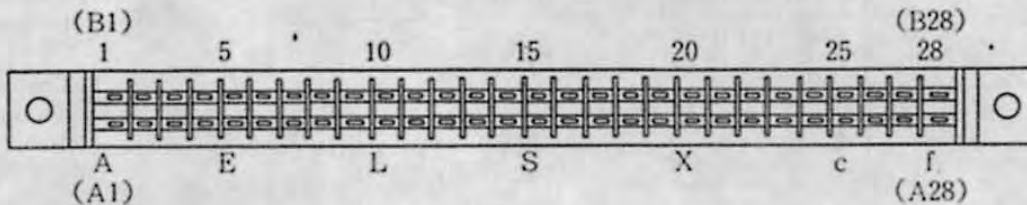


2. ハーネスの接続 / HARNESS CONNECTION

2-1 端子No.のふり方 / TERMINAL NUMBERING

コネクタ CR7E-56DA-3.96E (HRS) 3.96mm Pitch  
 CONNECTOR 1168-056-009 (KEL) 3.96mm Pitch



2-2 エッジコネクタ端子の配列 / SIGNAL TO TERMINAL

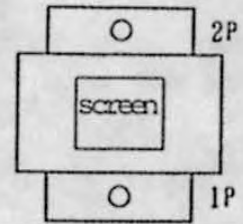
半田面 SOLDER SIDE	端子番号 PIN #	部品面 PARTS SIDE
GND	A 1	GND
GND	B 2	GND
+5V	C 3	+5V
+5V	D 4	+5V
	E 5	
+12V	F 6	+12V
誤挿入防止キ- MISTAKEN INPUT PREVENTION	H 7	誤挿入防止キ- MISTAKEN INPUT PREVENTION
COIN COUNTER 2	J 8	COIN COUNTER 1
	K 9	
SPEAKER (-)	L 10	SPEAKER (+)
	M 11	
VIDEO GREEN	N 12	VIDEO RED
VIDEO SYNC	P 13	VIDEO BLUE
DIP SWITCH TEST	R 14	VIDEO GND
	S 15	
COIN SWITCH 2	T 16	COIN SWITCH 1
START SWITCH 2	U 17	START SWITCH 1
2P CONTROL 1 UP	V 18	1P CONTROL 1 UP
2P CONTROL 2 DOWN	W 19	1P CONTROL 2 DOWN
2P CONTROL 3 LEFT	X 20	1P CONTROL 3 LEFT
2P CONTROL 4 RIGHT	Y 21	1P CONTROL 4 RIGHT
2P CONTROL 5 PUSH 1	Z 22	1P CONTROL 5 PUSH 1
2P CONTROL 6 PUSH 2	a 23	1P CONTROL 6 PUSH 2
<del>2P CONTROL 7 PUSH 3</del>	b 24	<del>1P CONTROL 7 PUSH 3</del>
	c 25	
	d 26	
GND	e 27	GND
GND	f 28	GND

Game Option Setting

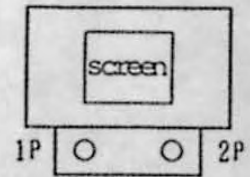
(◀ mark standard setting)

Items	Description	
① Play pricing Coin 1	Nos of Coin	1 ~ 9 ( shipping 1 )
	Nos of Credits	1 ~ 9 ( shipping 1 )
② Play pricing Coin 2	Nos of Coin	1 ~ 9 ( shipping 1 )
	Nos of Credits	1 ~ 9 ( shipping 1 )
③ Attract Sound	SOUND OFF ◀	
④ Cabinet (refer right sketches)	A ( Type A ) B ( Type B ) C ( Type C ) ◀	

Type A

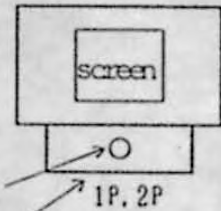


Type B



Type C

Control joystick  
Control panel



## 4. P.C. Board

### (1) Option Switch

Test mode to be obtained by making Option Switch No.1. "ON" such changes as the play-pricing will be made by the Test Mode. Otherwise, make it always "OFF".

Option SW

\* setting on shipping

Item	Description	1	2	3	4	5	6	7	8
	Normal		Always OFF						
Test Switch	Test Mode	OFF ON							

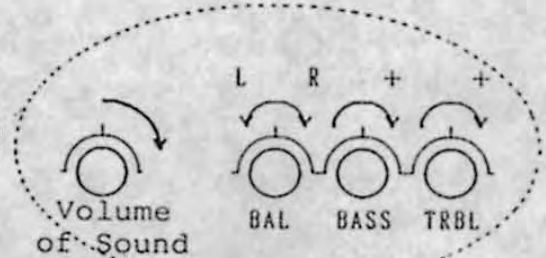
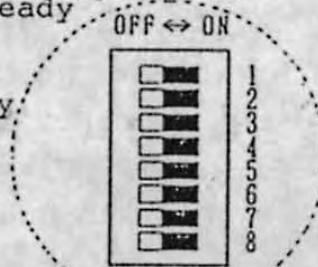
### (2) Volume

At the time of shipping, volume is already set up properly. Don't touch it unless there is any inconvenience.

Volume

#### ① Sound Volume

Sound is louder when turning clockwise.

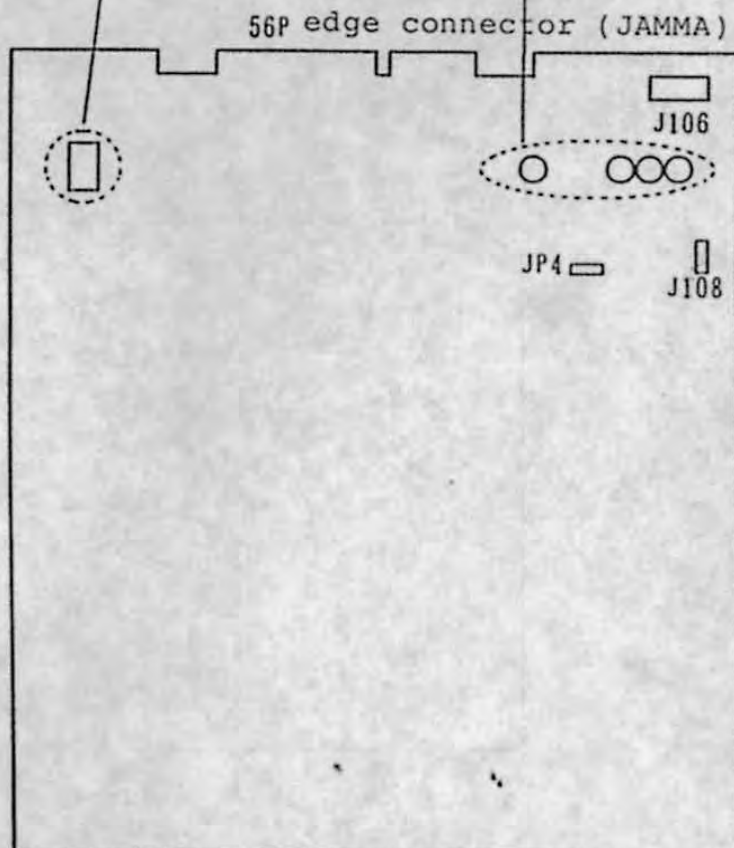


#### ② Balance Knob (BAL)

Adjust sound volume in case of stereo sound. For use of monaural speaker no sound comes out if you turn the knob at "R" position. The center position is the best.

#### ③ BASS/TRBL

Knobs for sound volume adjustment. By adjusting these knobs get prefer sound effect. The center position is the best.



ROM-PC Board

(1) Self-Test

Make daily self-test as you check your car before driving. This PCB has its own self-test function to be made by the Test Switch.

- (a) Make Test Switch (Option SW No.1) "ON" to start self-test. Otherwise make this switch always "OFF" (refer to page 4) You can also make self-test by the Test Switch of the cabinet (refer to page 4).

- (b) Self-test will be completed in a few seconds. When no problem is found, there comes out Game Option Screen like sketch 1 on the monitor.

(2) Change setting of play-pricing

The play-pricing and etc will be changed by Game Option Screen.

- (a) All items shown in red on the Screen can be changed.  
(b) Press the start button then changable items (in red) turns from No.1 to No.10 in regular sequence. (after No.10, number returns to No.1)  
(c) Move the joystick left or right to change items.  
(d) Change as per Game Option Setting List.  
(e) Make the Test Switch "OFF", when changes are completed.

When the following is shown.

TEST PROGRAM  
INITIALIZE ERROR

- Make the Test Switch "ON" and Press Fire button to get "Test Mode"
- Make the Game Option setting again.

GAME OPTIONS		
COIN1	1 COIN 1 CREDIT	①
COIN2	1 COIN 1 CREDIT	②
ATTRACT	SOUND	③
TYPE	B	④
FLIP	OFF	⑤
RANK	A	⑥
EXTEND	30000 70000 50000EVERY	⑦

図1 ゲームオプション画面

SOLDER SIDE

PARTS SIDE

GND	1	GND	1	GND	1	GND	1
GND	2	GND	2	GND	2	GND	2
+5V	3	+5V	3	+5V	3	+5V	3
+5V	4	+5V	4	+5V	4	+5V	4
+12V	5	+12V	5	+12V	5	+12V	5
MISTAKEN INPUT PREVENTION	6	MISTAKEN INPUT PREVENTION	6	MISTAKEN INPUT PREVENTION	6	MISTAKEN INPUT PREVENTION	6
COIN COUNTER 2	7	COIN COUNTER 1	7	COIN COUNTER 1	7	COIN COUNTER 1	7
	8	COIN LOCKOUT 1	8	COIN LOCKOUT 1	8	COIN LOCKOUT 1	8
SPEAKER (-)	9	SPEAKER (+)	9	SPEAKER (+)	9	SPEAKER (+)	9
	10		10		10		10
VIDEO GREEN	11	VIDEO RED	11	VIDEO RED	11	VIDEO RED	11
VIDEO SYNC	12	VIDEO BLUE	12	VIDEO BLUE	12	VIDEO BLUE	12
SERVICE SW	13	VIDEO GND	13	VIDEO GND	13	VIDEO GND	13
	14	TEST SW	14	TEST SW	14	TEST SW	14
COIN SW 2	15	COIN SW 1	15	COIN SW 1	15	COIN SW 1	15
START SW 2	16	START SW 1	16	START SW 1	16	START SW 1	16
2P CONTROL 1 UP	17	2P CONTROL 1 UP	17	2P CONTROL 1 UP	17	2P CONTROL 1 UP	17
2P CONTROL 2 DOWN	18	2P CONTROL 2 DOWN	18	2P CONTROL 2 DOWN	18	2P CONTROL 2 DOWN	18
2P CONTROL 3 LEFT	19	2P CONTROL 3 LEFT	19	2P CONTROL 3 LEFT	19	2P CONTROL 3 LEFT	19
2P CONTROL 4 RIGHT	20	2P CONTROL 4 RIGHT	20	2P CONTROL 4 RIGHT	20	2P CONTROL 4 RIGHT	20
2P CONTROL 5 PUSH 1	21	2P CONTROL 5 PUSH 1	21	2P CONTROL 5 PUSH 1	21	2P CONTROL 5 PUSH 1	21
2P CONTROL 6 PUSH 2	22	2P CONTROL 6 PUSH 2	22	2P CONTROL 6 PUSH 2	22	2P CONTROL 6 PUSH 2	22
	23		23		23		23
	24		24		24		24
	25		25		25		25
	26		26		26		26
GND	27	GND	27	GND	27	GND	27
GND	28	GND	28	GND	28	GND	28

GAME OPTION

- PLAY CHARGE (COIN 1)
  - Number of Coin 1-9
  - Number of Credit 1-9
- GAME CHARGE (COIN 2)
  - Number of Coin 1-9
  - Number of Credit 1-9
- ATTRACT SOUND --- ON
- NO ATTRACT SOUND --- OFF
- CABINET TYPE (See on Right Picture)
  - A (Type A)
  - B (Type B)
  - C (Type C)
- FLIP (PLAYER SIDE)
  - Normal --- OFF
  - Reverse --- ON
- DIFFICULTY
  - A. (Normal)
  - B (Easy)
  - C (Hard)
- EXTEND CHARGE
  - 30,000 / 70,000 / 50,000every
  - 50,000 / 100,000 / 100,000every
  - Nothing

