROOF WRENCH)

M4 540-0006-01
M5 540-0007-01
M8 540-0009-01

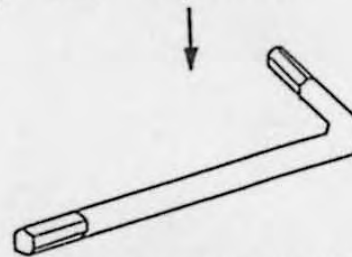


FIG. 6 TAMPERPROOF WRENCH

6. PRECAUTIONS TO BE HEEDED WHEN ASSEMBLING AND MOVING THE MACHINE

WARNING:

- Perform the assembly work by following the procedure herein stated. Failing to comply with the instructions, for example, inserting the plug into an outlet at the stage not mentioned in this manual might cause an electric shock accident.
- Assembling should be performed as per this manual. Since this is a complex machine, erroneous assembling may cause damage to the machine, or malfunctioning to occur.
- When assembling, be sure to perform the work by plural persons.

When carrying out the assembly work, follow the procedure in the following 7-item sequence:

- 1 ASSEMBLING THE COCKPIT
- 2 SECURING IN PLACE (LEG ADJUSTER ADJUSTMENT)
- 3 INSTALLING THE BILLBOARD
- 4 INSTALLING THE AC COVERS (WIRING CONNECTION)
- 5 POWER SUPPLY, AND EARTH CONNECTION
- 6 TURNING THE POWER ON
- 7 ASSEMBLY CHECK

Note that the master key and the cashbox door key (accessories) in addition to the tools such as a plus screwdriver, wrench for M16 hexagon bolt and socket wrench are required for the assembly work.

CAUTION:

Perform the tightening of hexagon bolts described in 1 above after adjusting the leg adjusters as per 2. Make sure that until the leg adjuster adjustments are made, keep the hexagon bolts tightened temporarily.

1 ASSEMBLING THE COCKPIT

- ① Place the two cockpits side by side. Position the 1P cabinet - which has the Eurosocket on the AC Unit - to the left as viewed from facing the monitor. Place the 2P cabinet to the right of the 1P cabinet as viewed from facing the monitor (fig 6.1).

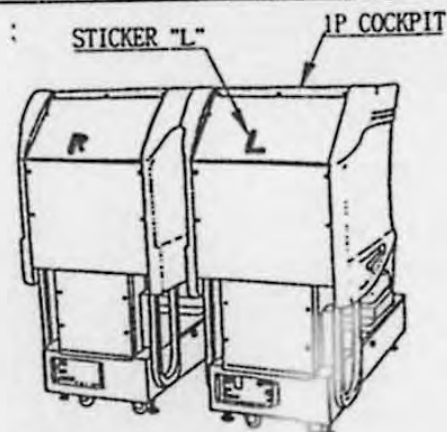


FIG. 6.1

- ② Install the coin chute tower inbetween both cabinets. Open the coin and cashbox doors to secure the 4-off (M8X20 ZINC BOLTS, SPRING WASHERS & M8 22OD WASHERS) from inside into the frame legs - do not tighten fully yet (Fig 6.2).

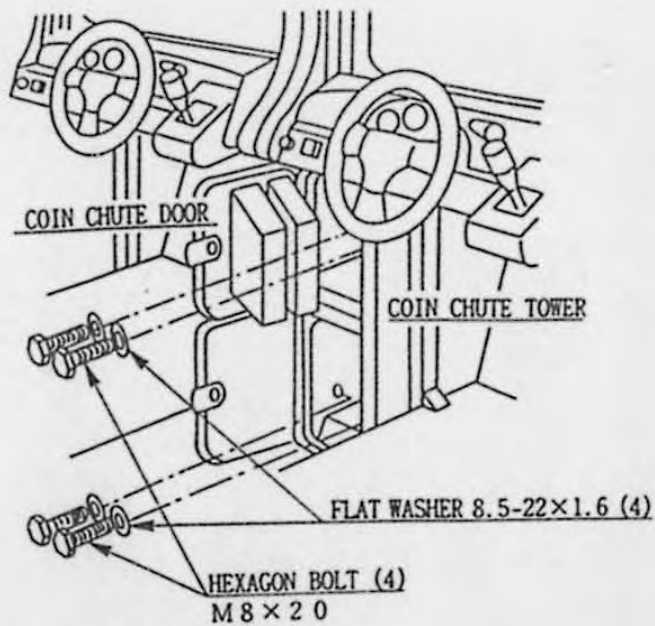


FIG. 6. 2

- ③ Install the joint pipe onto the back of the frame legs with 4-off (M8X20 BLACK BOLTS, SPRING WASHERS & M8 FORM C WASHERS) - do not tighten fully yet (Fig 6.3)

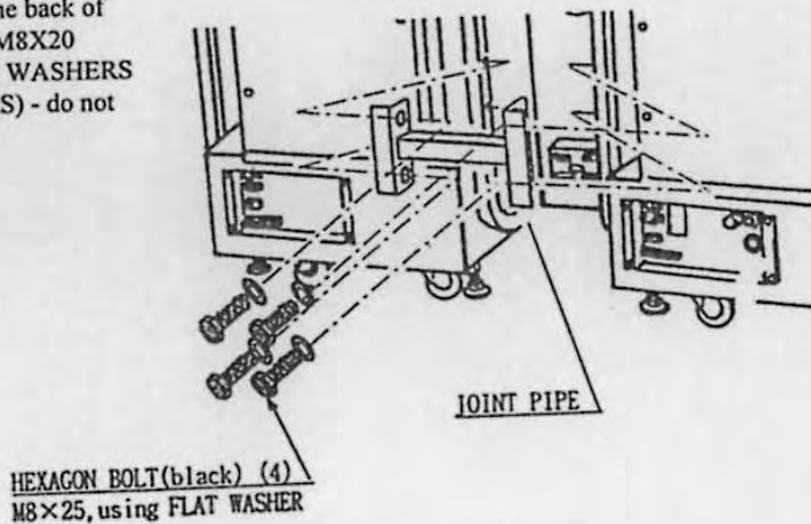


FIG. 6. 3

2 SECURING TO THE INSTALLATION POSITION (LEG ADJUSTER ADJUSTMENT)

WARNING!

Make sure that all of the leg adjusters are in contact with the floor. If they are not, the cabinet may move and cause an accident to occur.

This machine has eight casters and eight leg adjusters (Fig. 6.5). When the installation position is determined, cause the leg adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5 mm. from the floor and make sure that the machine position is level.

- 1 Move the machine to the installation position. When installing the machine against or close to a wall, be sure to secure a passage space to enable the player to take a ride in the machine.
- 2 Attach the joint plate for the 2 internal leg adjusters shown. First, cause the other 6 leg adjusters to come into contact with the floor. Make leg adjuster adjustments with a wrench in a manner to ensure the machine's position is level (Fig. 6.6).
- 3 After making adjustments, fasten the leg adjuster nut upward and secure the height of the leg adjuster (Fig. 6.6).
- 4 Attach the Tie Bracket to the remaining leg adjusters so that it passes inbetween the 2 remaining half-nuts and the bottom rests on the floor.
- 5 Tighten the nuts around the Tie Bracket (Fig 6.7)

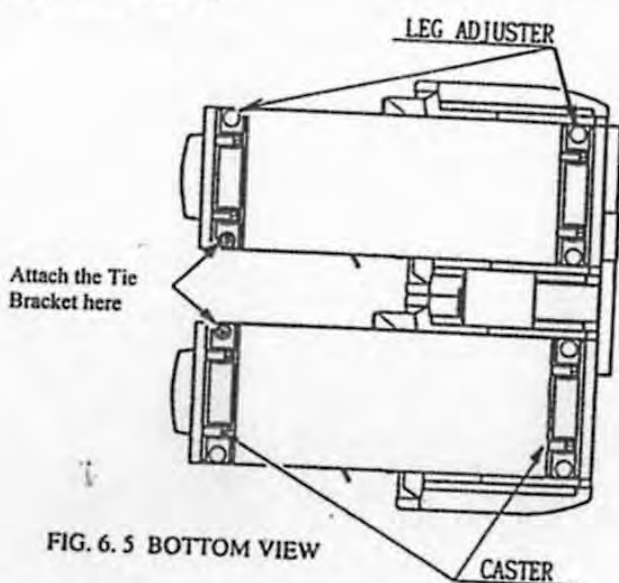


FIG. 6.5 BOTTOM VIEW

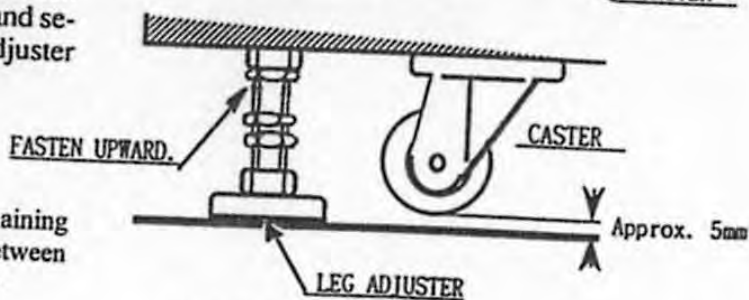


FIG. 6.6 LEG ADJUSTER

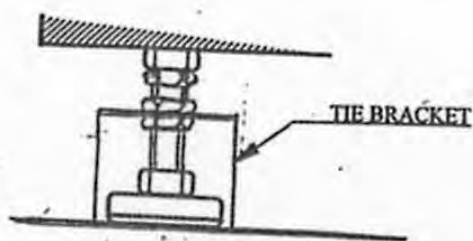
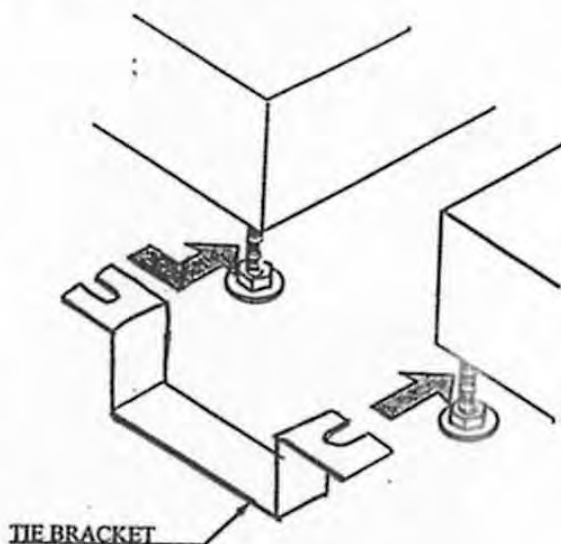


FIG. 6.7 JOINT PLATE



After securing the height of the adjusters, tighten all of the hexagon bolts which were fastened temporarily as per **1** above.

3 INSTALLING THE BILLBOARD

CAUTION!: It is difficult for one person to perform the billboard installation. Make sure that the work is carried out by plural persons.

When the billboard plate is transported as is attached to the billboard case, first take out upper holder to remove the billboard plate from the billboard case. When installing billboard plate, perform the work after making leg adjuster adjustments.

- ① Take out the 3 truss screws, open Billboard Upper and remove the 2 Lamp Lids.
- ② Mount the Billboard over the 2 Cabinets and secure with the 4 Hexagon Bolts. When fastening the Bolts, be careful of the lamp position. If it is difficult to carry out the work with the lamps in place, perform the work by temporarily removing the lamps.
- ③ Connect a total of 3 connectors which are inside the billboard case.
- ④ Attach the two billboard holders to the backside of the billboard case by securing with 4 hexagon bolts for each.

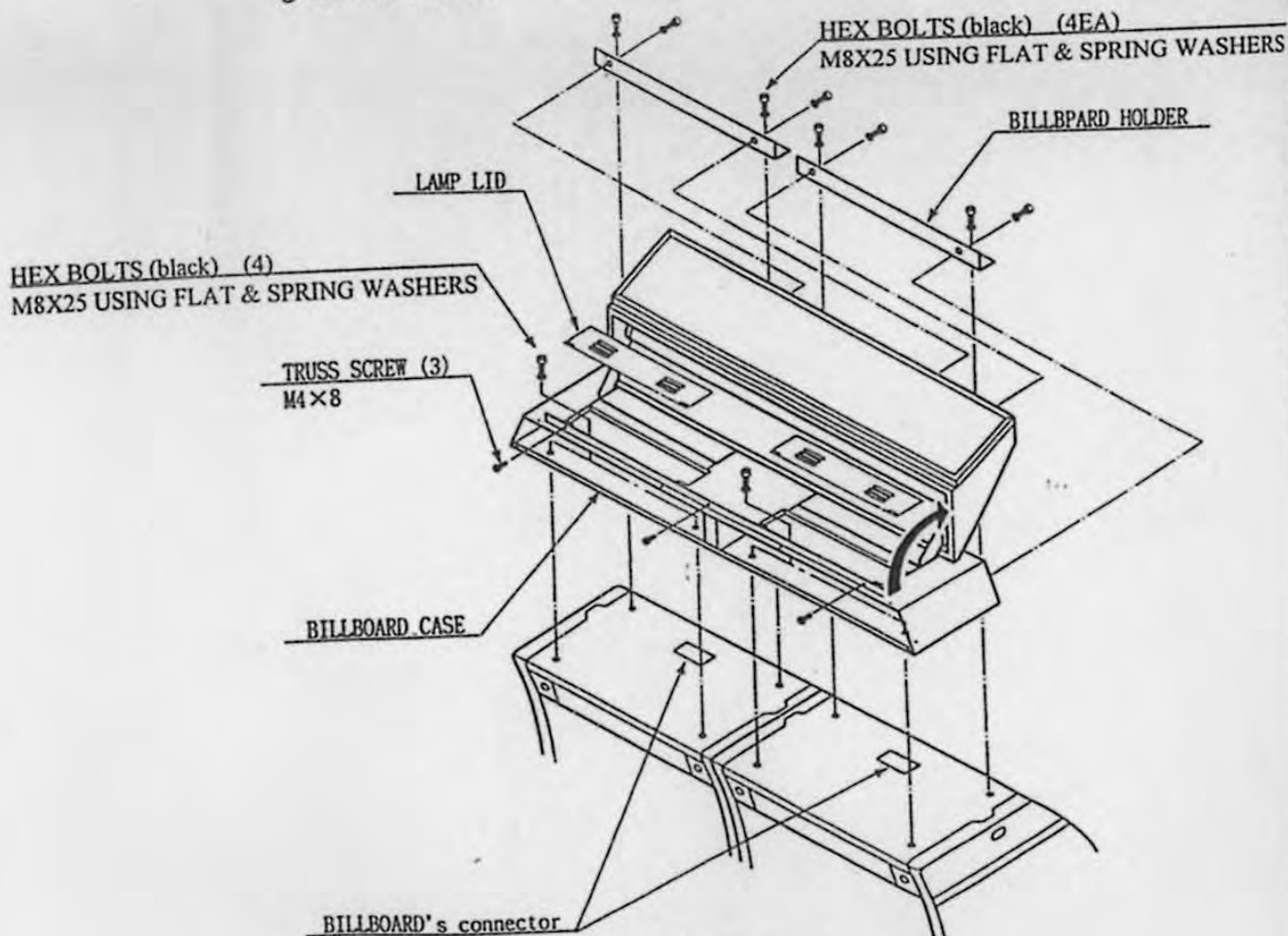


FIG. 6.8 ASSEMBLING THE BILLBOARD

INSTALLING THE AC COVERS (WIRING CONNECTION)

The AC cover is used for protecting the wiring and optic fiber cables. When performing the work, be very careful so as not to cause damage by catching them. Pay due attention to handling optic fiber cables in particular. Ensure not to cause breakage to the cables due to excessive bending.

- ① Attach AC COVER A to the back of the cabinet (Fig. 6.9) by securing with 5 screws.
- ② Make the wiring connections between both cabinets & the coin chute tower. Insert the 1P cabinet's wire harness plugs into the sockets on the coin tower closest to the 1P cabinet & vice versa for the 2P cabinet.
- ③ Insert the optic fiber cables to the optic fiber connectors in a manner as applicable. There are "TX" and "RX" connectors. Make sure to connect the "TX" connector of one cabinet to the "RX" connector of the other cabinet (Fig. 19).
- ④ Secure the wiring and optic fiber cable with cord clamps in AC COVER A.
- ⑤ Insert AC COVER B to AC COVER A from above and secure with 2 screws.
- ⑥ Secure AC COVER C and AC COVER D with 4 screws each.

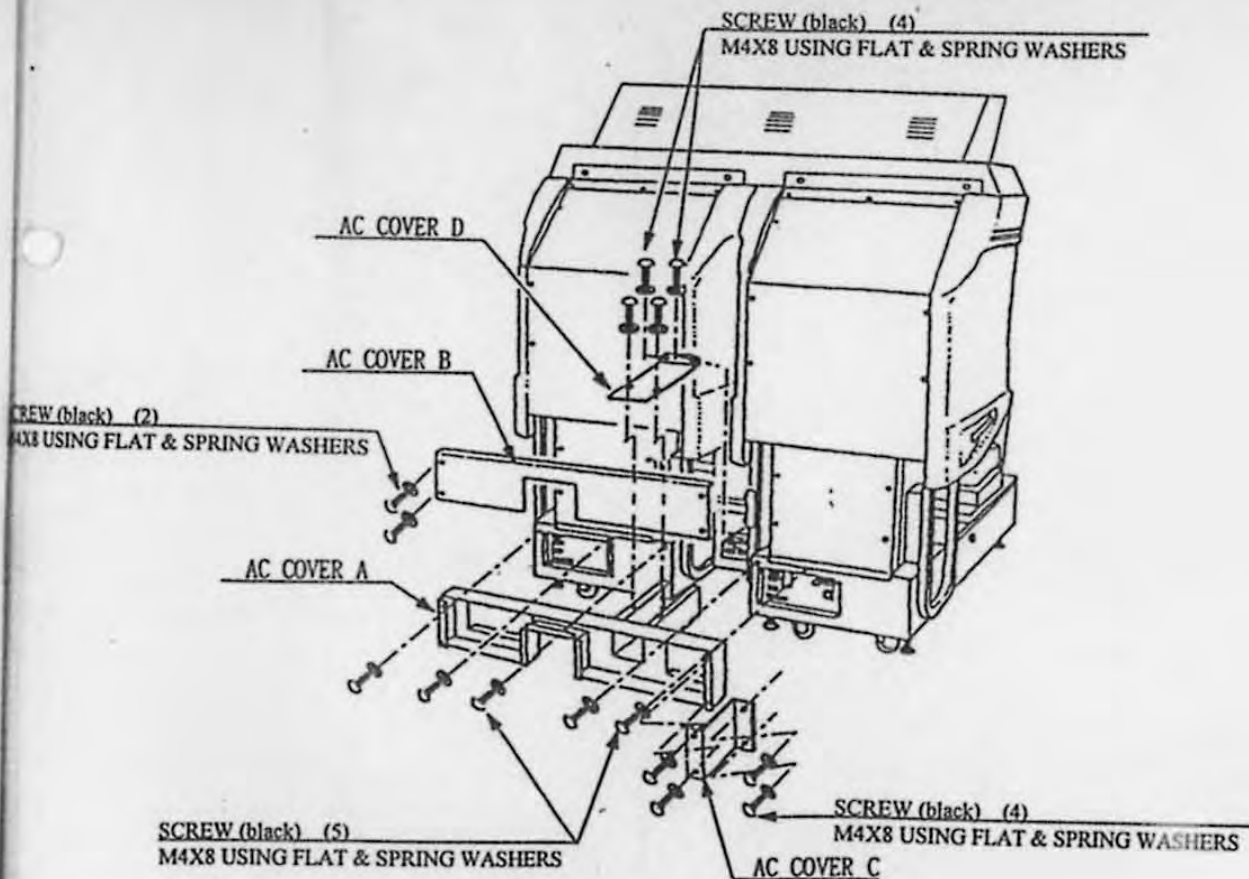


FIG. 6.9

5 POWER SUPPLY, AND EARTH CONNECTION

The AC inlet is located at the back of the 1P cockpit. Use the Eurolead supplied to connect the game to the mains socket at the wall (Fig 6.10).

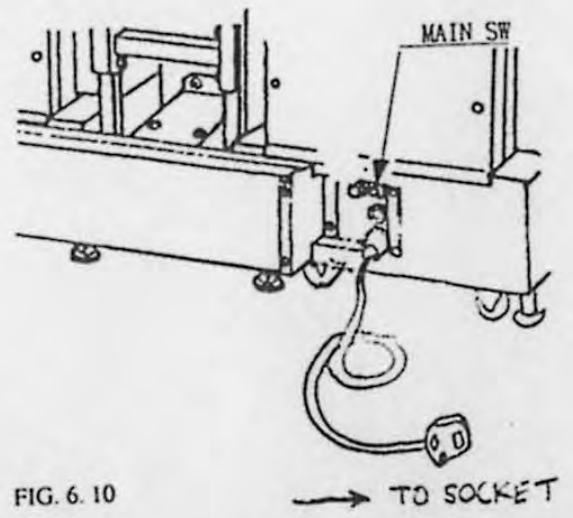


FIG. 6. 10

6 TURNING THE POWER ON

Turning the AC UNIT's MAIN SW on will cause the machine to start the POWER ON check and NETWORK check automatically.
 In the POWER ON check, the steering wheel turns left and right, then returns to the center position and stops. In this check, the values of V. R. inside the control panel are corrected. Until the check is finished (the steering wheel stops automatically), do not touch the steering wheel to play the game.
 If you do, the steering wheel reaction during the game (reaction at the time of a course-out crashing) can not be obtained correctly.
 In a case of a abnormal reaction during the game, turn the power on again from the beginning and complete the power-on check.
 During network checking, "NETWORK CHECKING" flashes on the screen. When NETWORK CHECKING is finished, the DEMO mode will appear on the monitor screen.
 After 10 seconds, if the network check is not finished, check connections for Communication.

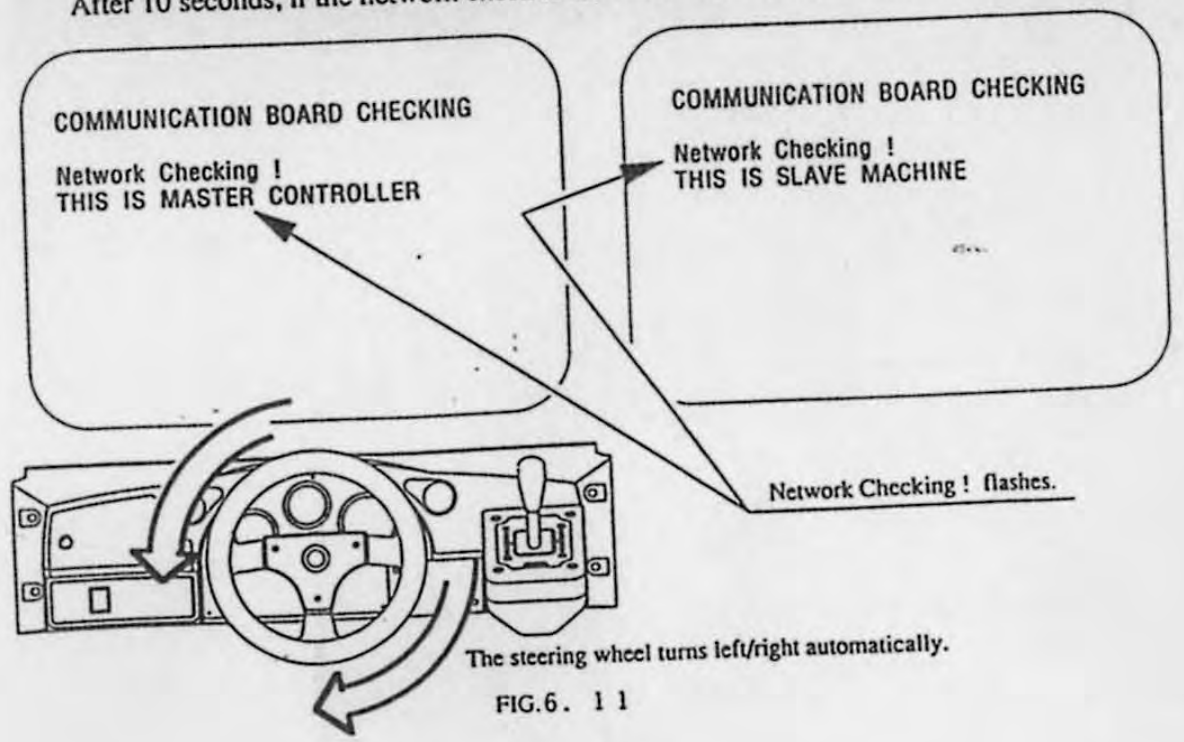


FIG.6. 1 1

7 ASSEMBLY CHECK

In the TEST MODE, ascertain that the assembly has been made correctly and IC BD. is satisfactory (refer to Section 8).

In the test mode, perform the following test:

(1) MEMORY TEST

MEMORY TEST		
IC06 GOOD	IC07 GOOD	IC08 GOOD
IC09 GOOD	IC10 GOOD	IC11 GOOD
IC12 GOOD	IC13 GOOD	
IC45 GOOD	IC46 GOOD	IC47 GOOD
IC48 GOOD	IC49 GOOD	IC50 GOOD
IC54 GOOD	IC55 GOOD	

PUSH TEST BUTTON TO EXIT

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

(2) INPUT TEST

INPUT TEST	
CHUTE1	: OFF
CHUTE2	: OFF
SHIFT1	: OFF
SHIFT2	: OFF
SHIFT3	: OFF
SHIFT4	: OFF
VR	: OFF
START	: OFF
TEST SW	: OFF
SERVICE	: OFF
HANDLE	: XXH
ACCEL	: XXH
BRAKE	: XXH

PUSH TEST BUTTON TO EXIT

Selecting the INPUT TEST on the test mode menu screen causes the screen (on which each switch and V. R. are tested) to be displayed. Press each switch. For the coin switch test, insert a coin from the coin inlet with the coin chute door being open. If the display beside each switch indicates "ON," the switch and wiring connections are satisfactory.

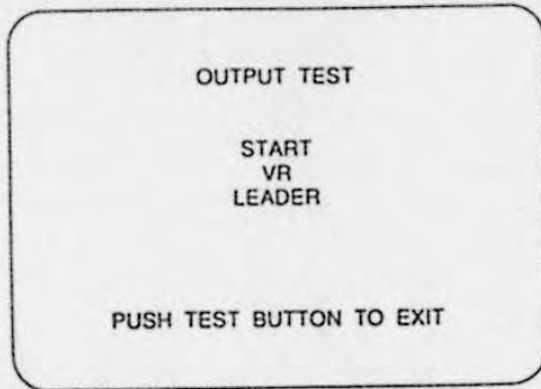
Ascertain the display of V. R. value for the steering wheel and accelerator & brake. If the V. R. values are not satisfactory, refer to Sections 9 & 10.

(3) C.R.T TEST

PUSH START BUTTON TO CONTINUE	
-------------------------------	--

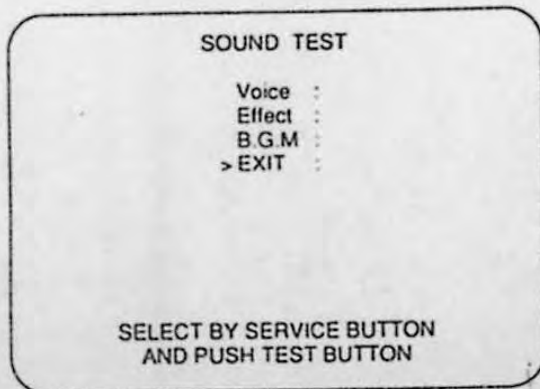
In the TEST mode menu, selecting C.R.T TEST allows the screen (on which the monitor is tested) to be displayed. Although the monitor adjustments have been made at the time of shipment from the factory, make judgment (by watching the test mode screen) as to whether an adjustment is needed. If it is necessary, adjust the monitor by referring to Section 13.

(4) OUTPUT TEST



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

(5) SOUND TEST



In the TEST mode, selecting SOUND TEST causes the screen (on which sound related BD and wiring connections are tested) to be displayed. Voice and BGM (background music) are emitted from the tweeter speakers (a round type), one each on both sides (right/left) of the control panel and also from the front speakers (a square type), one each on both sides (right/left). Sound effects are emitted from all of the speakers. Be sure to check if the sound is satisfactorily emitted from each speaker and the sound volume is appropriate.

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

Machine movement

Since this machine is a heavy structure of approximately 480kg., its leg adjusters should be retracted when moving the machine over the floor. Where the floor changes in level, be sure to separate the 1P COCKPIT and 2P COCKPIT from each other. Lifting the cabinet with 1P and 2P cockpits being still connected may cause damage to the cabinet.

7. HOW TO PLAY

■ "VS." INTERACTIVE PLAY

- ① Take a ride in the machine. The seat position can be adjusted forwards and backward. For adjustments, pull the lever which is positioned under the seat on the right-hand side (facing the screen).
- ② The Coin Chute Door is located at the center in the front of the Cabinet. Insert a coin.
- ③ At this time, displays which indicate waiting for participant's entry and countdown to start are shown on the other players' monitors and a countdown to start will begin. The person who desires to compete with the other player(s) must insert a coin into the coin entry for his seat within the specified time. If there is no competitor, the player will play as 1P player.
- ④ The Car Select Screen appears. Starting from the left, the select items are sequentially in order of CELICA GT -FOUR Manual, Automatic, DELTA Manual and Automatic. Turn the Steering Wheel to select the desired item and make the selection by stepping on the Accelerator.
- ⑤ The Course Selection Screen appears. Starting from the left, the select items are DESERT (Easy), FOREST (Middle) and MOUNTAIN (Expert). Turn the Steering Wheel to select the desired course and make the selection by stepping on the Accelerator. The course selection is determined by the majority of the players participating in the "vs." competition race. In case of a tie, an easier course will be selected. In any case, it does not mean that the person who selects a desired course first has preference to the course selection.
- ⑥ After the above selection procedure, the game starts.
- ⑦ The on-screen upper left-hand side, the upper middle downwards, the upper right-hand side and the lower left-hand side respectively indicates Total Time & Lap Time, the achievement meter / rear mirror / remaining time / Navigation Icon, the player's present position, and Tachometer / Shift / Speed.
- ⑧ After the game is started, the allotted time decreases. Passing a checkpoint within the time limit allows the game to continue with the previous remaining time added to the time limit up to the next checkpoint. If you fail to pass a checkpoint within the time limit with remaining time (if any) added, the game will be over.
- ⑨ Finishing 3 laps, 2 laps, and also 2 laps respectively for "DESERT" (Easy), "FOREST" (Middle) and "MOUNTAIN" (Expert) enables you to proceed to the next course. The lap setting can be changed (refer to Section 8).

■ 1P PLAY

If the player inserts a coin while on-screen display indicating waiting for participant entry is shown, he automatically participates in the "vs." interactive play. For 1P play, insert a coin when on-screen display indicating waiting for participant's entry is not shown.

- ① Take a ride in the machine. The seat position can be adjusted forwards and backward. For adjustments, pull the lever which is positioned under the seat on the right-hand side (facing the screen).
- ② Insert a coin(s). Inserting a coin(s) for one play causes the Game Select mode to appear on the screen. Up to 9 credits can be registered at any one time, and the credits are displayed only in this mode and not thereafter.
- ③ The left-hand side of the Game Select mode refers to the Championship mode and the right-hand side, the Practice mode. Turn the steering wheel to select the Championship mode or Practice mode and make the selection by stepping on the Accelerator.

■ WHEN PLAYING IN THE CHAMPIONSHIP MODE:

- ① The Car Select mode appears on the screen. There are 4 different combinations to choose from (2 different cars, Celica and Delta and 2 different Shifts, AUTO and MANUAL). Turn the steering wheel to select the desired combination and make the selection by stepping on the Accelerator.
- ② After the above selection procedure, the game starts.
- ③ The on-screen upper left-hand side, the upper middle downwards, the upper right-hand side and the lower left-hand side respectively indicates Total Time & Lap Time, the achievement meter / remaining time / Navigation Icon, the player's present position, and Tachometer / Shift / Speed.
- ④ After the game is started, the allotted time decreases. Passing a checkpoint within the time limit allows the game to continue with the previous remaining time added to the time limit up to the next checkpoint. If you fail to pass a checkpoint within the time limit with extra time (if any) added, the game is over.
- ⑤ Finishing one lap each of for "DESERT" (Easy), "FOREST" (Middle) and "MOUNTAIN" (Extreme) allows you to proceed to the next course. The player whose results are superior is allowed to proceed to a hyper course. The lap setting can be changed (refer to Section 8).
- ⑥ The player with the best results can register his name. Turn the steering wheel to choose the alphabetical letters and step on the Accelerator to make the selection. The name will be displayed on the screen.

■ WHEN PLAYING IN THE PRACTICE MODE:

- ① The Car Select screen appears. Turn the steering wheel to choose one from 4 combinations (2 different cars and 2 kinds of shifts) and make the selection by stepping on the Accelerator.
- ② The Course Select mode showing "DESERT," "FOREST," and "MOUNTAIN" sequentially starting from the left appears on the screen. Turn the steering wheel to select the course and make the selection by stepping on the Accelerator.
- ③ After the above course selection, the game starts.
- ④ The screen display during game is the same as in the Championship mode.
- ⑤ The relationship between the remaining time and clearing a checkpoint after the game start is the same as in the Championship mode. The game will be over if you fail to pass the checkpoint before the remaining time becomes zero.
- ⑥ When you finish 3 laps, 2 laps and 2 laps respectively for "DESERT," "FOREST" and "MOUNTAIN" the game will be over. The lap setting can be changed.

During play, "DRIVER'S EYE" and "VIEW FROM BEHIND" perspective can be alternated by the View Change SW.

The steering wheel reacts to surface status and car movements. The seat vibrates depending on surface status, etc. When one game is finished, if any credit(s) sufficient for playing another game remains, the Game Select mode appears.

PLAYING TECHNIQUE

It is recommended that you choose AUTOMATIC if you are not so familiar with the game. Find the best way to pass the corners by referring to navigation icons. When MANUAL SHIFT is chosen, refer to the Tachometer for shifting. SHIFTING UP indicator indicates a point before the red zone allows the acceleration to be made in the most efficient manner.

REMAINING TIME

ACHIEVEMENT METER

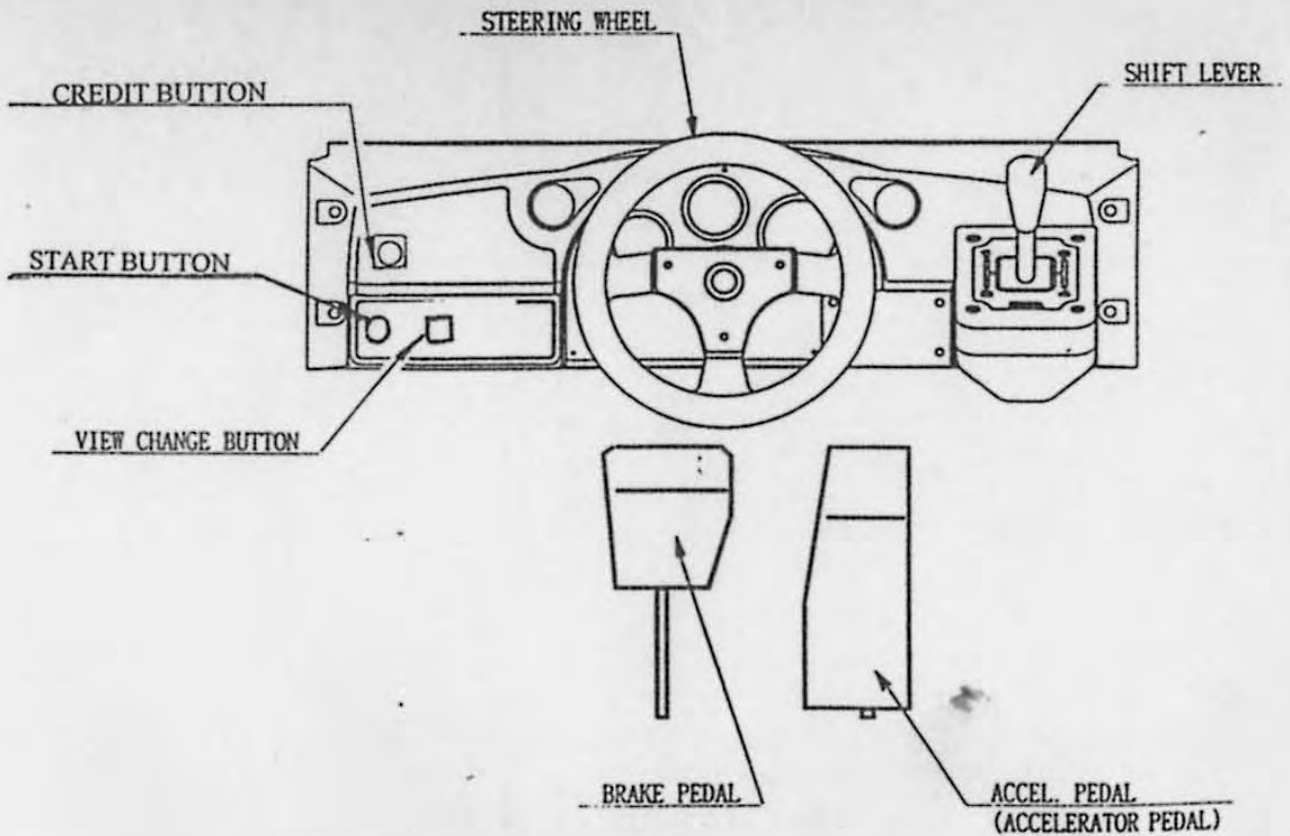
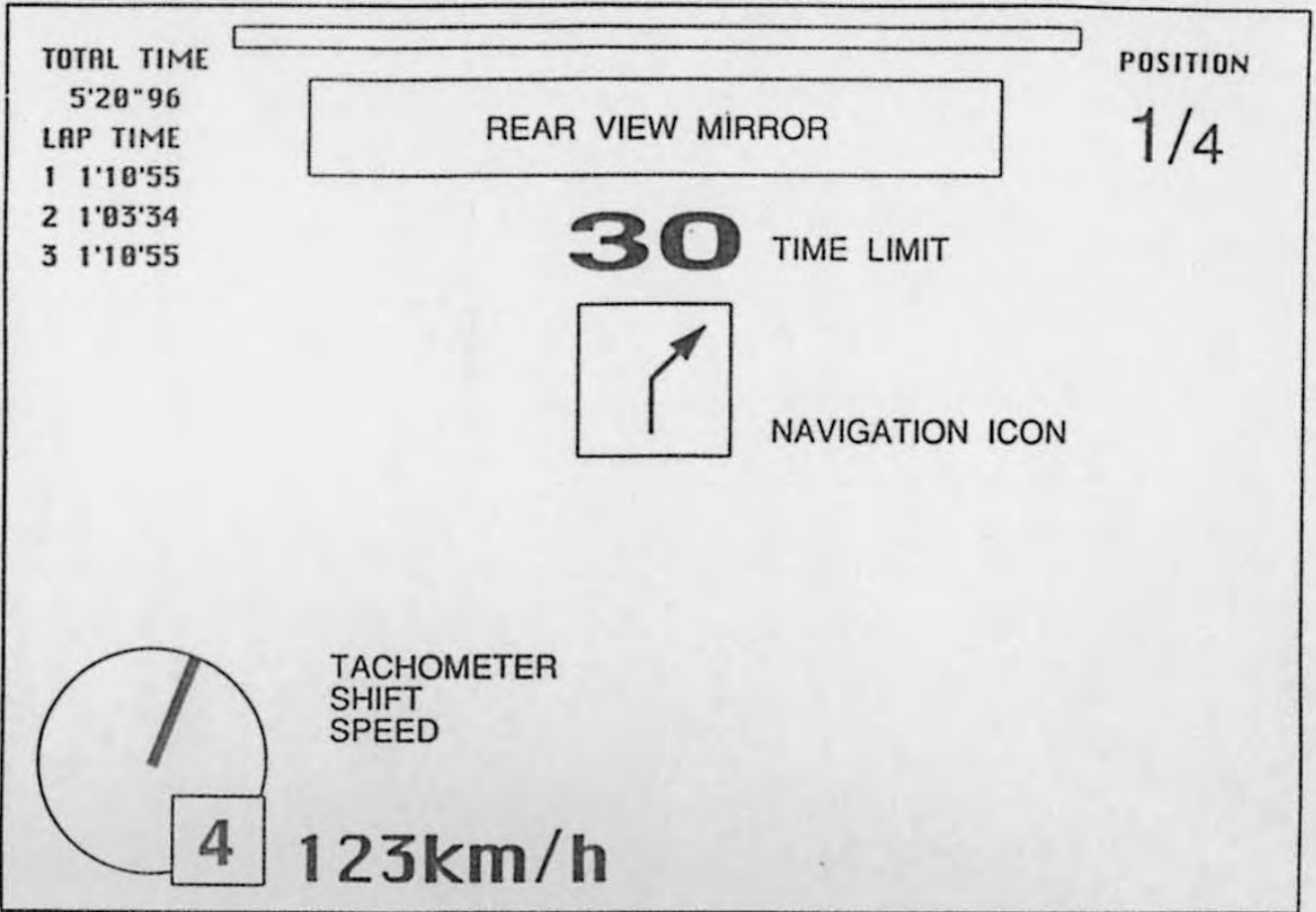


FIG. 7

8. EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, checking in accordance with the explanations given in this section. The following shows tests and modes that should be utilized as applicable.

CAUTIONS TO BE HEEDED WHEN USING THE TEST MODE:
 Exiting from the test mode causes the unit to perform the network check automatically. During this time, all of the linked units will not allow the game to be played in normal status. Therefore, be sure not to enter the test mode if any one of the units is in play. On the other hand, if even one unit is in the mode, make sure that all machines are not in play.

TABLE 8.1 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION	REFER SECTIO
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to see that each setting is as per standard setting made at the time of shipment. 2. In the INPUT TEST mode, check each SW and VR. 3. In the OUTPUT TEST mode, check each of lamps. 4. In the SELF-TEST mode, check ICs on the IC Board.	8-7. 8-4 8-9 8-3
MEMORY	Choose MEMORY TEST in the MENU mode to allow the MEMORY test to be performed. In this test, PROGRAM RAMs, ROMs, and ICs on the IC Board are checked.	8-3
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. In the INPUT TEST mode, test the CONTROL device 4. In the OUTPUT TEST mode, check each of lamps.	8-3 8-7. 8-4 8-9
CONTROL SYSTEM	1. In the INPUT TEST mode, check each SW and VR. 2. Adjust or replace each SW and VR. 3. If the problem can not be solved yet, check the CONTROL's moves.	8-4 9.10
MONITOR	In the MONITOR ADJUSTMENT mode, check to see if the MONITOR adjustment is appropriately made.	8-6 13
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.	8-3 8-5
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc..	8-1

8-1 SWITCH UNIT

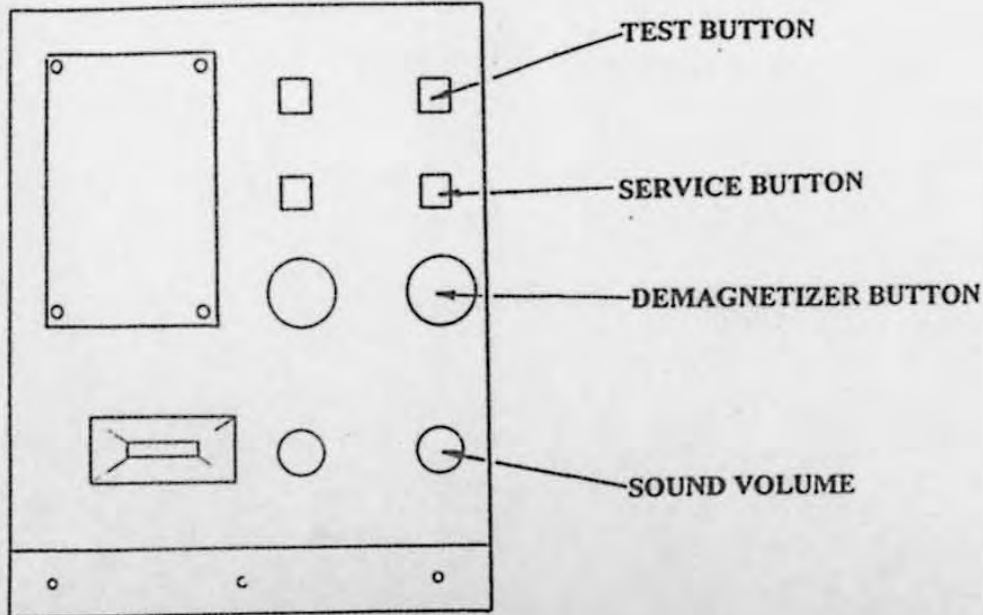


FIG. 8.1 SWITCH UNIT

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

TEST BUTTON:
TEST SW

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

SERVICE BUTTON:
SERVICE SW

Gives credits without registering on the coin meter.

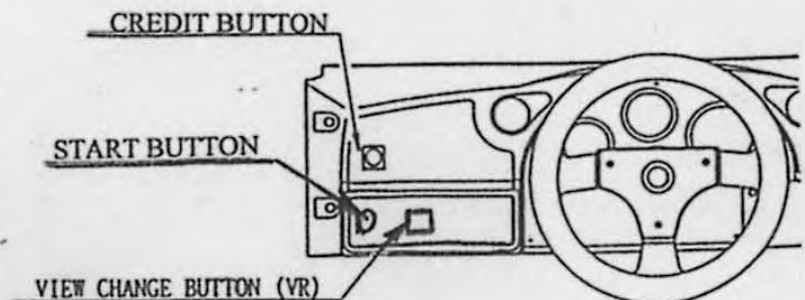
SOUND VOLUME:
SOUND VOLUME

Adjusts the volume of the monitor's right-hand side and left-hand side speakers, the control panel's right/left tweeters and the superwoofer under the seat.

DEMAGNETIZER SWITCH:
DEMAGNETIZER SWITCH

Eliminates color unevenness from the screen.

The control panel switches are also used in the test mode. For each functioning, refer to the following pages.



8-2 TEST MODE

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

- Press the TEST BUTTON to cause the following Test Menu to be displayed on the r (FIG. 8.2)
- Press the SERVICE BUTTON or VIEW CHANGE BUTTON (VR) until the pointer moved to the desired item to make a selection.
- Bring the pointer " > " to the desired item and press either the TEST BUTTON or S BUTTON to cause the selected item's test to start.

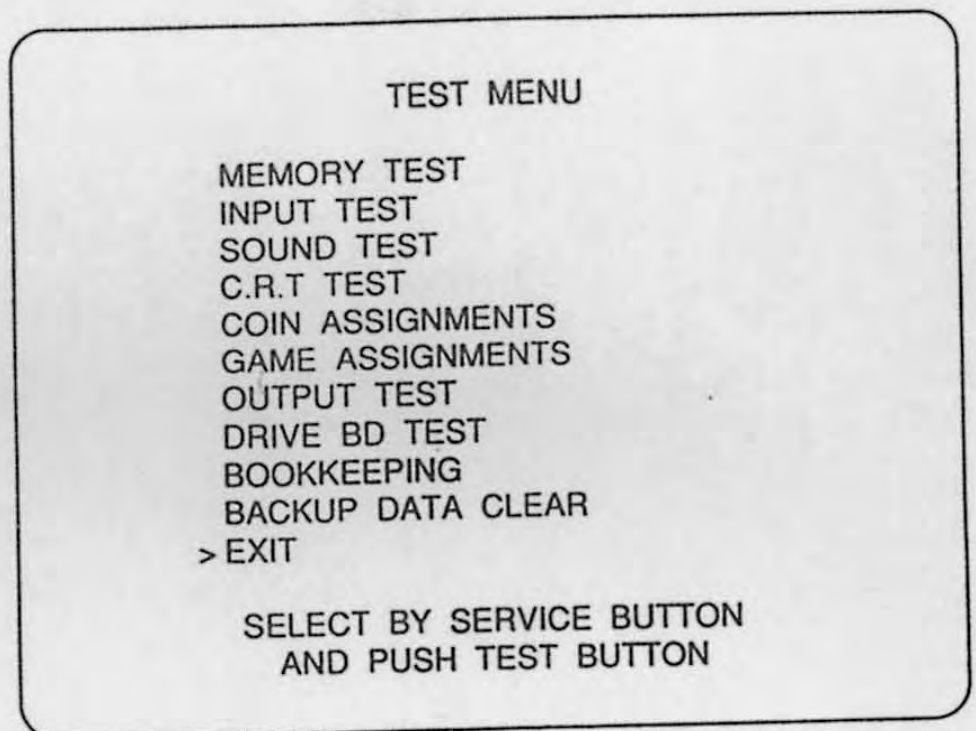


FIG. 8.2 TEST MENU

- After the test is complete, move " > " to "EXIT" and press the TEST BUTTON or START BUTTON to return to the Game Mode.

8-3 MEMORY TEST

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

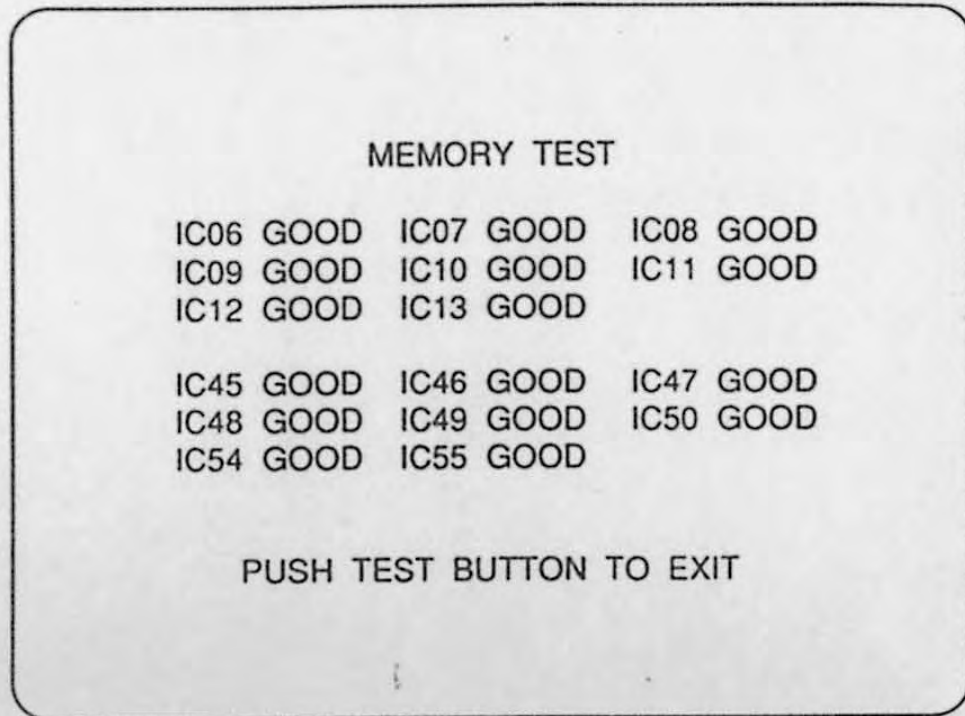


FIG. 8.3 MEMORY TEST

- When the test is completed, if the results are as shown above, it is satisfactory.
- It takes approximately thirty seconds to complete the test. If the TEST exceeds thirty seconds, the board may have malfunctioned.
- After finishing the test, pressing the TEST BUTTON or START BUTTON to return to MENU mode.

8-4 INPUT TEST

When INPUT TEST is selected, the monitor will show the following, allowing you the status of each switch and the value of each V. R. of the CONTROL PANEL. On this screen, periodically check the status of each switch & V. R.

- By pressing each switch, if the display on the right-hand side of the name of each changes to ON from OFF, the SW and the wiring connections are satisfactory.
- To check CHUTE 1 & CHUTE 2 coin switches, open the COIN CHUTE DOOR and insert a coin(s) in the slot.
- To return to the MENU mode, press the TEST BUTTON or simultaneously the START BUTTON & VIEW CHANGE BUTTON (VR).

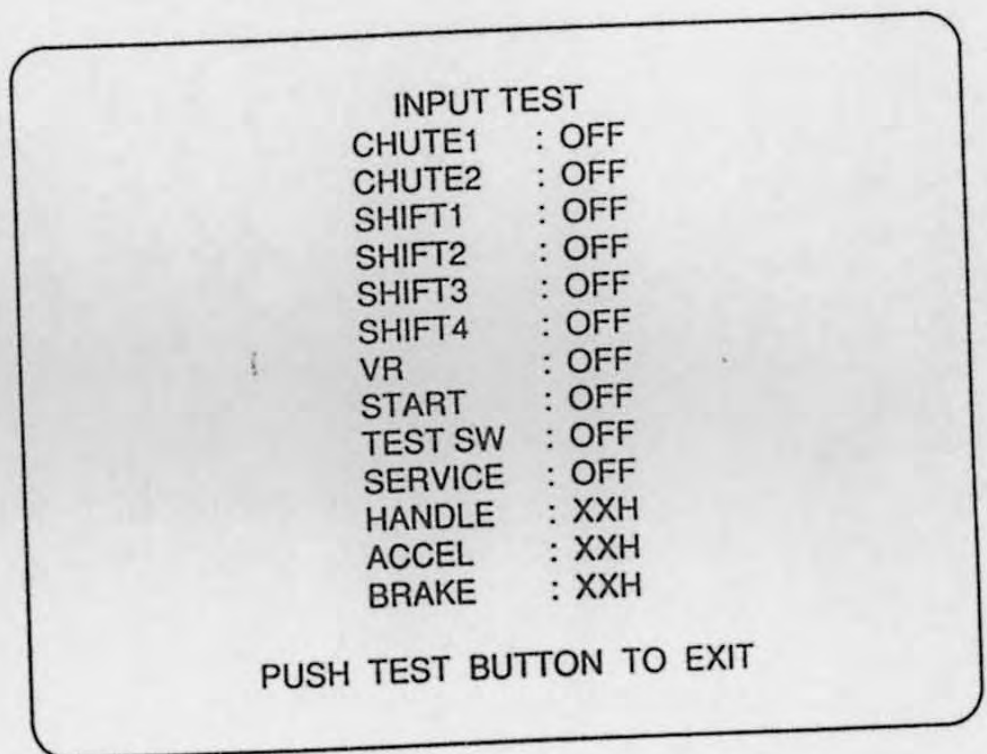


FIG. 8.4 INPUT TEST

The appropriate values of each V. R. are as follows:

HANDLE:	Under 2DH left	← 7D~83H → (Centering position)	Over D3H right
ACCEL:	Under 30H	→	Over C0H
BRAKE:	Under 30H (the pedal released)	→	Over C0H (the pedal stepped)

8-5 SOUND TEST

Choosing SOUND TEST causes the following mode to appear on the screen. This allows the desired sound (BGM, announcement and sound effects) to be chosen and heard. Enables the GAME BD, AMP BD and each speaker to be checked.

Press the SERVICE BUTTON or VIEW CHANGE BUTTON to bring the pointer ">" to the desired test item. Pressing the TEST BUTTON or START BUTTON allows the selected sound test to be performed.

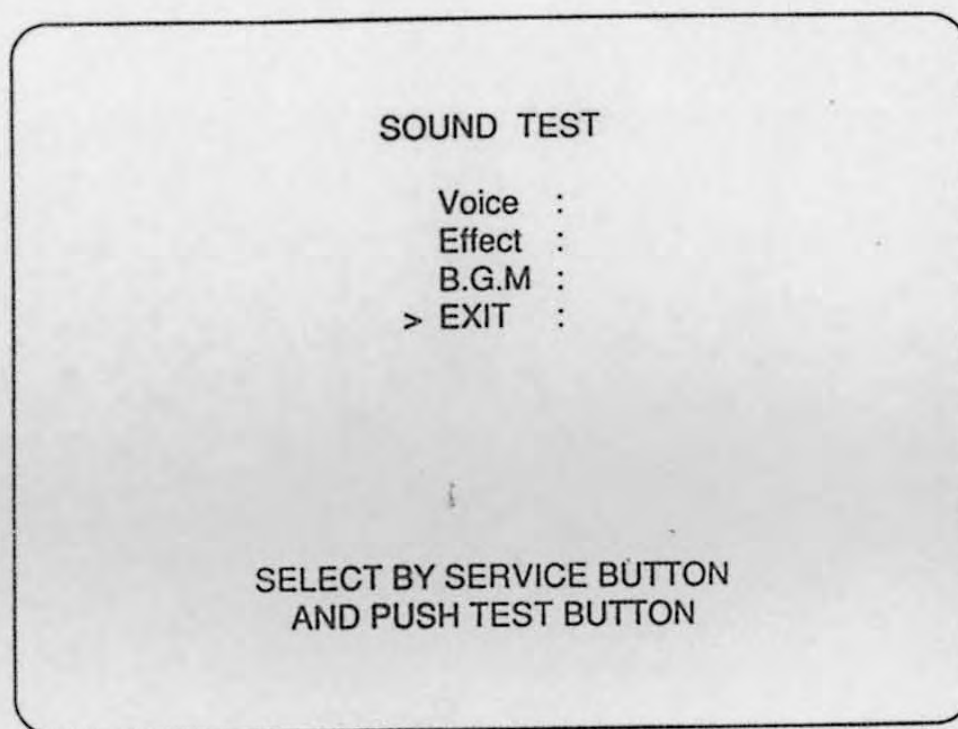


FIG. 8. 5 SOUND TEST

- Voice Voice of announcement & navigation.
- Effect Sound effects during game.
- B.G.M Background music during game.
- EXIT Causes the menu mode to return on to the screen.

8-6 C. R. T. TEST

Choose C. R. T. TEST to cause the following screen (upper) for monitor adjustment to appear.

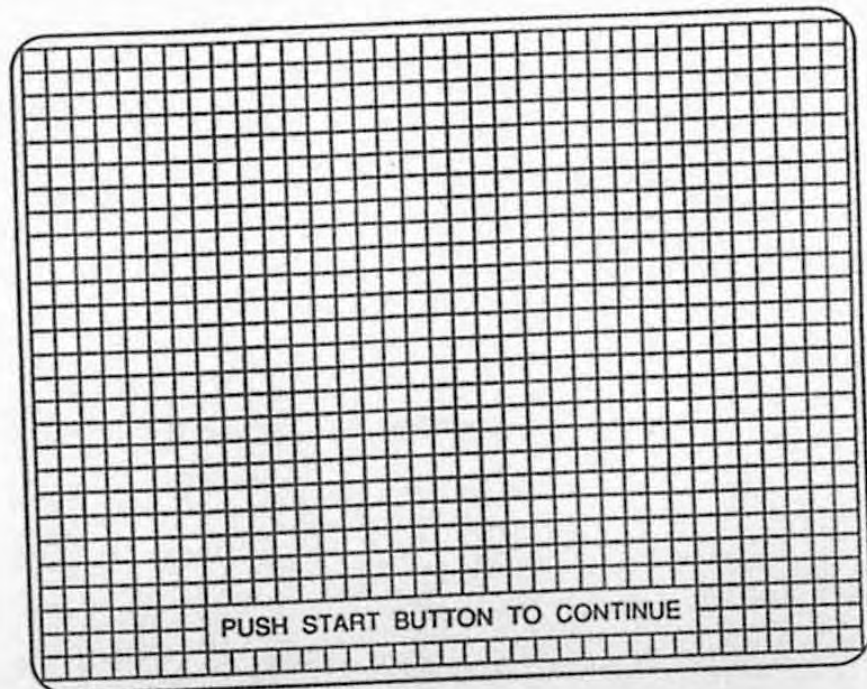


FIG. 8. 6a C. R. T. TEST

In the above screen as per FIG. 8.6 a, adjust the monitor to make sure that the cross lines do not go beyond the screen size and crosshatch distortion does not occur.

Press the TEST button or START button to have the following color bar screen appear. The C. R. T. TEST as shown in FIG. 8.6 b allows for monitor color checking. Each of the color bars (red, G (green) and B (blue) and white) is darkest at the left-hand end and becomes brighter towards the right-hand end.

Press the TEST button or START button to have the MENU return to the screen.

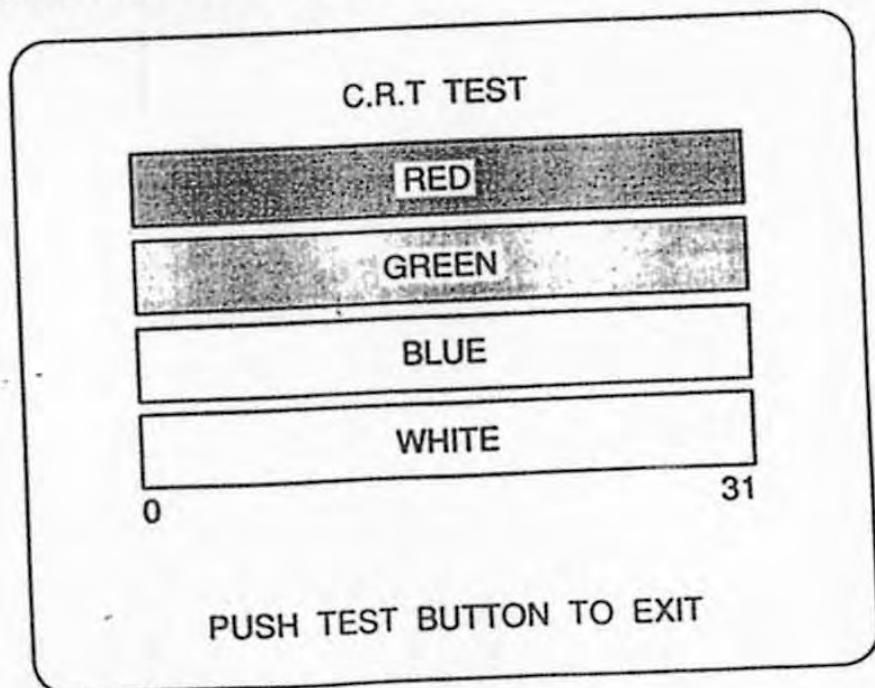


FIG. 8. 6b C. R. T. TEST

8-7 COIN ASSIGNMENT

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

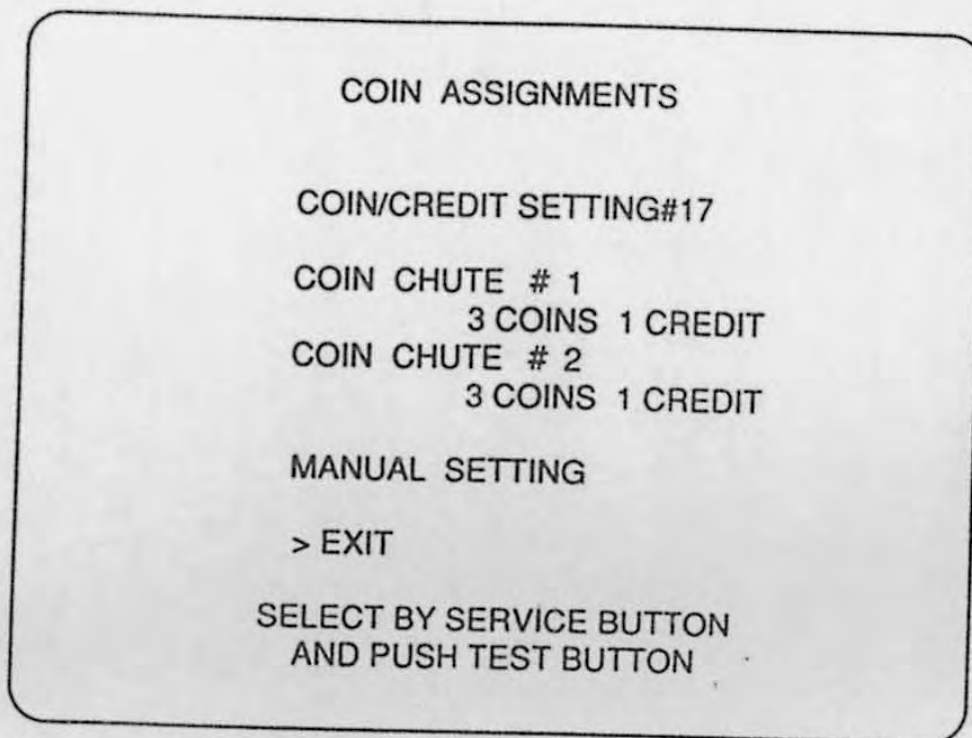


FIG. 8. 7a COIN ASSIGNMENTS

- COIN/CREDIT SETTING "How many coins correspond to how many credits."
In this machine, selection as per Table 8.2 is possible.
- MANUAL SETTING Allows for finer settings.

SETTING CHANGE PROCEDURE

- ① Press the SERVICE button or VIEW CHANGE button to move the arrow (>) to the desired setting change item.
- ② Press the TEST button or START button to make a setting change selection.
- ③ Move the arrow to EXIT and press TEST button or START button to return to the MENU mode.

TABLE 8. 2 COIN/CREDIT SETTING (COIN CHUTE COMMON TYPE)

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

MANUAL SETTING

**COIN ASSIGNMENTS
MANUAL SETTING**

COIN TO CREDIT 3 COINS 1 CREDIT

BONUS ADDER NO BONUS ADDER

COIN CHUTE #1 MULTIPLIER 1 COIN COUNTS AS 1 COIN
COIN 1 2 3 4 5 6 7 8 9
CREDIT 0 1/3 0 2/3 1 1 1/3 1 2/3 2 2 1/3 2 2/3 3

COIN CHUTE #2 MULTIPLIER 1 COIN COUNTS AS 1 COIN
COIN 1 2 3 4 5 6 7 8 9
CREDIT 0 1/3 0 2/3 1 1 1/3 1 2/3 2 2 1/3 2 2/3 3

> EXIT

SELECT BY SERVICE BUTTON
AND PUSH TEST BUTTON

FIG. 8. 7b COIN ASSIGNMENTS

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

TABLE 8.3 MANUAL SETTING

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

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

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

8-8 GAME ASSIGNMENTS

Selecting the GAME SYSTEM in the menu mode causes the present game setting to be displayed and also the game setting changes can be made. Each item displays the following content. Settings at the time of shipment are as follows:

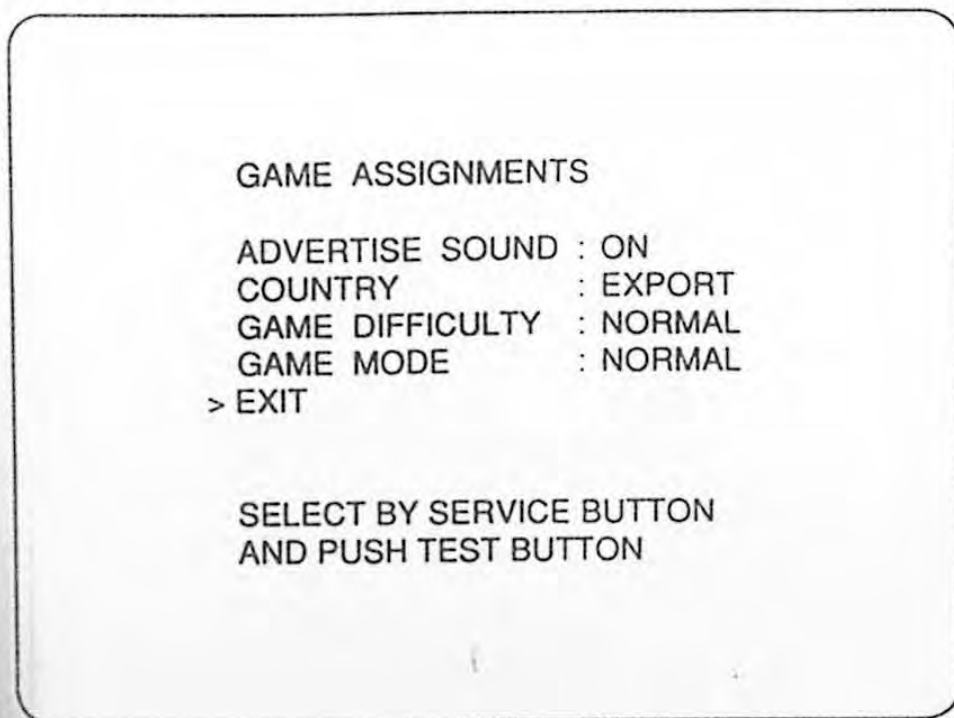


FIG. 8. 8 GAME ASSIGNMENTS

● ADVERTISE SOUND	Advertising sound during standby. Sound is produced with "ON," and no sound with "OFF."
● COUNTRY	Message language (select USA for the U. S. A., and EXPORT for other countries).
● CABINET TYPE	Setting of cabinet. Set to "TWIN" for this machine.
● LINK TYPE	Communication setting. Normally, set "CAR 1" for 1P Seat, and "CAR 2" for 2P Seat. Set to "NOT LINK" for 1P play at each Seat.
● GAME DIFFICULTY	The game difficulty is classified into 4 different categories from EASY to HARDEST. Standard setting is "NORMAL."
● GAME MODE	Selection of laps from among NORMAL, SHORT, LONG, and LONG-EST.

SETTING CHANGE PROCEDURE

- 1 Press the SERVICE button or VIEW CHANGE button to move the arrow (>) to the desired setting change item.
- 2 Press the TEST button or START button to make a setting change selection.
- 3 Move the arrow to EXIT and press TEST button or START button to return to the MENU mode.

8-9 OUTPUT TEST

Choose OUTPUT TEST to have the following screen appear. Entering this mode allows the status of each lamp to be checked. In this test, periodically check the status of each lamp.

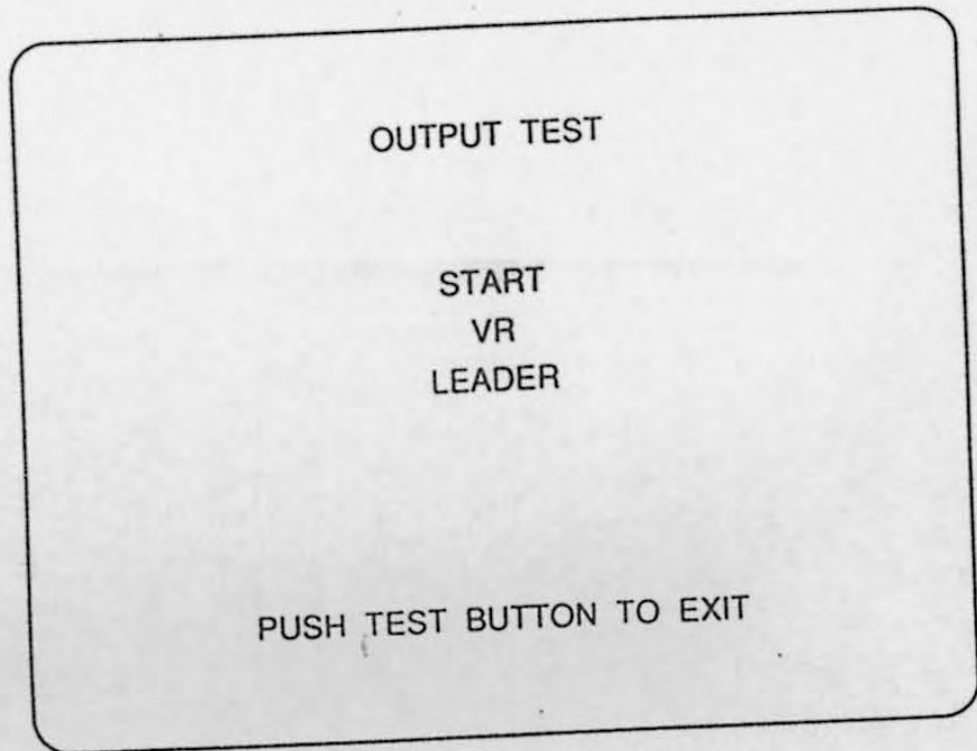


FIG. 8.9 OUTPUT TEST

Press the TEST button or the START button to return to the MENU mode.

8-10 DRIVE BD TEST

Choosing DRIVE BD TEST allows the strength of steering wheel reaction to be adjusted.

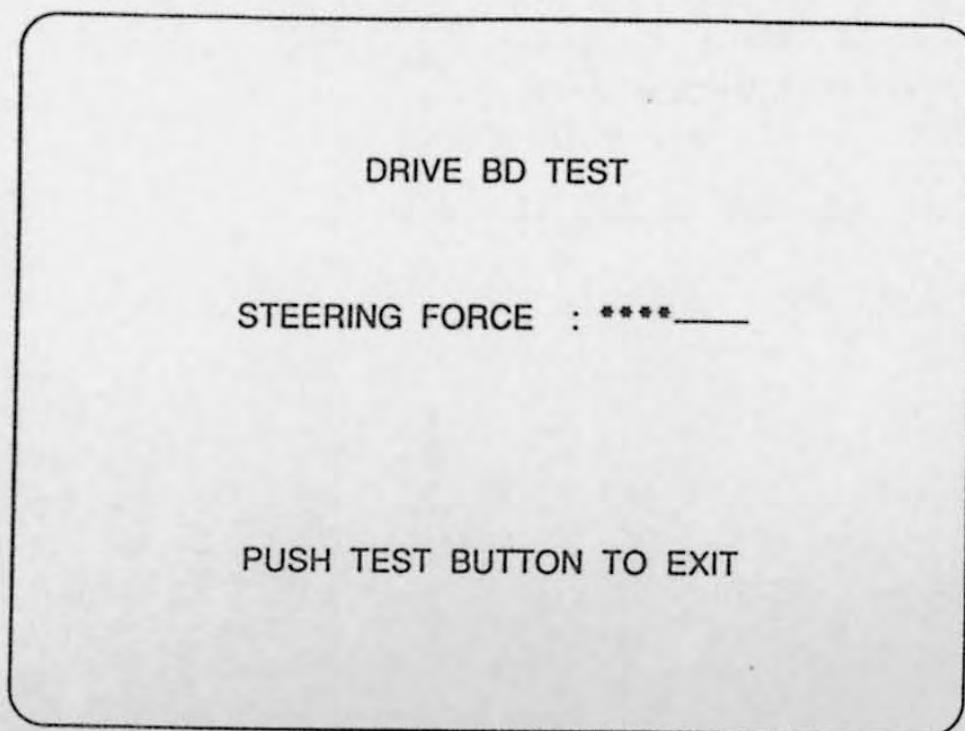


FIG. 8. 10a DRIVE BD TEST

The strength of steering wheel reaction can be adjusted in 8 steps by using the SERVICE button or VIEW CHANGE button.

The steering wheel operates as per the designated setting. Press the TEST button or START button to return to the MENU mode.

DIP SW SETTING TABLE

CAUTION!

- Make sure that DIP SW Nos. 4~8 are set to OFF.
- When changing DIP SW setting, ensure that the power is OFF.

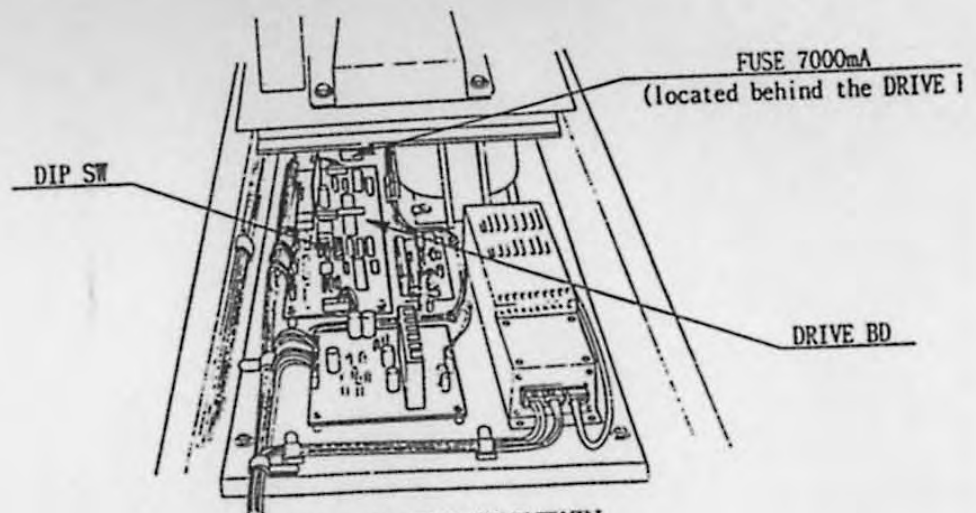
The strength of steering wheel reaction can also be adjusted via on-DRIVE BD DIP SW setting.

The DRIVE BD is mounted on the ASSY PWR SPLY TWIN. Refer to 17-1 when changing the settings.

DIP SW SETTING

NOTE: The shaded portion refers to the setting at the time of shipment.

1	2	3	FUNCTION
OFF	OFF	OFF	Light
ON	OFF	OFF	↑
OFF	ON	OFF	
ON	ON	OFF	↓
OFF	OFF	ON	
ON	OFF	ON	Heavy
ON	ON	ON	



DRIVE BD ERROR DISPLAY

When malfunctioning occurs in the DRIVE BD, testing will not be performed. When the DRIVE BD TEST is selected. In this case, the error No. will be displayed by the 7-SEG. display on the DRIVE BD.

Also, when a POWER-ON CHECK ERROR occurs, the 7-SEG. display data flashes. First check the handle mechanism's V. R., the motor, clutch, etc.

8-11 BOOKKEEPING

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

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

```

COIN CHUTE # 1      .....
COIN CHUTE # 2      .....
TOTAL COINS         .....

COIN   CREDITS      .....
SERVICE CREDITS    .....
TOTAL   CREDITS     .....

NUMBER OF GAMES     .....

TOTAL TIME          XXXD XXH XXM XXS
GAME PLAY TIME      XXH XXM XXS
AVERAGE GAME TIME  XXM XXS
LONGEST GAME TIME   XXM XXS
SHORTEST GAME TIME  XXM XXS

TIME HISTOGRAM
0M 0S - 0M29S .....XXXXXXXXX
0M30S - 0M59S .....XXXXXXXXX
1M 0S - 1M29S .....XXXXXXXXX
1M30S - 1M59S .....XXXXXXXXX
2M 0S - 2M29S .....XXXXXXXXX
2M30S - 2M59S .....XXXXXXXXX
3M 0S - 3M29S .....XXXXXXXXX
3M30S - 3M59S .....XXXXXXXXX
4M 0S - 4M29S .....XXXXXXXXX
4M30S - 4M59S .....XXXXXXXXX
5M 0S - 5M29S .....XXXXXXXXX
5M30S - 5M59S .....XXXXXXXXX
6M 0S - 6M29S .....XXXXXXXXX
6M30S - 6M59S .....XXXXXXXXX
7M 0S - 7M29S .....XXXXXXXXX
7M30S - 7M59S .....XXXXXXXXX
8M 0S - 8M29S .....XXXXXXXXX
9M30S - 9M59S .....XXXXXXXXX
10M 0S -          .....XXXXXXXXX

PUSH TEST BUTTON TO CONTINUE
    
```

FIG. 8. 11a BOOKKEEPING

- COIN CHUTE#* : Number of coins put in. As seen from the front of the cabinet, the right-hand side is #1 and the left-hand side is #2.
- TOTAL COINS: Total number of activations of coin chutes
- COIN CREDITS: Number of credits registered by inserting coins
- SERVICE CREDITS: Credits registered by the SERVICE button
- TOTAL CREDITS: Total number of credits (COIN CREDITS + SERVICE CREDITS)
- TOTAL TIME: The total energized time.
- TIME HISTOGRAM: By - playtime play frequency.

DESERT COURSE
 TOTAL PLAY GAMES ... XXXXX GAME
 GOALS ... XXXXXX GOAL
 TIME ... XX H XX M XX S
 FASTEST GOAL TIME ... XX M XX S
 AVERAGE PLAY TIME ... XX M XX S

FOREST COURSE
 TOTAL PLAY GAMES ... XXXXX GAME
 GOALS ... XXXXXX GOAL
 TIME ... XX H XX M XX S
 FASTEST GOAL TIME ... XX M XX S
 AVERAGE PLAY TIME ... XX M XX S

MOUNTAIN COURSE
 TOTAL PLAY GAMES ... XXXXX GAME
 GOALS ... XXXXXX GOAL
 TIME ... XX H XX M XX S
 FASTEST GOAL TIME ... XX M XX S
 AVERAGE PLAY TIME ... XX M XX S

CHAMPIONSHIP
 TOTAL PLAY GAMES ... XXXXX GAME
 GOALS ... XXXXXX GOAL
 TIME ... XX H XX M XX S
 FASTEST GOAL TIME ... XX M XX S
 AVERAGE PLAY TIME ... XX M XX S

PUSH TEST BUTTON TO EXIT

FIG. 8. 11b BOOKKEEPING

The steering wheel operates as per the designated setting. Press the TEST button or ST button to return to the MENU mode.

8-12 BACKUP DATA CLEAR

Clears the contents of BOOKKEEPING. When clearing, bring ">" to "YES (CLEAR)" and press the TEST button. When the data has been cleared, "COMPLETED" will be displayed. Bring ">" to "NO (CANCEL)" and press the TEST button or START button to return to the menu mode.

Also, note that the game setting contents are not affected by BACKUP DATA CLEAR operation.

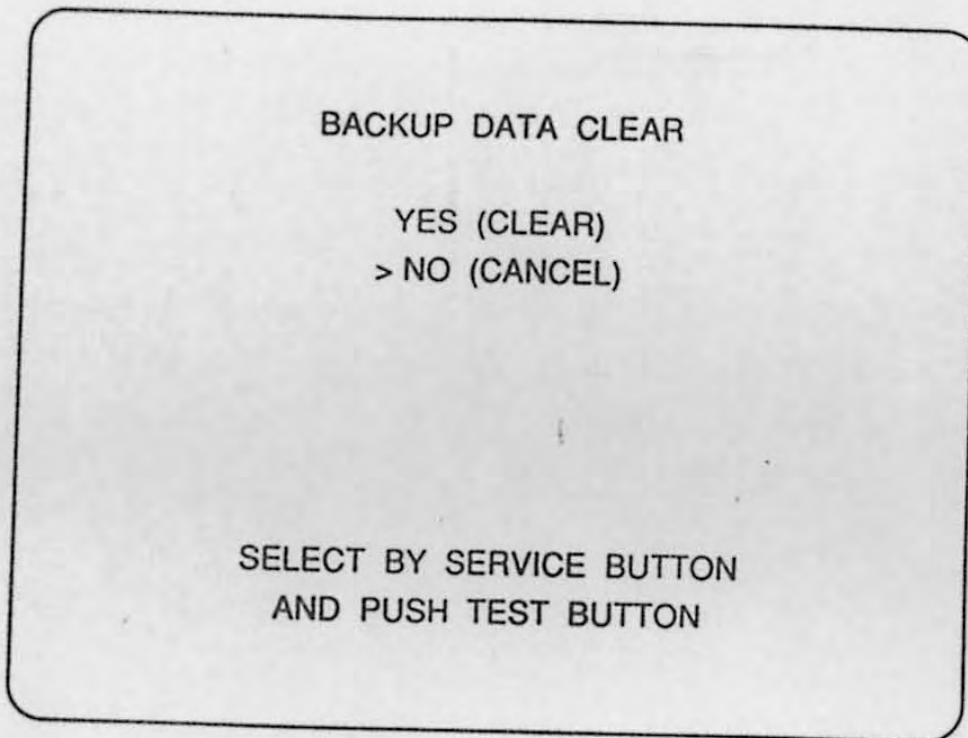


FIG. 8. 12 BACKUP DATA CLEAR

9. CONTROL PANEL(HANDLE MECHA)

In the TEST mode, if the steering wheel V. R. value variations are not within the allowable range, an adjustment of the V. R. installation position or replacement of the V. R. are needed. Also, apply grease to the steering wheel mechanism's shaft and sliding portions once every 3 months.

To perform the above work, take off the 9 screws and remove BACK LID A from the back of the cockpit.

CAUTION! Removing BACK LID A causes the monitor's high tension portion to be exposed. When performing the following work. Be very careful in this regard.

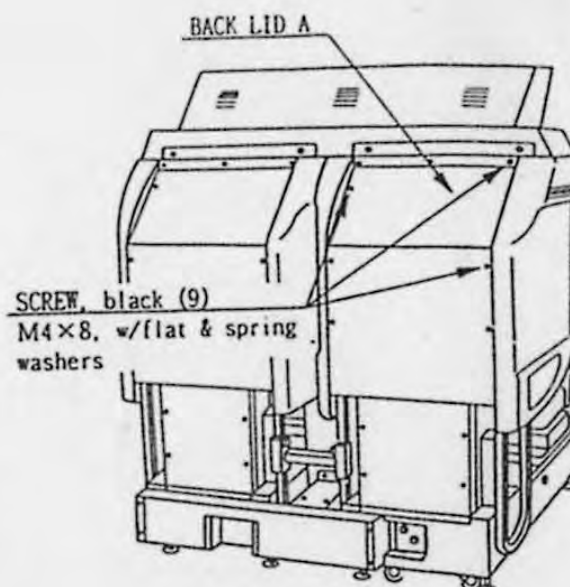


FIG. 9.1

9-1 REPLACING AND ADJUSTING THE HANDLE'S (STEERING WHEEL'S) V. R.

The upper side V. R. of the HANDLE MECHA is for the GAME BD., and the lower side one, for DRIVE BD.

Check the value of the V. R. for the DRIVE BD. The appropriate value of each V. R. is as follows.

V. R. for the GAME BD. :	Under 2 DH	← 7DH ~ 83H	→ Over D3H
V. R. for the DRIVE BD. :	Under 2 DH	← 7DH ~ 83H	→ Over D3H

Method of V. R. replacement

To replace the V. R., after taking off the connector from the V. R. to be replaced, take out the 2 screws which secure the VR BRACKET, and remove the V. R. together with the bracket and gear. After replacement, check the V. R. value variations in the test mode.

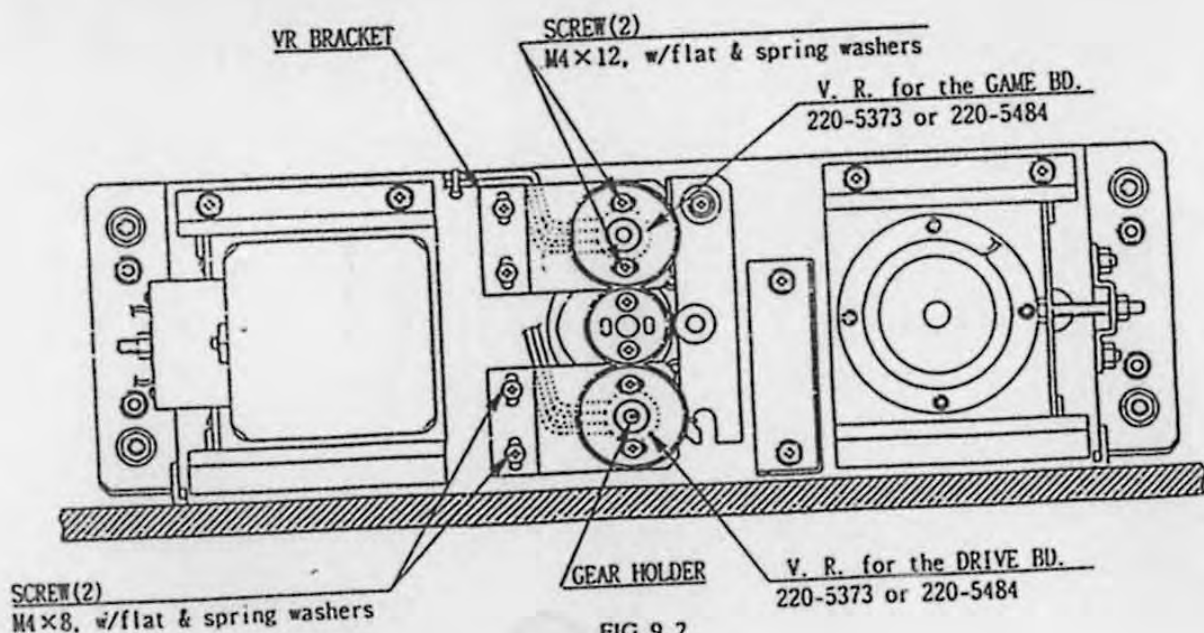


FIG. 9.2

Method of V. R. adjustment

- ① Loosen the 2 screws which secure the V. R. BRACKET, move the V. R. BRACKET and detach the gears.
- ② Adjust the V. R. so that it is consistent with the value near the centering position.
- ③ Cause the gears to be engaged and secure the V. R. BRACKET. At this time, make sure that an appropriate backlash is obtained.
- ④ If the V. R. value is not appropriate when the steering wheel is at the centering position, loosen the 2 screws which secure the V. R. gear, turn the gear holder to make a fine adjustment so that the V. R. value is within the allowable range.
- ⑤ Check the V. R. value variations by turning the handle.

9-2 GREASING

Once every 3 months, grease the gears, bearings, springs, and cam & arm's sliding portions.

9-3 REMOVING THE CONTROL PANEL

For ordinary maintenance as mentioned above, it is not necessary to remove the control panel. However, in the cases where passage space cannot be provided behind the cabinets, the entire control panel is to be replaced, or the monitor adjustments are to be made, remove the control panel by using the following procedure:

- ① Take off a total of 4 tamperproof screws from the right-hand side and left-hand side of the control panel's front portion.
- ② Take off 2 Hex Bolts from underneath the control panel (with flat & spring washers).
- ③ Wiring connectors are connected in the control panel. Pull out the control panel by paying careful attention so as not to damage the wiring.
- ④ Remove the wiring connectors.
- ⑤ When the control panel is removed, the monitor adjustment board appears.

10. ACCELERATOR & BRAKE

In the test mode, if the ACCEL. & BRAKE V. R. value is not within the allowable range, an adjustment of V. R. installation position, or a replacement of V. R. is needed. Also, grease the MECHA's shafts and sliding portions once every 3 months.

To perform the above work, take off the 4 screws and remove BACK LID B from the back of the cockpit.

SCREW, black (4)
M4×8, w/flat & spring washers

BACK LID B

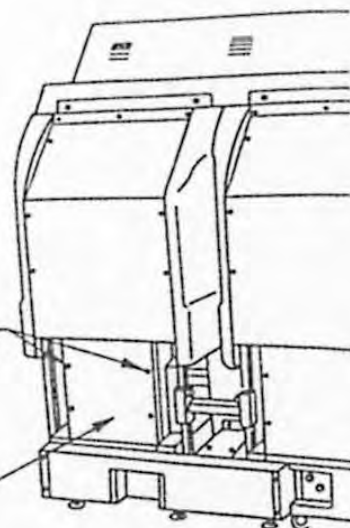


FIG. 10.1

10-1 ADJUSTMENT AND REPLACEMENT OF VOLUME

The ACCEL. & BRAKE MECHA can be seen by removing the BACK LID B. The ACCEL. V. R. is on the left-hand side and the BRAKE V. R. is on the right-hand side of the MECHA. Check the V. R. value in the test mode. The appropriate value of each V. R. is as follows:

ACCEL.:	When released:	---	When stepped on:
BRAKE :	Under 30H	---	Over COH
	Under 30H	---	Over COH

Method of V. R. replacement

To replace the V. R., after taking off the connector from the V. R. to be replaced, take screws which secure the VR BRACKET, and remove the V. R. together with the gear. After the replacement, check the V. R. value variations in the test mode.

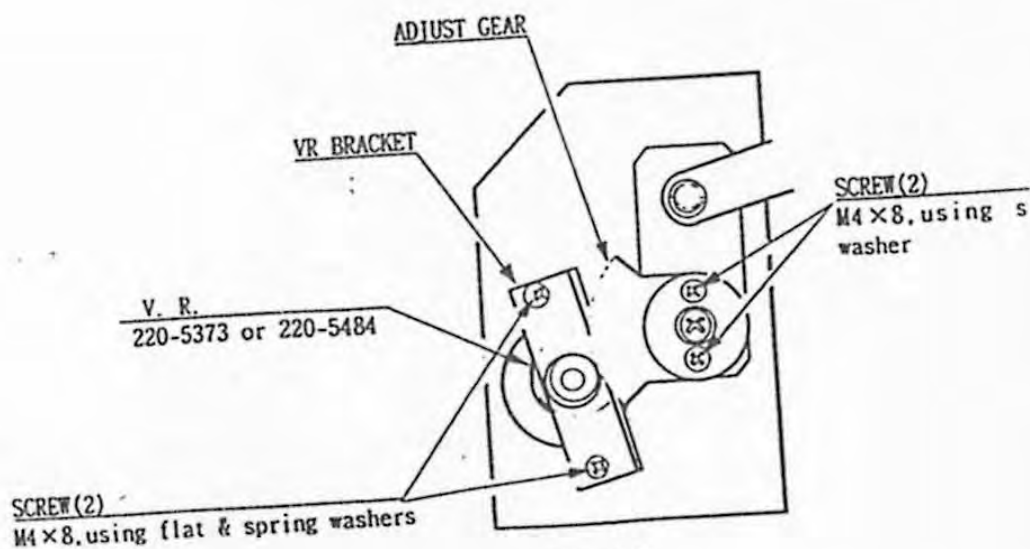


FIG. 10.2

Method of V. R. adjustment

- ① Loosen the 2 screws which secure the V. R. BRACKET and move the V. R. BRACKET to disengage the gears.
- ② Cause the V. R. value to match with the value obtained when the pedal is released.
- ③ Cause the gears to be engaged and secure the V. R. BRACKET. At this time, be sure to obtain an appropriate backlash.
- ④ Step on the pedal and check the V. R. value variation.

10-2 GREASING

Grease the gears and bearings once every 3 months as a standard.

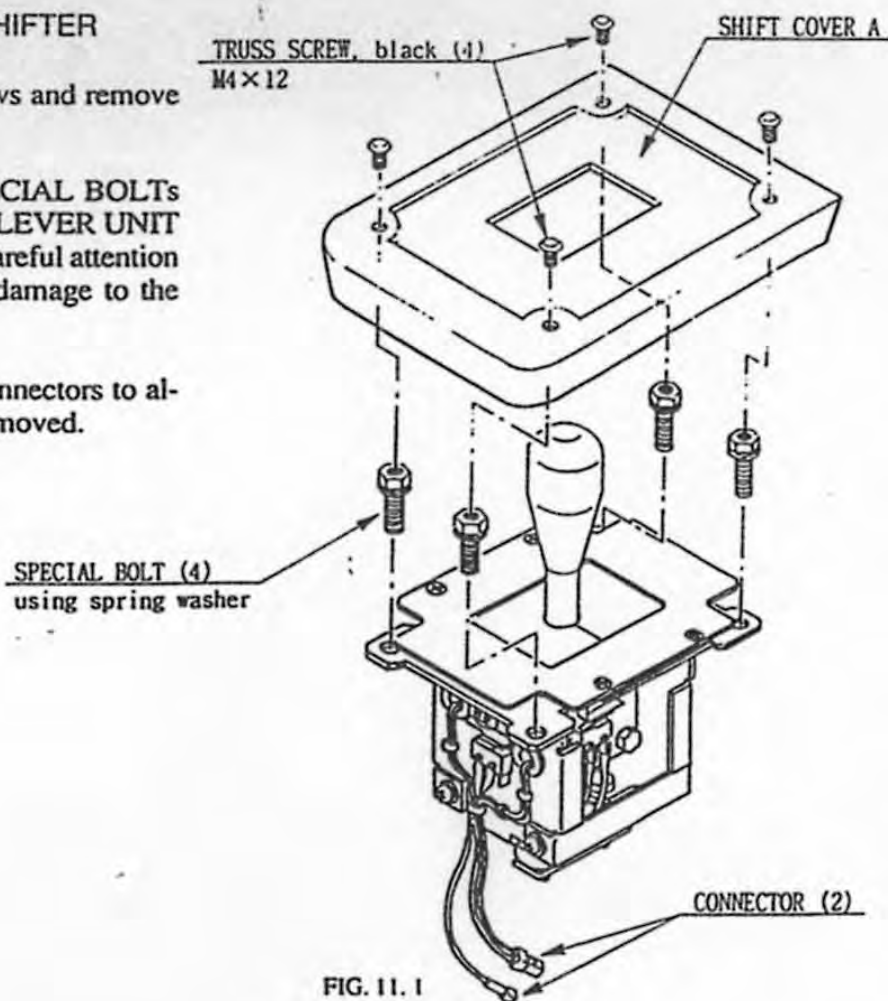
11. 4 SPEED SHIFTER

In the test mode, if the shift lever input is found to be irregular, replace the switch. Also, grease the MECHA's shafts or sliding portions once every 3 months as a standard. When performing the work, remove the shift lever unit.

When performing the above work, remove the shift lever unit.

11-1 REMOVING THE SHIFTER

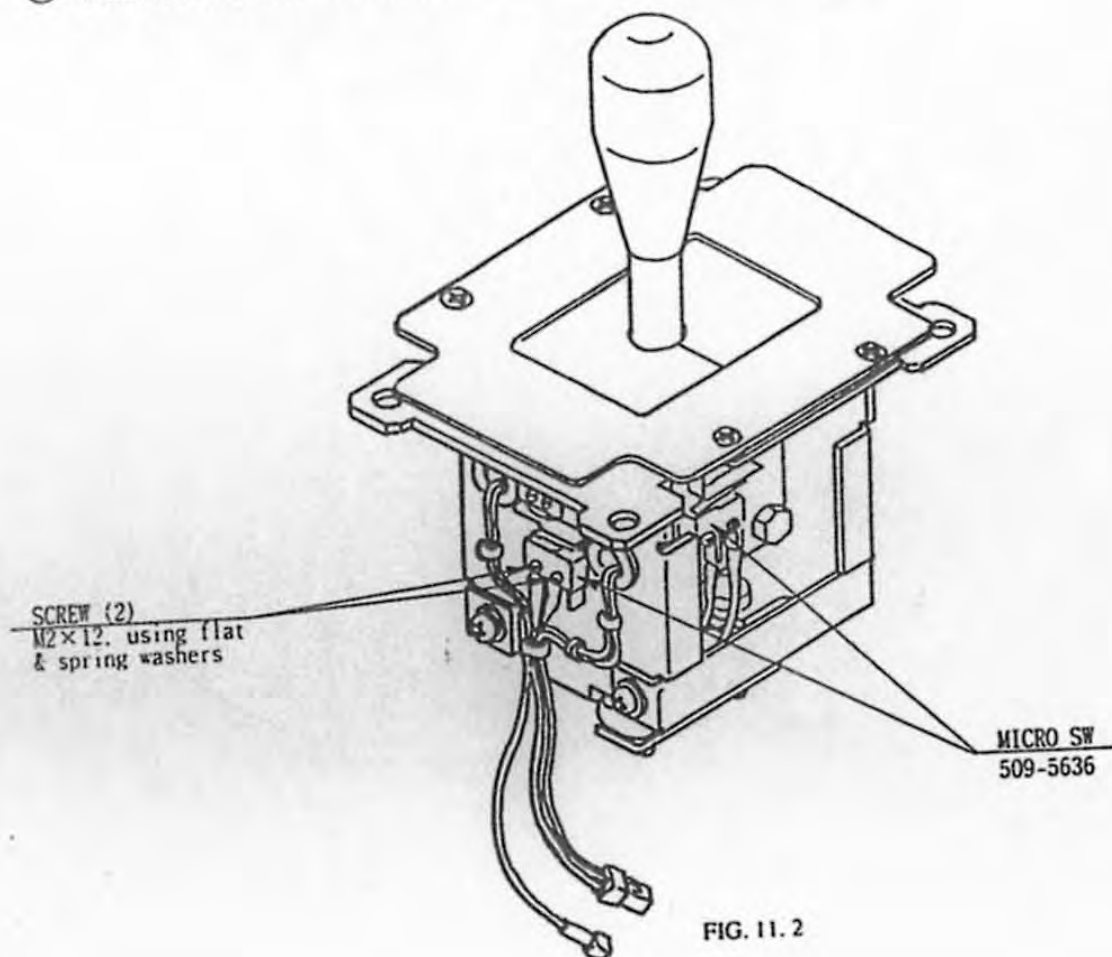
- ① Take off the 4 screws and remove SHIFT COVER A.
- ② Take out the 4 SPECIAL BOLT's and pull the SHIFT LEVER UNIT upward by paying careful attention so as not to cause damage to the wiring.
- ③ Disconnect the 2 connectors to allow the unit to be removed.



11-2 REPLACEMENT AND ADJUSTMENT OF SWITCH

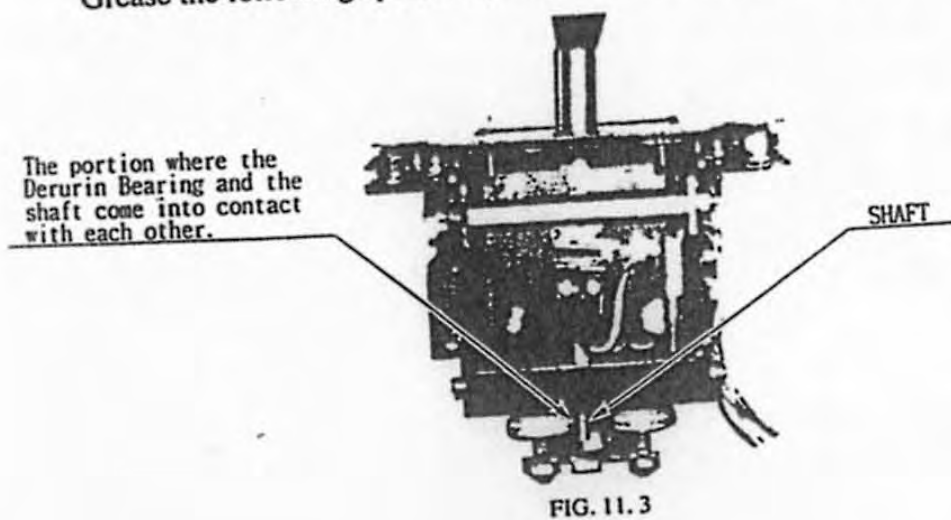
Method of replacement

- ① Disconnect the wiring connector of the SW to be replaced.
- ② Take off the 2 screws which secure the SW, and replace the SW.



11-3 GREASING

Grease the following specified points once every 3 months as a standard.



12. COIN SELECTOR

HANDLING A COIN JAM

If the REJECT button is pressed, and the coin is still not rejected, 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.

CLEANING THE COIN SELECTOR

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 Open the gate and dust off by using a soft brush (made of wool, etc.).
- ③ Remove stains by wiping with a soft cloth dampened with water or chemical detergent.
- ④ Remove the CRADLE. When removing the retaining ring (E ring), be very careful not to bend the shaft.
- ⑤ Remove stain from the shaft and pillow portions by wiping with a soft cloth, etc.
- ⑥ After wiping as per 5 above, further apply a dry cloth, etc. to dry the coin selector completely.

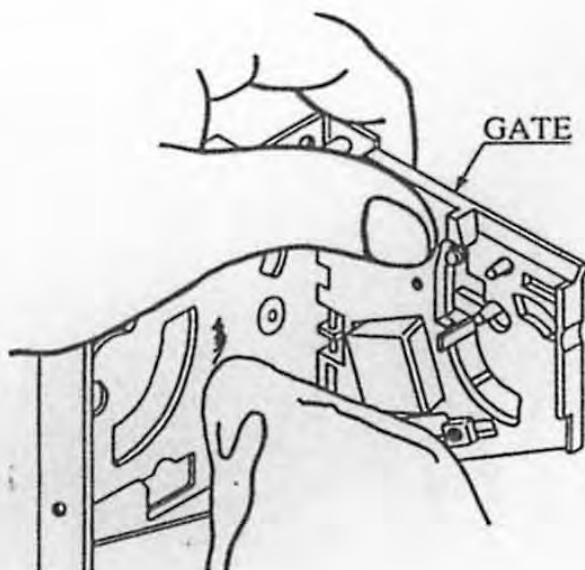


FIG. 12. 1

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.

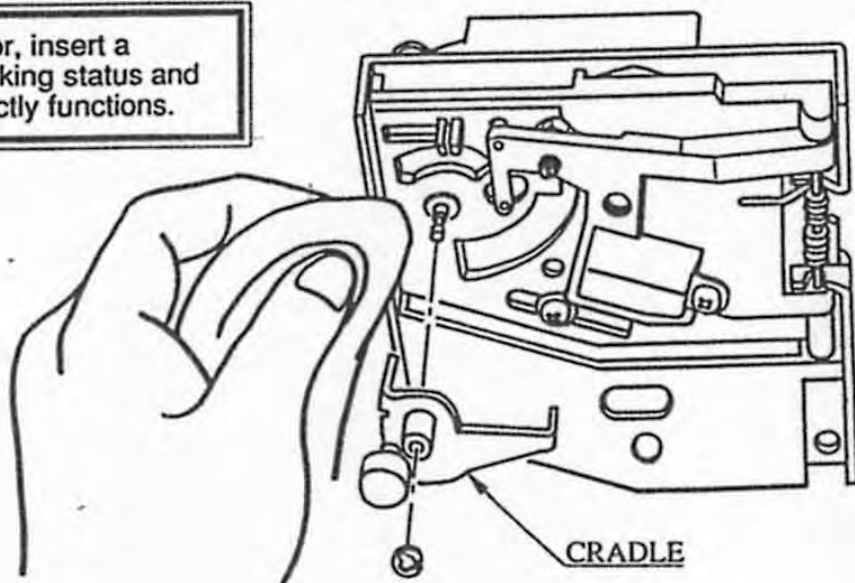


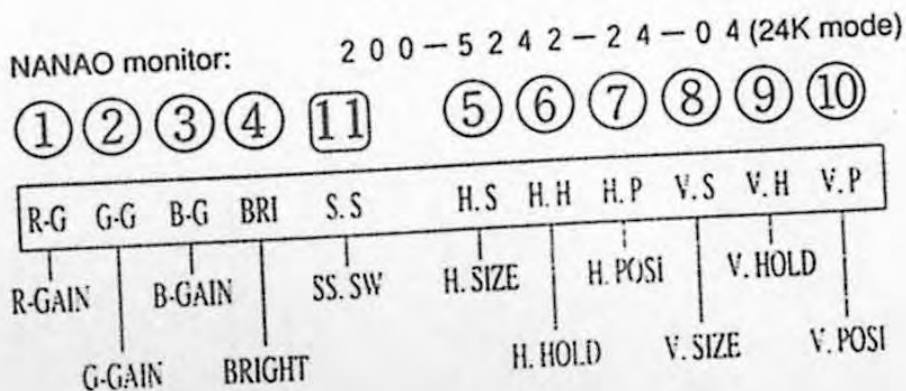
FIG. 12. 2

13. MONITOR ADJUSTMENTS

CAUTION !

- Do not operate the ADJUSTMENT knobs without good reason.
- A certain portion of the monitor is subject to a high voltage and therefore be careful of this point.
- When making adjustment, utilize a resinous Alignment Screwdriver.

Remove Back Lid B to make adjustments to the monitor.
The following applies to models supplied with a NANA0 29 inch monitor only.



- ① R-GAIN
- ② G-GAIN Controls colors.
- ③ B-GAIN
- ④ BRIGHT Controls screen brightness.
- ⑤ H. SIZE Controls horizontal screen size.
- ⑥ H. HOLD Provides horizontal synchronization, i.e., controls right/left blurring of
- ⑦ H. POSI Controls horizontal display position on screen.
- ⑧ V. SIZE Controls vertical screen size.
- ⑨ V. HOLD Provides vertical synchronization, i.e., controls up-down scrolling of
- ⑩ V. POSI Controls vertical display position on screen.
- ⑪ SS. SW Controls the visual quality. (Only applies to Nanao.)

A: Ordinary B: Super-sharpness

14. REPLACING THE FLUORESCENT LAMP, AND LAMPS

Open the Billboard as shown to replace the Fluorescent Lamp and Lamps.

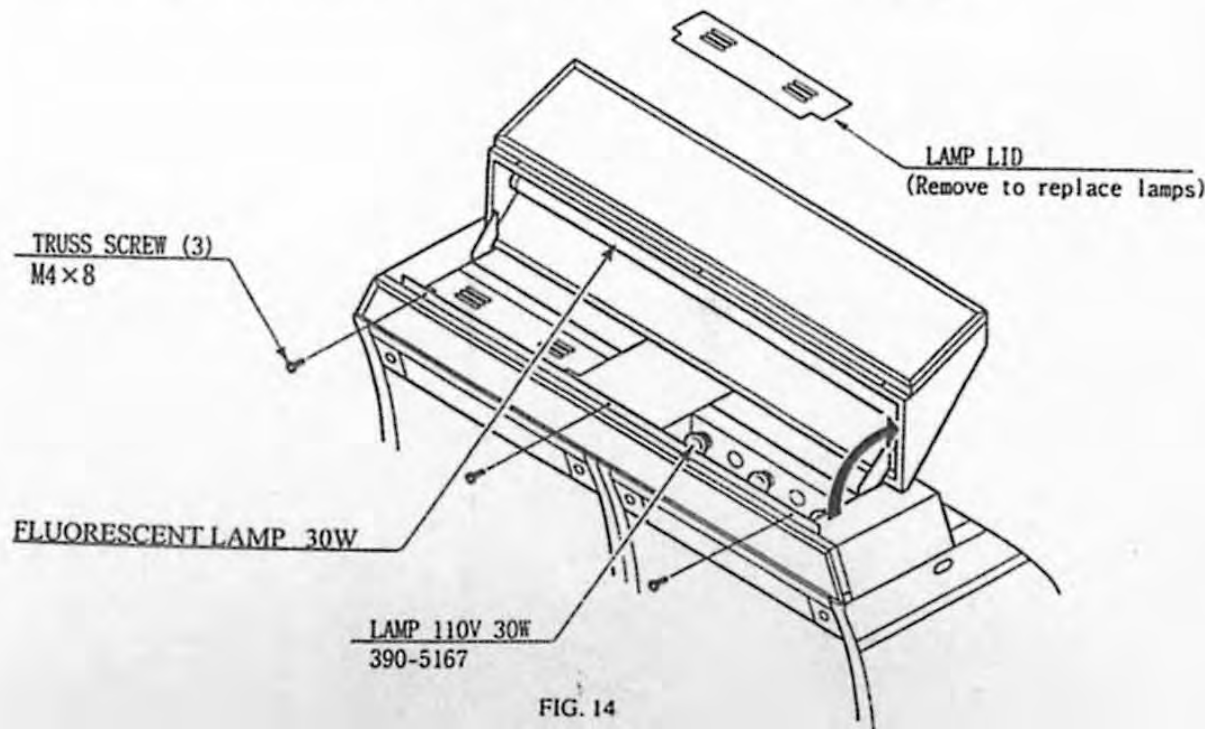


FIG. 14

CAUTION: Immediately after the lamps are lit, they become very hot. Be very careful when replacing them.

15. PERIODIC CHECK

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

	Item	Interval	Reference
CONTROL PANEL	Check lamp.	Monthly	8
	Check VOLUME VALUE.	Monthly	6, 8
	Check ADJUST GEAR engagement.	Trimonthly	9 - 1
	Greasing of GEAR and bearing.	Trimonthly	9 - 2
ACCEL. & BRAKE	Check VOLUME VALUE.	Monthly	6, 8
	Check ADJUST GEAR engagement.	Trimonthly	10 - 1
	Greasing of GEAR and bearing.	Trimonthly	10 - 2
4 SPEED SHIFTER	Check SW.	Monthly	6, 8
	Greasing of bearing.	Trimonthly	11 - 3
COIN CHUTE TOWER	Check COIN SW.	Monthly	8
	Cleaning of COIN SELECTOR.	Trimonthly	12
MONITOR	Check adjustments.	Monthly	6, 8, 13
SEAT	Antistatic measures	Bimonthly	5
GAME BD	MEMORY TEST.	Monthly	8
	Check settings.	Monthly	8

16. TROUBLESHOOTING

In case a problem occurs, first check wiring connector connections.

PROBLEMS	CAUSE	COUNTERMEASURES
When the main SW is turned ON, the machine is not activated.	The power is not ON. Incorrect power source/voltage.	Firmly insert the plug into the outlet. Make sure that the power supply/voltage are correct.
MONITOR screen is blackened and the fluorescent lamp does not light up.	Power supply unit fuse blown off due to instantaneous overcurrent.	First remove the cause of overcurrent, then replace the fuse (refer to Sec.17).
MONITOR screen is all blue.	Defective connections in between each board.	Make sure of correct connections in between each board.
The color of image on MONITOR screen is incorrect.	Incorrect monitor adjustment.	Make appropriate adjustments (see Sec. 13).
The on-screen image of the monitor sways and or shrinks.	The power source and voltage are not correct.	Make sure that the power supply and voltage are correct.
Control panel and pedal not operable satisfactorily.	V. R. position deviated, or V. R. malfunctioning. ADJUST GEAR's engagement is not correct.	Adjust or replace the V. R. (see Sec. 9 & 10). Adjust the engagement of ADJUST GEAR (see Sec. 10).
SHIFT LEVER doesn't operate satisfactorily.	Switch malfunctioning.	Replace the Switch (see Sec. 11).
Steering Wheel reaction strength is insufficient.	POWER ON CHECK not performed correctly. V. R. position deviated, or V. R. malfunctioning. Reaction mechanism's secular change.	First turn the power off and then turn it back on. Complete the POWER ON CHECK. Adjust or replace the V. R. (see Sec. 9). Change DRIVE BD DIP SW setting (see Sec. 17).
Fluorescent lamp doesn't light up.	Fluorescent lamp needs replacement. The connector is disconnected.	Replace the fluorescent lamp (see Sec. 14). Check connector connections in the billboard (see Sec. 6)
The LEADER lamp does not light up.	The lamp is burnt out. The connector is disconnected.	Replace the lamp (see Sec. 14). Part No. 31 Check connector connections in the billboard (see Sec. 6).
Interactive play is not possible.	Communication cable is disconnected. Cable connections are not correct. Settings for communication play are not correct.	Connect the cable. Connect the cable correctly (see Sec. 19). Ensure that GAME ASSIGNMENTS settings are correct (see Sec. 8).
Sound is not emitted.	Sound volume adjustment is not correct. Malfunctioning of sound BD and memory.	Adjust the SWITCH UNIT's sound adjustment volume (control) (see Sec. 8). Perform SOUND TEST (see Sec. 8).

17. GAME BOARD

17-1 REMOVING THE BOARD

To replace the IC BD (such as Game BD, Drive BD, etc.), or to change DIP SW settings, take out the IC BD by using the following procedure:

- ① Turn the MAIN SW off.
- ② Take off the 4-off M4 TMP PRF CRM screws holding the lock cover and the 2-off M8 TMP PRF CRM screws holding the rear floor from the game. Unlock the rear floor.
- ③ Turn the knob to unlock. The seat can be inclined in the direction shown. When inclining the seat, be careful so as not to damage the seat parts. Carefully cause the backrest portion of the seat to come into contact with the floor. If the floor has hard surfaces, protect the seat from damage by using a cloth, etc. on the floor surfaces.

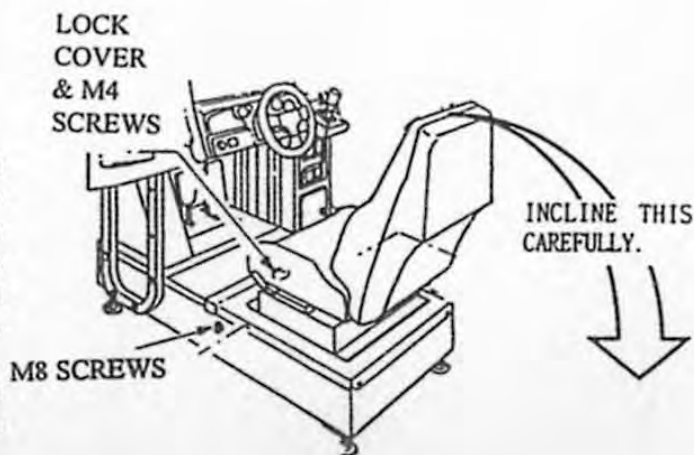


FIG. 17.1

- ④ Take off the 3 screws to remove the case lid. The GAME BD and I/O BD are incorporated in the shield case.
- ⑤ Take off a total of 4 screws from both sides with the seat being in an inclined state and remove BASE LID F. Removing BASE LID F allows the power supply unit, drive BD and sound BD to be checked.

Fuse is placed in the power supply.
(FIG. 8. 10b)

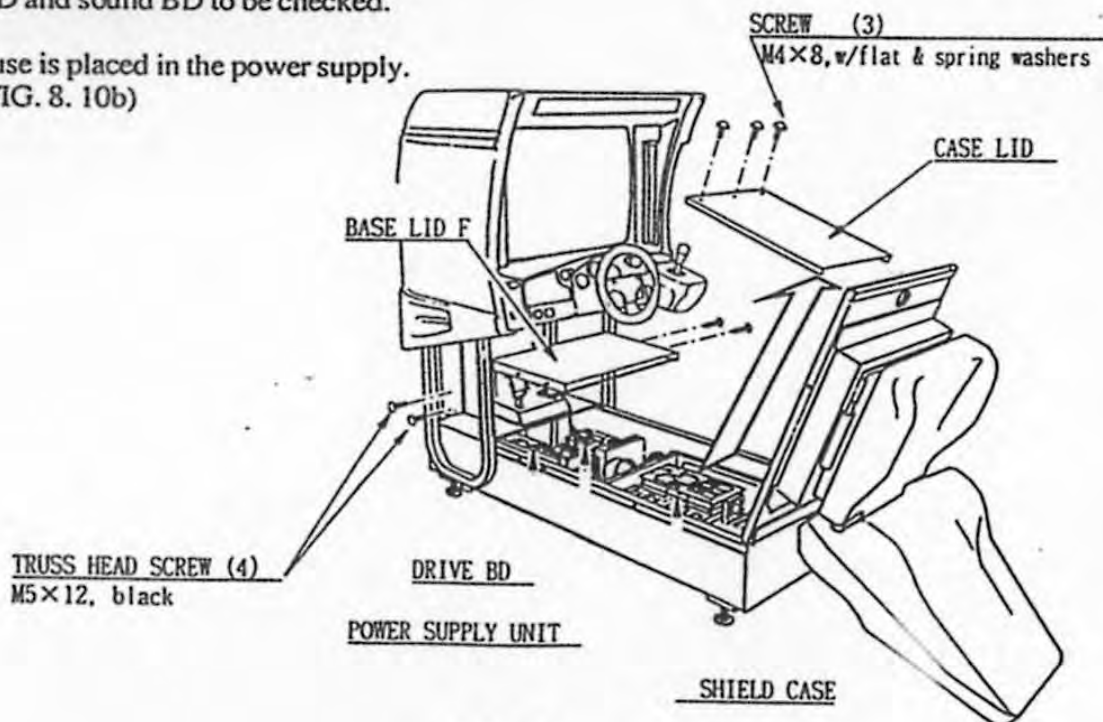
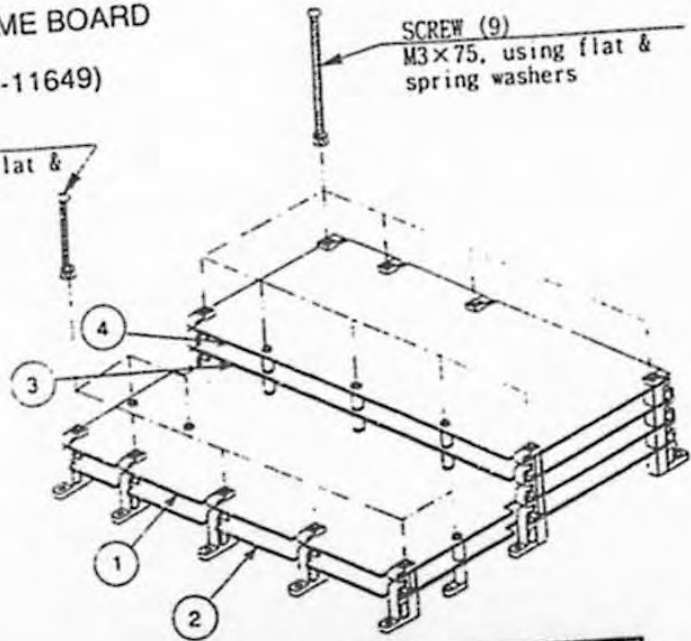


FIG. 17.2

17-2 COMPOSITION OF GAME BOARD
 GAME BD RALLY TWIN (833-11649)

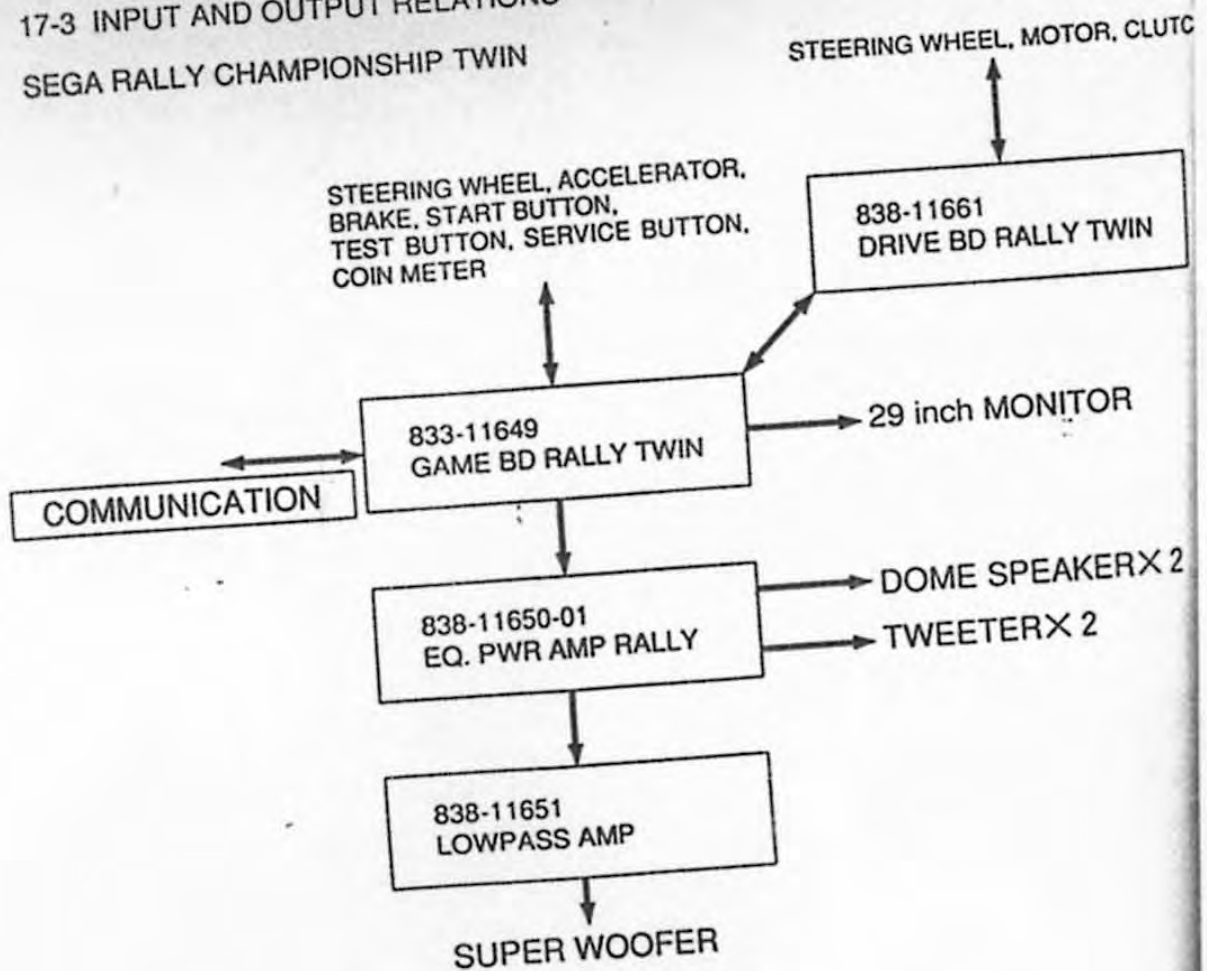
SCREW (8)
 M3×35, using flat &
 spring washers

SCREW (9)
 M3×75, using flat &
 spring washers



No.	PART No.	DESCRIPTION
1	837-10848-91	MODEL2 A-CRX CPU BD COM
	837-10848-01-91	MODEL2 A-CRX CPU BD COM
2	837-10849-01	MODEL2 A-CRX VIDEO BD COM
	837-10849-02	MODEL2 A-CRX VIDEO BD COM
3	834-11618	ROM BD RALLY TWIN
4	837-11572	COMM BD RALLY

17-3 INPUT AND OUTPUT RELATIONS
 SEGA RALLY CHAMPIONSHIP TWIN



18. DESIGN RELATED PARTS

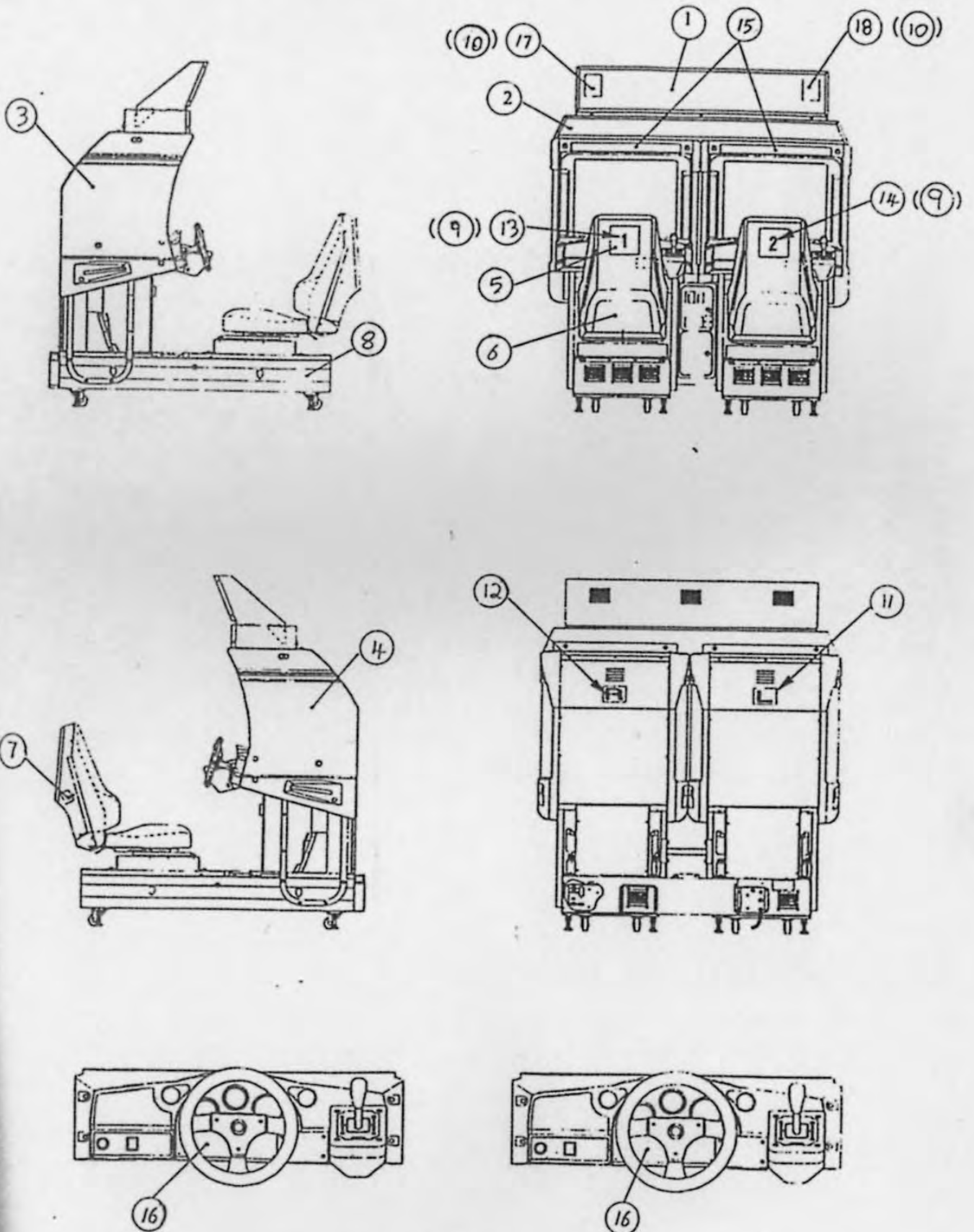


FIG. 18

TABLE 18

No.	Part No.	Description
1	423-0232	Billboard Plate Upper
2	423-0233	Billboard Plate Lower
3	RAL-1031-B	Sticker Side L
4	RAL-1041-B	Sticker Side R
5	RAL-2084-B	Sticker Seat Back A
6	RAL-2084-C	Sticker Seat Back B
7	RAL-2084-D	Sticker Seat Back C
8	RAL-2002-B	Sticker Base
9	421-8778	Sticker Car No. Twin
10	421-8794	Sticker Billboard Twin
11	421-8543	Sticker Cabinet L
12	421-8544	Sticker Cabinet R
13	421-8766	Sticker Car No. 1
14	421-8767	Sticker Car No. 2
15	422-0511-01	Play Instr Rally Twin Eng
16	421-8768	Sticker Meter Panel
17	421-8792	Sticker Billboard No.1
18	421-8793	Sticker Billboard No.2

Note

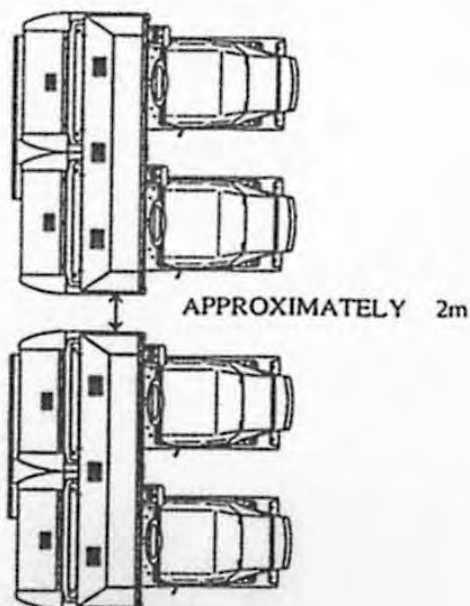
No's 9 & 10 are used when more than one machine is to be linked .
Refer to section 19.

19. COMMUNICATION PLAY

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

19-1 INSTALLATION PRECAUTIONS

- 1) When linking a number of machines, be sure to supply sufficient power for the corresponding number of machines. The per unit standard voltage/ampere is 100~120V/15A and 200~240V/10A.
- 2) Due to the length of the communications cable, the distance in between the machines will be approximately 2 meters or less.



19-2 CONNECTING THE COMMUNICATION CABLES

In order to connect two machines together communication cables are available. Depending on the number of machines to be linked, connect the communication cables (optic fibre cables) in the manner shown on Fig's 19.2 & 19.3.

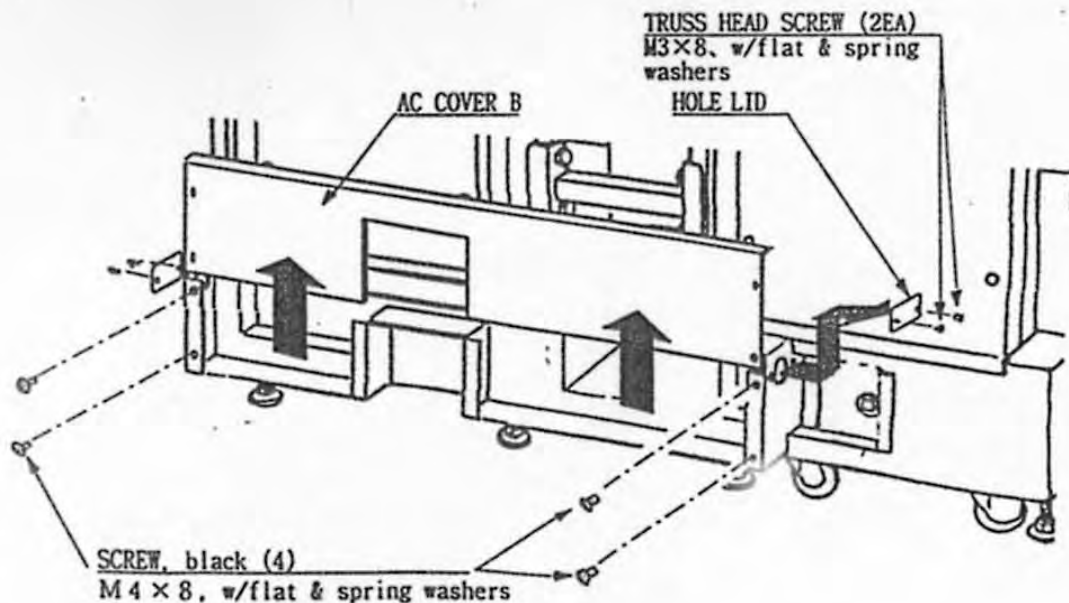


FIG. 19.1

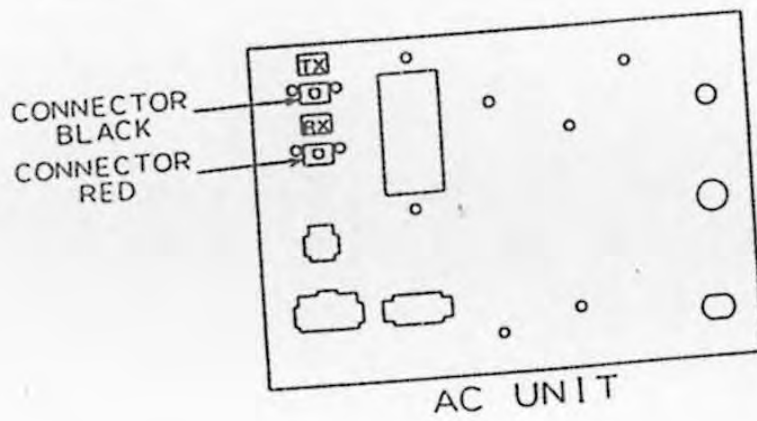
Take off the 4 screws and remove AC Cover B (Fig. 19.1).

The Hole Lid covers the AC Cover hole through which the communication cables must pass. By taking off 2 screws, remove the Hole Lid of the side through which the communication cables will pass.

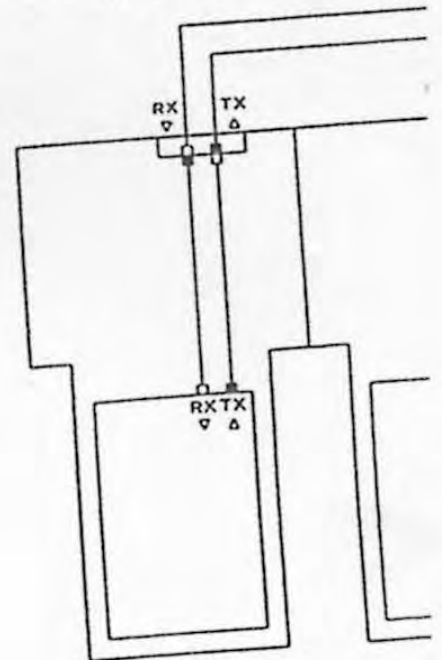
Run the communication cable sthrough the hole.

Connect the communication cables. Redo the connection which is currently made for TWIN (2p Link) to change it to 4P use

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



—□ CONNECTOR RED ()
—■ CONNECTOR BLAC ()



No. 1
CAR1
2P LINK SYS

Fig. 19.2

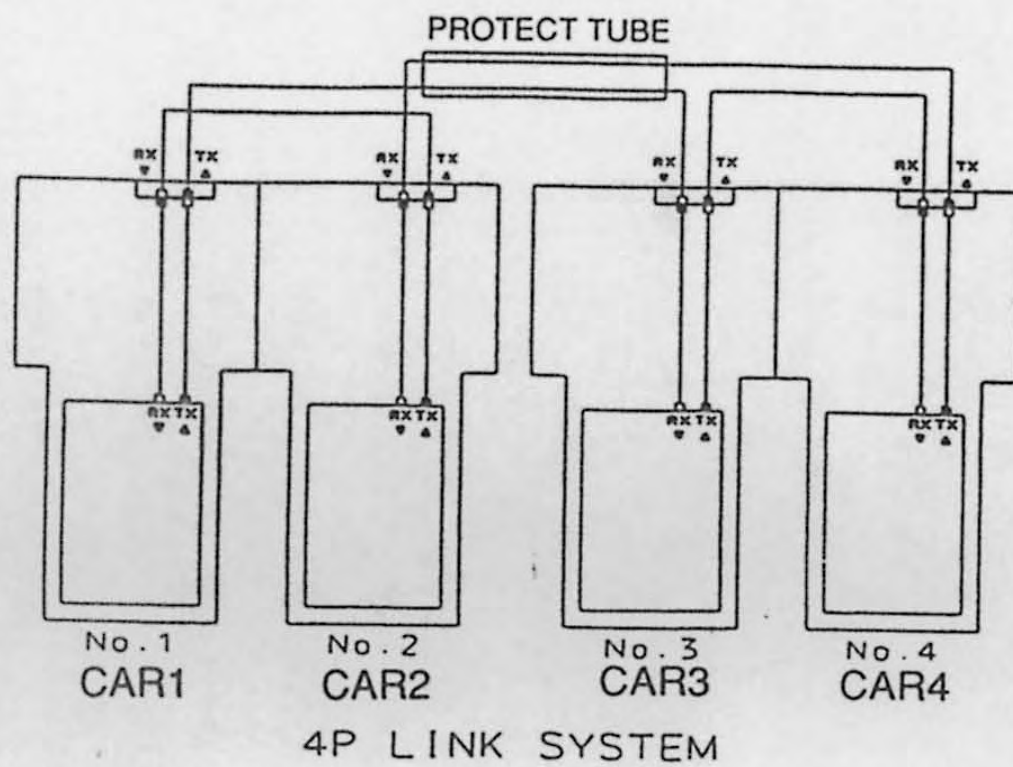
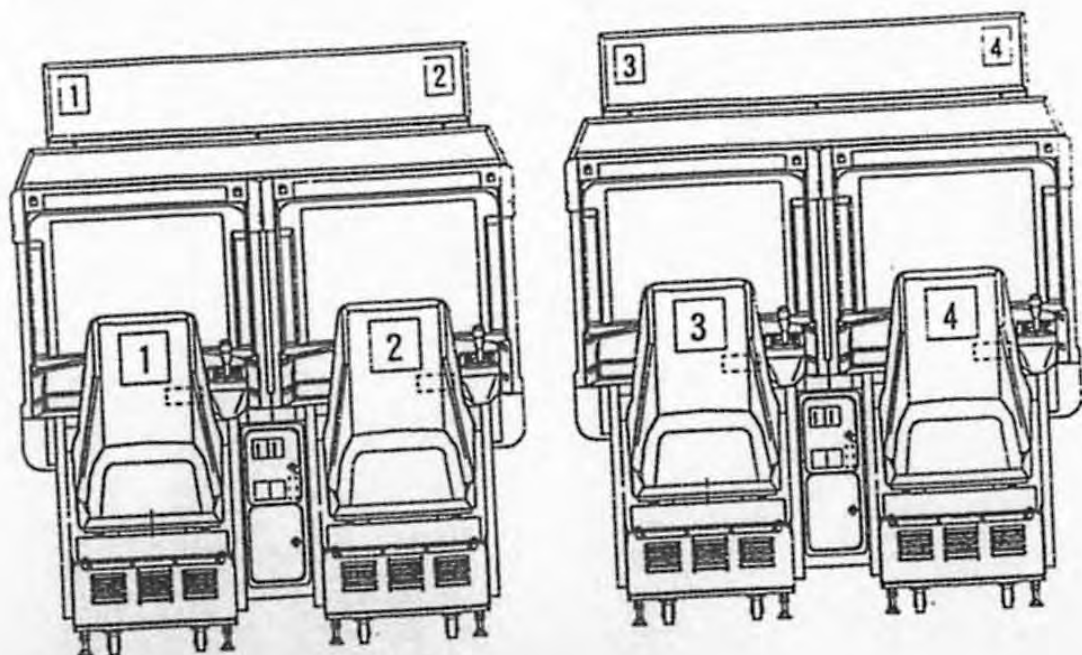


Fig. 19.3

- ⑨ Apply Seat No. Stickers in the manner corresponding to seats and billboards as applicable. The seats are numbered sequentially in order of 1, 2, 3, ... starting from the left facing the front of the Monitor (refer to Section 18).



19-3 SETTING FOR COMMUNICATION PLAY

Cause all of the machines to enter the test mode and change the game setting for each seat in manner so as to meet the communication play. When changing the setting, refer to explanation mentioned in Section 8.

- ① Press the TEST button to enter the test mode and choose "GAME ASSIGNMENT."
- ② Press SERVICE button or VIEW CHANGE button to bring the arrow (>) mark to "LINK TYPE."
- ③ Press the TEST button or START button to set the Seat numbers sequentially in order of "CAR 1," "CAR 2," "CAR 3," ... starting from the left facing the front of the monitor. If the number is set for 2 or more cabinets, or if the sequential order is incorrect, the game display will be confused (different from the actual status). Therefore, be careful of this point.

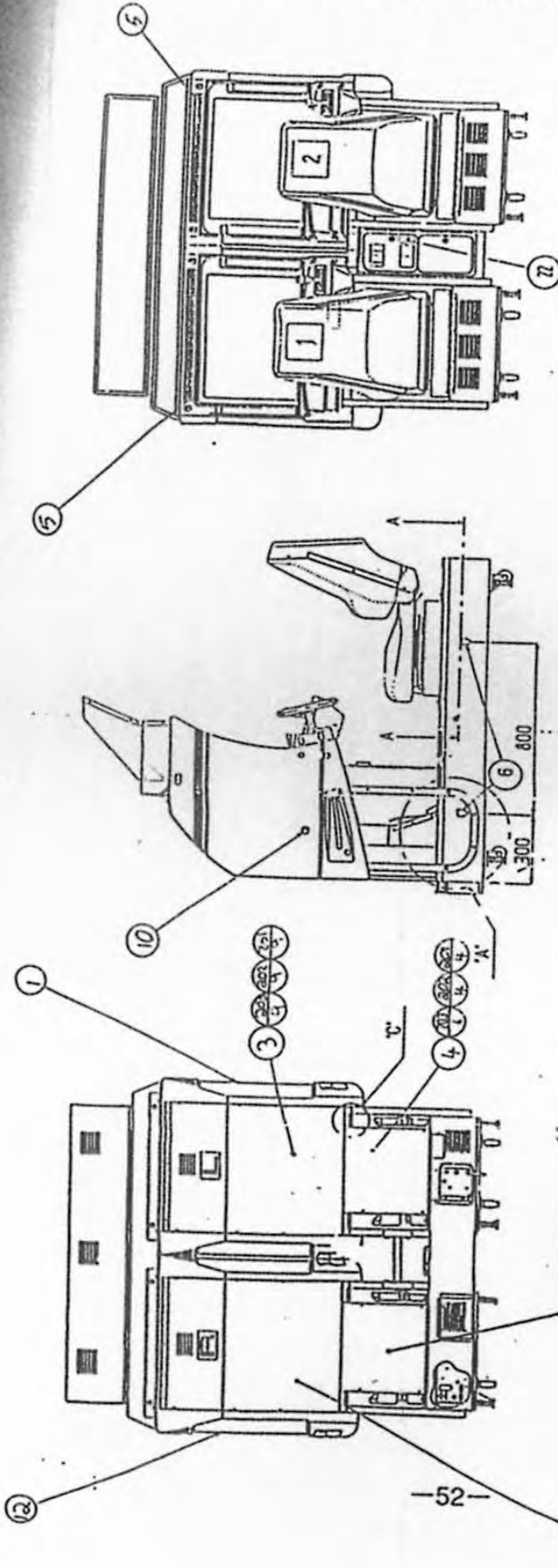
For communication play, the game difficulty is set by "CAR 1" Seat. The setting made (changed) by "CAR 1" applies to all of the other Seats. Even if the setting is changed by a "CAR 2" - "CAR 4" Seats, the setting change is ineffective and not reflected for the game.

19-4 CAUTIONS TO BE HEHEDED WHEN USING THE TEST MODE:

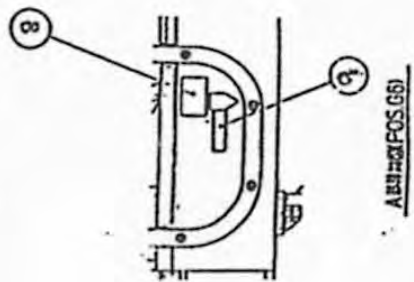
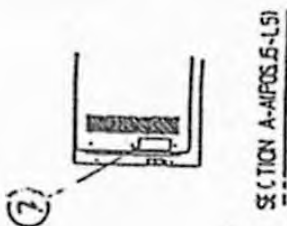
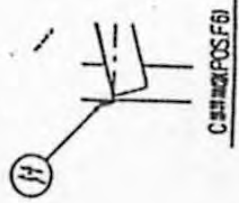
Exiting from the test mode causes the unit to perform the network check automatically. In this time, all of the linked units will not allow the game to be played in normal status. Therefore, be sure not to enter the test mode if any one of the units is in play. On the other hand, if every unit is in the mode, make sure that other machines are not in play.

20. PARTS LIST

1. TOP ASSEMBLY RALLY CHAMPIONSHIP (RAL-0000SUK)

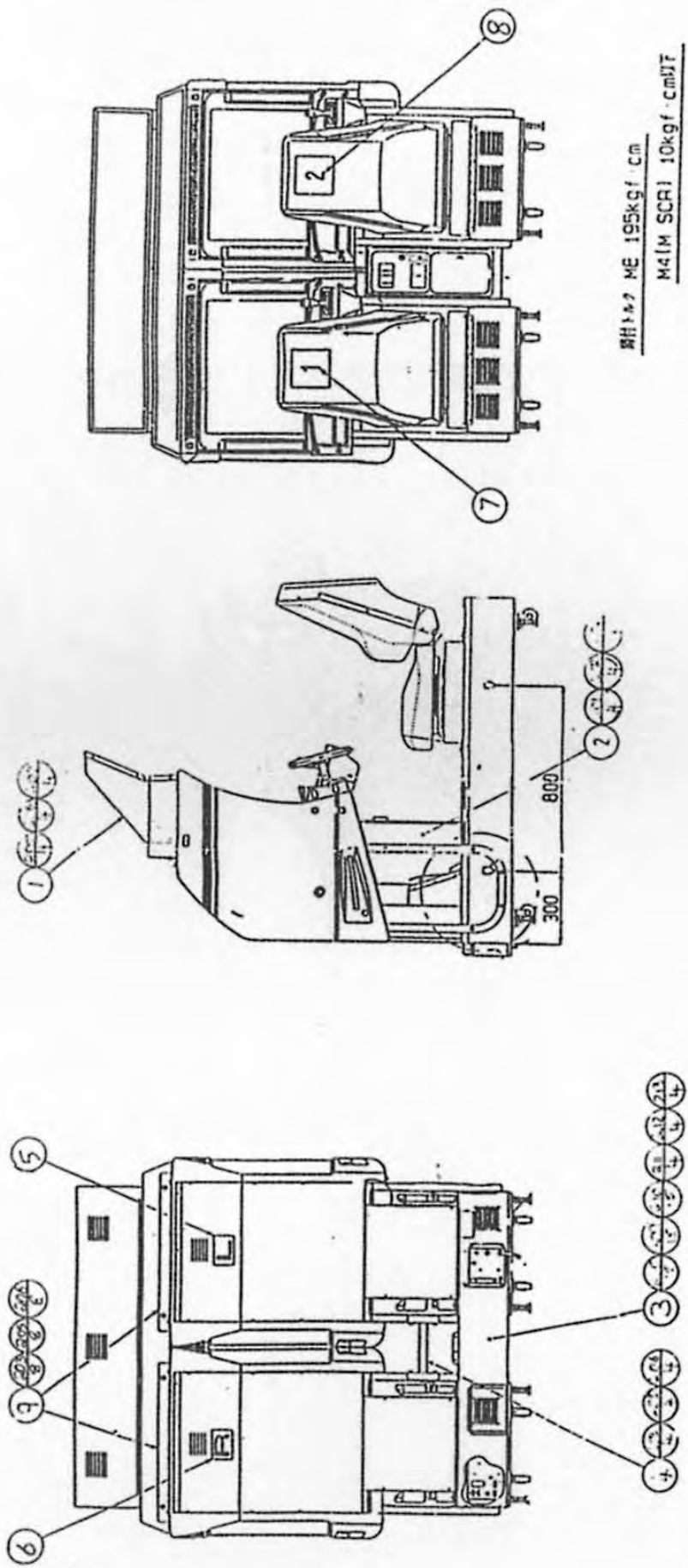


TO ROUNDOFF ME 195kgf.cm
M4(M SCR) 10kgf.cm/IT



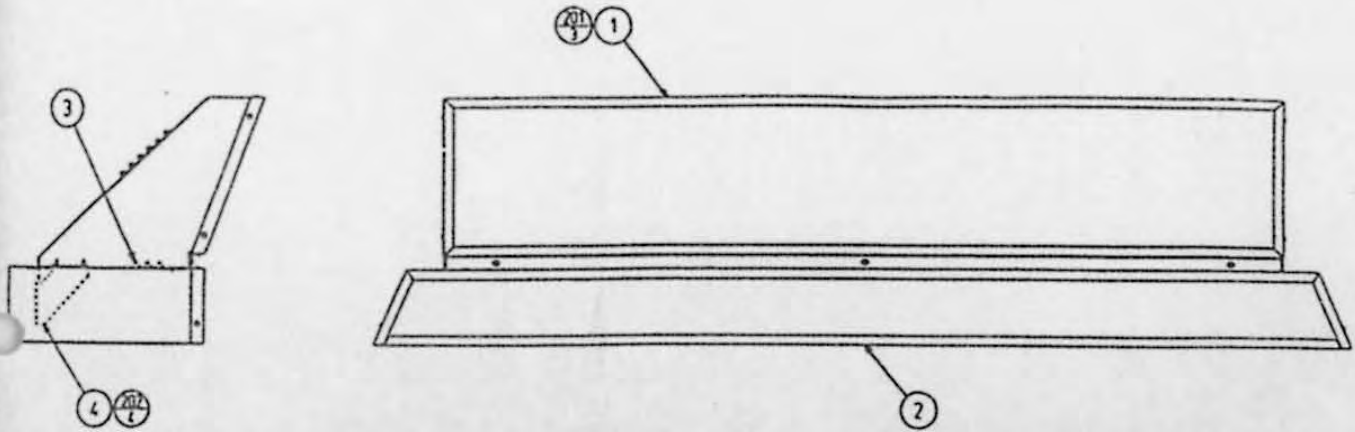
Seq. No.	Part Number	Description	Qty.
1	RAL-XXXXX-1UK/	ASSY INSTALLATION KIT UK 301	1
2	DYN-0400UK/2	AC UNIT MAIN & SUB 301+ (EMC)	1
4	RAL-XXXXX-5UK/	ASSY COCKPIT UK (DAEWOO MON)	2
5	DYN-0007XUK	BACK LID A	2
6	DYN-0008XUK	BACK LID B UK	2
8	421-7020UK	STICKER CAUTION FORK	4
9	421-7987	STICKER ELEC SPEC	1
10	421-7988-91	STICKER SERIAL NUMBER	3
14	PK0034	PALLET WOODEN RALLY	2
15	PK0035	CARTON MAIN RALLY	2
16	PK0036	CARTON INSTALLATION KIT RALLY	1
17	RAL-XXXX-13UK	LOCK COVER UK	2
18	PK0037	BAG PLASTIC RALLY	2
201	FX0403	M4X8 MSCR POSI PAN BNP	26
202	FS1009	M4 WSHR FORM A FLT BNP	26
203	FX0404	M4 WSHR SPR BNP	26
204	FX0410	M4X12 TAPTITE POSI PAN PAS	4
205	LB1046	LABEL TESTED FOR ELEC. SAFETY	1
206	LB1003	LABEL "FAILURE TO..DAMAGE"	1
207	LB1004	LABEL "CONNECTIONS....."	1
208	LB1020	LABEL CAUTION (YEL/BLK)	1
209	FX0021	M4X8 MSCR POSI PAN BZP	6
210	FX0243	M4 WSHR SPR BZP	6
211	FX0009	M4 WSHR FORM A FLT BZP	6
212	008-B00820-OC	M8X20 MSCR TMP PRF BH CRM	4
213	008-T00412-OC	M4X12 MSCR TMP PRF CRM	8
214	LB1089	STICKER DLS ADVERT	1

2. INSTALLATION KIT (RAL-XXXXX-1UK/1)



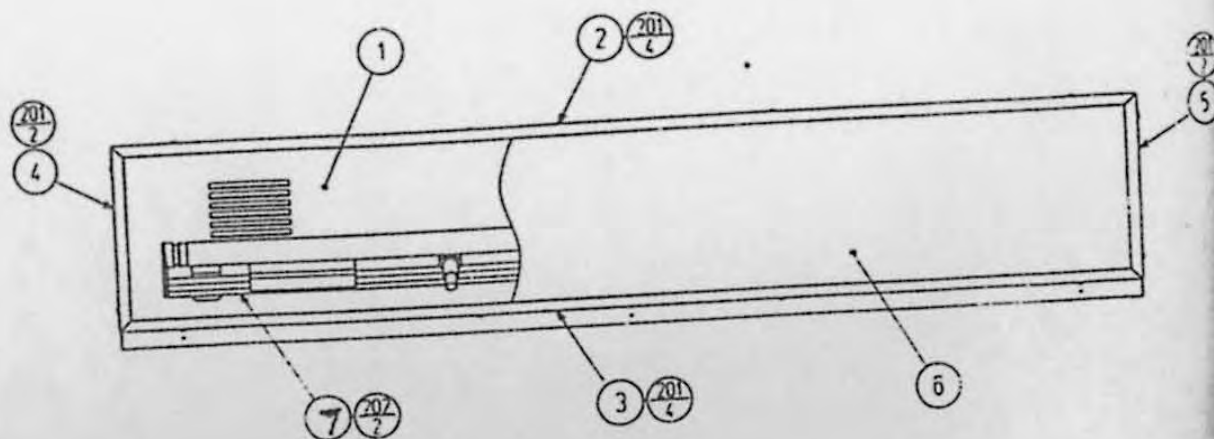
Seq.No.	Part Number	Description	No. Off
1	RAL-02XX-1UK/1	ASSY BILLBOARD UK 301+	1
2	RAL-XXXX-1UK	ASSY COINCHUTE TOWER UK	1
3	RAL-XXXX-5UK	ASSY WIRE COVER TWIN	1
4	DYN-0013UK	JOINT PIPE	1
5	421-8792UK	STICKER BILLBOARD NO 1	1
6	421-8793UK	STICKER BILLBOARD NO 2	1
7	421-8766UK	STICKER CAR NO 1	1
8	421-8767UK	STICKER CAR NO 2	1
9	DYN-0014UK	BILLBOARD HOLDER DAYTONA	2
10	421-8778UK	STICKER CAR NO 3&4 TWIN	1
11	421-8794UK	STICKER BILLBOARD TWIN	1
13	DYN-0006XUK	AC COVER B	1
14	DYN-0018UK	AC COVER C	1
15	DYN-0019UK	AC COVER D	1
101	600-6275-0500	CABLE FIBER OPTIC 5mm x 500cm	2
201	FX0275	M8X20 SET BZP	4
202	FX0258	M8 WSHR 22OD FLT BZP	4
203	FS1014	M8 WSHR FORM C FLT BNP	12
204	FX0261	M8 WSHR SPR BZP	4
205	FS1010	M8X25 SET BNP	16
206	FS1019	M8 WSHR SPR BNP	16
207	FS1031	M8 WSHR 25OD FLT BNP	4
208	FS1009	M4 WSHR FORM A FLT BNP	15
209	FX0404	M4 WSHR SPR BNP	15
210	FX0403	M4X8 MSCR POSI PAN BNP	15
211	FX0019	M4 WSHR S/PRF BZP	2
212	FX0011	M4 NUT FLG SER BZP	2
301	DO0041	OWNERS MANUAL RALLY	1
302	OS1019	SELF SEAL BAG 9X12.3/4	1
303	540-0006-01	WRENCH M4 TMP PRF	1
304	540-0007-01	WRENCH M5 TMP PRF	1
305	540-0009-01	WRENCH M8 TMP PRF	1
306	220-5484	VOL CONT B-5K OHM	2
307	RAL-XXXX-14UK	TIE BRACKET RALLY	1
308	390-5167	LAMP 110V 30W	2

3. ASSEMBLY BILLBOARD (RAL-02XX-1UK/1)



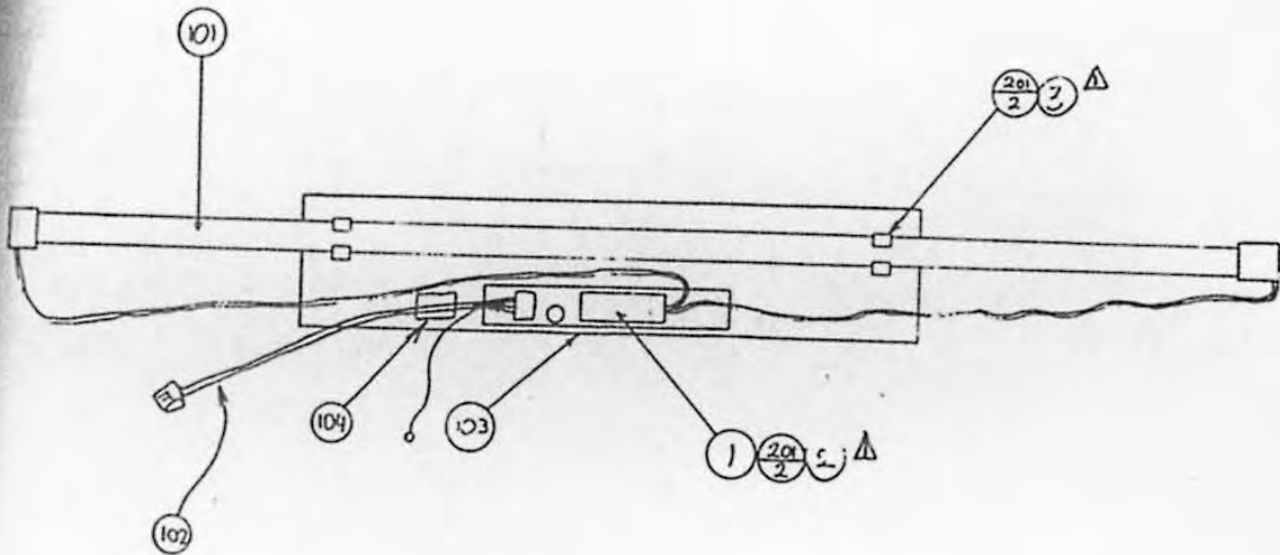
Seq. No.	Part Number	Description	No. Off
1	RAL-02XX-2UK/1	ASSY BILLBOARD UPPER UK	1
2	RAL-0220UK/1	ASSY BILLBOARD LOWER	1
3	RAL-0201UK	LAMP LID	2
4	RAL-0202UK	STAY BRKT	2
201	000-T00408-OC	M4X8 MSCR POSI TH CRM	3
202	FX0011	M4 NUT FLG SER BZP	5
203	FX0019	M4 WSHR S/PRF BZP	1

4. ASSEMBLY BILLBOARD UPPER (RAL-02XX-2UK/1)



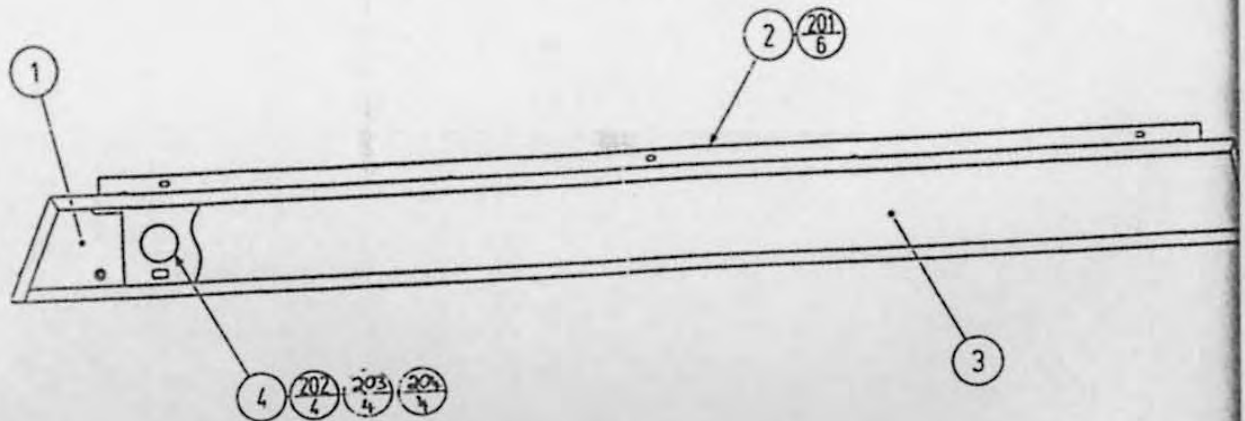
Seq. No.	Part Number	Description	No. Off
1	RAL-0211UK	BILLBOARD CASE UPPER	1
2	RAL-0212UK	CORNER EDGE UPPER	1
3	RAL-0213UK	CORNER EDGE LOWER	1
4	RAL-0214UK	CORNER EDGE LEFT	1
5	RAL-0215UK	CORNER EDGE RIGHT	1
6	423-0232UK	BILLBOARD PLATE UPPER	1
7	RAL-XXXX-7UK/1	ASSY FL TRAY TWIN	1
201	000-T00408-OC	M4X8 MSCR POSI TH CRM	12
202	FX0163	N8X1/2" S/TAP POSI FLG BZP	4
203	FX0011	M4 NUT FLG SER BZP	1
204	FX0019	M4 WSHR S/PFR BZP	1
301	LM9111	LOOM EARTH 300mm	1

5. ASSEMBLY FLOURESCENT TRAY (RAL-XXXX-7UK/1)



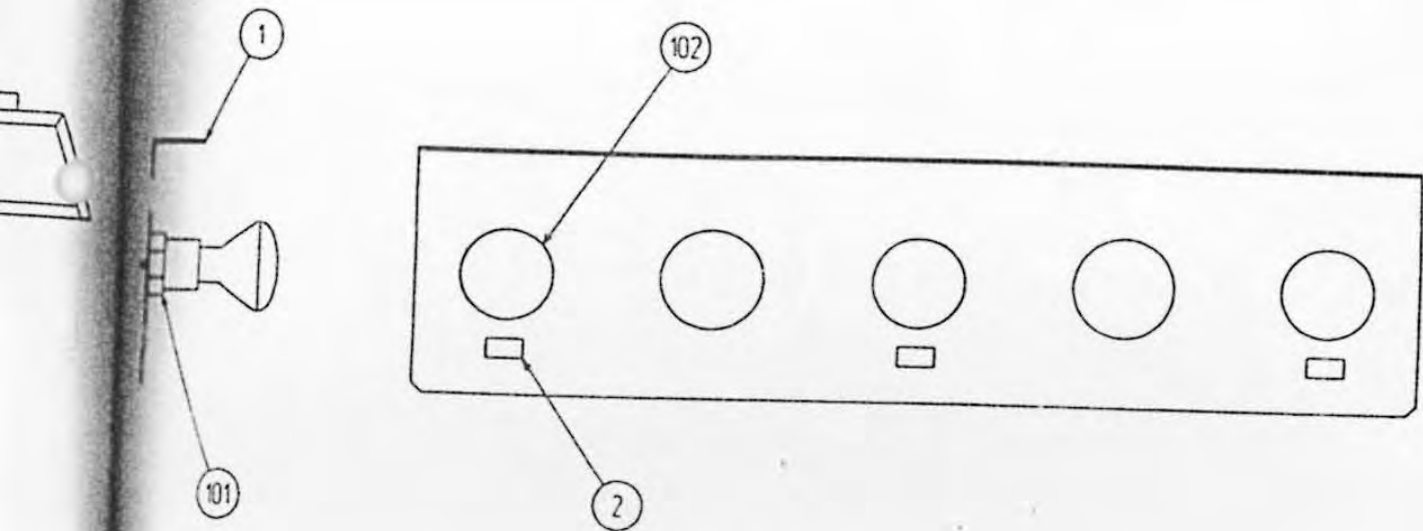
Seq. No.	Part Number	Description	No. Off
1	LT1021	FL TRAY 30W 240V	1
2	EP1316	STARTER 4-65W,FLOURESCENT	1
3	OS1202	CLIP TERRY 25mm FL TUBE	2
101	LT1014	TUBE FL 30W 36" DIA25mm	1
102	LM1298	LOOM STD INT FL #1	1
103	CB1075	FL TRAY TWIN	1
104	LB1036	LABEL 240VAC YEL/BLK LARGE	1
201	FX0163	N8X1/2" S/TAP POSI FLG BZP	4
202	OS1174	CABLE TIE, NYLON 100mm	4

6. ASSEMBLY BILLBOARD LOWER (RAL-0220UK/1)



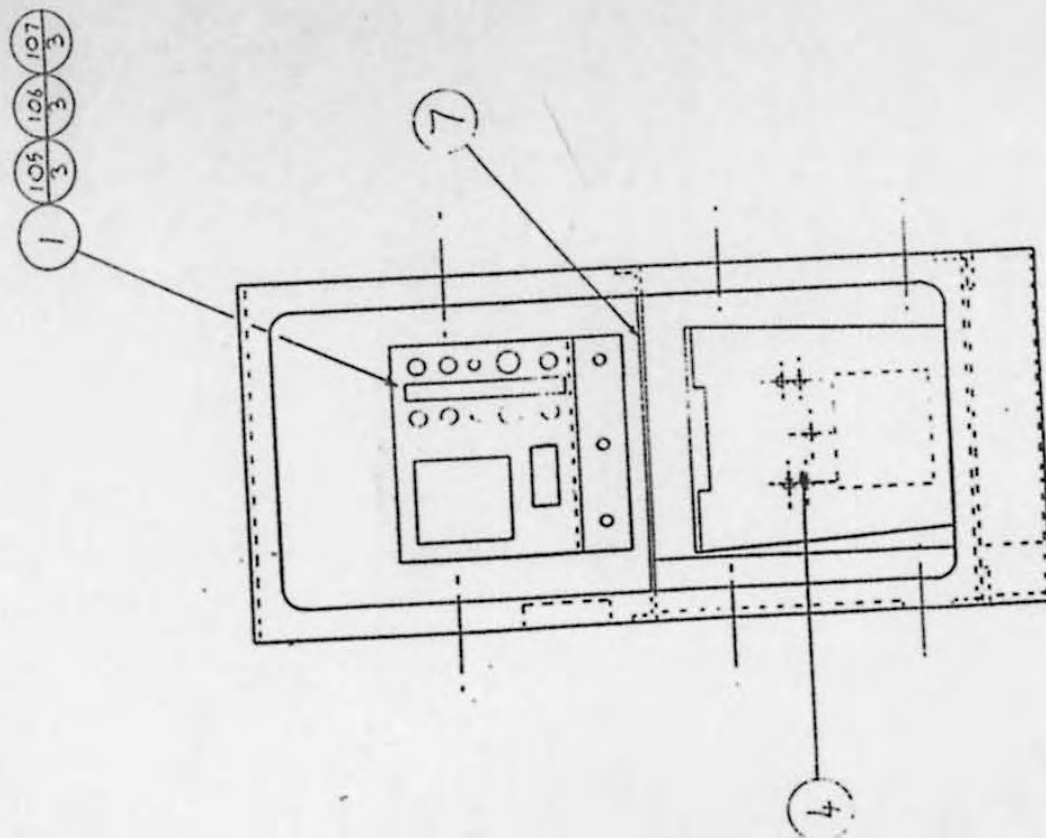
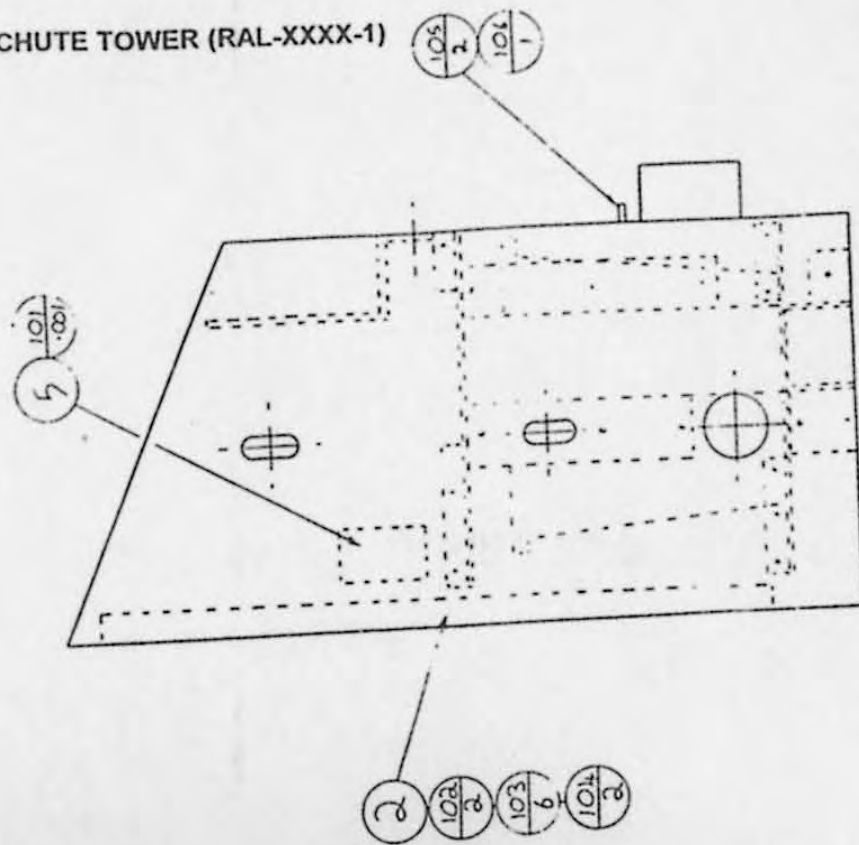
Seq. No.	Part Number	Description	No. Off
1	RAL-0221UK	BILLBOARD CASE LOWER	1
2	RAL-0222UK	CORNER EDGE	1
3	423-0233UK	BILLBOARD PLATE LOWER	1
4	RAL-0230UK/1	LAMP PANEL	2
6	421-5800-249	ORIGINAL SEAL RALLY C.S.	1
101	OS1174	CABLE TIE, NYLON 100mm	4
102	OS1181	CABLE TIE BASE 19mmsq	4
201	000-T00408-OC	M4X8 POSI TH CRM	6
202	FX0021	M4X8 MSCR POSI PAN BZP	4
203	FX0029	M4 WSHR FORM A FLT BZP	4
204	FX0243	M4 WSHR SPR BZP	4

7. LAMP UNIT (RAL-0230UK/1)



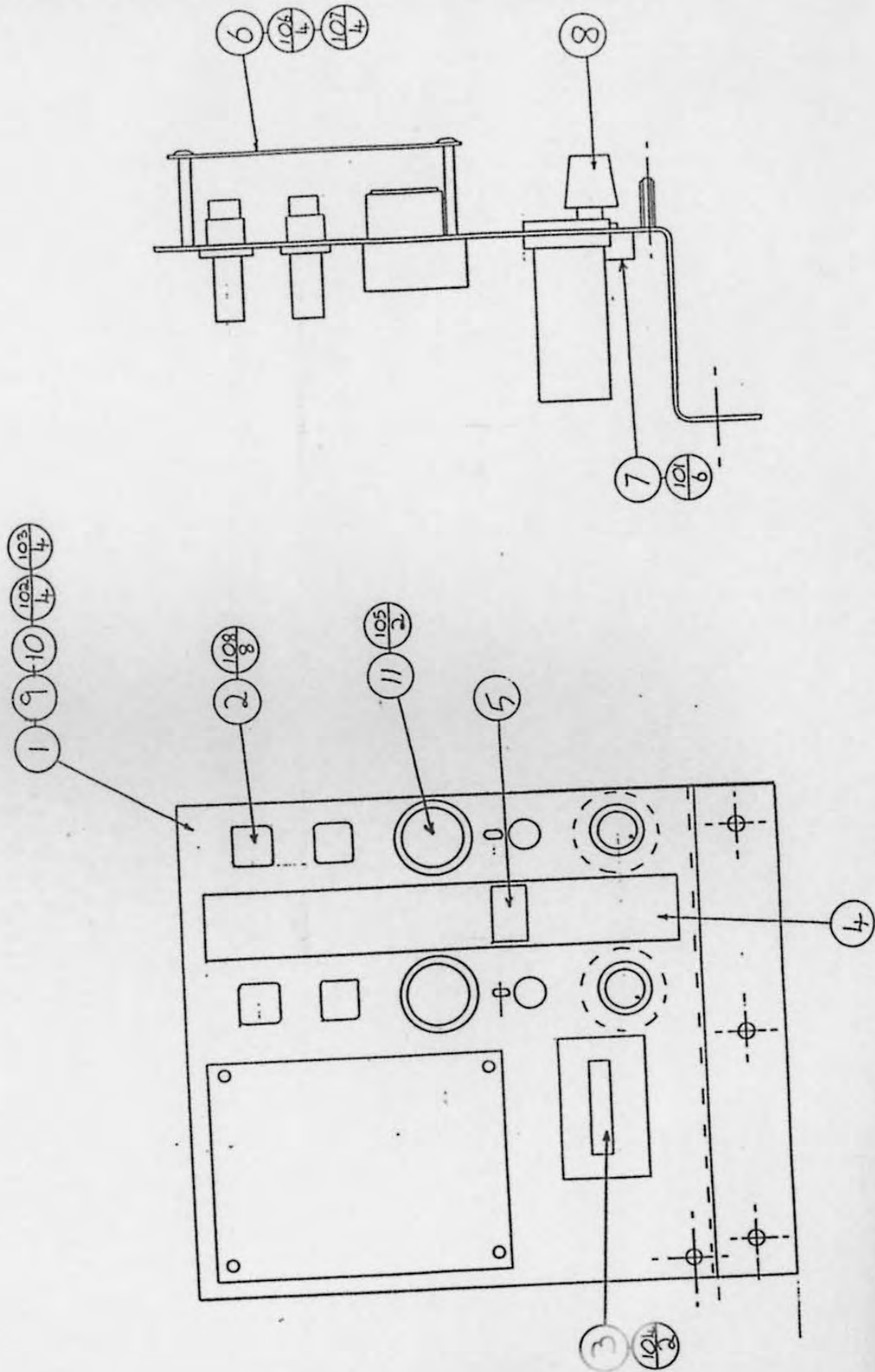
Seq. No.	Part Number	Description	No. Off
1	RAL-0231UK	LAMP PANEL	1
2	421-7501-16UK	STICKER 110V 30W	3
3	RAL-0230UK/B	LAMP UNIT (BULK)	1
101	214-0110	BULB SOCKET	3
102	390-5167	LAMP 110V 30W	3
301	600-6555-07UK	LOOM LAMP UNIT	1

8. ASSEMBLY COINCHUTE TOWER (RAL-XXXX-1)



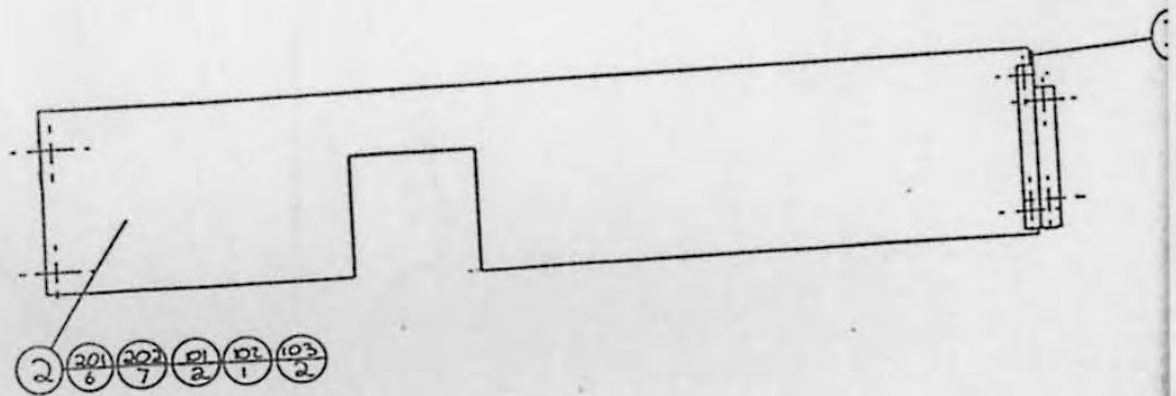
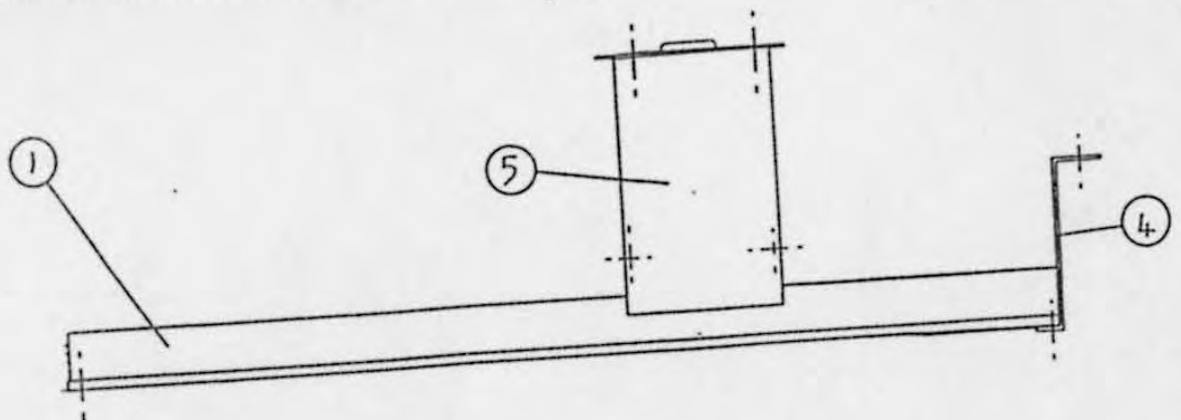
Seq. No.	Part Number	Description	No. Off
1	AY0258	BRACKET VTS	1
2	DYN-0301XUK	COIN CHUTE TOWER	1
3	LT1006	LAMP WEDGE 12V 1.2W	1
4	PP1087	BOX CASH FOR MINI DOOR	1
6	LB1082	LABEL "HOT TEL: LINES"	1
7	LB1014	LABEL COIN PATHS (MECHANICAL)	1
8	OS1181	CABLE TIE BASE 19mmSq SELF/ADH	1
9	OS1198	P CLIP 11MM	1
102	FX0040	M4X25 MSCR POSI PAN BZP	2
103	FX0210	M4 NUT BZP	6
104	FX0009	M4 WSHR FORM A FLT BZP	2
105	FX0019	M4 WSHR S/PRF BZP	5
106	FX0011	M4 NUT FLG SER BZP	4
107	FX0306	M4X14 MSCR POSI PAN BZP	3
109	OS1174	CABLE TIE, NYLON 100mm	5
110	LM9012	LOOM EARTH 200mm	1
111	LM9212	LOOM EARTH 400mm	1

9. ASSEMBLY VTS (RAL-XXXX-6)



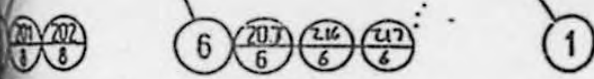
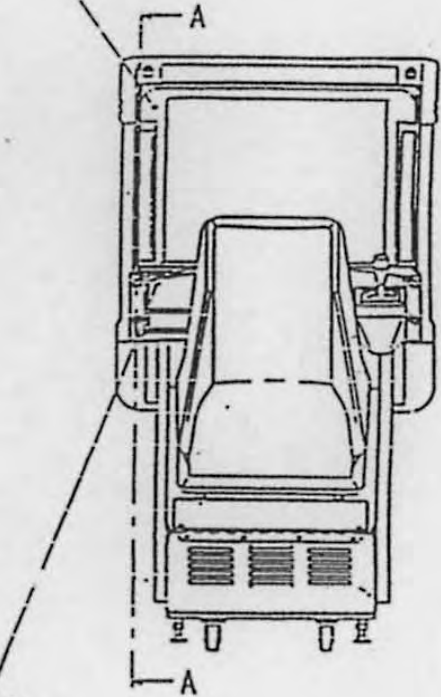
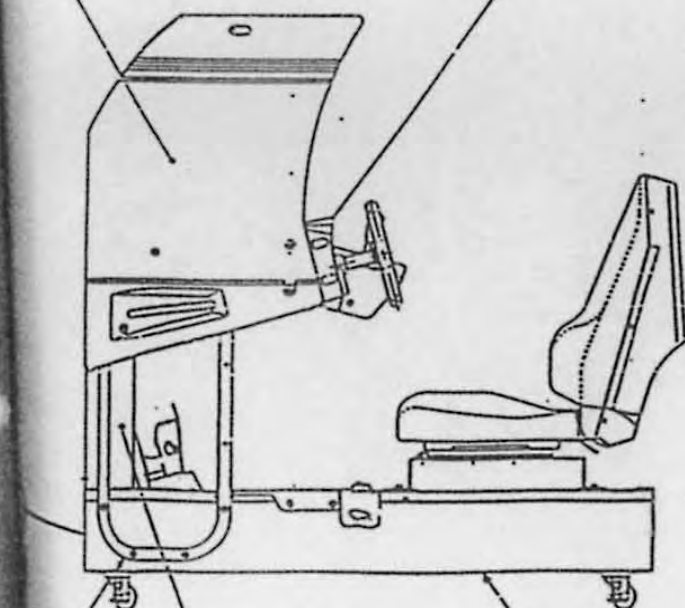
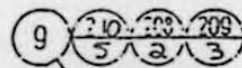
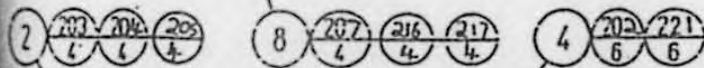
Seq. No.	Part Number	Description	No. Off
1	MP1029	BRKT PANEL VTS (WITH C BD MTG)	1
2	SW1025	PUSHBUTTON MO'TY ACT - E0611	4
3	EP1003	COUNTER IMPULSE, PANEL W/CLIP	1
4	LB1006	LABEL VTS 1 SIL/BLK VERT LIST	1
5	LB1028	LABEL 110VAC MINI YELL/BLK	1
6	EP1004	PEC CREDIT BD KLINGON	1
7	EP1011	POT 4K7 CARBON	2
8	EP1018	KNOB 15MM DIA FOR 6.3MM SHAFT	2
9	LB1010	LABEL DLM ASSEMBLED	1
10	LB1046	LABEL TESTED FOR ELEC. SAFETY	1
11	SW1099	SWITCH PB MOMENTARY 30/40AMP	2
12	LM1215	LOOM VTS DAYTONA	1
101	OS1034	CABLE SLEEVE H20 BLACK	3
102	OS1181	CABLE TIE BASE 19mmSq SELF/ADH	4
103	OS1174	CABLE TIE, NYLON 100mm	4
104	OS1098	CRIMP BELL END SMALL	2
105	OS1055	TERM 1/4" RECEPT. RED F/INSUL	2
106	FX0029	M3X10 MSCR POSI PAN BZP	4
107	FX0263	M3 WSHR FORM A FLT BZP	4
108	OS1029	CABLE SLEEVE H30 BLACK	4

10. ASSEMBLY WIRE COVER (RAL-XXXX-5)



Seq. No.	Part Number	Description	No. Off
1	DYN-0005UK	AC COVER A	1
2	DYN-0006XUK	AC COVER B	1
3	DYN-0009UK	HOLE LID	1
4	DYN-0018UK	AC COVER C	1
5	DYN-0019UK	AC COVER D	2
101	LM1216	LOOM INTERCONNECT DAYTONA	1
102	LM1295	LOOM AC INTERCONNECT RALLY	2
103	LM9511	LOOM EARTH 750mm	6
201	OS1181	CABLE TIE BASE 19mmSq SELF/ADH	7
202	OS1174	CABLE TIE, NYLON 100mm	

11. ASSEMBLY COCKPIT (RAL-XXXXX-2UK/2)

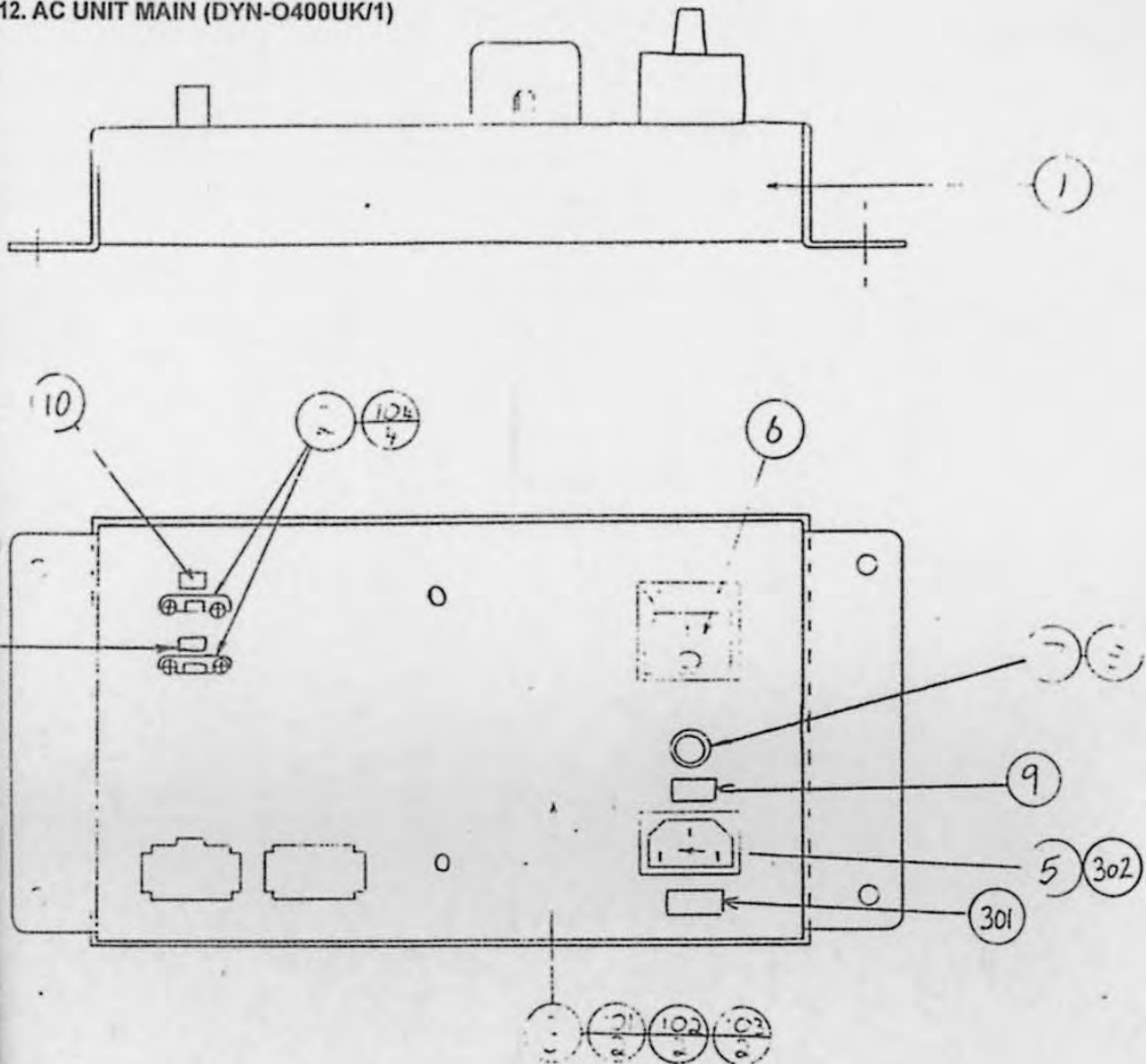


Seq. No.	Part Number	Description	Qty.
1	RAL-2000XUK/1	ASSY MAIN BASE UK 301+	1
2	RAL-1030UK/2	ASSY MONITOR COVER L (SOJ MON)	1
3	RAL-1040UK/2	ASSY MONITOR COVER R (SOJ MON)	1
5	DYN-1014UK	MONITOR SUPPORT	1
6	DYN-1015XUK	ROOF LID	1
7	RAL-XXXXX-2UK/1/B	ASSY COCKPIT UK (BULK) 301+	1
8	DYN-101XUK	MASK HOLDER FOR SOJ MASK	1
9	DYN-1016	MONITOR MASK DAYTONA SEGA	1
10	422-0511-91-01UK	PLAY INSTR SH RALLY TWIN ENG	1
11	DYN-1013XUK	WIRE COVER BOX UK	1
12	RAL-XXXX-17UK/1	ASSY PEDAL BASE UK 301+	1
13	RAL-12003UK/1	ASSY CONT PNL TWIN MARS 301+	1
14	RAL-2090UK/1	ASSY SEAT TWIN EXP 301+	1
15	RAL-XXXX-3UK	ASSY FLOOR FRONT UK	1
16	RAL-XXXX-4UK	ASSY FLOOR REAR UK	1
101	200-5470-24	ASSY CLR DSPL 29" DAEWOO	15
102	OS1174	CABLE TIE, NYLON 100mm	12
103	OS1181	CABLE TIE BASE 19mmSq SELF/ADH	4
104	PP1000	BUSH FOR NANA0 MONITOR	4
105	PP1001	COLLAR FOR NANA0 MONITOR	4
106	FX0012	M6 WSH 25OD FLAT BZP	12
204	030-000830-SB	M8X30 BLT W/S BNP	12
205	FX0400	M8 WSHR FORM A FLT BNP	4
206	FX0403	M4X8 MSCR POSI PAN BNP	4
207	FX0404	M4 WSHR SPR BNP	4
208	FS1009	M4 WSHR FORM A FLT BNP	4
212	FX0011	M4 NUT FLG SER BZP	3
214	FX0013	M6 NUT FLG SER BZP	4
215	LB1034	LABEL "HIGH VOLTAGE" 64 X 38mm	1
216	FX0402	M5X8 MSCR POSI CSK BZP	4
217	000-T00512-OB	M5X12 MSCR POSI TH BNP	3
218	FX0124	M5X30 MSCR SKT BH BNP	2
219	FS1027	M5 WSHR 19OD FLT BNP	5
220	RAL-0006UK	BLIND CAP	12
221	008-B00830-OB	M8X30 MSCR TMP PRF BH BNP	4
222	008-T00416-OC	M4X16 MSCR TMP PRF TH CRM	4
223	000-T00512-OB	M5X12 MSCR POSI TH BNP	4
301	600-6373-31UK	LOOM MONITOR DAYTONA	1
302	600-6373-32UK	LOOM EXT SPEAKER DAYTONA	1
303	600-6373-39UK	LOOM EXT CLUTCH DAYTONA	1
304	600-6373-40UK	LOOM EXT STEERING DAYTONA	1
305	600-6373-44UK	LOOM BUTTON & SHIFT, DAYTONA	1
306	LM1299	LOOM FL SUPPLY RALLY	1
307	LM1222	LOOM CREDIT SW MAIN, DAYTONA	1
308	LM1307	LOOM LEADER LAMP INT. RALLY	1
310	LM9111	LOOM EARTH 300mm	1
311	LM9611	LOOM EARTH 1000mm	1

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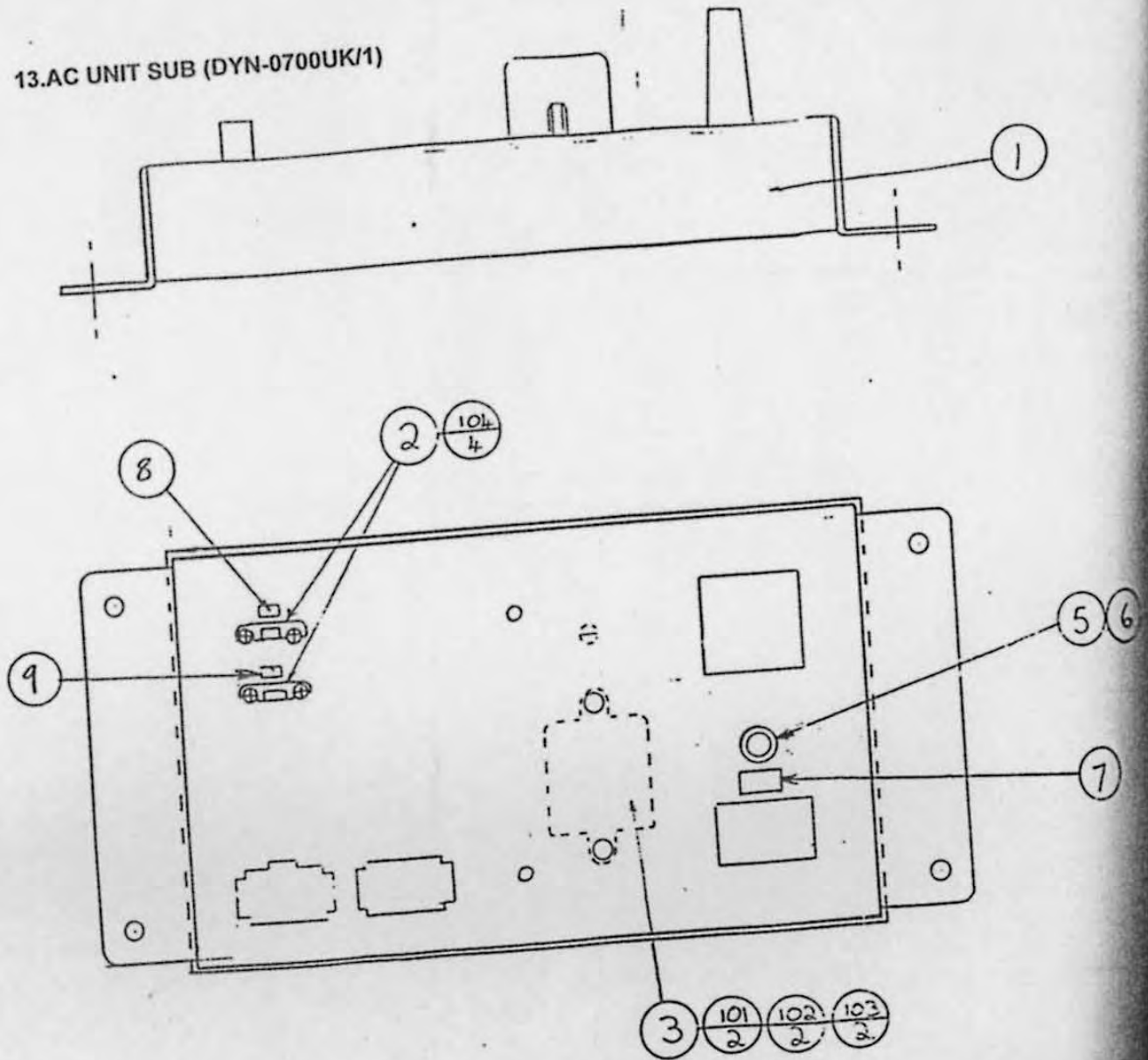
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12. AC UNIT MAIN (DYN-O400UK/1)



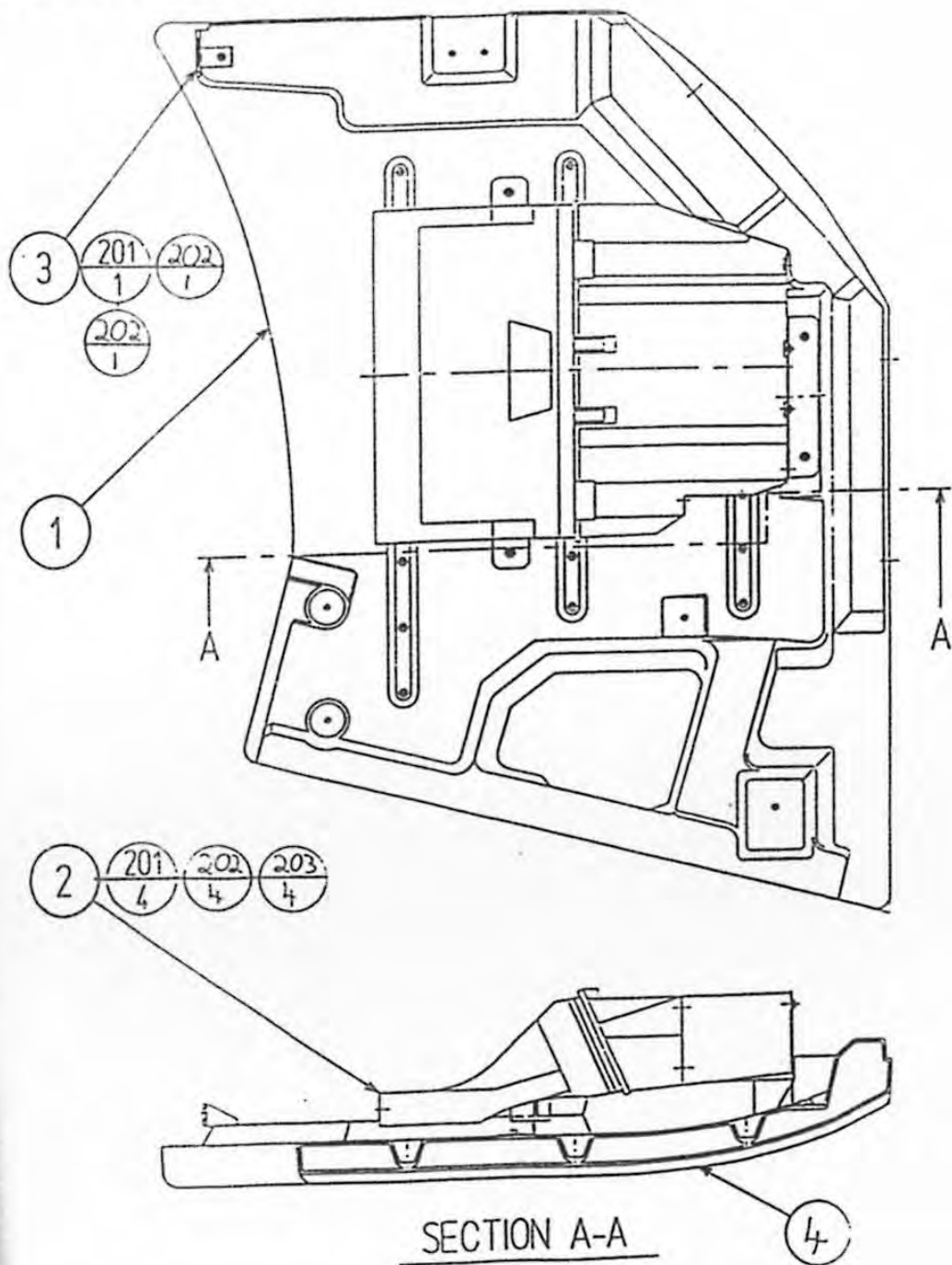
Seq No.	Part Number	Description	No.Off
5	EP1302	EUROSOCKET FUSED	1
6	EP1303	SWITCH ROCKER	1
8	EP1007	FUSE 5A	2
9	LB100	LABEL 5A	2
10	LB1087	STICKER FIBRE CABLE RX	2
11	LB1088	STICKER FIBRE CABLE TX	2
12	LB1037	LABEL 10A FUSE	1
13	EP1332	FUSE 10A 20mm	1
14	RAL-1031-BUK	STICKER SIDE L	1
15	RAL-1041-BUK	STICKER SIDE R	1
16	DYN-0700UK/1	AC UNIT SUB	1
101	FX0037	M4X12 MSCR POSI PAN BZP	4
102	FX0019	M4 WSHR S/PRF BZP	6
103	FX0210	M4 NUT BZP	6
104	FX0029	M3X10 MSCR POSI PAN BZP	8
105	FX0009	M4 WSHR FORM A FLT BZP	2
201	LM1296	LOOM AC IN RALLY LEFT	1
202	LM1297	LOOM AC IN RALLY RIGHT	1

13.AC UNIT SUB (DYN-0700UK/1)



Seq No.	Part Number	Description	No. Off
1	DYN-0401XUK	AC BRKT UK	1
2	211-5479	CONN OPT JOINT	2
3	EP1306	FILTER MAINS INPUT 10 AMP	1
4	EP1334	FUSE HOLDER 20mm	1
203	LM9111	LOOM EARTH 300mm	1

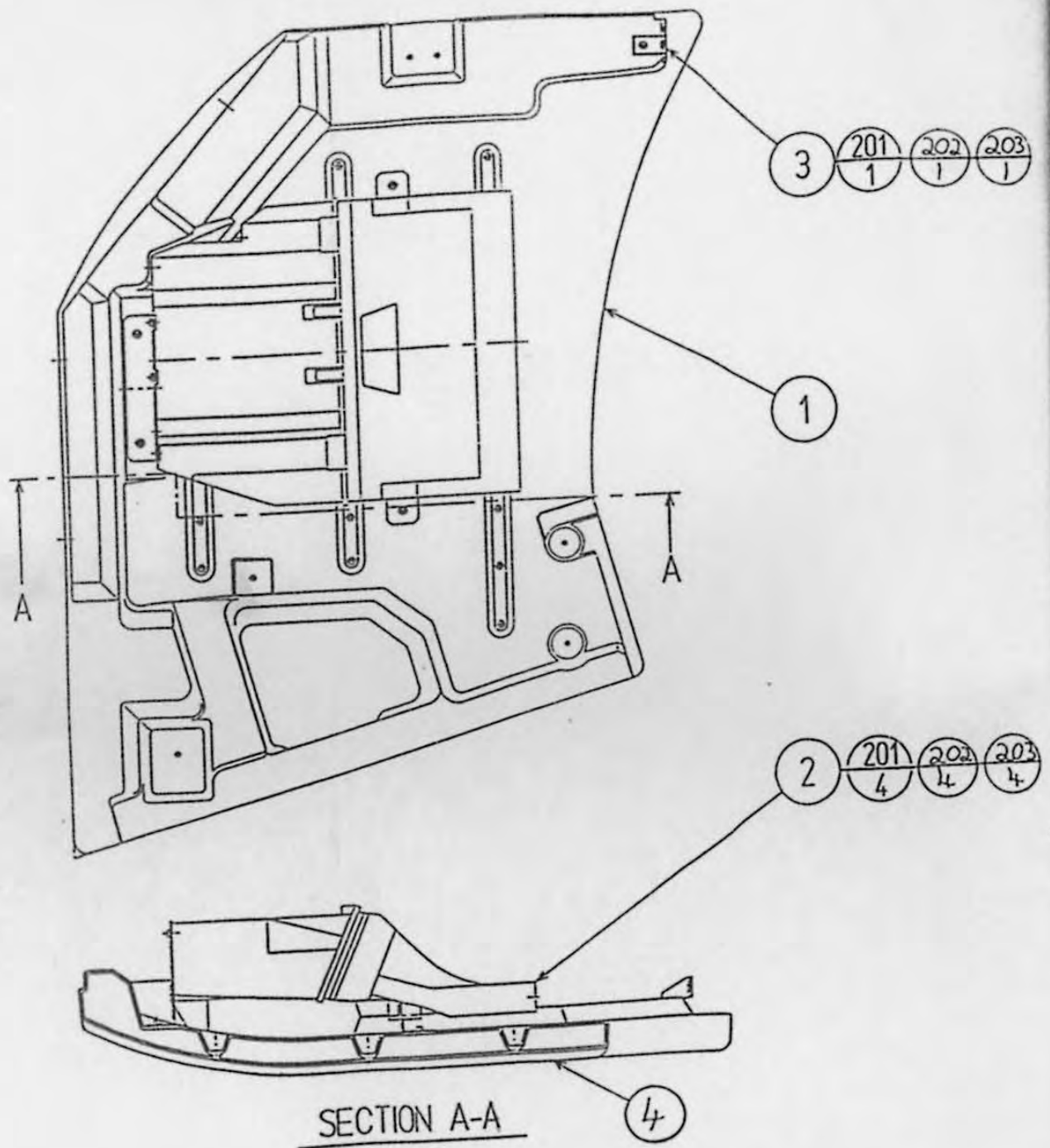
14. ASSEMBLY MONITOR COVER L (RAL-1030UK/2)



SECTION A-A

Seq No.	Part Number	Description	Qty.
1	RAL-1031-A	COVER PANEL L BLANK	1
2	DYN-1500UK/1	ASSY SPEAKER L 301+	1
3	DYN-103XUK	MASK BRKT FOR SOJ MASK	1
5	OS1004	DRAFT EXCLDR 4 X7MM BLK 1 MTR.	0.6
201	FX0021	M4X8 MSCR POSI PAN BZP	5
202	FX0009	M4 WSHR FORM A FLT BZP	5
203	FX0243	M4 WSHR SPR BZP	5

15. ASSEMBLY MONITOR COVER R (RAL-1040UK/2)

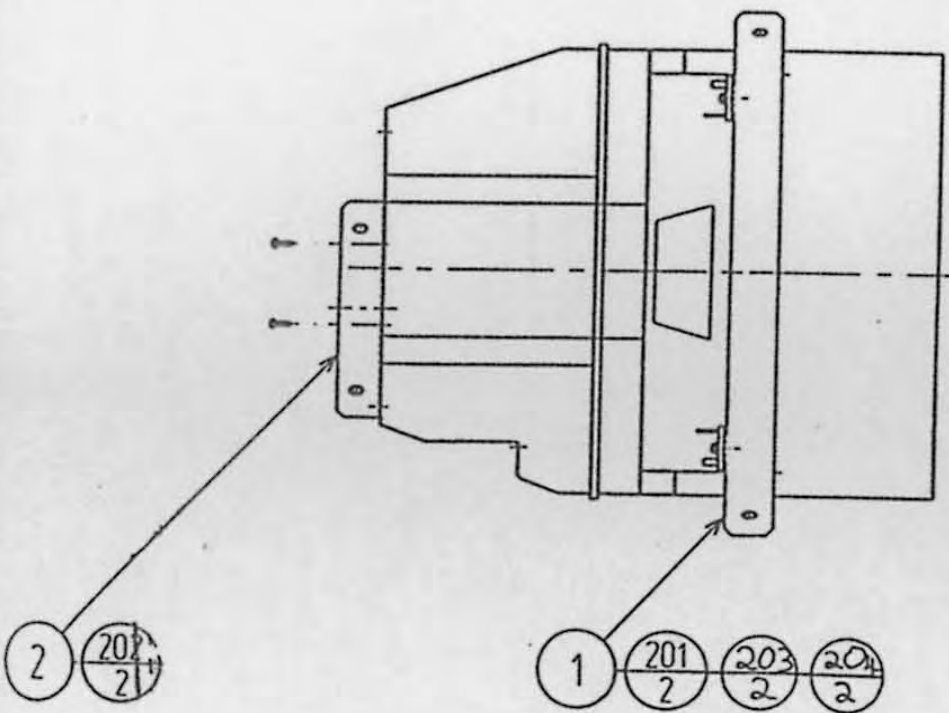
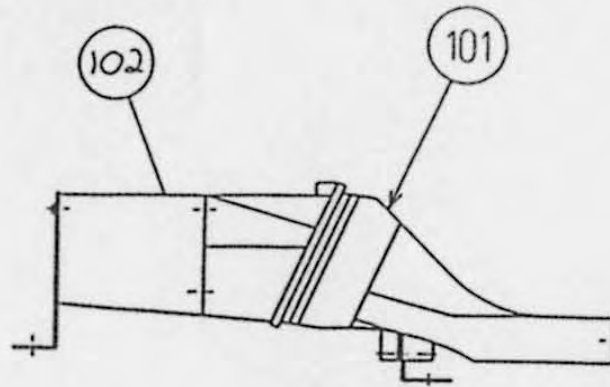


Seq No.	Part Number	Description	Qty.
1	RAL-1041-A	COVER PANEL R BLANK	1
2	DYN-1600UK/1	ASSY SPEAKER R 301+	1
3	DYN-103XUK	MASK BRKT FOR SOJ MASK	1
5	OS1004	DRAFT EXCLDR 4 X7MM BLK 1 MTR.	0.6
201	FX0021	M4X8 MSCR POSI PAN BZP	5
202	FX0009	M4 WSHR FORM A FLT BZP	5
203	FX0243	M4 WSHR SPR BZP	5

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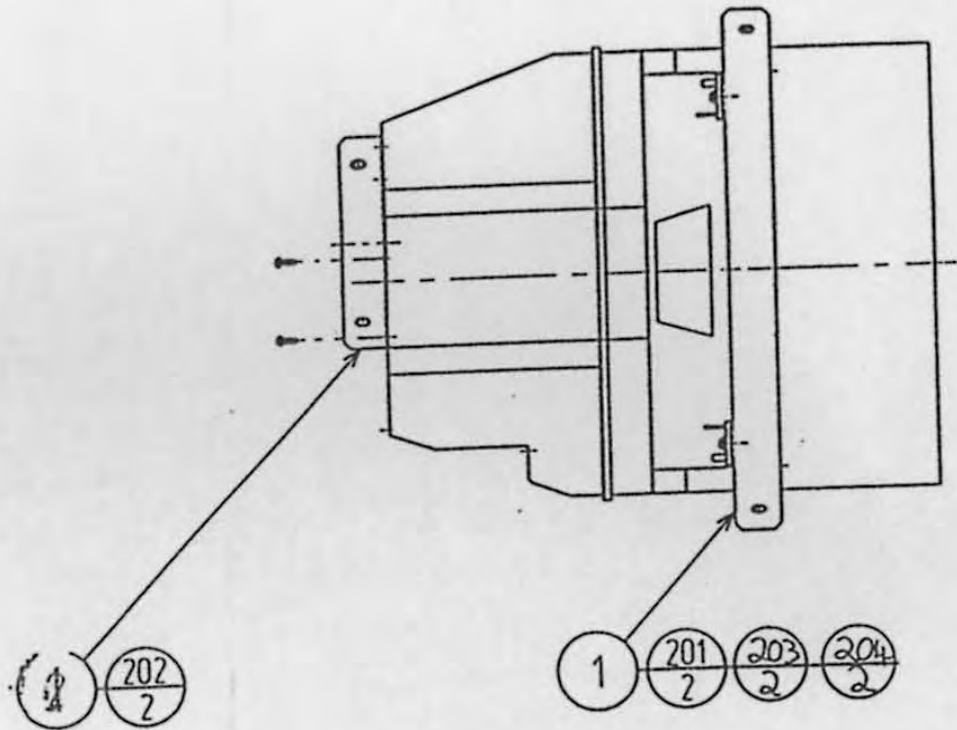
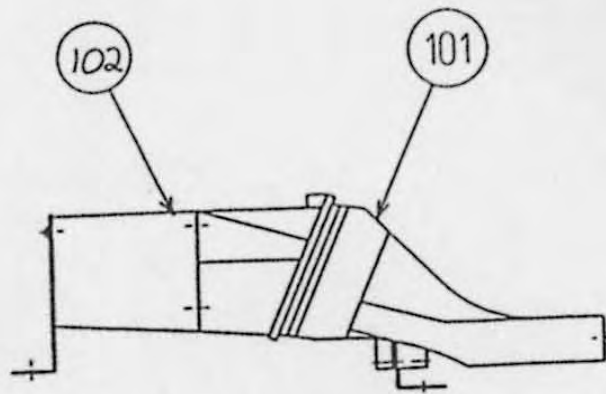
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16. ASSEMBLY SPEAKER L (DYN-1600)



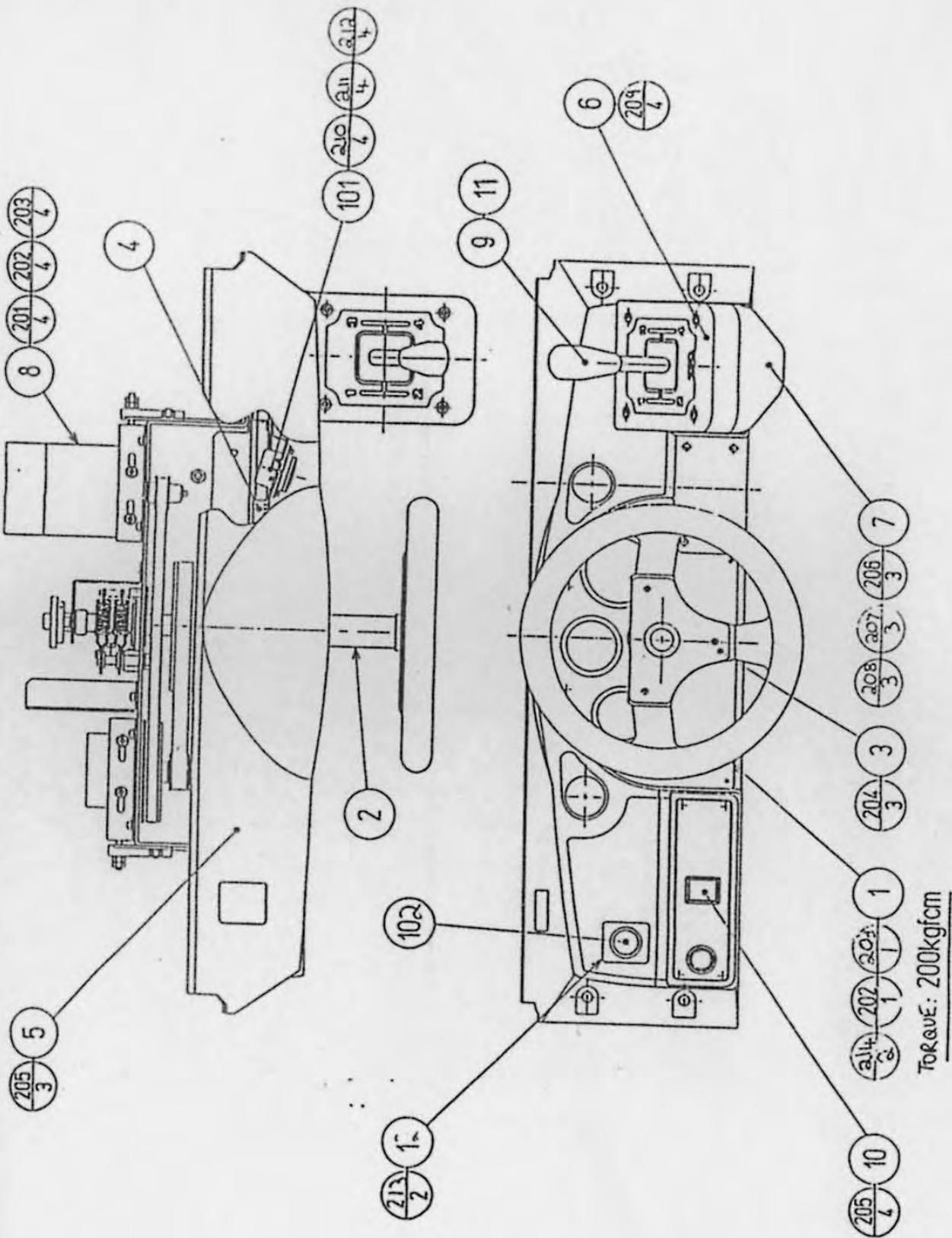
Seq. No.	Part Number	Description	Qty
1	DYN-1501UK	BRKT, SPEAKER FRONT DYN UK	1
2	DYN-1502UK	BRKT SPEAKER R	1
101	130-5113	SPEAKER BOX DOME	1
201	FX0037	M4X12 MSCR POSI PAN BZP	2
202	FX0163	N8X1/2" S/TAP POSI FLG BZP	2
203	FX0009	M4 WSHR FORM A FLT BZP	2
204	FX0243	M4 WSHR SPR BZP	2

17. ASSEMBLY SPEAKER R (DYN-1500)



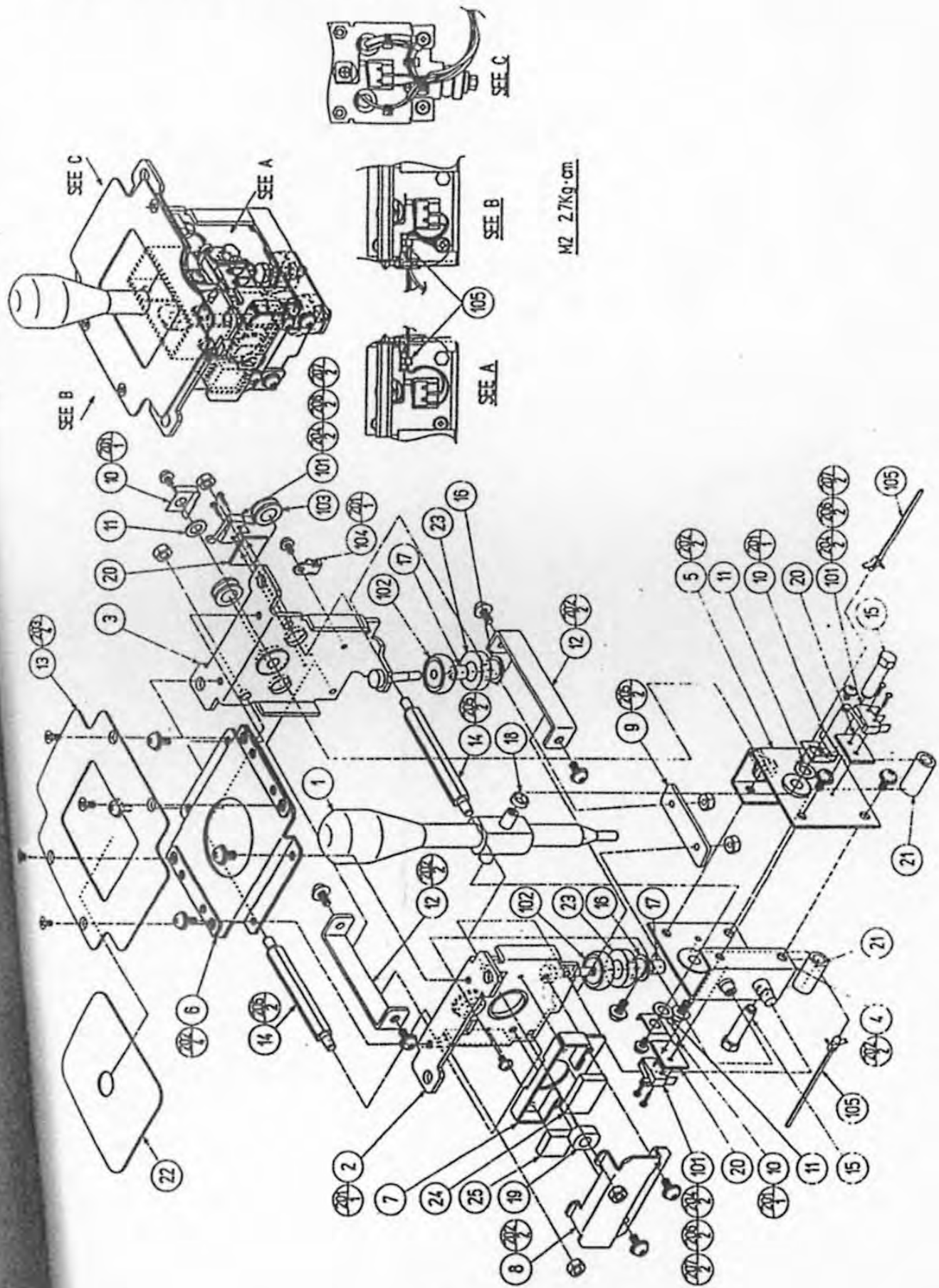
Seq. No.	Part Number	Description	Qty.
1	DYN-1501UK	BRKT, SPEAKER FRONT DYN UK	1
2	DYN-1502UK	BRKT SPEAKER R	1
101	130-5113	SPEAKER BOX DOME	1
201	FX0037	M4X12 MSCR POSI PAN BZP	2
202	FX0163	N8X1/2" S/TAP POSI FLG BZP	2
203	FX0009	M4 WSHR FORM A FLT BZP	2
204	FX0243	M4 WSHR SPR BZP	2

: 18. ASSEMBLY CONTROL PANEL (RAL-12003UK/1)



Seq.No.	Part Number	Description	No. Off
1	DYN-1201	STEERING WHEEL (270)	1
2	DYN-1209UK	HANDLE COLLAR	1
3	RAL-1201UK	STEERING EMBLEM	1
4	DYN-1212XUK	CONTROL PANEL BRKT TWIN RAL UK	1
5	RAL-1205-02	CONTROL PANEL COVER MARS (EXP)	1
6	DYN-1222	SHIFT COVER A DAYTONA SEGA	1
7	DYN-1223	SHIFT COVER B DAYTONA SEGA	1
8	DYN-1250	ASSY HANDLE MECHA	1
9	RAL-2150	ASSY 4 SPEED SHIFTER	1
10	RAL-1290	ASSY VIRTUAL BUTTON TWIN	1
11	DYN-1224UK	SPL BLT M8	4
12	117-5164UK	PLATE START 37x42mm DAYTONA	1
101	LS1020	SPEAKER 10mm 8 OHM 25W ASSY	2
102	509-5440	PUSH BTN SW IT GRN W/L DC 14V	1
103	OS1174	CABLE TIE, NYLON 100mm	12
104	OS1181	CABLE TIE BASE 19mmSq SELF/ADH	12
201	FX0365	M8 WSHR FORM A FLT BZP	4
202	FX0261	M8 WSHR SPR BZP	9
203	FX0213	M8 NUT BZP	5
205	008-T00416-OC	M4X16 MSCR TMP PRF TH CRM	7
206	FX0037	M4X12 MSCR POSI PAN BZP	3
207	FX0009	M4 WSHR FORM A FLT BZP	3
208	FX0243	M4 WSHR SPR BZP	3
209	008-T00412-OC	M4X12 MSCR TMP PRF CRM	4
213	FX0319	M3 NUT FLG SER BZP	2
214	FS1031	M8 WSHR 25OD FLT BNP	2
215	000-T00412-OB	M4X12 MSCR POSI TH BNP	4
301	600-6373-33UK	LOOM EXT TWEETER DAYTONA	1
302	600-6373-45UK	LOOM EXT SHIFT DAYTONA	1
303	600-6373-46UK	LOOM VIRTUA BUTTON DAYTONA	1
304	LM1300	LOOM AUDAX TWEETER INT	2
305	LM1221	LOOM CREDIT SW INT.,DAYTONA	1
306	LM9322	LOOM EARTH 500mm	1
307	LM9512	LOOM EARTH 750mm	1

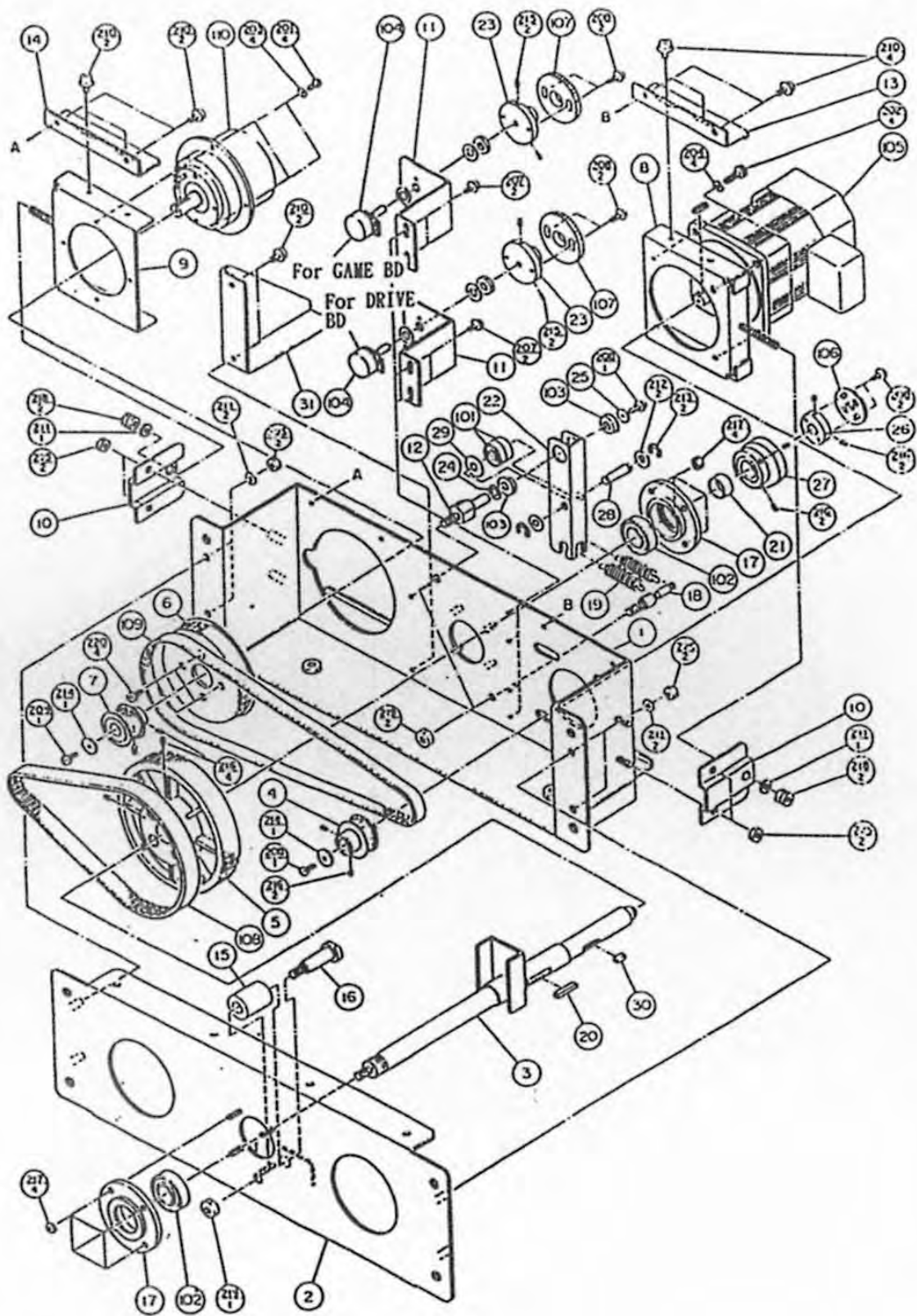
19. ASSEMBLY 4-SPEED SHIFTER (RAL-2150)



M2 2.7Kg.cm

ITEM NO.	PART NO.	DESCRIPTION
1	RAL-2151	SHIFT KNOB
2	RAL-2152	REAR BASE
3	RAL-2153	FRONT BASE
4	RAL-2154	SHAFT CASE A
5	RAL-2155	SHAFT CASE B
6	RAL-2156	SLIDE PLATE BASE
7	RAL-2157	RUBBER CASE
8	RAL-2158	RUBBER CASE LID
9	RAL-2159	ROLLER SUPPORT PLATE
10	RAL-2160	SW CAM
11	RAL-2161	FLT WSHR 8. 1-14 x 1. 2
12	RAL-2162	SIDE SUPPORT PLATE
13	RAL-2163	SLIDE PLATE COVER
14	RAL-2164	JOINT BAR
15	RAL-2165	STOPPER BAR
16	RAL-2166	COLLAR ϕ 10
17	RAL-2167	COLLAR ϕ 6. 2
18	RAL-2168	COLLAR ϕ 8
19	RAL-2169	CENTERING BLOCK
20	RAL-2170	SPACER PLATE
21	RAL-2171	STOPPER RUBBER
22	RAL-2172	SLIDE PLATE
23	RAL-2173	RUBBER RING ϕ 29
24	RAL-2174	RUBBER BLOCK 45
25	RAL-2175	RUBBER BLOCK 65
101	509-5636	SW MICRO TYPE SS-5GL2T
102	100-5188	DERURIN ROLLER ϕ 26H6. 35
103	100-5193	GROMMET ϕ 11
104	280-5257	TAI BASE TAI8
105	280-5251	SELF MOUNT TIE 2. 5
106	601-0460	PLASTIC TIE BELT 100MM
201	000-P00408-W	M SCR PH W/FS M4 x 8
202	000-P00514-W	M SCR PH W/FS M5 x 14
203	000-F00408	M SCR PH M4 x 8
204	000-P00212	M SCR PH M2 x 12
205	050-U00600	U NUT M6
206	060-F00200	FLT WSHR M2
207	060-S00200	SPR WSHR M2
301	600-6445-45	WIRE HARN SHIFT MECHA
302	600-6445-65	WIRE HARN EARTH SHIFT MECHA

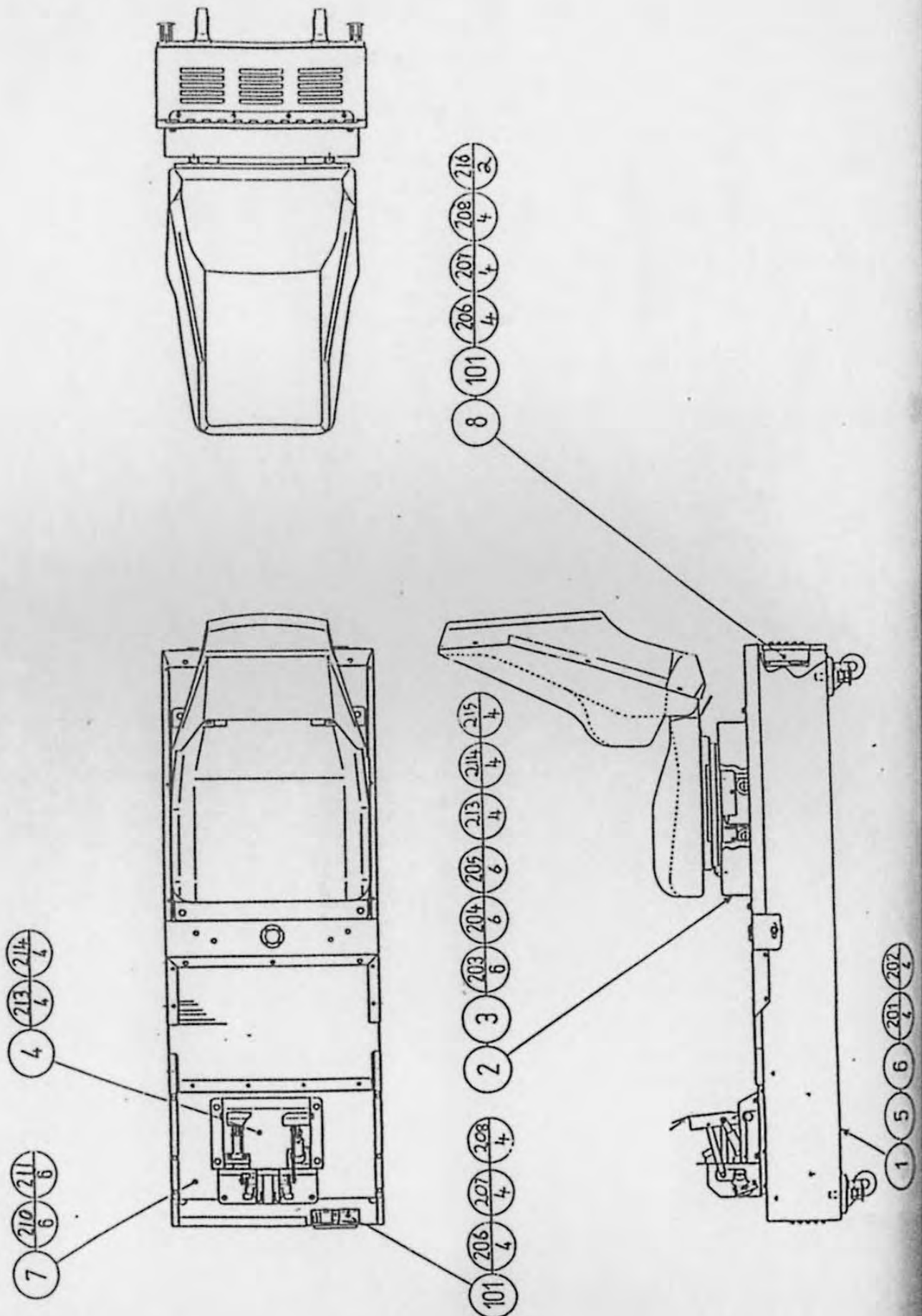
20. ASSEMBLY HANDLE MECHA (DYN-1250)



ITEM NO.	PART NO.	DESCRIPTION
1	DYN-1251	HANDLE BASE
2	DYN-1252	BASE LID
3	DYN-1253	HANDLE SHAFT
4	DYN-1254	DRIVE PULLEY
5	DYN-1255	HANDLE PULLEY
6	DYN-1256	CLUTCH PULLEY A
7	DYN-1257	CLUTCH PULLEY B
8	DYN-1258	MOTOR BRACKET
9	DYN-1259	CLUTCH BRACKET
10	DYN-1260	TENSIONER BRACKET
11	DYN-1261	VR BRACKET
12	DYN-1262	SWING ARM SHAFT
13	DYN-1263	GUIDE HOLDER A
14	DYN-1264	GUIDE HOLDER B
15	DYN-1265	STOPPER RUBBER
16	DYN-1266	STOPPER BOLT
17	DYN-1267	HOUSING
18	DYN-1268	SPRING HOOK
19	DYN-1269	EXT SPRING
20	DYN-1270	STOPPER KEY
21	DYN-1272	SPACER RING
22	DYN-1273	SWING ARM
23	BVG-1221	GEAR HOLDER
24	BVG-1340	FLT WSHR 8. 1-12×2
25	BVG-1341	FLT WSHR 4. 1-12×2
26	SLC-1130	ADJUST RING
27	SLC-1141X	WHITE CAM
28	SOR-2112	BEARING SHAFT
29	SOR-2113	SPACER
30	SOR-2115	KEY 5×10
31	DYN-1274	GUARD BRKT
101	100-5018	BALL BEARING ϕ 8 (NSK 608ZZ)
102	100-5112	BEARING ϕ 17 (NSK 6003ZZ)
103	100-5041	BEARING (NSK F688ZZ)
104	220-5373	VOL CONT B-5K OHM
104	220-5484	VOL CONT B-5K OHM
105	350-5235	MOTOR AC100V 1250/1550rpm W/H
105	350-5294	MOTOR AC100V 60W
106	601-6172	GEAR 48
107	601-6959	GEAR 64
108	601-7487	TIMING BELT (150 5M 550)
109	601-7488	TIMING BELT (100 5M 750)
110	601-7489	PARTICLE CLUTCH BRAKE
111	310-5029-F20	SUMITUBE F F20MM
112	601-0460	PLASTIC TIE BELT 100mm
114	209-0023	CONN CLOSED END
201	020-000410-HZ	HEX SKT CAP SCR BLK OZ M4×10
202	020-000512-HZ	HEX SKT CAP SCR BLK OZ M5×12
203	060-S00400	SPR WSHR M4
204	060-S00500	SPR WSHR M5

ITEM NO.	PART NO.	DESCRIPTION
207	000-P00408-W	M SCR PH W/FS M4×8
208	000-P00412-W	M SCR PH W/FS M4×12
209	000-P00416-S	M SCR PH W/S M4×16
210	000-P00508-W	M SCR PH W/FS M5×8
211	060-F00600	FLT WSHR M6
212	060-F00800	FLT WSHR M8
213	065-E00700	E RING 7MM
214	068-441616	FLT WSHR 4.4-16×1.6
215	028-A00308-P	SET SCR HEX SKT CUP P M3×8
216	028-A00408-P	SET SCR HEX SKT CUP P M4×8
217	050-U00500	U NUT M5
218	050-H00600	HEX NUT M6
219	050-U00800	U NUT M8
220	000-P00408-S	M SCR PH W/S M4×8
221	000-P00310	M SCR PH M3×10
222	060-F00300	FLT WSHR M3
223	060-S00300	SPR WSHR M3
225	050-U00600	U NUT M6
301	600-6363-64	WIRE HARN HANDLE MECHA
302	600-6363-65	WIRE HARN STEERING
303	600-6363-85	WIRE HARN EARTH HANDLE MECHA

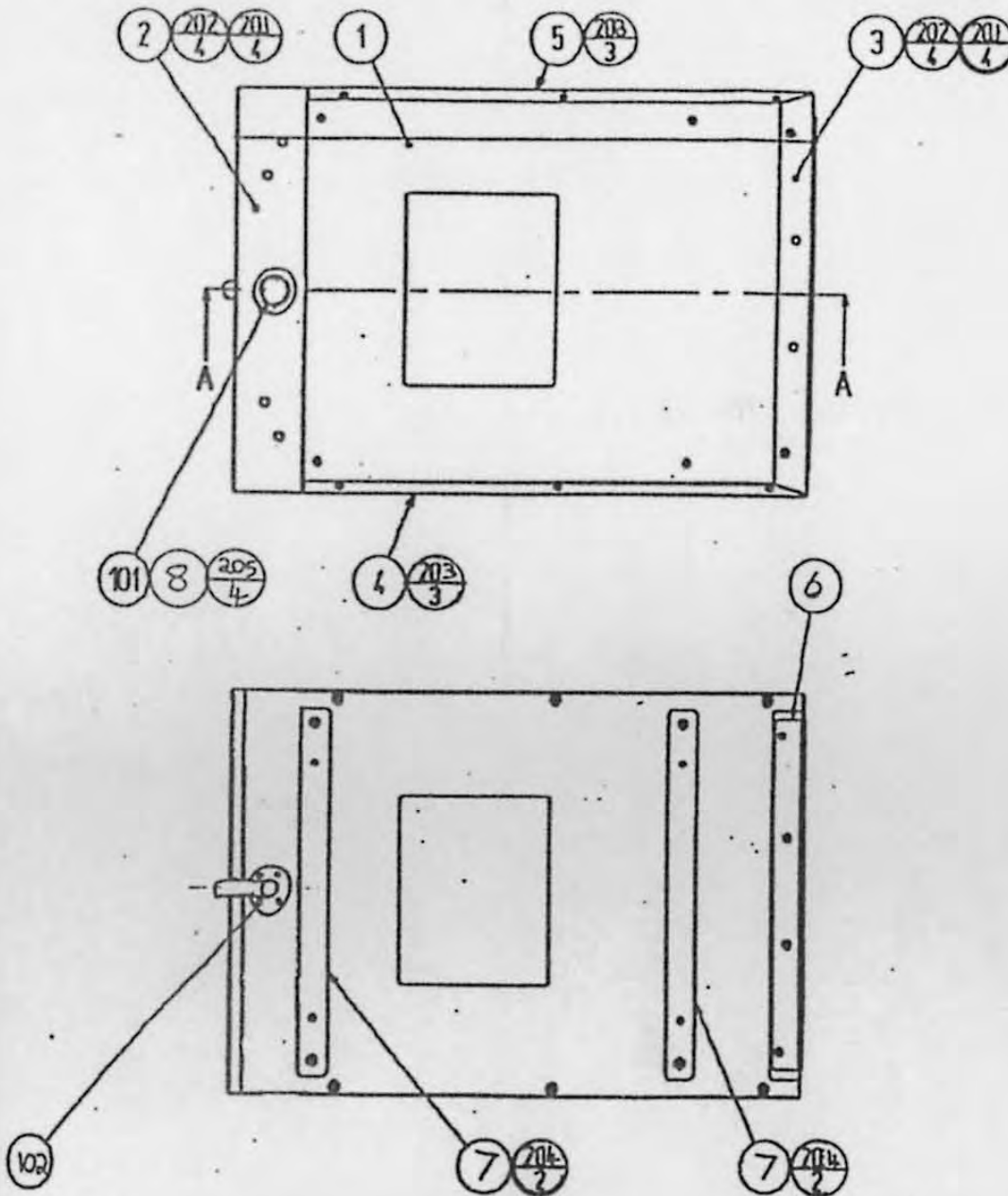
21. ASSEMBLY MAIN BASE (RAL-2000XUK/1)



Seq.No.	Part No.	Description	No. off
1	RAL-XXXX-9UK	MAIN BASE UK	1
2	RAL-2400UK	ASSY SHIELD CASE TWIN	1
3	RAL-40001UK/1	ASSY PWR SPLY TWIN 301+	1
4	RAL-2002-BUK	STICKER BASE L UK	2
5	MP1208	BRKT FAN DAYTONA	1
6	RAL-2000XUK/B	ASSY MAIN BASE UK (BULK)	1
7	RAL-10XXUK	MONITOR STAND UK	1
101	MA1007	CASTOR SWIVEL 63mm NYLON	4
102	MA1011	FOOT ADJUST M16X95 TYPE C	4
103	FN1000	FAN AXIAL 240V AC 120mm x 38mm	2
104	600-6275-0300	CABLE FIBER OPTIC 5mm x 300cm	2
107	FN1012	MESH GUARD METAL 120mm FAN	2
301	600-6373-28UK	LOOM EXT RGB	1
302	600-6373-41UK	LOOM ACCEL & BRAKE	1
303	600-6373-43UK	LOOM EXT BUTTON & SHIFT	1
304	600-6559-19UK	WIRE HARN WOOFER	1
305	LM9111	LOOM EARTH 300mm	1
306	LM9711	LOOM EARTH 1500mm	1
307	LM1050	LOOM STD INT FAN VENT	2
308	LM1290	LOOM AC SUPPLY INTERNAL RALLY	1
309	LM1232	LOOM COIN TOWER OUT	1
310	LM9512	LOOM EARTH 750mm	1

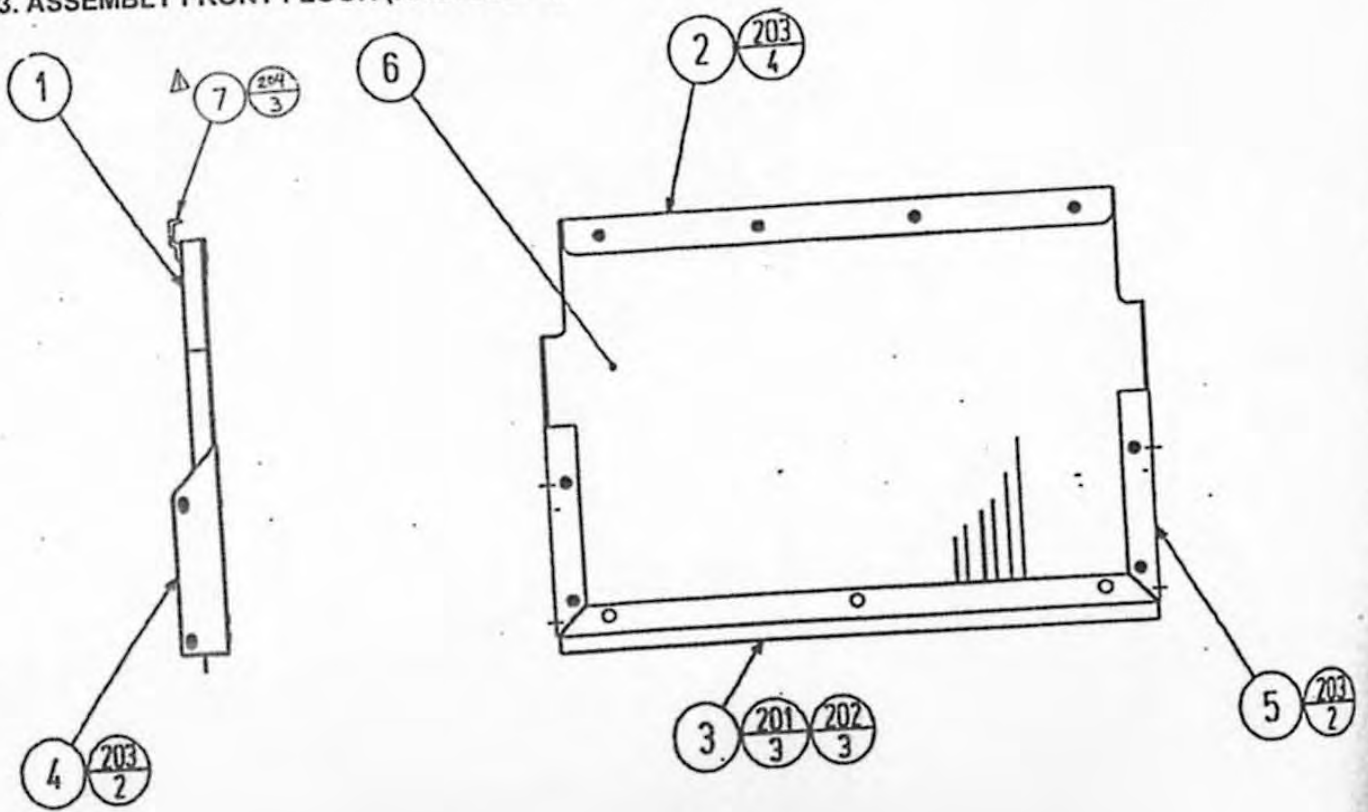
1 5 6 201 202

22. ASSEMBLY REAR FLOOR (RAL-XXXX-4)



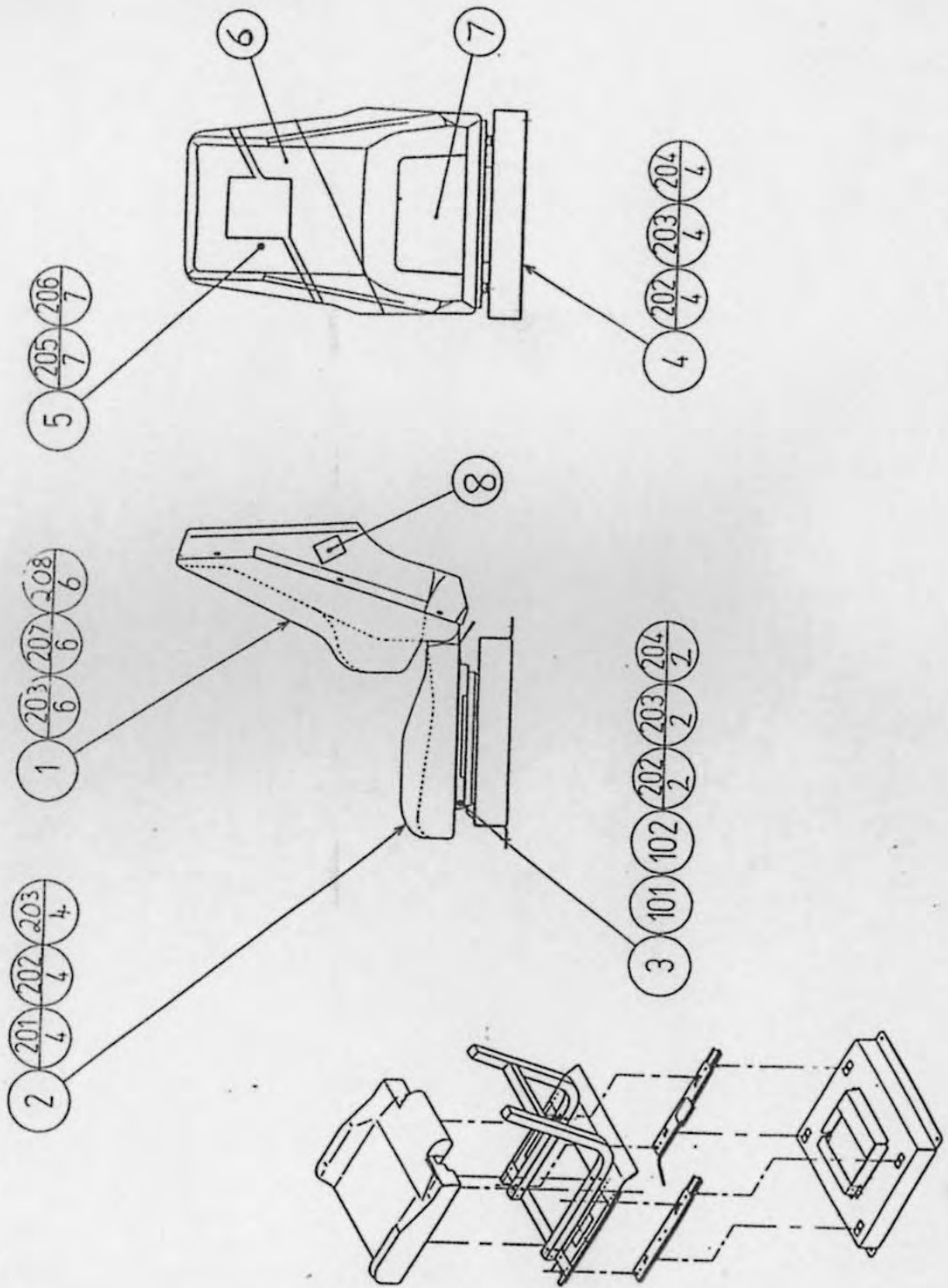
Seq. No.	Part Number	Description	No. Off
1	DYN-2041UK	FLOOR REAR DAYTONA	1
2	RAL-XXXX-8UK	FLOOR EDGE R F	1
3	DYN-2043UK	FLOOR EDGE R R DAYTONA	1
4	DYN-2044UK	FLOOR EDGE R LEFT DAYTONA	1
5	DYN-2045UK	FLOOR EDGE R RIGHT DAYTONA	1
6	RAL-2006UK	HINGE 480 BLUE	1
7	DYN-2049UK	NUT PLATE (SEAT) DYN UK	2
8	RAL-XXXX-13U	LOCK COVER UK	1
101	CH1194	LOCK RADIAL WITH TONGUE, RALLY	1
201	031-000530-OC	M5X30 CRG BLT CRM	8
202	FX0302	M5 NUT FLG SER BZP	8
203	000-T00420-OC	M4X20 MSCR POSI TH CRM	6
204	FX0163	N8X1/2" S/TAP POSI FLG BZP	4
205	008-T00412-OC	M4X12 MSCR TMP PRF CRM	4

23. ASSEMBLY FRONT FLOOR (RAL-XXXX-3)



Seq. No.	Part Number	Description	No. Off
1	DYN-2031XUK	FLOOR FRONT UK	1
2	DYN-2032XUK	FLOOR EDGE F FRONT UK	1
3	DYN-2033UK	FLOOR EDGE F R DAYTONA	1
4	DYN-2034XUK	FLOOR EDGE F LEFT UK	1
5	DYN-2035XUK	FLOOR EDGE F RIGHT UK	1
7	DYN-2037UK	WATER GUIDE EXP	1
201	031-000530-OC	M5X30 CRG BLT CRM	3
202	FX0302	M5 NUT FLG SER BZP	3
203	000-T00420-OC	M4X20 MSCR POSI TH CRM	8
204	FX0163	N8X1/2" S/TAP POSI FLG BZP	3

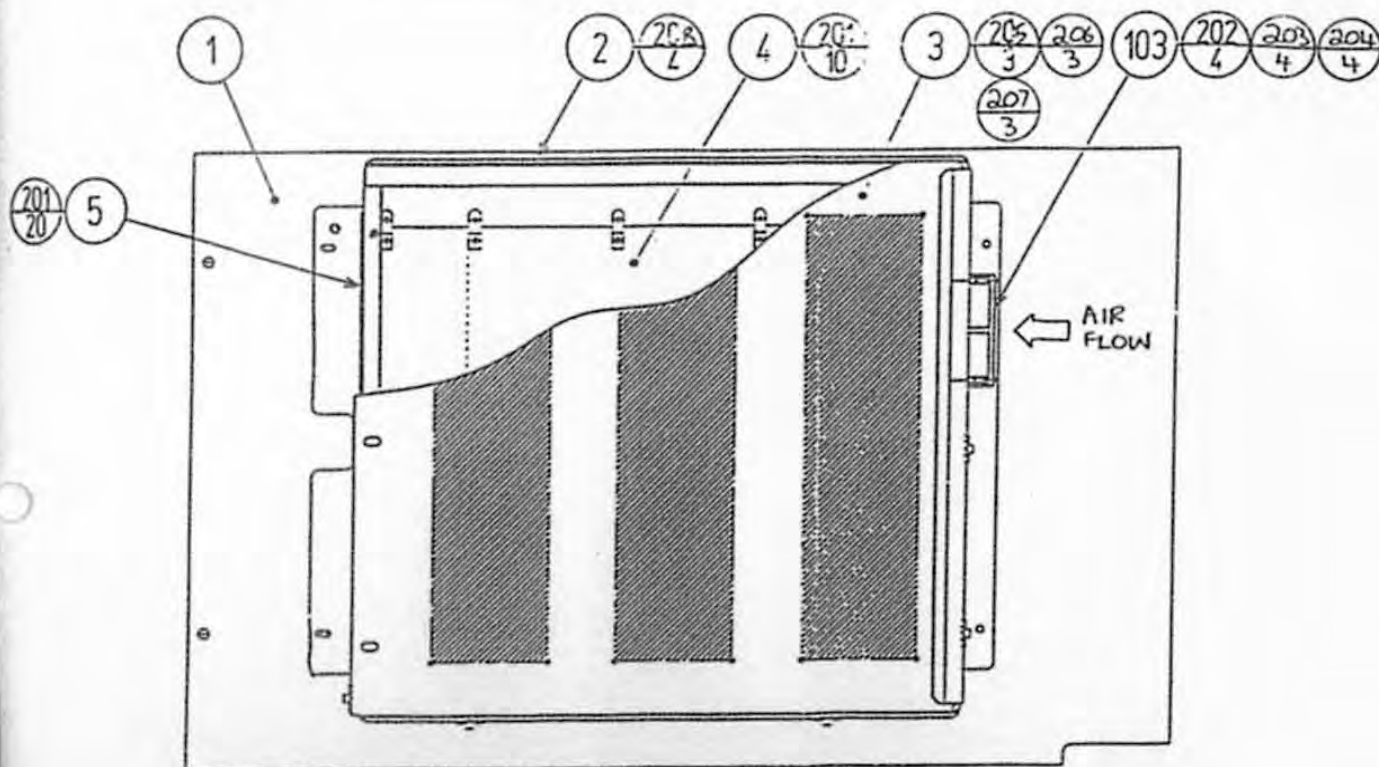
24. ASSEMBLY SEAT TWIN (RAL-2090UK/1)



203
2

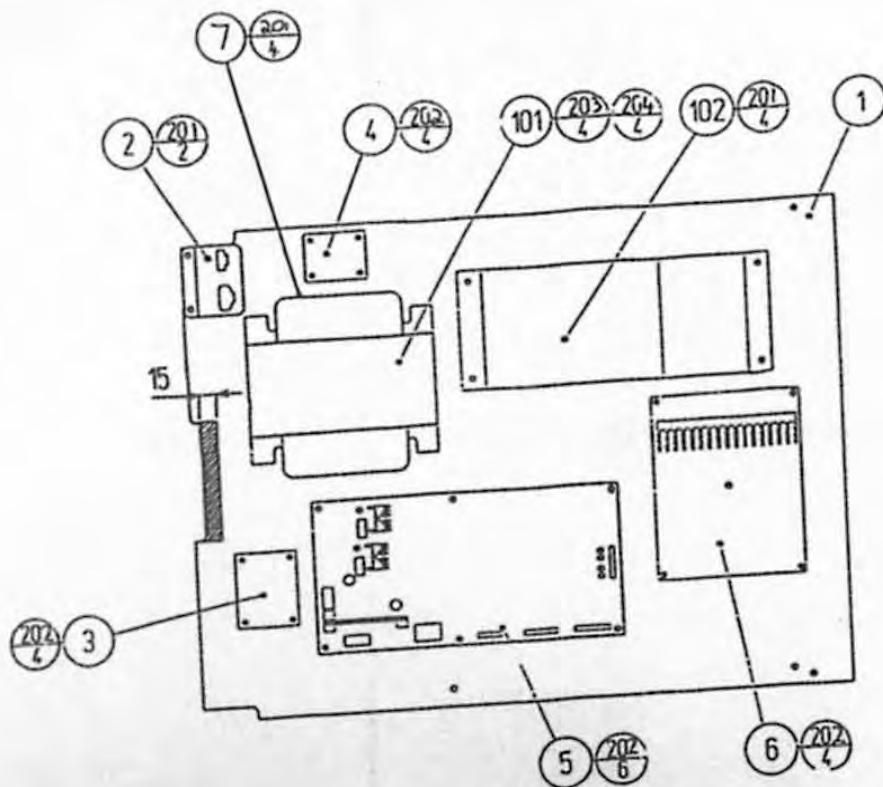
Seq.No.	Part Number	Description	No. Off
1	DYN-2131UK	UPPER SEAT, DAYTONA	1
2	DYN-2132UK	LOWER SEAT, DAYTONA	1
3	RAL-2081UK	SEAT FRAME TWIN	1
4	RAL-2091UK	SEAT BASE EXP	1
5	RAL-2084-AUK	SEAT BACK COVER BLANK	1
6	DYN-2060UK/1	ASSY WOOFER 301+	1
7	RAL-2090UK/B	ASSY SEAT TWIN EXP (BULK)	1
8	RAL-2084-BUK	STICKER SEAT BACK A	1
9	RAL-2084-CUK	STICKER SEAT BACK B	1
10	RAL-2084-DUK	STICKER SEAT BACK C	1
11	RAL-2092UK	PROTECT RUBBER TWIN EXP	2
12	RAL-2085UK	COVER BRKT	1
101	601-7942	SEAT RAIL AL L	1
102	601-7981	SEAT RAIL AL R	1
205	008-T00412-OC	M4X12 MSCR TMP PRF CRM	7

25. ASSEMBLY SHIELD CASE TRAY (RAL-2400)



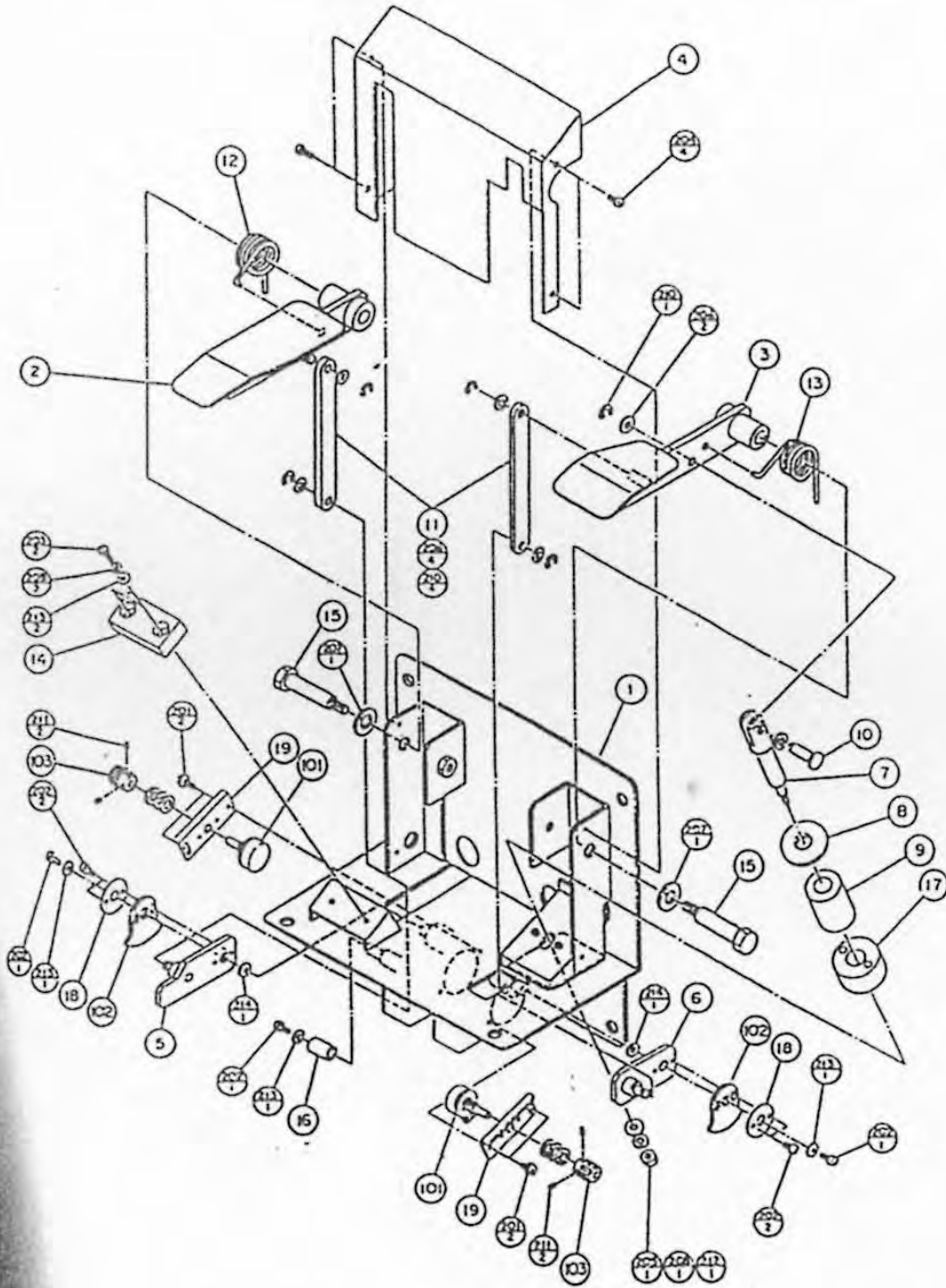
Seq. No.	Part Number	Description	No. Off
1	RAL-2301UK	WOODEN BASE SHIELD CASE	1
2	NMG-0202UK	SHIELD CASE MAIN A	1
3	NMG-0203UK	SHIELD CASE LID A	1
4	833-11649	PEC GAME BD RALLY TWIN	1
5	839-0744	PEC FILTER BD A-CRX RALLY	1
101	OS1174	CABLE TIE, NYLON 100mm	17
102	OS1181	CABLE TIE BASE 19mmSq SELF/ADH	17
103	FN1016	FAN AXIAL 5V DC 80mm	1
104	OS1098	CRIMP BELL END SMALL	2
201	FX0020	M3X8 TAPTITE POSI PAN BZP	30
202	FX0263	M3 WSHR FORM A FLT BZP	24
203	FX0305	M3X30 MSCR POSI PAN BZP	4
204	FX0239	M3 WSHR SPR BZP	4
205	FX0021	M4X8 MSCR POSI PAN BZP	3
206	FX0009	M4 WSHR FORM A FLT BZP	3
207	FX0243	M4 WSHR SPR BZP	3
208	FX0163	N8X1/2" S/TAP POSI FLG BZP	4
302	600-6559-01UK	WIRE HARN SHIELD CASE DC PWR	1
303	600-6559-02UK	WIRE HARN SHIELD CASE ROUND	1
304	600-6559-03UK	WIRE HARN SHIELD CASE RGB	1
305	600-6559-04UK	WIRE HARN SHIELD CASE ETC	1

26. ASSEMBLY POWER SUPPLY TRAY (RAL-40001UK/1)



Seq. No.	Part Number	Description	No. Off
1	RAL-XXXX-15UK	WOODEN BASE PSU	1
2	DYN-4003UK	CONN BRKT DYN UK	1
3	838-10801	PEC CONN B SEGA	1
4	838-11661	PEC DRIVE BD RALLY TWIN	1
5	838-11650-01	PEC EQ. PWR AMP RALLY	1
6	838-11651	PEC LOWPASS AMP	1
7	MP1266	BRKT TRANSFORMER MOUNTING	4
101	TX1067	TRANSFORMER RALLY	1
102	400-5264	PWR SPLY BOX	1
201	FX0163	N8X1/2" S/TAP POSI FLG BZP	10
202	FX0151	N4X1" S/TAP POSI PAN BZP	21
203	FX0021	M4X8 MSCR POSI PAN BZP	4
204	FX0009	M4 WSHR FORM A FLT BZP	4
307	600-6559-09UK	WIRE HARN SW REGU DC OUT 12P	1
309	600-6559-11UK	WIRE HARN SOUND OUT	1
310	600-6559-12UK	WIRE HARN PWR AMP VOL OUT	1
311	600-6559-13UK	WIRE HARN LOWPASS AMP OUT	1
312	600-6559-14UK	WIRE HARN PWR AMP IN	1
313	600-6559-15UK	WIRE HARN RX	1
314	600-6559-16UK	WIRE HARN TX	1
315	600-6559-17UK	LOOM CLUTCH OUT	1
316	600-6559-18UK	WIRE HARN LAMP SSR	1
317	LM1303	LOOM TRANSF/SMPSU AC INT M&L	1
318	LM1304	LOOM PWR AMP AC IN M&L	1
319	LM1305	LOOM DRIVE BD AC19V M&L	1
320	LM1306	LOOM XFMR 100V OUT M&L	1
321	LM1294	LOOM SW REGU DC OUT 18P RALLY	1

27. ASSEMBLY ACCELERATOR & BRAKE (DYN-1300)
 ACCELERATOR & BRAKE (DYN-1300UK)



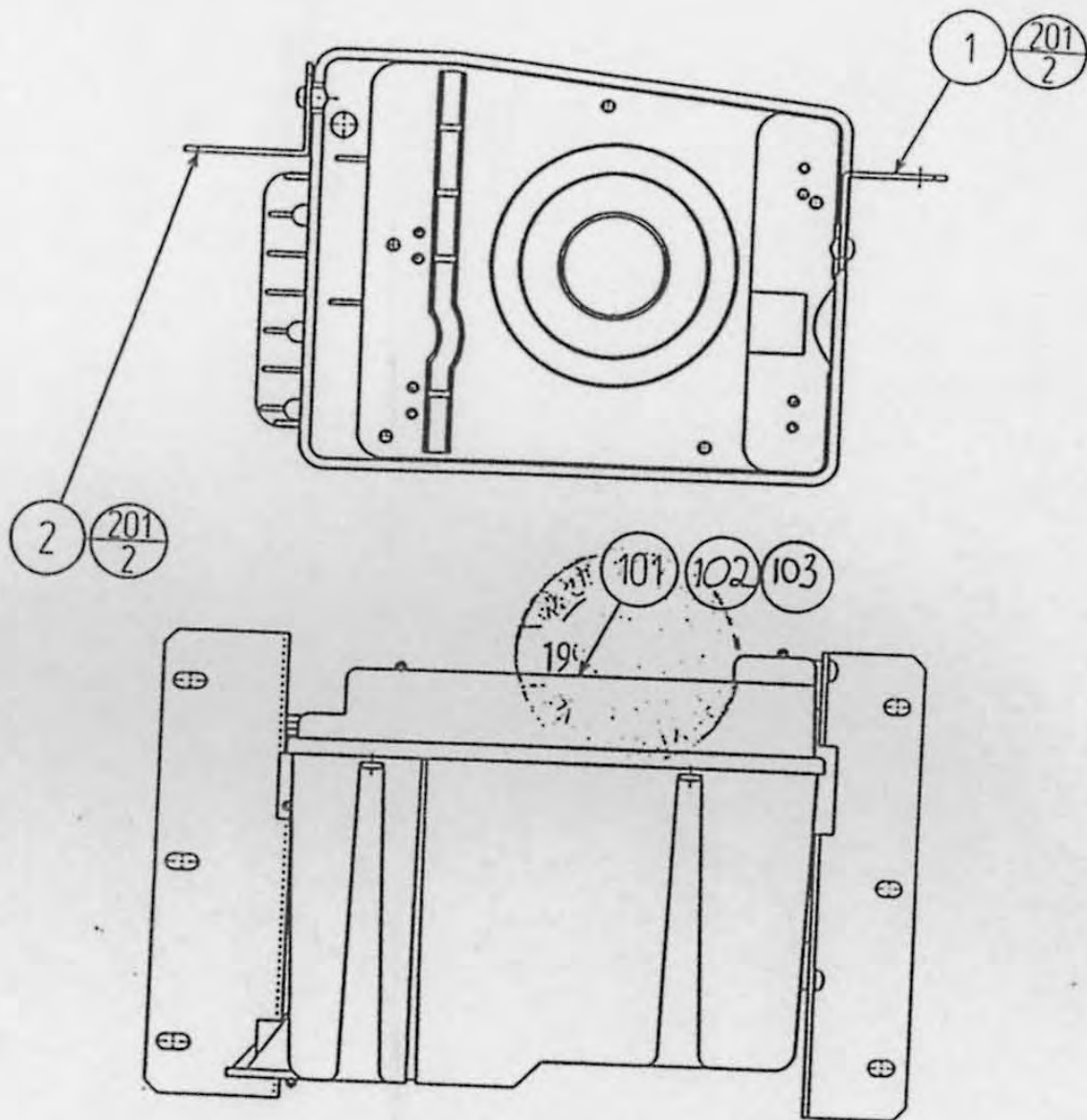
1
1
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1

br&acc

Seq.No.	Part Number	Description	No. Off
1	DYN-1301	PEDAL BASE,DYN-1300 ASSY	1
2	DYN-1306	PEDAL ACCEL,DYN-1300 ASSY,AL.	1
3	DYN-1307	PEDAL BRAKE,DYN-1300 ASSY,AL.	1
4	BVG-1404	PEDAL COVER,DYN-1300 ASSY,S.S.	1
5	BVG-1405	SWING ARM A,DYN-1300 ASSY.	1
6	BVG-1406	SWING ARM B,DYN-1300 ASSY.S.S.	1
7	BVG-1407	PUSH ROD,DYN-1300 ASSY	1
8	BVG-1408	PUSH PLATE,DYN-1300 ASSY.	1
9	DYN-1302	RUBBER DAMPER,PEDAL ASSY	1
10	BVG-1410	PUSH ROD PIN,DYN-1300 ASSY.	1
11	BVG-1411	LINK ROD,DYN-1300 ASSY.	2
12	DYN-1303	SPRING,DYN-1300 ACCEL TORSION	1
13	BVG-1413	SPRING,DYN-1300 BRAKE TORSION	1
14	BVG-1414	RUBBER STOPPER BLOCK,PEDAL ASY	1
15	BVG-1415	PEDAL SHAFT,DYN-1300 ASSY.	2
16	BVG-1416	SWING ARM STOPPER,DYN-1300ASSY	1
17	BVG-1417	SPACER,DYN-1300 ASSY	1
18	GLC-2122	GEAR PLATE,DYN 1300 ASSY.	2
19	RDM-1210	VR BRKT,DYN-1300 ASSY.	2
101	220-5373	POT VOL CONT B-5K OHM	2
102	601-6005	ADJUST GEAR,DYN-1300 ASSY.	2
103	601-5943	GEAR SPUR 20/15,DYN-1300 ASSY.	2
104	OS1034	SLEEVE H 20 BLACK	6
105	OS1174	CABLE TIE, NYLON 100mm	1
106	OS1181	CABLE TIE BASE 19mmSq SELF/ADH	1
201	000-P00408-W	M4X8 MSCR POSI PAN W/FS PAS	6
202	000-P00408-S	M4X8 MSCR POSI PAN W/S	7
203	000-P00416-OB	M4X16 MSCR POSI PAN BNP	2
204	008-T00408-OB	M4X8 TMP PRF SCR TH BLK	4
205	FX0212	M6 NUT BZP	1
206	FX0400	M8 WSHR FORM A FLT BNP	6
207	060-S01200-OB	M12 WSHR SPR BNP	2
208	FX0255	M6 WSHR SPR BZP	1
209	FX0404	M4 WSHR SPR BNP	2
210	065-E00600	E RING 6MM	5
211	028-A00308-P	M3X8 SET SCR HEX SKT CUP P	4
212	068-652016	FLT WSHR 6.5-20X1.6	1
213	DYN-1304	WSHR 4.4-12 X 1.6 FLT BNP	5
214	DYN-1305	FLT WSHR 12.2 -22 X 0.5	2
301	600-6178-54	WIRE HARN ACCEL & BRAKE	1

Seq.No.	Part Number	Description	No. Off
1	DYN-1300UK	ASSY ACCEL & BRAKE	1
2	DYN-2016XUK	PEDAL BASE UK	1
101	FX0397	M8X20 SET BNP	4
102	FS1019	M8 WSHR SPR BNP	4
103	FS1014	M8 WSHR FORM C FLT BNP	4

32. ASSEMBLY WOOFER (DYN-2060)



Seq. No.	Part Number	Description	No. Off
1	DYN-2061UK	BRKT,WOOFER LEFT DYN UK	1
2	DYN-2062UK	BRKT,WOOFER RIGHT DYN UK	1
101	130-5114	SPEAKER SUB WOOFER	1
102	OS1174	CABLE TIE, NYLON 100mm	1
103	OS1181	CABLE TIE BASE 19mmSq SELF/ADH	1
201	FX0163	N8X1/2" S/TAP POSI FLG BZP	4

21. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

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

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

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

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

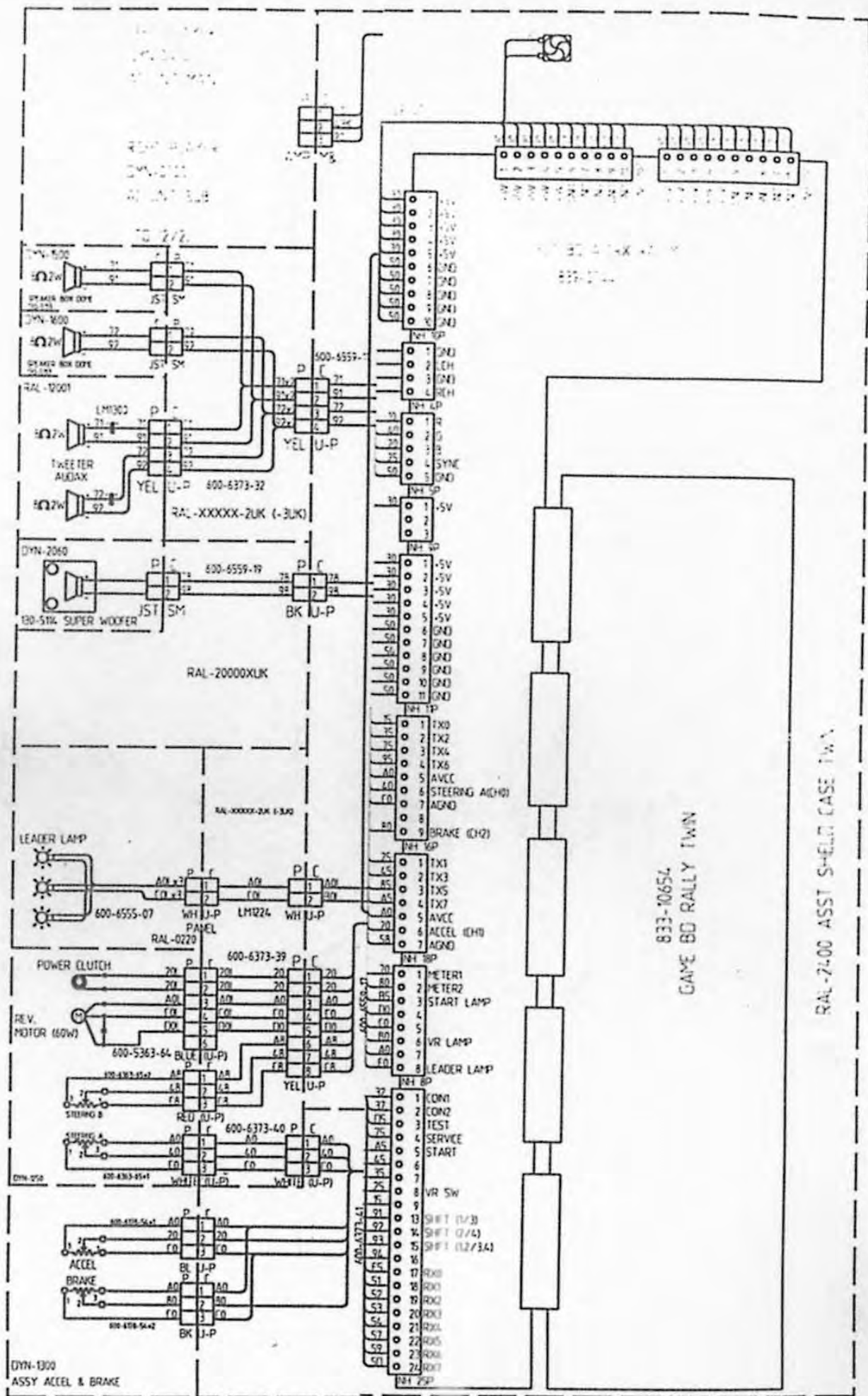
Note 1: If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example> 51 WHITE / RED



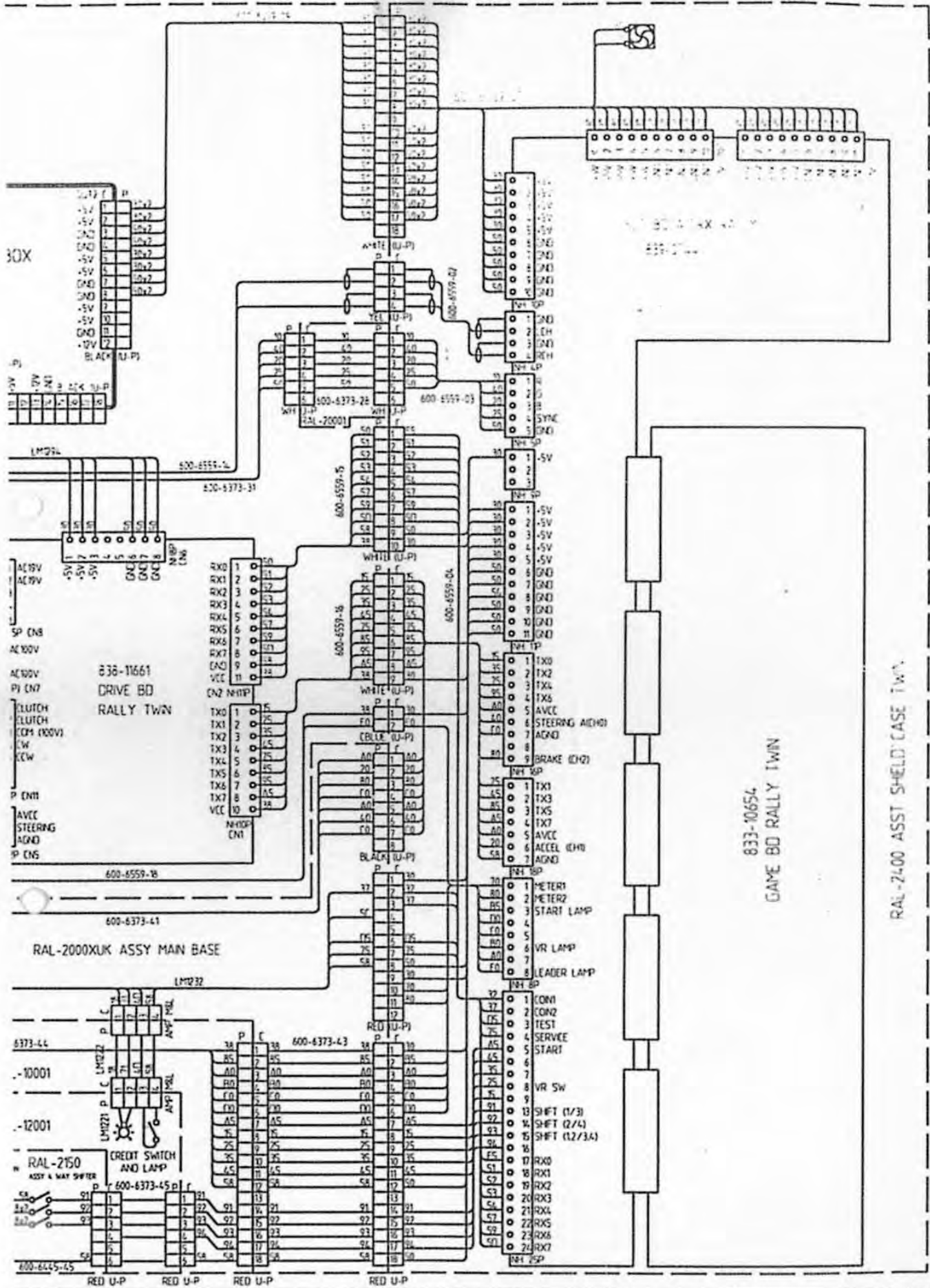
Note 2: The character following the wire color code indicates the size of the wire.

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



833-10654
GAME BD RALLY TWIN

RAL-7400 ASST SHELD CASE TWIN



RAL-2100 ASST SHIELD CASE TWIN

833-10654
GAME BD RALLY TWIN

633-11661
DRIVE BD
RALLY TWIN

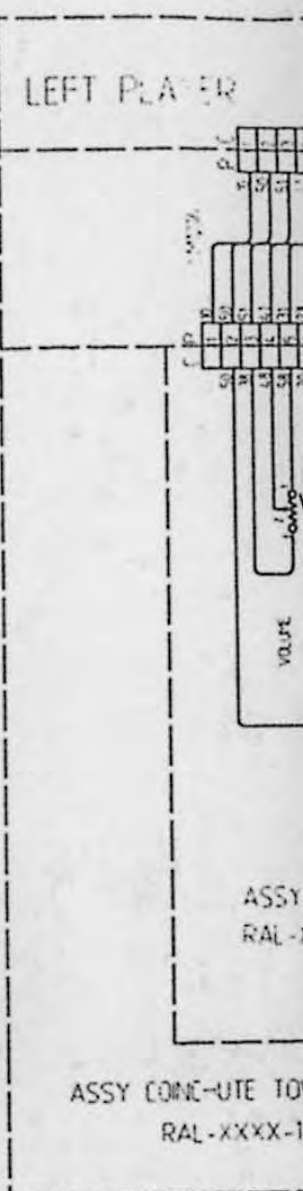
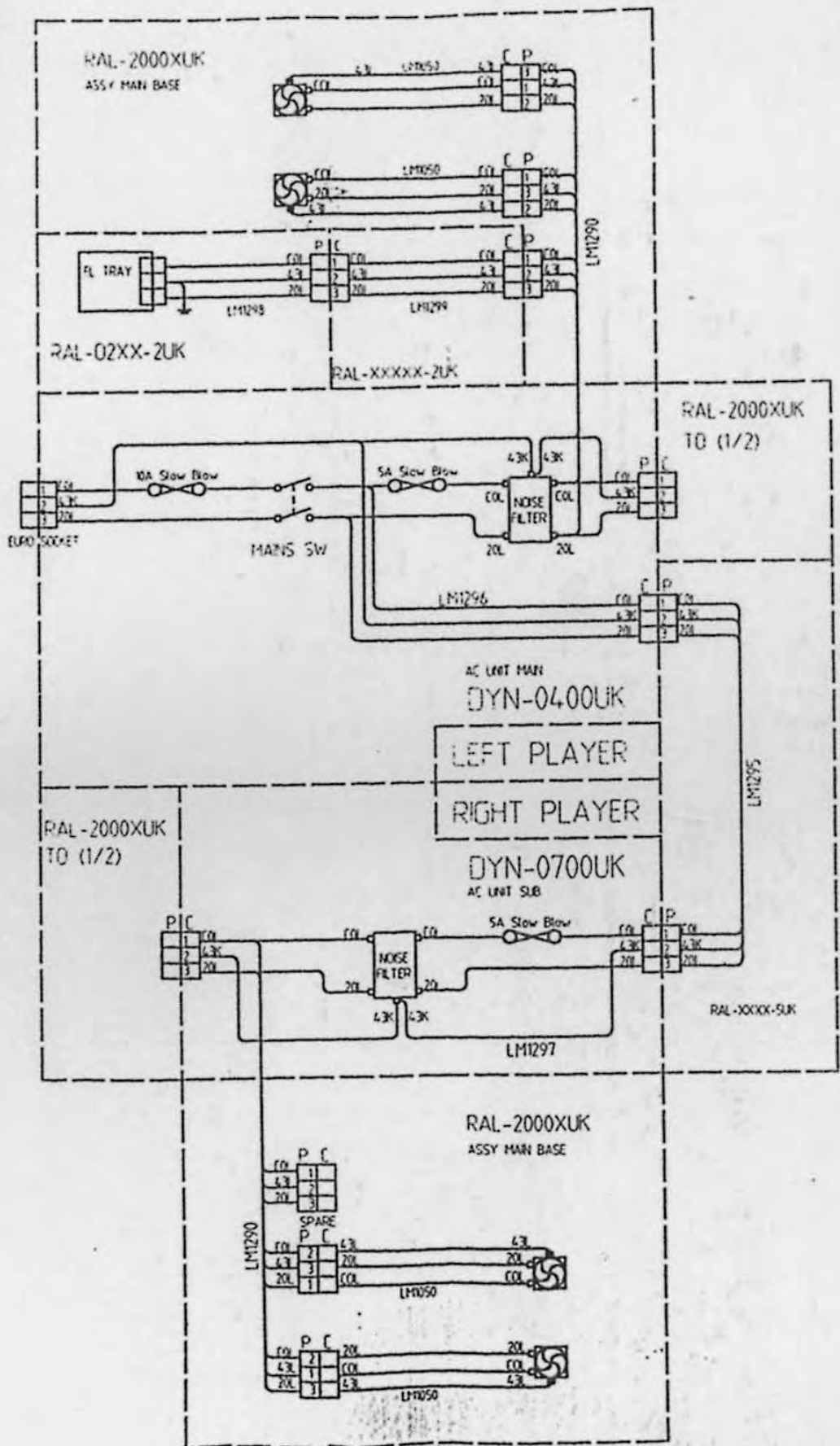
RAL-2000XUK ASSY MAN BASE

RAL-2150
ASSY & WAY SWITER

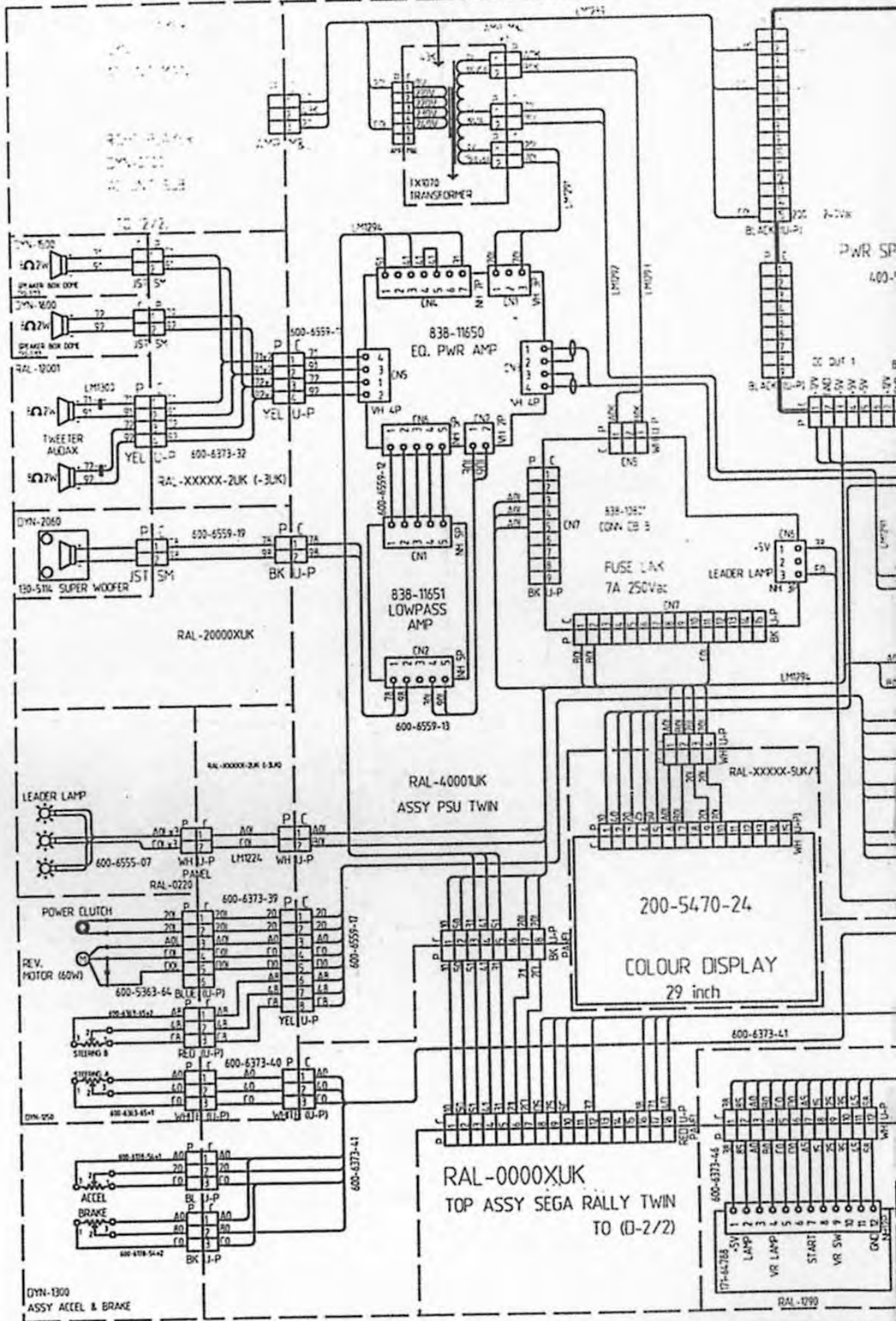
10V 200V 220V 240V 100V 50Hz/60Hz

RALLY TWIN

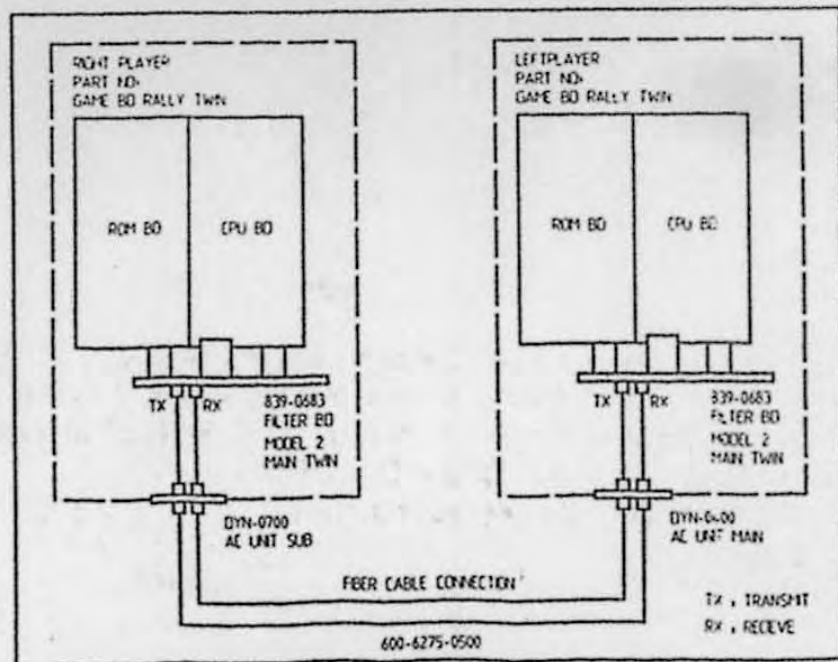
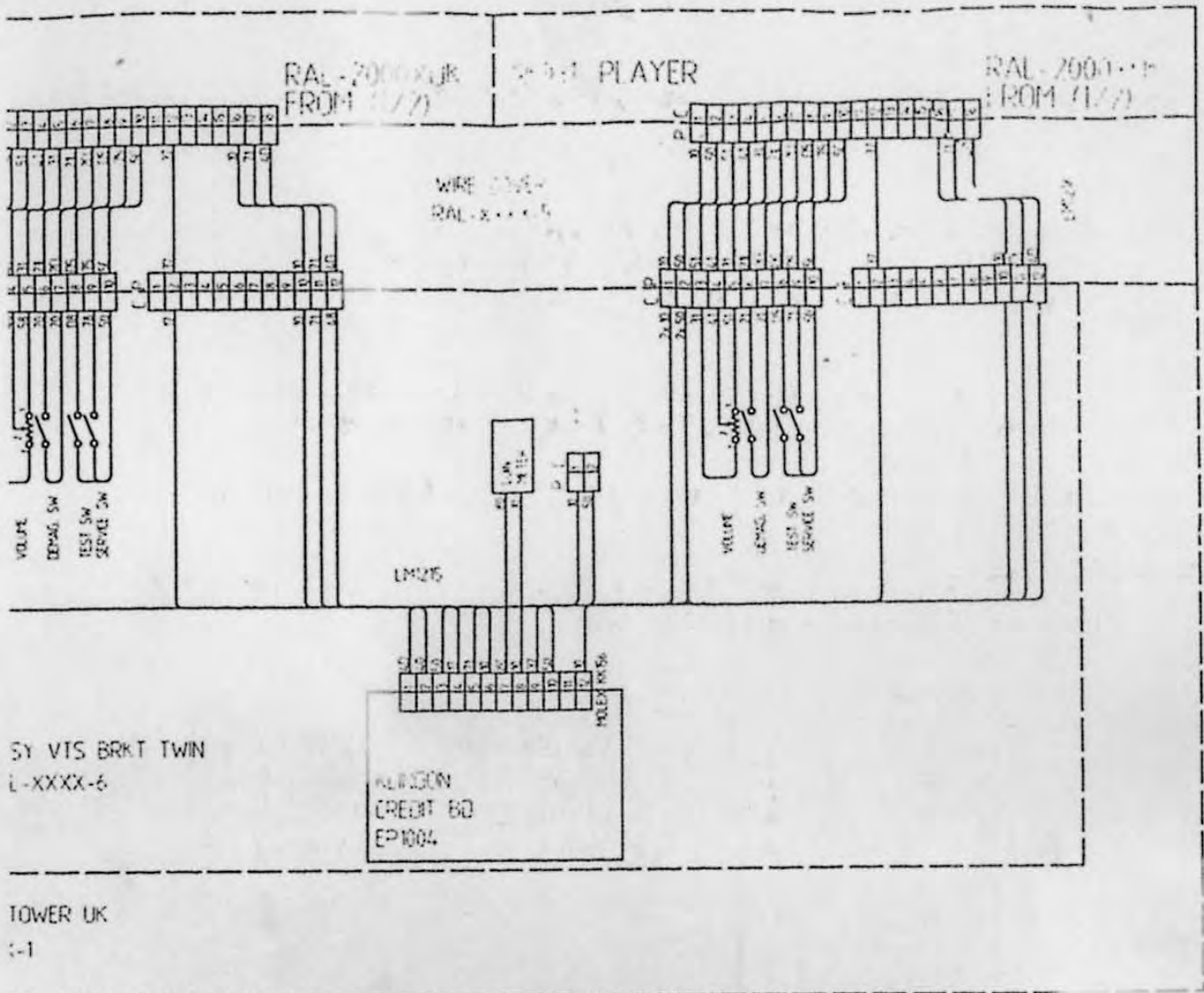
DD/RAL3026 (1/2)



A	PINK	E	LIGHT GREEN	4	GREEN	8	BLACK
B	SKY BLUE	1	RED	5	WHITE	9	GREY
C	BROWN	2	BLUE	6	HARBOR		
D	PURPLE	3	YELLOW	7	ORANGE		



A	PINK	6	LIGHT GREEN	4	GREEN	8	BLACK
B	SKY BLUE	1	RED	5	WHITE	9	GREY
C	BROWN	2	BLUE	6	MARSH		
D	PURPLE	3	YELLOW	7	ORANGE		



120V	200V	220V	240V	100V 50Hz/60Hz

RALLY TWIN

DD/RAL3026 (2/2)

COIN MECH INSTALLATION AND CREDIT BOARD SETUP

Game credits between the Coin Mech and the game board for the _____ machine are controlled by a *Klingon* board. This electronic circuit allows the price of play to be set for a range of different countries. These functions are set on Dual In Line PCB mounted switches.

DIL-2 is used to set the currency (or coin ratio) and DIL-1 the price of play. Refer to the Tables on the following pages for the correct settings for your environment.

The *Klingon* board pictured in Fig 8 is mounted on the VTS Bracket within the Coin Chute Tower.

The *Klingon* board is connected to the coin validator and lamps via a dedicated wiring harness depending upon the coin validator used:

<u>Wiring Harness</u>		<u>Validator</u>	
LM1006	-	Coin Controls	(15 way connector)
LM1007	-	Mars	(13 way connector)
LM1008	-	Mechanical	See note 2
-	-	NRI	See note 1

Notes

1. If NRI mechs are to be used, these should be ordered with the highest denomination coin on coin path #1 and the lowest denomination on coin path #4. The *Klingon* board should be then be set up for either the UK or Switzerland settings. A minimum connecting lead length of 600mm is required.
2. Mechanical coin mechs may be connected in parallel allowing two identical mechs to be fitted.

Klingon Credit Board Option Settings

DIL Switch 2 (under IC socket)

Coin Controls:
Mars:

SW1	SW2	SW3	SW4	OPTIONS	COIN 1 F	COIN 2 E	COIN 3 D	COIN C
OFF	OFF	OFF		UK Coin Setting	£1	50p	20p	10p
ON	OFF	OFF		Belgium Coin Setting	n/u	50Bf	20Bf	25Pst
OFF	ON	OFF		Spain Coin Setting	100Pst	50 Pst	n/u	5 Pst
ON	ON	OFF		German Coin setting using NRI				
OFF	OFF	ON		Holland Coin Setting	n/u	5G	2.5G	1G
ON	OFF	ON		Portugal Coin Setting	100Esu	50 Esu	n/u	n/u
OFF	ON	ON		Austria Coin Setting	20	10	5	1
ON	ON	ON		Switzerland Coin Setting	5Sf	2Sf	1Sf	n/u
			OFF	Direct mode				
			ON	2 Channel Mode				

Set DIL switches (DIL-1) SW-1 to SW-5 according to the option settings found in the relevant Price Of Play Settings Table on the following pages.

Set DIL switches (DIL-2) on the *Klingon* board located under the IC socket as shown in the table above. SW-4 must always be set 'ON' as the game board only operates in common mode. Care must be exercised when removing IC-1 so as not to damage its leads pins. After setting the switches return the IC to its socket with the package indent mark adjacent to the board edge.

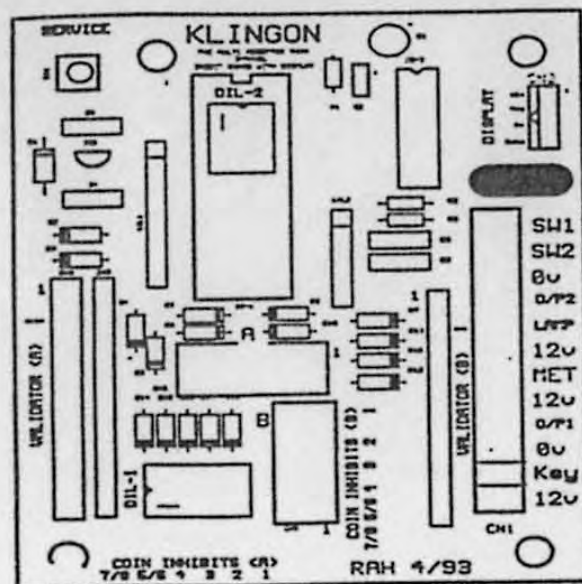


Fig. 8 THE 'KLINGON' CREDIT BOARD

PRICE OF PLAY SETTINGS FOR THE UK

			DIP SWITCH				
			1	2	3	4	5
10p Play	50p = 5	£1 = 10	OFF	OFF	OFF	OFF	OFF
10p Play	50p = 5	£1 = 11	ON	OFF	OFF	OFF	OFF
10p Play	50p = 6	£1 = 12	OFF	ON	OFF	OFF	OFF
20p Play	50p = 2½	£1 = 5	ON	ON	OFF	OFF	OFF
20p Play	50p = 3	£1 = 6	OFF	OFF	ON	OFF	OFF
20p Play	50p = 3	£1 = 7	ON	OFF	ON	OFF	OFF
30p Play	50p = 1 2/3	£1 = 3 1/3	OFF	ON	ON	OFF	OFF
30p Play	50p = 2	£1 = 4	ON	ON	ON	OFF	OFF
30p Play	50p = 2	£1 = 5	OFF	OFF	OFF	ON	OFF
40p Play	50p = 1¼	£1 = 2½	ON	OFF	OFF	ON	OFF
40p Play	50p = 1¼	£1 = 3	OFF	ON	OFF	ON	OFF
50p Play	50p = 1	£1 = 2	ON	ON	OFF	ON	OFF
50p Play	50p = 1	£1 = 3	OFF	OFF	ON	ON	OFF
60p Play	50p = 5/6	£1 = 1 2/5	ON	OFF	ON	ON	OFF
60p Play	50p = 5/6	£1 = 2	OFF	ON	ON	ON	OFF
80p Play	50p = 5/8	£1 = 1¼	ON	ON	ON	ON	OFF
£1 Play	£1 = ½	£1 = 1	OFF	OFF	OFF	OFF	ON
£1 Play	£1 = ½ £1 = 1 £1 = 3		ON	OFF	OFF	OFF	ON
£2 Play	50p = ¼ £1 = ½		OFF	ON	OFF	OFF	ON
£2 Play	50p = ¼ £1 = ½ £1 = 3		ON	ON	OFF	OFF	ON
£3 Play	50p = ¼ £1 = ½ £5 = 3		ON	ON	OFF	OFF	ON
£3 Play	NO BONTSES		OFF	OFF	ON	OFF	ON
£3 Play	- £5 = 3		ON	OFF	ON	OFF	ON
£5 Play	- -		OFF	ON	ON	OFF	ON
£5 Play	- £10 = 3		ON	ON	ON	OFF	ON
FREE PLAY OPTION			ON	ON	ON	ON	ON

PRICE OF PLAY SETTINGS FOR SPAIN

			DIP SWITCH				
			1	2	3	4	5
25Pst Play	50Pst = 2	100Pst = 4	OFF	OFF	OFF	OFF	OFF
25Pst Play	50Pst = 2	100Pst = 5	ON	OFF	OFF	OFF	OFF
			OFF	ON	OFF	OFF	OFF
50Pst Play	100Pst = 2	-	ON	ON	OFF	OFF	OFF
50pst Play	100pst = 3	-	OFF	OFF	ON	OFF	OFF
50Pst Play	100Pst = 3	200Pst = 7	ON	OFF	ON	OFF	OFF
75Pst = Play	100Pst = 2/3	-	OFF	ON	ON	OFF	OFF
75Pst Play	100Pst = 2/3	200Pst = 3	ON	ON	ON	OFF	OFF
75Pst Play	200Pst = 3	400Pst = 7	OFF	OFF	OFF	ON	OFF
100Pst Play	-	-	ON	OFF	OFF	ON	OFF
100Pst Play	200Pst = 3	-	OFF	ON	OFF	ON	OFF
200Pst Play	-	-	ON	ON	OFF	ON	OFF
200Pst Play	500Pst = 3	-	OFF	OFF	ON	ON	OFF
300Pst Play	-	-	ON	OFF	ON	ON	OFF
300Pst Play	500Pst = 2	-	OFF	ON	ON	ON	OFF
400Pst Play	-	-	ON	ON	ON	ON	OFF
400Pst Play	1000Pst =	-	OFF	OFF	OFF	OFF	ON
			ON	OFF	OFF	OFF	ON
			OFF	ON	OFF	OFF	ON
			ON	ON	OFF	OFF	ON
			ON	ON	OFF	OFF	ON
			OFF	OFF	ON	OFF	ON
			ON	OFF	ON	OFF	ON
			OFF	ON	ON	OFF	ON
			ON	ON	ON	OFF	ON
			ON	ON	ON	ON	ON

[Coin Metering: 1 Pulse = 25Pst]

FREE PLAY OPTION

PRICE OF PLAY SETTINGS FOR PORTUGAL

			DIP SWITCH					
			1	2	3	4	5	
10Esc Play	50Esc = 5	100Esc = 10	OFF	OFF	OFF	OFF	OFF	
10Esc Play	50Esc = 5	100Esc = 11	ON	OFF	OFF	OFF	OFF	
10Esc Play	50Esc = 6	100Esc = 12	OFF	ON	OFF	OFF	OFF	
20Esc Play	50Esc = 2½	100Esc = 5	ON	ON	OFF	OFF	OFF	
20Esc Play	50Esc = 3	100Esc = 6	OFF	OFF	ON	OFF	OFF	
20Esc Play	50Esc = 3	100Esc = 7	ON	OFF	ON	OFF	OFF	
30Esc Play	50Esc = 1 2/3	100Esc = 1 1/3	OFF	ON	ON	OFF	OFF	
30Esc Play	50Esc = 2	100Esc = 4	ON	ON	ON	OFF	OFF	
30Esc Play	50Esc = 2	100Esc = 5	OFF	OFF	OFF	ON	OFF	
40Esc Play	50Esc = 1 ¼	100esc = 2½	ON	OFF	OFF	ON	OFF	
40Esc Play	50Esc = 1 ¼	100Esc = 3	OFF	ON	OFF	ON	OFF	
50Esc Play	50Esc = 1	100Esc = 2	ON	ON	OFF	ON	OFF	
50Esc Play	50Esc = 1	100Esc = 3	OFF	OFF	ON	ON	OFF	
60Esc Play	50Esc = 5/6	100Esc = 1 2/5	ON	OFF	ON	ON	OFF	
60Esc Play	50Esc = 5/6	100Esc = 2	OFF	ON	ON	ON	OFF	
80Esc Play	50Esc = 5/8	100Esc = 1¼	ON	ON	ON	ON	OFF	
100Esc Play	50Esc = ½	100Esc = 1	OFF	OFF	OFF	OFF	ON	
100Esc Play	50Esc = ½	100Esc = 1	200Esc = 3	ON	OFF	OFF	OFF	ON
200Esc Play	50Esc = ¼	100Esc = ½	OFF	ON	OFF	OFF	ON	
200Esc Play	50Esc = ¼	100Esc = ½	500Esc = 3	ON	ON	OFF	OFF	ON
			ON	ON	OFF	OFF	ON	
			OFF	OFF	ON	OFF	ON	
			ON	OFF	ON	OFF	ON	
			OFF	ON	ON	OFF	ON	
			ON	ON	ON	OFF	ON	
FREE PLAY OPTION			ON	ON	ON	ON	ON	

PRICE OF PLAY SETTINGS FOR AUSTRIA

			DIP SWITCH				
			1	2	3	4	5
1Sch Play	5Sch = 5	10Sch = 10	OFF	OFF	OFF	OFF	OFF
1Sch Play	5Sch = 5	10Rch = 11	ON	OFF	OFF	OFF	OFF
1Sch Play	5Sch = 6	10Sch = 12	OFF	ON	OFF	OFF	OFF
2Sch Play	5Sch = 2½	10Sch = 5	ON	ON	OFF	OFF	OFF
2Sch Play	5Sch = 3	10Sch = 6	OFF	OFF	ON	OFF	OFF
2Sch Play	5Sch = 3	10Sch = 7	ON	OFF	ON	OFF	OFF
3Sch Play	5Sch = 1 2/3	10Sch = 2 1/3	OFF	ON	ON	OFF	OFF
3Sch Play	5Sch = 2	10Sch = 4	ON	ON	ON	OFF	OFF
3Sch Play	5Sch = 2	10Sch = 5	OFF	OFF	OFF	ON	OFF
4Sch Play	5Sch = 1½	10Sch = 2½	ON	OFF	OFF	ON	OFF
4Sch Play	5Sch = 1½	10Sch = 3	OFF	ON	OFF	ON	OFF
5Sch Play	5Sch = 1	10Sch = 2	ON	ON	OFF	ON	OFF
5Sch Play	5Sch = 1	10Sch = 3	OFF	OFF	ON	ON	OFF
6Sch Play	5Sch = 5/6	10Sch = 1 2/5	ON	OFF	ON	ON	OFF
6Sch Play	5Sch = 5/6	10Sch = 2	OFF	ON	ON	ON	OFF
8Sch Play	5Sch = 5/8	10Sch = 1½	ON	ON	ON	ON	OFF
10Sch Play	5Sch = ½	10Sch = 1	OFF	OFF	OFF	OFF	ON
10Sch Play	5Sch = ½	10Sch = 1 20Sch = 3	ON	OFF	OFF	OFF	ON
20Sch Play	5Sch = ¼	10Sch = ½	OFF	ON	OFF	OFF	ON
20Sch Play	5Sch = ¼	10Sch = ½ 50Sch = 3	ON	ON	OFF	OFF	ON
30Sch Play	NO BONUSES		OFF	OFF	ON	OFF	ON
30Sch Play	50Sch = 3	-	ON	OFF	ON	OFF	ON
50Sch Play	-	-	OFF	ON	ON	OFF	ON
50Sch Play	100Sch = 3	-	ON	ON	ON	OFF	ON
FREE PLAY OPTION	-		ON	ON	ON	ON	ON
Coin Assignment:			Coin 1 = 20Sch, Coin 2 = 10Sch, Coin 3 = 5Sch, Coin 4 = 1Sch				

PRICE OF PLAY SETTINGS FOR FRANCE / SWITZERLAND

				DIP SWITCH				
				1	2	3	4	5
1F Play	5F = 5	10F = 10		OFF	OFF	OFF	OFF	OFF
1F Play	5F = 5	10F = 11		ON	OFF	OFF	OFF	OFF
1F Play	5F = 6	10F = 12		OFF	ON	OFF	OFF	OFF
2F Play	5F = 2½	10F = 5		ON	ON	OFF	OFF	OFF
2F Play	5F = 3	10F = 6		OFF	OFF	ON	OFF	OFF
2F Play	5F = 3	10F = 7		ON	OFF	ON	OFF	OFF
3F Play	5F = 1 2/3	10F = 3 1/3		OFF	ON	ON	OFF	OFF
3F Play	5F = 2	10F = 4		ON	ON	ON	OFF	OFF
3F Play	5F = 2	10F = 5		OFF	OFF	OFF	ON	OFF
4F Play	5F = 1¼	10F = 2½		ON	OFF	OFF	ON	OFF
4F Play	5F = 1¼	10F = 3		OFF	ON	OFF	ON	OFF
5F Play	5F = 1	10F = 2		ON	ON	OFF	ON	OFF
5F Play	5F = 1	10F = 3		OFF	OFF	ON	ON	OFF
6F Play	5F = 5/6	10F = 1 2/5		ON	OFF	ON	ON	OFF
6F Play	5F = 5/6	10F = 2		OFF	ON	ON	ON	OFF
8F Play	5F = 5/8	10F = 1¼		ON	ON	ON	ON	OFF
10F Play	5F = ½	10F = 1		OFF	OFF	OFF	OFF	ON
10F Play	5F = ½	10F = 1	20F = 3	ON	OFF	OFF	OFF	ON
20F Play	5F = ¼	10F = ½		OFF	ON	OFF	OFF	ON
20F Play	5F = ¼	10F = ½	50F = 3	ON	ON	OFF	OFF	ON
				ON	ON	OFF	OFF	ON
				OFF	OFF	ON	OFF	ON
				ON	OFF	ON	OFF	ON
				OFF	ON	ON	OFF	ON
				ON	ON	ON	OFF	ON
FREE PLAY OPTION				ON	ON	ON	ON	ON

PRICE OF PLAY SETTINGS FOR BELGIUM

				DIP SWITCH				
				1	2	3	4	5
5F Play	20F = 4	50F = 10		OFF	OFF	OFF	OFF	OFF
5F Play	20F = 4	50F = 11		ON	OFF	OFF	OFF	OFF
5F Play	20F = 5	50F = 12		OFF	ON	OFF	OFF	OFF
10F Play	20F = 2	50F = 5		ON	ON	OFF	OFF	OFF
10F Play	20F = 2	50F = 5		OFF	OFF	ON	OFF	OFF
10F Play	20F = 3	50F = 7		ON	OFF	ON	OFF	OFF
15F Play	20F = 1 1/3	50F = 3 1/3		OFF	ON	ON	OFF	OFF
15F Play	20F = 1 1/3	50F = 4		ON	ON	ON	OFF	OFF
15F Play	20F = 2	50F = 5		OFF	OFF	OFF	ON	OFF
20F Play		50F = 2 1/2		ON	OFF	OFF	ON	OFF
20F Play		50F = 3		OFF	ON	OFF	ON	OFF
20F Play	50F = 3	100F = 7		ON	ON	OFF	ON	OFF
25F Play	20F = 4/5	50F = 2		OFF	OFF	ON	ON	OFF
25F Play	20F = 4/5	50F = 2	100F = 5	ON	OFF	ON	ON	OFF
25F Play	20F = 4/5	50F = 3	100F = 6	OFF	ON	ON	ON	OFF
30F Play	20F = 2/3	50F = 1 1/2		ON	ON	ON	ON	OFF
30F Play	20F = 2/3	50F = 1 2/3	100F = 4	OFF	OFF	OFF	OFF	ON
30F Play	20F = 2/3	50F = 2	100F = 4	ON	OFF	OFF	OFF	ON
40F Play	20F = 1/2	50F = 1 1/4		OFF	ON	OFF	OFF	ON
40F Play	20F = 1/2	50F = 2 1/4	100F = 3	ON	ON	OFF	OFF	ON
				ON	ON	OFF	OFF	ON
				OFF	OFF	ON	OFF	ON
				ON	OFF	ON	OFF	ON
				OFF	ON	ON	OFF	ON
				ON	ON	ON	ON	ON

FREE PLAY OPTION

Meter Operates on 1BF = 1 Pulse
 Coin 1 = 50F, Coin 2 = 20F, Coin 3 = 5F, Coin 4 = 1F

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**10	MP1268	BRKT CLIP (FOR QR-TYPE)	1-EA SIDE OF ITEM1	EA	BOP	2
**101	610-0392-03	ASSY 8 WAY JOYSTICK RED		EA	BOP	1
**102	610-0392-04	ASSY 8 WAY JOYSTICK BLUE		EA	BOP	1
**103	509-5135-01	SW PUSH BUTTON RED		EA	BOP	2
**104	509-5135-02	SW PUSH BUTTON BLUE		EA	BOP	2
**105	509-5135-09	SW PUSH BUTTON GREEN		EA	BOP	2
**106	SW1000	PUSHBUTTON 1-PLAYER HAPP		EA	BOP	1
**107	SW1001	PUSHBUTTON 2-PLAYER HAPP		EA	BOP	1
**301	LM1309	LOOM INT CTRL PANEL		EA	BOP	1
**500	LBR-0500UK/B	CON PAN ASSY LBR U/R B/ISS		EA	SASY	2
**201	FX0038	M4X20 MSCR POSI PAN BZP	2 - ITEM 10 (NEREST FRONT)	EA	BOP	2
**202	FX0289	M4X16 MSCR POSI PAN BZP	2 - ITEM 10 (NEAREST REAR)	EA	BOP	2
**203	FX0040	M4X25 MSCR POSI PAN BZP	4-ITEM 101,4-ITEM 102	EA	BOP	8
**204	FX0241	M4 WSHR FORM C FLT BZP	4-ITEM10,4-ITEM101,4-ITEM102	EA	BOP	12
**205	FX0011	M4 NUT FLG SER BZP	3 - ITEM 2	EA	BOP	3
*6	LBR-0600UK	AC BRACKET ASSY LBR		EA	SASY	1
**1	LBR-0601UK	BRACKET, MAINS IN LBR		EA	BOP	1
**2	EP1348	SOCKET IEC 10AMP SNAP-IN		EA	BOP	1
**3	EP1303	SWITCH ROCKER DPST 10A 250Vac		EA	BOP	1
**4	LM1380	LOOM AC IN LBR		EA	BOP	1
**500	LBR-0600UK/B	AC BRACKET ASSY LBR BULK/ISSUE		EA	SASY	1
Death Leisure Limited	Swan Manu	facturing			5-Jun 1996 08:23 Page 3	
MMBR/	Indented P	arts List				
Part No : LBR -00001UK	TOP	ASSY LAST BRONX U/R		Type	Sub-Assembly	
Revision No : 0	BOM De	sc : TOP ASSY LAST BRONX U/R U	K Issue No : R&D	Is	Issue Date : 29 Apr 96	
Change Note			Drawing No : DEC-00001U	K	Expiry Date :	
Level/Seq No	Component Part	Description	Component Reference	U.O.M	Type	Number off
**1	EP1007	FUSE 5A 250Vac 20mm SB	FOR USE WITH ITEM SOCKET	EA	BOP	1
**2	LB1000	LABEL 5A (AC BRKT FUSE)		EA	BOP	1
*7	LBR-1000UK	CABINET ASSY LAST BRONX U/R		EA	SASY	1
**1	LBR-0800UK	CABINET AIR VENT ASSY LBR		EA	SASY	1
**1	MP1017B	VENT AIR BLACK		EA	BOP	1
**2	FN1000	FAN AXIAL 240V AC 120mm x 38mm		EA	BOP	1
**3	600-6745-14	WIRE HARN LM FAN INT		EA	BOP	1
**4	LBR-0800UK/B	CABINET AIR VENT ASST B/ISS		EA	SASY	1
**1	FX0320	N10X1/2" S/TAP HEX BZP		EA	BOP	4
**2	FX0245	M5 WSHR FORM A FLT BZP	4 - ITEM 1 TO 2	EA	BOP	4
**3	FX0021	M4X8 MSCR POSI PAN BZP	EARTH TO FAN	EA	BOP	1
**4	FX0019	M4 WSHR S/PRF BZP	EARTH TO FAN	EA	BOP	1
**2	LBR-1001UK	CABINET LAST BRONX U/R		EA	BOP	1
**4	PP1099	MONITOR MASK VST		EA	BOP	1
**5	GL1061	GLASS FRONT VF2N (663W X 615H)		EA	BOP	1
**9	LBR-1002UK	STICKER LHS CHEEK LBR U/R		EA	BOP	1
**10	LBR-1003UK	STICKER RHS CHEEK LBR U/R		EA	BOP	1
**11	LBR-1004UK	STICKER PLAY INSTR LBR U/R		EA	BOP	1
**12	LBR-1007UK	COIN CHUTE TOWER LBR		EA	BOP	1
**101	MO1000	MONITOR 26 NANAO MED RES.		EA	BOP	1
**102	PP1000	BUSH FOR NANAO MONITOR		EA	BOP	4
**103	PP1001	COLLAR FOR NANAO MONITOR		EA	BOP	4
**301	LM1015	LOOM STD FL SUPPLY #2		EA	BOP	1
**302	600-6745-11	WIRE HARN LM SPEAKER MAIN VF2		EA	BOP	1
**303	600-6745-18	WIRE HARN LM 26" NANAO INT VST		EA	BOP	1
**304	LM9022	LOOM EARTH 200mm	CNTRL PAN HINGE TO HINGE	EA	BOP	1
**305	LM9433	LOOM EARTH 600mm	MONITOR BRKT LEFT TO RIGHT	EA	BOP	1
**306	LM9722	LOOM EARTH 1500mm	CNTRL PAN HINGE TO AC BRKT	EA	BOP	1
**307	LM9723	LOOM EARTH 1500mm	MONITOR BRKT RIGHT TO AC BRKT	EA	BOP	1
**500	LBR-1000UK/B	CABINET ASSY LBR U/R B/ISS		EA	SASY	1
**201	FX0009	M4 WSHR FORM A FLT BZP	4 - ITEM 1	EA	BOP	4
**202	FX0041	M4X30 MSCR POSI PAN BZP	4 - ITEM 1	EA	BOP	4
**203	FX0012	M6 WSH 250D FLAT BZP	4 - ITEM 101	EA	BOP	4
**204	FX0013	M6 NUT FLG SER BZP	4 - ITEM 101	EA	BOP	4
**205	FX0414	ROUTER 10 2D 7.9BLH 4.8SO		EA	BOP	12
**206	FX0302	M5 NUT FLG SER BZP	EARTH POINTS (HINGE TO HINGE)	EA	BOP	2
**207	FX0284	M8X35 BLT BZP	6 - ITEM 12 TO ITEM 2	EA	BOP	6
**208	FX0257	M8 WSHR FORM C FLT BZP	6 - ITEM 12 TO ITEM 2	EA	BOP	6
**209	FX0261	M8 WSHR SPR BZP	6 - ITEM 12 TO ITEM 2	EA	BOP	6
*8	LBR-0002UK	BILLBOARD ARTWORX LBR U/R		EA	BOP	1
*9	MP1269	BRKT BILLBOARD TOP VF2N		EA	BOP	1
*101	PP1087	BOX CASH FOR MINI DOOR		EA	BOP	1
*102	PK0028	PALLET VIRTUA FIGHTER 2 NEW		EA	BOP	1
*103	PK0075	CARTON LAST BRONX U/R		EA	BOP	1
*104	421-7988-91	STICKER SERIAL NUMBER		EA	BOP	1
*105	421-7987	STICKER ELEC SPEC		EA	BOP	1
*301	LM9012	LOOM EARTH 200mm	C DOOR TO C FRAME,CNTRL -HINGE	EA	BOP	2
*500	LBR-00001UK/B	TOP ASSY LBR U/R BULK ISS		EA	SASY	1
Death Leisure Limited	Swan Manu	facturing			5-Jun 1996 08:23 Page 4	
MMBR/	Indented P	arts List				
Part No : LBR -00001UK	TOP	ASSY LAST BRONX U/R		Type	Sub-Assembly	
Revision No : 0	BOM De	sc : TOP ASSY LAST BRONX U/R U	K Issue No : R&D	Is	Issue Date : 29 Apr 96	
Change Note			Drawing No : DEC-00001U	K	Expiry Date :	
Level/Seq No	Component Part	Description	Component Reference	U.O.M	Type	Number off
**201	FX0386	N8X1" S/TAP POSI CSK BZP	2 - ITEM 3	EA	BOP	2
**202	FX0045	M5X12 MSCR POSI PAN BZP	4 - ITEM 4, 3 - ITEM 8	EA	BOP	7
**203	FX0245	M5 WSHR FORM A FLT BZP	4-ITEM 4,3-ITEM 8	EA	BOP	4
**205	FX0011	M4 NUT FLG SER BZP	EARTH POINT ON AC BRKT	EA	BOP	1
**206	FX0438	M5X30 CRG BLT BNP	4 - ITEM 6 TO CABINET	EA	BOP	4
**207	FX0302	M5 NUT FLG SER BZP	4 - ITEM 6 TO CABINET	EA	BOP	4

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Part No	LBR -00001UK TOP	ASSY LAST BRONX U/R	K Issue No. : R&D		Type	Sub-Assembly	
Revision No	0 BOM De	sc : TOP ASSY LAST BRONX U/R U	Drawing No. : DEC-00001U		K Exp	Issue Date : 29 Apr 96	
Change Note			Component Reference		U.O.M	Type	Number off
Level/Seq No	Component Part	Description					
**1	LBR-0100UK	INST-KIT LAST BRONX U/R			EA	SASY	1
**5	OS1019	SELF SEAL BAG 9X12 3/4			EA	BOP	1
**6	LT1006	LAMP WEDGE 12V 1.2W			EA	BOP	1
**7	LBR-1008UK	LOCK BAR	USE ON COIN CHUTE TOWER		EA	BOP	1
**8	CH1198	PADLOCK	FOR USE WITH ITEM 7		EA	BOP	1
**9	MP1282	BRKT KICK BOARD VF2N	FOR CUSTOMER TO FIT		EA	BOP	2
**10	CB1074	PANEL KICK VF2N	FIT 1-EA ITEM 8 TO THIS @ ENDS		EA	BOP	1
**11	FX0163	N8X1/2" S/TAP POSI FLG BZP	2EA-ITEM8TO9 & 2-EA END TO CAB		EA	BOP	8
**12	420-6219-01	OWNERS MANUAL LAST BRONX U/R			EA	BOP	1
**2	LBR-0200UK	LOGIC TRAY ASSY LAST BRONX U/R			EA	SASY	1
**1	LBR-0400UK	VTS ASSY (QF) LAST BRONX U/R			EA	SASY	1
**1	LBR-0401UK	VTS BRACKET LBR U/R			EA	BOP	1
**2	EP1003	COUNTER IMPULSE, PANEL W/CLIP			EA	BOP	1
**3	EP1004	PEC CREDIT BD KLINGON			EA	BOP	1
**4	EP1018	KNOB 15MM DIA FOR 6.3MM SHAFT			EA	BOP	1
**5	EP1331	POT 4.7K LIN 0.11" TAB			EA	BOP	1
**6	SW1099	SWITCH PB MOMENTARY 30/40AMP			EA	BOP	2
**7	SW1100	SWITCH MOMENTARY 0.11" TAB			EA	BOP	1
**301	600-6745-12	WIRE HARN LM VTS KWK FIT SGL			EA	BOP	1
**500	LBR-0400UK/B	VTS ASSY LBR U/R BULK ISS			EA	SASY	1
**1	OS1055	TERM 1/4" RECEPT, RED FINSUL			EA	BOP	1
**2	OS1098	CRIMP BELL END SMALL			EA	BOP	2
**3	OS1174	CABLE TIE, NYLON 100mm			EA	BOP	3
**4	OS1181	CABLE TIE BASE 19mmSq SELF/ADH			EA	BOP	3
**5	LB1006	LABEL VTS 1 SIL/BLK VERT LIST			EA	BOP	1
**6	LB1010	LABEL DLM ASSEMBLED			EA	BOP	1
**7	LB1011	LABEL DLM TESTED			EA	BOP	1
**8	LB1028	LABEL 110VAC MINI YELL/BLK			EA	BOP	1
**9	FX0029	M3X10 MSCR POSI PAN BZP	CREDIT BOARD TO BRACKET		EA	BOP	4
**10	FX0263	M3 WSHR FORM A FLT BZP	CREDIT BOARD TO BRACKET		EA	BOP	4
**2	LBR-0300UK	SHIELDCASE ASSY LAST BRONX U/R			EA	SASY	1
**1	105-5218	SHIELD CASE			EA	BOP	1
**2	105-5219-91	SHIELD CASE LID			EA	BOP	1
**101	833-12700	PEC GAME BD LBR U/R			EA	BOP	1
**102	839-0773	FILTER BOARD B-CRX			EA	BOP	1
**103	FN1017	FAN GUARD 80mm			EA	BOP	1
**104	FN1011	FAN AXIAL 12V 80mm x 25mm(MAX)			EA	BOP	1
**500	LBR-0300UK/B	SHIELDCASE ASSY LBR U/R B/ISS			EA	SASY	1
**1	FX0020	M3X8 TAPTITE POSI PAN BZP	20-ITEM 102, 9 - ITEM 101		EA	BOP	29
**2	FX0022	M4X35 MSCR POSI PAN BZP	4 - ITEM 103 & 104 TO 1		EA	BOP	4
**3	FX0021	M4X8 MSCR POSI PAN BZP	3 - ITEM 2 TO 1		EA	BOP	3
**4	FX0009	M4 WSHR FORM A FLT BZP	4-ITEM104, 103, 3-ITEM 2 TO 1		EA	BOP	7
**8	LBR-0201UK	LOGIC TRAY WOOD LBR			EA	BOP	1
**21	PP1067	COVER PLASTIC POWER SUPPLY	COVERS TERMINALS ON ITEM 103		EA	BOP	1
**22	OS1177	TAPE D/S PVC 50mm X 50 M ROLL	HOLDS DOWN ITEM 21		MT	BOP	0.2
**101	TX1066	TRANSFORMER V STRIKER			EA	BOP	1
**102	838-10785-01	PEC PWR AMP W/SW REGU 12V/5A			EA	BOP	1
**103	EP1335	SWITCHED MODE POWER SUPPLY			EA	BOP	1
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Part No	LBR -00001UK TOP	ASSY LAST BRONX U/R	K Issue No. : R&D		Type	Sub-Assembly	
Revision No	0 BOM De	sc : TOP ASSY LAST BRONX U/R U	Drawing No. : DEC-00001U		K Exp	Issue Date : 29 Apr 96	
Change Note			Component Reference		U.O.M	Type	Number off
Level/Seq No	Component Part	Description					
**301	LM1308	LOOM INT XFMR			EA	BOP	1
**302	LM1310	LOOM SMP AC INT HAPP			EA	BOP	1
**303	LM1311	LOOM LOGIC TRAY VF#2			EA	BOP	1
**304	LM9312	LOOM EARTH 500mm			EA	BOP	1
**500	LBR-0200UK/B	LOGIC TRAY LBR U/R BULK ISS			EA	SASY	1
**2	FX0163	N8X1/2" S/TAP POSI FLG BZP	4-101.2-1.2-2		EA	BOP	14
**3	FX0011	M4 NUT FLG SER BZP	EARTH ON AC BRACKET		EA	BOP	1
**4	FX0151	N4X1" S/TAP POSI PAN BZP	4 - ITEM 102		EA	BOP	4
**5	FX0146	N4X1/2" S/TAP POSI PAN BZP	2-ITEM 103		EA	BOP	2
**6	OS1098	CRIMP BELL END SMALL	LOOM TO 12V DC FAN ON ITEM 2		EA	BOP	2
**7	OS1174	CABLE TIE, NYLON 100mm			EA	BOP	30
**8	LB1010	LABEL DLM ASSEMBLED			EA	BOP	1
**9	LB1011	LABEL DLM TESTED			EA	BOP	1
**3	LBR-0700UK	FL/SPEAKER TRAY ASSY LBR			EA	SASY	1
**1	LBR-0701UK	FL/SPEAKER TRAY WOOD LBR			EA	BOP	1
**2	LS1012	SPEAKER 5.25" 8 OHM L022B			EA	BOP	2
**3	LT1000	LIGHTING TRAY 15W E5025	INCLUDES CLIPS & STARTER		EA	BOP	1
**7	LT1001	TUBE FLUORESCENT 15W E3017			EA	BOP	1
**301	LM1048	LOOM STD INT FL			EA	BOP	1
**302	600-6745-10	WIRE HARN LM SPEAKER INT VF2			EA	BOP	1
**500	LBR-0700UK/B	FL/SPEAKER ASSY LBR BULK/ISS			EA	SASY	1
**1	FX0163	N8X1/2" S/TAP POSI FLG BZP	4EA-ITEM2,4-ITEM3		EA	BOP	12
**2	OS1174	CABLE TIE, NYLON 100mm			EA	BOP	8
**4	LBR-0500UK	CON PAN ASSY LAST BRONX U/R			EA	SASY	1
**1	LBR-0501UK	CON PAN WOOD LBR U/R			EA	BOP	1
**2	DEC-0402UK	PLATE EDGE TRIM MOUNT DEC			EA	BOP	1
**3	LBR-0503UK	CON PAN ARTWORK LBR U/R			EA	BOP	1

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