

BIIII E FAIRS



BATTLE GEAR3

Instruction Manual

A CAUTION

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- In order to use this product safely and properly, read this manual before use. Make sure you thoroughly understand the descriptions.
- After reading this manual, store it in a handy location for future reference.

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Thank you for purchasing our "Battle Gear 3" game machine. It is intended to be installed in a game arcade shop.

Purpose and handling of the instruction manual

This manual includes handling methods and cautions for using the "Battle Gear 3" machine correctly. Read it carefully and keep it in safe place so that it can be referenced by others anytime. If you should lose this manual, contact our dealers to obtain anew one.

Place to be contacted:

To request repairs and parts, contact the dealer you purchased your machine from.

Important safety information

In this manual, the following types of terms and conditions are used to alert you to safety issues. Before using the machine, make sure to read thoroughly and follow all of the precautions.

Persons discussed in the description of our arcade game machine.

Management staff

Employees who operate and maintain an amusement site or shop under th supervision of the owners of the game machine.

Arcade maintenancestaff

Employees who are experienced in maintaining arcade game machines, those whoregularly install, assemble and perform maintenance checks on games, and those who replace parts and consumable items under supervision of the game owners or the shop managementstaff.

Engineer

People who work for arcade game machine manufacturers and are who are responsible for the design, inspection, and maintenance of arcade game machines, or those people who have a knowledge of electrical, electronic, and mechanical engineering that is equivalent to that of an engineering school graduate, and who regularly maintain and repair arcade game machines.

Player

People who play games at facilities and shops where arcade game machines are installed.

Onlookers

Onlookers at facilities and shops where arcade game machines are installed.

Descriptions of the safety symbols used in this manual

In this manual, the degrees of potential danger and property damage are classified by the use of the following labels and symbols.



Indicates a situation that may lead to death or serious injury if not handled properly.



Indicates a situation that may lead to personal injury or damage to the machine or other objects if not handled properly



Contains notes that affect the working or operation of the machine. Informs of situations that may occur when working with this machine.

Handling precautions

AWARNING

Do not use the game machine if it is not working normally, such as when it emits odors or smoke.

emits odors or smoke. You may receive an electrical shock or cause a fire.

Turn OFF the power switch and pull the power plug out of the outlet. Contact the dealer where you purchased the machine or call our Service Department.

Do not pull the power plug out with wet hands.

You may receive an electrical shock.

Do not use a damaged power cord.

If you use a damaged cord you may receive an electrical shock or cause a fire.

- · When handling the power cord, make sure to observe the following:
- Do not modify the power cord.
- · Do not rest any object on top of the power cord.
- · Do not bend or pull the cord hard.

Do not connect multiple power cords to a single power outlet.

It may cause overheating which can lead to a fire.

Be careful when handling the power plug.

Incorrect handling of the power plug may cause a fire.

Observe the following guidelines when handling the power cord.

- Do not plug in the power cord while anything is stuck to the plug.
- · Insert the plug firmly and push it all the way in.

If any foreign object or liquid gets inside the cabinet, do not continue using the machine.

You may receive an electrical shock or cause a fire.

Turn OFF the power switch and pull the plug out of the outlet. Then contact the dealer where you purchased the machine or call our Technical Service Dept.

Fire precaution

This game machine is not equipped with a fire or smoke detector. Be careful not to allow cigarettes or other sources of high heat to come in contact with the machine.

Location of the CAUTION decals

AWARNING

Warning stickers are indicated clearly so that they can be read sufficiently. Important precautions are described on warning stickers for safety. Observe the following points.

- Take care about illumination, dirt, damage, etc., so that warning stickers adhered to the machine can be read sufficiently. Also, take care so that warning stickers are not obscured by any housing, etc.
- If any warning sticker is especially dirty or damaged, replace it with a new one.

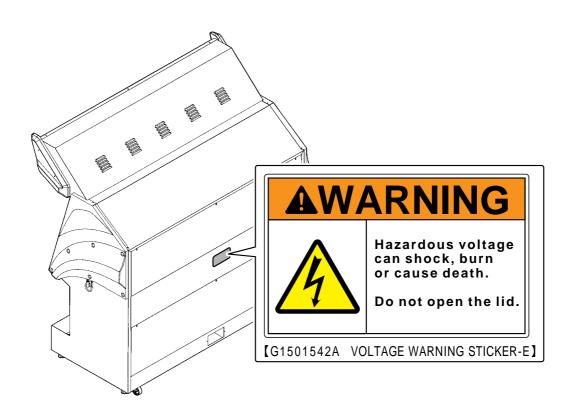
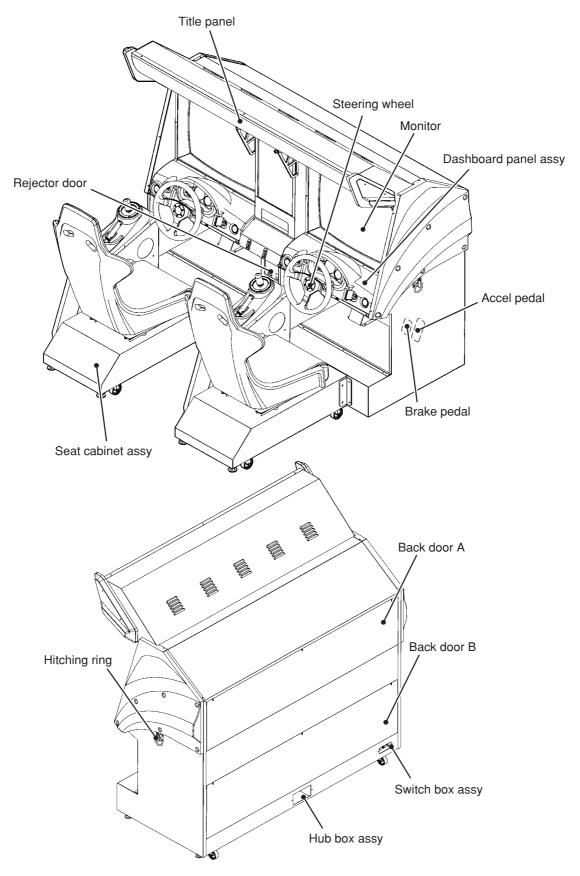


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Product outline

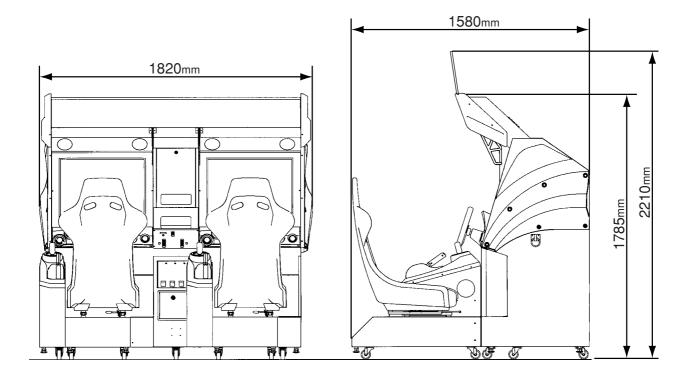
Name of each part

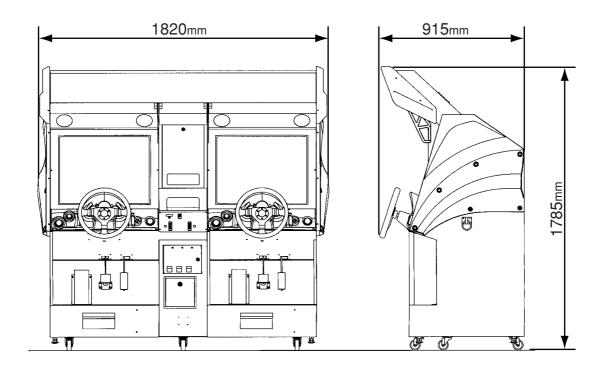


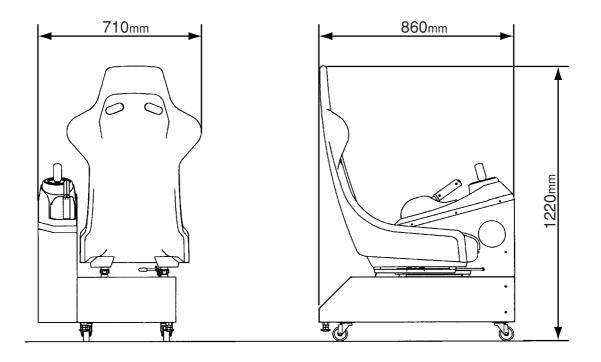
Product specifications

Item	Specification data
Outside dimension	1,820 (W) × 1,580(D) × 1,785 (H) mm
Total weight	Approx.417kg
Video cabinet assy	Approx.325kg
Seat cabinet assy	Approx.46kg
Power consumption	355W
Max. current value	6.6 A

Outside Dimensions







Accessory List

Name[part No.]	Place packed	Q'ty
AC CORD AC 250V 10A		1
FUSE 8A 250V		1
SMALL FUSE 5A 125V		1
SEAT JOINT-A		4
SEMUTH BOLT-W- M8x20		16
HUB-(10BASE-T 5PORT RJ45)		1

9

Name[Part No.]	Place packed	Q'ty
SERVICE INSTRUCTION		1

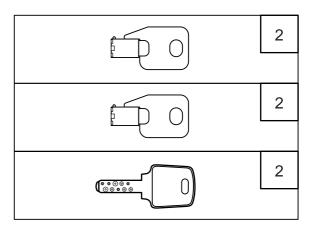
Various Service Keys

If any of the various service keys are lost, contact our Technical Service Dept.

Service Key: LY-1153 It is the key of a rejector door.

Service Key: LY-1154 It is the key of a vender door.

Cash Key



Chapter 1: Moving the machine

1-1. Moving cabinets (move on a floor)

CAUTION

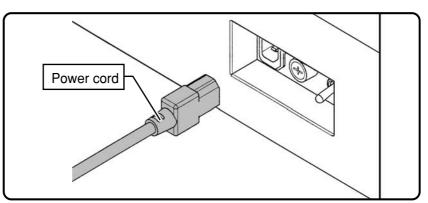
Before moving cabinets, turn OFF the power switches and pull the power cords out from the cabinets.

Before moving cabinets, raise all four adjusters as high as they will go.

Before moving cabinets, make sure to separate the seat cabinet assembly from the video cabinet assembly.

When moving the video cabinet, do not hold the handle.

- Turn OFF the power switch.
- Pull the power plugs from a power outlet and remove the power cord from the cabinets.

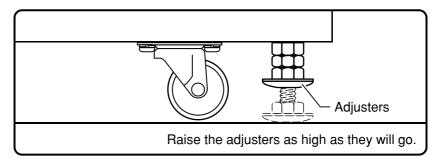


- Disconnect the LAN cables from the hubs that connect to other cabinet or are connected from other cabinets.
- Separate the seat cabinet assembly from the video cabinet assembly. Follow reverse procedures of [Connecting seat cabinet assembly.]

 [Connection of the seat cabinet -> See page 21]



Before moving the seat cabinet assembly and/or the video cabinet assembly, raise all the height adjusters (two for the seat cabinet assembly and four for the video cabinet assembly) as high as they will go using a crescent wrench or the like.





 $\mbox{\sc Hold}$ the video cabinet assembly or the seat cabinet assembly and push or pull at normal walking speed.

1-2. Unloading using a forklift

ACAUTION

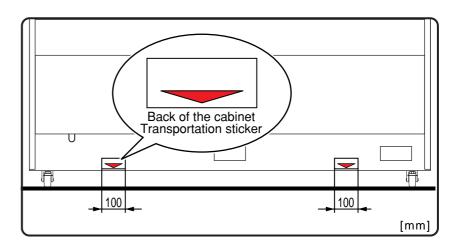
Before moving, loading, or unloading the video cabinet assembly using a forklift, separate it from the seat cabinet.

Before transferring the video cabinet assembly using a forklift, make sure to raise all of the height adjusters as high as they will go.

Insert forklift forks from back of the assembly. Make sure to adjust distance between two forks so that the two forks align to sticker positions at its back.

The seat cabinet assembly cannot be transported using a forklift.

- Separate the video cabinet assembly from the seat cabinet assembly referring to [1-1. Moving cabinets.] [Moving cabinets -> See page 11]
- Raise the four adjusters of the video cabinet using a crescent wrench or the like.
- Insert forklift forks from back of the video cabinet assembly. Adjust distance between the two forks so that they align to the sticker positions that are indicated as [forklift insert here.]



1-3. Lift up and transfer the cabinet

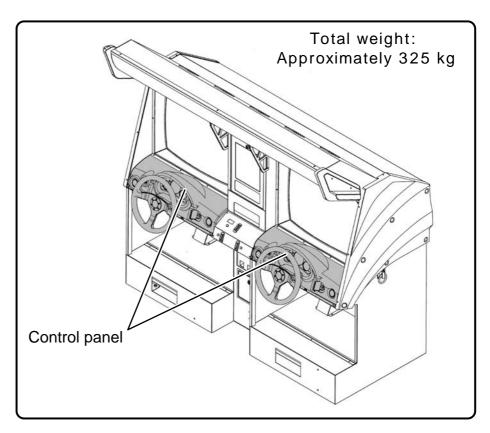
AWARNING

When lifting the video cabinet assembly (approximately 325 kg), arrange for enough workers to lift this weight. When lifting, never hold the control panel. It may break and cause an accident or injury.

To transport the seat cabinet (approximately 46 kg), two or more people should hold the bottom of the seat cabinet.

Lifting the video cabinet assembly

If you cannot transport the cabinet using the casters beneath the video cabinet, hold the bottom face to lift it. When lifting, never hold the control panel, as it may break.



Lifting the seat cabinet assembly

If you cannot transport the cabinet using the casters beneath the seat cabinet, hold the bottom face to lift it with two or more persons. The total weight of the seat cabinet assembly is 46 kg.

1-4. How to load on a truck bed

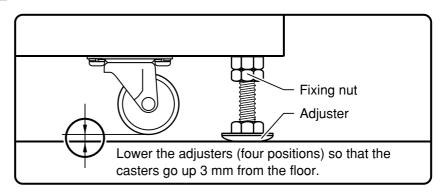
ACAUTION

On a truck bed, lower the height adjusters of each cabinet to secure them.

Do not put ropes on positions not specified. Putting ropes without cushion material may damage the cabinets.

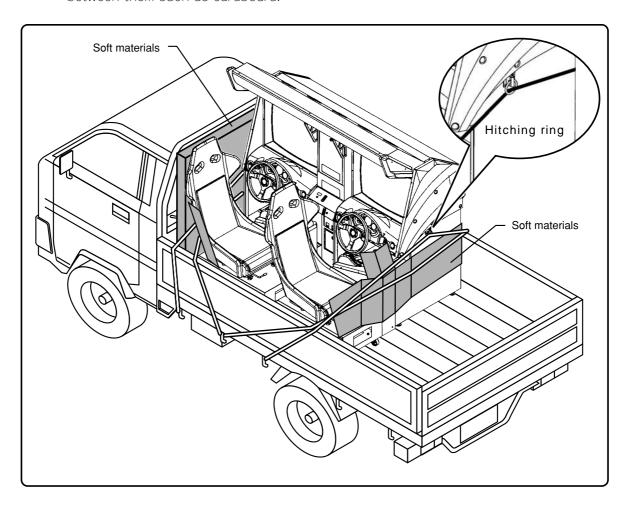
Put a piece of cardboard or the like for positions where ropes may touch the cabinet.

- Prepare for re-transportation referring to the description for retransportation.
 - [Re-transportation method -> See page 17]
- Move the cabinets to a location next to a truck to transport. [Move cabinet (on a floor) -> See page 11]
- Load cabinets on a truck bed and lower all the height adjusters to secure them.





When putting ropes on cabinets that are on a truck bed, use two hitching rings as shown in the figure below. When ropes may contact cabinet surfaces, put a soft materials between them such as cardboard.



1.5. Description for re-transport

ACAUTION

Before re-transporting the machine, make sure to attach the accessories and instruction manuals.

- When re-transporting the Battle Gear 3 machine, follow the steps below. Make sure to attach the accessories and instruction manuals.
- Turn OFF the power switch of the cabinet and pull the power cord out.
- Separate the seat cabinet assembly from the video cabinet assembly. Follow the reverse procedures of [Connecting the seat cabinet assembly.][Connecting the seat cabinet assembly -> See page 21.]
- Return the instruction manuals and accessories to their original positions.
- Check that all the locks are locked.
- When moving any cabinet, make sure to raise all the height adjusters as high as they will go.

Chapter 2: Installation

2-1. Installation

Installation conditions

AWARNING

Make sure to follow the installation conditions below.

- · Install indoors only.
- Ambient temperature shall be 0 to 40ßC.
- Relative humidity shall be between 10 to 70 % and without dew.
- Locations the machine should not be installed

AWARNING

Never install the machine outdoors or in the following locations.

- A hazardous location for fire prevention or in front of fire fighting equipment.
- A location where it is possible to have dew, due to rain drops, water leakage or high humidity.
- · Near an indoor swimming pool or shower.
- · A location where it is exposed to direct sunlight.
- A location where it is directly exposed to heat, such as near heating equipment or strong hot air blowing.
- Near highly flammable or volatile chemicals, or a hazardous object.
- On a tilted floor (more than 2ß angle)
- · Where it will receive much vibration.
- · In a very dusty location.
- In a location where marginal space cannot be secured.

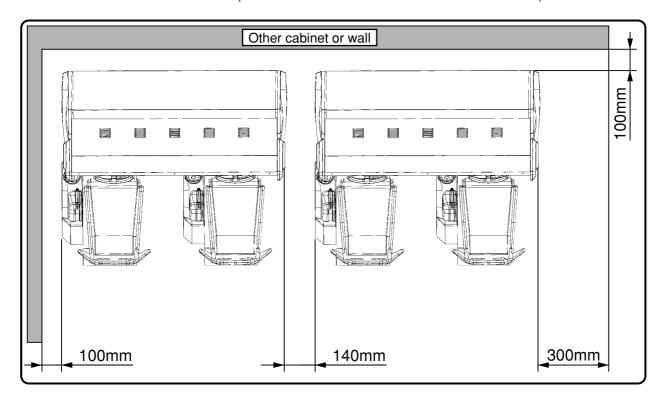
Installation marginal space

Installation of a single machine alone

Secure a riding space of 300 mm or more next to the right seat. The back of the cabinet has a power cord and LAN cable. Secure a space of 100 mm or more at the back.

Arrangement in parallel

Secure 140 mm or more between two cabinets and secure a riding space of 300 mm or more next to the rightmost seat. The back of the cabinet has a power cord and LAN cable. Secure 100 mm or more of space at the back.



· Gate opening size to carry in the machine

At delivery, the machine is separated into components. To carry in all of the components, the following opening is required at the entrance.

Video cabinet assembly		
Item	Specification	
External dimensions	1,820 (side width) x 915 (depth) x 1,785 (height) mm	
Total weight	Approximately 325 kg	

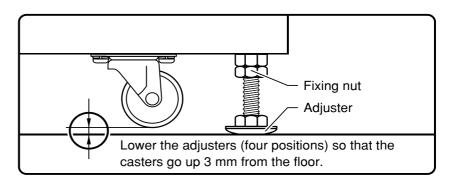
Seat cabinet assembly		
Item	Specification	
External dimensions	710 (side width) x 860 (depth) x 1220 (height) mm	
Total weight	Approximately 46 kg	

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2-2. Assembling

Securing the video cabinet assembly

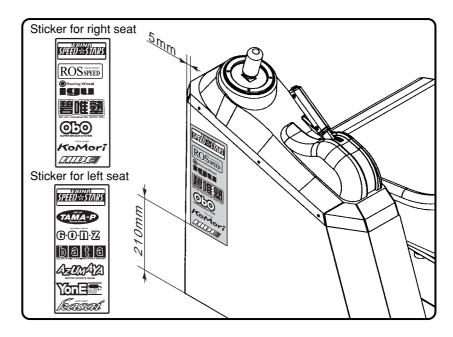
- Transport the video cabinet assembly to a location to install.
- Adjust the four height adjusters using a wrench, so that the casters appear 3 mm from the floor by visual check.



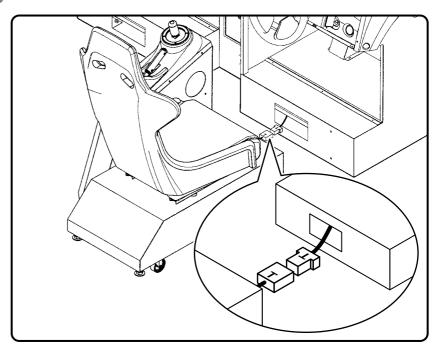
Connection of seat cabinet assembly

1

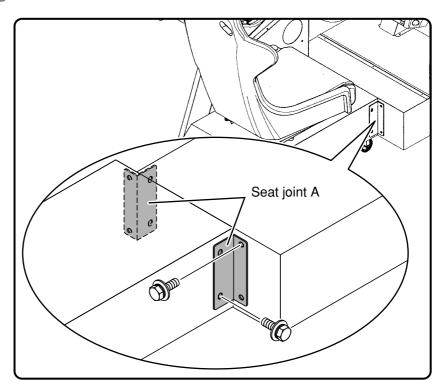
Affix the console sticker sheets that come with the machine at the position shown below. Affix this sheet to both seats. Prepare a solution of water and neutral detergent at a ratio of 9:1 and spray on your hands, the sticker and the positions to affix, spreading evenly by using spray equipment. Affix the sticker and remove air between the sticker and console body, using a spatula while adjusting its position.



Bring the seat cabinet assembly close to the video cabinet assembly and connect the T connector.



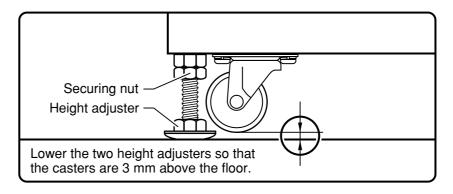
Secure the seat cabinet using two seat joints A. 8 (Semuth bolts (W): M8 x 20)



IMPORTANT

When connecting these cabinets, do not catch the harness between the seat cabinet assembly and video cabinet assembly.

Turn the two height adjusters of the seat cabinet using a wrench, so that the casters appear 3 mm or so from the floor by visual check.

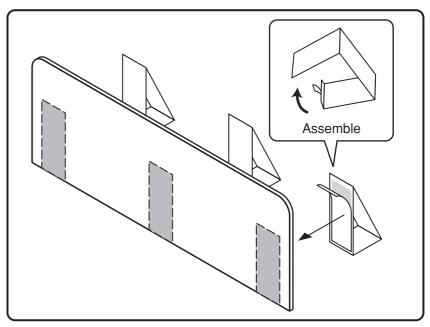


5

Connect the other seat cabinet with the same procedures.

2-3. Assembling of the pop

Assemble the pop that comes as an accessory of the machine. Affix the pop on the video cabinet assembly.

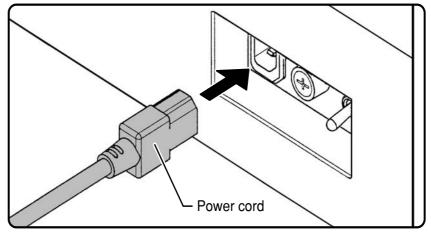


2-4. Connection of power source

CAUTION

Do not let the power cord hang from the cabinet. Players or a member of the gallery may stumble on it.

- Take out the accessory power cord from the cash box.
- Connect the power cord to the switch box that is at the back of the video cabinet.

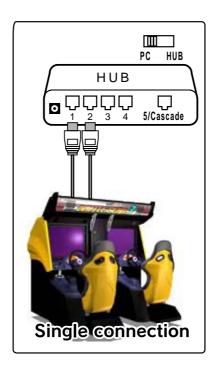


2-5. Wiring of the LAN cable

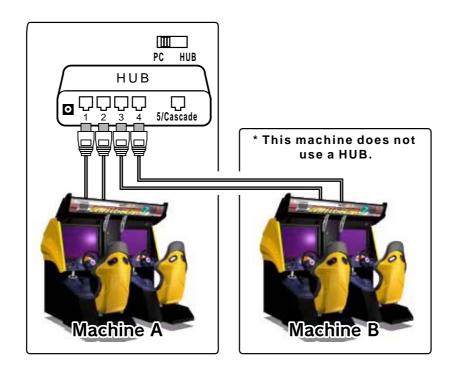
Select a wiring method according to your installation condition.

To operate one machine only => See page 26.

Wiring method to operate only one machine using one HUB (accessory).



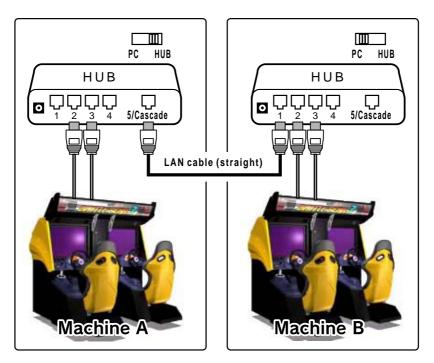
Managing two machines (1) => See page 29. Wiring method to operate two machines using one HUB (accessory).



Operating two machines (2)

(installing them separately, away from each other) => See page 33.

Wiring method to operate two machines using two HUBs (accessories). A wiring example in which the machines are installed far away each other. * A LAN cable (straight type) to connect the two machines shall be prepared by the user.



Two machine simultaneous communication

In order for the two machines to communicate simultaneously, you must set the "LAN ID NUMBER" item in the configuration. Without this setting, simultaneous communication play (with up to four players) cannot take place.

LAN ID NUMBER

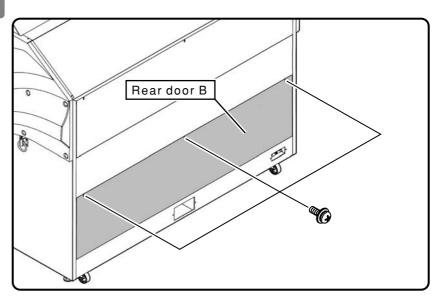
The LAN ID NUMBER (hereafter simply called the ID number) must be properly set for the communication play. Each of the ID numbers from 1 to 4 should be assigned to its own seat. For four player simultaneous play, **ID numbers 3 and 4 need to be assigned to two of the seats**. If the same number is assigned to two seats, communication play cannot take place. (ID numbers 1 and 2 have already been assigned to the seats on all machines when they are delivered.)

Wiring method for one machine operation

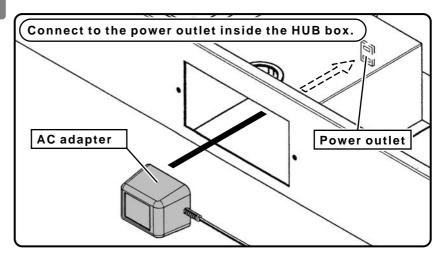
CAUTION

Do not let the LAN cable be out in a passageway. Players or a member of the gallery may stumble on it.

Remove the rear door B. [Three Semuth screws (W): M5 x 12]



- Take the HUB and AC adapter (accessories) out from a package.
- Insert the AC adapter into the power outlet inside the HUB box.

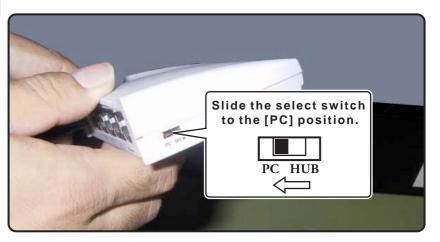


4

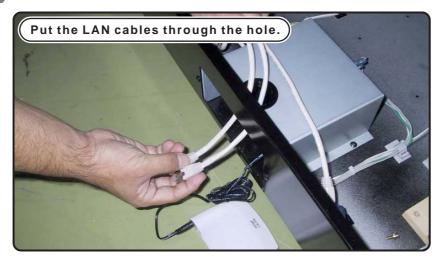
Insert the DC plug of the AC adapter to the DC jack.



Slide the HUB select switch to the [PC] position.

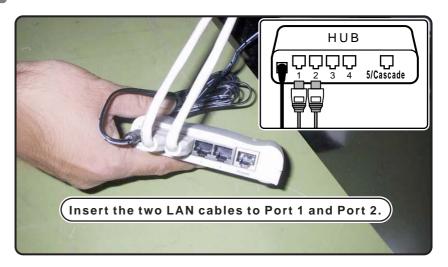


Put the two LAN cables in the cabinet through the hole on the HUB box and pull them out to the outside.



7

Connect these two cables to Port 1 and Port 2 on the HUB. Either of Port 1 or Port 2 is OK.

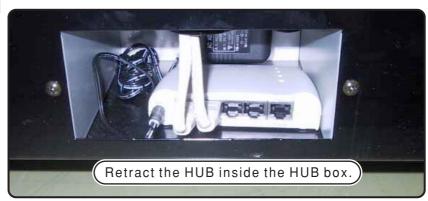


IMPORTANT

Make sure the LAN cables are securely connected to the $\ensuremath{\mathsf{HUB}}.$

8

Retract the HUB into the HUB box.



- Install rear door B. [Three Semuth screws (W): M5 x 12.]
- With this, the connection work is complete.

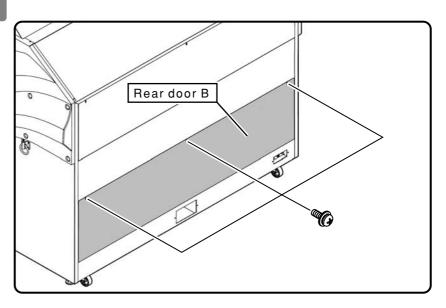
Wiring method of [Operation of two machines (1)]

ACAUTION

Do not let the LAN cable be out in a passageway. Players or a member of the gallery may stumble on it.

Work for the both machines

Remove rear door B. [Three Semuth screws (W): M5 x 12]

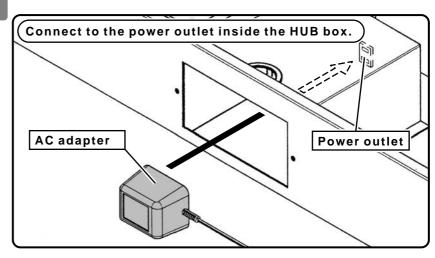


Work on machine A

Take the HUB and AC adapter (accessories) from a package.

Work on machine A

Insert the AC adapter to the power outlet inside the HUB box.



Work on machine A

4

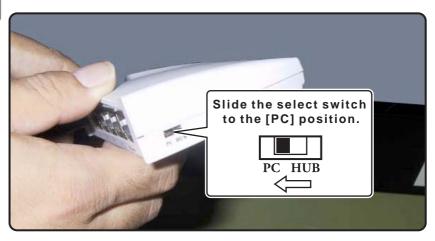
Insert the DC plug of the AC adapter to the DC jack.



Work on machine A

5

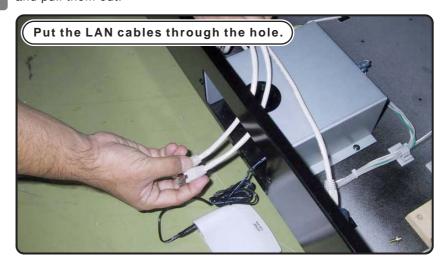
Slide the HUB select switch to the [PC] position.



Work on machine A

6

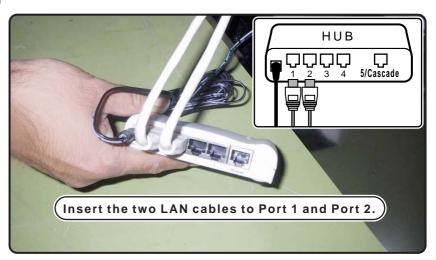
Put the two LAN cables in the cabinet through the hole on the HUB box and pull them out. $\,$



Work on machine A



Connect these two cables to Port 1 and Port 2 on the HUB. Either of Port 1 and Port 2 is OK.



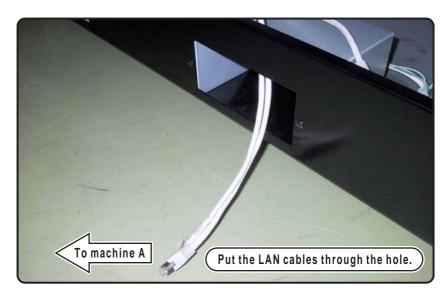
IMPORTANT

Make sure the LAN cables are securely connected to the $\mbox{HUB}.$

Work on machine B

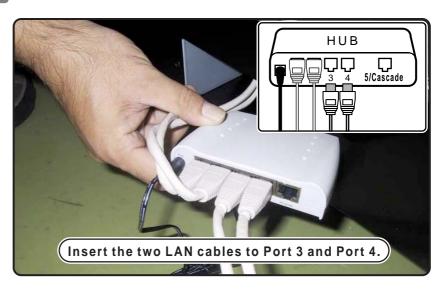


Put the two LAN cables of machine B through the hole of the HUB box, and connect them to machine A. * Do not use the HUB that comes with machine B.



Work on machine A

Connect the two LAN cables from machine B to Port 3 and Port 4 of the HUB. Either of Port 3 or Port 4 is OK.

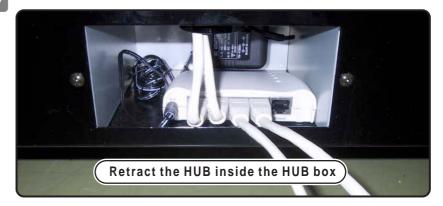


IMPORTANT

Make sure the LAN cables are securely connected to the $\mbox{HUB}.$

Work on machine A

Retract the HUB inside the HUB box.



Work for the both machines

- Install rear door B for both machine A and B. [Three Semuth screws (W): M5 x 12]
- With this, connection work is complete.

Wiring method of [Operation of two machines (2)]

CAUTION

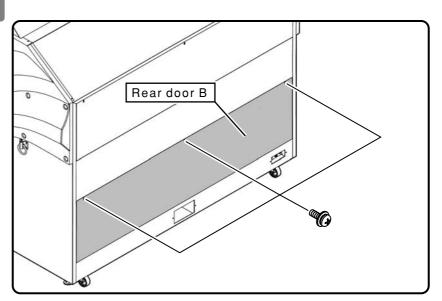
Do not let the LAN cable be out in a passageway. Players or a member of the gallery may stumble on it.

For connection work of this wiring method, a LAN cable between the two machines shall be prepared by the customer. Purchase a cable with appropriate length according to the distance between the two machines. Use a LAN cable (straight) of class 3 or more and shielded type.

Work for the both machines



Remove the rear door B. [Three Semuth screws (W): M5 x 12]



Work for the both machines

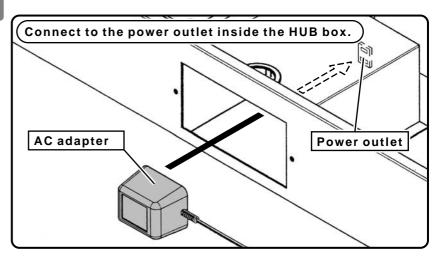


Take the HUB and AC adapter (accessories) from a package.

Work for the both machines

3

Insert the AC adapter to the power outlet inside the HUB box.



Work for the both machines



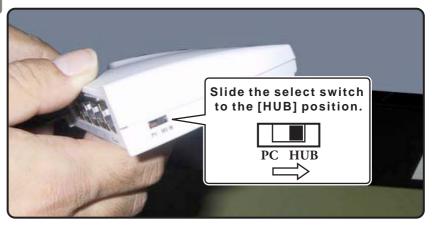
Insert the DC plug of the AC adapter to the DC jack.



Work on machine A

5

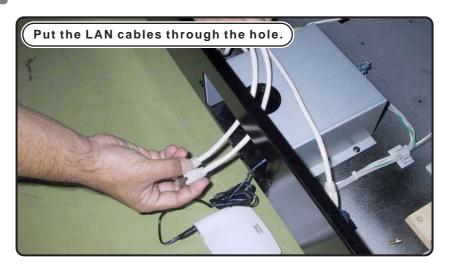
Slide the HUB select switch to the [HUB] position.



Work on machine A

6

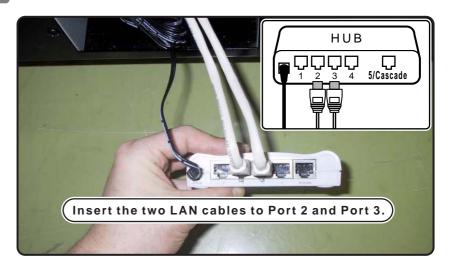
Put the two LAN cables in the cabinet through the hole on the HUB box and pull them outside. $\,$



Work on machine A

7

Connect these two cables to Port 1 and Port 2 on the HUB. Either of Port 2 and Port 3 is OK.

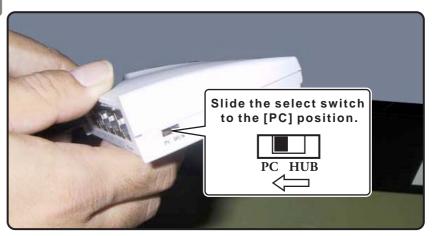


IMPORTANT

Make sure the LAN cables are securely connected to the $\ensuremath{\mathsf{HUB}}.$

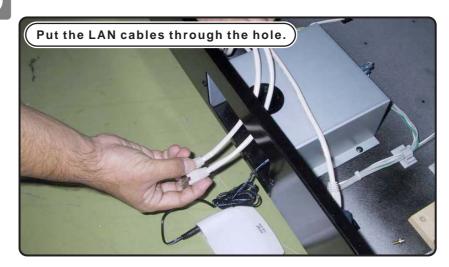
Work on machine B

Slide the select switch on the HUB for machine B to the [PC] position.



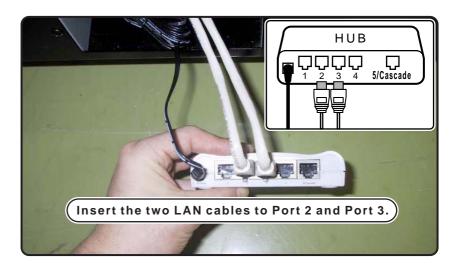
Work on machine B

Put the two LAN cables of machine B through the hole of the HUB box



Work on machine B

Connect the two LAN cables from machine B to Port 2 and Port 3 of the HUB. Either of Port 2 or Port 3 is OK.

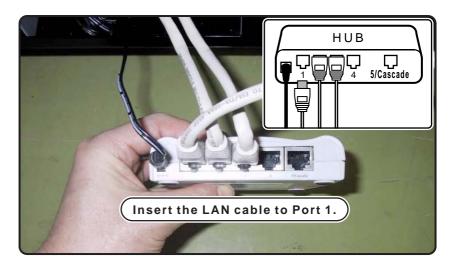


IMPORTANT

Make sure the LAN cables are securely connected to the $\mbox{HUB}.$

Work on machine B

Connect the LAN cable (straight) you purchased to the HUB Port 1 for machine B and lay the cable to machine A.

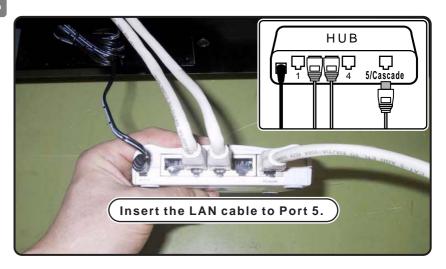


IMPORTANT

Make sure the LAN cables are securely connected to the $\ensuremath{\mathsf{HUB}}.$

Work on machine B

Connect the LAN cable from machine B to Port 5.

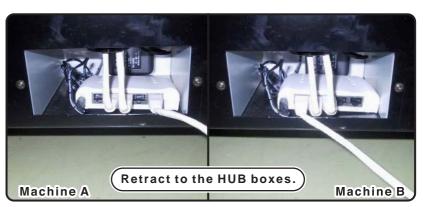


IMPORTANT

Make sure the LAN cables are securely connected to the $\mbox{HUB}.$

Work for the both machines

Retract the HUB inside the HUB box.



Work for the both machines

- 14 Install rear door B for both machine A and B. [Three Semuth screws (W): M5 x 12]
- With this, connection work is complete

Chapter 3: Operation

3-1. Operation check



Make sure to check the function of each component after installing the machine.

Operation check procedures

- Check that the HUB and the router in the machine are connected to the LAN cable.
- Check that the router power switch is turned ON.

Turn ON the power

- 1 Checks at start up
 - a. Network check
 - b. Steering wheel test
 - c. Demonstration screen
 - d. Check lighting of the online lamp

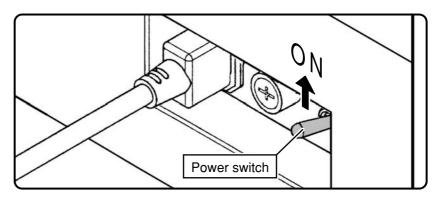
Check for all seats

2 Adjustment (accelerator and brake pedal)

Turn ON the power

1

Turn ON the power switch located at the lower right on the back of the machine. When using two machines with communication, turn ON the power switches of both machines.



Checks at start up

1

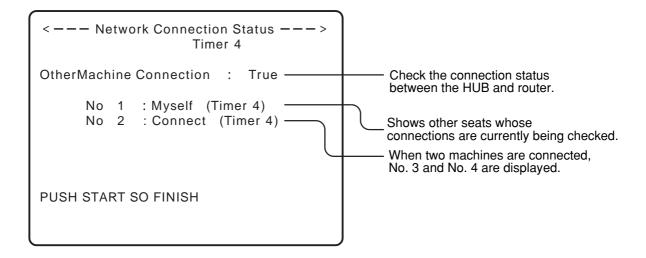
After turning ON the power, a black screen will continue for a while.

Start up time 40 seconds to 1 minute and 30 seconds

2

a. Network check screen

After the line is connected, a [True] message appears on the [Other Machine Connection] line.



3

c. Steering wheel test

The steering automatically turns left and right and adjusts the position.

IMPORTANT

During the steering wheel test, do not touch the steering wheel. Otherwise, the position may deviate.



d. Display demonstration screen

The monitor changes with the following orders: [Notice screen] -> [TAITO signature screen] -> demonstration screen.

Troubleshooting when starting up

See the item that was displayed on the monitor, and investigate the cause. After checking, re-input the power.

CASE 1

The HUB may have a problem.

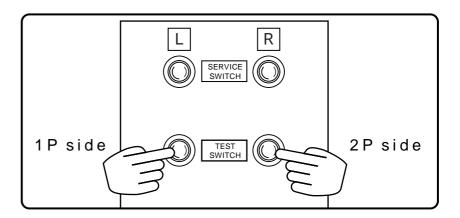
HUB trouble

- The HUB is not connected to the machine.
- The AC adapter of the HUB is disconnected.
- Faulty connection or disconnection of the cable that connects the HUB and machine.
- Faulty setting of the select switch on the HUB.

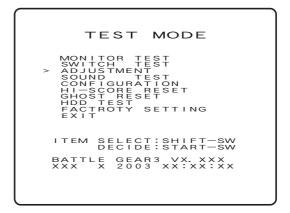
Adjustment of the accelerator pedal

Open the rejecter door and press the test switches on both seats.

When two machines are connected, start up the test mode for all four seats.

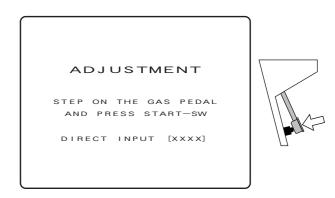


Select the [ADJUSTMENT] using the shift lever, and press the start button.



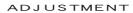
Adjustment of the accelerator pedal

Press your foot down on the accelerator pedal to the end and press the start button.



2

Release the accelerator pedal and press the start button.



RELEASE THE GAS PEDAL AND PRESS START-SW

DIRECT INPUT [XXXX]



Press your foot down on the brake pedal to the full and press the start button.

ADJUSTMENT

STEP ON THE BRAKE PEDAL AND PRESS START—SW

DIRECT INPUT [XXXX]



Release the brake pedal and press the start button.

ADJUSTMENT

RELEASE THE BRAKE PEDAL AND PRESS START-SW

DIRECT INPUT [XXXX]



Store the adjusted data. Select [YES] using the shift lever and press the start button.

WRITE BACKUP
[YES] NO

SELECT: SHIFT—SW DECIDE: START—SW

3-2. Game details

Basic rules

A player selects a car (from 32 models of six manufacturers) and course (from a total of seven courses).

When a player clears each checkpoint within the specified time and reaches the goal, the game will be cleared. A player competes for time and rank. When the remaining time becomes zero, the game will be over.

- Insert a coin; the introduction screen appears.
- Press the start button, the car select screen appears.



- 1) Select the manufacturer
- 2) Select the car model and color
- 3) Select the transmission type
- Select the mode from time attack, normal race and one makeup race.

 **A one makeup race is displayed while pushing the hazard button according to the normal race by the mode selection.
- Select the course from a total of seven courses.

 After selecting the course, the game will start.

Communication match play

Select the communication match function and press the start button; the headlight flashes (passing). By passing, the screen becomes brighter. This also occurs on the screen of the opponent.

1) Battle mode (two to four players)

When the game starts with communication match, the mode select screen shows 1 battle mode, $^{\pm}$ not 1 time attack. $^{\pm}$

Match races between entry key holders and non-holders are possible. As this mode does not have communication correction (real battle) function, each car offers each model1s performance.

2) Normal race (two to four players)

Up to four cars can be run for a race. If the number of players is less than four, the COM car runs instead. During the race, the cars are given communication correction. Therefore, even if there are differences of performance between car models, they can enjoy heated races by correcting each carls performance to be even.ed.

Introduction of convenient functions

Communication match race cancel function

While pressing the hazard button, turn the key to start; the machine cancels the communication match race between machines from the beginning. Even if you do not have an entry key, the machine functions as above. If the machine has not yet finalized the match race, you can cancel while starting up the machine, by pressing the hazard button.

BGM tune change function that makes possible to run with your favorite musical tune

On the course select screen, press the view change button to change the BGM tune. Music tune names are displayed at the lower left of the screen.

Display/non-display of ghost cars

While in time attack, press the start button, the ghost cars will not be displayed. Only frames of the ghost cars disappear, and their shadows and lamp flares are displayed.

Forced game over function (one player play only)

Keep pressing both the start button and hazard button at the same time; the machine starts counting to the forced end of the game. Keep pressing these buttons until the counter counts down to zero. Turning OFF the entry key brings the identical function.

Back and forth reverse function of the manual transmission For players who are familiar with a manual shift, press forward to shift up and pull toward you to shift down. On the mission selection, move the cursor to [MT] and press the view change button and determine.

(From the BG3 garage of the paid contents, you can also reverse the manual transmission setting.)

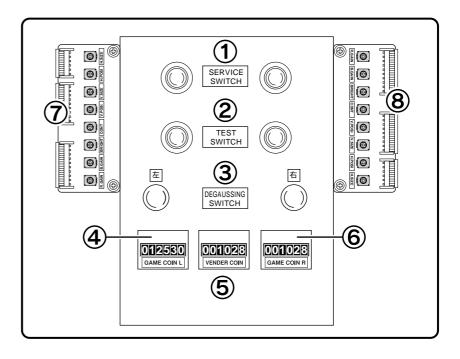
Sound volume automatic adjustment function (effective when communication between machines is established)

While playing the game, a seat not played will lower its sound volume. Players can concentrate on the game without being disturbed by sounds from the empty seats.

3-3. Description for functions

Central control

The central control is located inside the rejecter door.



Service switch (1P, 2P)

Add one coin by one press without increasing the count of the coin meter.

Test switch (1P, 2P)

Change to the test mode.

Degaussing switch (1P, 2P)

Use when the screen has color shading.

Coin meter (1P)

One count for 100 yen.

Vendor meter (2P)

One count for 100 yen.

Coin meter (1P)

One count for 100 yen.

Monitor adjuster for 1P

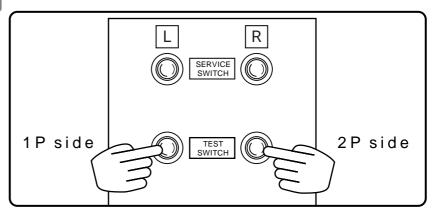
Monitor adjuster for 2P

3-4. Test mode

How to start the test mode

1

Open the rejecter door, and press the test switch on the seat to test.



2

The test mode menu screen appears

TEST MODE MONITOR TEST SWITCH TEST ADJUSTMENT SOUND TEST CONFIGURATION HI—SCORE RESET GHOST RESET HDD TEST FACTROTY SETTING EXIT ITEM SELECT:SHIFT—SW BATTLE GEAR3 VX. XXX XXX X 2003 XX:XXX

Operation method		
Shift lever	Move the cursor, and select YES or NO.	
Start button	Execute selected item.	
View change and hazard buttons	Change numeric figure and details.	

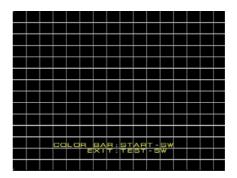
How to end the test mode



On the menu screen, select EXIT and press the start button. The machine is reset and returns to the game mode.

Monitor test

- On the menu screen, select MONITOR TEST and press the start button.
- A crosshatch appears on the screen.



Press the start button; the screen changes to a color bar display.



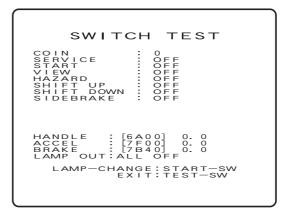
- Press the start button; the screen changes to white. Another press of the start button changes to cross hatch screen.
- When the image display size or hue is not normal, adjust, referring the description for the monitor screen adjustment.

 [Adjustment of the monitor screen => See page 86.]
- Press the test switch; the monitor goes back to the menu screen from any screen display.

Switch test



On the menu screen, select the SWITCH TEST, and press the start button.



Item	Display details	Detection result	
COIN	Detects input of the coin switch	When there is an input, the counter increases by one.	
SERVICE	Detects input of the service switch	· When there is an input,	
START	Detects input of the start button	the monitor displays [ON.]	
VIEW	Detects input of the service switch		
HAZARD	Detects input of the start button	When there is no input, it displays [OFF.]	
SHIFT UP	Detects input of the shift lever		
SHIFT DOWN	Detects input of the shift lever		
SIDE BRAKE	Detects input of the side brake lever		
HANDLE	Detects input of the steering wheel	Detected value changes	
ACCEL	Detects accelerator pedal input	Detected value changes	
BRAKE	Detects input of the brake pedal		
LAMP OUT	Displays lamp name currently lighting	The lamps light one after another	

How to confirm the input of each switch

Coin switch

Check the input of the coin switch. Lightly lower the actuator of the coin switch; the numeric value on the screen rises by one and the counter of the coin meter also increases by one.

■ Service switch

Press the service switch and when the screen display changes from OFF to ON, the switch is normal.

■ Start, view change, and hazard button

Press these buttons, when the screen changes from OFF to ON, the respective switch is normal.

Input check method of shift lever

Fold down the shift lever toward you, and if the display of [SHIFT UP] changes from [ON] to [OFF] fold it down to from and the when the display for [SHIFT DOWN] changes from [ON] to [OFF] the shift lever is normal.

Input check method of side brake

Pull the side brake; when the display changes from OFF to ON, the side brake lever input is normal.

Input check method of the steering wheel and pedals

Operate the steering wheel, accelerator pedal, and brake pedal; the direct value and check value on the screen change accordingly. When the displayed values do not change, or if the displayed value is different from respective value listed below, you must adjust it.(Each time the power is input, the machine automatically adjusts the steering wheel.)

Detect value of the steering wheel	Accelerator pedal detection value	Brake pedal detection value
	Release -> 0.0	Release -> 0.0
Adjust to the center -> 0.0	Foot -> 1.0	Foot -> 1.0
Turn it right to the end -> -1.0		-

Lamp test

Press the start button; the lamps light one by one. The screen displays the name of the currently lit lamp.

Adjustment

Adjust the accelerator and brake pedals.

1

On the menu screen, select the ADJUSTMENT item and press the start button.

ADJUSTMENT

STEP ON THE GAS PEDAL
AND PRESS START—SW

DIRECT INPUT [XXXX]

2

Adjust the pedals, following the instructions on the screen.

- 1) Press your foot down on the accelerator pedal to the full and press the start button.
- 2) Release the accelerator pedal and press the start button.
- 3) Press your foot down on the brake pedal to the full and press the start button.
- 4) Release the brake pedal and press the start button.
- Save the If you do

Save the adjusted data.

If you do not want to save the adjustment, select [NO] using the shift lever. If you want to save the adjustment, select [YES] and press the start button.

Sound test

1

On the menu screen, select <code>XSOUND TEST</code> and press the start button.

```
SOUND TEST

>MASTER VOL 50%
SE VOLUME 100%
SE CODE 0
BGM VOLUME 83%
BGM CODE 1

W000FER LVL 66%

BGM STOP
BGM PLAY: START
ITEM SELECT: SHIFT—SW
VALUE SELECT: HAZARD&VIEW—SW
EXIT: TEST—SW
```

Item	Display details	Numeric value range, factory setting
MASTER VOLUME	Full sound level from the speakers	0~100 (50)
SE VOLUME	Sound level of effective sound	0~100 (100)
SE CODE	Tune number of effective sound to listen as a test.	0~54
BGM VOLUME	Sound level of tune	0~100 (83)
BGM CODE	Music number to listen as a test	1~19
WOOFER VOLUME	Woofer sound level	0 • 33 • 66 • 100 (66)

Operation method

Select an item using the shift lever, and change the numeric value using the view change (increase) and hazard (decrease) buttons. To replay, press the start button.

How to adjust the MASTER volume

Select [MASTER VOLUME] and adjust the sound loudness level. Press the start button; the tune selected by the [BGM CODE] is played with the adjusted sound level.

How to adjust the SE (effect sound) volume

Select the [SE VOLUME] and adjust the sound loudness level. Press the start button; the tune selected by the *SE CODET is played with the adjusted sound level.

How to adjust the BGM (effect sound) volume

Select the [BGM VOLUME] and adjust the sound loudness level. Press the start button; the tune selected by the [BGM CODE] is played with adjusted sound level.

- How to adjust the WOOFER volume Select the [WOOFER VOLUME] and adjust the sound loudness level.
- After adjusting the sound volumes, select [EXIT] using the shift lever, and press the start button.
- Save the set data.

 If you do not want to save the adjustment, select [NO] using the shift lever.

 If you want to save the adjustment, select [YES] and press the start button.

Configuration



Select the [CONFIGURATION] item on the menu and press the start button.

```
CONFIGURATION

COIN 2 COINST CREDIT 1 CREDIT 1 CREDIT 1 CREDIT 1 CREDIT 1 CONTINUE SAME AS PLAY NORMAL 1 CONTINUE SOUND ON 1 CONTINUE SOUND ON 1 CONTINUE CORRESTOR OFF

ITEM SELECT: SHIFT—SW VALUE SELECT: HAZARD&VIEW—SW
```

I		5	
Item	Screen display	Display details	
COIN	1~9COIN(S)	Number of coins per game	
	FREE PLAY	Free play mode	
CREDIT	1~4CREDIT(S)	Number of game to be able to play	
CONTINUE	1~8COIN(S)	Setting play fee for continue play	
	SAME AS PLAY	Setting to same number of coins as the play fee	
(SAME AS PLAY)	OFF	Setting not to offer continue play	
DIFFICULTY	EASY	Easy	
	NORMAL	Normal	
	HARD	Difficult	
(NORMAL)	VERY HARD	Very difficult	
ATT SOUND	ON	With sound during demonstration	
(ON)	OFF	Without sound during demonstration	
LAN ID NUMBER	1 to 4	ID number for communication play	
SECRET CAR	ON	With a secret car	
(OFF)	OFF	Without a secret car	

Descriptions in parenthesis () are factory settings.

LAN ID NUMBER

When the machine will be operated in the communication play mode, you have to set the ID numbers. ID number 1 is assigned to left seat, and ID number 2 is assigned to right seat when the machine is delivered. If the same numbers are set for both sets of seats, the machine cannot be used in the communication play mode. If you reset the configuration to the factory settings, you will have to enter the ID numbers again.

Two game machines communication play mode

The BATTLE GEAR 3 game can use two game machines to allow up to four players to play simultaneously. To do this, you must assign ID numbers from 1 to 4.

After the settings, select [EXIT] using the shift level and press the start button.

3 If you

Save the set data.

If you do not want to save the data, select [NO] using the shift lever. If you want to save, select [YES] and press the start button.

Rest ghost

When to play the attack mode without using an entry key, ghost cars appear to compete in the race. This function resets the ghost data to change to the default ghost.



On the menu screen, select [GHOST RESET] and press the start button.



If you do not want to reset, select [NO.] If you want to reset, select [YES] using the shift button and press the start switch.

Rest hi score

It returns to the ranking which reset the ranking data in time attack mode and is contained by the default.



On the menu screen, select [HI SCORE RESET] and press the start button.



If you do not want to reset, select [NO.] If you want to reset, select [YES] using the shift button and press the start switch.

Hard disk test

Check the hard disk.

It will take approximately 10 minutes to complete the check.



On the menu screen, select the [HDD TEST] and press the start button.

HDD TEST

IT TAKES 10 MINUTES.

TEST HDD?

YES [NO]

SELECT:SHIFT-SW DECIDE:START-SW

- If you do not want to test, select [NO.] If you want to test, select [YES] using the shift button and press the start switch.
- If there is an error on the hard disk, the screen shows an error message.

Factory setting

This function changes the configuration, sound, and adjustment settings to the default settings. After executing the factory setting, you have to the adjust date and time.



On the menu screen, select the [FACTORY SETTING] and press the start button.



- If you do not want to initialize, select [NO.] If you want to initialize, select [YES] using the shift button and press the start switch.
- When you select [YES] the monitor shows the date and time setting screen. Select an item using the shift lever and change numeric values using the view change and hazard buttons. After setting, press the start button.

```
-- DATE SETTING --

DATE 2003/03/20
TIME 17:45

ITME SELECT:SHIFT-SW
VALUE SELECT:HAZARD&VIEW-SW
DECIDE:START-SW
```

This function adjusts the accelerator and brake pedals. Follow the instructions on the screen for adjustment.

Chapter 4: Maintenance

4-1. Maintenance and check



Make sure to perform daily checks

Daily check

Check and clean the machine before and after operation each day, following the items below. Especially carefully check positions where players may touch.

Check item (totally seven items)

Breakage of power cord

· Check that nothing is put on the power cord.

Power cord plug is securely inserted

· Check that the ground line of the plug adapter is connected.

No damage on appearance

· Check that there is no damage to or dirt on the cabinets.

Installation marginal spaces

- Check that the machine does not deviate from its original position due to looseness of height adjusters.
- · Check that all the height adjusters touch the ground.
- · Check that there is no damage to the adjuster bolts and casters.

Lock of rejecter door

· Check that the door is not loose.

Operation check

- Check that the machine emits sound normally.
- · Check that the fluorescent lamps and other lamps light.
- · Check that there is no abnormal sound.
- Check that there is no abnormality on the operation systems.

Function of each meter

Cleaning

Normally, wipe off the outside of the cabinets using soft dry cloths.

If dirt cannot be cleaned off, soak a cloth in a solution of neutral solvent and diluted water. Then, squeeze it tight and wipe with this cloth. After that, wipe off with a dry cloth again.

IMPORTANT

• Do not use thinner or benzene for cleaning.

4-2. Monitor adjustment

WARNING

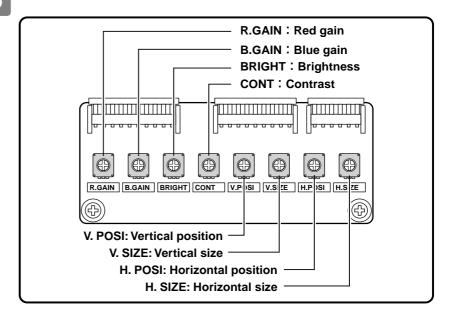
Maintenance work of the machine shall be carried out only by a shop maintenance person. Do not perform work other than described in this manual.

When you find damage or a fault in the machine, turn OFF the power switch and contact our technical service division. Operation of the machine while leaving a damage or fault may cause a severe fault or accident.

Adjustment of monitor screen

While looking at the monitor test, turn the adjustment dials.

- Open the rejecter door and start up the test mode of a seat you want to adjust.
- Execute the *MONITOR TESTE and display the crosshatch, color bar, and white screens. To change screens, press the start button.
- Adjust each item using each dial in the rejecter door.



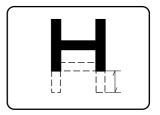
R. GAIN: Red gain Adjust red color density.

B. GAIN: Blue gain Adjust blue color density.

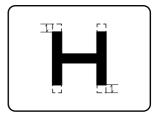
BRIGHT: Brightness Adjust image brightness.

CONT: Contrast Adjust image darkness.

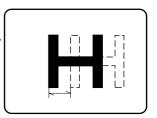
V. POSI: Vertical position
Slide the image up and down to the required position.



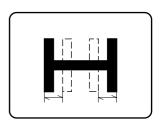
V. SIZE: Vertical size Adjust vertical width of the image.



H. POSI: Horizontal position
Slide the image left and right to the required position.

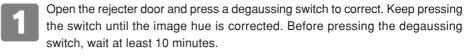


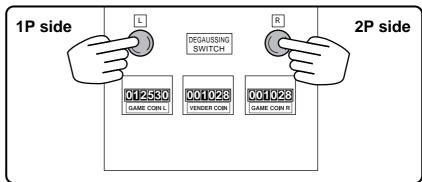
H. SIZE: Horizontal size
Adjust the horizontal width of the image.



Monitor hue adjustment

Adjust the hue of the monitor screen using the degaussing switch.





4-3. Parts replacement

AWARNING

Only qualified arcade maintenance personnel or engineers should perform the maintenance described in this manual. Do not attempt to make any repairs or perform any maintenance not described in this manual.

If any damaged or broken parts are found, turn OFF the power switch and contact us. Operating the game machine with damage or known problems may result in even more damage or personal injury.

Use of parts other than genuine TAITO parts in the maintenance of the machine will be regarded as unauthorized modification. Never modify the machine. A fault may be caused.

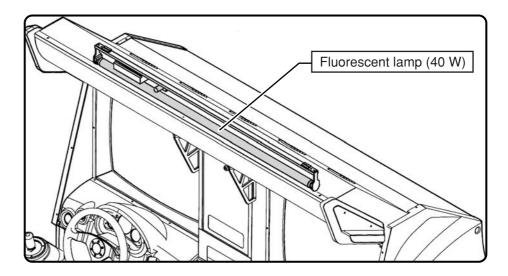
1) Replacing the fluorescent lamp

ACAUTION

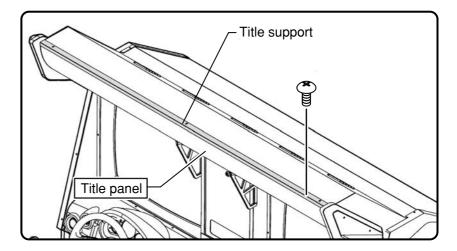
Before replacing the fluorescent lamps and other lamps, make sure to turn OFF the power switch and leave for three minutes to cool them down. Starting work soon after turning the machine OFF may cause you to be burned.

Inside the title panel (40 W)

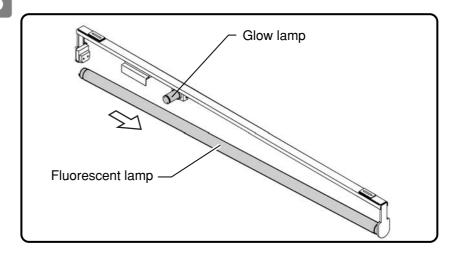
One fluorescent assembly is located inside the title panel. Remove the title panel before replacement.



- Turn OFF the power switch and leave it for three minutes.
- Remove the title support and then the title panel. [Trusses tapped tight: M4 x 10]



Replace the fluorescent lamp (40 W) and glow lamp.



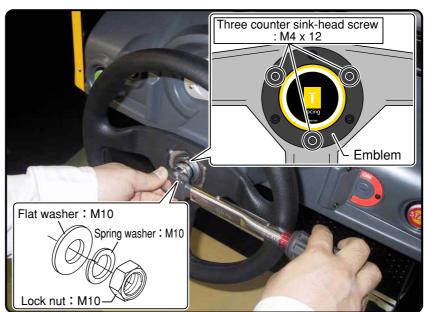
[Fluorescent lamp: C15 00069A FL LAMP FL40SEX-D-HG]
[Glow lamp: C14 00102A GLOW LAMP FG-4P]

2) Replacement of wedge lamp and removal of lamp switch

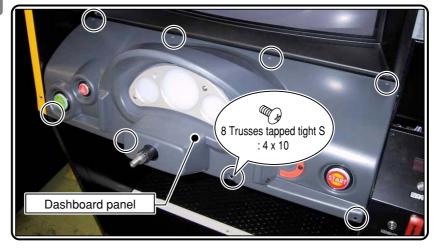
▲ CAUTION

Before the replacement work, make sure to turn OFF the power switch.

- Turn OFF the power switch
- Remove the steering wheel. For removing, take out the emblem at the center by unscrewing three screws, and remove the lock nut inside, and pull out the steering wheel.

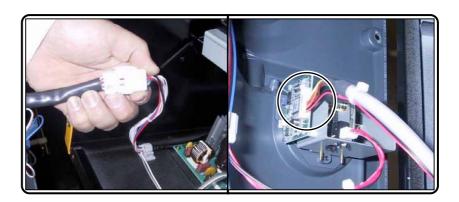


Remove the securing screws on the dashboard panel.

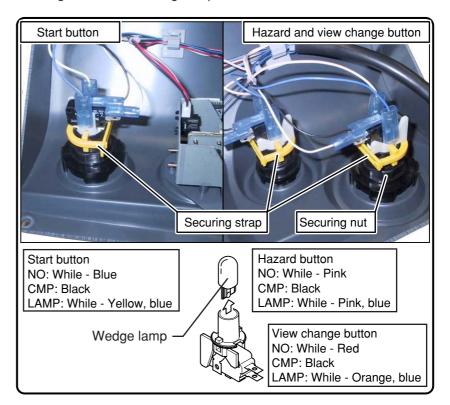


4

Remove two connectors inside the dashboard and remove the dashboard.



Remove the securing strap on the switch assembly of the wedge lamp to replace, and pull out the switch assembly. Then, replace the wedge lamp. Remove the securing nut so that the wedge lamp can be removed.



■ Start view change button

[C02 00433A LAMP SWITCH-(THIN TYPE) OBSA-30UM-W-161]

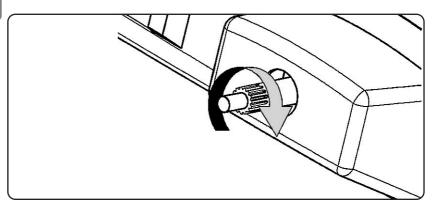
■ Hazard button

[C02 00425A LAMP SWITCH-(THIN TYPE) OBSA-45UM-W-161]

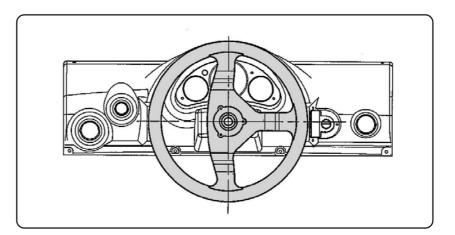
■ Wedge lamp

[C14 00320A WEDGE LAMP 24V 3W]

- Install the dashboard panel. 8 Trusses tapped tight: M4 x 10.
- Turn the shaft right until it stops at the stopper.



Position the steering wheel as shown below (the spoke directs the right side), and insert it into the shaft while matching the tooth. After it is inserted, turn the steering wheel left to the end. Check that the steering can be turned both left and right to the full equally.



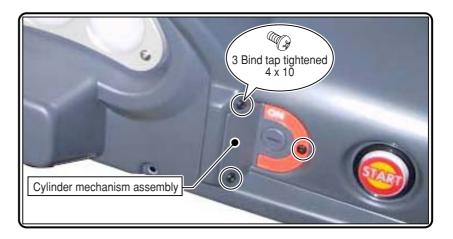
Secure the steering wheel. For securing, reverse the steps of step [2] above.

3) Replacement of cylinder mechanism assembly

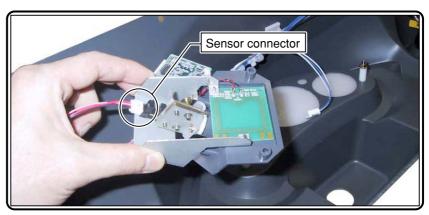
ACAUTION

Before the replacement work, make sure to turn OFF the power switch.

- Turn OFF the power switch.
- Remove the steering wheel and dashboard.
- On the dashboard front side, remove the three screws securing the cylinder mechanism.



Remove the sensor connector and remove the cylinder mechanism assembly.

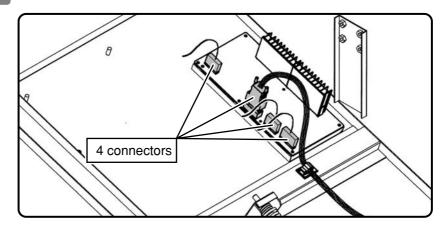


4) Replacement of steering motor PC board assembly

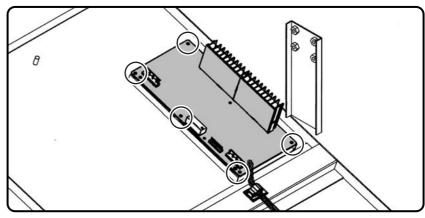
ACAUTION

Before the replacement work, make sure to turn OFF the power switch.

- Turn OFF the power switch and open the rear door B.
- Remove the steering wheel and dashboard.
- Remove the four connectors that are connected to the steering motor PC board from the rear door and both sides of the dashboard.



Remove the five securing screws and removes the steering motor PC board. 5 Semuth screws (W): M3 x 8



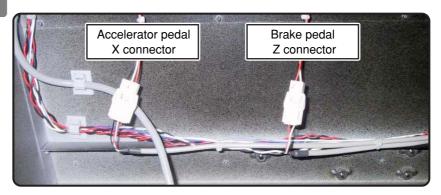
5) Replacement of volume of each pedal assembly

ACAUTION

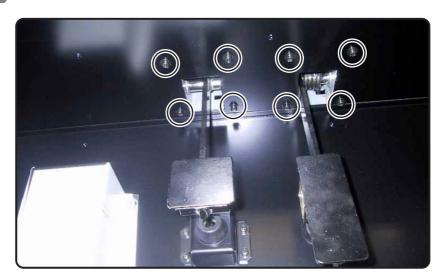
Before the replacement work, make sure to turn OFF the power switch.

Removal of each pedal assembly

- [1] Turn OFF the power switch and open rear door B. 3 Semuth screws (W): M5 x 12.
- Disconnect the connector of each pedal (X and Z).



Remove securing screws of each assembly and take out the assemblies from the rear door. [Semuth screw (W): M5 x 12]

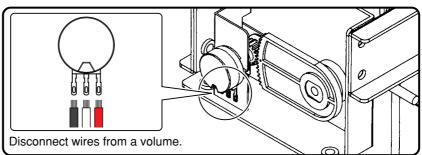


Replacement of volume

The volume replacement method is the same for both the brake and accelerator pedals.

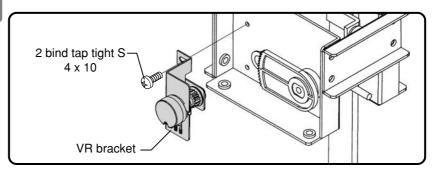


Disconnect three wires from the volume using a heated solder iron.



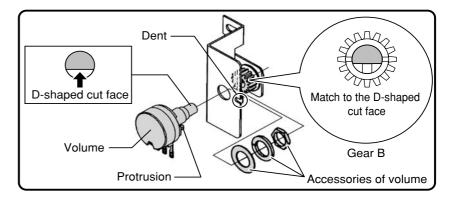
2

Remove the VR bracket (pedal) (Two screws).



Remove the nut and then remove the volume from the VR bracket.

Secure a new volume using a nut. Align a protrusion at the back of the volume with a dent on the VR bracket.



Volume

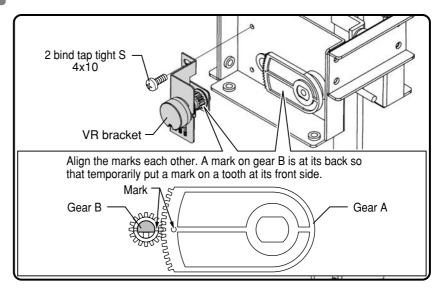
[A21 02541A VARI.RES.-(5K-B) EWAW1LF20E53]

IMPORTANT

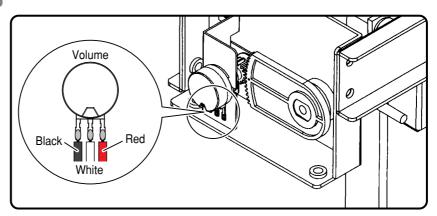
• Do not forget to attach accessories of the volume.

4

Install the VR bracket. Align gear B and gear A with each mark, and be sure to engage the tooth while not pressing too tight.



Connect the wires on the volume using solder. Be careful not to confuse wire colors.



- Install each pedal assembly to the machine. Apply looseness prevention agent on each screw. Then connect the connectors.
- Close the rear door B. Three Semuth screws (W): M5 x 12
- After turning ON the power, execute the adjustment on the test mode. Without the adjustment, the machine cannot play the game normally.

IMPORTANT

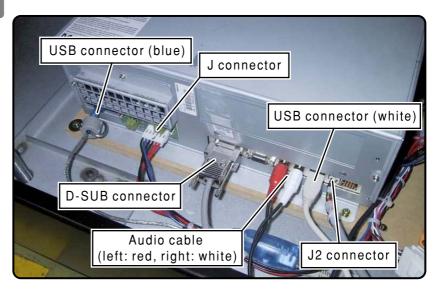
• Make sure to execute the adjustment in the test mode after replacing the volumes. 6) Replacement of the hard disk and security dongle

ACAUTION

Before the replacement work, make sure to turn OFF the power switch.

Removal of shield case assembly

- Turn OFF the power switch and open rear door B. 3 Semuth screws (W): M5 x 12
- Remove all the connectors that are connected to the shield case.

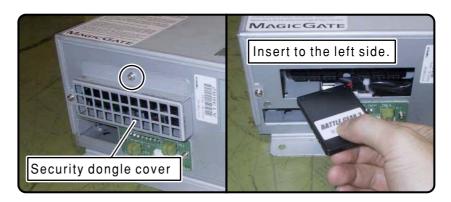


Remove the screws that secure the shield case assembly, and remove the shield case assembly. Two Semuth screws (W): M4 x 12



Replacement of the security dongle

Remove the securing screws of the security dongle cover and replace the security dongle. [One Semuth screw (W): M3 x 6]

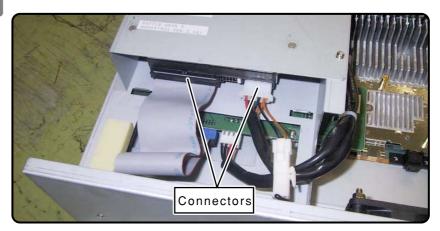


Replacement of the hard disk

Remove the securing screws of the case cover and open the case cover. [Two Semuth screws (W): M3 x 6]



Remove the connectors that are connected to the hard disk.



Remove the securing screws of the hard disk assembly. [Four Semuth screws (W): 73 x 6]



4

Remove the hard disk assembly.

After the replacement, install the hard disk with reversing the order of the removal.

CAUTION



As the hard disk is fragile, do not drop and be careful of handling.



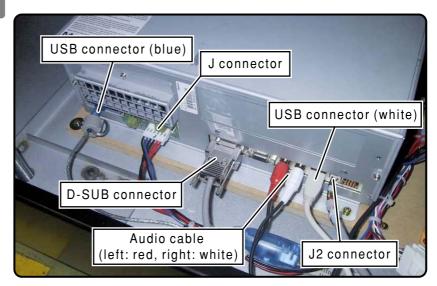
Installation of the shield case assembly

Secure the shield case assembly on the PCB base assembly.

Before securing it, connect the USB connector (blue) to the lower connector first.. [Two Semuth screws (W): M4 x 12]



Connect the connectors to the shield case assembly.



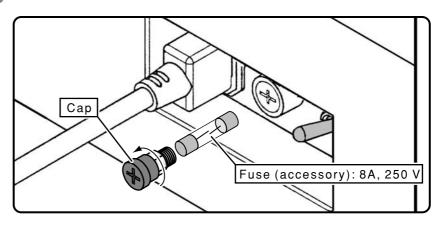
7) Replacement of fuse

▲ CAUTION

Before the replacement work, make sure to turn OFF the power switch.

Replacement of the main fuse

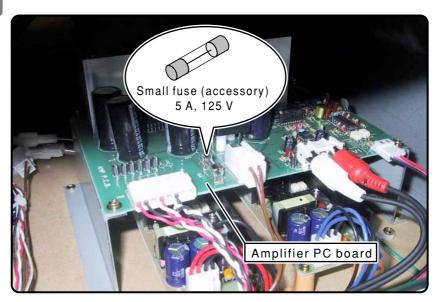
- Turn OFF the power switch and pull the power plug out.
- Remove the fuse holder cap using a Phillips screwdriver and replace the fuse inside.



■ Fuse 【C16 00084A FUSE 8A 250V (6.3x30)】

Replacement of amplifier PC board small fuse

- Turn OFF the power switch and pull the power plug out.
- Open the rear door B. Three Semuth screws (W): M5 x 12
- Replace the small fuse (5 A, accessory).



■ Small fuse 【C16 00027A FUSE 5A 125V (5.2x20)】

Chapter 5: Discarding

5-1. Precautions for machine discarding

When discarding the *BATTLE GEAR 3# game machine, or the parts used in the machine, the machine owners should handle all of the parts as industrial waste under his/her responsibility.

Packaging material

At delivery, the machine is protected using the packaging materials.

Discard the packaging material following the local garbage classification regulations.

Parts replaced

After replacement, discard the waste parts such as the fluorescent lamp, following the local garbage classification regulations.

Chapter 6: Troubleshooting

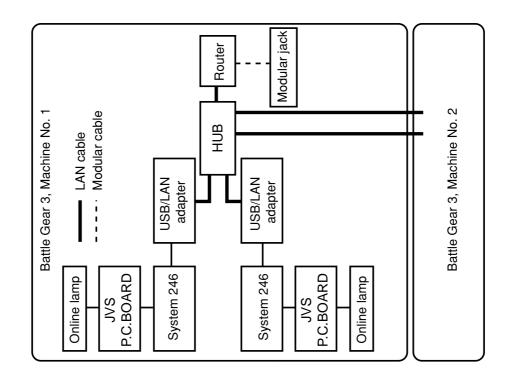
6-1. Table of error indications

Error message (screen display)	Symptom/cause	Treatment
HANDLE ERROR	Steering wheel cannot be identified.	• Fault of the steering motor
		• Fault of the steering motor PC board
		• Faulty connection of the connector
HANDLE ERROR REBOOT!!!	The machine failed to initialize the steering wheel.	The steering wheel is not in a normal position. After occurrence of this error, the machine automatically resets.
SERVICE ERROR	Fault of the service switch	Check the service switch with the test mode. If the switch does not provide input, replace the switch. (Check input of equipment => See page 50)
	• The service switch is kept pressed.	Check service switch status.
ERROR FALSE BACKUP	The backed up data may different from the current version.	Do the adjustment in the test mode.
COIN ERROR	• Fault of the coin switch.	Check coin switch status with the test mode. If there is no input, replace the coin switch.
	Clogged coins.	Open the rejecter door and check the rejecter (After occurrence of the error, the machine automatically resets.)
LAN ERROR!!	• More than two machines are connected.	Configure to two-machine communication.
	The LAN cable is disconnected while in match race or during selection	Check the LAN cable.

6-2. NESYS troubleshooting

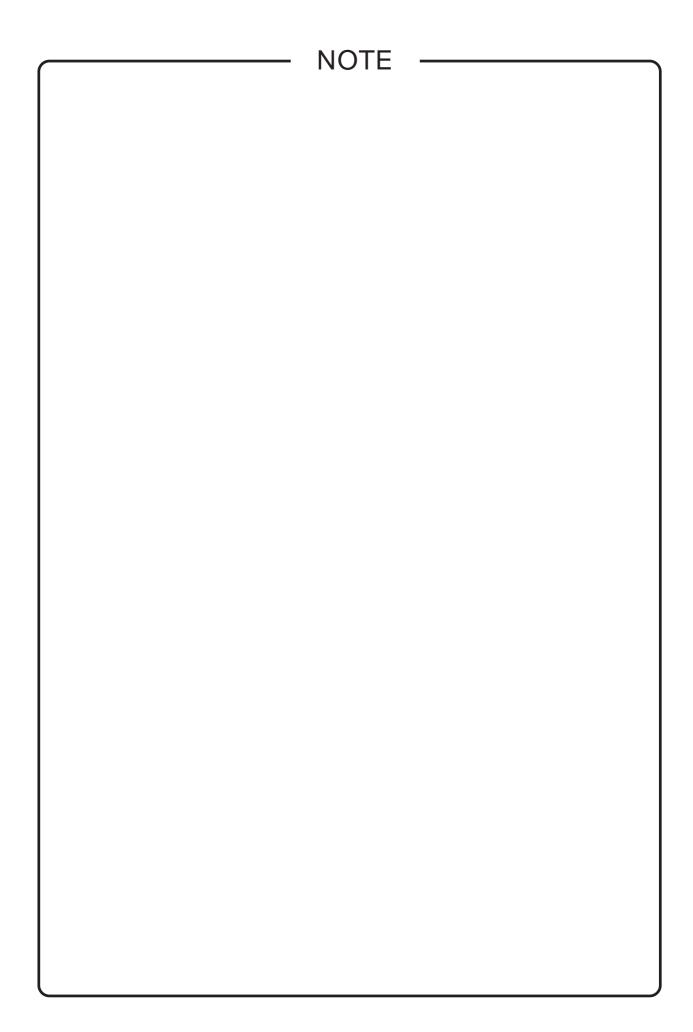
LED lighting status

Battle gear 3, machine housing	Online lamp	On line	Off line		USB/LAN adapter	Link/Act LED	System 246 is communicating with the LAN.	System 246 can communicate with the LAN.	Goes OFF System 246 disconnects from the LAN.	HUB	Link/Receive LED	Communicating	Possible to communicate	Possible to communicate
Battl		Lights	Goes OFF				Blinks	Lights	Goes OFF			Blinks	Lights	Goes OFF

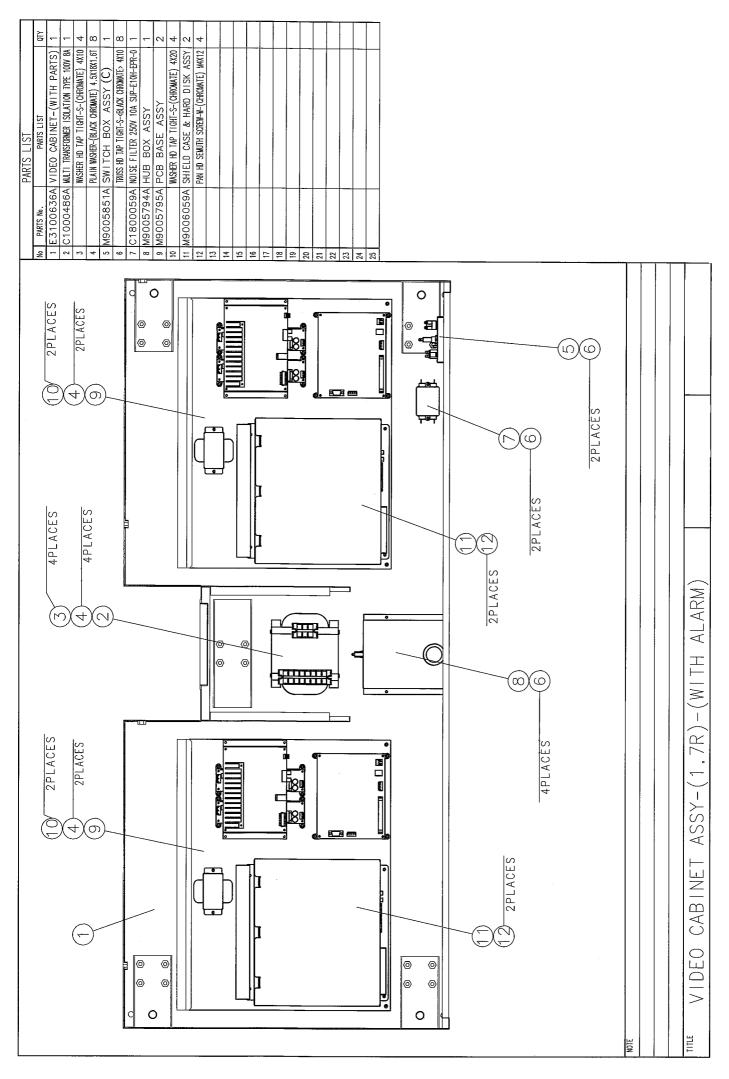


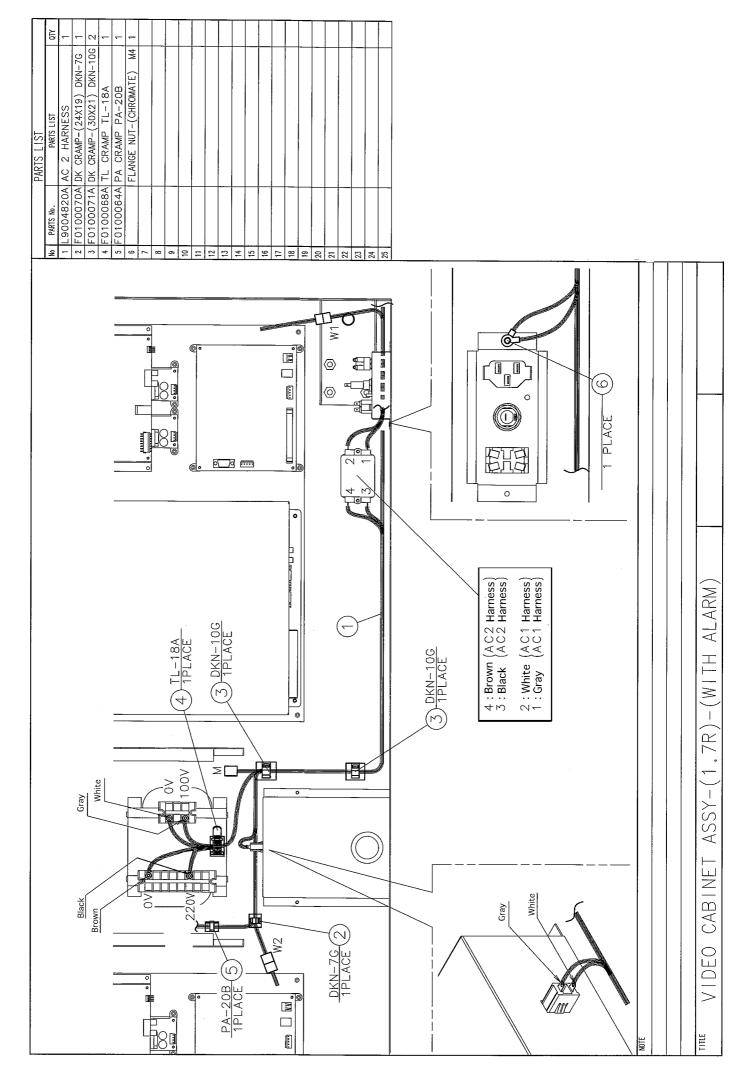
6-3. Troubleshooting

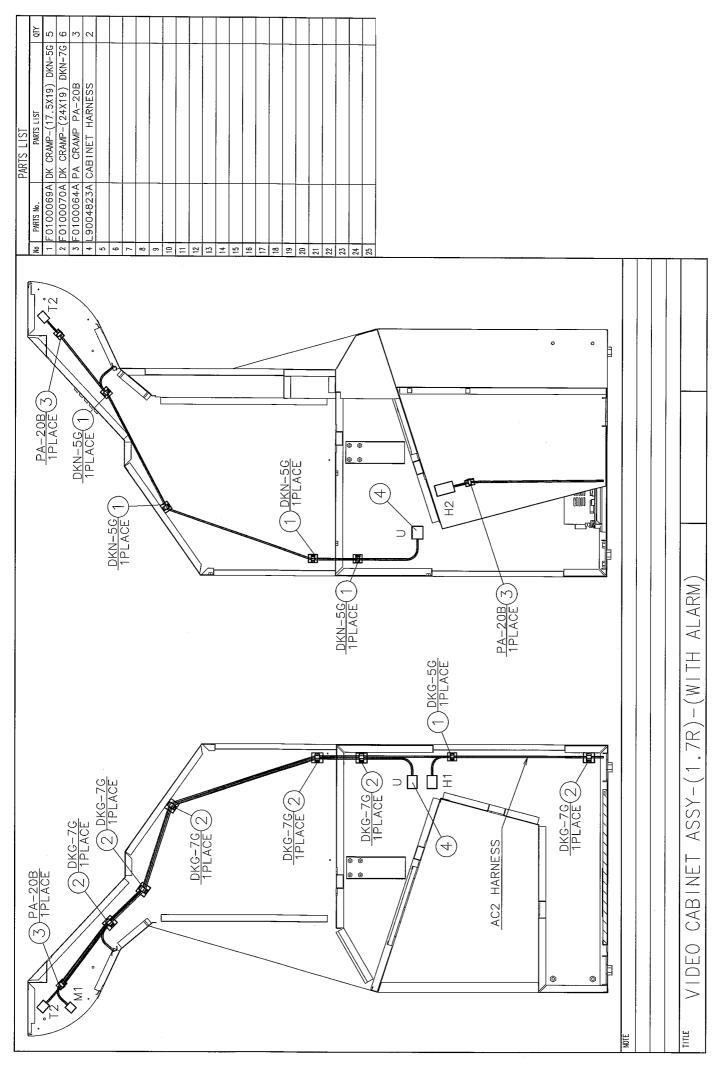
Trouble	Possible causes	Treatment
The machine does not start after turning ON the power switch.	The power plug is not inserted into a power outlet.Fuse 8A is blown.	Check the power plug and turn ON the power. Replace fuse 8A. (Replacement of the fuse => Page 76)
Cannot hear the sound	Improper sound loudness level.	Changes sound loudness volume in the test mode. (Sound test => Page 52)
Operation of the brake pedal and accelerator pedal does not match the game operation.	Deviation of adjustment position on the operation system.	Do the adjustment in the test mode and readjust. (Adjustment => Page 52)
Color display on the monitor screen is partly abnormal.	• The monitor may be gauzed.	Press the degaussing switch on the central control in the rejecter door. (Hue adjustment => Page 61)
Monitor screen image deviates or is deformed.	Monitor adjustment is not appropriate.	Adjust using the monitor adjuster in the rejecter door. (Adjustment of monitor screen => Page 60)
The title section is dark.	• Life over of the fluorescent lamp.	Replace the fluorescent lamp or glow lamp. (Replacement of fluorescent lamp => Page 62)
The switch lamp does not light (start, view change, or hazard lamp).	Life over of the switch lamp.	Replace the switch lamp. (Replacement of the wedge lamp => Page 64)
Unable to operate brake or accelerator pedal	 Fault of each operation volume system. 	After replacing the volume, do the adjustment operation. (Volume replacement of each pedal assembly => Page 69) (Adjustment => Page 52)
Unable to read an entry key	Fault of the cylinder mechanism.Fault of the entry key	Replace the cylinder mechanical assembly. Replace the entry key.
An error message is displayed.		• See the error indication table. (Table of error indications => Page 79.)

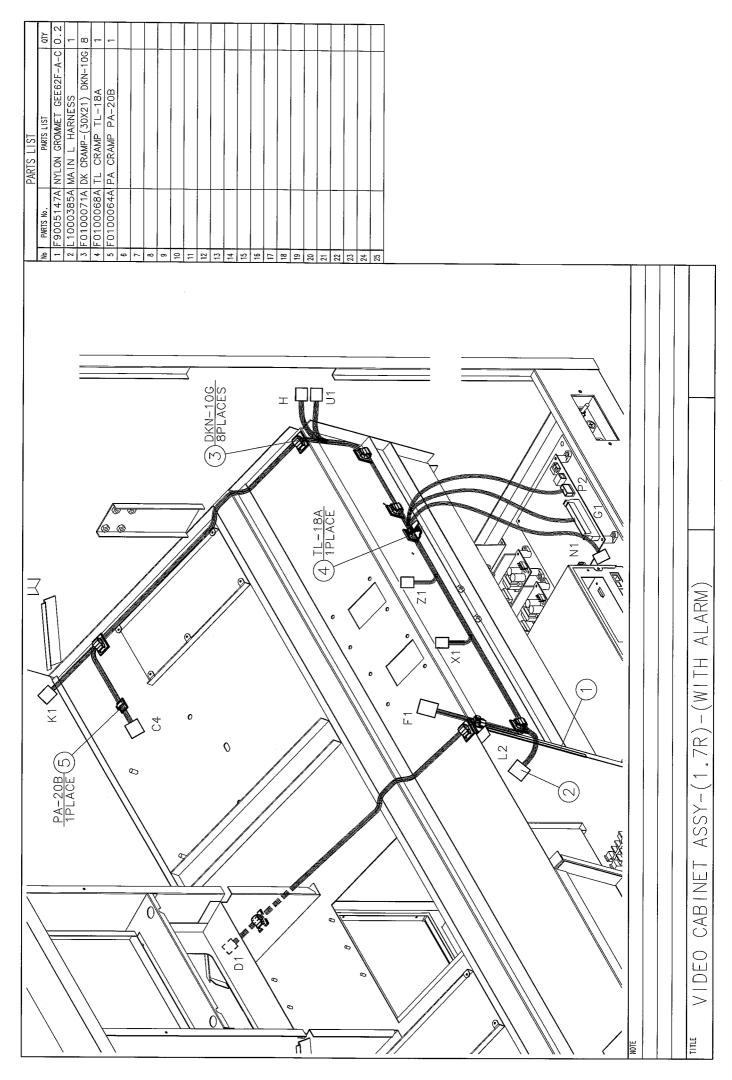


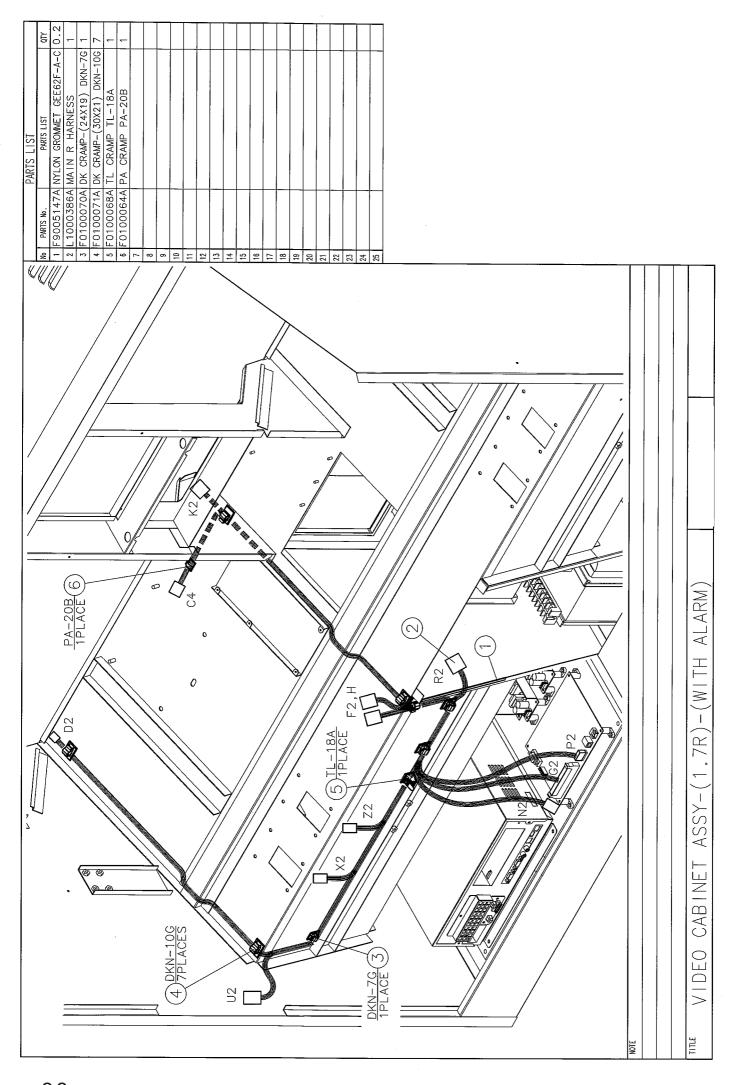
PARTS CATALOG

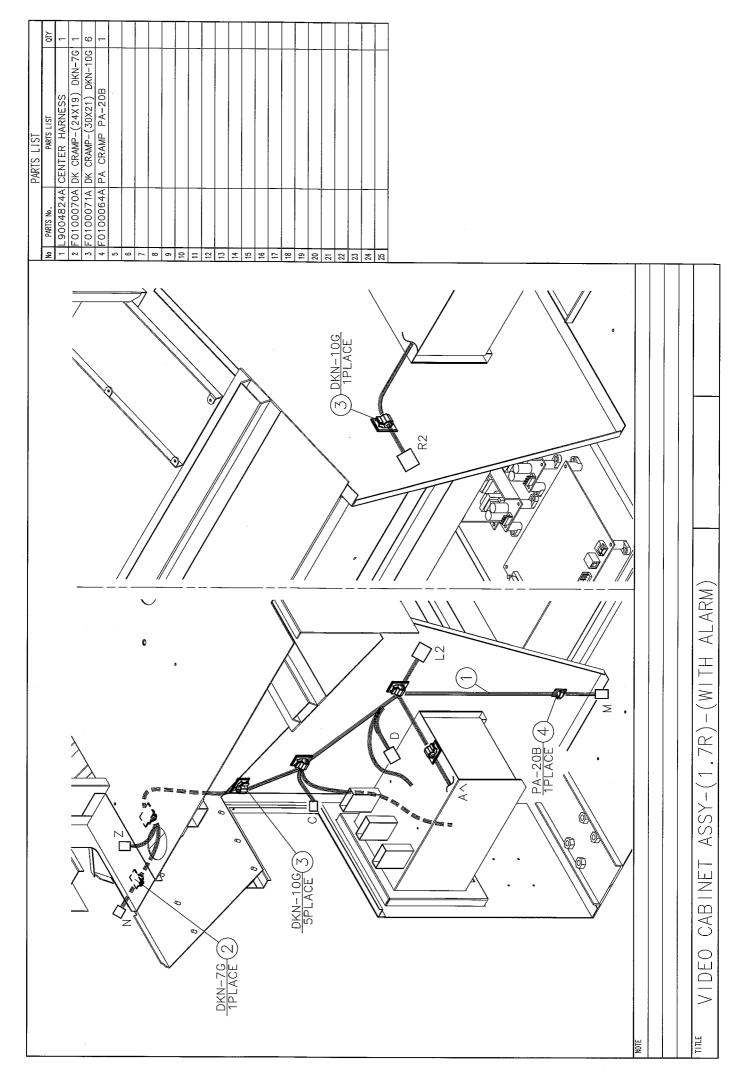


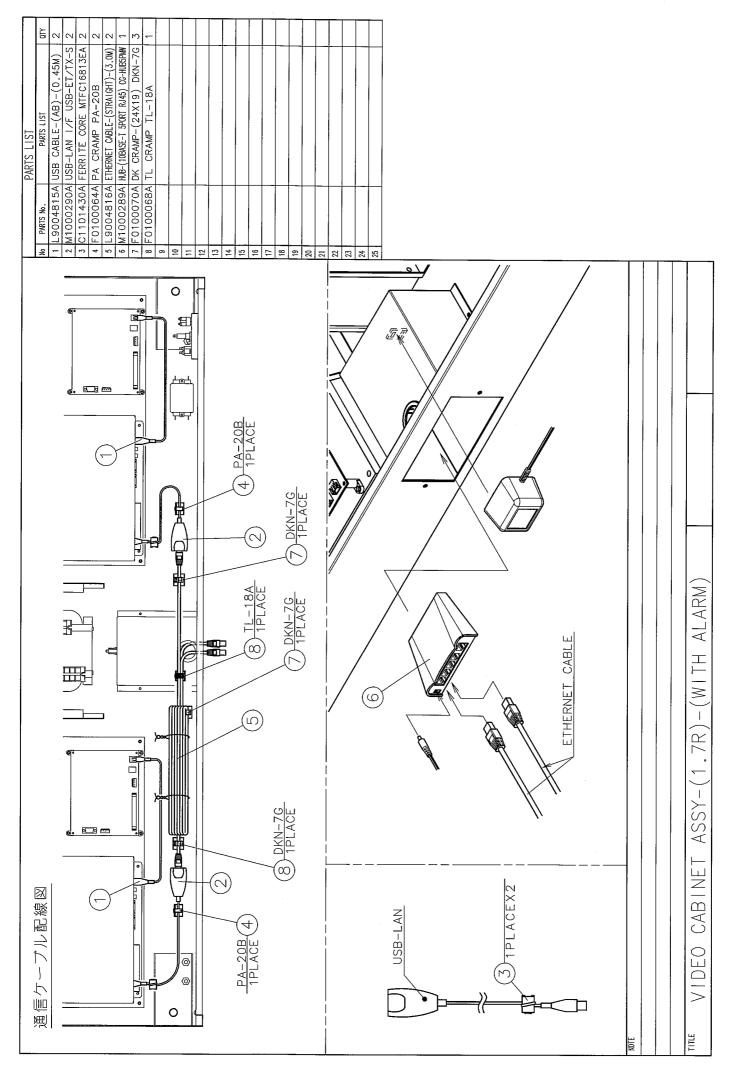


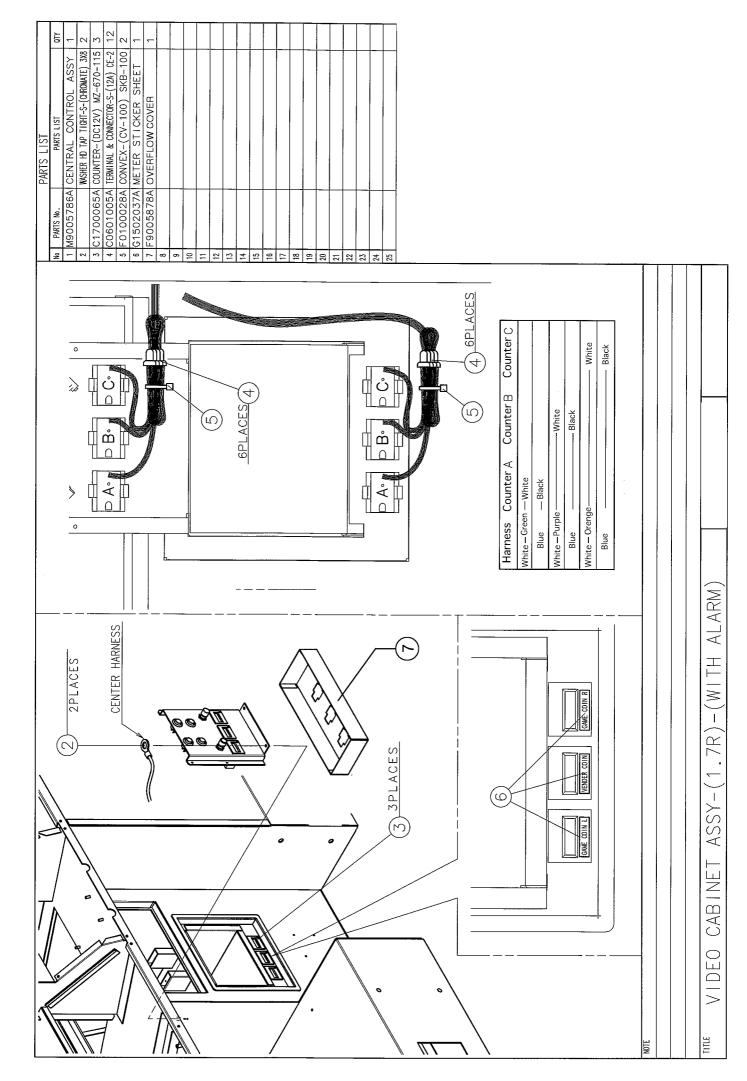


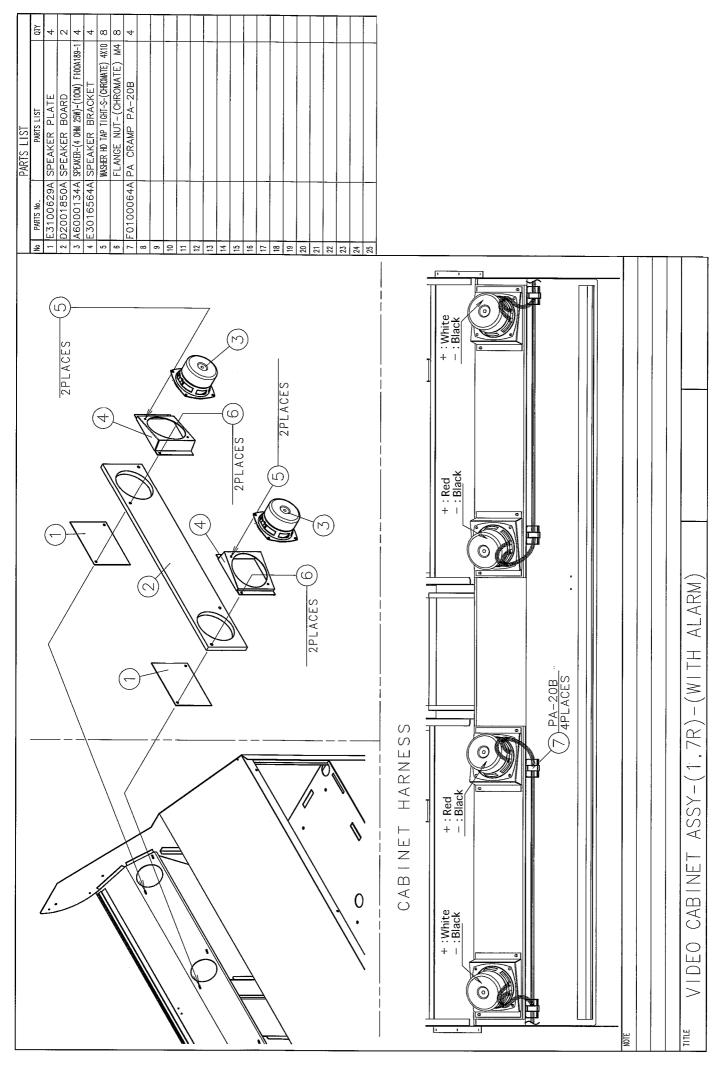


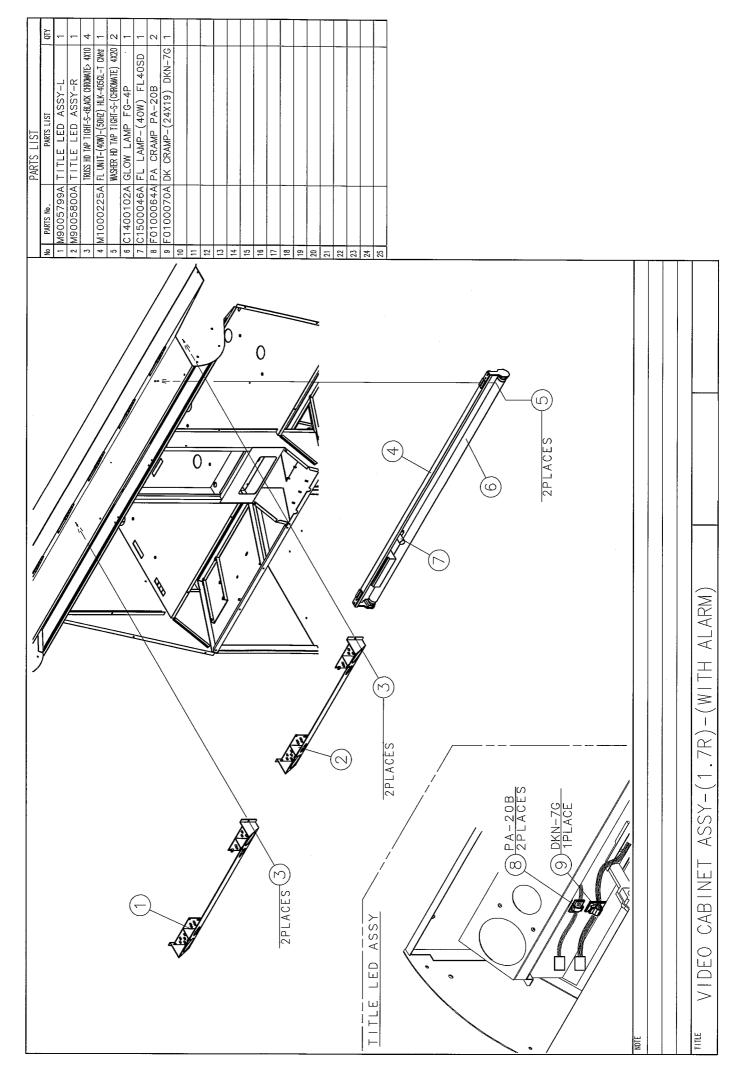


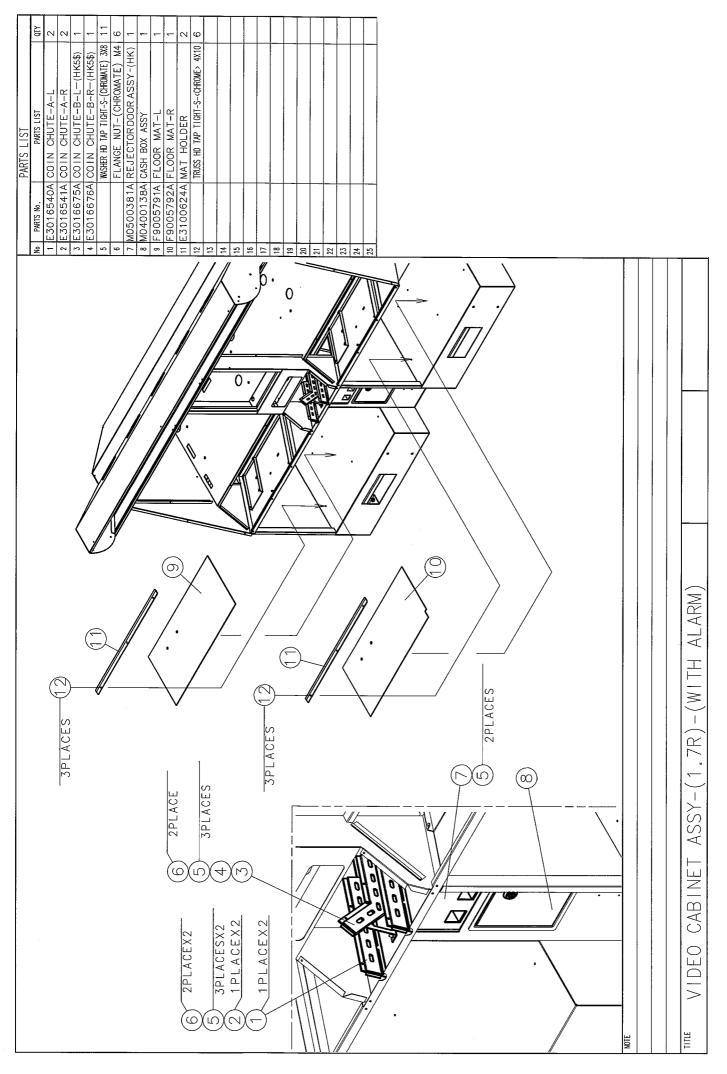


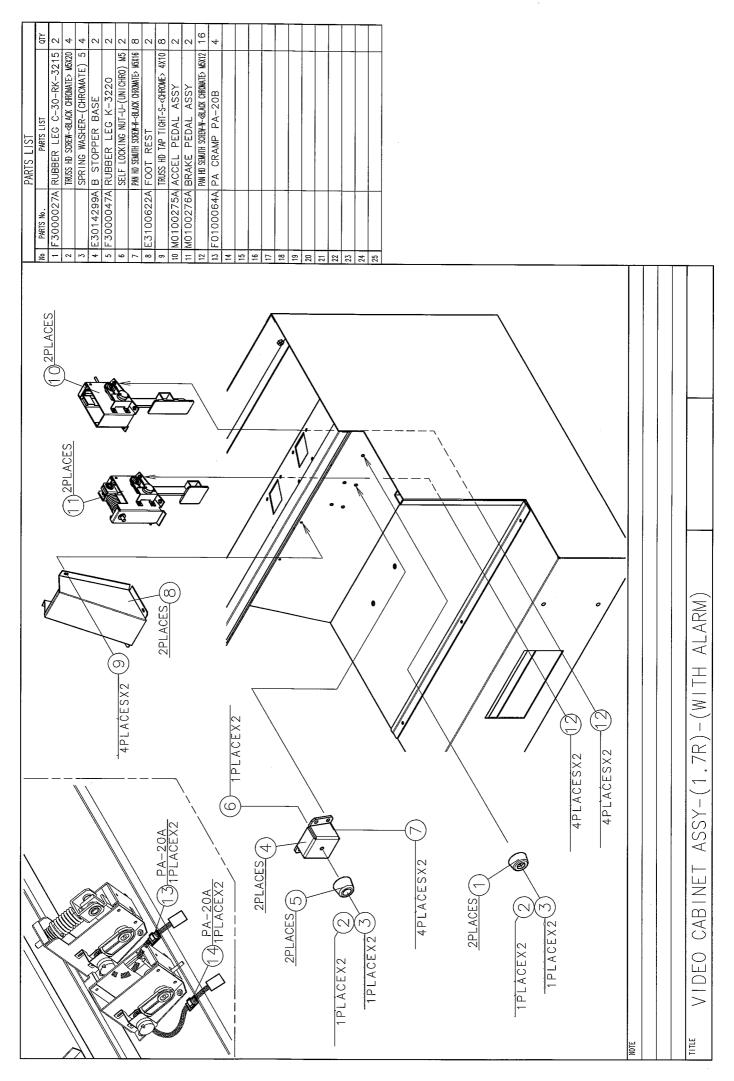


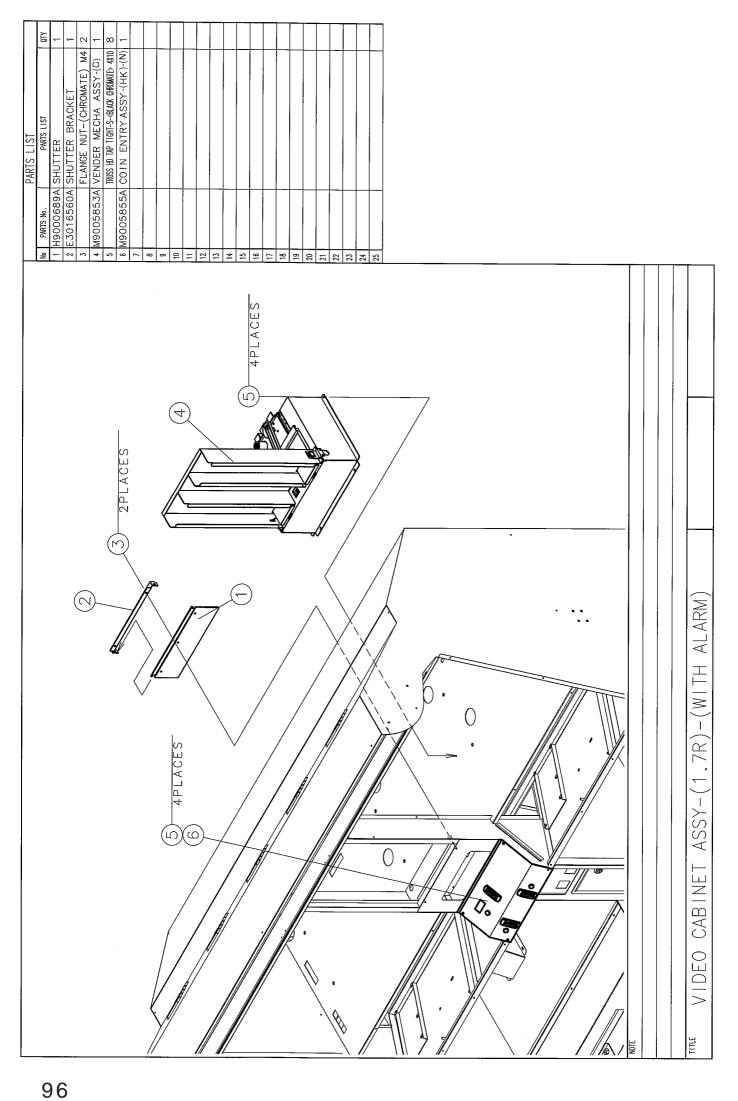


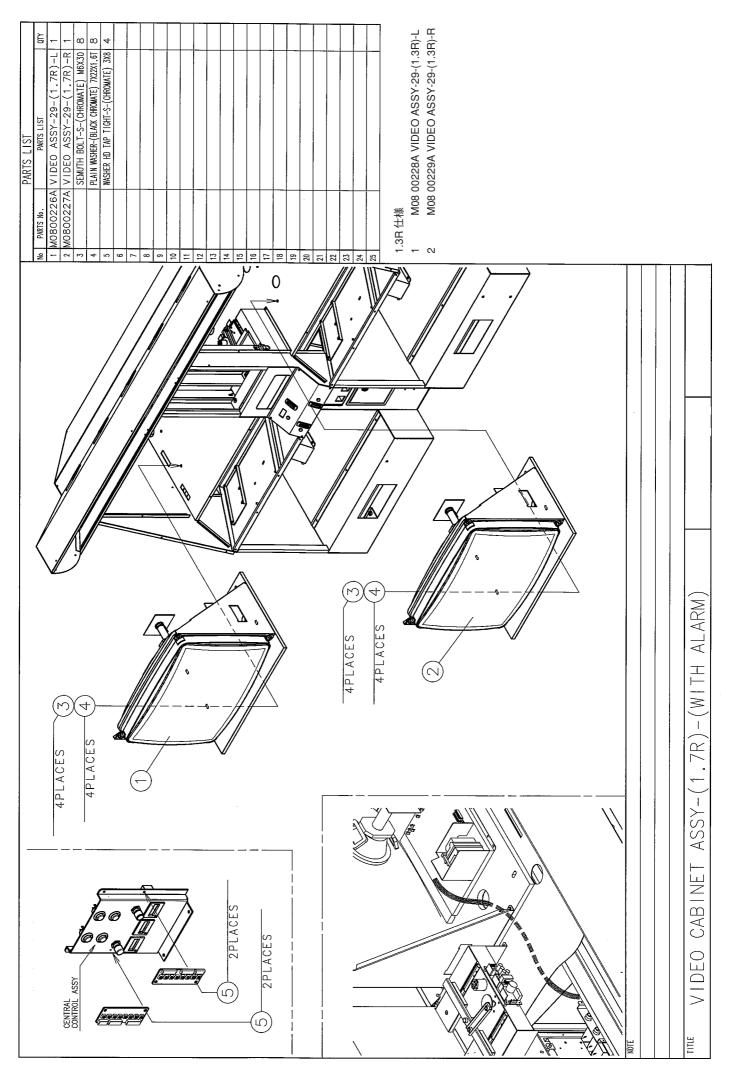


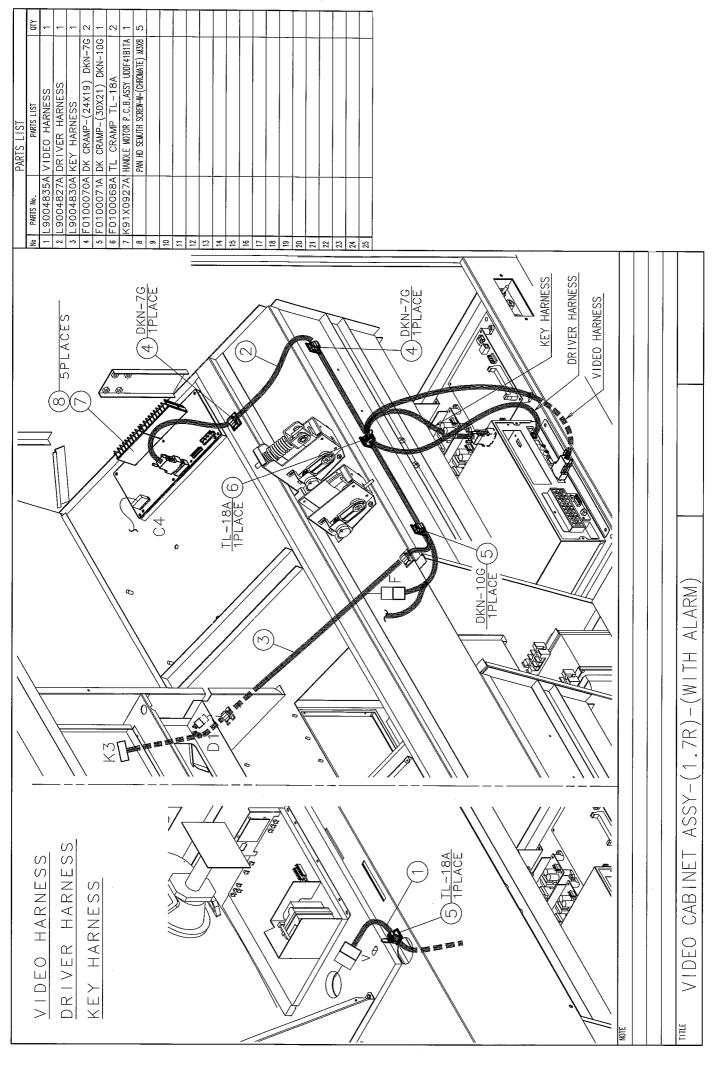


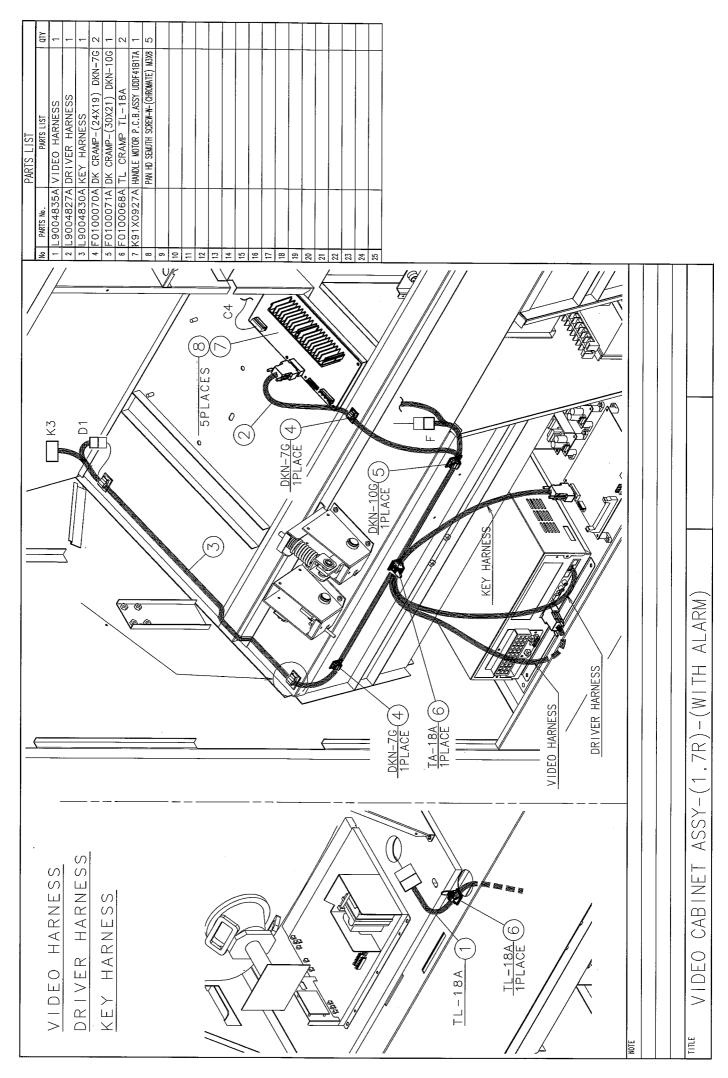


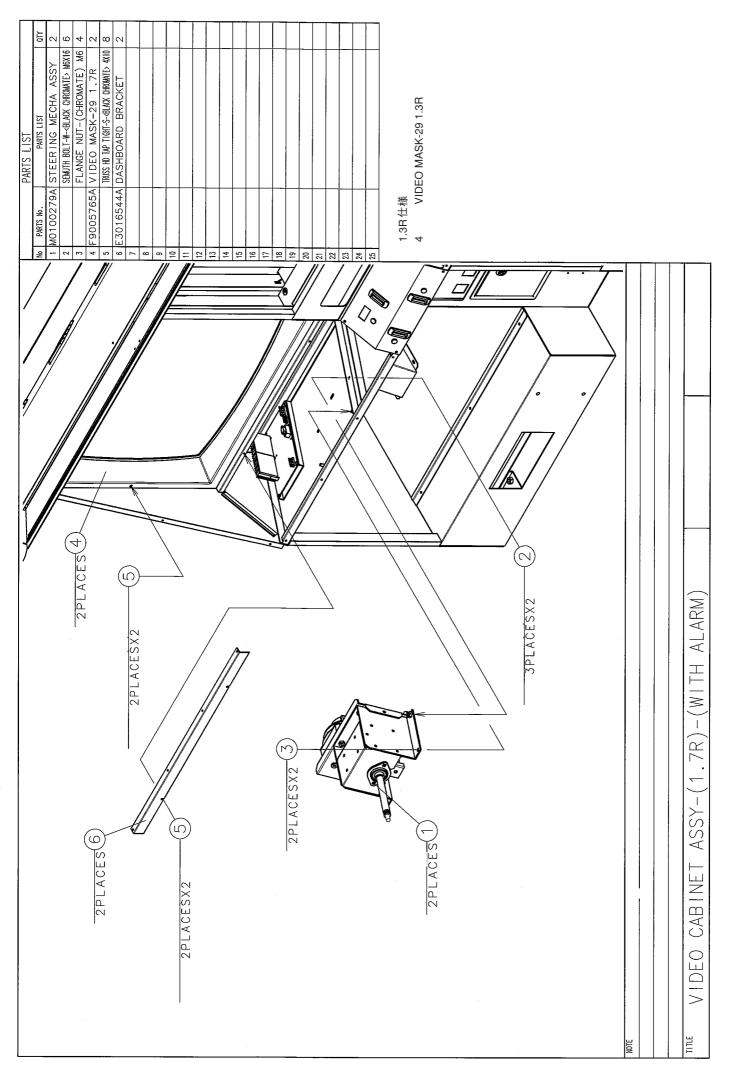


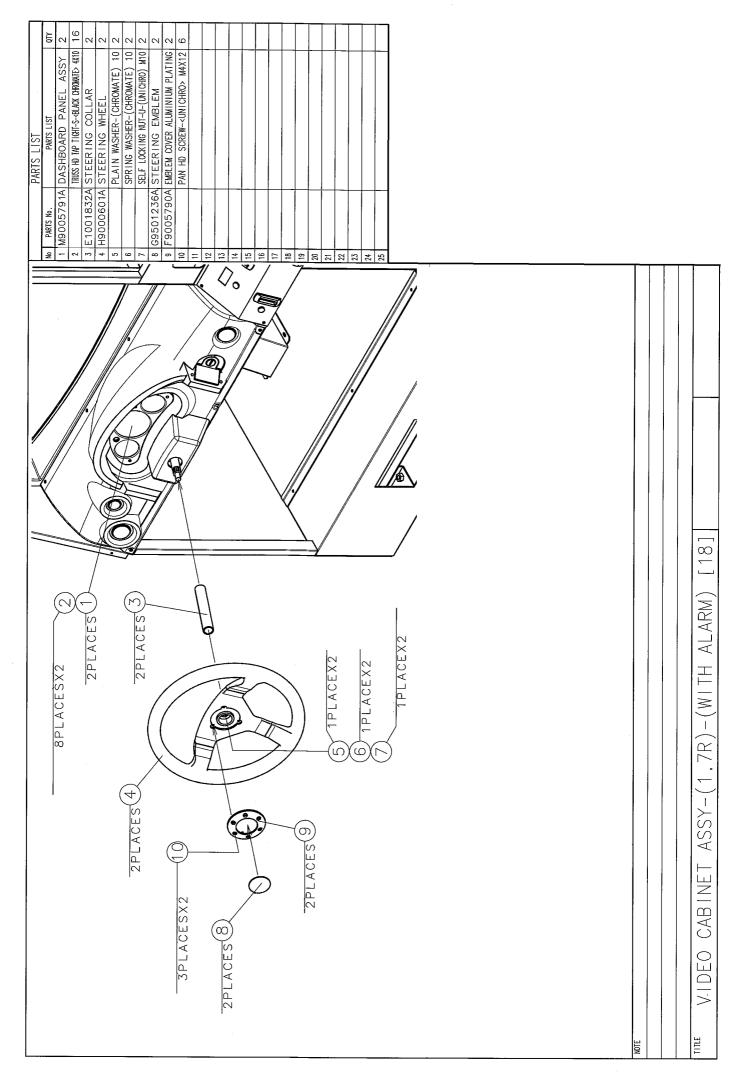


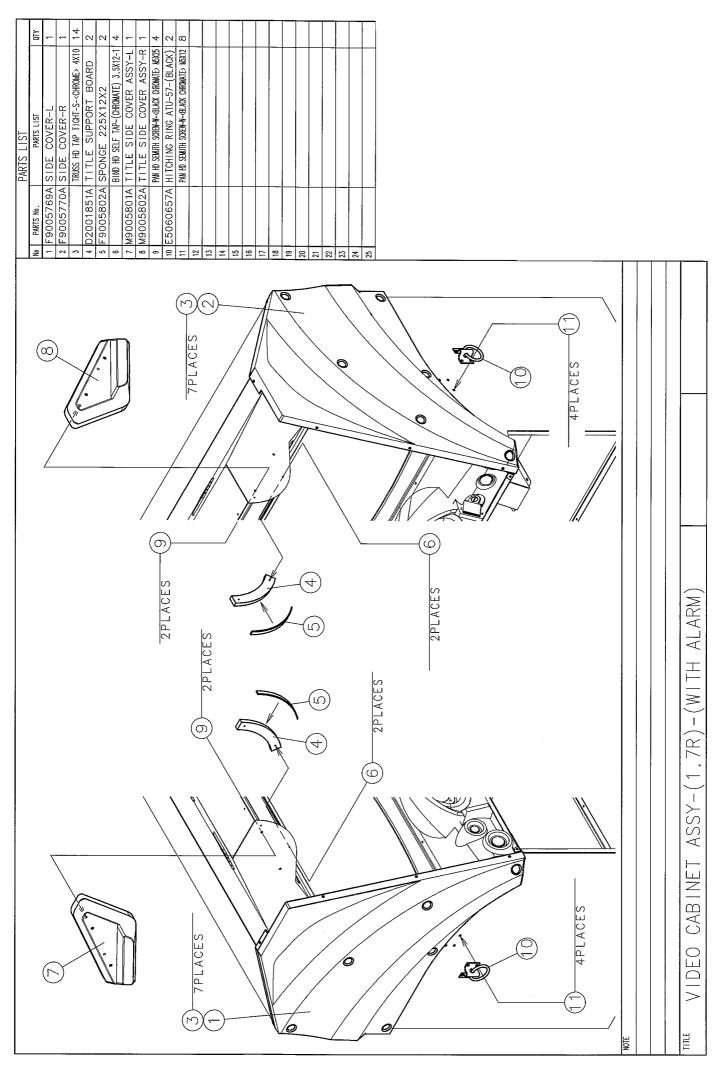


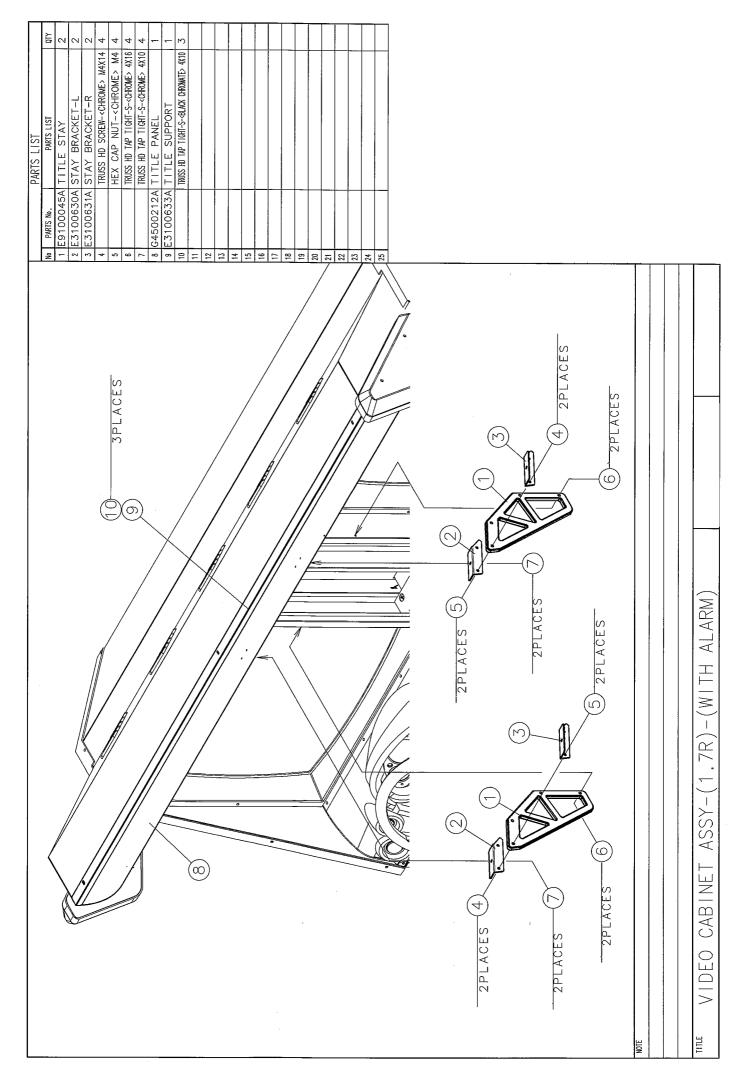


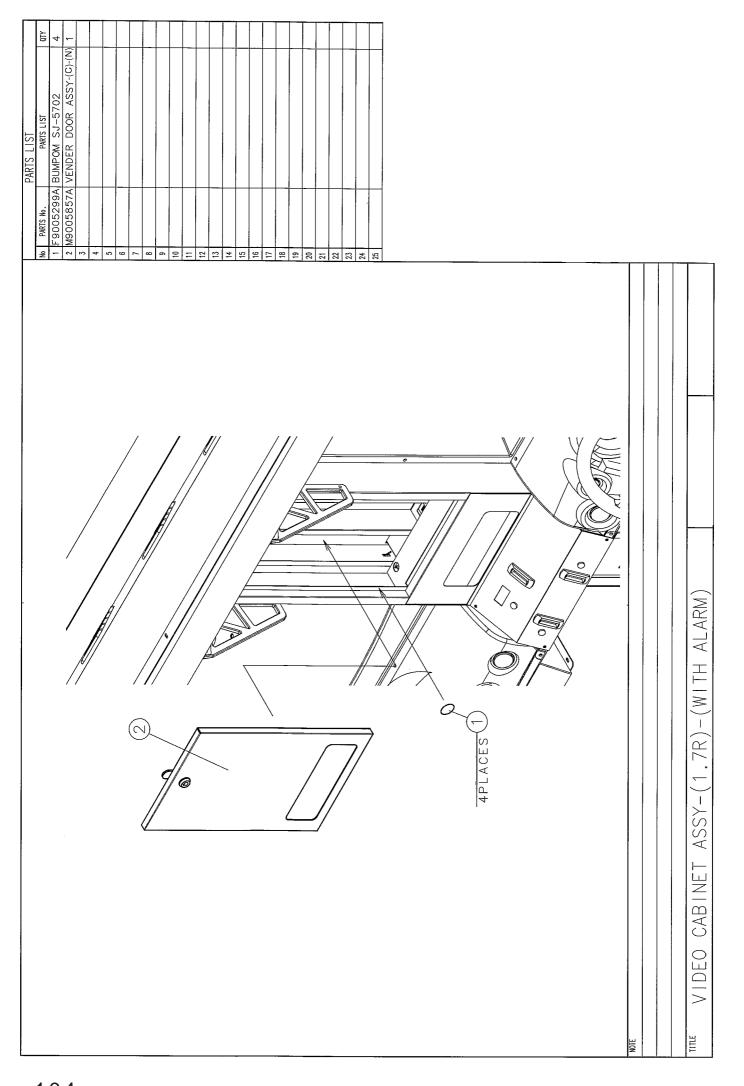


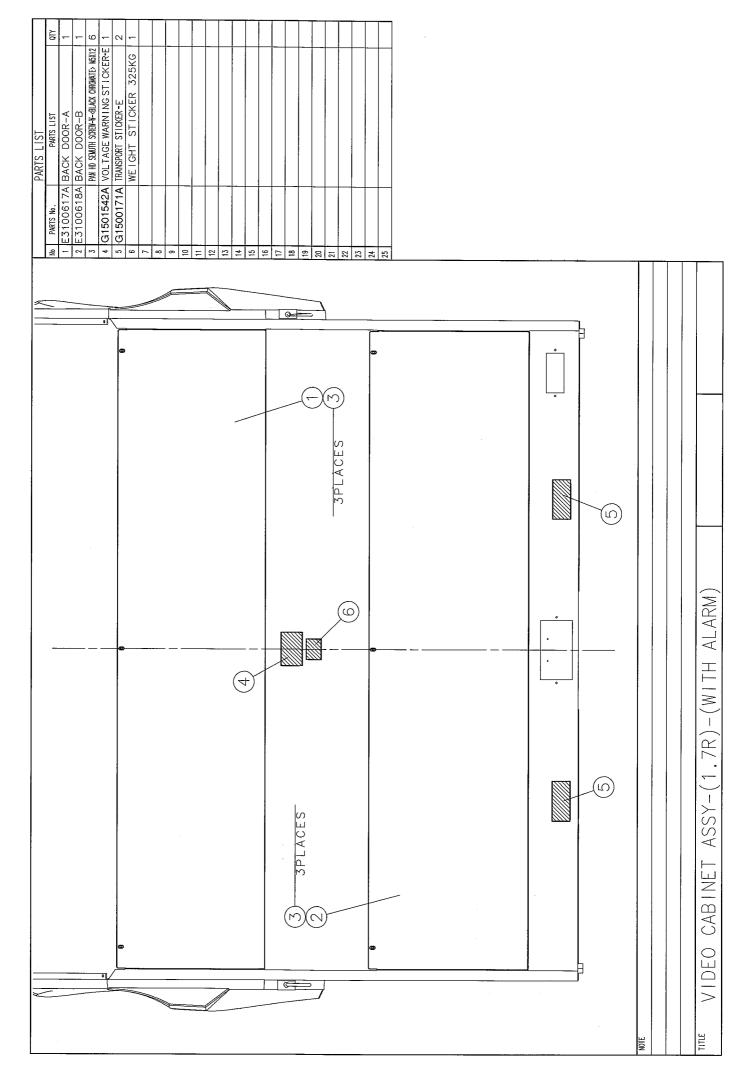


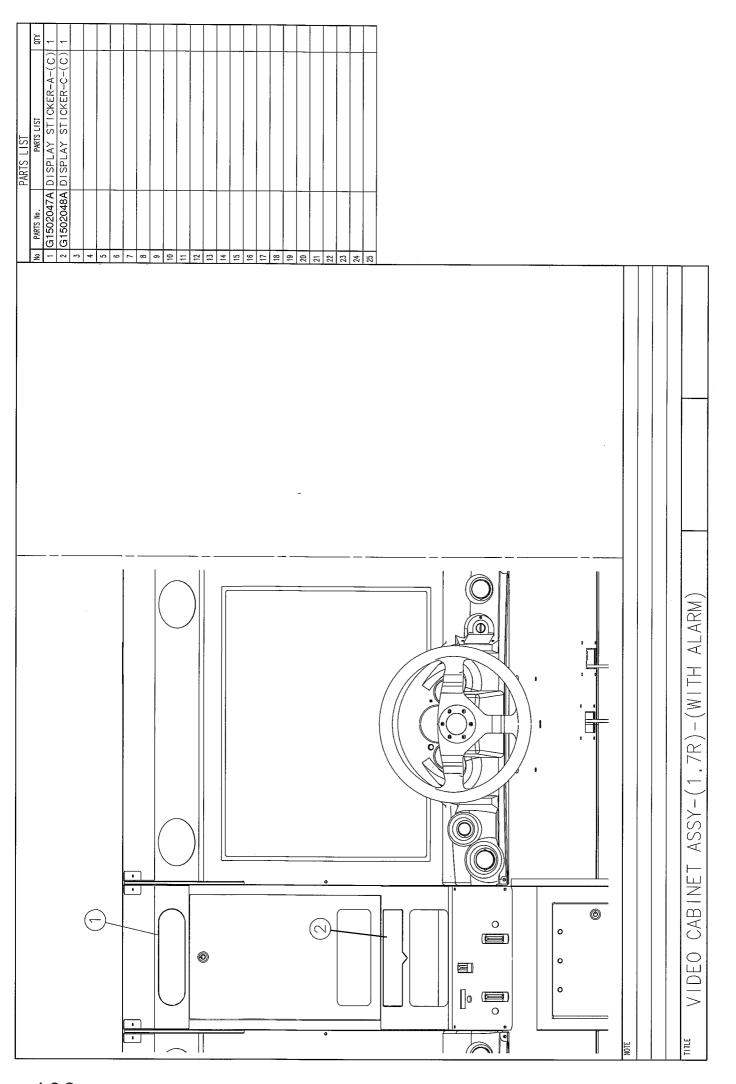


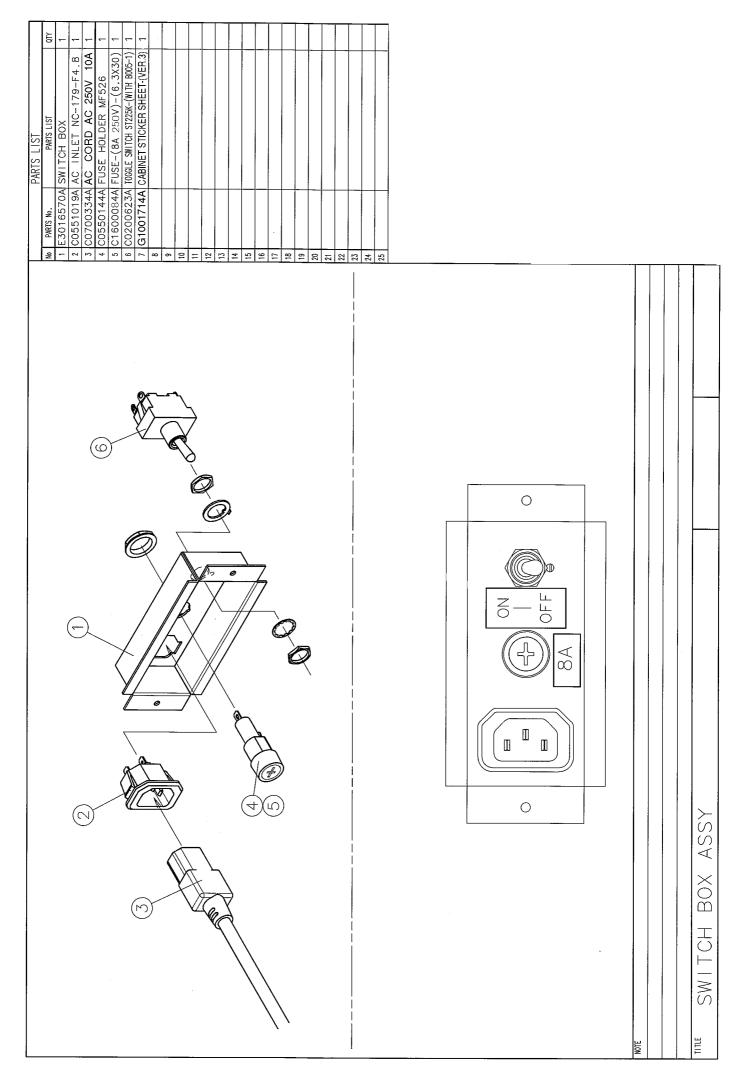


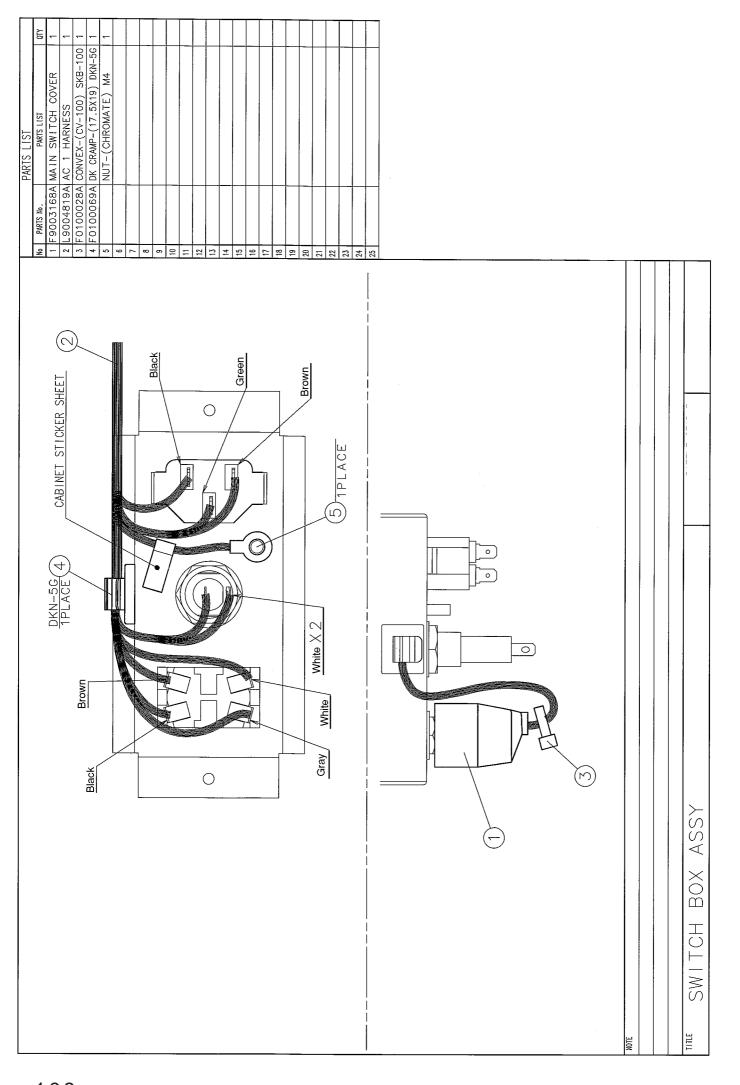


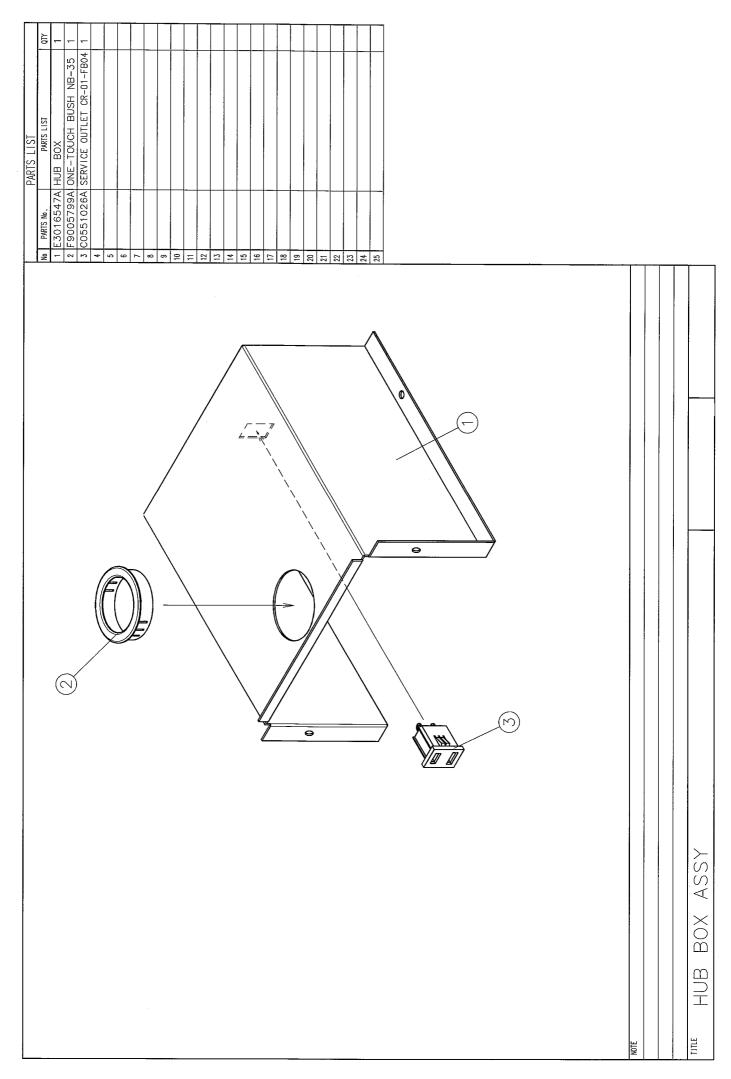


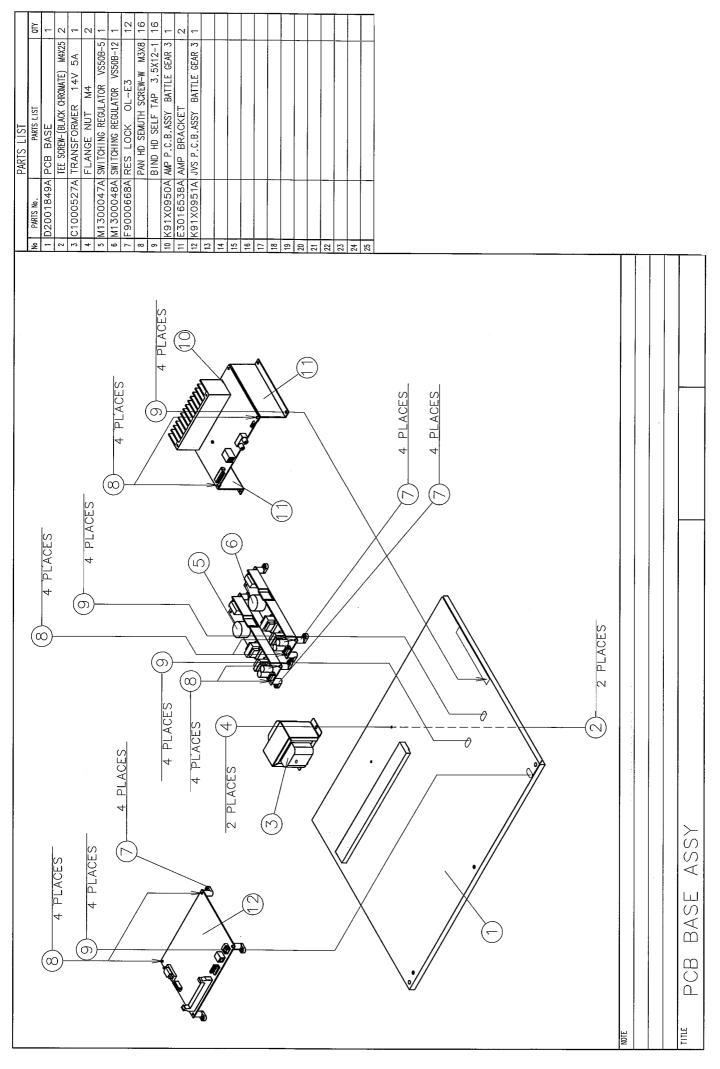


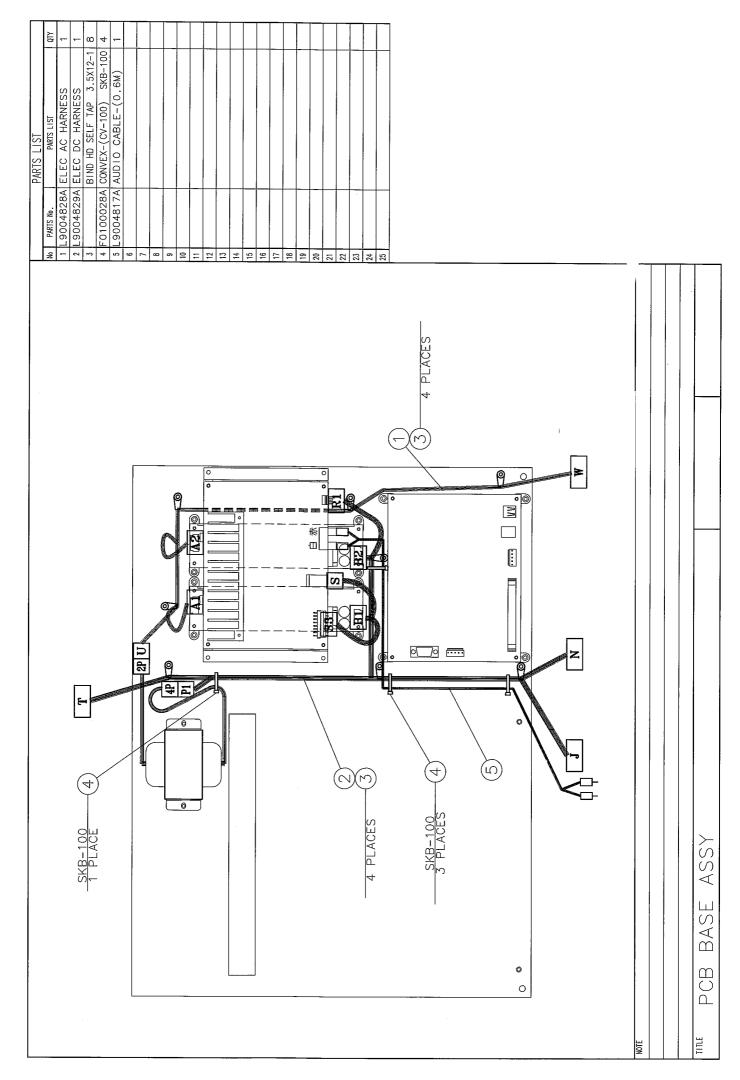


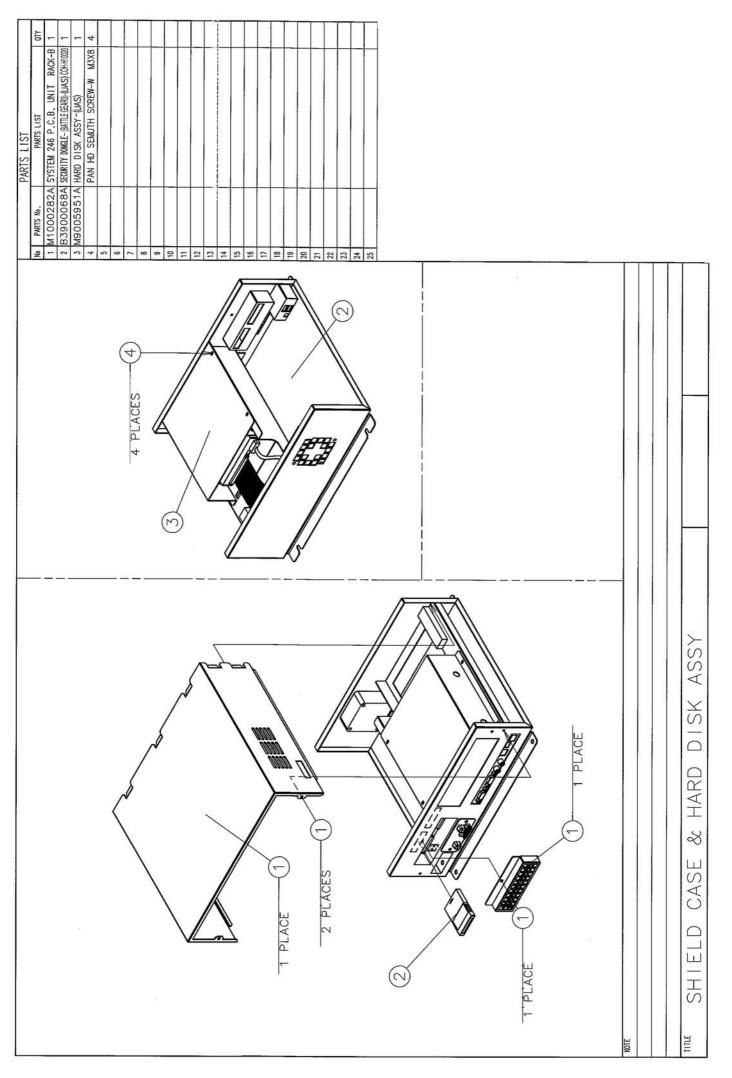


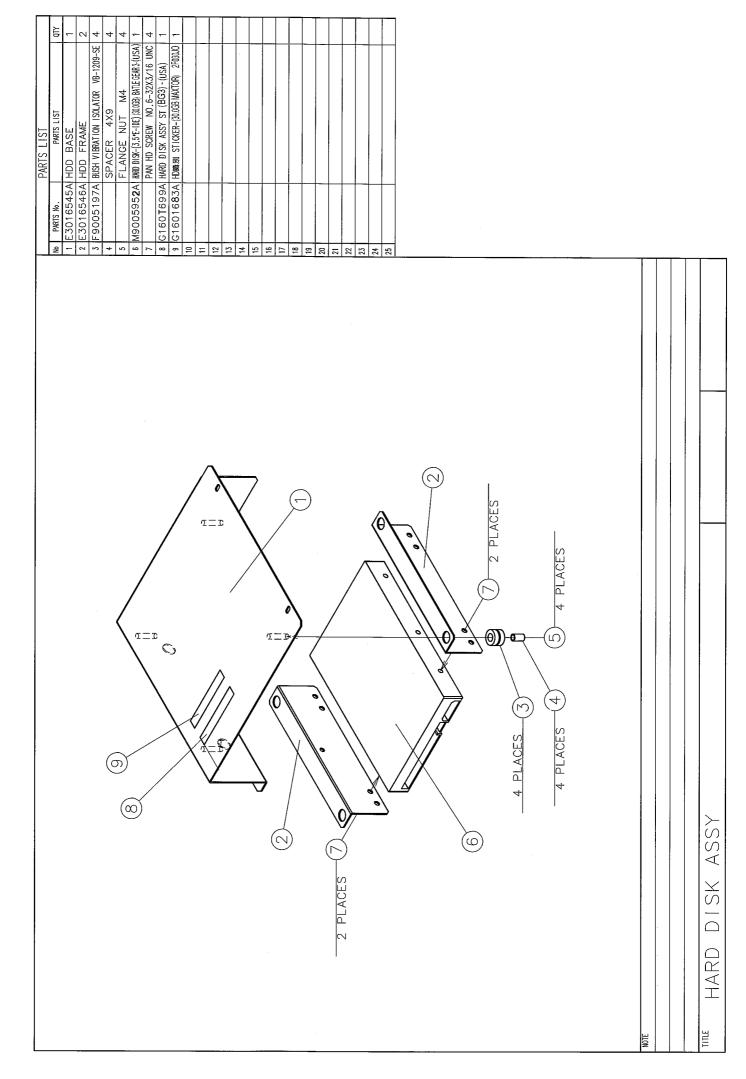


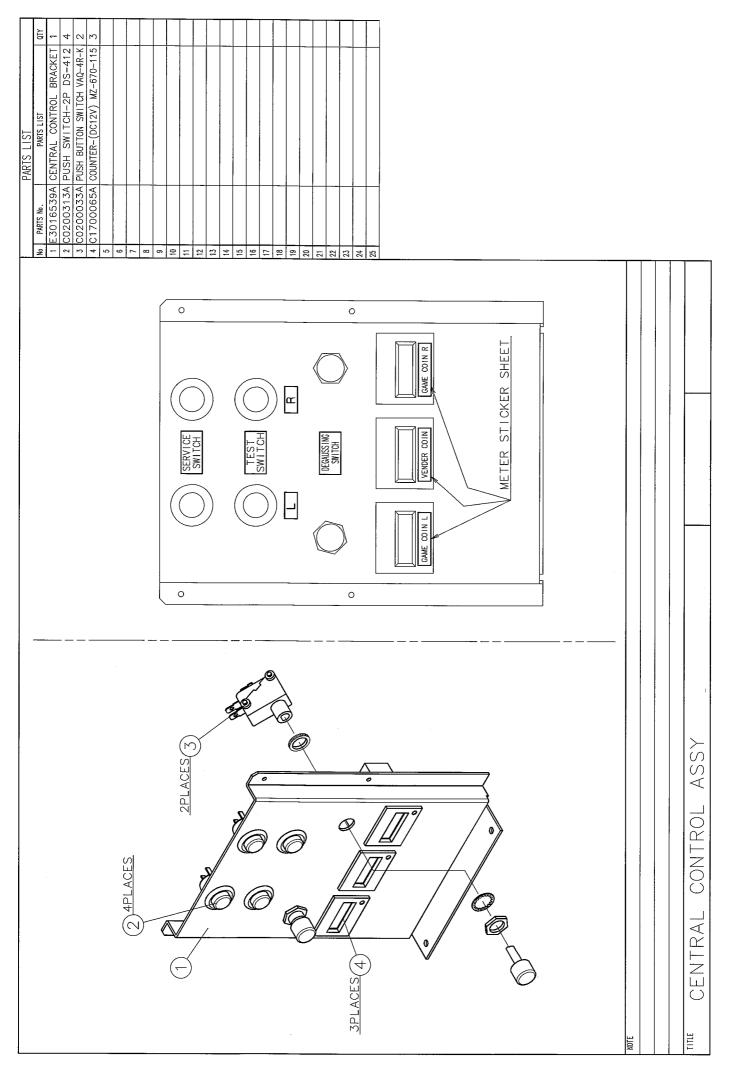


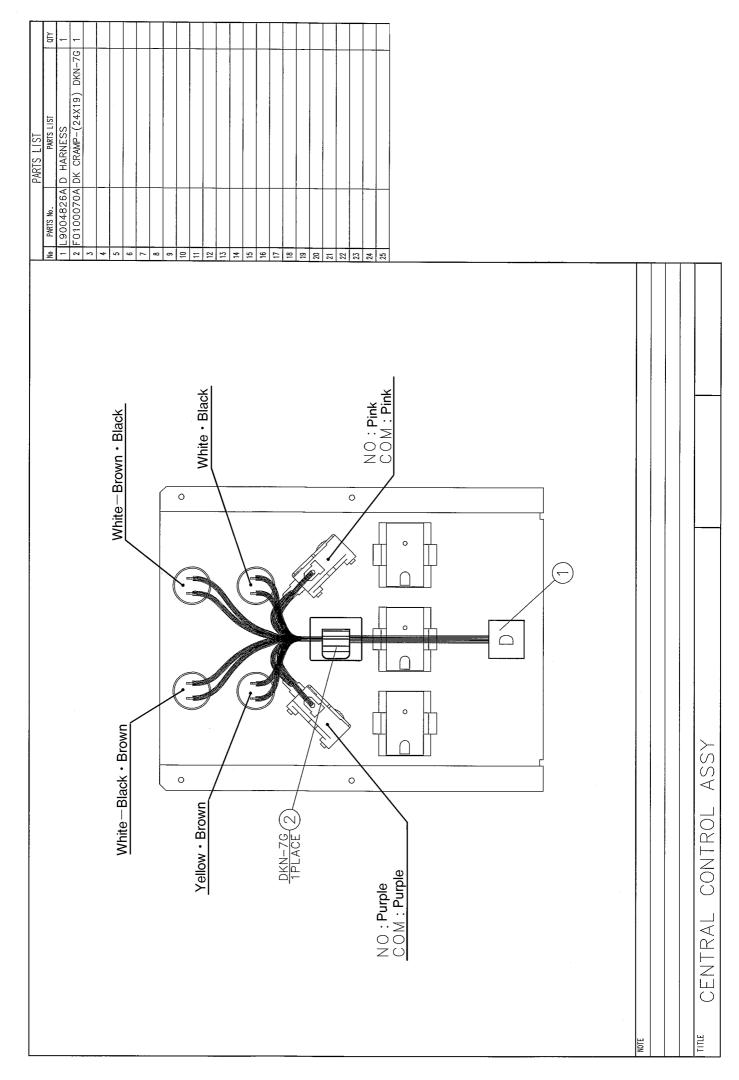


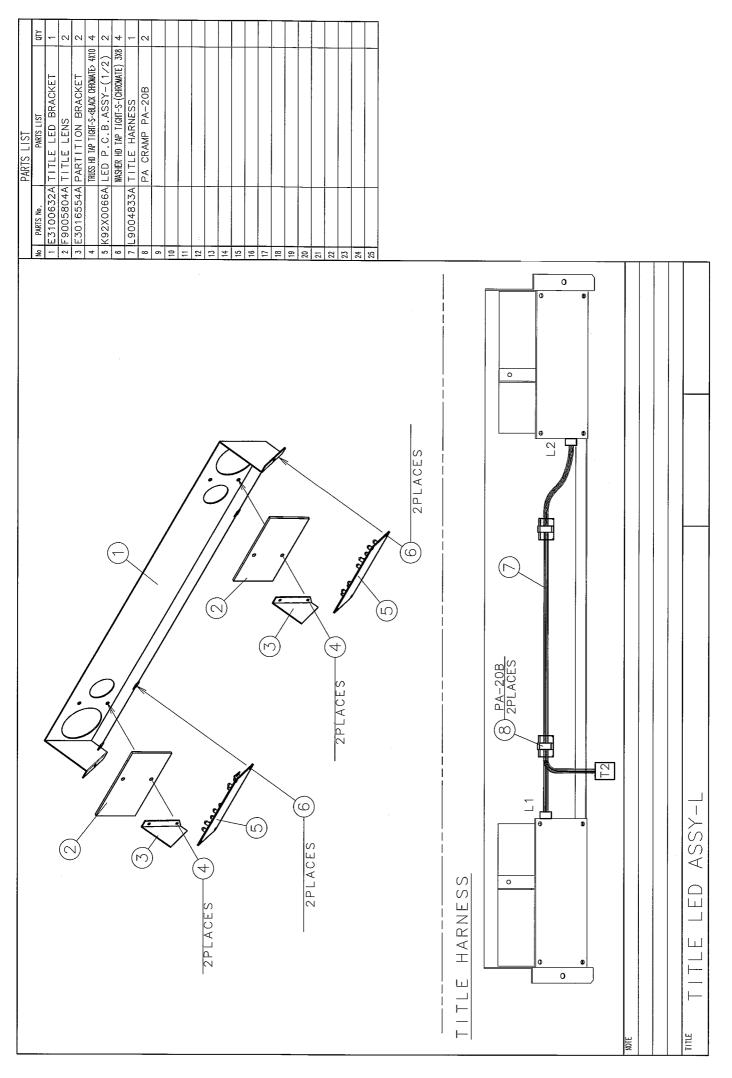


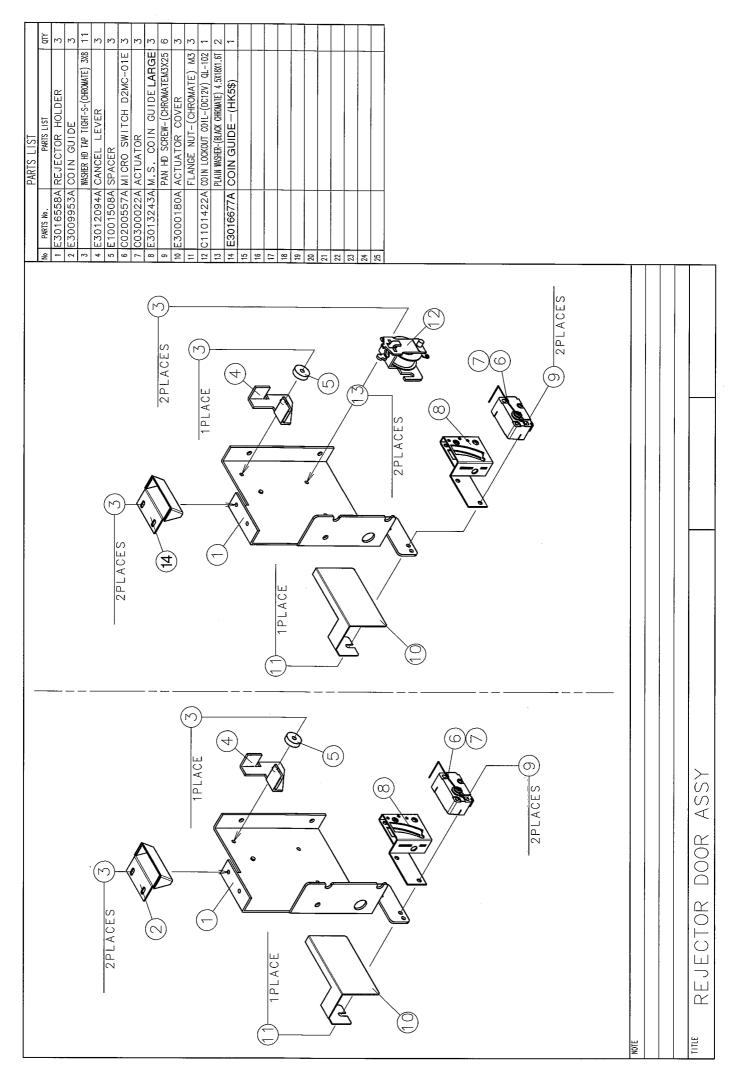


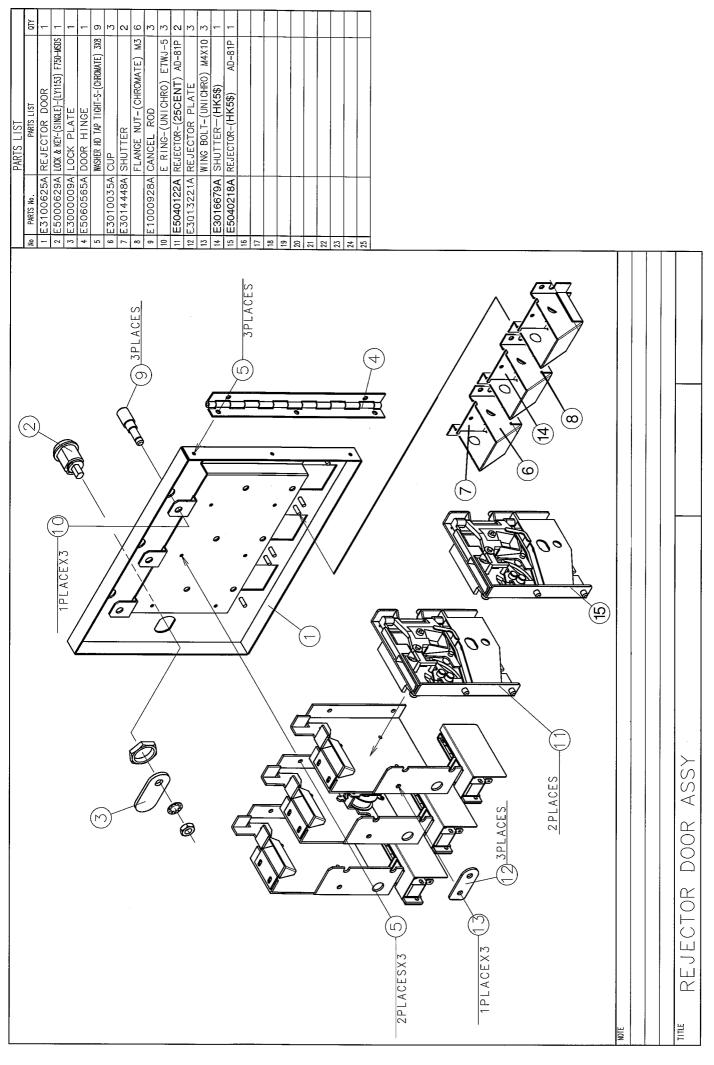


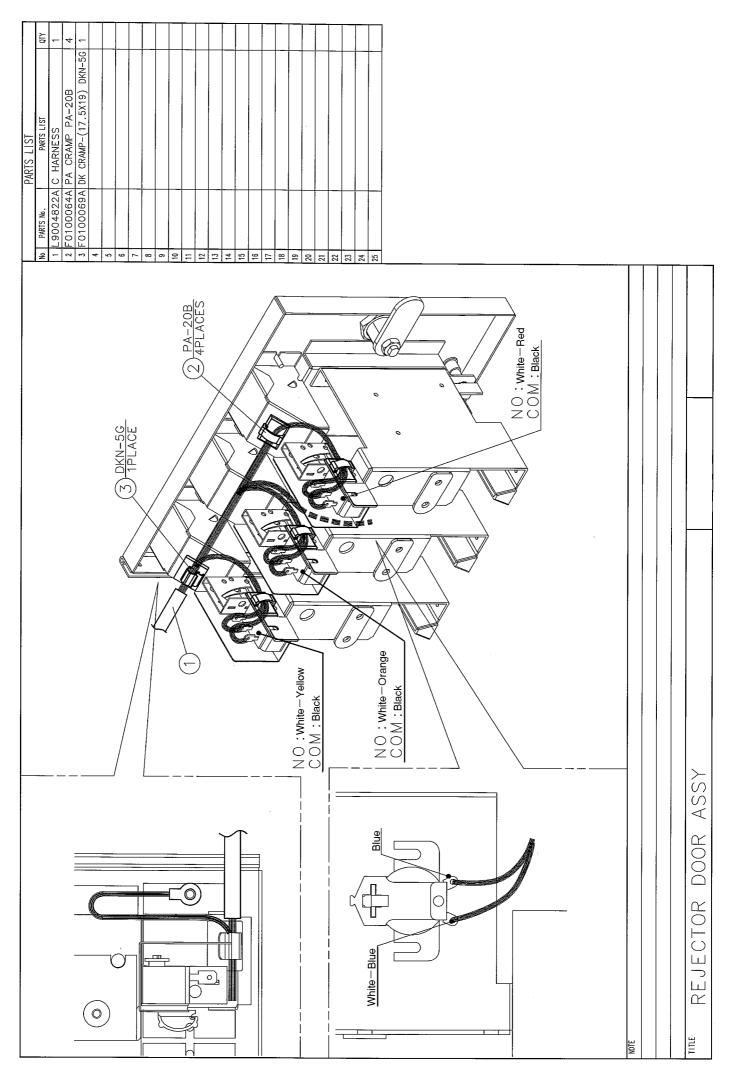


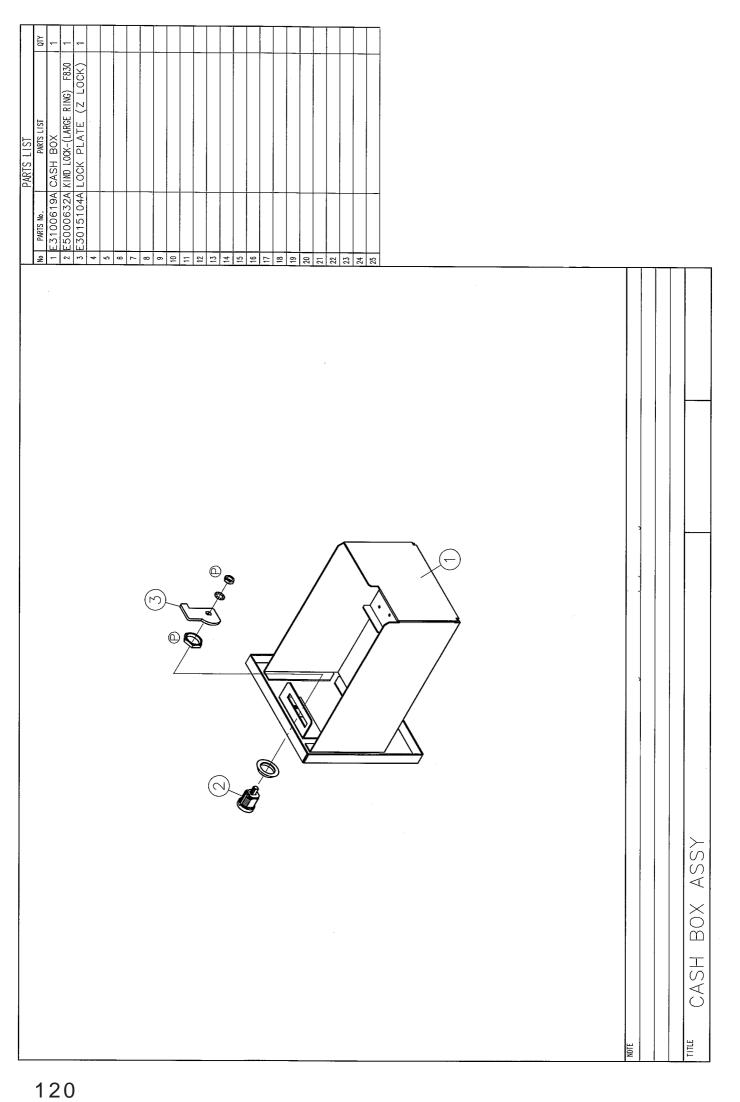


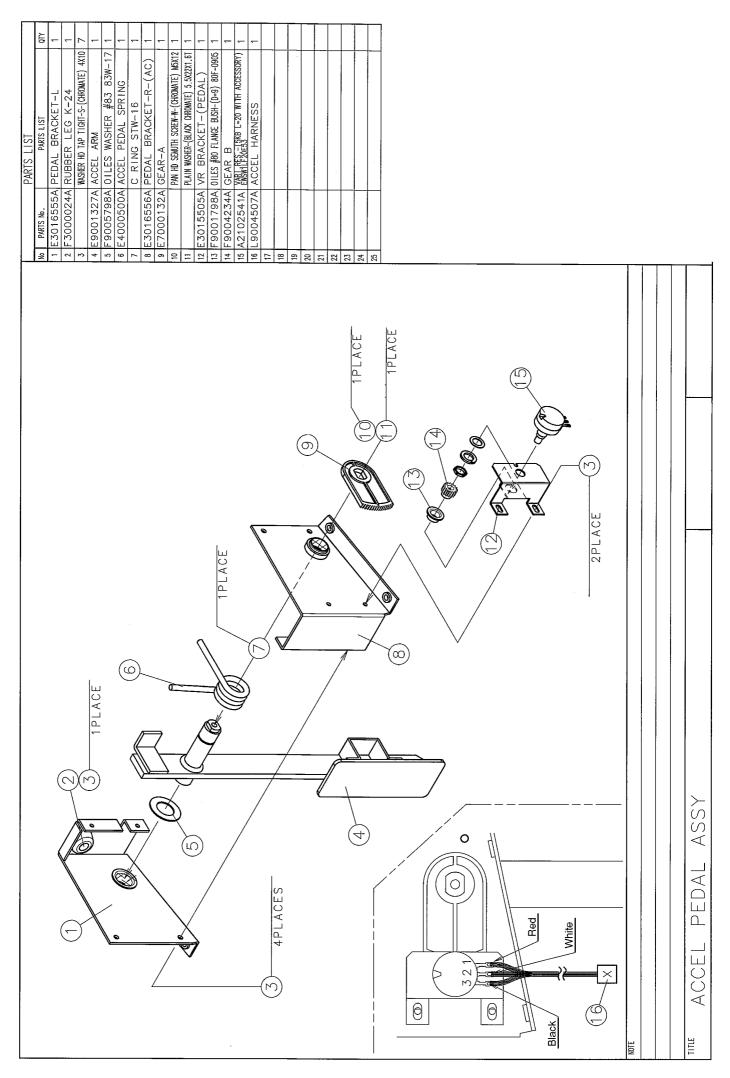


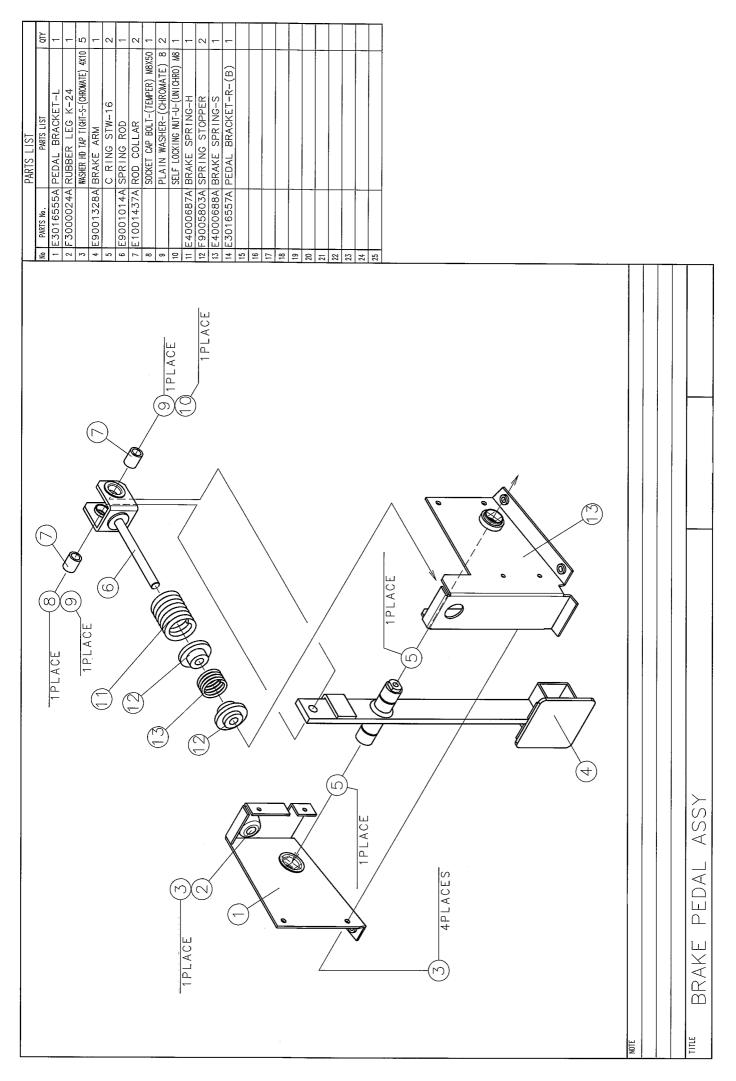


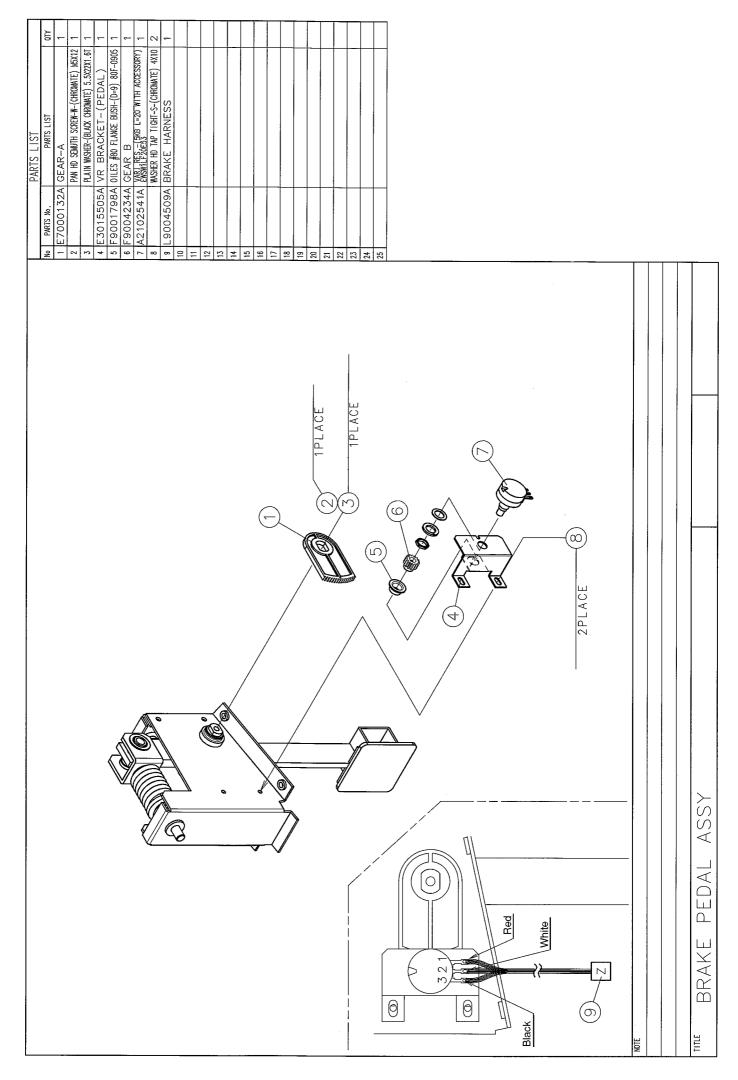


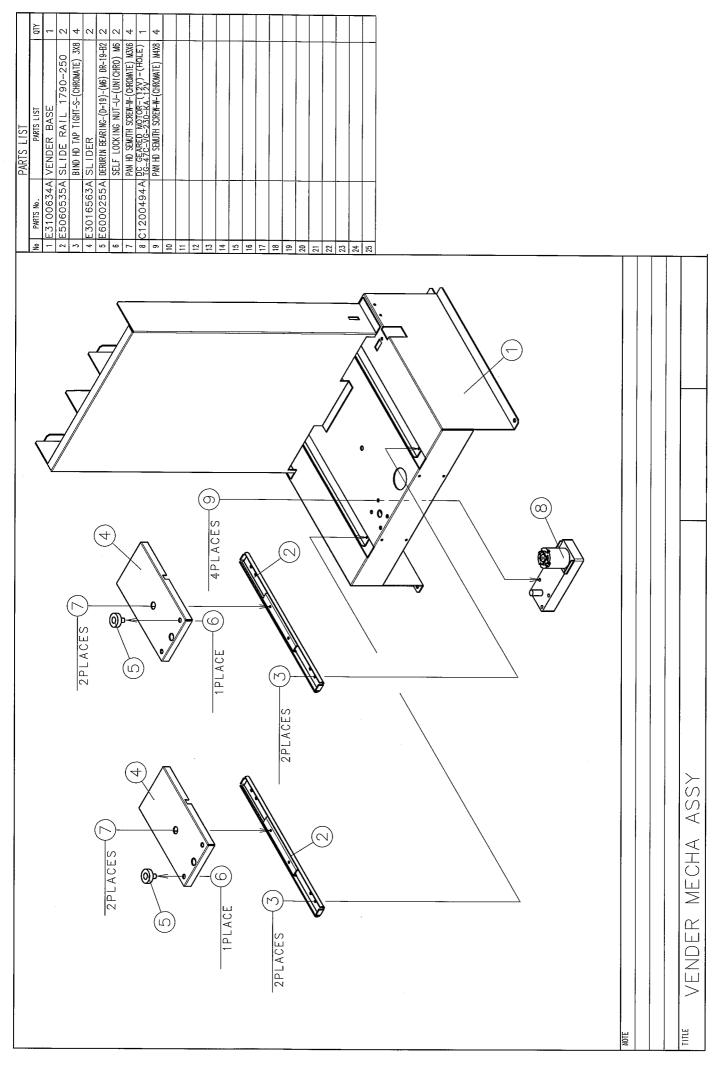


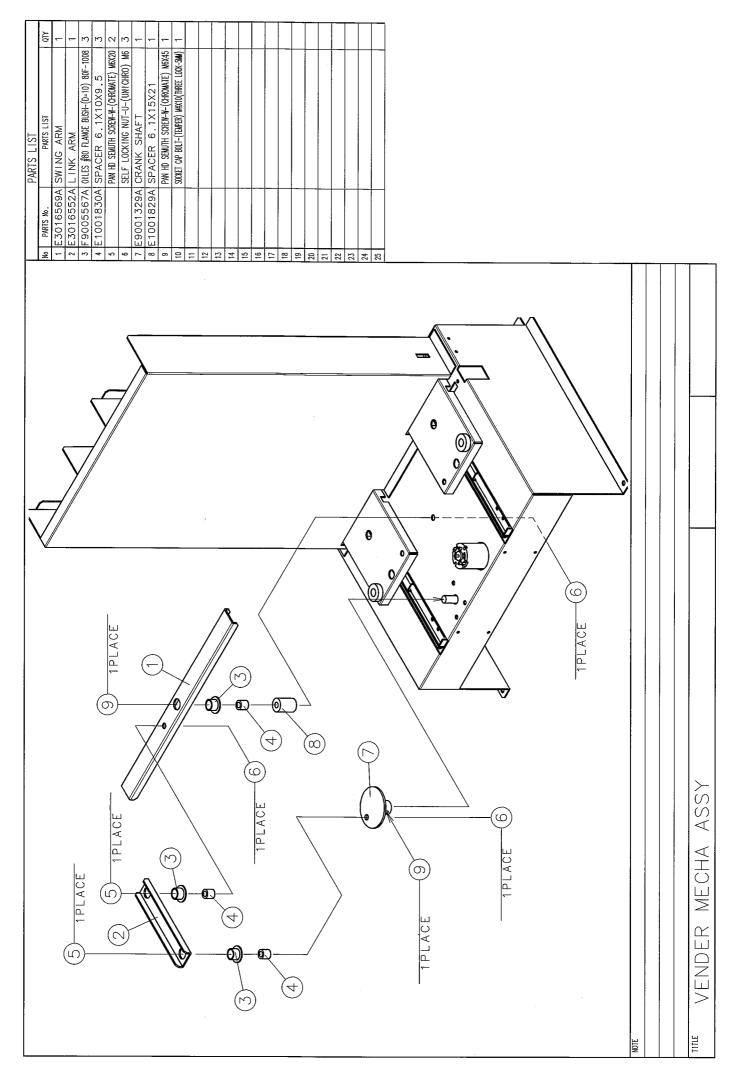


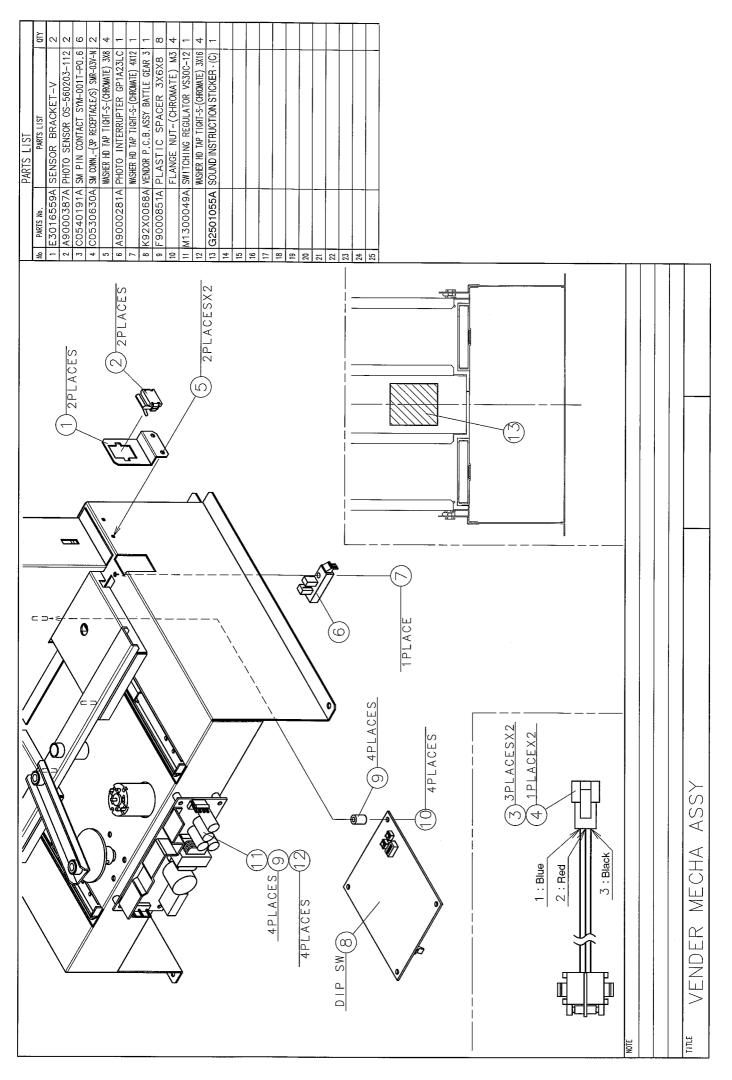


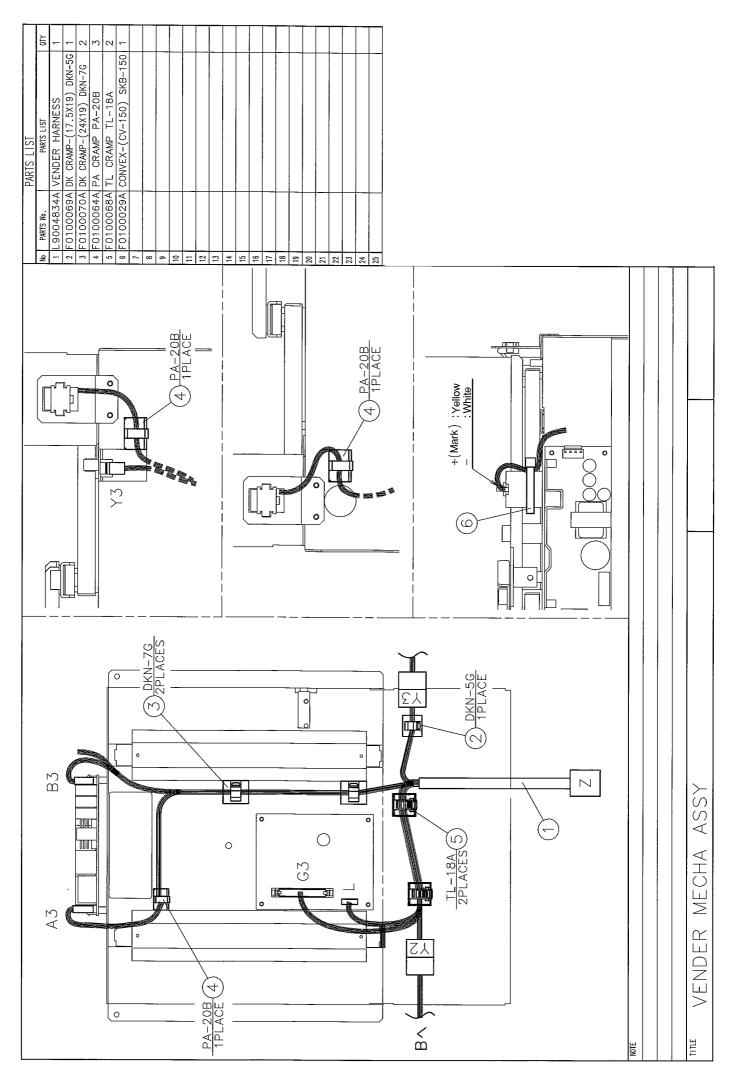


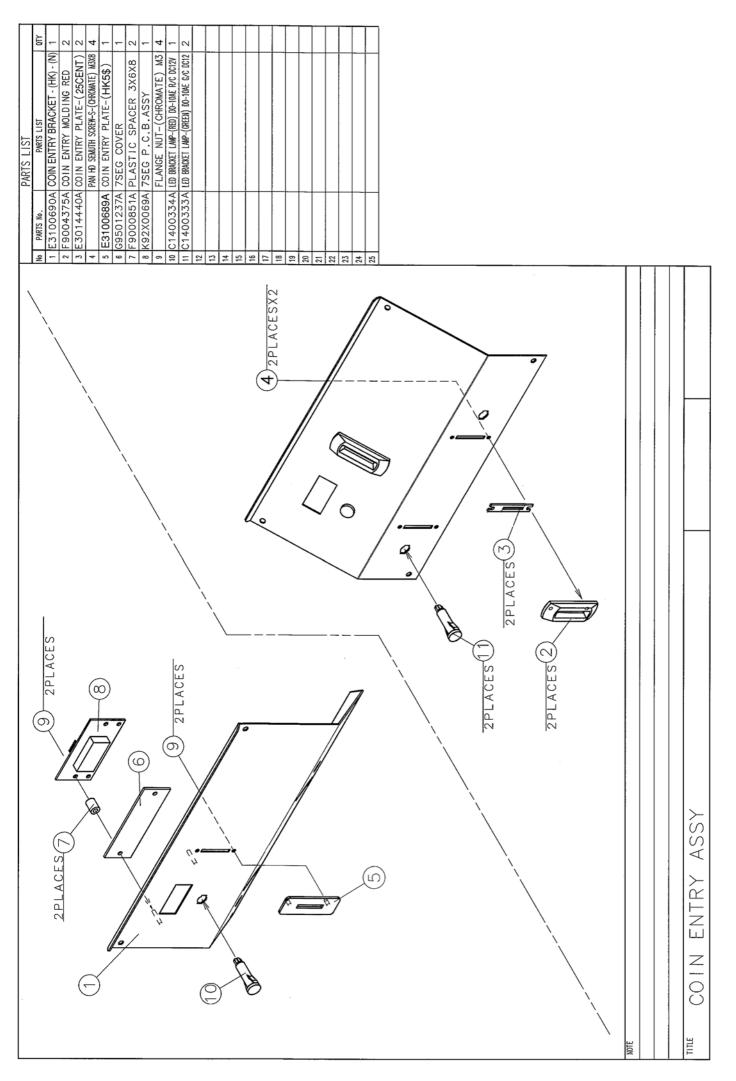


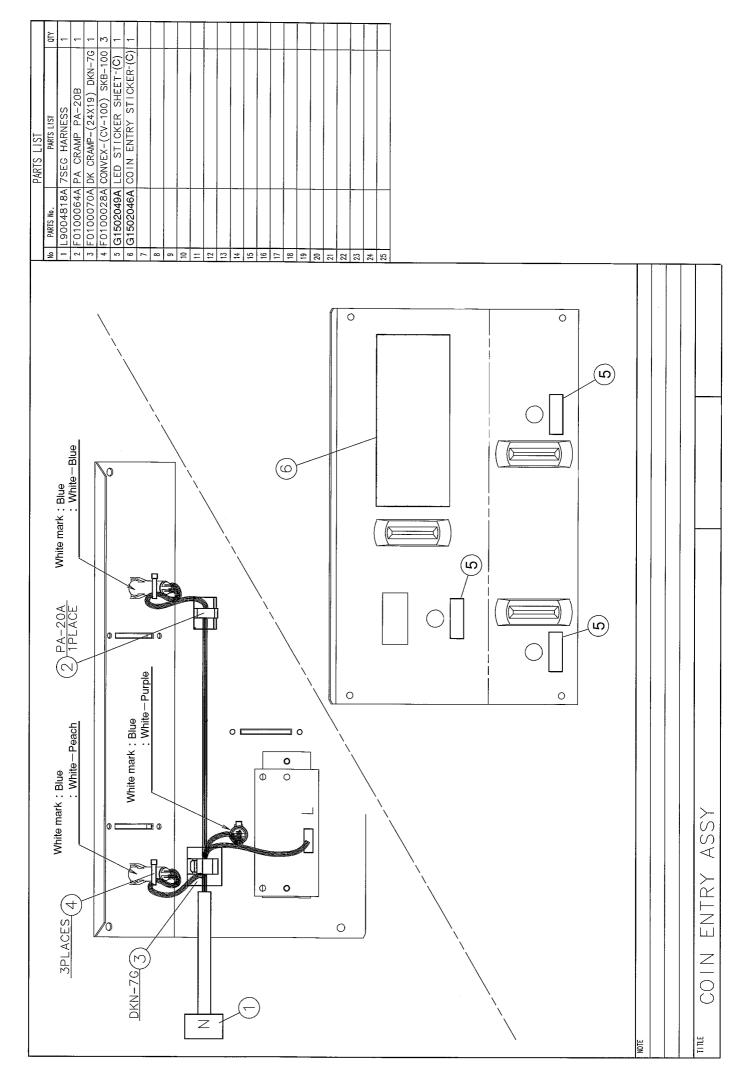


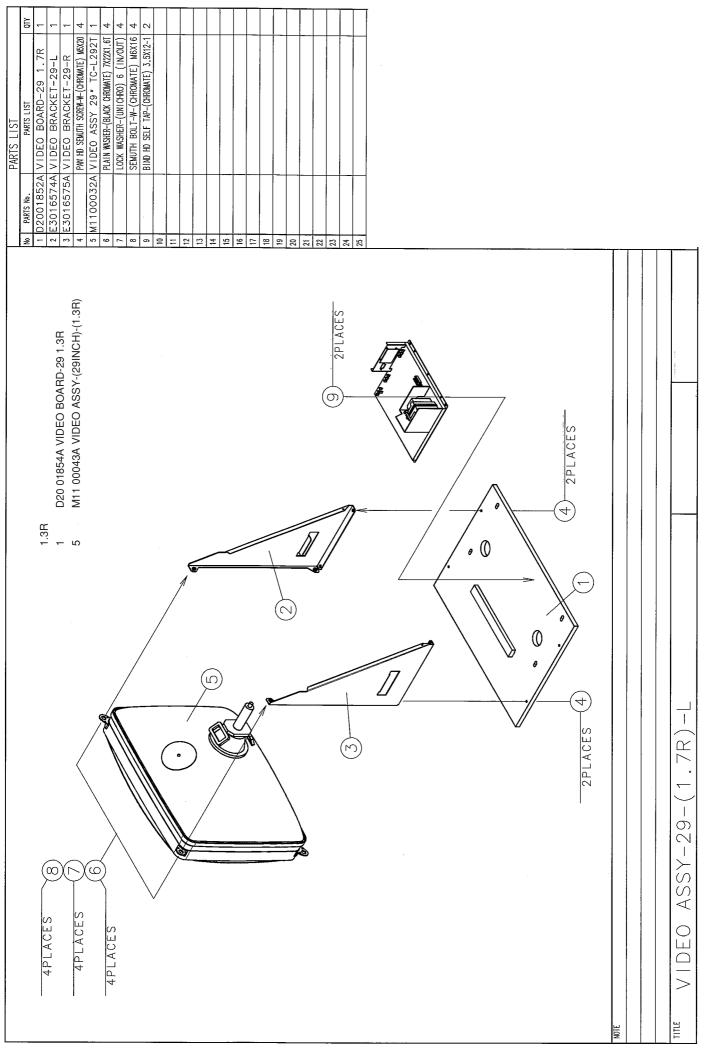


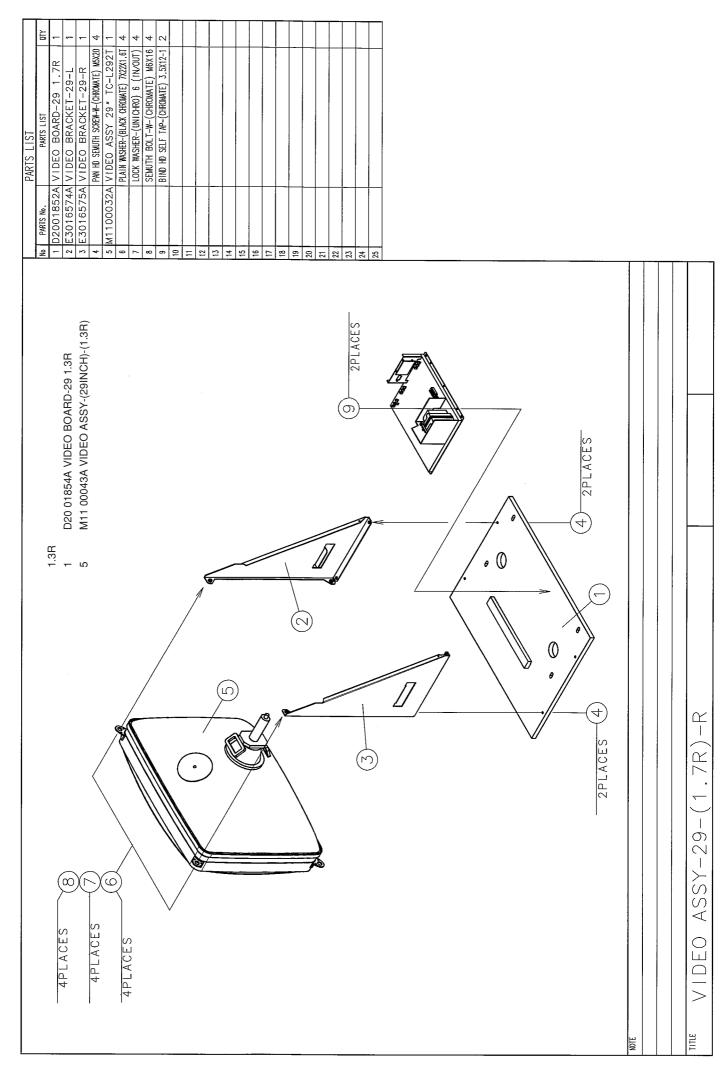


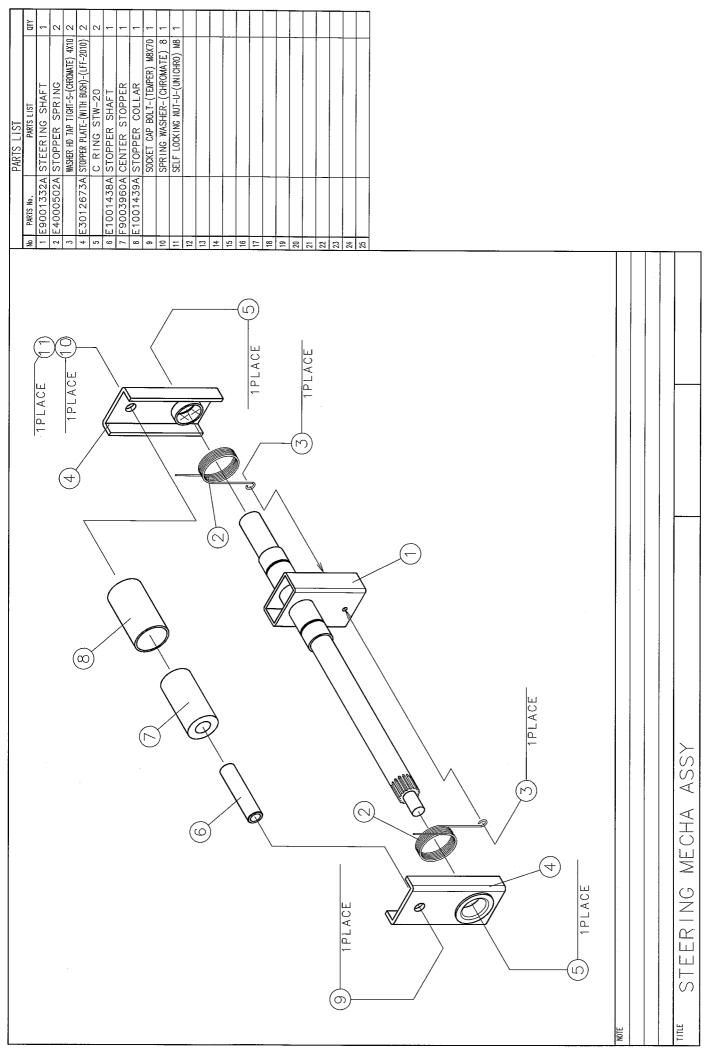


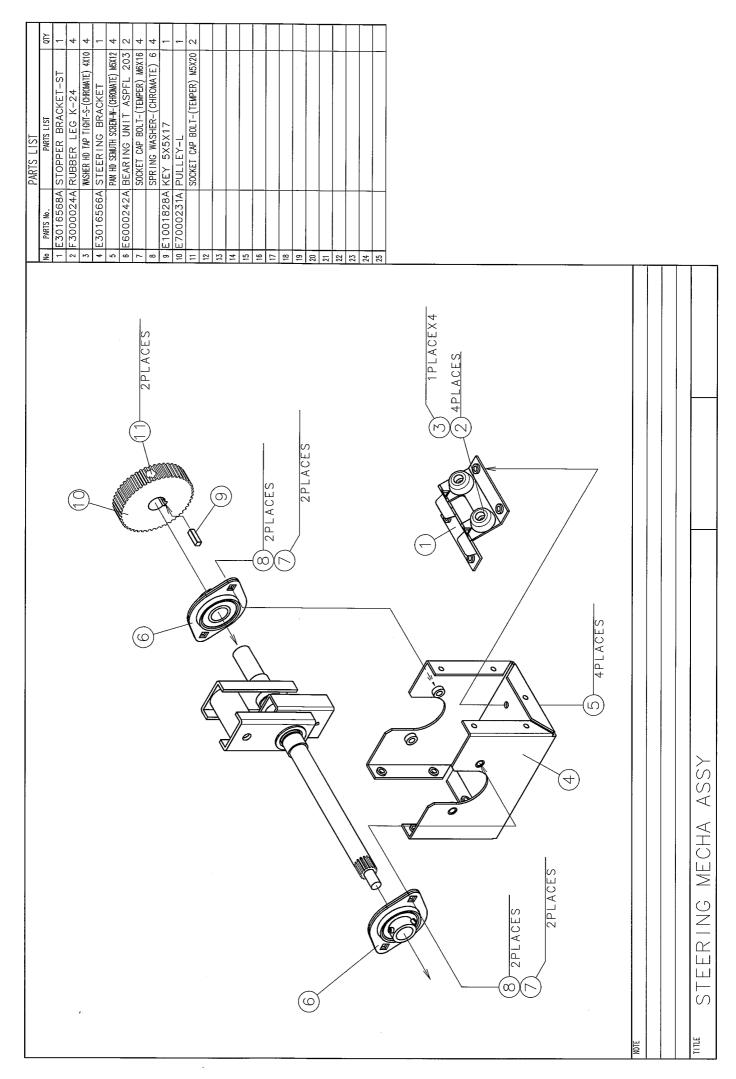


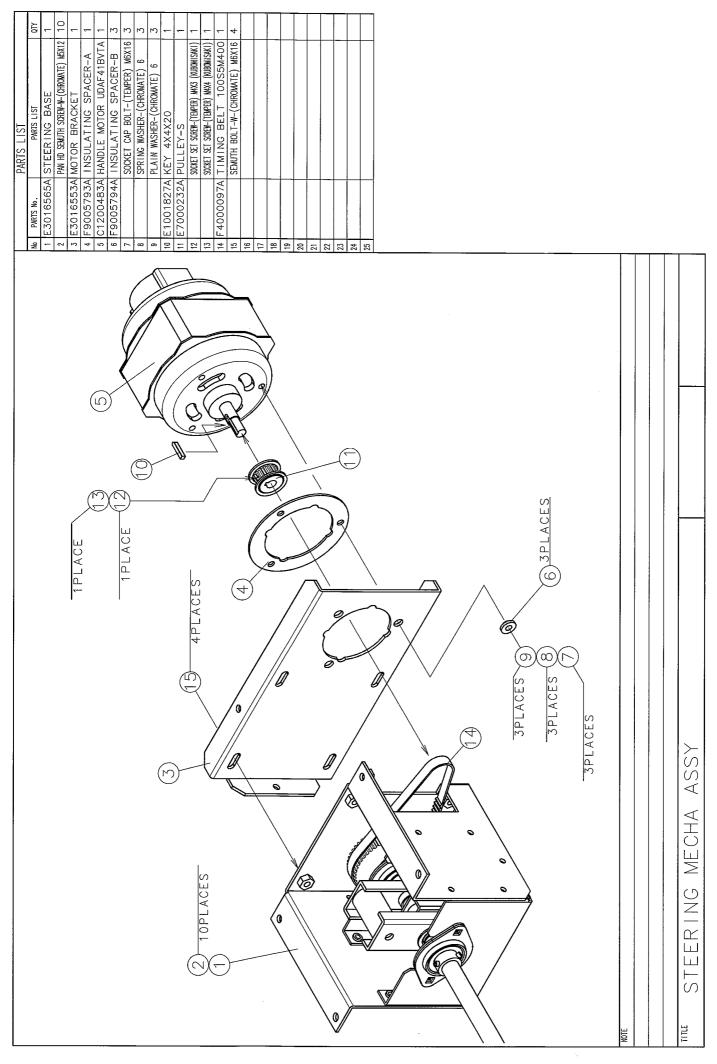


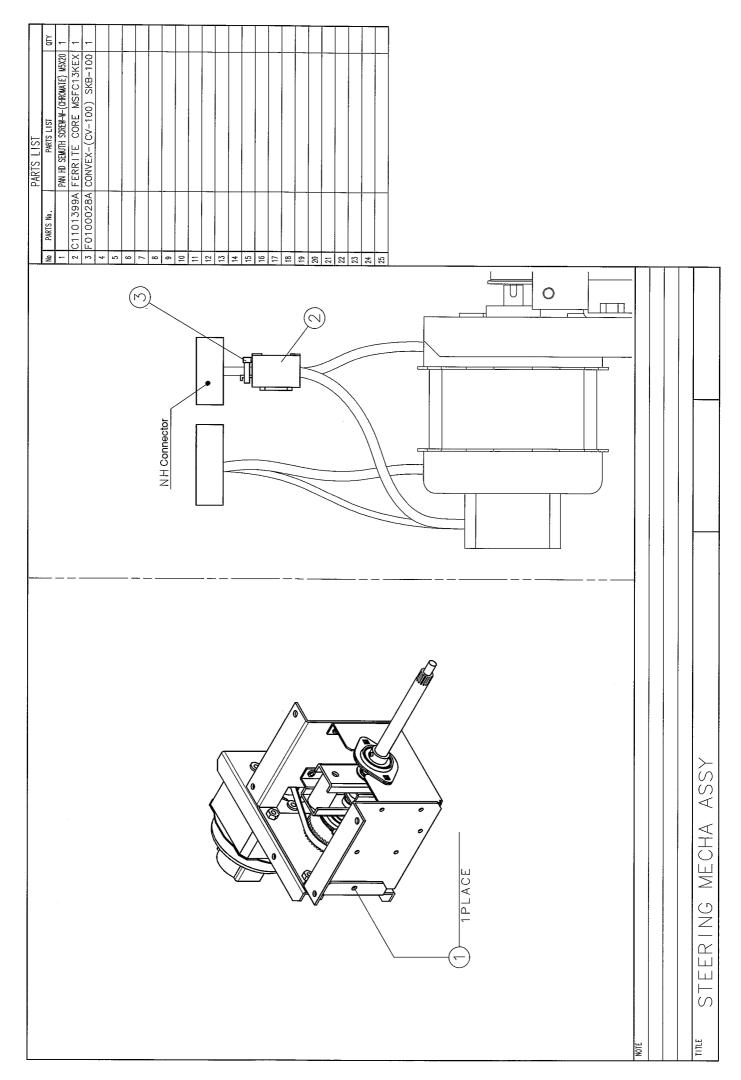


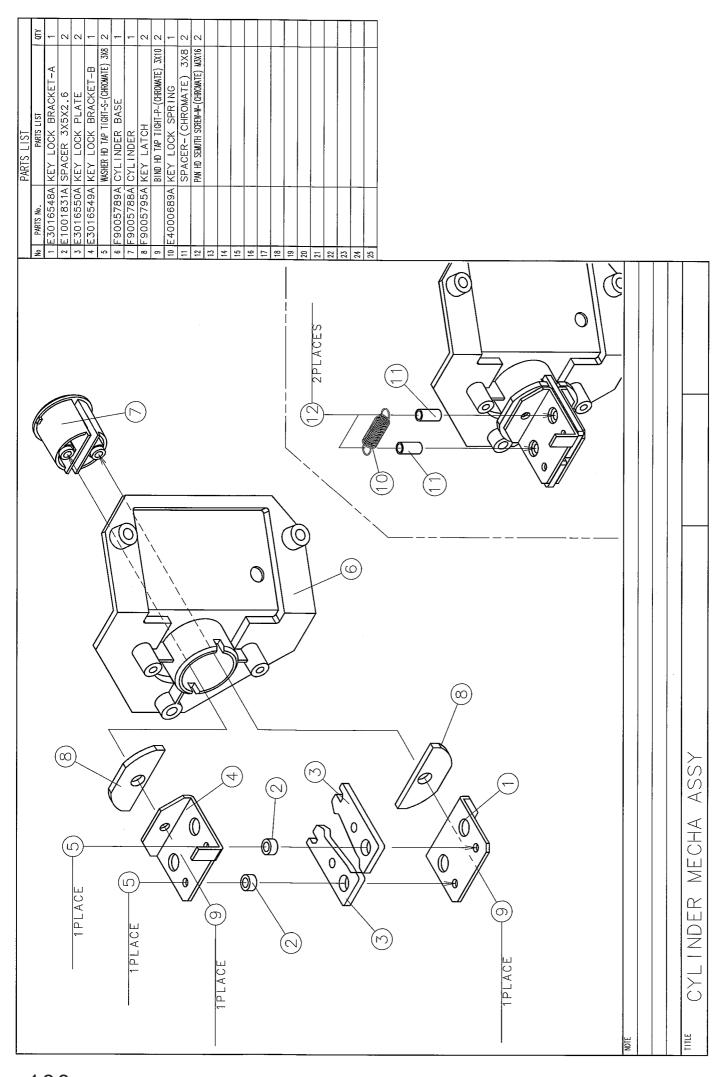


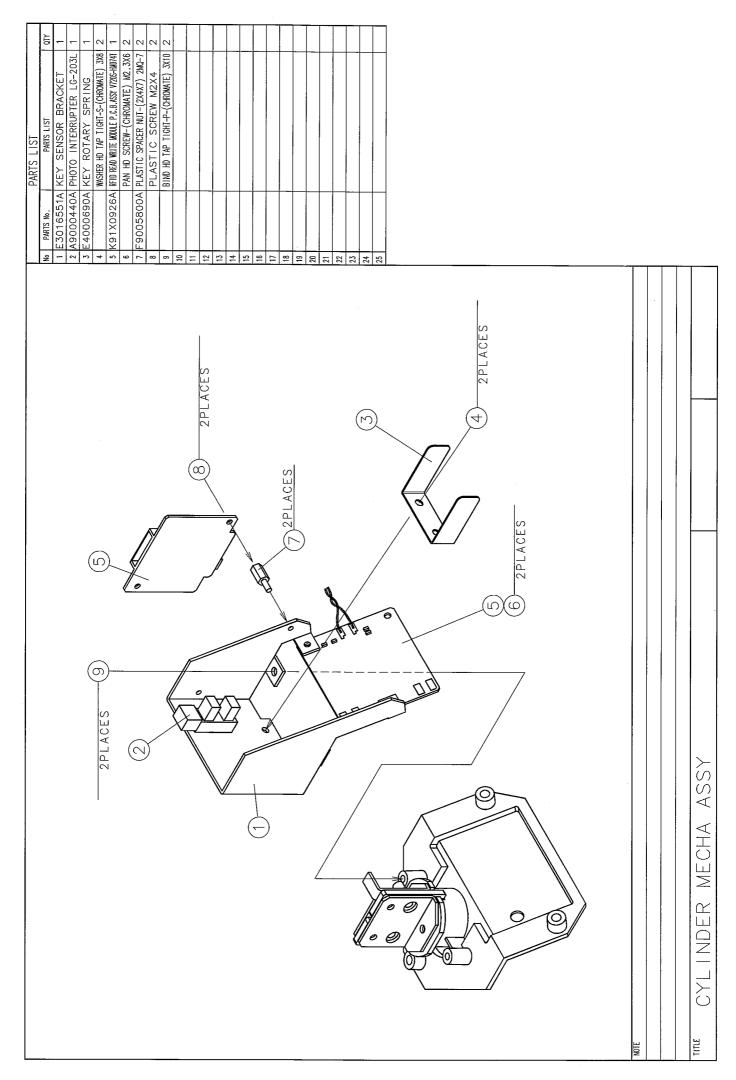


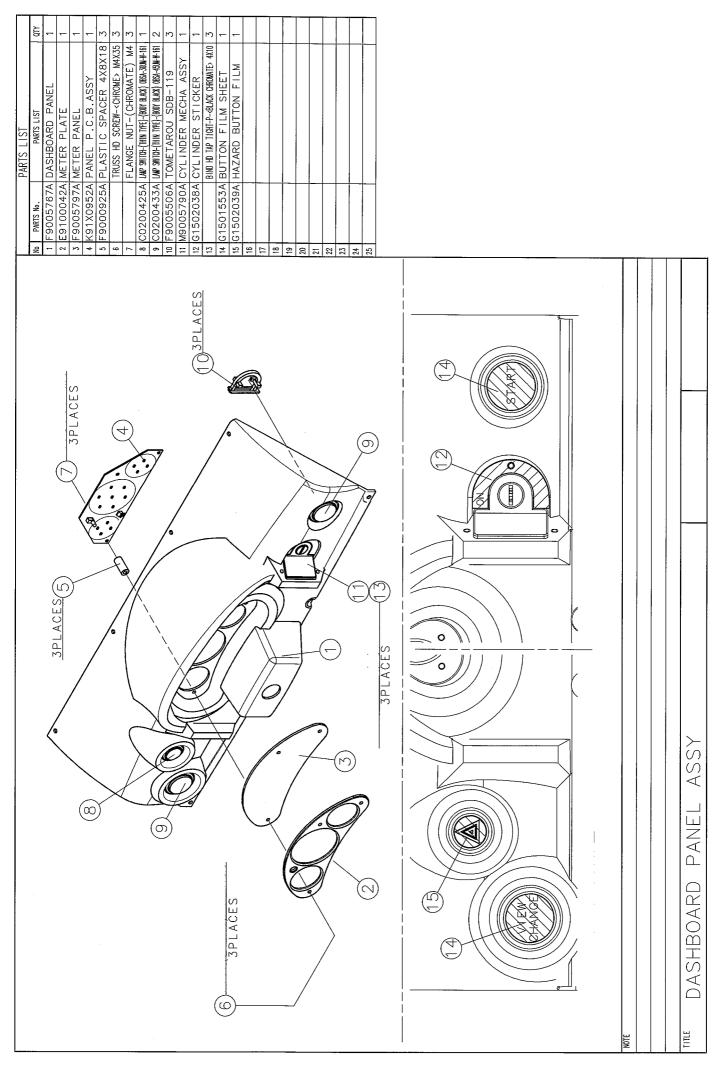


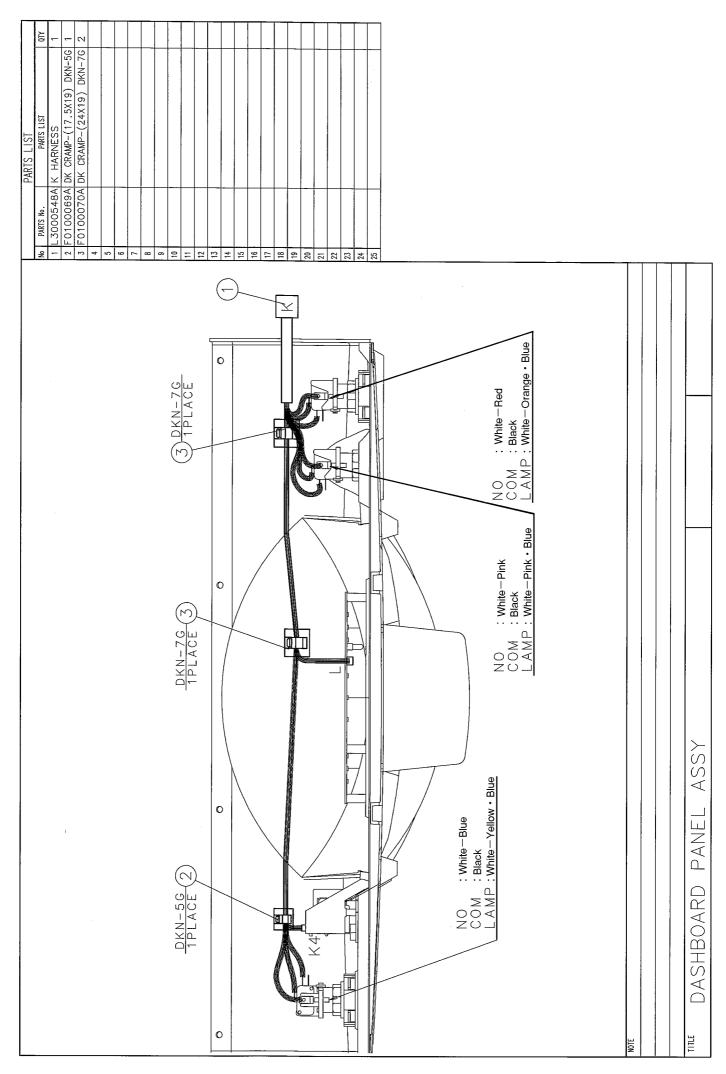


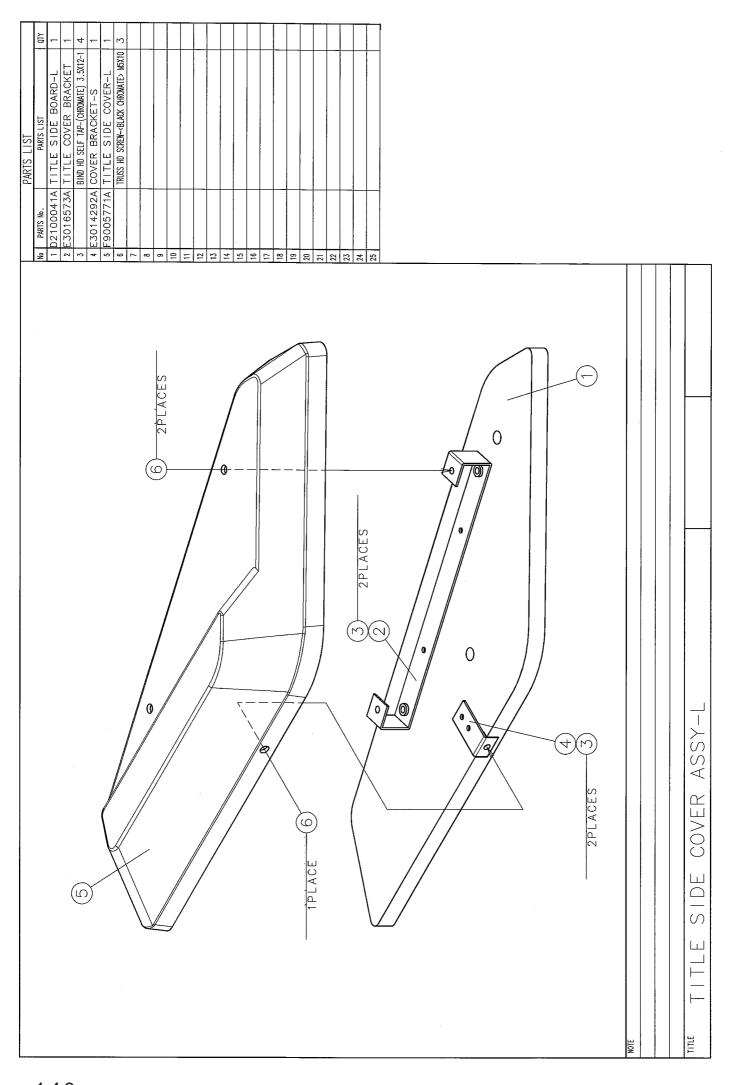


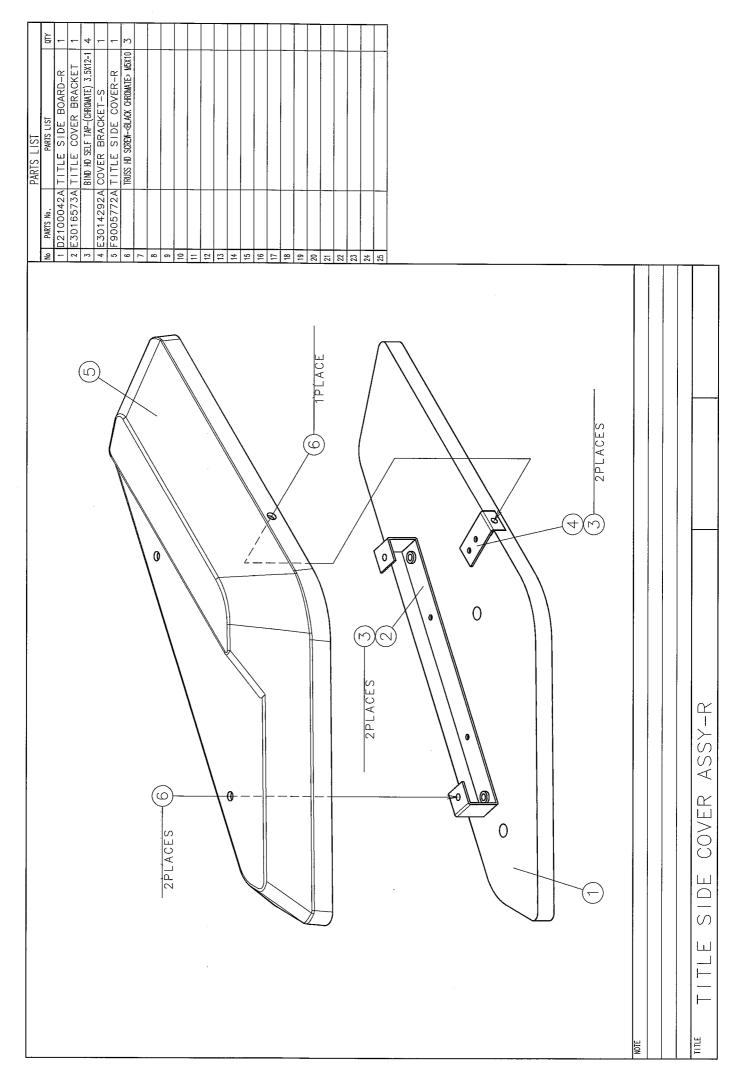


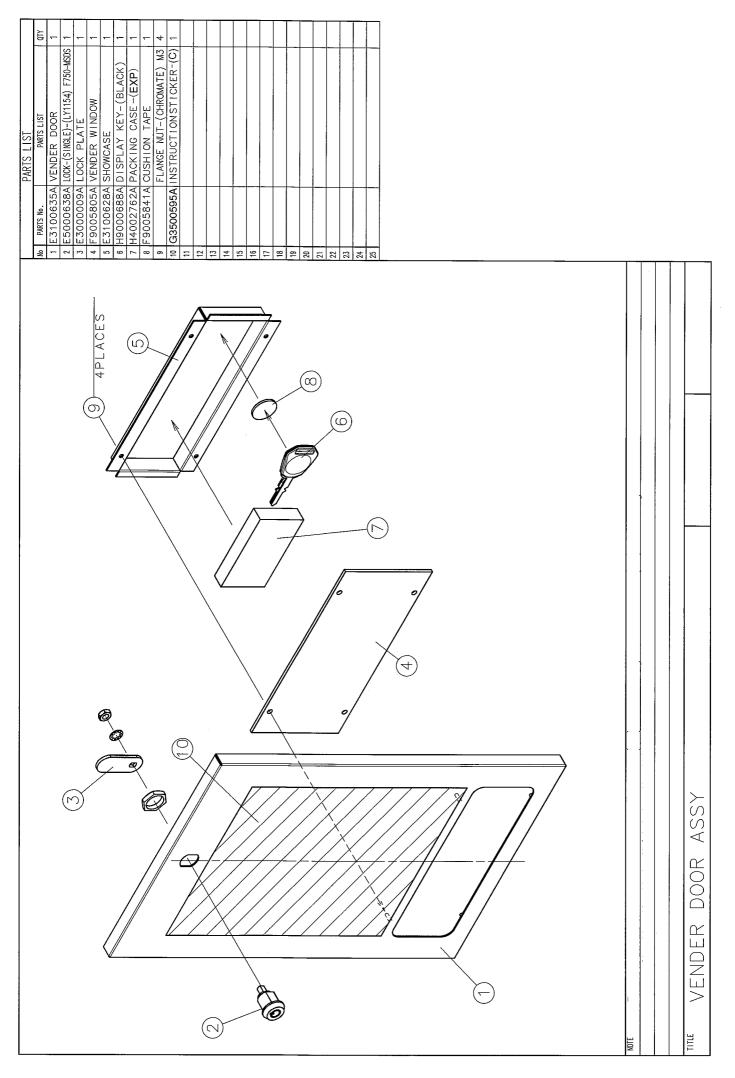


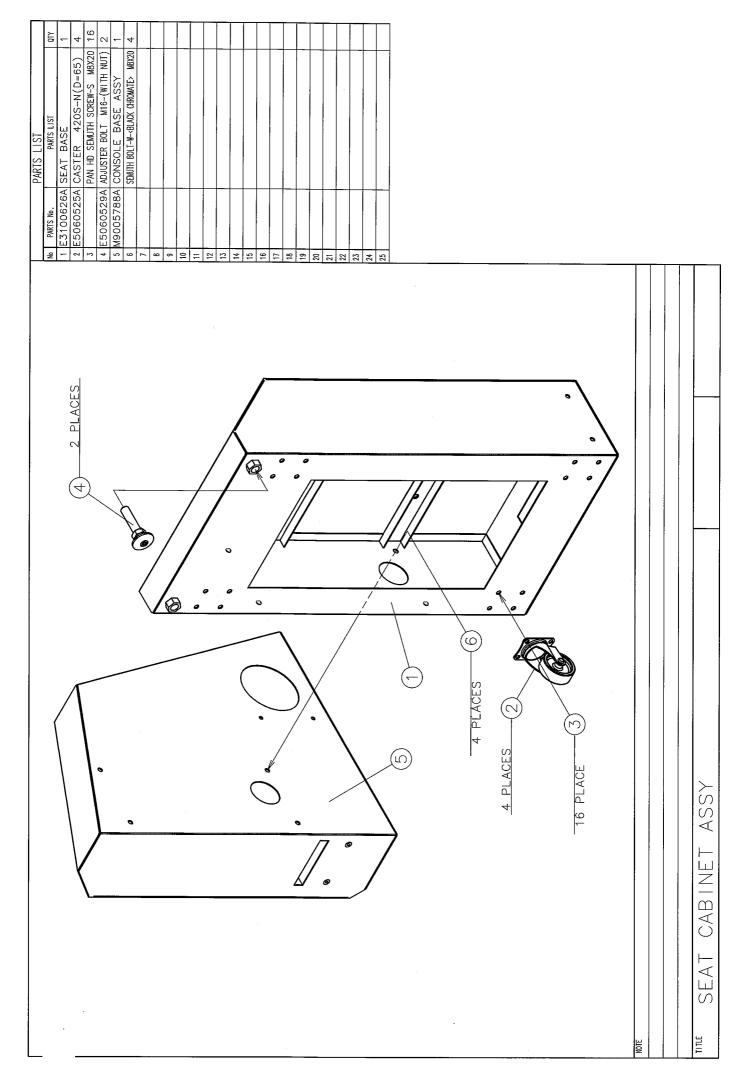


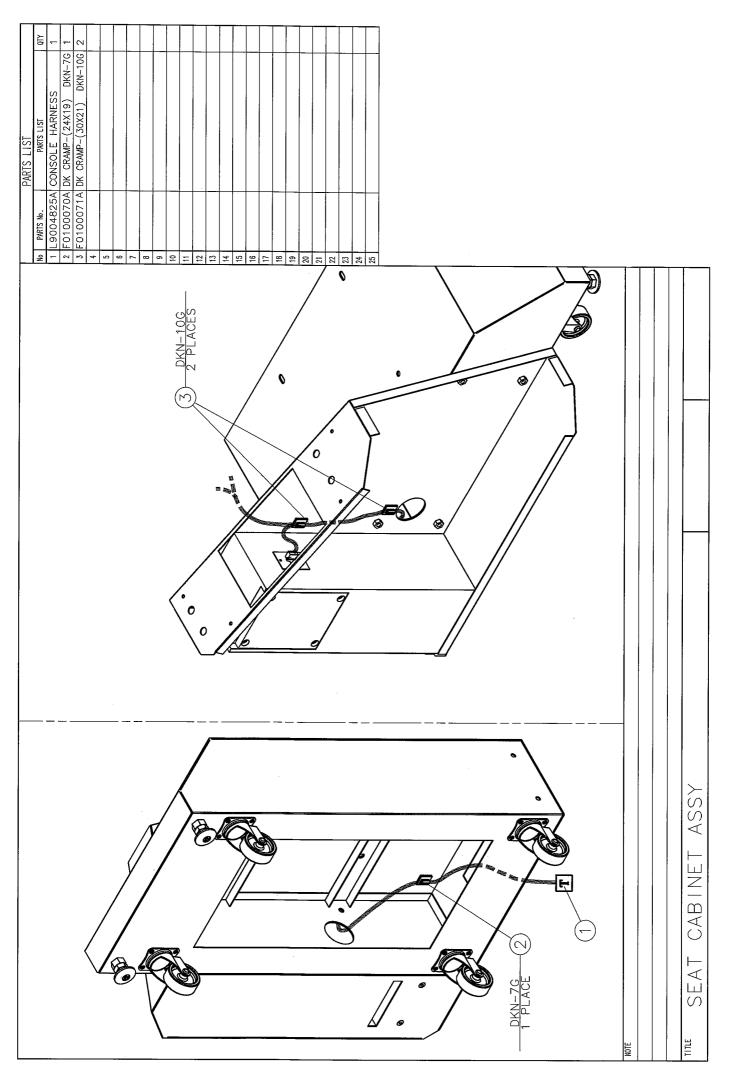


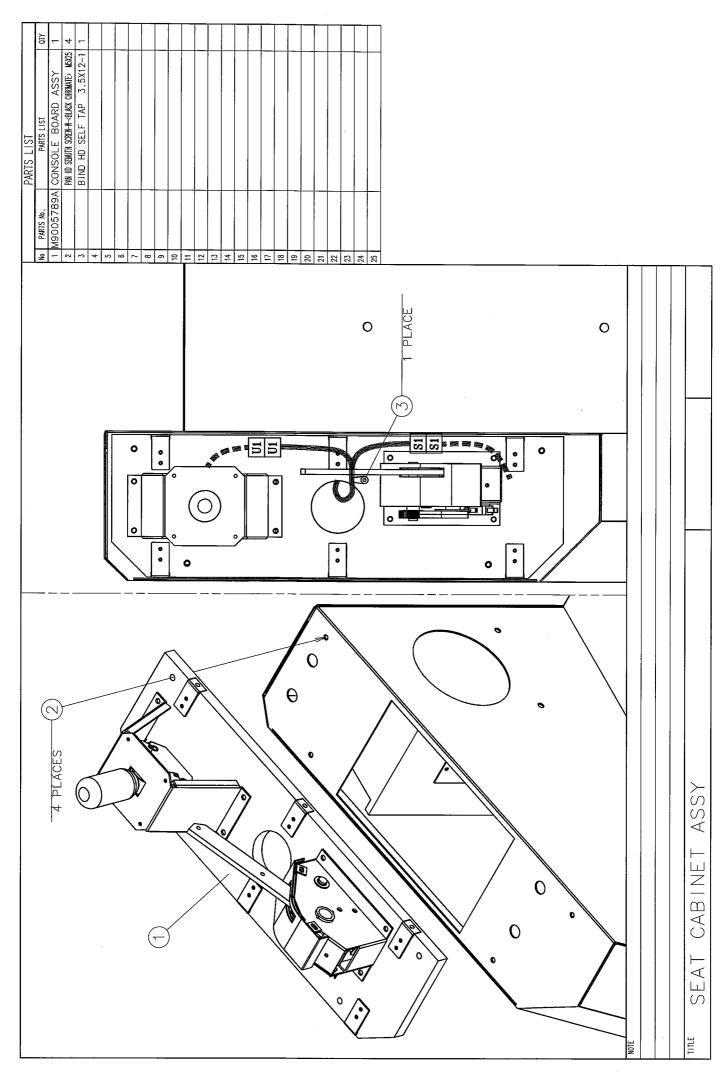


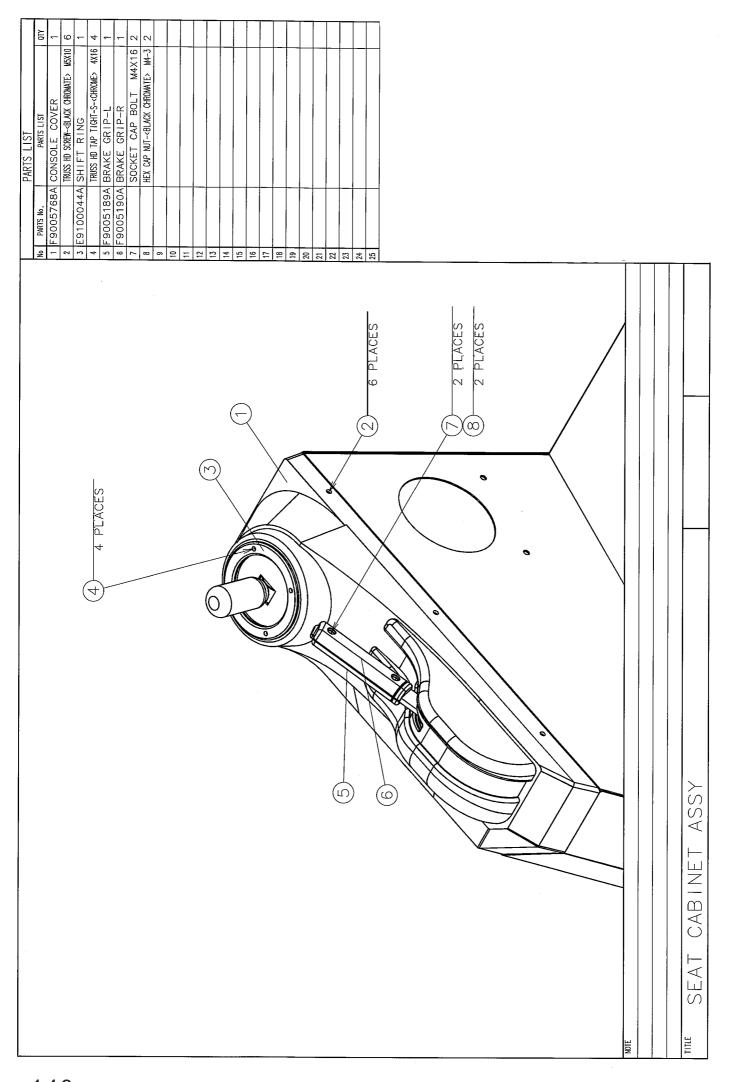


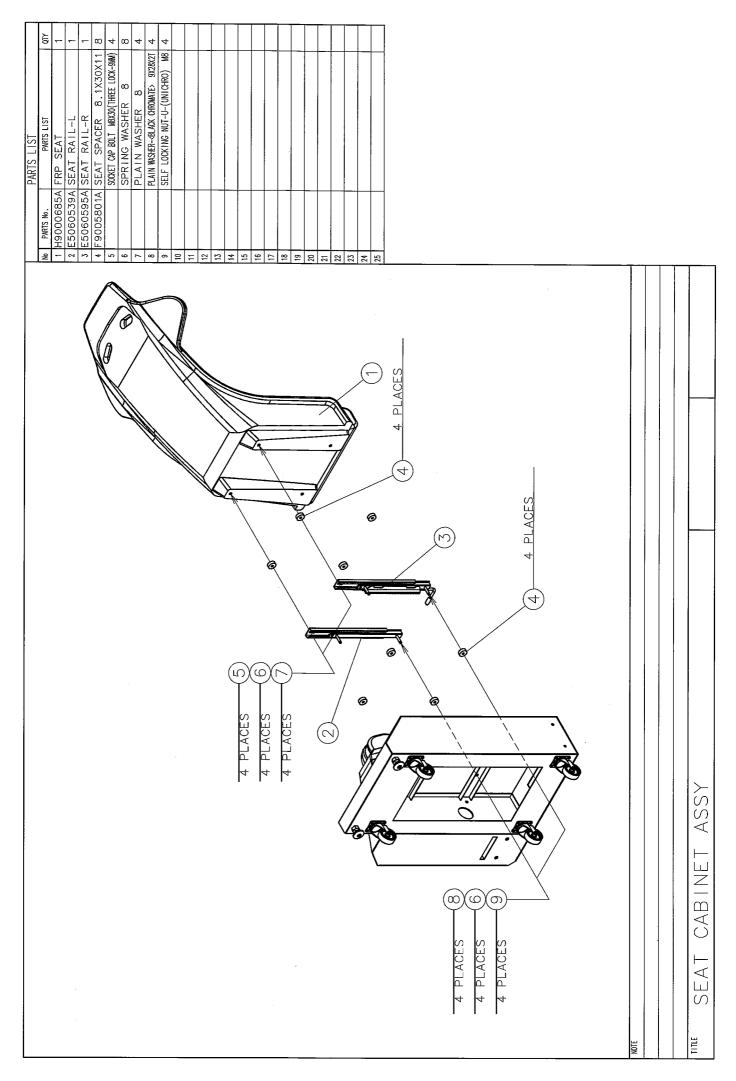


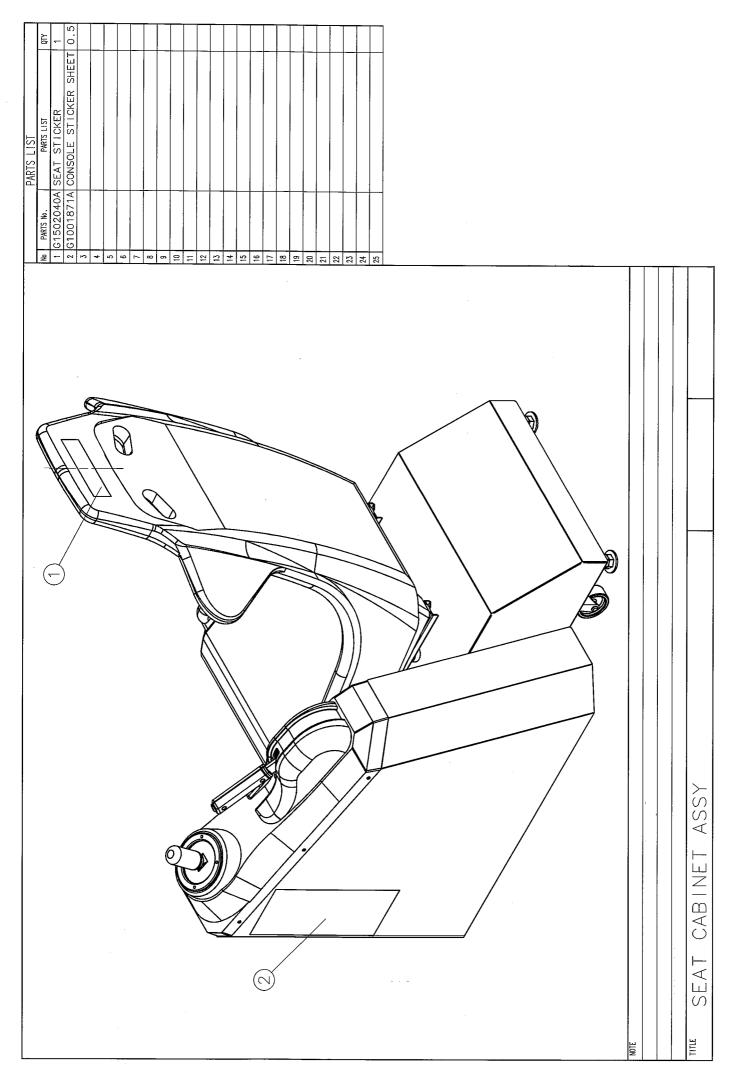


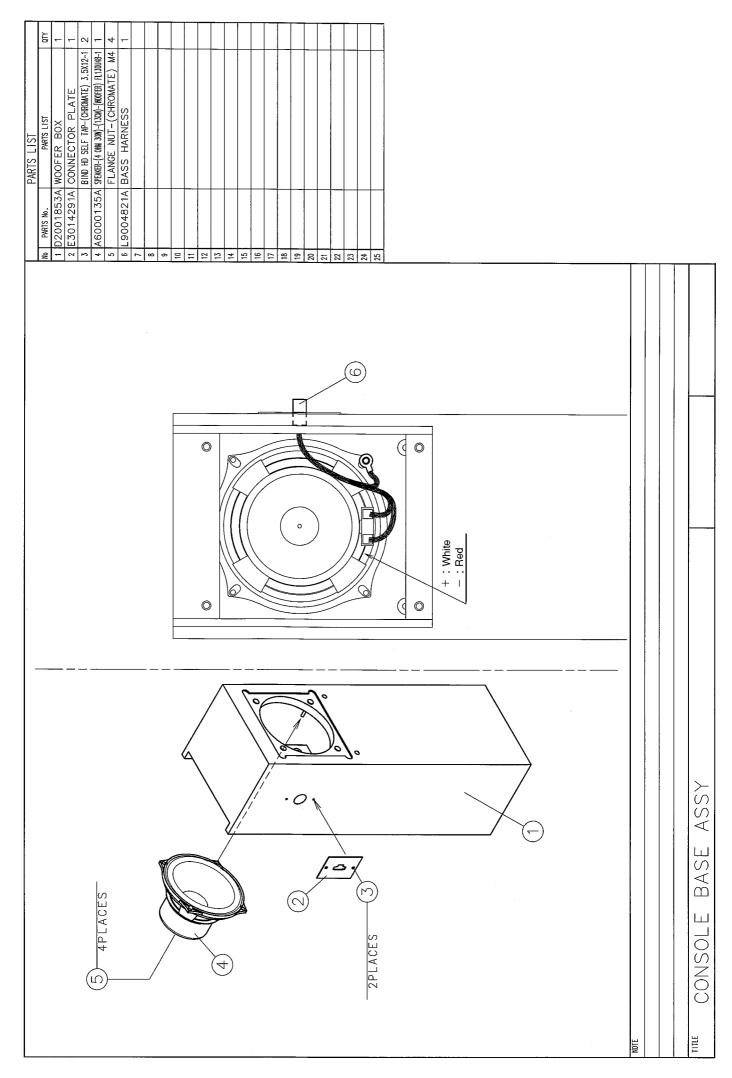


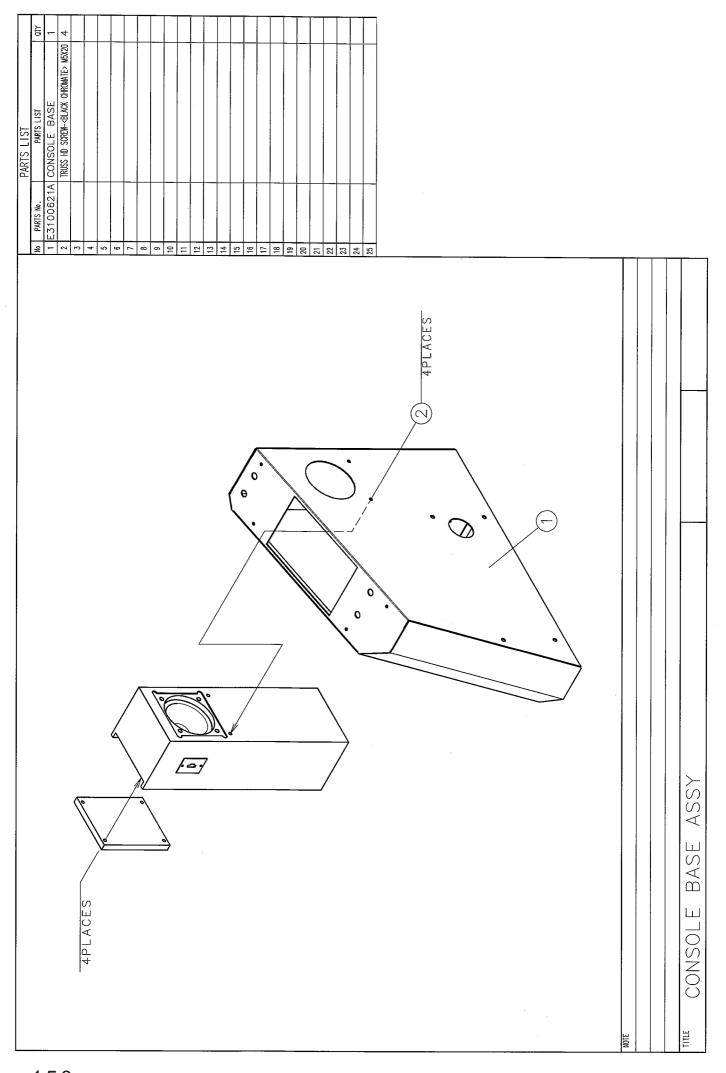


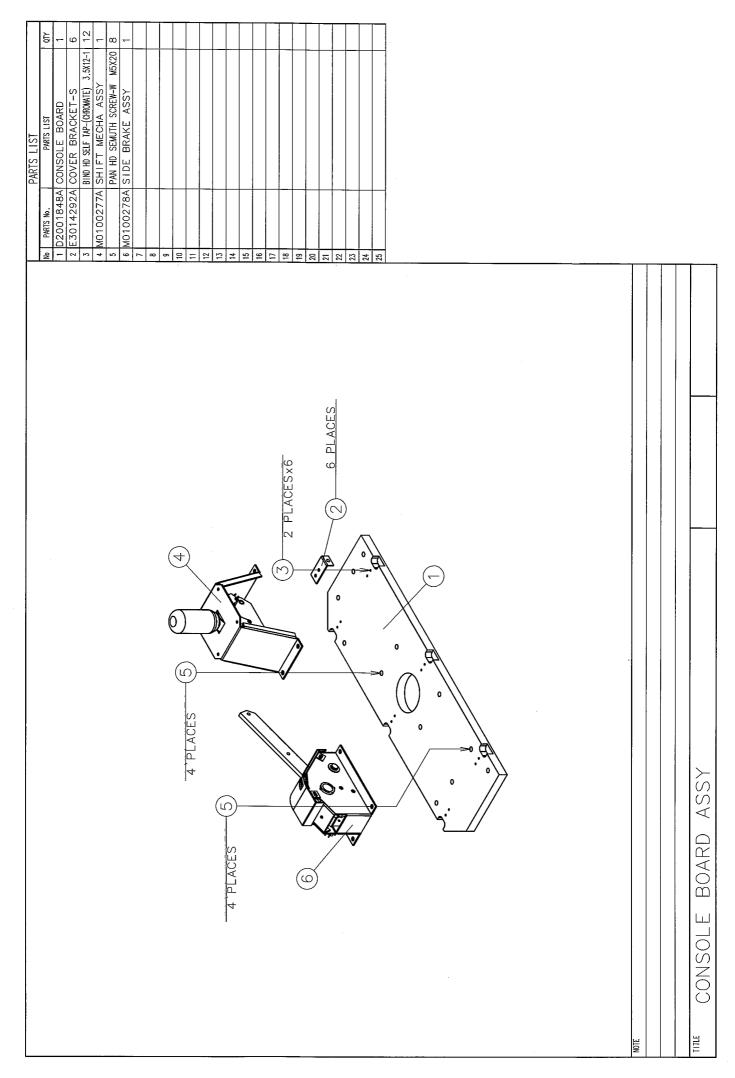


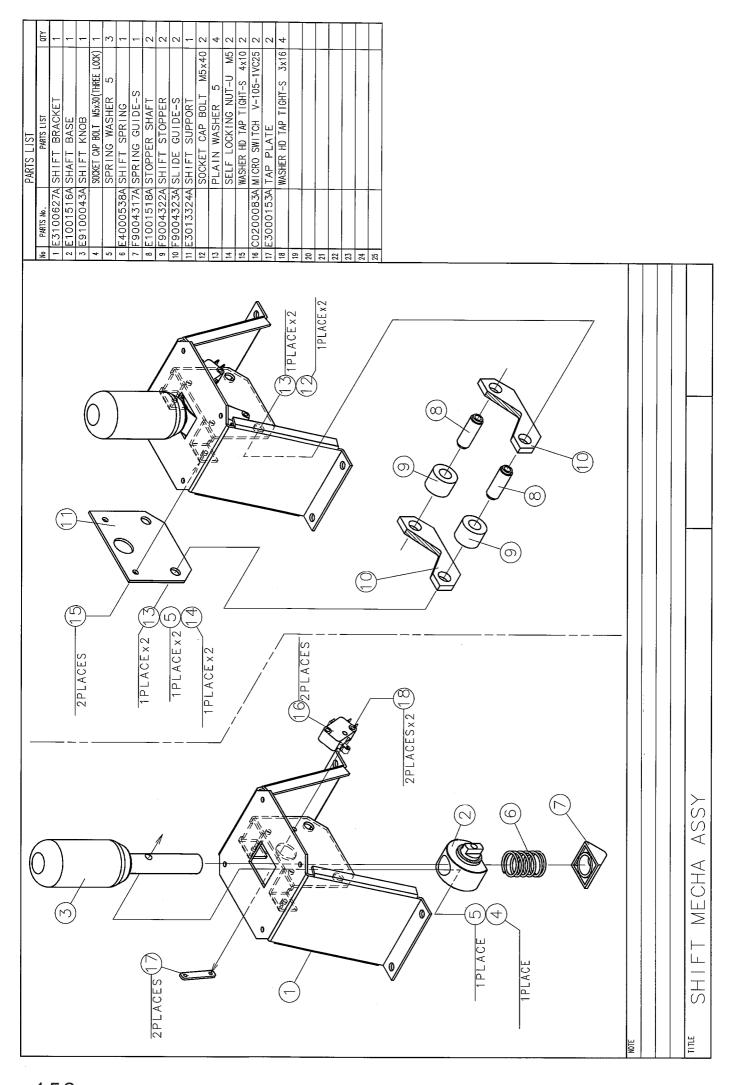


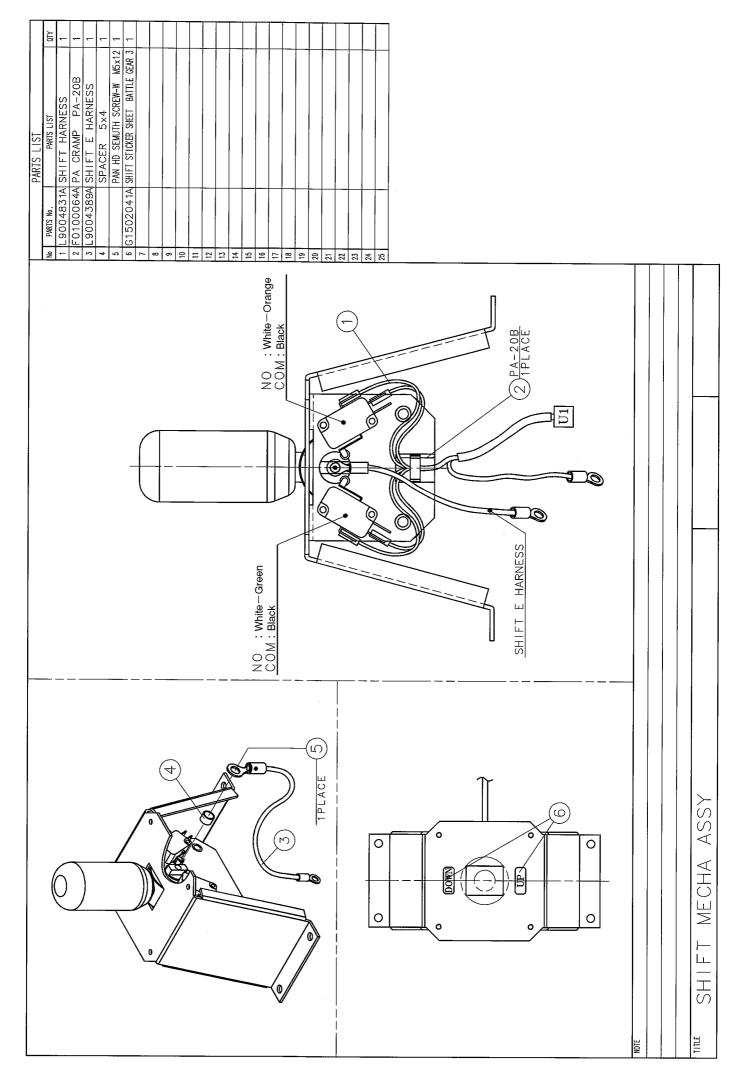


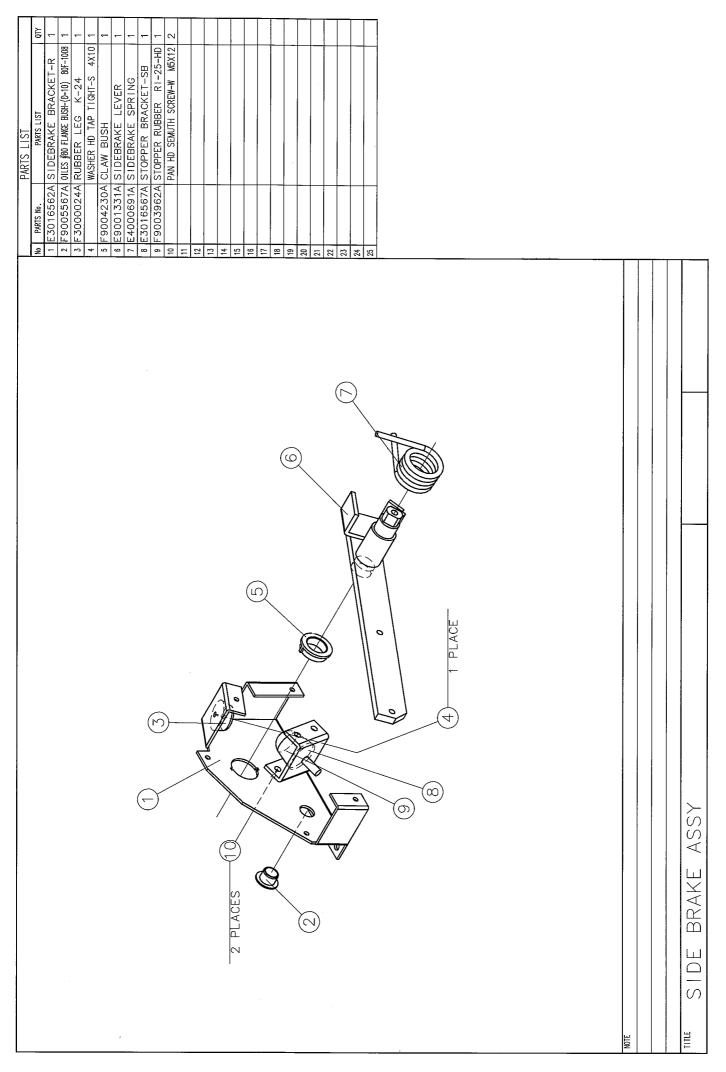


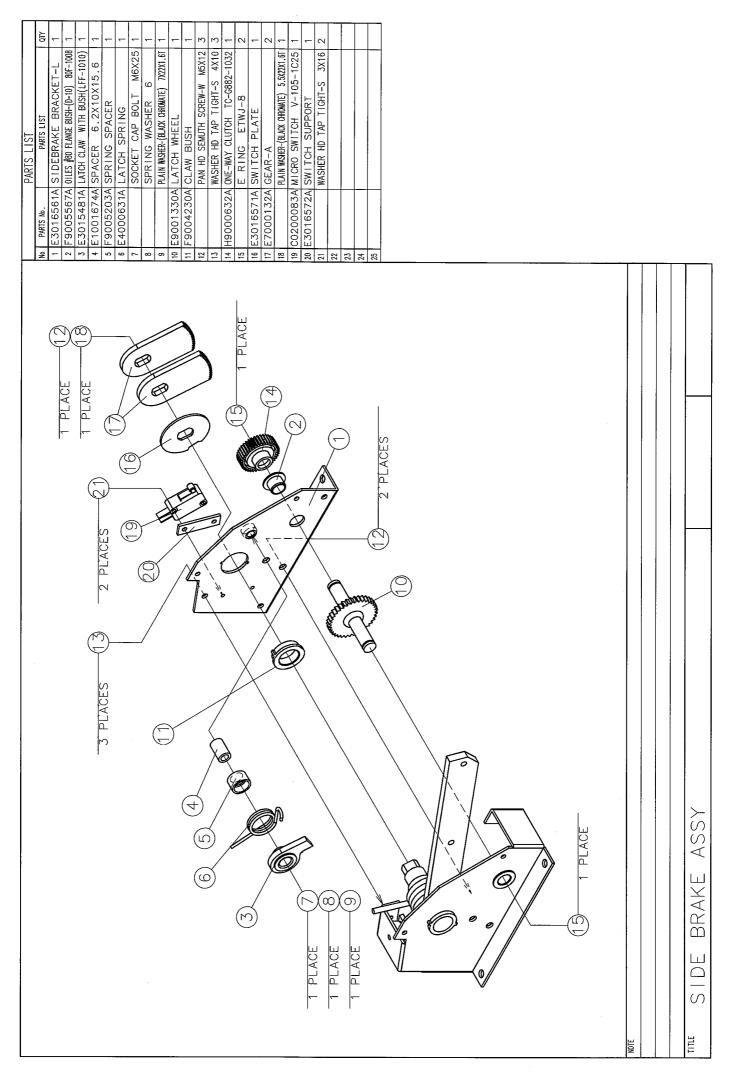


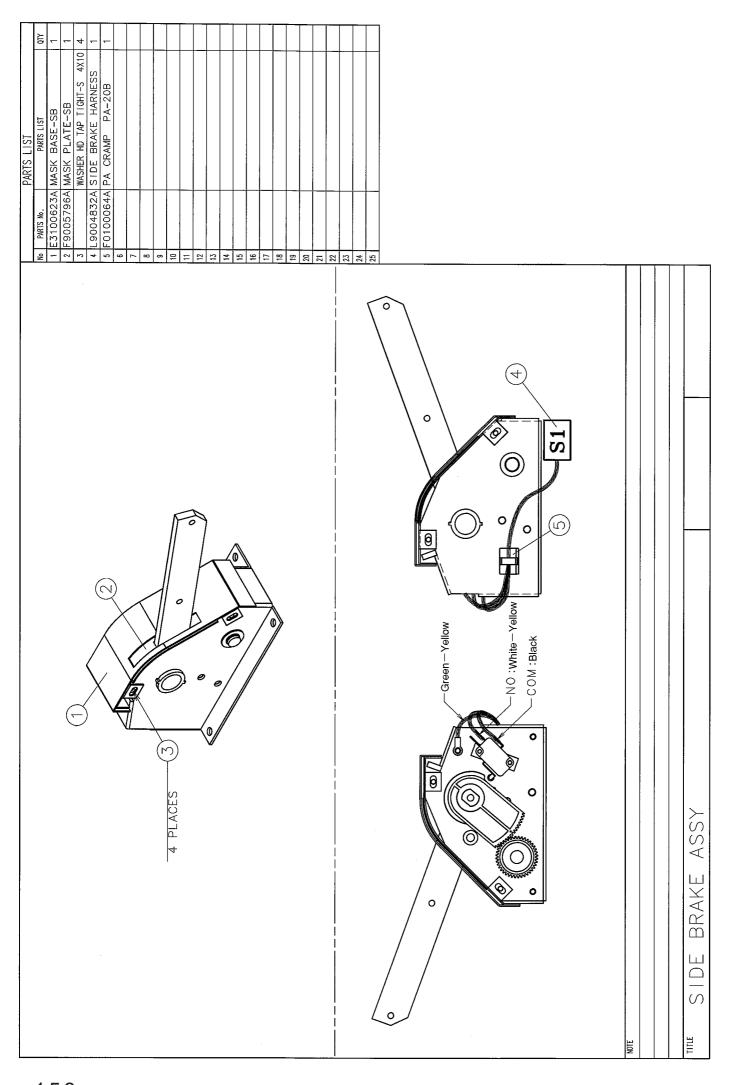












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