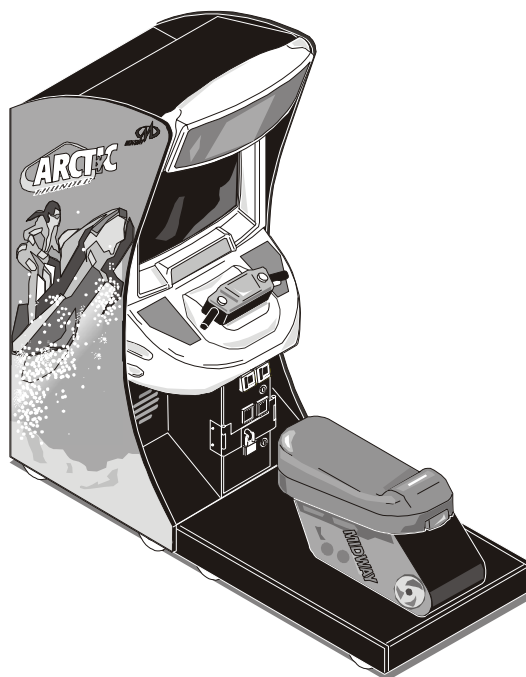


# ARCTIC THUNDER

## Game Operations Manual for 27" Dedicated Video Game



### Manual Includes

Operation & Adjustments \* Parts Information \* Wiring Diagrams \* Testing & Problem Diagnosis

The manufacturer intends that this game is to be operated for amusement purposes only and not in contravention of any federal, state or local law or regulation of the United States or any foreign country governing gaming devices. All operators of this game are responsible for its operation in accordance with such laws and regulations. The manufacturer's factory settings for this game may require adjustment in order to comply with laws applicable in an operator's specific jurisdiction. It is the operator's responsibility to determine whether adjustments are necessary and, if they are, to make the appropriate adjustments prior to operating the amusement game.


MIDWAY AMUSEMENT GAMES, LLC  
3401 NORTH CALIFORNIA AVENUE CHICAGO, ILLINOIS 60618 USA  
<http://www.midway.com>







## CABINET LINKING INSTRUCTIONS

	<p>To link <i>two</i> cabinets, use the crossover coupler included in the spare parts bag. Connect the factory installed linking cable to the coupler and follow the instructions for “Wiring Modifications and Software Setup” located below starting with step #7.</p> <p>To link <i>three or more</i> cabinets, use a standard 10 base-T ethernet hub and follow all of the instructions for “Wiring Modifications and Software Setup” located below.</p>
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### CABINET ARRAYS

To create a Video Game Machine (VGM) Array, join the cabinets together. Each VGM comes equipped with the necessary hardware to connect cabinets and provide maximum stability. Hardware is located in the spare parts bag inside the cash box.

To join cabinets, remove the flat-head carriage bolts from the top and rear of adjacent cabinet sides. Position cabinets next to one another and adjust the leg levelers until all holes are aligned. Insert long carriage bolts through the holes in both cabinets, and then fasten in place with the nuts provided.

### NETWORK CONSIDERATIONS

Each VGM comes complete with a factory installed network cable. Optionally, a hub can be installed and located remotely to monitor network activity. Cables up to 328 ft., or 100 meters, in length may be used in conjunction with the hub provided they are Category 3 or higher, 100 ohm unshielded twisted pair communications grade wiring. Standard telephone cables are not sufficient for this application and should not be used.

Take care to protect exposed wiring from player foot traffic, cleaning crews, service personnel, etc. Use approved conduit or wire channels to support cables. Please note that modular connectors do not have strain relief.


Prevent linking cables from becoming damaged by avoiding sources of extreme heat or moisture, and high amounts of electrical energy like neon signs, fluorescent fixtures, two-way radios, cordless phones, power circuits, public address system wiring, etc.

Universal RJ-45 modular plugs are not numbered or coded in any way. *Clearly label all network connections to avoid confusing network cables with computer or telephone circuits.*

### WIRING MODIFICATIONS AND SOFTWARE SETUP

1. Place the linking hub inside the base of a cabinet nearest the center of the array. Remember that the crossover couplers supplied with the game are *not* used when creating an array using the hub. Crossover couplers are only used to link two cabinets.
2. Unlock and remove the rear door from the cabinets selected to be part of the array. Inside the cabinet you will find a coil of linking cable with one end already attached to game electronics. Uncoil just enough of the cable to reach the hub, then recoil the rest of the cable and tie it in place. Repeat this procedure for each of the other cabinets. Do not reinstall the cabinet door(s) at this time.
3. Route the free end of each cable out through the notch located in the rear door opening and plug into any jack on the rear panel of the linking hub. Route the free end of the AC adapter for the hub and plug it into the 9VAC jack on the front panel of the hub. Now all of the cables can be connected to the hub.

4. Refer to the manufacturer's instructions in order to set the hub switches for *LNK* (link) and *X* (cross-over) activity.
5. Fasten the hub to the bottom of the most central cabinet using a hook-and-loop type material. Orient the hub so that the indicator lights are visible and cable jacks are accessible.
6. Make sure excess cable is tied into a coil and that all cables are routed through the notch in the rear door. Connect the AC adapter for the hub and all line cords to AC power.

	<p><b>CAUTION</b> Do not connect or disconnect any cable to the game electronics or hub with the power turned on. Circuit disruptions may damage the game and void the warranty.</p>
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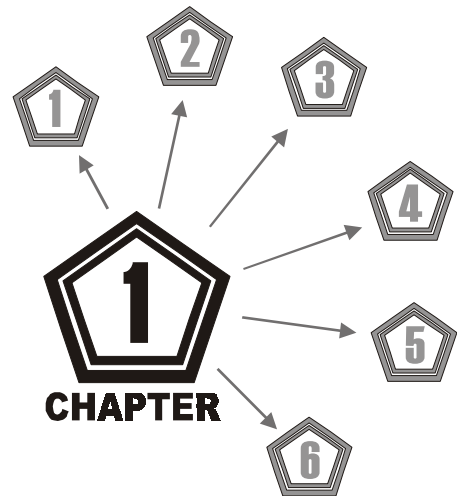
7. Switch on power and closely observe the screen for each cabinet during start up. Each automatically enters ATTRACT MODE if no errors are found. Refer to *Troubleshooting* in the operation manual if errors are detected.
8. Verify software version compatibility for each game machine. Newer versions may contain instructions previous versions do not, causing games to halt or reset at random.

Unlock the coin door for each cabinet to access the operator control buttons inside coin vault. Press and hold the TEST button to enter the menu system. Select SYSTEM INFORMATION MENU at the Main Menu screen. Scroll to SOFTWARE VERSION and press the TEST button. Observe screen for desired information

9. Assign game machine a link number. Select ADJUSTMENTS from the Main Menu screen. Scroll to and select GAME LINK NUMBER by pressing the Test button. Assign a linking number ranging from 1 to 4 to each game cabinet.

**NOTE:** Each cabinet must have its own individual and unique number. The first cabinet on the left is always cabinet 1, the second is cabinet 2, etc.

10. Repeat these steps for each remaining game cabinet you wish to link.
11. Close and lock the coin door, and reinstall and lock the rear door for each cabinet. Lower the leg levelers for each cabinet until the casters do not touch the floor and the cabinets are level. Lock the levelers in position by tightening the nuts provided.










# OPERATIONS

## SAFETY INSTRUCTIONS




The following safety instructions apply to operators and service personnel. Read these instructions before servicing or preparing the Video Game Machine (VGM) for play. Other safety instructions appear throughout this manual.

### DEFINITIONS OF SAFETY TERMS

- **DANGER** indicates an imminent hazard. If you fail to avoid this hazard, it **WILL** cause death or serious injury.
- **WARNING** indicates a potential hazard. If you fail to avoid this hazard, it **COULD** cause death or serious injury.
- **CAUTION** indicates a potential hazard. If you fail to avoid this hazard, it **MAY** cause minor or moderate injury. **CAUTION** also alerts you about unsafe practices.
- **NOTE** indicates information of special importance.

	<p><b>WARNING: TRANSPORTING GAMES.</b> The VGM contains glass and fragile electronic devices. Use appropriate care when transporting. Avoid rough handling when moving the cabinet. Do not move with the power switched on.</p>
	<p><b>WARNING: DISCONNECT POWER.</b> Always turn the power OFF and unplug the VGM before attempting service or adjustments unless otherwise instructed. Installing or repairing boards with power switched on can damage components and void the warranty.</p>
	<p><b>WARNING: GROUND GAMES.</b> Avoid electrical shocks! Do not plug in a VGM until you have inspected and properly grounded it. Only plug this game into a grounded, three-wire outlet. Do not use a “cheater” plug, or cut off the ground pin on the line cord.</p>
	<p><b>WARNING: AVOID ELECTRICAL SHOCKS.</b> The VGM system does not utilize an isolation transformer. Internal cabinet AC is not isolated from the external AC line.</p>
	<p><b>WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE.</b> If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.</p>
	<p><b>CAUTION: CHECK POWER SELECTOR, LAMP.</b> Set the 115/230VAC selector on the power supply for the correct line voltage. Check the selector setting before switching on the VGM. Verify that the fluorescent lamp assembly is correct for the local line voltage.</p>
	<p><b>CAUTION: USE PROPER FUSE.</b> Avoid electrical shock! Replacement fuses must be identically rated. Fuse voltage and current ratings must be identically rated to the original fuse.</p>



	<p><b>CAUTION: ATTACH CONNECTORS PROPERLY.</b>          Be sure board connectors mate properly. If connectors do not slip on easily, do not force them. A reversed connector may damage the VGM and void the warranty. Connector keys only allow a connector to fit one set of pins on a board.</p>
	<p><b>CAUTION: USE CARE WHEN SHIPPING HARD DISKS.</b>          The hard disk drive must be packed in an anti-static bag. When shipping the drive for repair or replacement, pack it in an approved container (P/N 08-8068). Do not stack or drop hard disk drives.</p>
	<p><b>WARNING: HAZARD TO EPILEPTICS.</b>          A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.</p> <p>If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.</p> <p>We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, <b>DISCONTINUE USE IMMEDIATELY</b> and consult your physician.</p>

## PRODUCT SPECIFICATIONS

### Operating Requirements

<u>Location</u>	<u>Electrical Power</u>	<u>Temperature</u>	<u>Humidity</u>
Domestic	120VAC @ 60Hz 4.0 Amps	32°F to 100°F	Not to exceed 95% relative
Foreign	230VAC @ 50Hz 2.0 Amps	(0°C to 38°C)	
Japan	100VAC @ 50Hz 4.0 Amps		

### Cabinet Statistics

<u>Shipping Dimensions</u>	<u>Shipping Weight (Approx.)</u>	<u>Design Type</u>
Width 30" (76.2 cm)	350Lbs (158kg) Main Cabinet	Sit-On Dedicated Video Game Machine with Steering Feedback
Depth 62" (157.4 cm)	125Lbs (57kg) Seat Assy.	
Height 78" (198 cm)		

### Game Characteristics

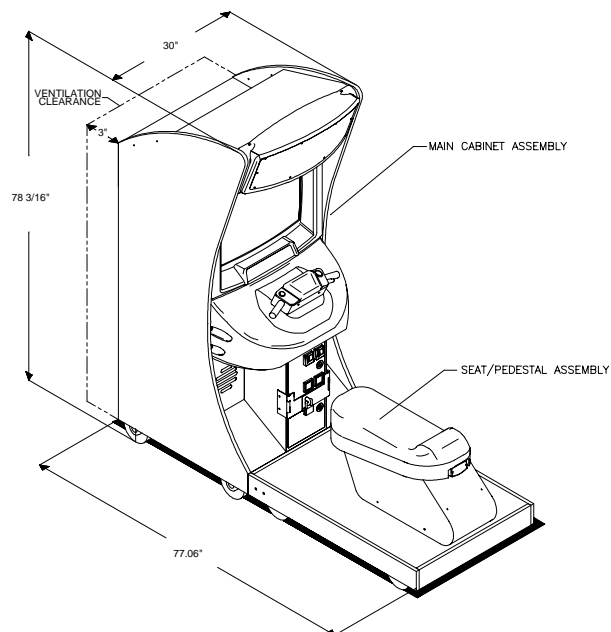
<u>Player Variables</u>	<u>Operator Variables</u>	<u>Diagnostics</u>
1 to 4 players per VGM (with Linking) High Score Recognition Suitable for All Ages (AAMA Certified)	Coinage, Play Mode, Difficulty, Volume, Audits, Statistics	Automatic Power-Up Self-Test Manual Multi-Level Menu System

### Equipment Characteristics

Video Display Monitor  
VGA Resolution  
27" (68.6 cm) CRT

Audio System  
Digital Stereo  
5" (12.7 cm) Coaxial Full Range Speakers

Currency Acceptors  
2 Coin Mechanisms  
Dollar Bill Validator Ready  
Electronic Coin Acceptor Ready




## PRODUCT CONFIGURATION

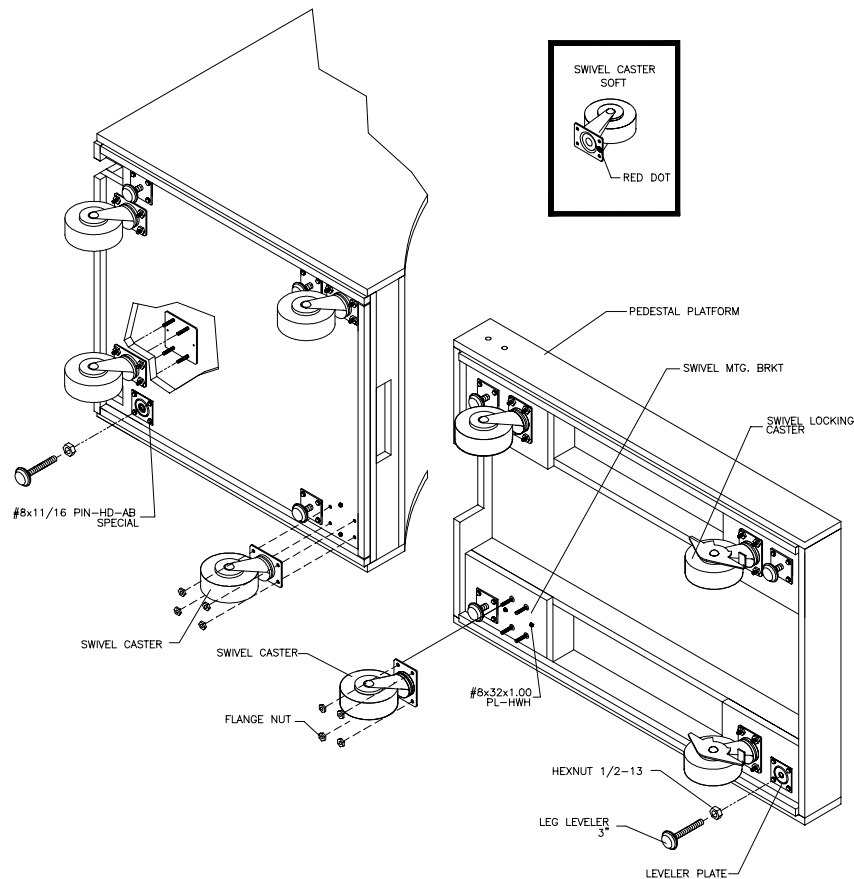
- **Stand Alone Video Game Machine**  
Each VGM is ready to play right out of the box. Operators may use the menu screens in the game menu system to determine some player variables in advance or leave the choices up to the players.
- **Linked Video Game Machines**  
Linking allows players to compete against each other on a single course. Operator menus are used the same way as in stand-alone game machines. Crossover couplers and linking cables to connect two VGMs are factory installed. Use an optional 10 base-T ethernet hub to interconnect up to four VGMs.

## SET-UP

1. Remove all items from shipping containers and set them aside. Remove all packaging material. Inspect exterior of the main cabinet and seat pedestal for any damage.

	<p><b>WARNING</b> Cabinet is top heavy. Do not push against plastic parts during movement.</p>
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2. Remove keys from controller assembly. Unlock and open rear door, coin box and cash box. Electrical cords, mechanical components, and assorted spare parts are packed inside cash box. Casters and leg levelers for the cabinet and pedestal are packed inside of a box with the seat pedestal.
3. Locate casters, leg levelers and related mounting hardware.
4. Install one nut onto each leg leveler. Tilt main cabinet as needed to locate threaded holes in underside of cabinet. Install a leveler and nut into each hole. Do not tighten nuts at this time. Repeat these steps for seat pedestal as well.
5. Install the provided swivel casters. Install the six (6) swiveling casters on the main cabinet and seat pedestal as shown in the illustration below.
6. Install provided locking casters. Install the two (2) locking casters on seat pedestal as shown in the illustration below.

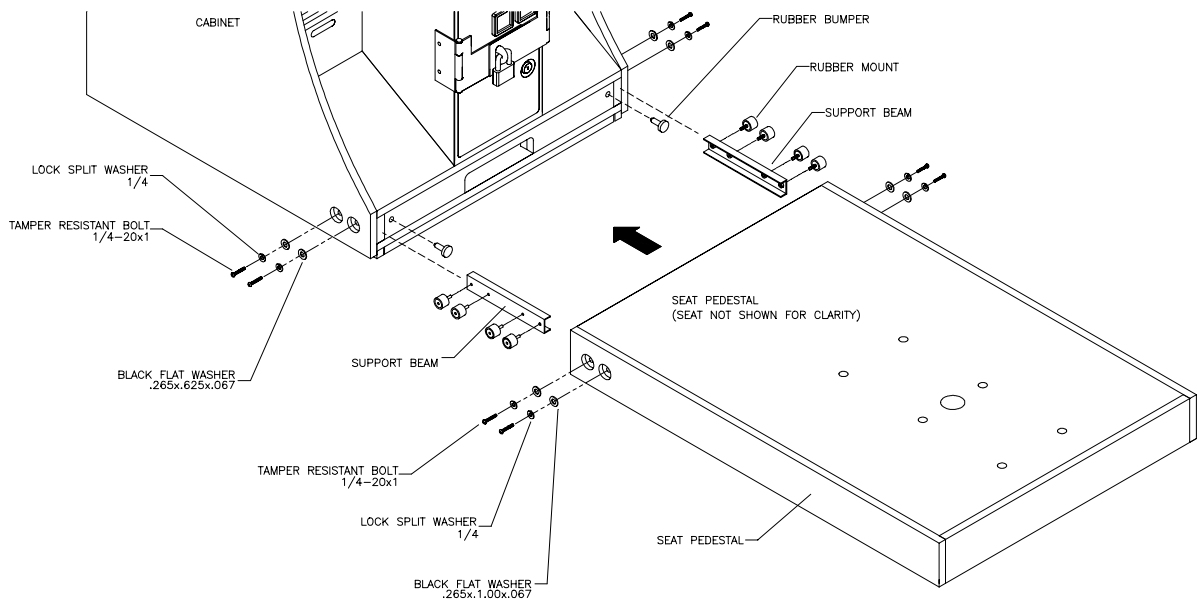


**LOCATION OF CASTERS AND LEVELERS**

## CHAPTER 1 OPERATION

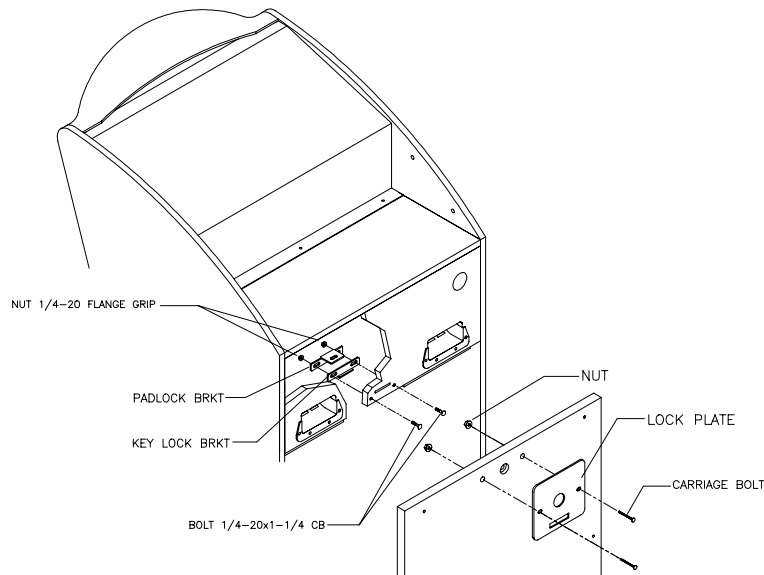
7. Roll cabinet to its intended location, maintaining clearance between the cabinet and walls, drapes, other games or obstructions.
8. Locate the pedestal assembly mounting rails and rubber bumper spacers, which are shipped along with the hardware, inside a cash box.
9. Install rubber bumpers. Rubber bumpers are used to maintain a 3/16" space between the pedestal and cabinet assembly, and are essential in absorbing vibration. Insert one bumper using a twisting motion into each of the pre-drilled holes located along the bottom edge of main cabinet assembly.
10. Install pedestal mounting rails. Orient the mounting rail so that the pre-attached rubber bumpers face outward, then insert rail. Fasten rail in place with the hardware provided. If necessary, refer to illustration for proper placement.
11. Roll pedestal section near main cabinet, align opening in the pedestal with the ends of the rails mounted in main cabinet. Slide the pedestal forward onto extended mounting rails leaving enough space to attach the wiring harness. Mate each cable connector and press firmly to seat the contacts. Ensure no wires are pinched during pedestal attachment.

Attach pedestal assembly using 1/4-20 tamper resistant screws and large flat washers provided. A T27 wrench is included to tighten these screws firmly.



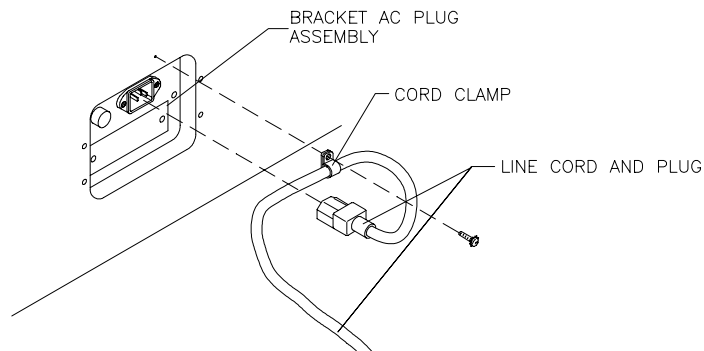
### LOCATION OF PEDESTAL ASSEMBLY MOUNTING HOLES

12. Lower and adjust each leg leveler until the pedestal section is stable and level. Adjust the levelers until the bottoms of *all* pieces are flush and parallel with each other. Inspect for binding or pinched wires, then firmly tighten the fasteners to attach the two pieces together as a single unit.
13. An extra padlock may be installed to secure rear door. Locate hasp. Remove the two lock bracket nuts from inside the cabinet, above the rear door opening. Slide the hasp bracket onto the bolts so that it protrudes from the hole in back of the cabinet, then reinstall nuts.



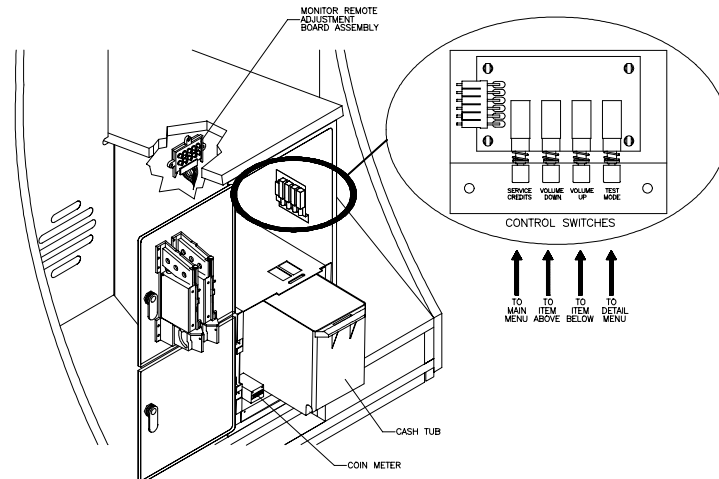
### TYPICAL REAR DOOR HASP INSTALLATION

14. Modify the lock plate at the top of the rear door. Remove the bolts and nuts from the lock plate, then rotate the plate so that the slot will be above the door. Reinstall the bolts and nuts and tighten firmly.
15. Reinstall the rear door onto the cabinet and close it. Lock the rear door and remove the key. If required, install the extra padlock through the hasp at this time. Install the screws at the top and sides of the rear door and tighten snugly. Leave the remaining doors open at this time.



### LINE CORD INSTALLATION

16. The power cord is packed in with the spare parts. Insert a portion of the line cord in the cord clamp leaving enough slack for the cord. Match the holes on the IEC plug with the prongs in the receptacle and push firmly to seat the line cord.
17. Plug the game into a grounded (3-terminal) AC wall outlet. Switch on power to the game using the *ON/OFF* switch located on the upper left top of the cabinet (when viewed from the player's position). The game will power up and begin its self test. If no errors are found, the game will automatically enter the attract mode of operation (scenes and sounds from typical races, player's scores, messages, etc.).
18. Open the coin door. Press and hold the *Begin Test* button on the operator control switch panel to enter the menu system. Wait until the Main Menu screen appears on the monitor.



**TYPICAL COIN DOOR SWITCH LOCATION**

19. Follow on-screen instructions to select Diagnostics, then choose **SWITCH TESTS**. Follow the on-screen instructions to verify that each of the controls is operational. If no errors are found, the controls should function well.
20. Return to the Diagnostics screen, then choose **CONTROLLER TEST**. Follow the on-screen instructions to verify the presence of steering resistance. If no errors are found, the aim will be good.
21. Return to the Main Menu screen, and then choose **EXIT**. The game will automatically enter its “attract” mode of operation (scenes and sounds from typical races, player’s scores, messages, etc.).
22. Insert currency or tokens and play a game. Change the volume and make any other adjustments. Close and lock all open doors. Tighten the leveler nuts and engage the caster locks.

## MAINTENANCE

### • Viewing Glass

It is not necessary to switch off power to the game to clean the glass. Apply a mild glass cleaner to a clean cloth or sponge and wipe the viewing glass.

***Do not apply the cleaner directly on the glass!*** Liquid could drip down into switch or control circuits and cause erratic game operation.

### • Player Controls

Use plastic-safe, non-abrasive cleaners to avoid damage. Apply cleaner to a clean cloth or sponge and wipe the player controls.

***Do not apply the cleaner directly on the controls!***

### • Cabinet and Seat

Use plastic-safe, non-abrasive cleaners to avoid damage. Apply cleaner to a clean cloth or sponge and wipe the seat or cabinet.

***Do not apply cleaner directly on artwork or cabinet!***

## GAME FEATURES

*Arctic Thunder™* ships configured for one-player game play, but up to four cabinets may be linked to promote player competition.

*Arctic Thunder™, the action packed snowmobile tour for the new millennium, is a polar fantasy that transports adventurous trekkers across continents in search of unimaginable and ultra-realistic thrills and chills. From the snowy plateaus of the Himalayas and the Swiss Alps to snowscapes in Europe and the Americas, players can assume the role of Ponzo, the resident polar primate, or of Willie Quinn a hip and cool Rastafari, just to name a few. Slaloming through fluffy white powder on the back of a snowmobile, players and their opponents compete for power-ups while launching shiver-worthy snowballs and frosty power attacks.*

## STARTING UP

Each time power is switched on or restored to the game machine, the system enters Start-up Tests. Observe software revision level is shown at the top of screen. A testing message appears for approximate 60 seconds.

The system enters Attract Mode once it passes all power-up tests. The Attract Mode screen will cycle uninterrupted and display a variety of scenes and sounds from a typical race on any given track. The system does not exit Attract Mode until the desired amount of coins or tokens is inserted and game play commences.

## GAME RULES AND OBJECTIVES

The game is configured for one-player game play, but up to four cabinets may be linked at one time to promote multiple player competition. To enter Game Mode, individual player(s) must insert the required amount of currency or tokens, press the Start button, and select a sled and track. The main objective of the game is to earn top ranking on a given track environment and/or against other drivers.

## PLAYER CONTROLS

- *Start Button*, located on the right-hand side of the controller assembly, is used to begin game play or to select certain features before a race.
- *Attack Button*, located on the left-hand side of controller assembly is used during competition to punch opponents, launch snowballs, or power attacks.
- *Throttle Lever*, located on the right-hand side of controller assembly, is used to accelerate.

## GAME OPERATION

Access to the menu system for statistics, adjustments, and testing is secured by a keyed lock on the coin box to prevent tampering. When the menu system is entered, on screen messages guide the operator through tasks.

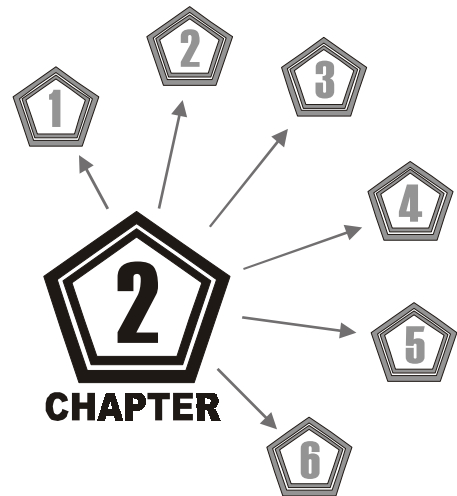
## CABINET SWITCHES

- *ON/OFF SWITCH* is located on the top right-hand side of cabinet.
- *REMOTE MONITOR ADJUSTMENTS* knobs are located inside coin vault. Use the monitor test screens with these controls to adjust video image size, brightness, contrast, etc.

**CONTROL BUTTONS**

- *TEST BUTTON* activates game Menu System. Press the Test button to access the Main Menu and select individual diagnostics, audits, utilities, etc.
- *VOLUME-UP BUTTON* is used to move up through menu selections or adjustment items, as well as to increase volume level in game play.
- *VOLUME-DOWN BUTTON* is used to move down through menu selections or adjustment items, as well as to decrease volume level in game play.
- *SERVICE CREDIT BUTTON* is used to allot credits without affecting a game's bookkeeping total. This button is also used to exit a menu selection or return to the main menu.





## **ADJUSTMENT, DIAGNOSTIC & AUDIT MENUS**

## ADJUSTMENT, DIAGNOSTIC & AUDIT MENUS

### MENU SYSTEM

#### WHAT IS THE MENU SYSTEM?

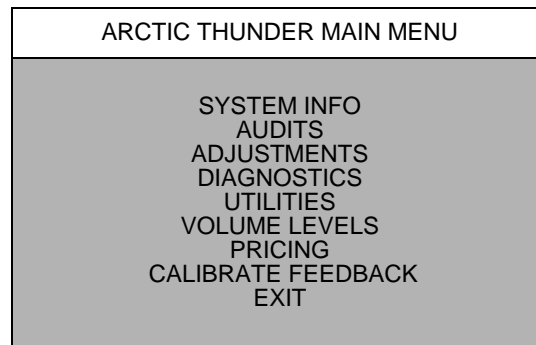
The game's Menu System is a series of auditing, game adjustments and diagnostic screens. You can easily access and apply these screens to optimize game performance. For instance...

- Use game audit screens to assess game performance.
- Use adjustment screens to help you customize game performance. For example, you can restore factory default game settings. You can also calibrate player controls for player accuracy.
- Use diagnostic screens to verify proper equipment operation.

#### ACCESSING THE MENU SYSTEM

Open the coin door. Locate and press the TEST button. The game system will exit game Attract Mode and enter Diagnostic Mode. The Main Menu, which is the opening screen of the Menu System, will appear.

Game audits, adjustments and diagnostics are a few examples of line items you can expect to see in the Main Menu. Selecting a line item opens its submenu, and each submenu presents at least one option that you may act upon.



**TYPICAL MAIN MENU SCREEN**

#### MENU LAYOUT

Observe that each menu screen basically uses the same layout.

- The block at the top of each screen displays the current menu title.
- Data, such as menu items and video reports, etc., appears in the center of the screen.
- Messages, for example explanations and active control functions, etc., appear at the bottom of the screen.

#### MENU NAVIGATION TOOLS

Use the operator control buttons located inside the coin door to navigate menus. Press the Volume Up or Volume Down button to scroll through and select menu options.

Press the Test button to select the option highlighted and access the next menu level. **NOTE:** Only one highlighted option can be selected at a time.

To return to play mode from the Main Menu, select Exit and press the Test button. To return to the Main Menu or to play mode from a submenu, select Return to Previous Menu and press the Test button. Repeat as necessary until you return to desired screen or menu.

**Main Menu, continued****System Information Menu****SYSTEM INFORMATION MENU**

To verify the game's software version, reset information, or to clear reset information, select System Information Menu from the Main Menu, then press the Test button. Select and perform desired function.

SYSTEM INFORMATION MENU
SOFTWARE VERSION BACK TO PREVIOUS MENU

To return to Main Menu, select Back to Previous Menu and press the Test button.

**Main Menu, continued****System Information Menu****Software Version****SOFTWARE VERSION**

To verify game software version, select System Version from the System Information Menu. Observe screen for desired information.

SOFTWARE VERSION	
ARCTIC THUNDER/SNOW.EXE	1.0.0.0
ARCTIC THUNDER/DIAGDLL.DLL	1.0.0.0
ARCTIC THUNDER/GOBJ.DLL	1.0.0.0
ARCTIC THUNDER/GOOSE.DLL	1.0.0.0
DIAGNOSTICS/DIAG.EXE	1.0.0.0
WINCSM/WINCSM.EXE	1.0.0.0
WINCSM/MAGICBUS.DLL	1.0.0.0

To return to the submenu, press the Test button; to return to the Main Menu select Back To Previous Menu and press the Test button.

**Main Menu, continued****Audits Menu****AUDITS MENU**

To view a game's play statistics, select Audits Menu from the Main Menu, then press the Test button. Use the Volume buttons to scroll to desired audit item, then press the Test button. Follow on-screen instructions where necessary.

The left-hand side of an audit table displays the name of the audit item; the right-hand side shows the amount of play for that item as either a percentage, an average, or as elapsed time. *Please note*, record these statistics prior to performing any service or repairs.

**Main Menu, continued**  
**Audits Menu, continued**

AUDITS MENU
GENERAL GAME AUDITS
WASHINGTON, D.C.
SWISS ALPS
CHERNOBYL
HIMALAYAN
ALASKAN PIPELINE
HAUNTED FOREST
COIN AUDITS
CREDIT AUDITS
SYSTEM AUDITS
WATCHDOG AUDITS
CLEAR ALL
BACK TO PREVIOUS MENU

To return to submenu while viewing an audit table, press the Test button; to return to the Main Menu select Back To Previous Menu and press the Test button.

**Main Menu, continued**  
**Audits Menu**  
**General Game Audits**

**GENERAL GAME AUDITS**

To view game audits, press the Volume Up or Volume Down button to select General Game Audits from the Audits Menu, then press the Test button. Observe screen for desired information.

GENERAL GAME AUDITS				
TOTAL UPTIME	2DAYS 09:09:11	WILLIE QUINN SELECTED	(X/X)	0.0%
TOTAL PLAYTIME	2DAYS 02:23:10	PONZO SELECTED	(X/X)	0.0%
PERCENTAGE PLAYTIME	(9/32) 25%	CANDY ICE SELECTED	(X/X)	0.0%
GAMES STARTED	32	SLED 1 SELECTED	(X/X)	0.0%
AVERAGE GAME TIME	2DAYS 01:12:15	SLED 2 SELECTED	(X/X)	0.0%
PERCENTAGE FREE GAMES	0.0%	SLED 3 SELECTED	(X/X)	0.0%
TOTAL TIME-OUT PERCENTAGE	0.0%	SLED 4 SELECTED	(X/X)	0.0%
GAME CONTINUES PERCENTAGE	(X/X) XX%	SLED 5 SELECTED	(X/X)	0.0%
INITIALS ENTERED	(X/X) XX%	SLED 6 SELECTED	(X/X)	0.0%
1 PLAYER GAME	(X/X) XX%	WASHINGTON, DC SELECTED	(X/X)	0.0%
2 PLAYER GAME	(X/X) XX%	SWISS ALPS SELECTED	(X/X)	0.0%
3 PLAYER GAME	(X/X) XX%	CHERNOBYL SELECTED	(X/X)	0.0%
4 PLAYER GAME	(X/X) XX%	HIMALAYAN SELECTED	(X/X)	0.0%
5 PLAYER GAME	0.0%	ALASKAN PIPELINE SELECTED	(X/X)	0.0%
6 PLAYER GAME	0.0%	HAUNTED FOREST SELECTED	(X/X)	0.0%
7 PLAYER GAME	0.0%	PLAYER WIPE-OUTS AVERAGE	(X/X)	0.0%
8 PLAYER GAME	0.0%	PUP BOOST AVERAGE	(X/X)	0.0%
PERCENTAGE ATTACK USED	0.0%	PUP MISSILE AVERAGE	(X/X)	0.0%
PERCENTAGE NO DRONES	0.0%	PUP SHIELD AVERAGE	(X/X)	0.0%
PERCENTAGE NO CATCH-UP	0.0%	PUP SUPER ATTACK AVERAGE	(X/X)	0.0%
DIRTY MCKURDY SELECTED	(X/X) 0.0%	PUP HEALTH AVERAGE	(X/X)	0.0%
MAI ZHOU LIN SELECTED	(X/X) 0.0%	PUP TRICK AVERAGE	(X/X)	0.0%
AGENT 5 SELECTED	(X/X) 0.0%			
RETURN CLEAR				

<b>Main Menu, continued</b>
<b>Audits Menu</b>
<b>General Game Audits, continued</b>

To reset audit table, select Clear located at the bottom of screen, then press the Test button. To leave table as it is, select Return located at the bottom of screen, then press the Test button. Please note, be sure to record any values prior to clearing table.

To return to the submenu, press the Test button; to return to the Main Menu select Return and press the Test button.

<b>Main Menu, continued</b>
<b>Audits Menu</b>
<b>Washington, D.C. Audits (All track audits)</b>

**WASHINGTON, D.C. AUDITS**

To observe the audits screen for any one of the featured tracks, use the Volume Up or Volume Down button to select the desired audit, then press the Test button.

Observe screen for desired information. Please note, each sled track listed in the Audit Menu contains information identical to information shown in the table below.

To reset audit table, select Clear located at the bottom of screen, then press the Test button. To leave table as it is, select Return located at the bottom of screen, then press the Test button. Please note, be sure to record any values prior to clearing table.

ARCTIC THUNDER: WASHINGTON, DC.					
TRACK SELECTED	(X/X)	0.0%	TIMED AT 90 PERCENTAGE	(X/X)	0.0%
TRACK SINGLE PLAYER	(X/X)	0.0%	TIMED AT 95 PERCENTAGE	(X/X)	0.0%
FREE GAME AWARD	(X/X)	0.0%	TIMED AT 100 PERCENTAGE	(X/X)	0.0%
TIME-OUT	(X/X)	0.0%	TIMED AT 105 PERCENTAGE	(X/X)	0.0%
PLACED 1ST	(X/X)	0.0%	TIMED AT 110 PERCENTAGE	(X/X)	0.0%
PLACED 2ND	(X/X)	0.0%	TIMED AT 115 PERCENTAGE	(X/X)	0.0%
PLACED 3RD	(X/X)	0.0%	TIMED AT 120 PERCENTAGE	(X/X)	0.0%
PLACED 4TH	(X/X)	0.0%	TIMED AT 125 PERCENTAGE	(X/X)	0.0%
PLACED 5TH	(X/X)	0.0%	TIMED AT 130 PERCENTAGE	(X/X)	0.0%
PLACED 6TH	(X/X)	0.0%	TIMED AT 135 PERCENTAGE	(X/X)	0.0%
PLACED 7TH	(X/X)	0.0%	TIMED AT 140 PERCENTAGE	(X/X)	0.0%
PLACED 8TH	(X/X)	0.0%	TIMED AT 145 PERCENTAGE	(X/X)	0.0%
RETURN CLEAR					

To return to the submenu, press the Test button; to return to the Main Menu select Return and press the Test button.

<b>Main Menu, continued</b>
<b>Audits Menu</b>
<b>Coin Audits</b>

**COIN AUDITS**

To view coin audits use the Volume Up or Volume Down button to select Coin Audits from the Audits Menu, then press the Test button. Observe screen for desired information.

To reset audit table, select Clear located at the bottom of screen, then press the Test button. To leave table as it is, select Return located at the bottom of screen, then press the Test button. Please note, be sure to record any values prior to clearing table.

COIN AUDITS	
LEFT SLOT COINS	X
RIGHT SLOT COINS	X
BILLS	X
CENTER SLOT COINS	X
EXTRA SLOT COINS	X
SERVICE CREDIT	X
TOTAL PAID CREDIT	X
TOTAL	\$X.XX
RETURN CLEAR	

To return to the submenu, press the Test button; to return to the Main Menu select Return and press the Test button.

<b>Main Menu, continued</b>
<b>Audits Menu</b>
<b>Credit Audits</b>

**CREDIT AUDITS**

To view credit audits use the Volume Up or Volume Down button to select Credit Audits from the Audits Menu, then press the Test button. Observe screen for desired information.

To reset audit table, select Clear located at the bottom of screen, then press the Test button. To leave table as it is, select Return located at the bottom of screen, then press the Test button. Please note, be sure to record any values prior to clearing table.

CREDIT AUDITS	
CREDIT AVAILABLE	X
RETURN CLEAR	

To return to the submenu, press the Test button; to return to the Main Menu select Return and press the Test button.

**Main Menu, continued****Audits Menu****System Audits****SYSTEM AUDITS**

To view system audits, use the Volume Up or Volume Down button to select System Audits from the Audits Menu, then press the Test button. Observe screen for desired information.

*To reset audit table*, select Clear located at the bottom of screen, then press the Test button. **NOTE:** Be sure to record any values prior to clearing table. *To leave table as it is*, select Return located at the bottom of screen, then press the Test button.

SYSTEM AUDITS	
GAME STARTUPS	X
GAME RESTARTS	X
CSM STARTUPS	X
GAME NE'S	X
GAME AE'S	X
GAME IF'S	X
GAME UPTIME	X DAYS 00:00:00
SYSTEM UPTIME	X DAYS 00:00:00
RETURN CLEAR	

To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Return and press the Test button.

**Main Menu, continued****Audits Menu****Watchdog Audits****WATCHDOG AUDITS**

To either view or clear information about the watchdog use the Volume Up or Volume Down button to select Watchdog Audits from the Audits Menu, then press the Test button. Observe screen for desired information.

*To reset audit table*, select Clear located at the bottom of screen, then press the Test button. **NOTE:** Be sure to record any values prior to clearing table. *To leave table as it is*, select Return located at the bottom of screen, then press the Test button.

WATCHDOG AUDITS
VIEW WATCHDOGS
CLEAR WATCHDOGS
BACK TO PREVIOUS MENU

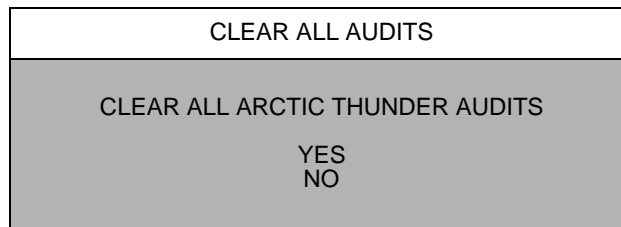
To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Return and press the Test button.



**CLEAR ALL AUDITS**

To clear all game audits use the Volume Up or Volume Down button to select Clear All Audits from the Audits Menu, then press the Test button.

Use the Volume buttons to select desired answer, then press the Test button. Observe a confirmation box appears on-screen to verify a selection was made.



To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

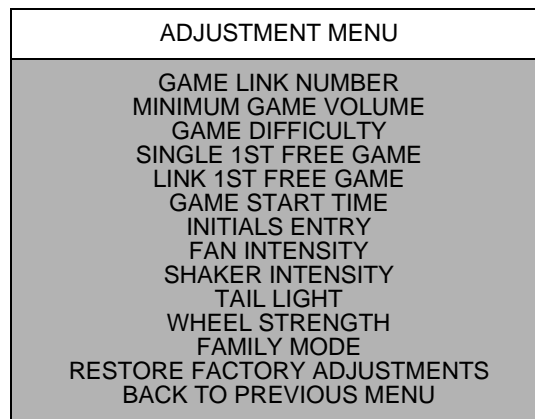


**ADJUSTMENTS MENU**

To optimize game performance and earnings or to change the look or sound of the game, use the Volume Up or Volume Down button to select Adjustment Menu from the Main Menu, then press the Test button.

The Adjustments Menu enables customization of Attract Mode, fan and seat shaker intensity, game difficulty, as well as a whole host of other features. *Please note*, individual Game Adjustments are explained in more detail on the following pages.

To select a menu option in Adjustments use the Volume buttons to select it, then press the Test button.





*Main Menu, continued*

**Adjustments Menu, continued**

Many line items in the Adjustments Menu provide multiple setting choices, a few of which are followed by a confirmation box as shown below to verify your selection prior to completing the request.

Be sure to read each option carefully, use the Volume buttons to select YES or NO, then press the Test button to lock in the setting. Selecting NO cancels any changed values and returns the previous values to memory.

ARE YOU SURE YOU WANT TO SELECT THIS SETTING?	
YES	NO

**TYPICAL CONFIRMATION BOX**

*Main Menu, continued*

*Adjustments Menu*

**Game Link Number**

#### **GAME LINK NUMBER**

Allows the game link number to be set. The setting range is:

- Maximum: 4
- Minimum: 1
- Factory Setting: 1

*Main Menu, continued*

*Adjustments Menu*

**Minimum Game Volume**

#### **MINIMUM GAME VOLUME**

Selects the minimum allowable setting for volume. The setting range for this adjustment is:

- Minimum: 0
- Maximum: 255
- Factory Setting: 20



**GAME DIFFICULTY**

Determines level of difficulty during game play. The setting range is:

- Easiest
- Easy
- Normal
- Hard
- Hardest
- No Change
- Factory Setting: Normal**



**SINGLE FIRST FREE GAME**

Enables the single play “free game for first place” option. The setting choices are:

- Enable (Award free game)
- Disable
- No Change
- Factory Setting: Enable**



**LINKED FIRST GAME FREE**

Awards free game to top player in a 2, 3, 4 or more player race. The setting choices are:

- Off (Does not award a free game in linked games)
- Must Beat All Drones (In a game with one or more linked players, a free game is only awarded if each of the drones and linked players lose)
- Two Players (In a game with at least two linked players, a free game is only awarded if the other linked player loses)
- Three Players (In a game with at least three linked players, a free game is only awarded if the other linked players lose)
- Four Players (In a game with at least four linked players, a free game is only awarded if the other linked players lose)
- No Change
- Factory Setting: Off**



**GAME START TIME**

Adjusts the game start time. The setting choices are:

- Minimum: 45
- Maximum: 90
- Factory Setting: 55**



**INITIALS ENTRY**

Enables players to enter their initials upon earning a high score, and displays high scores during attract mode. The setting range is:

- Enable
- Disable
- No Change
- Factory Setting: Disable**



**FAN INTENSITY**

Determines fan speed during game play. The setting range is:

- Easy
- Medium
- Hard
- Off
- No Change
- Factory Setting: Medium**



**SHAKER INTENSITY**

Determines shaker rate during game play. The setting range is:

- Easy
- Medium
- Hard
- Off
- No Change
- Factory Setting: Medium**

<i>Main Menu</i>
<i>Adjustments Menu</i>
<b>Tail Light</b>

**TAIL LIGHT**

Enables tail light illumination. The setting choices are:

- Enable
- Disable
- No Change
- Factory Setting: Enable**

<i>Main Menu</i>
<i>Adjustments Menu</i>
<b>Wheel Strength</b>

**WHEEL STRENGTH**

Selects degree of wheel strength to be used for racing. The setting range is:

- Very Light
- Light
- Normal
- Heavy
- Very Heavy
- No change
- Factory Setting: Very Heavy**

<i>Main Menu</i>
<i>Adjustments, continued</i>
<b>Family Mode</b>

**FAMILY MODE**

Changes appearance of female character seen on logo screen. The setting range is:

- Disable (Lewd appearance)
- Enable (Conservative appearance)
- No change
- Factory Setting: Disable**

<i>Main Menu</i>
<i>Adjustments, continued</i>
<b>Restore Factory Adjustments</b>

**RESTORE FACTORY ADJUSTMENTS**

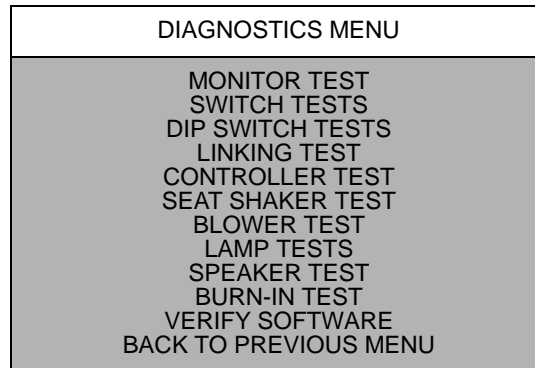
Allows operator to restore all game settings to the original factory default settings. The setting range is:

- Yes
- No
- Factory Setting: No**

**Main Menu, continued****Diagnostics Menu****DIAGNOSTIC MENU**

To verify condition of the electrical and electronic hardware in the game use the Volume Up or Volume Down button to select Diagnostics Menu from the Main Menu, then press the Test button.

Diagnostic tests assist in checking and adjusting the game's major systems. It is important to periodically run diagnostics to improve and maintain game performance and player satisfaction.



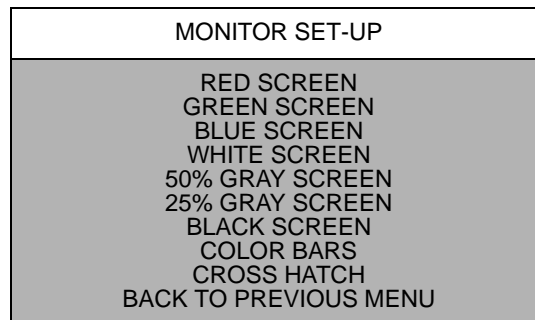
Use the Volume buttons to select desired Diagnostic Menu option, then press Test button to enter.

To return to the Main Menu select Back To Previous Menu and press the Test button.

**Main Menu****Diagnostic Menu, continued****Monitor Setup****MONITOR SET-UP**

To verify color clarity of the monitor use the Volume Up or Volume Down button to select Monitor Setup at the Diagnostic Menu, then press the Test button.

Within the Monitor Set-up menu use the Volume buttons to select desired monitor setting, then press the Test button. Observe screen displays desired information and then automatically returns to the Monitor Set-Up Menu.



<b>Main Menu</b>
<b>Diagnostic Menu, continued</b>
<b>Monitor Setup, continued</b>

**COLOR BARS.** Observe 4 color bars in different shades appear on-screen as aids in adjusting the green, blue, and red color levels. Each color should appear sharp and clear. Check video brightness and contrast.

The **CROSSHATCH PATTERNS** test fills the screen with a series of dots within a grid. Observe the dots are perfectly round and that both the grid and dots are clear. Inspect monitor convergence, linearity, and screen size.

The single color screens, **RED SCREEN, BLUE SCREEN, GREEN SCREEN**, etc., fill the screen with a single color to be observed for complete saturation and clarity.

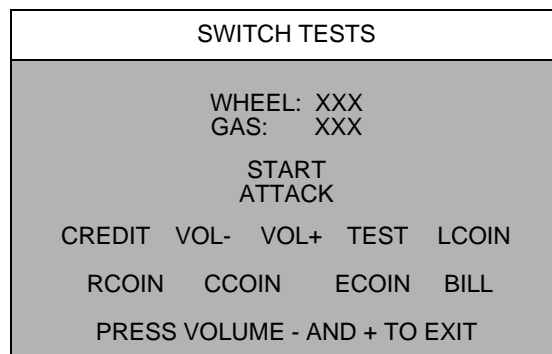
If any of the tests show a need for CRT adjustment, use the proper knobs on the Monitor Controls board.

To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

<b>Main Menu</b>
<b>Diagnostic Menu, continued</b>
<b>Switch Tests</b>

**SWITCH TESTS**

To verify proper operation of game switch and button inputs use the Volume Up or Volume Down button to select Switch Test at the Diagnostic Menu, then press the Test button.



Press any switch on the control panel or coin door to cause the corresponding indicator on the screen to illuminate. Each illuminated square represents one completed switch circuit.

Press both Volume buttons simultaneously to return to the submenu; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

<p><i>Main Menu</i></p> <p><i>Diagnostic Menu, continued</i></p> <p><b>DIP Switch Test</b></p>
--

**DIP SWITCH TEST**

To verify proper DIP switch setting use the Volume Up or Volume Down button to select DIP Switch Test at the Diagnostic Menu, then press the Test button.

The current settings will appear on-screen. The default switch position for switch one through 8 is OFF for standard operation. For information about DIP Switch settings refer to Chapter 5: Wiring.

DIP SWITCH TEST		
S2		
1	OFF	BOOT GAME
2	OFF	UNUSED
3	OFF	UNUSED
4	OFF	UNUSED
5	OFF	UNUSED
6	OFF	UNUSED
7	OFF	UNUSED
8	OFF	UNUSED
PRESS ENTER TO EXIT		

**S2 DIP SWITCH SCREEN**

<p><i>Main Menu</i></p> <p><i>Diagnostic Menu, continued</i></p> <p><b>Linking Test</b></p>
---

**LINKING TEST**

To verify communications between a game machine and others linked to it use the Volume Up or Volume Down button to select Linking Test at the Diagnostic Menu, then press the Test button.

LINKING TEST
<p>LINK 1: THIS GAME</p> <p>LINK 2: 0 PACKETS</p> <p>LINK 3: 0 PACKETS</p> <p>LINK 4: 0 PACKETS</p> <p>RETURN TO PREVIOUS MENU</p>

This diagnostic runs automatically and will display results on-screen.

To return to the submenu, select Return to Previous Menu and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

<b>Main Menu</b>
<b>Diagnostic Menu, continued</b>
<b>Controller Test</b>

**CONTROLLER TEST**

To verify the proper directional movement of the controller assembly use the Volume Up or Volume Down button to select Controller Test at the Diagnostic Menu, then press the Test button.

*Please note*, avoid contact with controller assembly when conducting any of the controller tests because the controller automatically turns on its own.

Use the Volume buttons to select desired controller test option, then press Test button to enter.

CONTROLLER TEST
CALIBRATE FEEDBACK CONTROLLER CENTER CONTROLLER LEFT CONTROLLER RIGHT CONTROLLER INFO BURN-IN TEST RETURN TO PREVIOUS MENU

Observe and follow the on-screen instructions when conducting a test. A message will appear on-screen to indicate a completed test. Press the Test or Start button to exit test once this message appears.

**CALIBRATE FEEDBACK** performs a complete calibration sequence which turns the controller to the left, center, and to the right at a variety of speeds. This is the most complete test for the controller.

The **CONTROLLER CENTER, CONTROLLER LEFT, AND CONTROLLER RIGHT** are individual controller tests and will perform only the test specified by the name.

The **CONTROLLER INFO** test does not automatically turn the controller and requires operator input to complete the test.

**BURN-IN TEST** performs the same tests as the Calibrate Feedback option, except it does so in a complete, uninterrupted cycle. To exit this test mode the game machine must be powered off.

<b>Main Menu</b>
<b>Diagnostic Menu, continued</b>
<b>Seat Shaker Test</b>

**SEAT SHAKER TEST**

To verify the proper functionality of the shaker assembly use the Volume Up or Volume Down button to select Seat Shaker Test at the Diagnostic Menu, then press the Test button.

Use the Volume buttons to select desired shaker test, then press the Test button. *Please note*, the seat shaker is immediately and automatically engaged once the Test button is pressed.



<i>Main Menu</i>
<i>Diagnostic Menu, continued</i>
<b>Seat Shaker Test, continued</b>

SEAT SHAKER TEST
SHAKER ON BURN-IN RETURN

The **SHAKER ON** test performs a complete shaker vibration sequence at a variety of speeds. This is the most complete test for the seat shaker. Observe seat vibration.

The **BURN-IN TEST** performs the same tests as the Shaker On option, except it does so in a complete, uninterrupted cycle. To exit this test mode the game machine must be powered off. Observe seat vibration.

To end seat shaker test, press the Test button. To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

<i>Main Menu</i>
<i>Diagnostic Menu, continued</i>
<b>Blower Test</b>

### **BLOWER TEST**

To verify the proper functionality of the fan assembly use the Volume Up or Volume Down button to select Blower Test at the Diagnostic Menu, then press the Test button.

Use the Volume buttons to select desired blower test, then press the Test button. The fan blower is immediately and automatically engaged once the Test button is pressed.

BLOWER TEST
BLOWER ON BURN-IN RETURN

**BLOWER ON** performs a complete blower sequence at a variety of speeds. This is the most complete test of the blower. Observe breeze emitted from fan blower located in the center of the back-lit marquee.

**BURN-IN TEST** performs the same tests as the Blower On test option, except it does so in a complete, uninterrupted cycle. To exit this test mode the game machine must be powered off. Observe breeze emitted from fan blower located in the center of the back-lit marquee.

To end fan blower test, press the Test button. To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

<b>Main Menu</b>
<b>Diagnostic Menu, continued</b>
<b>Lamp Test</b>

**LAMP TEST**

To detect intermittent or faulty incandescent bulbs use the Volume Up or Volume Down button to select LAMP TEST at the Diagnostic Menu. This test ensures that the incandescent bulbs critical to game operation function properly.

LAMP TEST
CYCLE ALL ON BURN-IN RETURN

Use the Volume Up or Volume Down button to select desired Lamp Test and press the Test button. During the test observe the Lamp(s) turn ON according to the option selected.

To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

<b>Main Menu</b>
<b>Diagnostic Menu, continued</b>
<b>Speaker Test</b>

**SPEAKER TEST**

To verify the proper functionality of the speaker assemblies use the Volume Up or Volume Down button to select Speaker Test at the Diagnostic Menu, then press the Test button.

SPEAKER TEST
RIGHT CHANNEL LEFT CHANNEL 1 KHZ SOUND 100HZ SOUND PLAY TUNE RETURN

**RIGHT CHANNEL.** Tests the functionality of the speaker located on the right-hand side of the game cabinet by emitting an audible voicing of the word “right.”

**LEFT CHANNEL.** Tests the functionality of the speaker located on the left-hand side of the game cabinet by emitting an audible voicing of the word “left.”

The **1KHz** and **100Hz Sound** tests are audible tones emitted from both speakers on the game cabinet.

**Play Tune** test option emits audible music from the game using both speakers on the game cabinet.

<i>Main Menu</i>
<i>Diagnostic Menu, continued</i>
<b>Burn-In Tests</b>

**BURN-IN TESTS**

To properly diagnose intermittent problems with linking, steering, speakers, lamps, the seat shaker, or blower use the Volume Up or Volume Down button to select Burn-In Test at the Diagnostic Menu, then press the Test button. Select the desired test from the Burn-In Test menu.

A Burn-In test cycles non-stop through while diagnosing a problem. If an error is detected the Burn-In Test will stop and an error message will display on-screen.

Inputs from the control buttons are ignored during Burn-In. The Burn-In Test cannot be halted from the menus. To halt the test, switch off power to the game machine and then reboot game machine.

<i>Main Menu</i>
<i>Diagnostic Menu, continued</i>
<b>Verify Software</b>

**VERIFY SOFTWARE**

To perform software verification use the Volume Up or Volume Down button to select Verify Software at the Diagnostic Menu, then press the Test button.

The test diagnostic will automatically check the software in the span of a few minutes and then report the outcome as pass or fail. Observe screen for test results.

To return to the submenu, press any button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

<i>Main Menu</i>
<b>Utilities</b>

**UTILITIES**

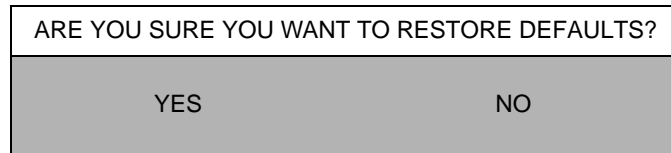
To make adjustments to a variety of bookkeeping memory banks use the Volume Up or Volume Down button to select Utilities from the Main Menu, then press the Test button.

To select desired Utilities option use the Volume Up or Volume Down button, then press the Test button.





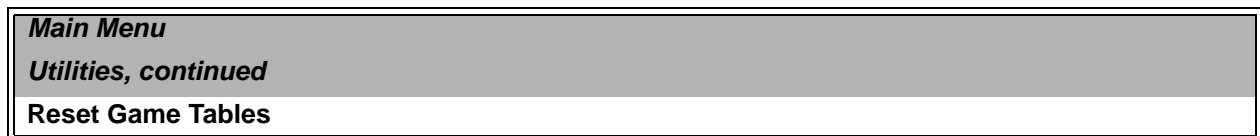
Several options under Utilities offer multiple setting choices in which you must select a value. Use the Volume buttons to change the value setting and observe a confirmation box as shown appears.



**TYPICAL CONFIRMATION BOX**

Press the Volume Up or Volume Down button to select YES or NO, then press the Test button to lock in the setting. Selecting NO cancels any changed values and returns the previous values to memory.

To return to the Main Menu select Back To Previous Menu and press the Test button.



**RESET GAME TABLES**

To reset game data --for example high scores-- use the Volume Up or Volume Down button to select Reset Game Tables at the Utilities screen, then press the Test button.

Use the Volume buttons to select desired function, then press the Test button.

To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.



**FREE PLAY**

To adjust free play --which does not require credits or tokens for game play-- use the Volume Up or Volume Down button to select Free Play at the Utilities screen. Use the Volume buttons to select desired function, then press the Test button. The setting range is:

- Disable
- Enable
- No change
- Factory Setting: **Disable**

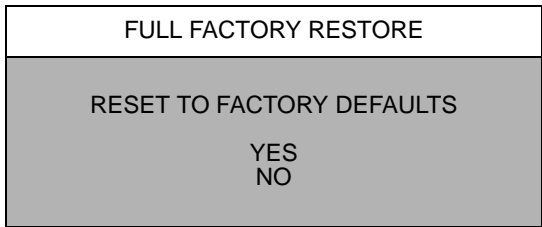
To return to the Main Menu scroll to Back To Previous Menu and press the Test button.



**FULL FACTORY RESTORE**

To return all game variables to the original factory setting use the Volume Up or Volume Down button to select Full Factory Restore from the Utilities screen, then press the Test button.

Use the Volume Up or Volume Down button to select desired answer, then press the Test button to complete selection. Observe a confirmation box appears on-screen to verify a selection was made.



To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.



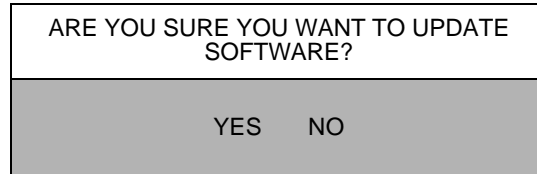
**SOFTWARE UPDATE**

To aid installation of software use the Volume Up or Volume Down button to select Software Update at the Utilities screen, then press the Test button.

This option aids the process of either updating game software to the latest version or reverting to the previous version, if desired. Please note



Either Software Update option offers multiple setting choices in which you must select a value. Use the Volume buttons to change the value setting and observe a confirmation box as shown on the next page appears.



Press the Volume Up or Volume Down button to select YES or NO, then press the Test button to lock in the setting. Selecting NO cancels any changed values and returns the previous values to memory.

Follow on-screen instructions to complete version selection. *Please note*, software update option exits the game Diagnostic menus.



#### **COPY CMOS TO FLOPPY DISK**

To copy the system CMOS file onto a floppy disk use the Volume Up or Volume Down button to select Copy CMOS To Floppy Disk at the Utilities screen, then press the Test button.

Follow on-screen instructions to complete selection. To return to the Main Menu scroll to Back To Previous Menu and press the Test button.



#### **CHECK DISK**

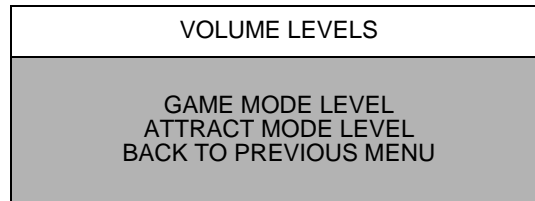
To check integrity of the disk use the Volume Up or Volume Down button to select Check Disk at the Utilities screen, then press the Test button to enter.

Follow on-screen instructions to complete selection. *Please note*, this option will cause the game machine to reboot.

**Main Menu****Volume Levels****VOLUME LEVELS**

To select a desirable volume level use the Volume Up or Volume Down button to select Volume Level from the Main Menu, then press the Test button.

Remember that the minimum sound level is set by using the Adjustments Menu.

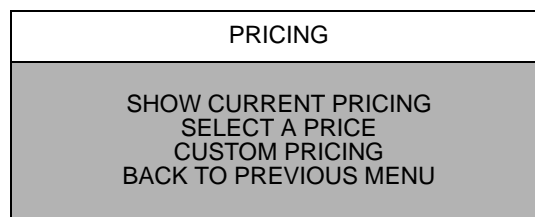


Press the Volume Up button to increase sound level or the Volume Down button to decrease the sound level of the game. Press the Test button to lock the volume level at the selected value.

To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.

**Main Menu****Pricing****PRICING**

Use Pricing to specify pricing settings other than the ones listed in the Pricing Table, to select the amount of credits required to start a game, and the amount of credits required to continue a game. Use the Volume Up or Volume Down button to select Pricing from the Main Menu, then press the Test button.



Use the Volume Up or Volume Down button to select desired selection, then press the Test button.

To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.



**SHOW CURRENT PRICING**

Use the Show Current Pricing option to view the pricing options currently selected for game play. Remember pricing is used to select the amount of credits required to start a game, as well as to continue a game.

Press the Test button to return to main pricing menu; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.



**SELECT A PRICE MENU**

Use the Select a Price Menu to select preset price settings on a continental, or country by country basis, as outlined in the Pricing Table that follows.

Pricing can also be used to select the amount of credits required to start a game and the amount of credits required to continue a game.

Use the Volume buttons to select country, then press the Test button. Use the Volume buttons to further navigate selections listed within a desired country. Press the Test button to save selection.

CONTINENTAL PRICING TABLE
ASIA
AUSTRALIA
CUSTOM
EUROPE A - H
EUROPE I - Z
NORTH AMERICA
SOUTH AMERICA
BACK TO PREVIOUS MENU

To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.



**Pricing Table**

Use the Pricing Table illustrated below as a guide to select and/or verify the desired coin credit setting(s).

NAME	START	CONTINUE	CREDITS/COIN	COIN 1	COIN 2	COIN 3	COIN4	BILL
ANTILLES	2	2	1/25¢, 4/1G	.25¢	1G			
AUSTRALIA 1	2	2	1/3X20¢, 2/\$1.00	.20¢	\$1.00			
AUSTRALIA 2	1	1	1/5X20¢, 1/\$1.00	.20¢	\$1.00			
AUSTRIA 1	2	2	1/5Sch, 2/10Sch	5 Sch	10 Sch			
AUSTRIA 2	2	2	1/2X5Sch, 3/2X10Sch	5 Sch	10 Sch			
BELGIUM 1	2	2	1/20BF	20BF	20BF			
BELGIUM 2	2	2	3/20BF	20BF	20BF			
BELGIUM 3	2	2	2/20BF	20BF	20BF			
BELGIUM ECA	2	2	1/20BF	5BF	20BF	50BF		
CANADA 1	2	2	1 / 2 x 25¢, 3 / \$1	25¢	25¢			
CANADA 2	2	2	1 / 2 x 25¢, 3 / \$1	25¢	\$1.00			
CANADA 3	2	2	3 / \$1.00, 6 / \$2.00	\$1.00	\$2.00			
CANADA ECA	2	2	1 / 2 x 25¢, 3 / \$1	25¢		\$1.00	\$2.00	
DENMARK	2	2	3/5DKr, 7/10DKr	5DKr	10DKr			
FINLAND	2	2	1/1Fmk	1Fmk	5Fmk			
FRANCE 1	2	2	2/5Fr, 5/10Fr	5Fr	10Fr			
FRANCE 2	2	1	2/5Fr, 4/10Fr	5Fr	10Fr			
FRANCE 3	2	1	1/5Fr, 3/10Fr	5Fr	10Fr			
FRANCE 4	2	1	1/5Fr, 2/10Fr	5Fr	10Fr			
FRANCE 5	2	1	2/5Fr, 5/10Fr, 11/2 X 10Fr	5Fr	10Fr			
FRANCE 6	2	1	2/5Fr, 4/10Fr, 9/2 X 10Fr	5Fr	10Fr			
FRANCE 7	2	1	1/5Fr, 3/10Fr, 7/2 X 10Fr	5Fr	10Fr			
FRANCE 8	2	1	1/5Fr, 2/10Fr, 5/2 X 10Fr	5Fr	10Fr			
FRANCE 9	2	1	1/3 X 1Fr, 2/5Fr	1Fr	5Fr			
FRANCE 10	2	1	1/2 X 1Fr, 3/5Fr	1Fr	5Fr			
FRANCE 11	2	1	1/3 X 1Fr, 2/5Fr, 5/2 X 5Fr	1Fr	5Fr			
FRANCE 12	2	1	1/2 X 1Fr, 3/5Fr, 7/2 X 5Fr	1Fr	5Fr			
FRANCE ECA 1	1	1	2/5Fr, 5/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 2	1	1	2/5Fr, 4/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 3	1	1	1/5Fr, 3/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 4	1	1	1/5Fr, 2/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 5	1	1	2/5Fr, 5/10Fr, 11/20Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 6	1	1	2/5Fr, 4/10Fr, 9/20Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 7	1	1	1/5Fr, 3/10Fr, 7/20Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 8	1	1	1/5Fr, 2/10Fr, 5/20Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 9	1	1	1/3 X 1Fr, 2/5Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 10	1	1	1/2 X 1Fr, 3/5Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 11	1	1	1/3 X 1Fr, 2/5Fr, 5/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 12	1	1	1/3 X 1Fr, 3/5Fr, 7/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 13	1	1	1/10Fr, 2/20Fr, 4/30Fr	1Fr	5Fr	10Fr	20Fr	
FREE PLAY	--	--	--	None	None	None	None	None
GERMANY 1	2	2	1/1DM, 6/5DM	1DM	5DM			
GERMANY 2	2	1	1/1DM, 7/5DM	1DM	5DM			
GERMANY 3	2	1	1/1DM, 8/5DM	1DM	5DM			
GERMANY 4	2	1	1/1DM, 5/5DM	1DM	5DM			
GERMANY 5	2	1	1/1DM, 6/5DM	1DM	5DM			
GERMANY ECA 1	2	2	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		

CHAPTER 2 DIAGNOSTICS

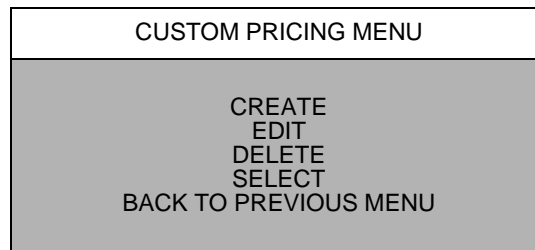
NAME	START	CONTINUE	CREDITS/COIN	COIN 1	COIN 2	COIN 3	COIN4	BILL
GERMANY ECA 2	2	1	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		
GERMANY ECA 3	1	1	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		
HUNGARY	2	2	1/2X10Ft, 3/2X20Ft	10Ft	20Ft			
ITALY	2	2	1/500Lit	500Lit	500Lit			
JAPAN 1	2	2	1/100Yen	100 Yen	100 Yen			
JAPAN 2	2	2	2/100Yen	100 Yen	100 Yen			
JAPAN 3	1	1	1/100Yen	100	100			
JAPAN 4	1	1	2/100Yen	100	100			
JAPAN 5	1	1	4/100Yen	100	100			
JAPAN 6	1	1	1/2X100Yen	100	100			
NETHERLANDS	2	2	1/1HFI, 3/2.5HFI	1HFI	2.5HFI			
NEW ZEALAND 1	1	1	1/\$1	\$1	\$2			
NEW ZEALAND 2	1	1	2/\$1	\$1	\$2			
NORWAY	2	2	3/5Nkr, 6/10Nkr	5Nkr	10Nkr			
SPAIN 1	2	2	1/100Pta, 6/500Pta	100Pta	500Pta			
SPAIN 2	2	2	1/100Pta, 5/500Pta	100Pta	500Pta			
SWEDEN	2	2	1/3X1SKr, 2/5SKr	1SKr	5SKr			
SWITZERLAND 1	2	2	1/1SFr, 6/5SFr	1SFr	5SFr			
SWITZERLAND 2	2	2	1/1SFr, 7/5SFr	1SFr	5SFr			
SWITZERLAND 3	2	2	1/1SFr, 8/5SFr	1SFr	5SFr			
UK ECA 1	1	1	1/50p, 3/£1.00, 6/£2.00	£1.00	50p	20p	10p	£2.00
UK ECA 2	1	1	1/50p, 2/£1.00, 4/£2.00	£1.00	50p	20p	10p	£2.00
UK ECA 3	1	1	1/30p, 2/50p, 5/£1.00	£1.00	50p	20p	10p	£2.00
UK 4	1	1	1/50p, 3/£1.00	£1.00	50p			
UK 5	1	1	1/50p, 2/£1.00	£1.00	50p			
UK ECA 6	1	1	1/30p, 2/50p, 4/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 7	1	1	3/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 8	1	1	1/50p, 2/£1.00, 4/£2.00	£1.00	50p	20p	10p	£2.00
USA1	2	2	1/25¢	25¢	25¢			\$1.00
USA2	2	1	1/25¢	25¢	25¢			\$1.00
USA3	1	1	1/25¢	25¢	25¢			\$1.00
USA4	1	1	1/50¢, 3/\$1.00	25¢	25¢			\$1.00
USA5	2	1	1/50¢, 4/\$1.00	25¢	25¢			\$1.00
USA6	1	1	1/50¢	25¢	25¢			\$1.00
USA7	1	1	1/50¢, 3/\$1.00	25¢	25¢			\$1.00
USA8	2	2	1/50¢	25¢	25¢			\$1.00
USA9	3	2	1/25¢	25¢	25¢			\$1.00
USA10	3	3	1/25¢	25¢	25¢			\$1.00
USA11	4	2	1/25¢	25¢	25¢			\$1.00
USA12	4	3	1/25¢	25¢	25¢			\$1.00
USA13	4	4	1/25¢	25¢	25¢			\$1.00
USA ECA	2	2	1/25¢, 4/\$1.00	\$1.00	25¢	10¢	05¢	\$1.00
USA DC 1	2	2	1/25¢	25¢	\$1.00			\$1.00
USA DC 2	2	1	1/25¢	25¢	\$1.00			\$1.00
USA DC 3	1	1	1/25¢	25¢	\$1.00			\$1.00
USA DC 4	3	2	1/25¢	25¢	\$1.00			\$1.00
USA DC 5	3	3	1/25¢	25¢	\$1.00			\$1.00
USA DC 6	4	2	1/25¢	25¢	\$1.00			\$1.00
USA DC 7	4	3	1/25¢	25¢	\$1.00			\$1.00
USA DC 8	4	4	1/25¢	25¢	\$1.00			\$1.00



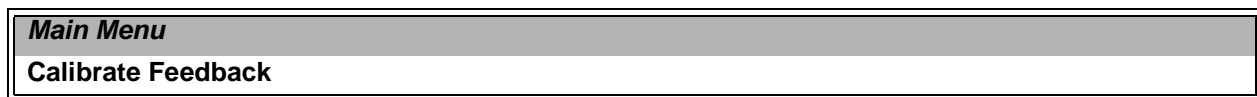
### CUSTOM PRICE MENU

Use the Custom Pricing Menu to create, edit, delete, or select a desired price setting other than one listed in the Select a Price menu option and the Pricing Table. Use the Volume Up or Volume Down button to select Custom Pricing Menu from the Main Menu, then press the Test button.

Use the Volume buttons to make desired selection, then press the Test button. Use the Volume buttons to further navigate selections. Press the Test button to save selection.



To return to the submenu, select Return and press the Test button; to return to the Main Menu scroll to Back To Previous Menu and press the Test button.



### CALIBRATE FEEDBACK

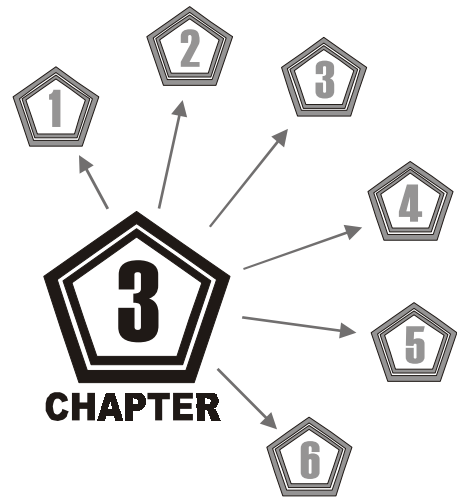
To calibrate controller assembly use the Volume Up or Volume Down button to select Calibrate Feedback from the Main Menu. This test performs a complete calibration sequence by turning the controller to the left, the center, and to the right at varying speeds.

Feedback diagnostic test is the most complete test for the controller. *Please note*, keep hands and other objects clear of controller assembly during the calibration sequence because the controller automatically turns on its own.

Use the Volume Up or Volume Down button to select Calibrate Feedback then press the Test button.

Observe and follow the on-screen instructions when conducting a test. Upon test completion, a message indicating a completed test appears on-screen. Press the Test or Start button to exit test once this message appears.

## NOTES








# SERVICE






## SAFETY INSTRUCTIONS

The following safety instructions apply to operators and service personnel. Read these instructions thoroughly prior to servicing or preparing the game machine for play. Other safety instructions appear throughout this manual where necessary.

### DEFINITIONS OF SAFETY TERMS

- **DANGER** indicates an imminent hazard. If you fail to avoid this hazard, it **WILL** cause death or serious injury.
- **WARNING** indicates a potential hazard. If you fail to avoid this hazard, it **COULD** cause death or serious injury.
- **CAUTION** indicates a potential hazard. If you fail to avoid this hazard, it **MAY** cause minor or moderate injury. **CAUTION** also alerts you about unsafe practices.
- **NOTE** indicates information of special importance.

	<p><b>WARNING: TRANSPORTING GAMES.</b> The game machine contains glass and fragile electronic devices. Use appropriate care when transporting to avoid rough handling of cabinet. Never move with power switched on.</p>
	<p><b>WARNING: DISCONNECT POWER.</b> Always turn power OFF and unplug game machine before attempting service or adjustments unless otherwise instructed. Installing or repairing boards with power switched on can damage components and void the warranty.</p>
	<p><b>WARNING: GROUND GAMES.</b> Avoid electrical shocks! Do not plug in a VGM until you have inspected and properly grounded it. Only plug this game into a grounded, three-wire outlet. Do not use a “cheater” plug, or cut off ground pin on line cord.</p>
	<p><b>WARNING: AVOID ELECTRICAL SHOCKS.</b> The game machine system does not utilize an isolation transformer. Internal cabinet AC is not isolated from external AC line.</p>
	<p><b>WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE.</b> If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from implosion.</p>

	<p><b>CAUTION: CHECK POWER SELECTOR, LAMP.</b> Set the 115/230VAC selector on the power supply for the correct line voltage. Check the selector setting before switching on game machine. Verify fluorescent lamp assembly is correct for the local line voltage.</p>
	<p><b>CAUTION: USE PROPER FUSE.</b> Avoid electrical shock! Replacement fuses must be identically rated. Fuse voltage and current ratings must be identically rated to original fuse.</p>
	<p><b>CAUTION: ATTACH CONNECTORS PROPERLY.</b> Be sure board connectors mate properly. If connectors do not slip on easily, do not force them. A reversed connector may damage the game machine and void the warranty. Connector keys only allow a connector to fit one set of pins on a board.</p>
	<p><b>CAUTION: USE CARE WHEN SHIPPING HARD DISKS.</b> The hard disk drive (HDD) must be packed in an anti-static bag. When shipping HDD for repair or replacement, pack it in an approved container (P/N 08-8068). Do not stack or drop hard disk drives.</p>
	<p><b>WARNING: HAZARD TO EPILEPTICS.</b> A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.</p> <p>If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.</p> <p>We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, <b>DISCONTINUE USE IMMEDIATELY</b> and consult your physician.</p>

## SERVICING

Only qualified service personnel should perform maintenance and repairs. Product guidelines apply to *all* operators and service personnel.

Specific notes, cautions, and warnings appear throughout the manual where they apply. We recommend that you thoroughly read the SAFETY NOTICES section prior to beginning service. **NOTE:** *Always switch off power to the game machine before servicing.*

### ***To service Marquee...***

Refer to *Marquee Service* and *General Dash Service* illustrations.

- Switch off power to game machine and unplug AC line cord.
- *Remove controller assembly:*
  1. Remove tamper-resistant screws used to fasten controller cover to controller housing and set aside.
  2. Lift up controller cover enough to expose wiring.
  3. Label and disconnect all wiring, including ground.
  4. Completely remove controller cover and set aside until reinstallation.
  5. Locate and remove center hub. Remove screws from hub, lift hub from shaft, then set aside until reinstallation.
  6. Locate and remove the hex nut used to fasten controller housing to motor shaft.
  7. Grab each controller grip and lift up and away from dashboard. *If controller housing sticks, perform bulleted steps listed below, otherwise advance to step 8.*
    - Replace the hub removed in step 5. Fasten in place with the screws provided.
    - Locate hex-head bolt. This bolt is secured with a retention clip inside of the controller assembly.
    - Insert bolt in hub and tighten down until the controller housing begins to lift up and can be removed completely.
    - Be sure to return bolt to retention clip for future use.
  8. Locate and remove Phillips head screws used to fasten anti-pinch plate around motor shaft.
  9. Remove anti-pinch plate and set aside with hardware until reinstallation.
- *Remove dash pod:*
  1. Locate and remove tamper-resistant screws used to fasten pod to cabinet.
  2. Gently slide pod off and away from cabinet.
  3. Place pod in a safe place along with hardware to prevent breakage or loss.
- *Remove Marquee:*
  1. Locate and remove tamper-resistant screws used to fasten marquee to cabinet.
  2. Lift marquee from cabinet to expose opening in cabinet. Store marquee in a safe place along with hardware to prevent breakage or loss.
- Perform desired repair or equipment replacement.



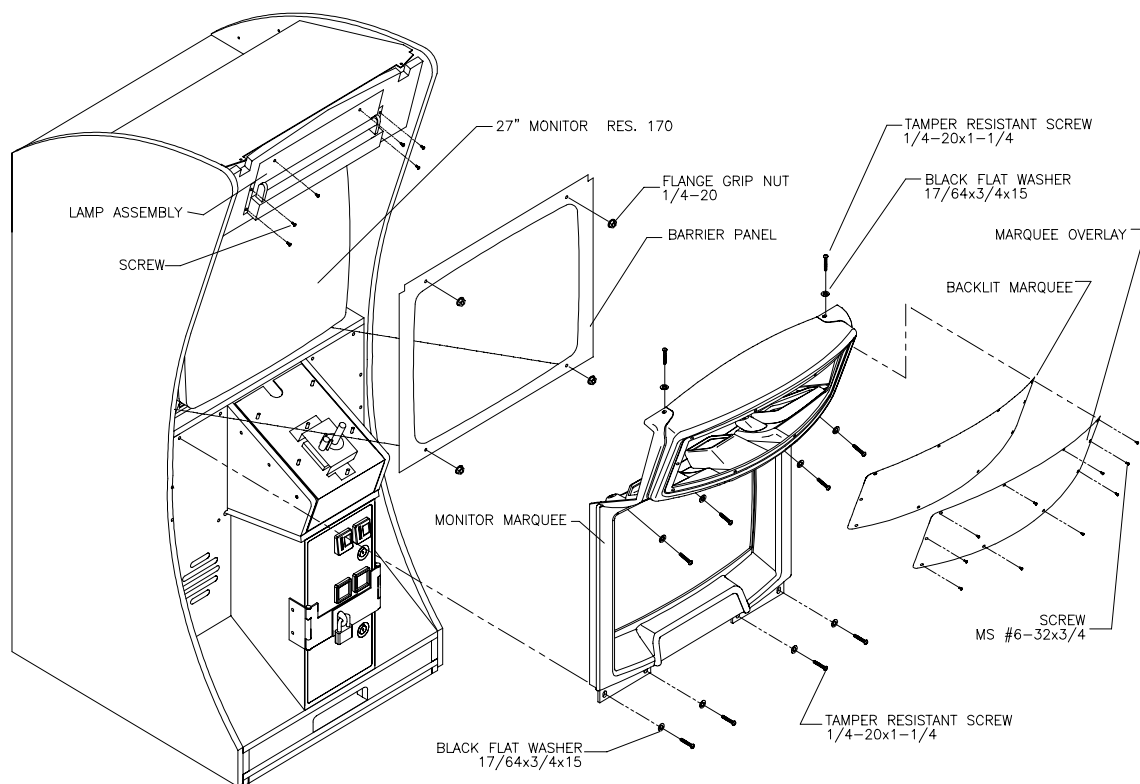
**WARNING**

Fluorescent tubes implode on impact when dropped. Use care in handling.

***To service the Fluorescent Light Assembly...***

Refer to *Marquee Service* illustration.

- Switch off power to game machine and unplug the AC line cord.
- Remove screws used to fasten the clear plastic overlay and marquee artwork to marquee.
- Remove both the marquee overlay and artwork and set aside in a safe place to prevent damage.
- Reach up inside the opening in cabinet and disconnect the power cable from fluorescent light assembly.
- Loosen, but do not remove the screws fastening assembly to cabinet.
- Slide assembly slightly forward to disengage the keyholes. Lift out the assembly.
- Perform desired repair or equipment replacement.



**MARQUEE ILLUSTRATION**

### **To service Backlit Marquee ...**

Refer to *Marquee Service* illustration.

- Switch off power to game machine and unplug AC line cord.
- Remove screws used to fasten the clear plastic overlay and marquee artwork to marquee.
- Remove both the marquee overlay and artwork and set aside in a safe place to prevent breakage.
- Perform desired repair or equipment replacement.



### **To service the Fluorescent Lamp or Starter...**

Refer to *Marquee Service* illustration.

- Switch off power to game machine and unplug AC line cord.
- Remove screws used to fasten clear plastic overlay and marquee artwork to marquee.
- Remove both the marquee overlay and artwork and set aside in a safe place to prevent breakage.
- Reach up inside the opening in cabinet and remove fluorescent lamp locks.
- Both the fluorescent tube and the starter require a quarter turn for removal. Grasp tube or starter, give it a quarter turn and pull it from its socket.
- Carefully place a new starter or tube into the sockets and rotate it a quarter turn to reinstall.
- Reinstall both fluorescent lamp locks. Wipe tube clean to remove fingerprints and dust.

### **To service the Monitor (CRT)...**

We recommend that you read WARNINGS thoroughly before beginning this procedure.

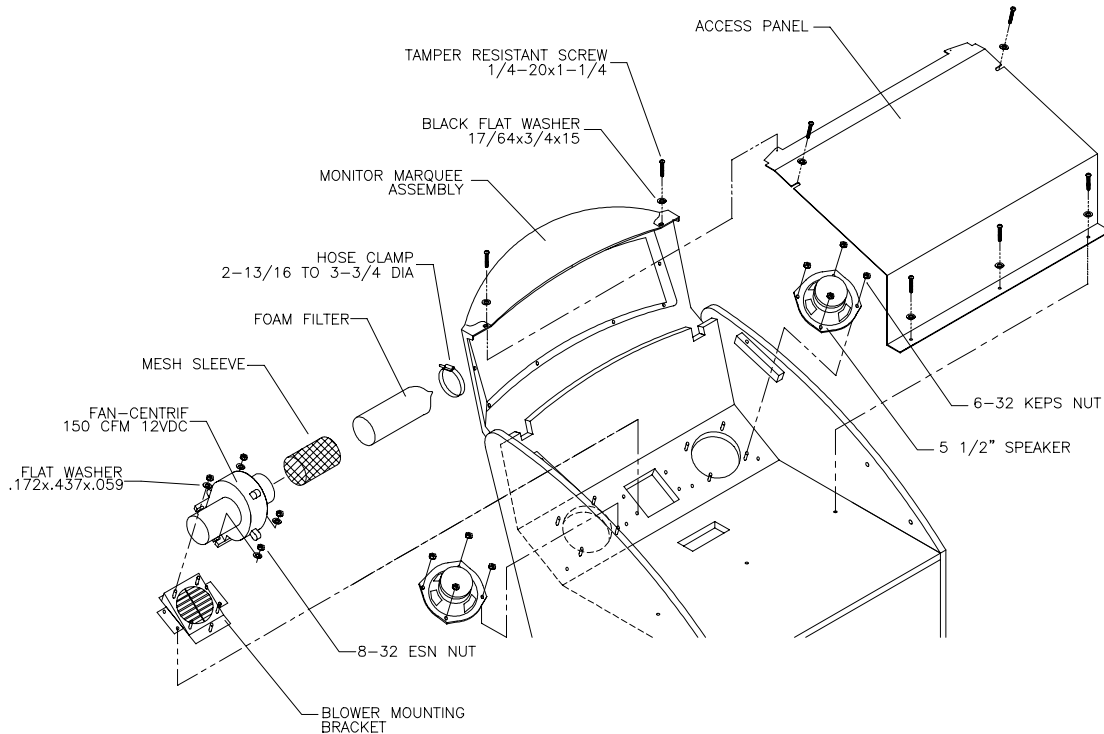
	<p><b>CAUTION</b> The video monitor is heavy, with most of the weight toward the front of the assembly. Be sure it is firmly supported as it is moved from the cabinet.</p>
	<p><b>WARNING</b> The monitor does not require isolation from the AC line voltage in normal operation. When operating outside the cabinet or servicing the monitor on a test bench, ISOLATE THE MONITOR FROM LINE VOLTAGE WITH AN ISOLATION TRANSFORMER.</p>

- Switch off power to game machine and unplug AC line cord.
- Remove Marquee and Barrier Panel. *Refer to service instructions for Marquee and Barrier Panel.*
- Open rear cabinet door and disconnect monitor from wiring harness and ground wires.
- Remove nuts securing monitor mounting flanges to mounting panel.
- Pull monitor carefully from cabinet and set aside.
- Perform desired repair or equipment replacement.

### To service Barrier Panel...

Refer to *Marquee Service* illustration.

- Switch off power to game machine and unplug AC line cord.
- Remove Marquee. *Refer to service instructions for Marquee.*
- Locate and remove hex nuts used to fasten barrier panel in cabinet. Grasp barrier panel along bottom edge and lift it out of cabinet.
- Perform desired repair or equipment replacement.



**BLOWER SERVICE**

### To service Blower Fan...

Refer to *Blower Fan and Speaker Service* illustration.

- Switch off power to game machine and unplug AC line cord.
- *Remove access panel from atop cabinet.*
  1. Locate and remove screws used to fasten access panel to cabinet.
  2. Lift and pivot panel to remove from cabinet. **NOTE:** This panel is heavy and may require a bit of maneuvering during removal and reinstallation.
- Label and disconnect wiring.
- Remove hex nuts and washers from mounting screws before removing fan assembly from enclosure. Set aside hardware. Lift out fan assembly.
- Perform desired repair or equipment replacement.
- Be sure to clean fan filter, or replace with new one, before reinstallation of blower fan.

### ***To service Marquee Mounted Cabinet Speakers...***

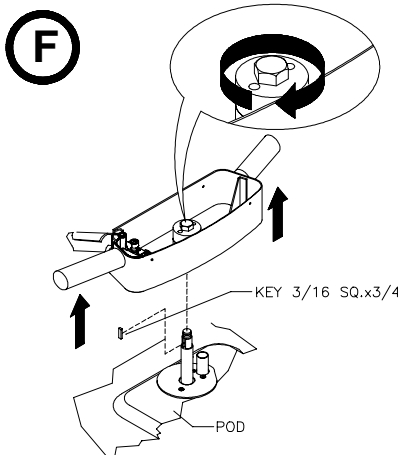
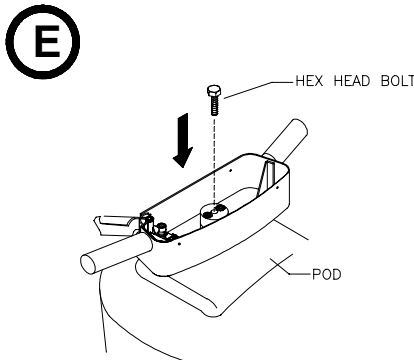
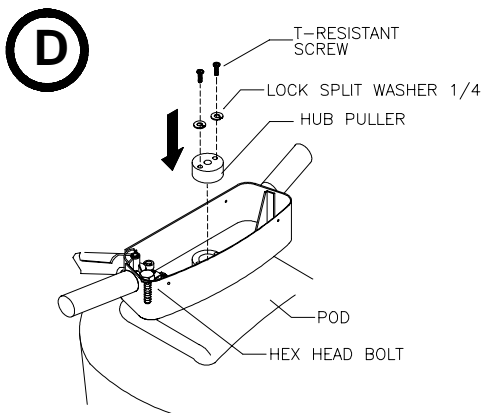
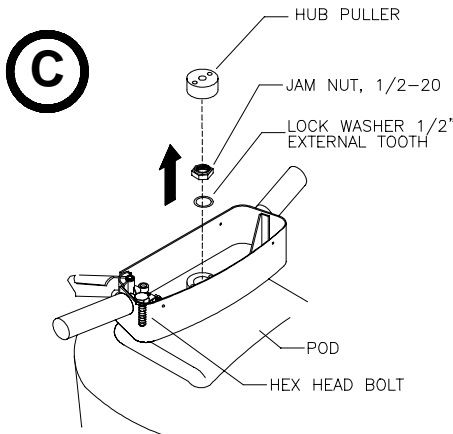
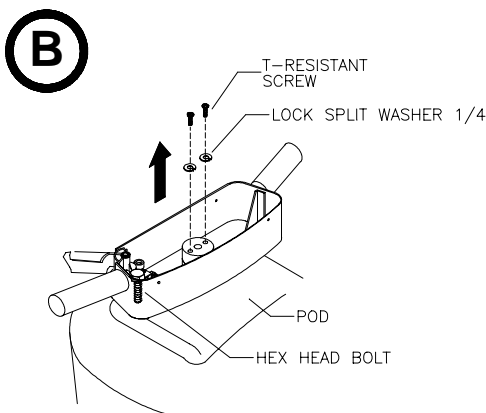
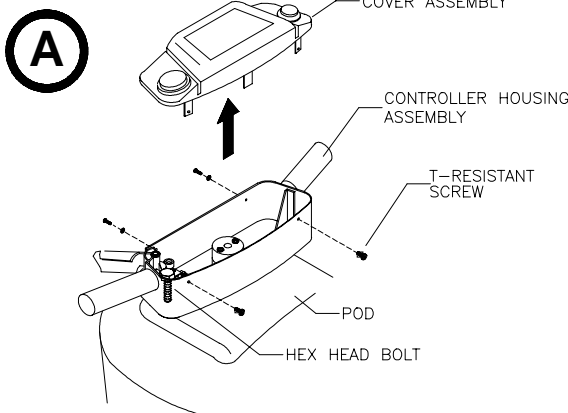
Refer to *Blower Fan* and *Speaker Service* illustration. Speakers are located in the underside of marquee.

- Switch off power to game machine and unplug AC line cord.
  - *Remove fan access panel from atop cabinet.*
    1. Locate and remove screws used to fasten access panel.
    2. Lift and pivot panel to remove from cabinet. **NOTE:** Access panel is heavy and may require a bit of maneuvering during removal and reinstallation.
  - Label and disconnect speaker wiring, including ground strap.
  - Remove hex nuts from mounting screws before removing speakers from enclosure.
  - Perform desired repair or equipment replacement.
  - Carefully reseal seals upon completing any task inside speaker enclosure.
  - Reconnect wires, including ground. Refer to the Cabinet Wiring Diagram for correct speaker polarity.
- NOTE:** The speakers are magnetically shielded to prevent video monitor color impurity. Be sure that any replacement speakers are also magnetically shielded.

### ***To service Controller...***

Refer to *Controller Service* illustration.

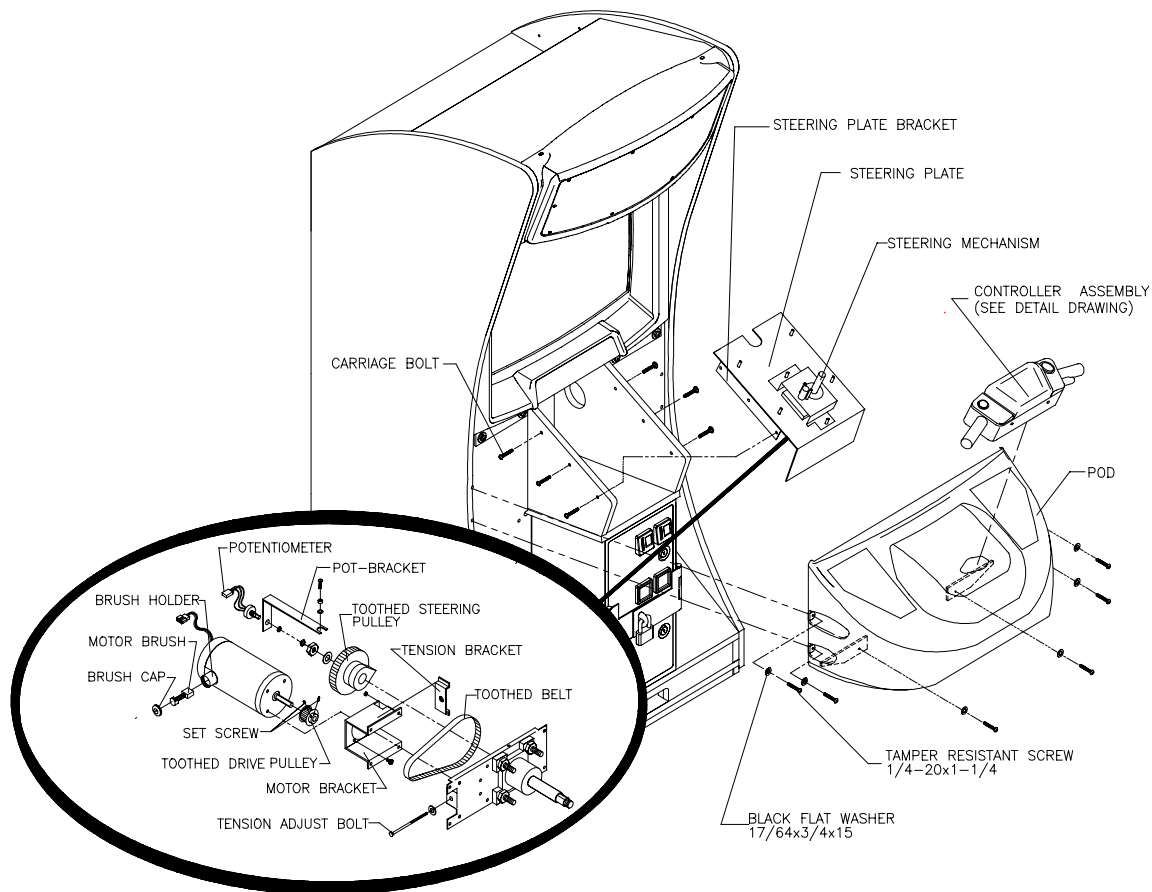
- Switch off power to game machine and unplug AC line cord.
- Open rear cabinet door.
- Label and disconnect all dash wiring, including ground strap.
- *Remove controller assembly.*
  1. Remove tamper-resistant screws used to fasten controller cover to controller housing and set aside.
  2. Lift up controller cover enough to expose wiring.
  3. Label and disconnect all wiring, including ground.
  4. Completely remove controller cover and set aside until reinstallation.
  5. Locate and remove center hub. Remove screws from hub, lift hub from shaft, then set aside until reinstallation.
  6. Locate and remove jam nut and lock washer used to fasten controller housing to motor shaft.
  7. Grab each controller grip and lift up and away from dashboard. *If controller housing sticks, perform bulleted steps listed below, otherwise advance to step 8.*
    - Replace the hub removed in step 5. Fasten in place with the screws provided.
    - Locate hex-head bolt. This bolt is secured with a retention clip inside of the controller assembly.
    - Insert bolt in hub and tighten down until the controller housing begins to lift up and can be removed completely.
    - Be sure to return bolt to retention clip for future use.
  8. Set aside controller housing with matching hardware until reinstallation.
- Perform desired repair or equipment replacement.



**CONTROLLER SERVICE**

**To service Start and Attack Buttons...**

- Switch off power to game machine and unplug AC line cord.
- *Remove controller assembly:*
  1. Remove tamper-resistant screws used to fasten controller cover to housing and set aside.
  2. Lift up controller cover enough to expose wiring. Label and disconnect all wiring, including ground.
  3. Completely remove controller cover.
- Perform desired repair or equipment replacement.



**GENERAL DASH SERVICE**

**To service Throttle...**

Refer to *Controller Service* illustration.

- Switch off power to game machine and unplug AC line cord.
- Open rear cabinet door.
- Label and disconnect all dash wiring, including ground strap.
- *Remove controller assembly:*
  1. Remove tamper-resistant screws used to fasten controller cover to housing and set aside.

**To service Throttle (continued)...**

2. Lift up controller cover enough to expose wiring. Label and disconnect all wiring, including ground.
  3. Completely remove controller cover and set aside until reinstallation.
- Perform desired repair or equipment replacement.
  - Reconnect wires and reinstall. Check for pinched wires.

**To service Steering Assembly...**

- Switch off power to game machine and unplug AC line cord.
- Unlock and open rear cabinet door.
- Label and disconnect wiring, including ground strap, for steering assembly.
- *Remove controller assembly:*
  1. Remove tamper-resistant screws used to fasten controller cover to the housing and set aside.
  2. Lift up controller cover enough to expose wiring.
  3. Label and disconnect all wiring, including ground.
  4. Completely remove controller cover and set aside until reinstallation.
  5. Locate and remove center hub. Remove screws from hub, lift hub from shaft, then set aside until reinstallation.
  6. Locate and remove jam nut and lock washer used to fasten controller housing to motor shaft.
  7. Grab each controller grip and lift up and away from dashboard. *If controller housing sticks, perform bulleted steps listed below, otherwise advance to step 8.*
    - Replace the hub removed in step 5. Fasten in place with the screws provided.
    - Locate hex-head bolt. This bolt is secured with a retention clip inside of the controller assembly.
    - Insert bolt in hub and tighten down until the controller housing begins to lift up and can be removed completely.
    - Be sure to return bolt to retention clip for future use.
  8. Set aside controller housing with matching hardware until reinstallation.
  9. Locate and remove Phillips head screws used to fasten the anti-pinch plate around motor shaft.
  10. Remove anti-pinch plate and set aside with hardware until reinstallation.
- *Remove dash pod:*
  1. Locate and remove tamper-resistant screws used to fasten pod to cabinet.
  2. Gently slide dash pod off of and away from cabinet.
  3. Place pod in a safe place along with hardware to prevent breakage or loss.
- Remove hex nuts used to fasten dash plate to cabinet.
- Pull plate forward to expose motor. Lift out steering assembly. **NOTE:** Use caution when removing motor due to its weight.
- Perform desired repair or equipment replacement.

### ***To service Steering Assembly (continued)...***

- Reinstall and fasten all items in place with hardware provided.

While the steering mechanism is exposed, inspect belt for splits in the rubber or other signs of wear at the edges of the teeth. Install a new belt if necessary following the instructions below.

### ***To service Steering Belt...***

- Loosen four mounting nuts for the motor bracket.
- Tighten the tension-adjust bolt only until there is no belt deflection, then loosen the bolt one full turn and tighten the four nuts.
- Reattach the mechanism and recalibrate the assembly.

**IMPORTANT:** Apply removable anaerobic adhesive thread lock (Loctite Blue 242 or equivalent) and torque set screw to seven to nine ft.-lbs. (84 to 108 in.-lbs.) if it was loosened.

### ***To service Lower Cabinet Speaker...***


Speaker is located on the left-hand side of cabinet just above the foot rest.

- Switch off the power to the game machine and unplug the AC line cord.
- Unlock and remove rear cabinet door.
- Label and disconnect wiring, including ground strap, to PC assembly attached to electronics shelf.
- Remove screws used to fasten the electronics shelf to the inside of cabinet, then remove the shelf and set it aside.
- Locate speaker. Remove nuts from mounting screws before removing speaker from enclosure.
- Perform desired repair or equipment replacement.
- Carefully reseal the seals upon completing any task in speaker enclosure.
- Reconnect wiring, including ground. Refer to the Cabinet Wiring Diagram for correct speaker polarity.

### ***To service Power Supply...***

- Switch off power to game machine and unplug the AC line cord.
- Unlock and remove the rear cabinet door.
- Unplug the IEC AC connector from rear of power supply and the DC connector from the front.
- Remove two front and two rear screws from supply, then lift it off of the power chassis. Note voltage setting.
- Perform desired repair or equipment replacement.
- Be sure to set voltage switch to correct value prior to reinstallation.
- Set the supply on the power chassis and align the mounting holes. Install the four screws and the two power connectors.



	<p><b>DANGER</b> High voltage present. Exercise extreme caution while servicing transformer.</p>
---	--

### ***To service Transformer...***

- Switch off power to game machine and unplug AC line cord.
- Unlock and remove rear door.
- If power to game machine was only recently disconnected, the transformer may still be warm. Allow transformer to cool completely before handling.
- Label and disconnect all wiring, including ground.
- Remove screws used to fasten transformer to base of cabinet.
- Perform desired repair or equipment replacement.

### ***To service Coin Mechanism...***

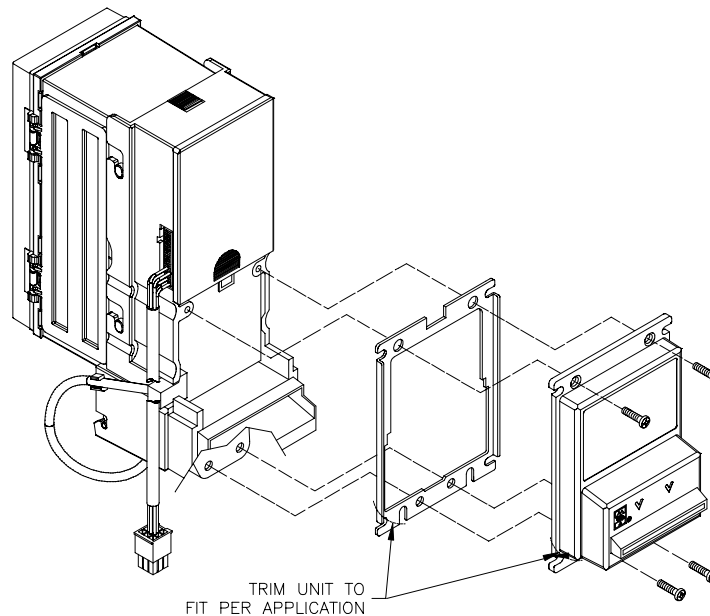
- Switch off power to game machine and unplug the AC line cord.
- Unlock coin door and swing it open.
- Unlatch and remove each coin mechanism separately to clean or replace with a different type. Ensure mechanism seats fully in the holder upon reinstallation.
- Close and lock the release latch, then close the door.
- Switch on power to game and change the mechanism setup, then test known good and bad coins to verify operation.

### ***To service Coin Counter...***

- Switch off power to game machine and unplug the AC line cord.
- Unlock and open cash door.
- Locate meter in lower left corner of the vault opening. Record meter count before testing or replacement.
- Locate meter wires. Label and disconnect wiring.
- Remove screws from front bracket.
- Perform the desired repair or equipment replacement. **NOTE:** Be sure replacement meter has a diode across the terminals to protect driver circuits.

### ***To service Coin Meter...***

- Switch off power to game machine and unplug the AC line cord.
- Unlock and open cash door. Remove cash tubs.
- The meter is located at the bottom of vault on a plate. Remove the screws and lift the plate just enough to disconnect the meter wires from the harness.
- Record meter count before testing or replacement.
- Perform desired repair or equipment replacement.



**DOLLAR BILL VALIDATOR SERVICE**

**To service Dollar Bill Validator...**

(Use MARS AE2411-U3 UL recognized currency changer)

Dollar bill validators or other currency acceptors may be installed in games that are manufactured with an additional wiring connector.

- Switch off power to game machine and unplug the AC line cord.
- Unlock and open coin door. Read label affixed to the inside of door for additional information.
- Disassemble validator and remove material to permit it to fit inside coin door as shown in *Dollar Bill Validator Service* illustration, then reassemble unit.

**To service Shaker Motor Assembly in Seat...**

Refer to *Seat Service* illustration.

- Switch off power to game machine and unplug AC line cord.
- Remove tamper resistant screws used to fasten seat access panel and pull panel forward.
- Label and disconnect wiring, including ground.
- Remove hex nuts used to fasten shaker motor to seat and remove.
- Perform desired repair or equipment replacement.
- Reinstall motor and reattach wiring.

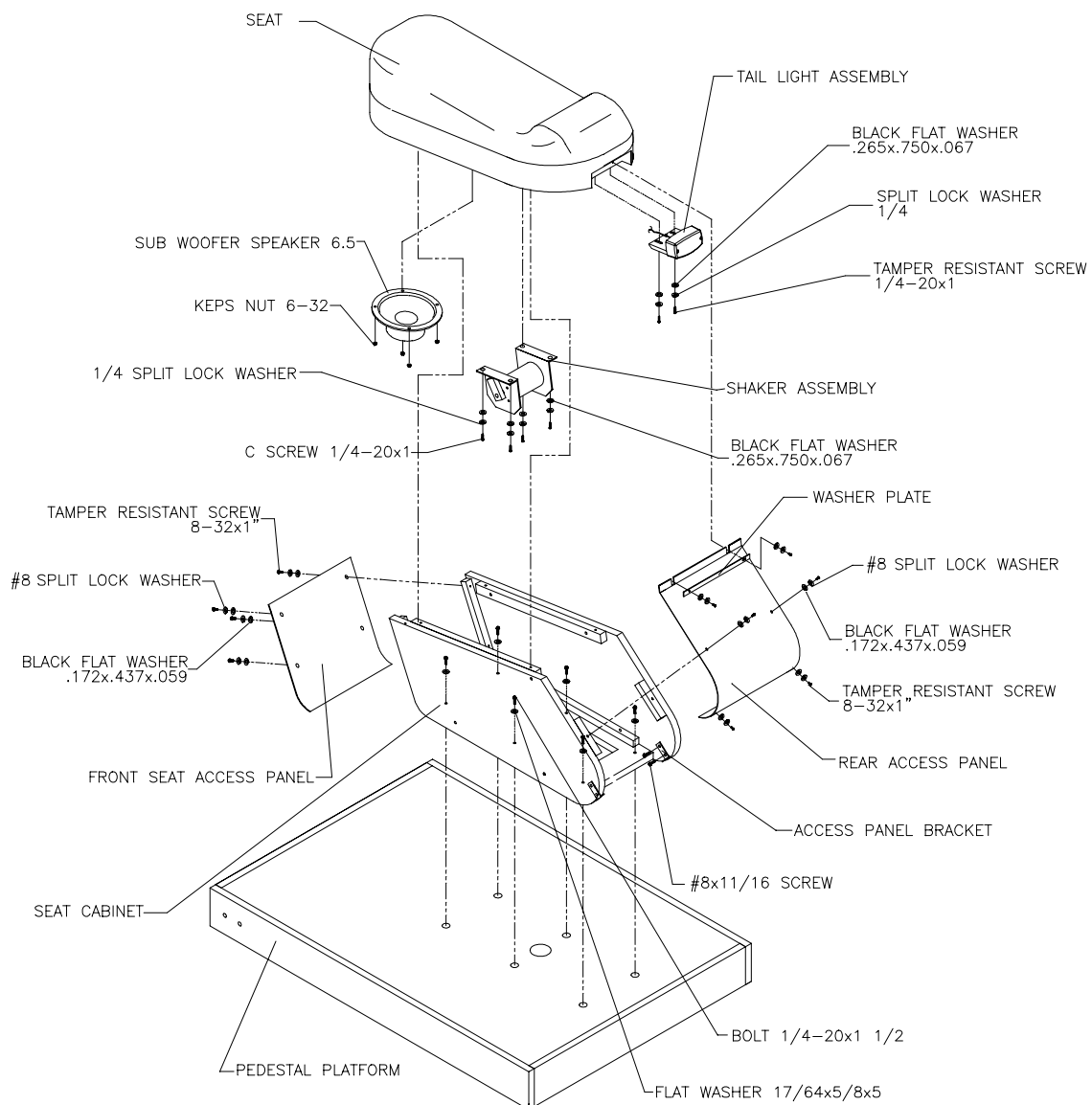
**IMPORTANT:** Apply removable anaerobic adhesive thread lock (Loctite Blue 242 or equivalent) and torque each bolt to 20 to 25 in-lbs (177 Nm to 221.25 Nm) if it was loosened.

### To service Speaker in Seat...

Refer to *Seat Service* illustration.

- Switch off power to game machine and unplug AC line cord.
- Remove tamper resistant screws used to fasten seat access panel, and pull panel forward.
- Label and disconnect speaker wiring, including ground.
- Remove hex nuts used to fasten speaker to seat and remove speaker.
- Perform desired repair or equipment replacement.
- Reinstall speaker and reattach wiring, including ground.

**IMPORTANT:** Apply removable anaerobic adhesive thread lock (Loctite Blue 242 or equivalent) and torque each bolt to five to seven in-lbs (44.25 Nm to 62 Nm) if it was loosened.



**SEAT SERVICE**

### **To service Seat Tail Lamp...**

Refer to *Seat Service* illustration.

- Switch off power to game machine and unplug the AC line cord.
- Remove tamper resistant screws used to fasten red lens cover.
- Perform desired repair or equipment replacement.



#### **CAUTION**

Discharge any static electricity built up in your body by touching the chassis for the power supply. Do this **BEFORE** touching or handling the electronic assemblies.

### **To service PCB Board Assemblies...**

Refer to the following procedure when servicing the Wheel Driver Board, I/O Board, Amplifier Board, or Quad High Current Board.

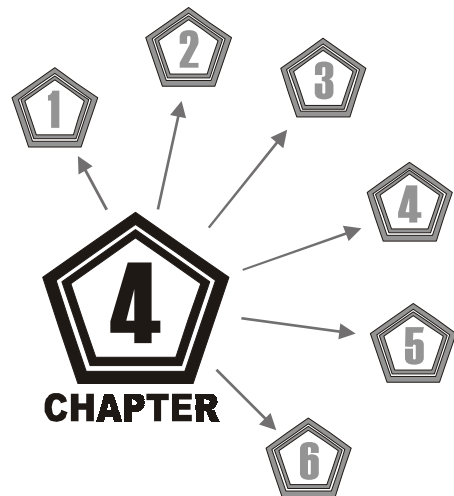
- Switch off power to game machine and unplug AC line cord.
- Unlock and remove rear door.
- Locate desired PCB Assembly.

**NOTE:** Consult illustrated parts chapter for part numbers and/or detailed illustrations showing locations.




- Carefully label wiring and note the orientation of JAMMA connections and any other cables. Extract harness and other cables from board connectors.
- Remove mounting screws from desired circuit board assembly. Lift board out of cabinet and set in a safe place. Use anti-static bags and protective containers to store board(s) that are not reinstalled immediately.
- Perform desired repair or equipment replacement.

### **To service Arcade Computer...**

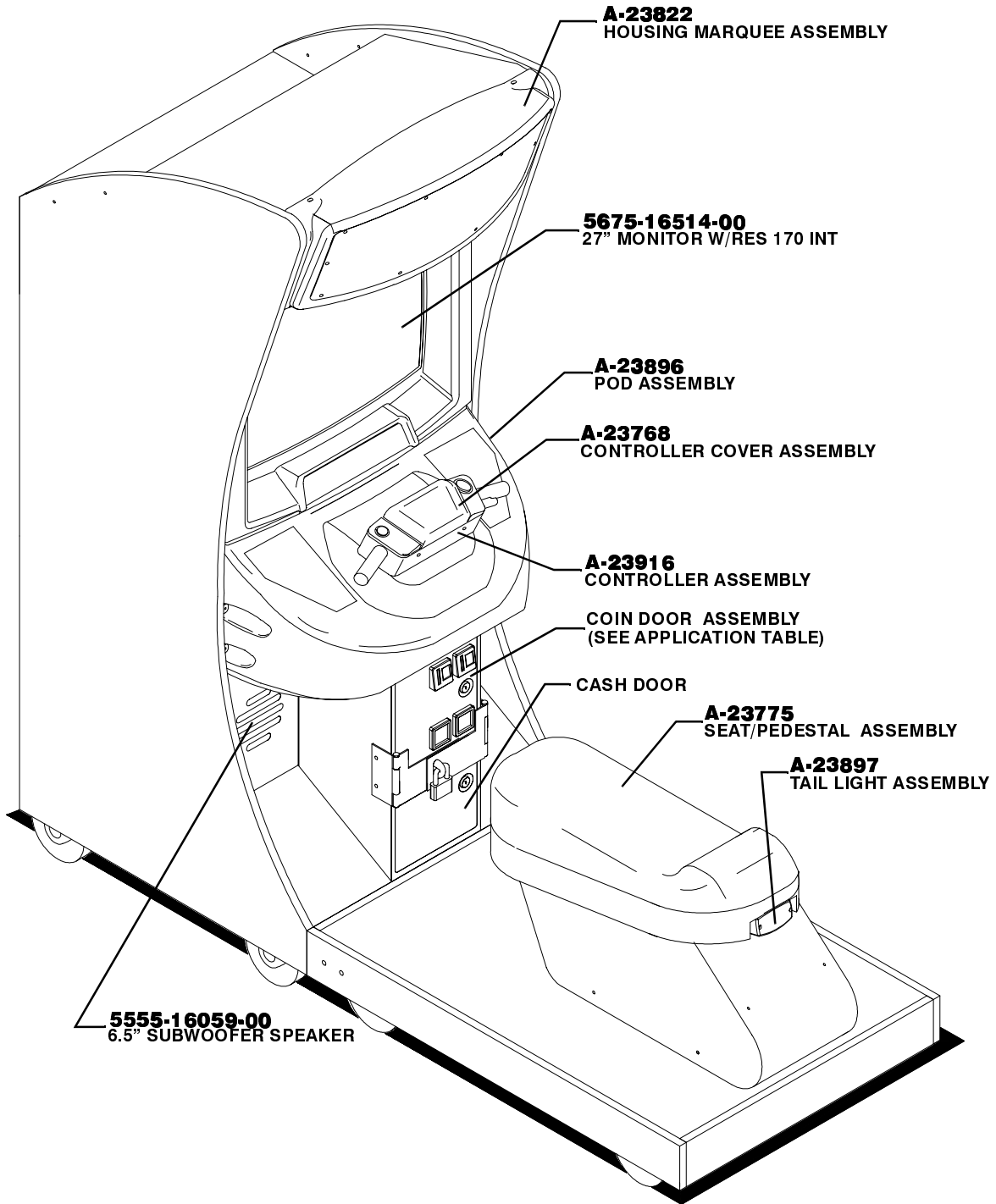
- Contact your authorized *Midway Amusement Games, LLC* distributor.



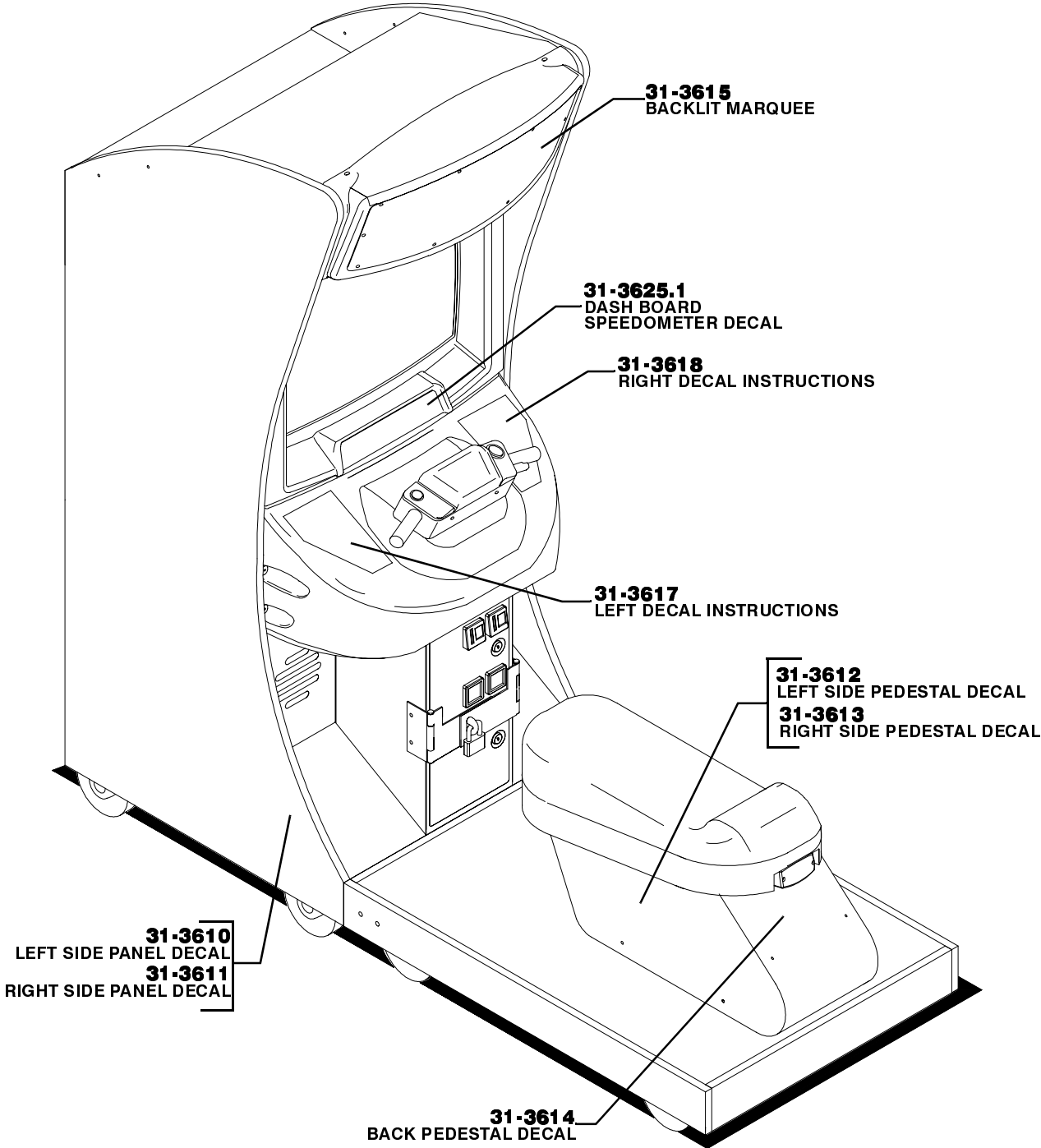
## PARTS

	<p><b>WARNING:</b> Use of non-<i>Midway</i> parts or circuit modifications may cause serious injury or equipment damage!</p> <p>Substitute parts or modifications are NOT recommended and may void EMC directive or FCC type acceptance, and may also jeopardize safety and reliability.</p>
	<p>For ease of maintenance, illustrations show exploded views of individual parts in an assembly. Some components may only be available as part of a larger assembly. Check with your parts supplier for availability.</p>
	<p><b>USE ONLY GENUINE MIDWAY PARTS.</b> Use of non-MIDWAY parts may affect your warranty coverage. See warranty for complete details.</p>

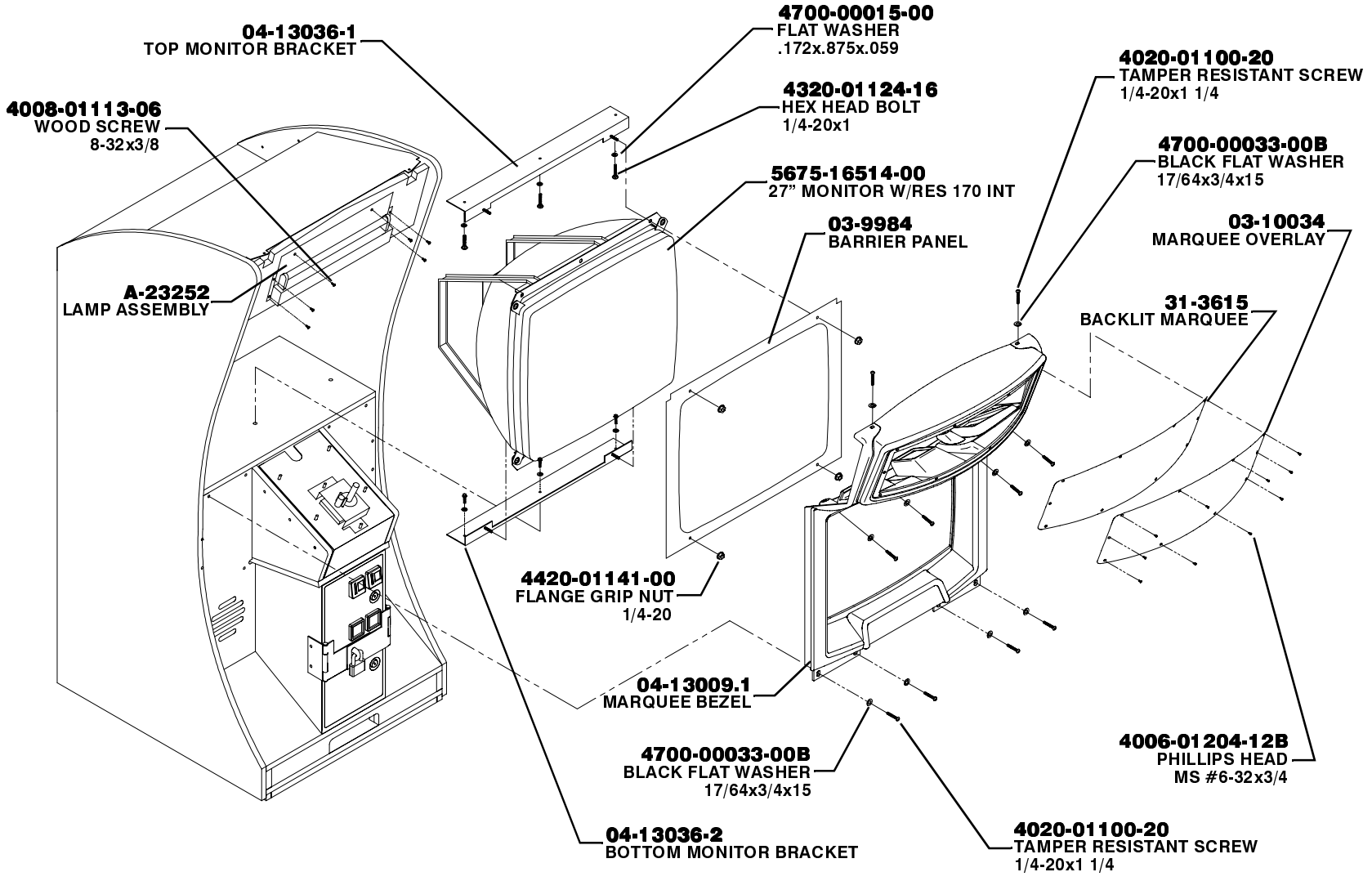
# CABINET FRONT VIEW



# CABINET DECALS

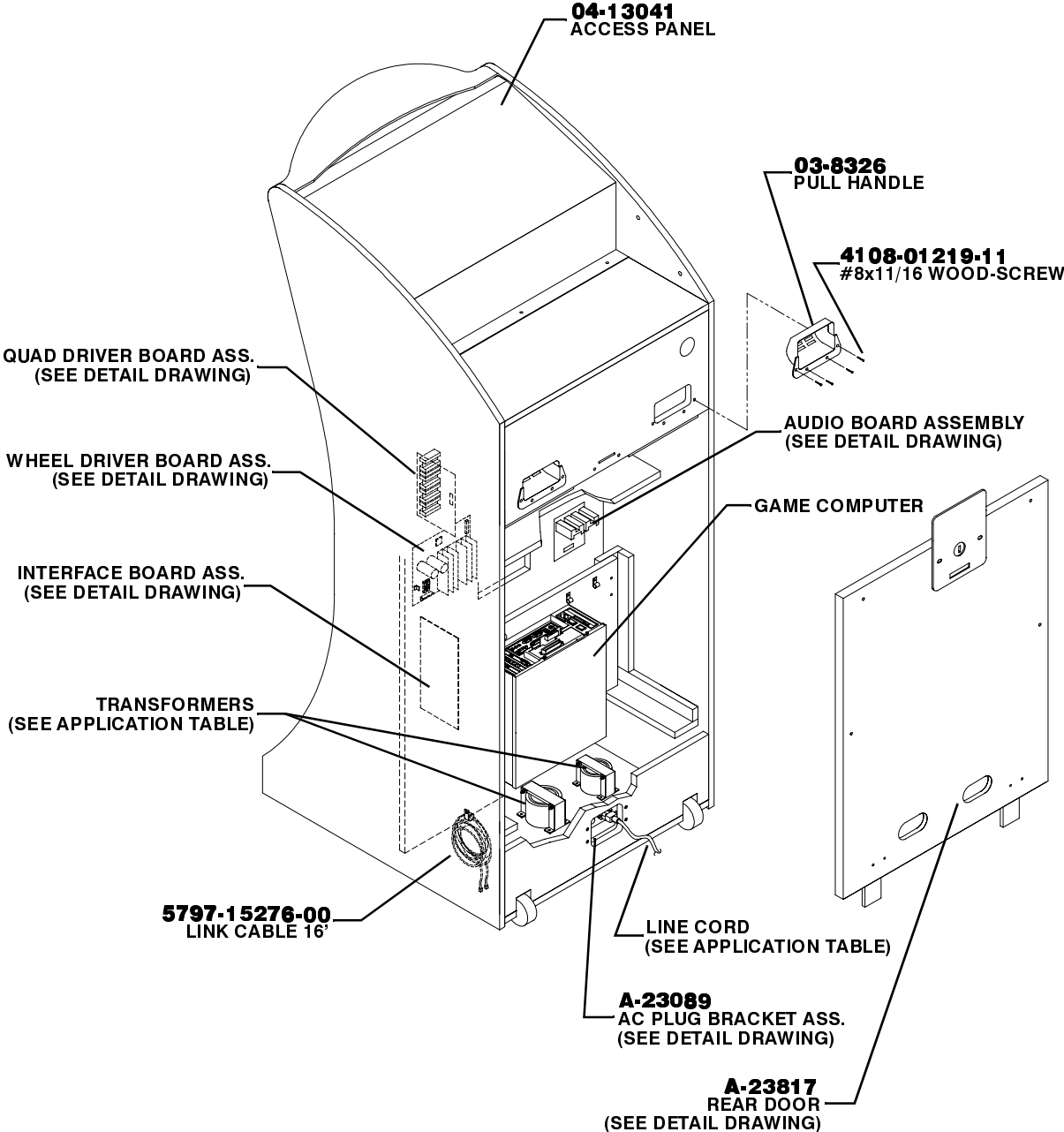


MONITOR MOUNTING

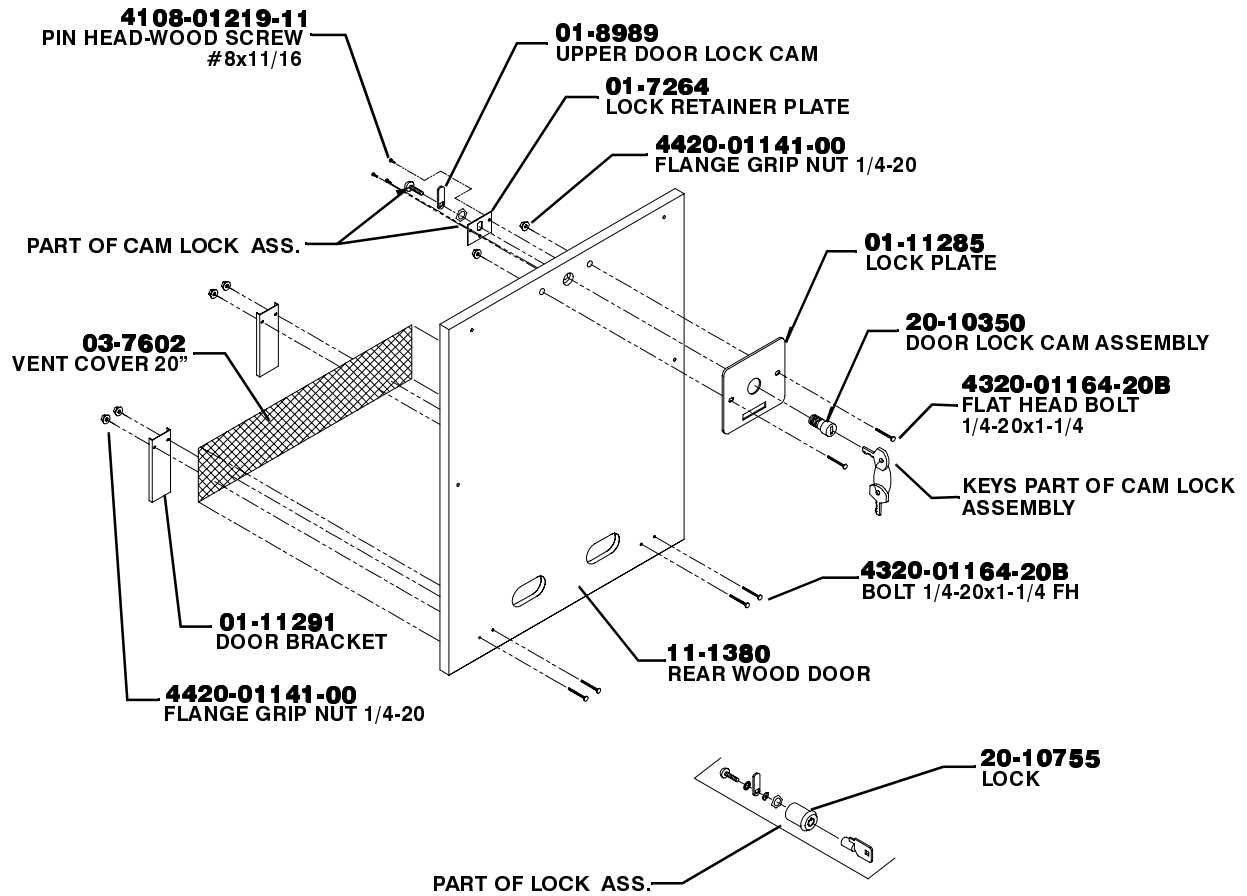




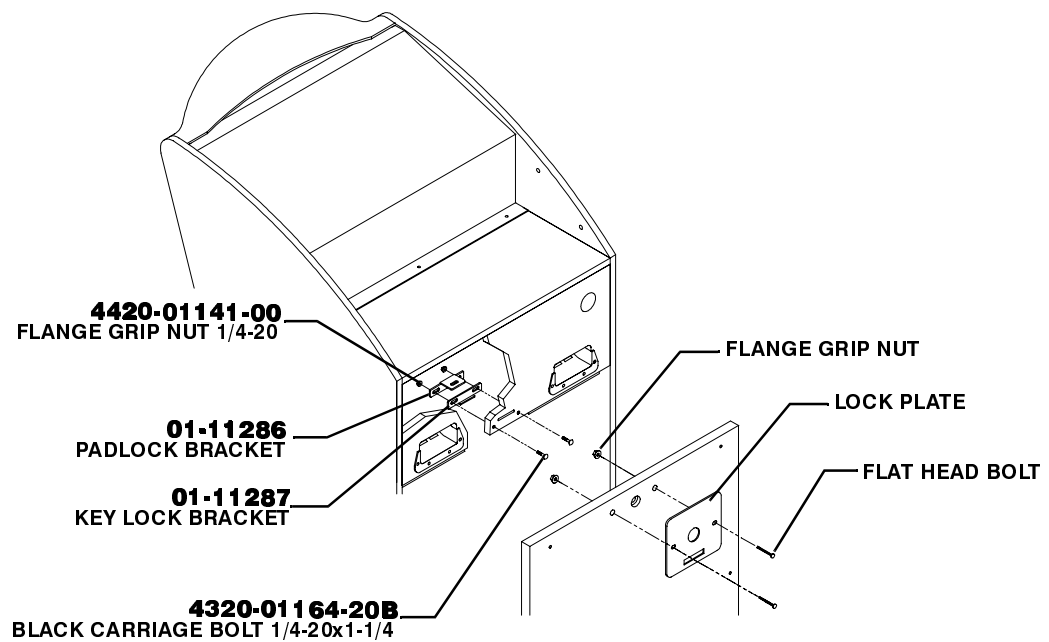
# CABINET REAR VIEW



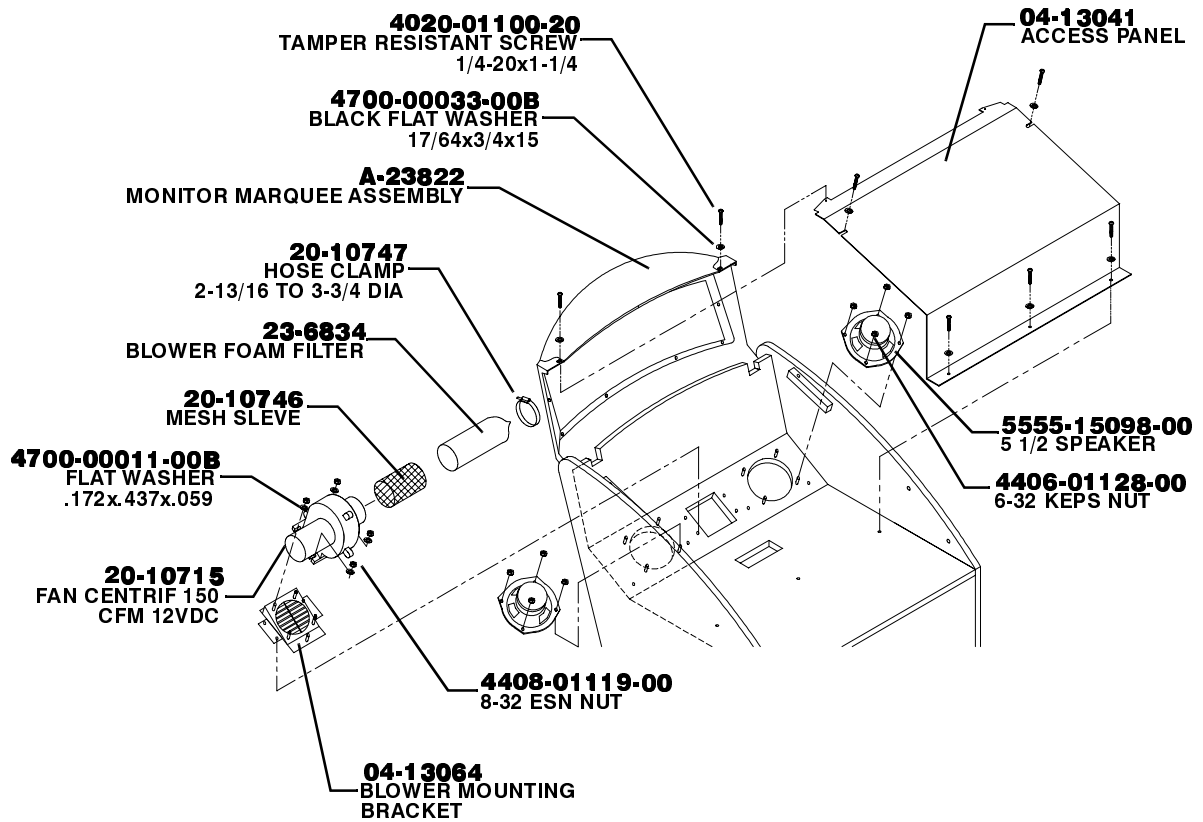
## REAR DOOR ASSEMBLY (A-23817)



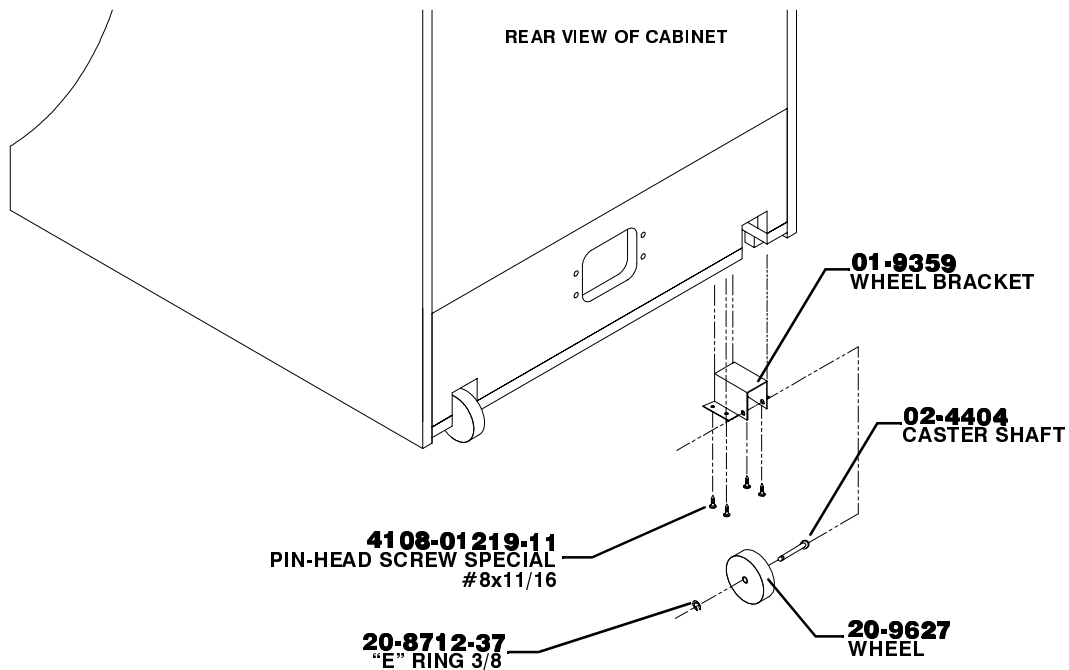
## REAR DOOR LOCK ASSEMBLY



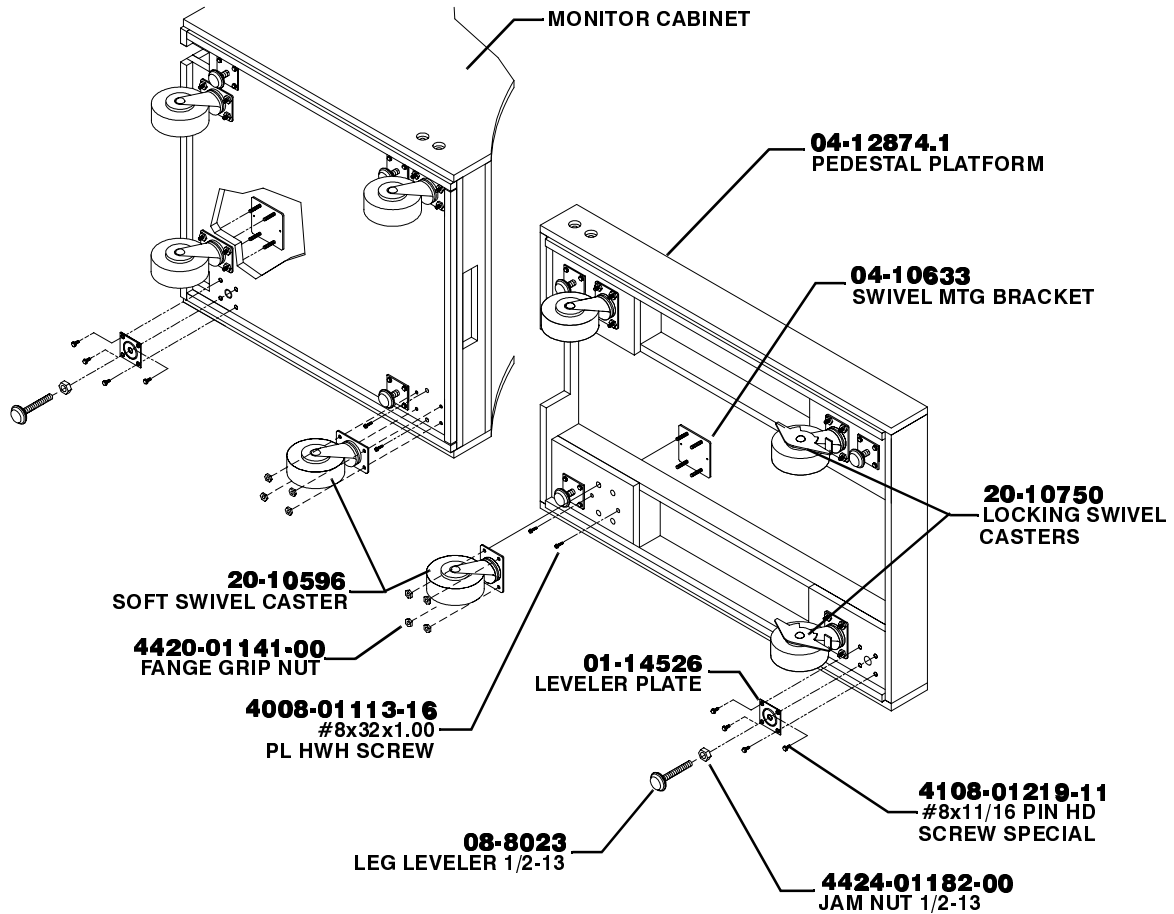
## ACCESS PANEL REMOVED



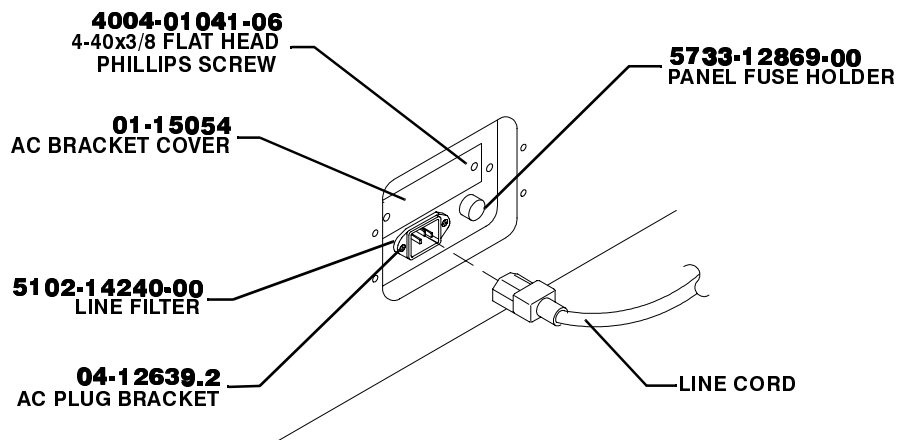
## CASTERS



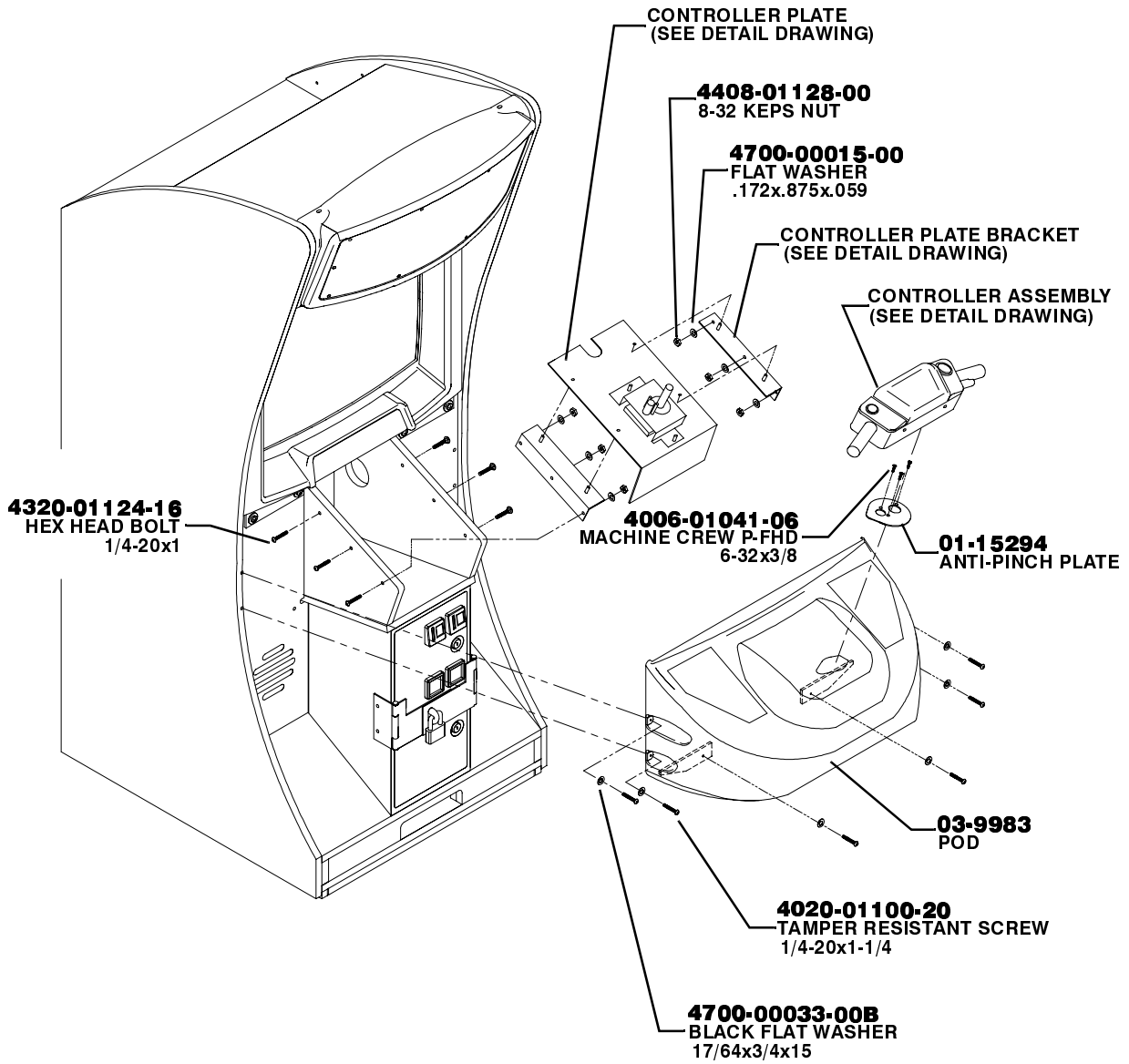
## CABINET WHEELS, LEVELERS AND CASTERS



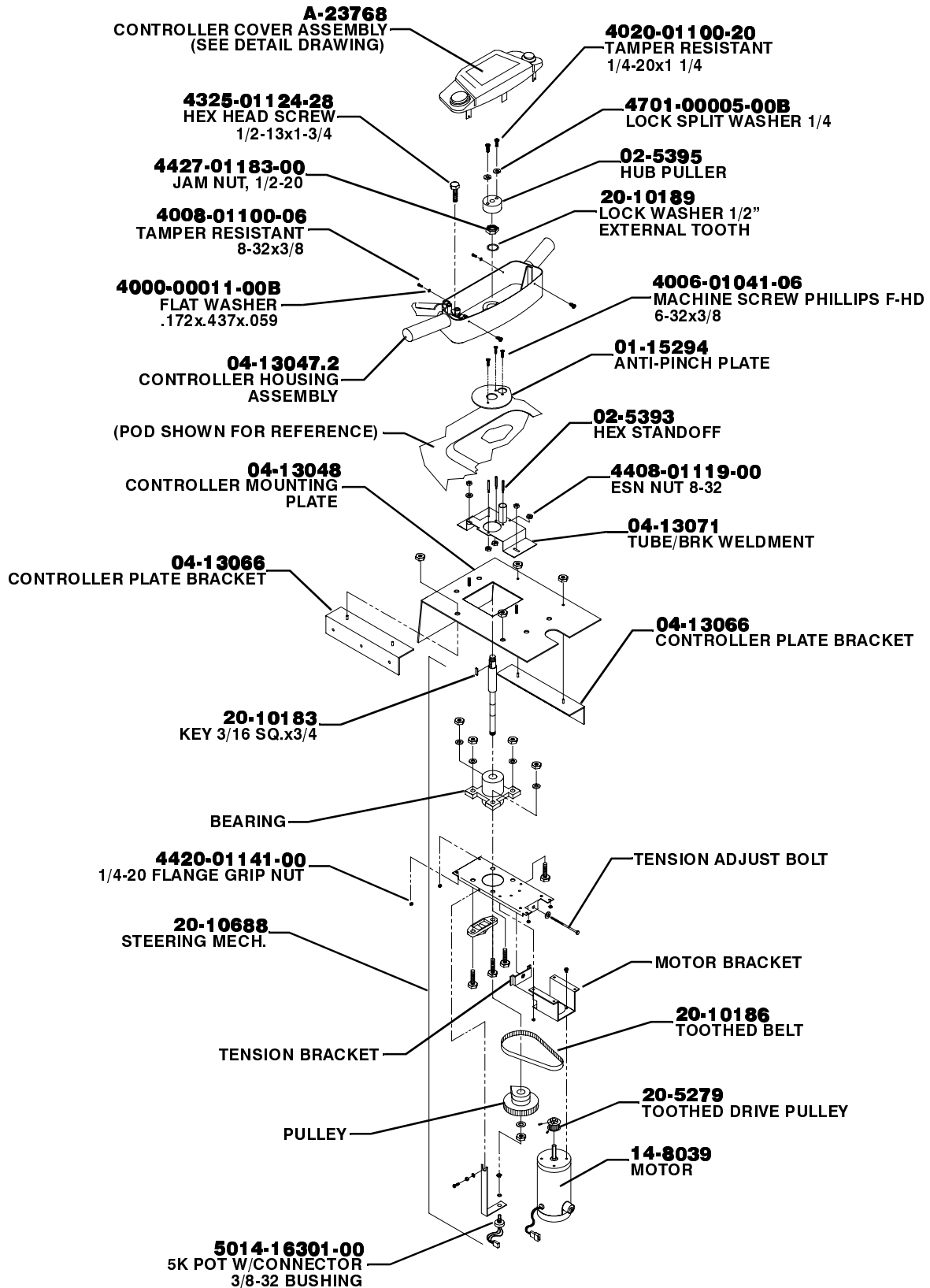
## AC POWER PLUG WITH BRACKET ASSEMBLY (A-23089)



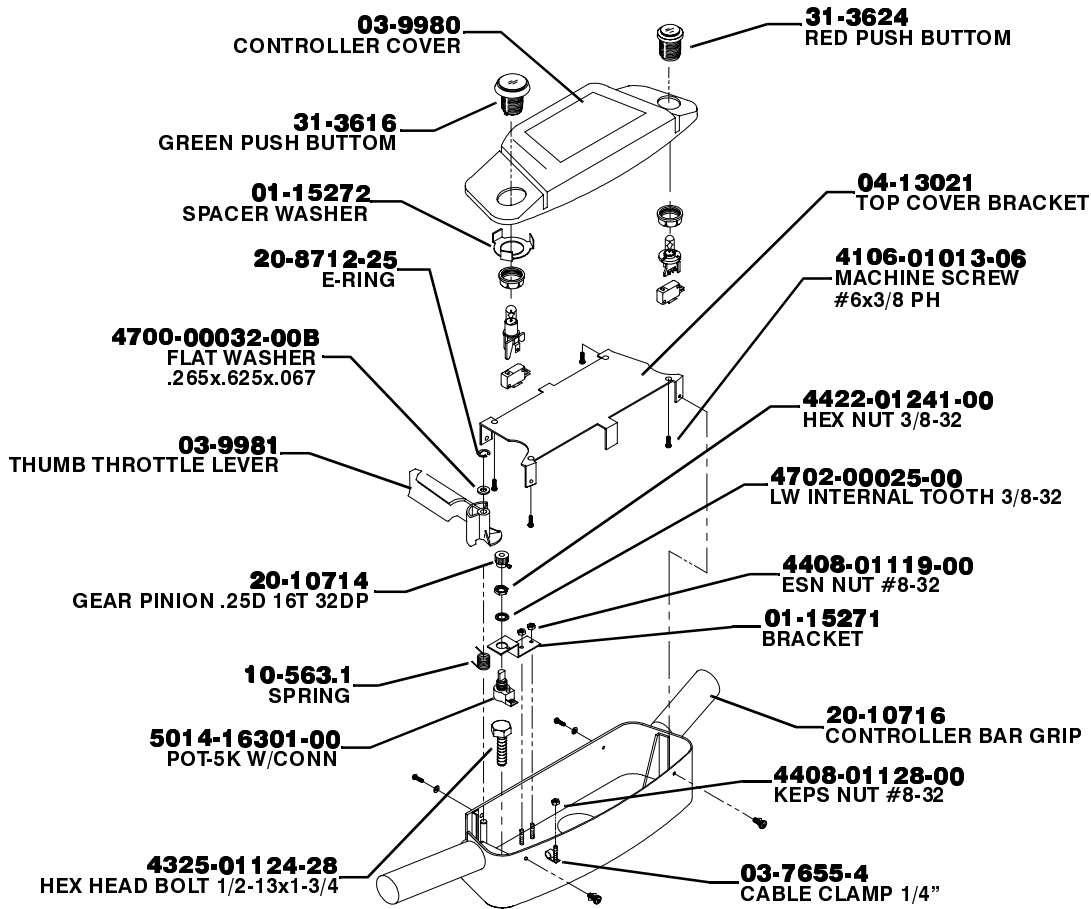
# POD WITH CONTROLLER INSTALLATION



# CONTROLLER AND STEERING MECHANISM ASSEMBLIES

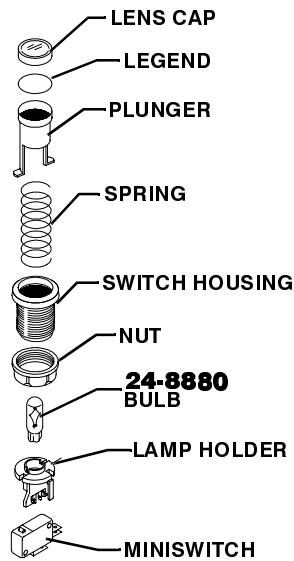


## CONTROLLER AND COVER ASSEMBLIES

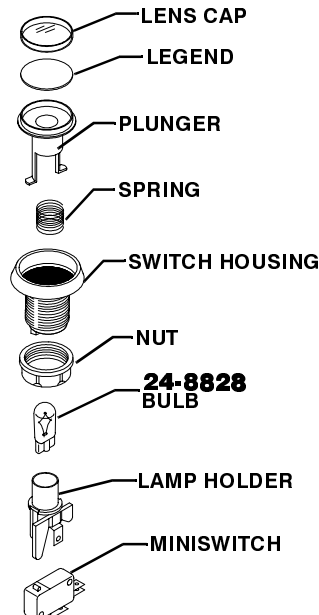


## PUSHBUTTONS ASSEMBLIES

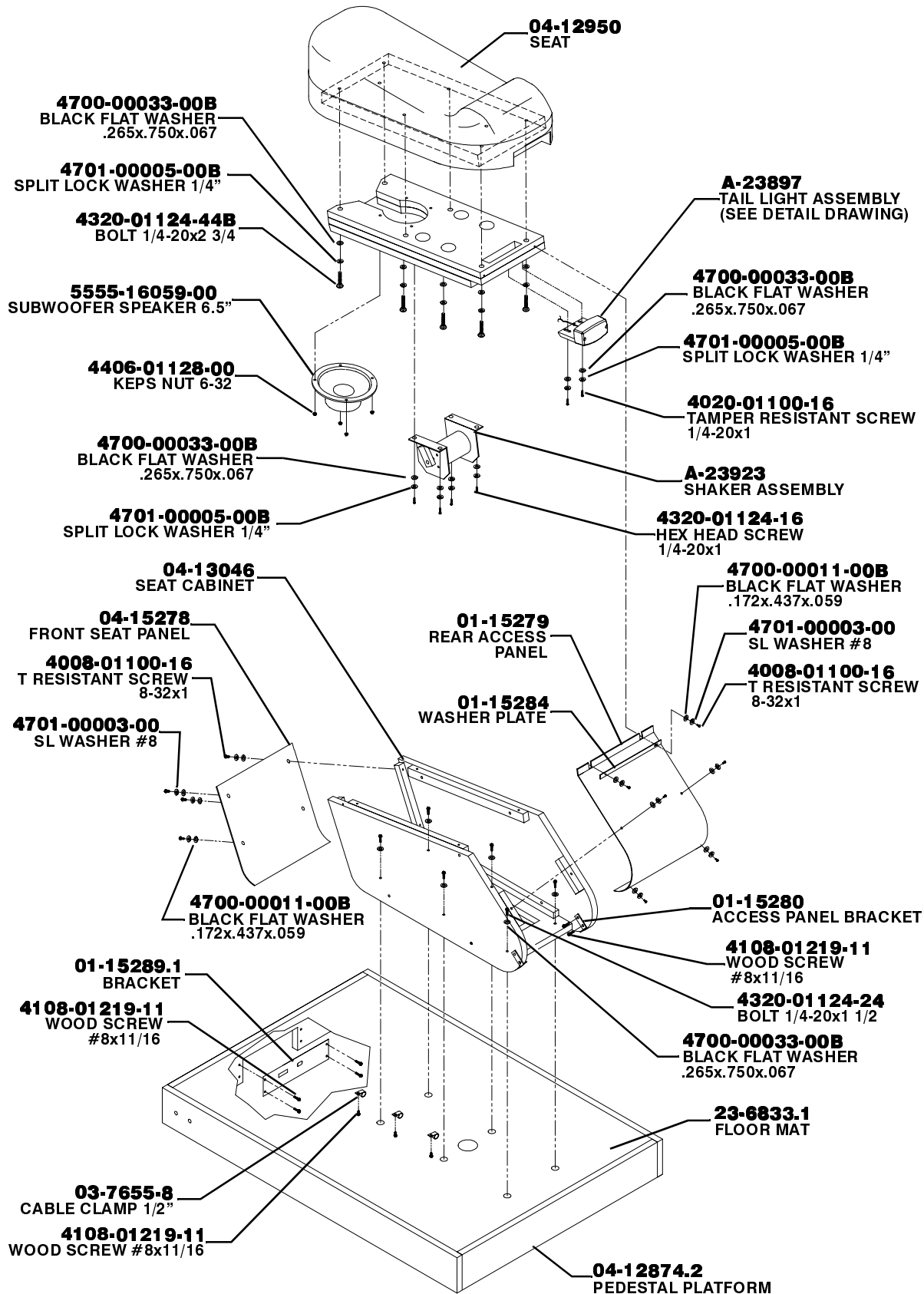
### 31-3624 (ACTION) RED



### 31-3616 (START) GREEN

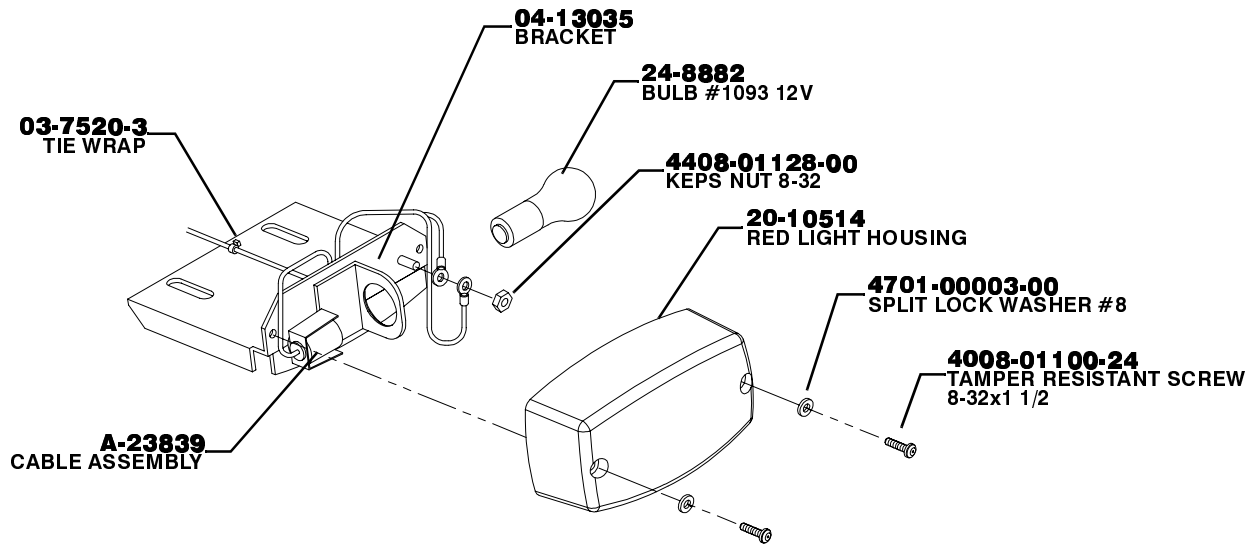


# SEAT AND PEDESTAL ASSEMBLY A-23775

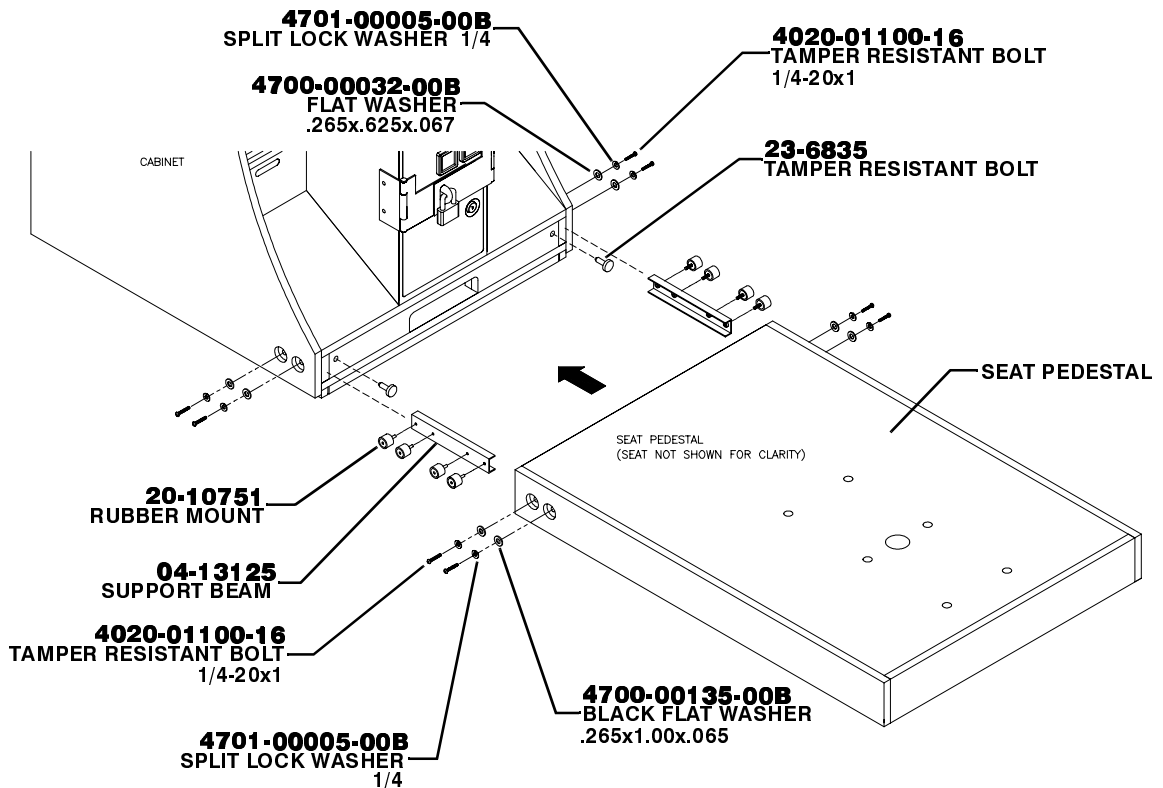




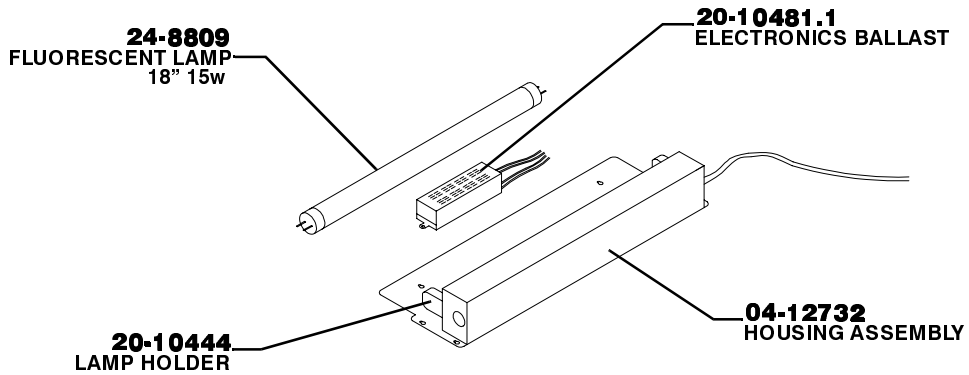
## TAIL LIGHT ASSEMBLY (A-23897)



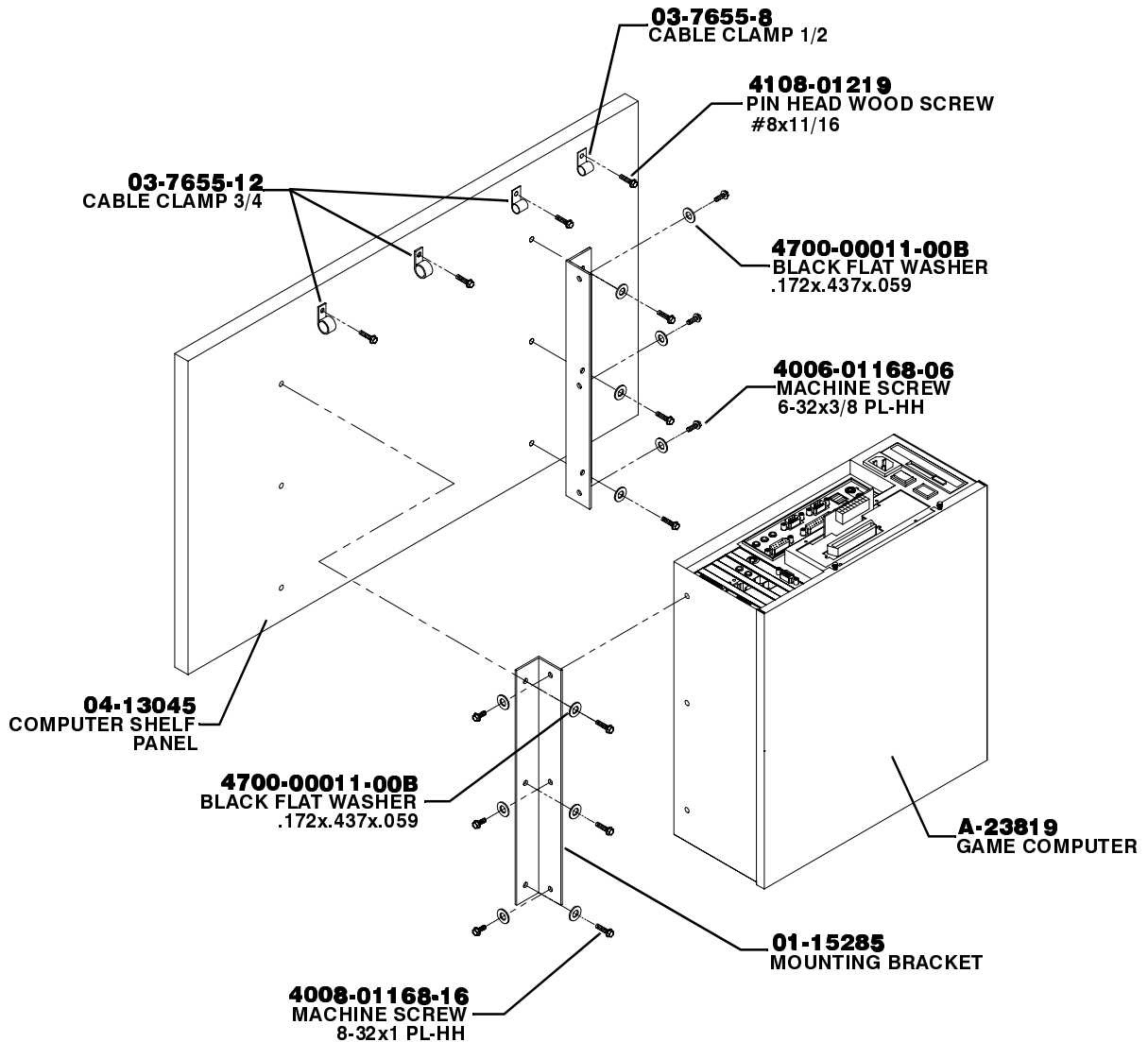
## SUPPORT BEAM ASSEMBLY



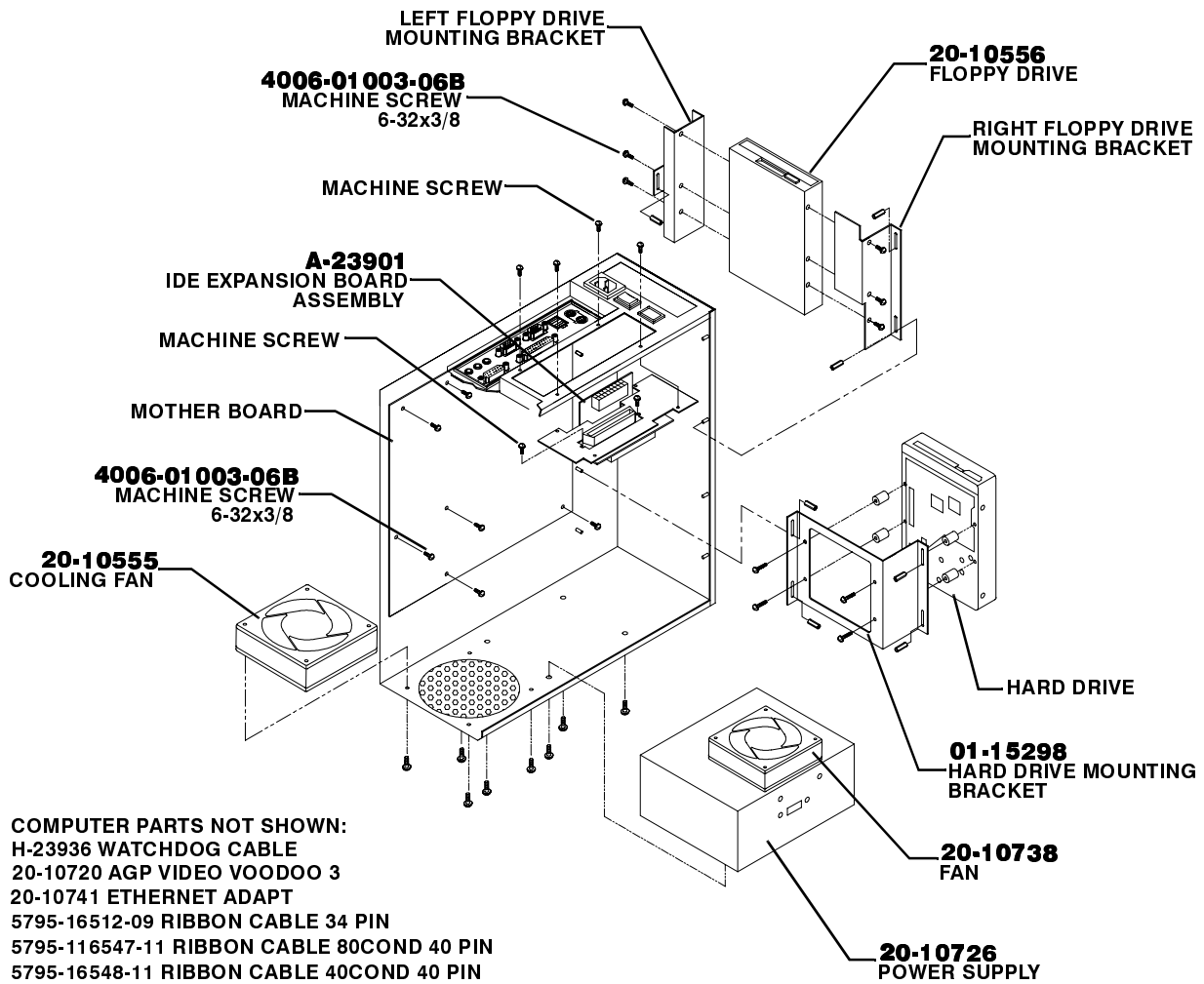
## FLUORESCENT LAMP ASSEMBLY A-23252



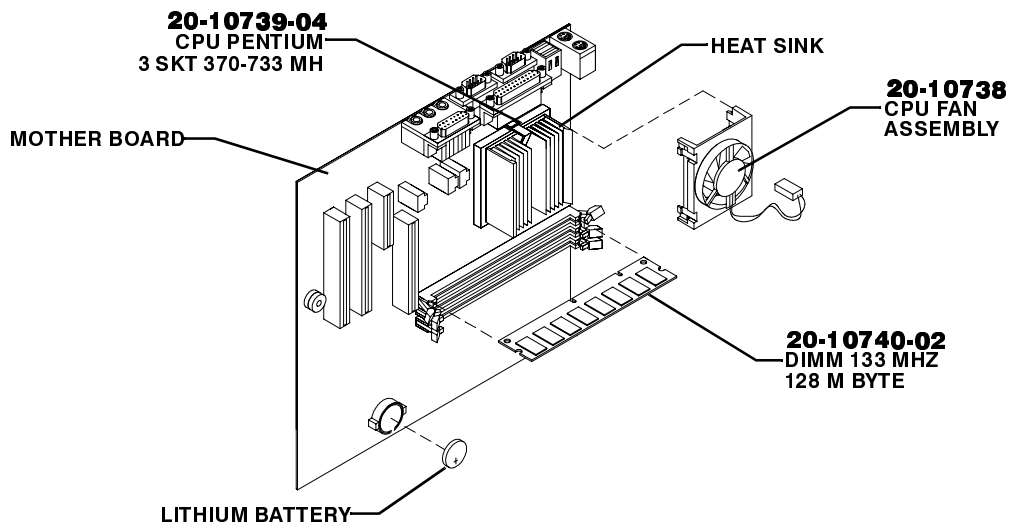
## COMPUTER MOUNTING ASSEMBLY A-23818



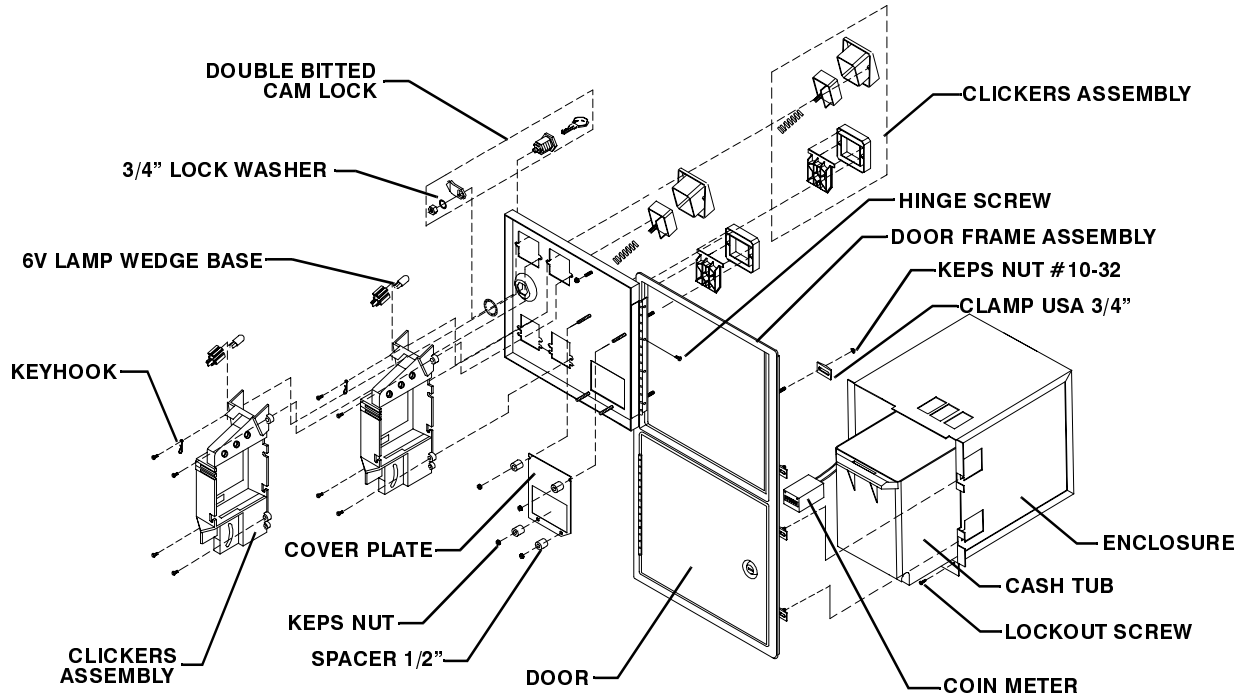
# COMPUTER ASSEMBLY A-23818



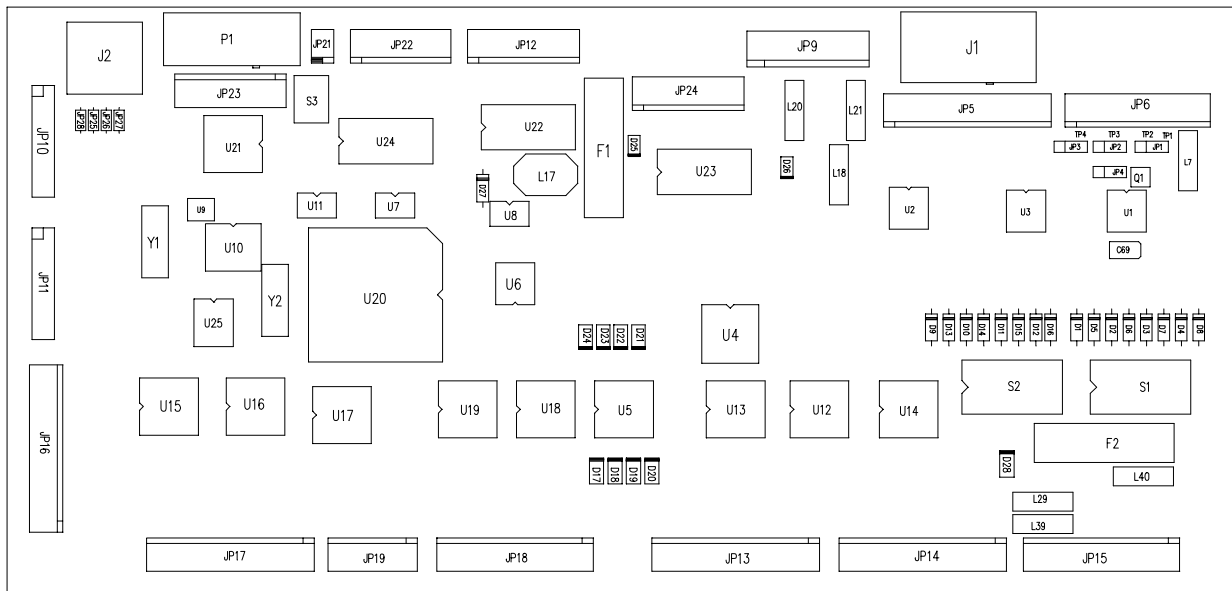
## ARCTIC MOTHER BOARD



# COIN DOOR ASSEMBLY

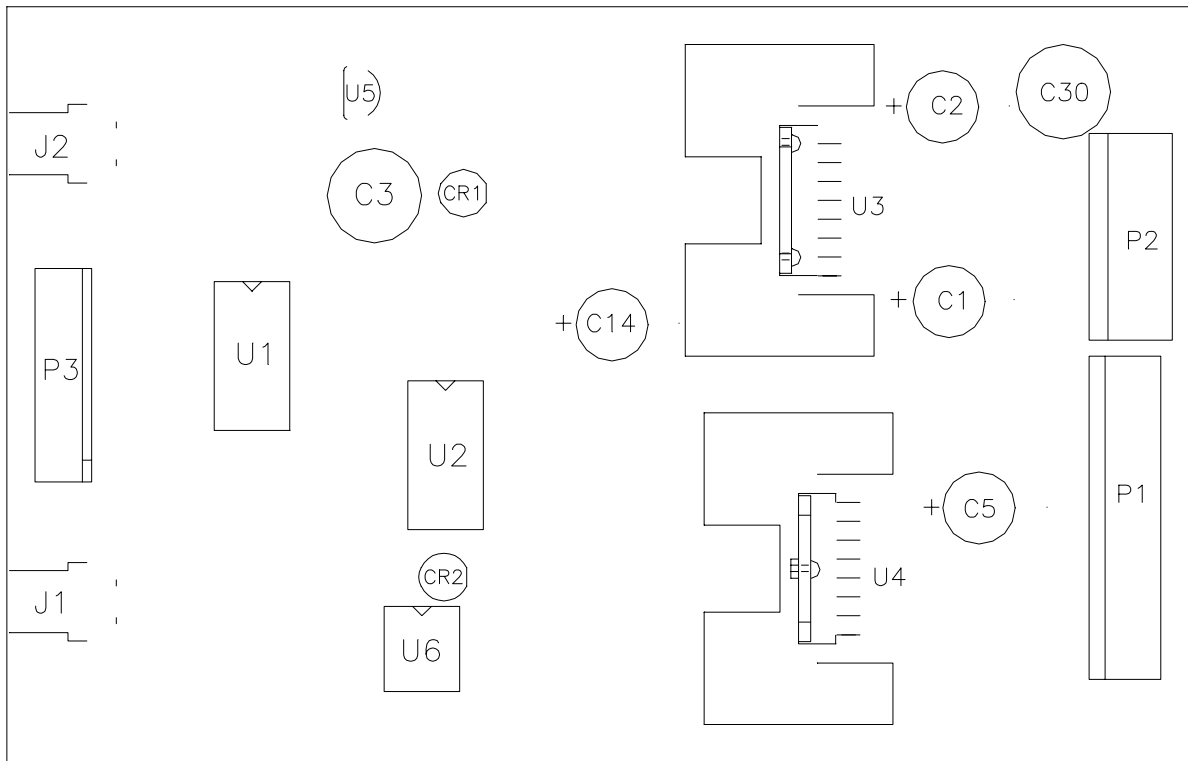


## SUBSTITUTE BOARD 04-12840.1



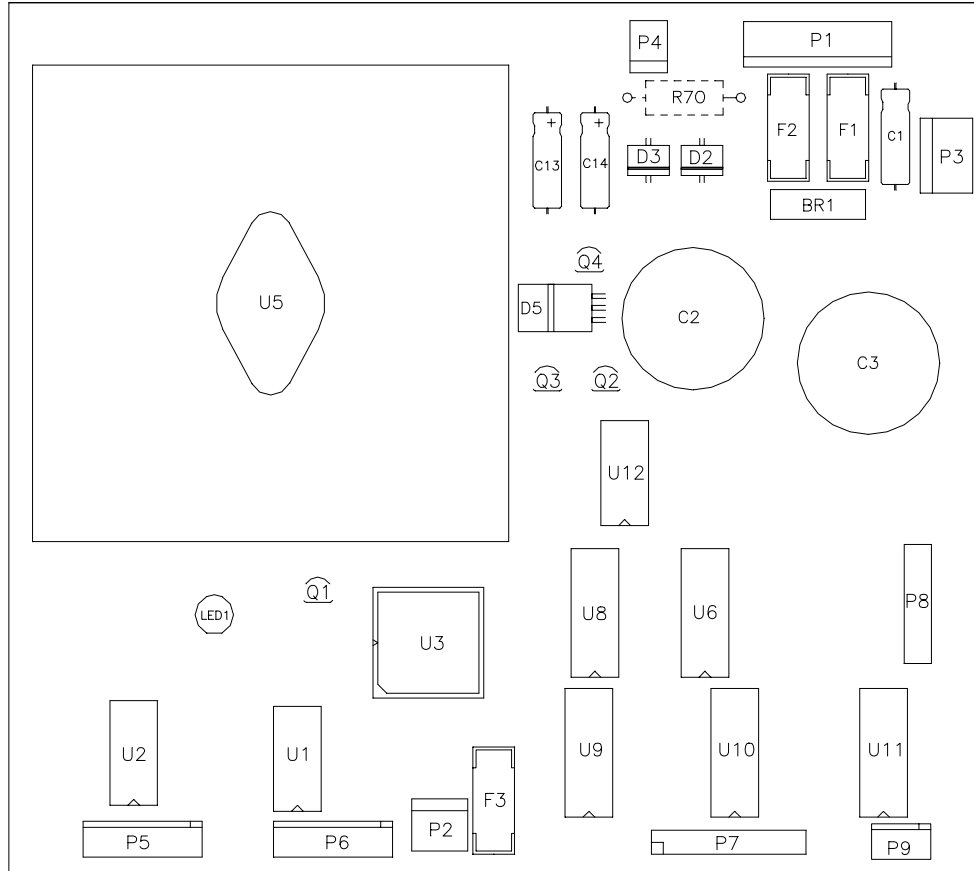
### Field Replaceable Parts

DESIGNATION	PART NUMBER	FUNCTION	DESCRIPTION
D1 through D16	5070-16229-00	Diode	1N270
D27	5070-09266-00	Diode	1N817
F1, F2	5735-13853-00	Fuse	2A SB
Q5, Q6	5160-14035-00	Transistor	2N3904

**BB12 AUDIO AMPLIFIER BOARD ASSEMBLY 04-12529.1****Field Replaceable Parts**

DESIGNATION	PART NUMBER	FUNCTION	DESCRIPTION
U1-U2	5370-15163-00	Audio Amplifier	LM3403 Quad Amplifier
U3	5370-15984-00	Audio Output	TDA1560Q Power Amplifier
U4	5370-15833-00	Audio Output	TDA7375 Power Amplifier
U5	5370-13302-00	Voltage Regulator	+5VDC, 5% Fixed Regulator
U6	--	None	Not required in this game

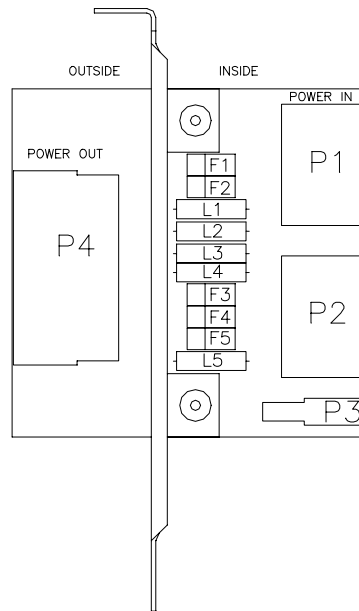
## WHEEL DRIVER BOARD ASSEMBLY 04-12770.1



### Field Replaceable Parts

DESIGNATION	PART NUMBER	FUNCTION	DESCRIPTION
Q1	5162-08976-00	Darlington	2N6427
Q2	5250-15624-00	Voltage regulator	78L15
Q3	5250-15625-00	Voltage regulator	79L15
D2, D3	5070-16272-00	Diode	Fast Fe6B-35ns
D5	5070-15115-00	Diode	MUR1605
F1, F2	5731-14094-00	Fuse	4ASB, 125V, 5x20mm
F3	5731-15627-00	Fuse	.63A FB
U5	5370-14069-00	Driver Power	LM12 Op Amplifier
BR1	5100-13945-01	Rectifier Bridge	100V, 6A, SIP
U1, U2	5370-12602-00	Pre-Driver	ULN2064B IC

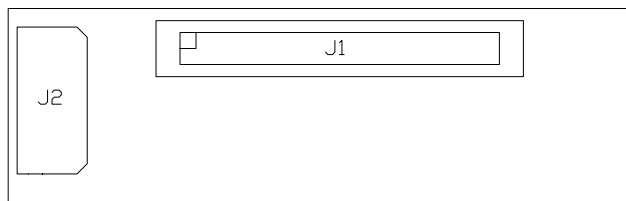
## POWER HYDRO FILTER BOARD ASSEMBLY 04-12651-1



### Field Replaceable Parts

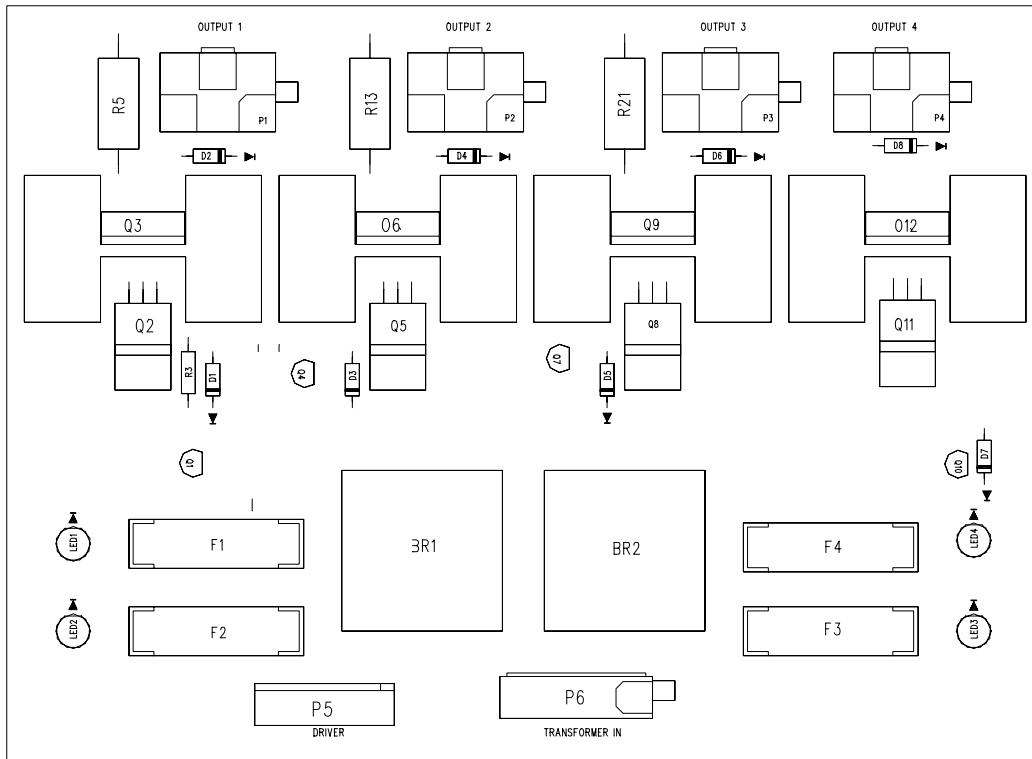
DESIGNATION	PART NUMBER	FUNCTION	DESCRIPTION
F1 through F5	5060-15633-00	EMI Filter	2200 pF Dual Capacitor
L1 through L5	5556-14181-00	EMI Filter	Ferrite Bead Inductor

## IDE EXPANSION FILTER BOARD 04-12826



### No Field Replaceable Parts

## QUAD HIGH CURRENT DRIVER BOARD 04-13068.2



### Field Replaceable Parts

DESIGNATION	PART NUMBER	FUNCTION	DESCRIPTION
Q3, Q6, Q12	5191-12179-00	Transistor	TIP 36C
Q2, Q5, Q11	5162-12635-00	Transistor	TIP 102
D1, D2, D3, D4, D7, D8	5070-09054-00	Diode	1N4004
F1	5731-16560-00	Fuse	10A 250V 5x20MM
F2	5731-14046-00	Fuse	5A 250V 5x20MM
F4	5735-13853-00	Fuse	2A 250V 5X20MM
BR1, BR2	5100-09690-00	Retifier Bridge	35A RECT200V



## SUPPLEMENTARY PARTS

Bulbs, Filters and Fuses	Part Number
Bulb #555 6.3V, 0.25A	24-8768
Bulb #1093 12v	24-8882
Bulb #161	24-8840
Fuse, sb 5A 250v	5731-09651-00
Fuse sb 4A 5X20mm	5731-14094-00
Fuse .63A 250V sb 5X20mm	5731-15627-00
Fuse 5X20mm 2A slow blow	5735-13853-00
Fuse sb t5a 5X20mm	5731-14046-00
Fuse 5X20, s/b10a 250v	5731-14229-00
Fuse sb 3A 250v	5731-10356-00
Fuse block 2X3ag 1/4 term	5733-15139-00
Ferrite Bead, 1 1/4 SQ	5556-13956-00
Cables	Part Number
Linking Cable, 10 Base-T 16FT	5797-15276-00
IDC Cable ac ki2	H-20353
Line Voltage Cable	H-23827
Control Panel Cable	H-23829
Main Harness	H-23828.4
Tail light cable	H-23840
Woofers speaker cable	H-23575.1
Seat Woofer cable	H-23854.1
Sound cable bb12	H-23929
Noise Filter Cable	H-23976
Ground Braid w/terminal 1/4	H-22327-32
Ground Braid w/ring 1/4x8	H-23327-84
Ground Braid w/ring term 1/4x7	H-23327-77
Ribbon cable w/ferrite	04-10652-09
Documentation	
Game Operation Manual	16-40089-101
Product Registration Card	16-10650
Kit, Spare Parts	Part Number
Pad lock bracket	01-11286
Connector brkt assembly	A-23938
#8x1 1/2 Tamper resistant screw	4108-01160-24B
1/4 Split lock washer	4701-00005-00B
1/4-20x1 Tamper resistant bh screw	4020-01100-16
.265x.625x.067 Black flat washer	4700-00032-00B
.265x1.00x.067 Black flat washer	4700-00135-00B
10 Base-T Coupler	5796-15262-00
Tamper resistant long arm key T20	20-9620
Tamper resistant long arm key T15	20-9680
Rubber bumper	23-6835

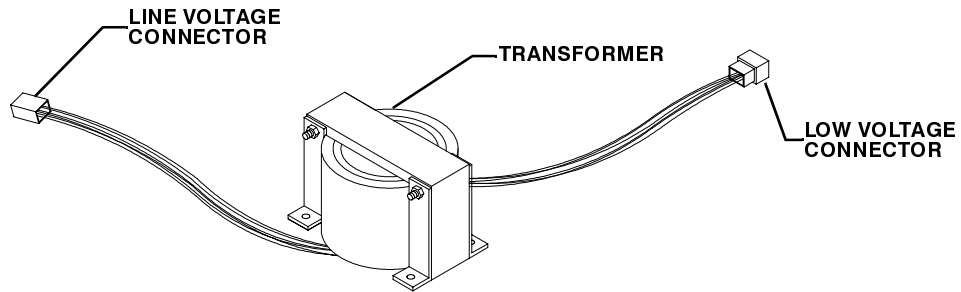
## LINE CORD APPLICATION CHART

Country \ Part No.	5850-14699-00	5850-14699-01	5850-14699-02	5850-14699-03	585014699-06
USA		•			
UK				•	
Italy	•				
Japan					•
New Zealand					
Germany			•		
Spain			•		
Denmark					
Finland					
Holland					
Norway					
Switzerland					
Hungary					
Canada					
Austria					
France			•		
Australia					
Belgium					
Sweden					

## COIN DOOR APPLICATION CHART

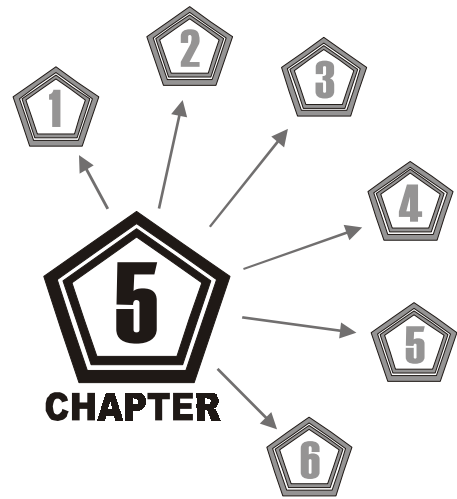
Country \ Part No.	09-96026-14	09-96026-20	09-96026-33	09-96027
USA			•	
UK				•
Italy	•			
Japan				•
New Zealand				
Germany				•
Spain		•		
Denmark				
Finland				
Holland				
Norway				
Switzerland				
Hungary				
Canada				
Austria				
France				•
Australia				
Belgium				
Sweden				

# TRANSFORMER APPLICATION CHART



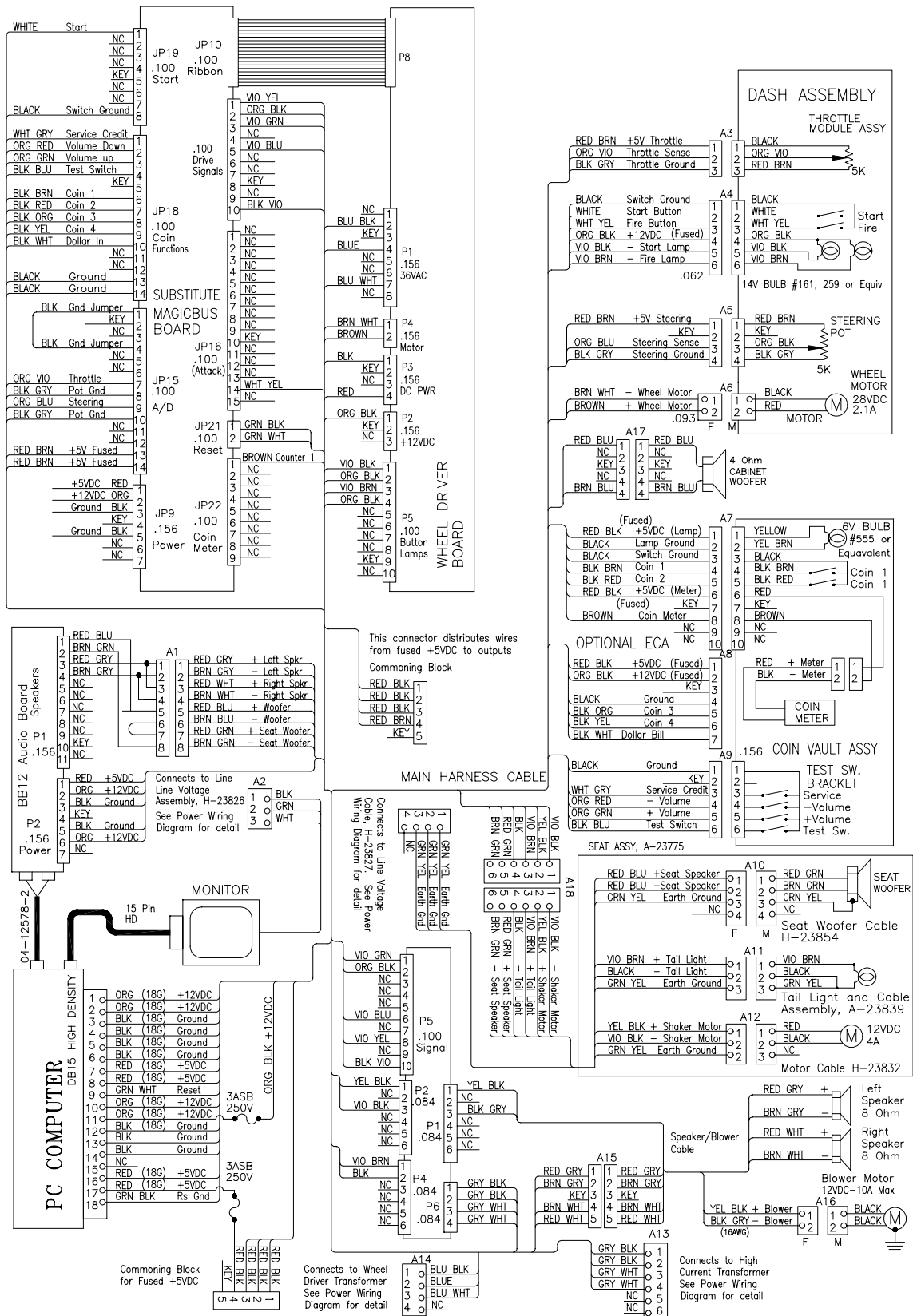
Part number Voltage & Country	5610-16292-00	5610-16293-00	5610-16294-00	5610-16520-00	5610-16521-00
230 VAC Australia					
230 VAC Austria					
230 VAC Belgium					
230 VAC Canada					
230 VAC Denmark					
230 VAC Finland					
230 VAC France		•			•
230 VAC Germany		•			•
230 VAC Holland					
230 VAC Hungary					
230 VAC Italy		•			•
100 VAC Japan			•		
110 VAC Japan				•	
230 VAC New Zealand					
230 VAC Norway					
230 VAC Spain		•			•
230 VAC Switzerland					
230 VAC Uk		•			•
120 VAC United States	•				
110 VAC United States				•	

**NOTES**

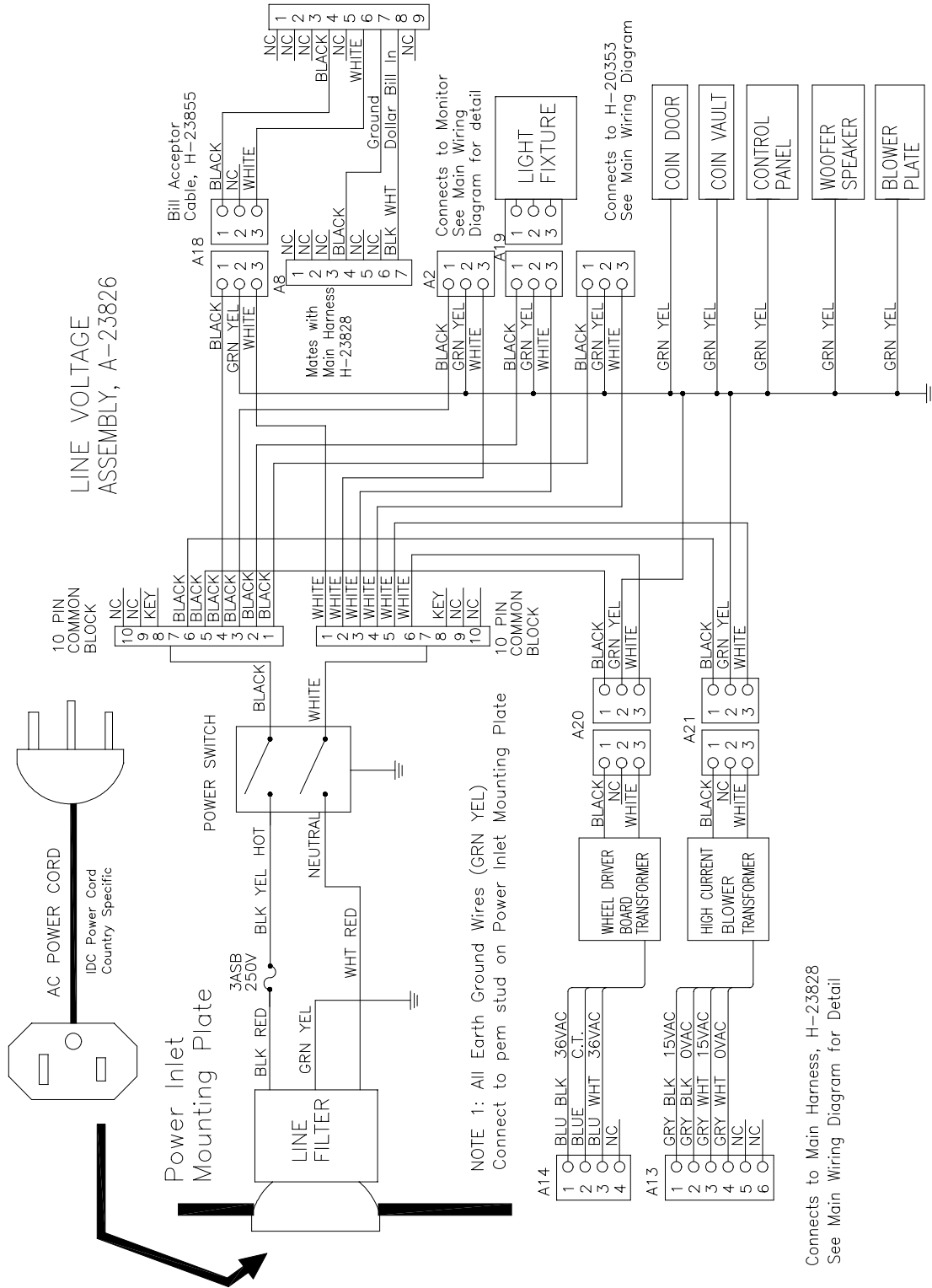


# WIRING

# Main Cabinet Wiring



# Power Wiring Diagram



NOTE 1: All Earth Ground Wires (GRN YEL)  
Connect to perm stud on Power Inlet Mounting Plate

Connects to Main Harness, H-23828  
See Main Wiring Diagram for Detail

### SUBSTITUTE BOARD S1 DIP SWITCH SETTING TABLE

Function	Sw1	Sw2	Sw3	Sw4	Sw5	Sw6	Sw7	Sw8
Not Used Not Used	On <b>Off</b>							
Not Used Not Used		On <b>Off</b>						
Not Used Not Used			On <b>Off</b>					
Not Used Not Used				On <b>Off</b>				
Arctic Not Valid Position					On <b>Off</b>			
Not Used Not Used						On <b>Off</b>		
Not Used RS-232							On <b>Off</b>	
Disable Watchdog Enable Watchdog								On <b>Off</b>

Default position is shown in boldface type.

### S2 DIP SWITCH TABLE

Function	Sw1	Sw2	Sw3	Sw4	Sw5	Sw6	Sw7	Sw8
Boot Diag Boot Game	On <b>Off</b>							
Not Used Not Used		On <b>Off</b>						
Not Used Not Used			On <b>Off</b>					
Not Used Not Used				On <b>Off</b>				
Not Used Not Used					On <b>Off</b>			
Not Used Not Used						On <b>Off</b>		
Not Used Not Used							On <b>Off</b>	
Not Used Not Used								On <b>Off</b>

Default position is shown in boldface type.



**SUBSTITUTE BOARD LED INDICATOR STATUS TABLE**

Designation	Location	Function	Color	State	Meaning
D 28	Near fuse F2 & JP15 connector	Indicator	Red	OFF ON BLINKING	No +5V +5V Present Intermittent +12V
D 25	Near fuse F1	Indicator	Red	OFF ON BLINKING	No +12V +12V Present Intermittent +12V
D 24	Near U5	Indicator	Red	OFF ON BLINKING	Not in use Communication error Normal operation
D 23	Near U5	Indicator	Red	OFF ON BLINKING	Not in use EEPROM Not Responding Normal operation
D 22	Near U5	Indicator	Red	OFF ON BLINKING	Not in use Security error Normal operation
D 21	Near U5	Indicator	Red	OFF ON BLINKING	Not in use Board reset Normal operation
D 17	Near U5	Indicator	Green	OFF ON BLINKING	Faulty Board Faulty Board Normal operation
D 18	Near U5	Indicator	Green	OFF ON BLINKING	Not in use Faulty Board Normal operation
D 14	Near U5	Indicator	Green	OFF ON BLINKING	Not in use Faulty Board Normal operation
D 20	Near U5	Indicator	Green	OFF ON BLINKING	Not in use Faulty Board Normal operation
D 26	Near JP9	Indicator	Red	OFF ON BLINKING	No power +5V present Intermittent power

**AUDIO AMPLIFIER LED INDICATOR TABLE**

Designation	Location	Function	Color	State	Meaning
LED 1 (CR1)	Upper Center Nearest C3	Fault Indicator	Red	Off	Normal Operation
				On	Locked-Up (note 1)
				Blinking	Overload (note 2)
LED 2 (CR2)	Lower Center Near U2 & U6	Fault Indicator	Red	Off	Normal Operation
				On	Locked-Up (note 1)
				Blinking	Overload (note 2)

**Notes:**

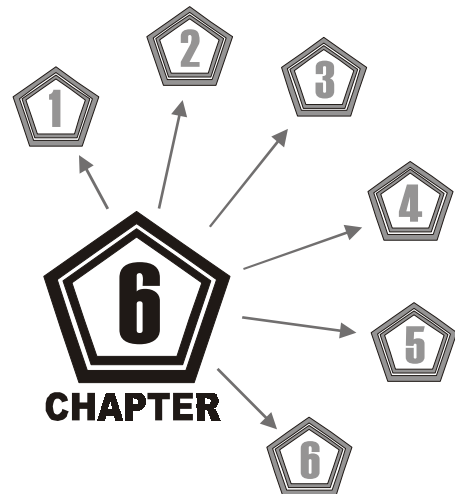
1. Active output protection circuit. To reset circuit, clear fault and switch off power.
2. Blinking caused by either intermittent audio overload or overheating. LED is only supposed to blink during start-up.

**WHEEL DRIVER LED INDICATOR TABLE**

Designation	Location	Function	Color	State	Meaning
LED 1	Right Center Nearest C5 & P2	Indicator	Red	Off	Not Used
				On	Normal Operation
				Blinking	Power Fault (note 1)

**Notes:**

1. The regulated power supply voltage source is monitored by LED 1, which should remain lit non-stop. Blinking or failure to illuminate indicates an intermittent connection, power problem, circuit fault, etc.



## TROUBLESHOOTING



### CAUTION

This Video Game Machine (VGM) uses complex electronic components that are very sensitive to static electricity. Observe the following precautions before handling electronic assemblies. Failure to do so may void your warranty and could damage electronic assemblies.

- Before servicing electronics, turn off AC power to the VGM. Wait for capacitors to discharge.
- Before touching or handling electronic assemblies, discharge static electricity on your body. To discharge static, begin by connecting the line cord to a properly grounded outlet, but do not turn on the power! Next, touch the safety ground stud of the power supply chassis.
- Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport circuit boards. Transport the hard drive in original shipping container.
- Do not remove or connect electronic assemblies when the power to the cabinet is switched on. Otherwise you'll damage electronic assemblies and void the warranty.
- Replace ground wires, shields, safety covers, etc., upon completion of maintenance or service. Install and firmly tighten all ground and mounting screws.

## COIN MECHANISM AND PRICING TROUBLESHOOTING

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>Video Game Machine (VGM) accepts currency or tokens, but number of credits per coin or bill is incorrect.</li> </ul>	Improper settings at Pricing Menu	<ol style="list-style-type: none"> <li>Access Diagnostic Menu, then select SWITCH TEST. Conduct test to confirm operation of game switches.</li> <li>Access Pricing Menu, then select one of the available pricing options to verify settings.</li> </ol>
	Faulty wiring	<ol style="list-style-type: none"> <li>Confirm cabinet wiring is correct for this game.</li> <li>Assure coin meter and coin switches connect properly to control input wires.</li> </ol>
<ul style="list-style-type: none"> <li>VGM will not accept currency or tokens.</li> <li>VGM will not enter play mode.</li> <li>Audio and video are present.</li> </ul>	Improper currency	<ol style="list-style-type: none"> <li>Unlock and open cash door. Empty cash box and inspect revenue for counterfeit currency.</li> <li>Check vault. Remove any items that block mechanism's path.</li> </ol>
	Faulty coin mechanism	<ol style="list-style-type: none"> <li>Unlock and open coin door. Check each mechanism for proper mounting. <ul style="list-style-type: none"> <li>Remove mechanism.</li> <li>Clear currency path.</li> <li>Reinstall mechanism and close latch.</li> </ul> </li> </ol>
	Tilted coin mechanism or game	<ol style="list-style-type: none"> <li>Verify mechanism is level after doors close.</li> <li>Repair or replace coin door if it is bent or damaged.</li> <li>If necessary, adjust cabinet leg levelers to keep mechanisms level.</li> </ol>
<ul style="list-style-type: none"> <li>Coin indicators do not light</li> </ul>	Burned-out bulb	<ol style="list-style-type: none"> <li>Burned-out bulbs may appear white or darkened. <ul style="list-style-type: none"> <li>Replace burned-out bulb with one identically rated.</li> </ul> </li> <li>Check continuity with digital voltmeter.</li> </ol>
	Open fuse circuit	<ol style="list-style-type: none"> <li>Check fuse continuity with digital voltmeter.</li> <li>If fuse is blown, replace fuse with an identically rated part.</li> <li>If fuse isn't blown, check wiring.</li> </ol>



### CAUTION

Do not remove or install any connector when power is turned on. Installation under power will damage the circuit boards, ROM's or hard disk and void the warranty.

## START UP TROUBLESHOOTING

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>• Video Game Machine (VGM) does not start.</li> <li>• VGM appears completely non-functional.</li> <li>• No audio</li> <li>• No illumination</li> <li>• No video display</li> </ul>	Power problem	<ol style="list-style-type: none"> <li>1. Check power is switched on.</li> <li>2. Make sure fans in Arcade Computer are turning. <i>If not:</i> Is the power supply connected to its power cable? Is power supply turned on?</li> <li>3. Plug cord into AC power outlet. Verify presence of AC line voltage.</li> </ol>
	Improper line voltage switch setting	<ol style="list-style-type: none"> <li>1. Turn off power. Unplug AC line cord. Check line voltage switch. If necessary, set it to agree with local AC line voltage. Retest game.</li> </ol>
	Open fuse	<ol style="list-style-type: none"> <li>1. Turn off power. Examine fuse on power chassis, cabinet wall or electronic equipment shelf. <ul style="list-style-type: none"> <li>• Replace faulty fuses with identically rated parts.</li> <li>• Turn on game power. If fuse opens again, check wiring harness and connectors.</li> </ul> </li> </ol>
	Faulty wiring	<ol style="list-style-type: none"> <li>1. Remove line cord. Test line cord, power plug, and IEC connector for breaks or damage. <ul style="list-style-type: none"> <li>• Verify continuity of each wire in cord.</li> <li>• Install cord on power chassis.</li> <li>• Press connector firmly to seat it.</li> </ul> </li> <li>2. Assure that cabinet wiring harness connectors fully seat in corresponding power supply and board connectors.</li> <li>3. Inspect wiring for breaks or damage.</li> </ol>
<ul style="list-style-type: none"> <li>• Video Game Machine (VGM) does not start.</li> <li>• VGM accepts currency or tokens.</li> <li>• Audio and video are present.</li> </ul>	Faulty coin mechanism	<ol style="list-style-type: none"> <li>1. Unlock and open coin door. <ul style="list-style-type: none"> <li>• Check each currency acceptor to assure proper mounting.</li> <li>• Verify each release latch is closed and locked.</li> </ul> </li> <li>2. Test mechanism with good and bad coins to see if mechanism accepts and rejects currency correctly.</li> <li>3. Inspect to see if external acceptor indicators (Pricing, Flashing Arrows, etc.) are lit.</li> <li>4. Verify each acceptor operates properly by placing it in working game. Replace bad parts.</li> </ol>
	Faulty switches	<ol style="list-style-type: none"> <li>1. Access Diagnostic Menu, then select SWITCH TESTS. Conduct test to confirm operation of each switch.</li> <li>2. Assure no loose parts or wires are caught in switch contacts.</li> <li>3. Check for continuity in each suspect switch connection (Common to Normally Open or Common to Normally Closed).</li> <li>4. Replace faulty switches (bent levers, broken actuators, etc.).</li> </ol>

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>• Video Game Machine (VGM) does not start.</li> <li>• VGM accepts currency or tokens.</li> <li>• Audio and video are present.</li> </ul>	Faulty wiring	<ol style="list-style-type: none"> <li>1. Assure no wires are caught in hinges, latches or switch contacts.</li> <li>2. Check wiring continuity from circuit board connectors to acceptors.</li> </ol>
<ul style="list-style-type: none"> <li>• Video Game Machine (VGM) appears non-functional.</li> <li>• Currency acceptor price indicator is illuminated.</li> </ul>	Power problem	<ol style="list-style-type: none"> <li>1. Inspect circuit boards under low-light conditions. <ul style="list-style-type: none"> <li>• The LED's glow and the fan turns when processor circuits receive voltage and indicate presence of DC from power supply. However, voltages or signals may not be normal.</li> </ul> </li> <li>2. Switch on power to game machine and measure DC voltage settings. Refer to the Cabinet Wiring Diagram for specific wiring information and voltage limits. <ul style="list-style-type: none"> <li>• Set the digital voltmeter to the 20-volt DC setting and measure the power connector pins. Adjust the +5V source if necessary.</li> <li>• Set the digital voltmeter to the 2-volt AC setting and measure DC voltages at power connector pins. Any reading here indicates that supply voltages are unstable and may contain ripple or noise.</li> </ul> </li> </ol>
	Faulty wiring	<ol style="list-style-type: none"> <li>1. Switch off power to game. Check both wiring harness connectors and other types of connectors to make sure they fully seat onto mating board connectors.</li> </ol>
	Faulty circuit boards or Arcade Computer	<ol style="list-style-type: none"> <li>1. Run power-up self-test sequence. Note errors or failures during test.</li> <li>2. Switch off power to Arcade Computer, but NOT the game machine. Wait for HDD to stop spinning, then loosen the thumbscrews on computer cover and remove. Listen for beeping sounds.</li> </ol>

## LINKING PROBLEM TROUBLESHOOTING

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>Cannot connect multiple Video Game Machines (VGMs) together</li> </ul>	Faulty wiring	<ol style="list-style-type: none"> <li>1. Install required crossover between cabinets. Each coupler connects two VGMs (one pair). Do not use standard telephone type couplers or wiring for linking.</li> <li>2. Use only 10 Base-T, Ethernet-type, Category 5, twisted-pair wiring.</li> <li>3. Do not overextend linking cables supplied with VGM.</li> </ol>
	Improper linking hardware	<ol style="list-style-type: none"> <li>1. Use required network hub for your local network. A Hub Link Kit permits up to four VGM connections. Array completion requires basic kit brackets and spacers.</li> </ol>
<ul style="list-style-type: none"> <li>VGM does not recognize other players in linking operation</li> <li>VGM functions normally by itself</li> </ul>	Improper settings	<ol style="list-style-type: none"> <li>1. Record any error messages that occur during self-test.</li> <li>2. Check that each VGM has a unique ID number.</li> <li>3. Access the Diagnostic menu, then select LINKING TEST. Confirm the link is enabled.</li> </ol>
	Power problem	<ol style="list-style-type: none"> <li>1. Verify the hub receives power. AC adapter wires are thin and easily damaged.</li> </ol>
	Faulty wiring (3 or more VGMs)	<ol style="list-style-type: none"> <li>1. Inspect hub indicator lights. <ul style="list-style-type: none"> <li>• Illuminated indicator lights for each active port light up if the cable(s) are properly connected.</li> <li>• Check for cable continuity from hub to VGM for each indicator that failed to light.</li> </ul> </li> <li>2. Assure no loose wires are caught in hinges, doors or under cabinet.</li> <li>3. Verify linking cable connects to CPU Board for each game.</li> <li>4. Verify each linking cable operates properly by placing it in a working game.</li> </ol>



### CAUTION

Do not remove or install any connector when the power is turned on. Installation under power will damage the circuit boards, ROM's or hard disk drive and void the warranty.

## LINKING PROBLEM TROUBLESHOOTING

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>Some Video Game Machines (VGMs) in group link properly, while others do not</li> </ul>	Improper hub switch setting	<ol style="list-style-type: none"> <li>Assure switches on hub are set according to kit instructions. (VGMs on a network do not require couplers. Hub has electronic crossover.)</li> <li>Inspect hub indicator lights for link activity. See manufacturer's literature for diagnostics.</li> </ol>
	Wrong software version	<ol style="list-style-type: none"> <li>Verify all linked VGMs use same software version. Machines with different versions will not recognize each other. Contact your distributor for a software update if needed.</li> </ol>
	Faulty wiring (2 VGMs)	<ol style="list-style-type: none"> <li>Insert only the supplied crossover connection between coupled VGMs. Standard couplers appear identical to devices supplied with games, but do not include an internal crossover.</li> <li>Verify each linking crossover coupler operates properly by placing it in a working link between two VGMs.</li> </ol>
	Faulty wiring (3 or more VGMs)	<ol style="list-style-type: none"> <li>Use an additional crossover connector and cable to extend game or hub link connection. Two crossovers cancel each other out and results in same problem as no link crossover.</li> <li>Connect cables directly to hub. Do not use a crossover coupler and hub together in single network.</li> <li>Separate communications wiring from other wiring. Wires that must cross can only cross at right angles to limit noise pickup.</li> </ol>



### CAUTION

Do not remove or install any connector when power is turned on. Installation under power will damage the circuit boards, ROM's or hard disk drive and void the warranty.



## PLAYER CONTROL TROUBLESHOOTING

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>• Intermittent or completely non-functional player controls</li> <li>• Video Game Machine (VGM) starts normally.</li> </ul>	Faulty switches or lamps	<ol style="list-style-type: none"> <li>1. Access the Diagnostic Menu, then select SWITCH TEST. Conduct test to confirm switch operation.</li> <li>2. Access Diagnostic Menu, then select LAMP TEST. Conduct test to confirm lamp operation.</li> <li>3. Check for loose parts or wires caught in switch contacts.</li> <li>4. Check continuity at each switch connection (Common to Normally Open or Common to Normally Closed).</li> <li>5. Verify player control operates properly by placing it in working VGM.</li> <li>6. Verify light bulbs used for dashboard switches are type specified in parts listing. Other types will light, but may produce too much heat. Excess heat may cause switches to bind.</li> </ol>
	Faulty switch wiring	<ol style="list-style-type: none"> <li>1. Check for wires caught in door hinges, latches, or switch contacts.</li> <li>2. Verify harness connectors are attached and fully seated.</li> <li>3. Assure control switches connect properly to control input wires.</li> <li>4. Check cabinet wiring is correct for this VGM.</li> </ol>
<ul style="list-style-type: none"> <li>• Steering pulls to one side</li> </ul>	Faulty Wheel Driver Board	<ol style="list-style-type: none"> <li>1. Access the Diagnostic Menu, then select CALIBRATE FEEDBACK. Perform the calibration sequence.</li> <li>2. Locate power amp on Wheel Driver Board's large heatsink. Test Board and replace bad part or board if necessary.</li> </ol>
<ul style="list-style-type: none"> <li>• No wheel feedback</li> <li>• Steering does not aim vehicle as expected</li> </ul>	Improperly set calibration	<ol style="list-style-type: none"> <li>1. Access Diagnostic Menu, then select CONTROLLER TEST. Select and perform one of the test sequences to aid in correcting calibration.</li> </ol>
	Faulty circuit	<ol style="list-style-type: none"> <li>1. Examine fuses and cables on Wheel Driver Board.</li> <li>2. Check cables and wiring between Arcade Computer, interface board, wheel driver and motor.</li> <li>3. Replace bad parts.</li> </ol>
	Faulty motor	<ol style="list-style-type: none"> <li>1. Inspect motor. Refer to the <i>Steering Assembly Service</i> instructions in Chapter 3 for complete details.</li> </ol>

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>• Sloppy, unpredictable or ineffective steering</li> <li>• Video is present</li> <li>• Video Game Machine (VGM) operates normally</li> </ul>	Blocked or faulty fan	<ol style="list-style-type: none"> <li>1. Fan located on power supply acts as an exhaust fan; with power switched on, check fan airflow to assure that nothing blocks airflow.</li> </ol>
	Faulty mechanical parts	<ol style="list-style-type: none"> <li>1. Inspect motor for faulty or worn belts, bearings, couplings, gears, etc. Refer to the <i>Steering Assembly Service</i> instructions in Chapter 3 for complete details.</li> </ol>
	Faulty Wheel Driver Board	<ol style="list-style-type: none"> <li>1. Inspect Wheel Driver Board under low-light conditions. To indicate presence of AC from the transformer the LED's glow when voltage is received. However, voltages or signals may not be normal.</li> <li>2. Examine fuses and cables on Wheel Driver Board. Replace bad fuses.</li> <li>3. Use digital voltmeter to verify AC voltage between each fuse holder and ground. Measure approximately 25V. See Wiring Diagram.</li> <li>4. Use the 20-VAC setting on digital voltmeter to measure DC voltage at motor. Do not move steering wheel, drive belt, or motor while making this measurement. Any reading indicates unstable supply that may contain ripple or noise.</li> <li>5. Select CONTROLLER TEST from the Diagnostic Menu. Follow on-screen instructions to verify operation of the wheel motor and steering position sensor.</li> <li>6. Verify proper operation of Wheel Driver Board by placing it in working VGM.</li> </ol>
	Loose or worn drive belt	<ol style="list-style-type: none"> <li>1. Inspect motor for faulty or worn belts, bearings, couplings, gears, etc. Refer to the <i>Steering Assembly Service</i> instructions in Chapter 3 for complete details.</li> <li>2. If drive belt isn't worn or damaged, check its tightness.</li> </ol>



**WARNING**




The Wheel Driver Board heatsink, power resistors, and other components may be very hot. The DC Motor in the steering wheel may also be hot.

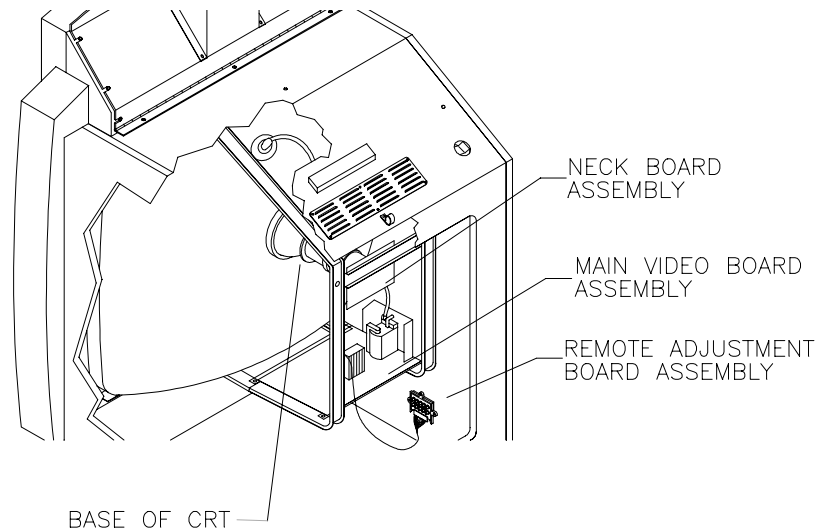
## VIDEO TROUBLESHOOTING

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>• Monitor appears non-functional</li> <li>• Audio is present</li> <li>• Video Game Machine (VGM) controls operate normally</li> </ul>	Power problem	1. Verify connection of AC Power to video monitor. Inspect neck of CRT in dim light. Glowing filament near CRT base confirms monitor circuits receive power. However, voltages or signals may not be normal.
	Faulty wiring	<ol style="list-style-type: none"> <li>1. Switch off power. Verify that video signal and Remote Adjustment Board connectors seat properly on Video Monitor Board.</li> <li>2. Assure that video cables connect to circuit boards and Arcade Computer.</li> <li>3. Assure that no wires are caught on chassis or mounting brackets.</li> </ol>
	Improper monitor adjustments	1. Try setting Brightness and Contrast above minimum levels.
	Faulty monitor circuitry	<ol style="list-style-type: none"> <li>1. Check AC line for a blown fuse on Video Monitor Board. Replacement fuses must be identically rated.</li> <li>2. If the fuse is good, verify video monitor operates correctly by placing it in a working VGM.</li> <li>3. If monitor is bad; Check monitor power supply.</li> <li>4. If the power supply is good, Check monitor horizontal output transistor and related circuitry.</li> </ol>
<ul style="list-style-type: none"> <li>• Graphic images from game do not appear</li> <li>• No audio</li> <li>• Power-up self-test runs</li> </ul>	Improper components	<ol style="list-style-type: none"> <li>1. Verify circuit boards are correct for this game. Labels on each board record manufacturers' name, assembly number and hardware version.</li> <li>2. Verify HDD is correct for this game. Label on HDD records assembly number and software version.</li> </ol>
	Hard Disk Drive (HDD) problems	1. Allow game to load normally. Note and record any error messages that occur during self-test.
	Power Problems	<ol style="list-style-type: none"> <li>1. Turn on Power. Use 20-volt DC setting on digital voltmeter to measure DC voltages present at Power connector pins. Verify +5V source if it is adjustable. Refer to Cabinet Wiring Diagram for specific wiring information and voltage limits.</li> <li>2. Use 2-Volt AC setting on digital voltmeter to measure DC voltages at Power Connector pins. Any reading indicates the supply voltages are unstable and may contain ripple or noise.</li> </ol>
<ul style="list-style-type: none"> <li>• White areas at screen edges appear tinged with color</li> <li>• Dots at screen edges appear ovoid or cylindrical</li> </ul>	Picture tube dynamic convergence is out of alignment	1. Have service bureau dynamically re-converge monitor. This procedure requires removing and repositioning yoke. Service bureau must follow instructions from monitor manufacturer.



Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>Video images tear or roll, or have black bar down middle of screen</li> </ul>	Faulty wiring	<ol style="list-style-type: none"> <li>Check connectors and cables between circuit boards and monitor for wiring continuity.</li> <li>Assure connection of all cabinet ground wires, especially at video monitor chassis.</li> </ol>
	Faulty monitor circuitry	<ol style="list-style-type: none"> <li>Verify video monitor operates correctly by connecting it to working game machine.</li> <li>Assure video monitor is correct type for this game. Video monitors with wrong resolution can't lock sync.</li> </ol>
	Improper sync signals	<ol style="list-style-type: none"> <li>Make sure Video Board emits proper type of sync.</li> <li>Verify jumpers are set correctly for monitor.</li> </ol>
	Electromagnetic fields	<ol style="list-style-type: none"> <li>Move game cabinet further away from machines, appliances, or other video games.</li> </ol>
<ul style="list-style-type: none"> <li>Missing colors</li> </ul>	Faulty wiring	<ol style="list-style-type: none"> <li>Check connectors and cables for wiring continuity from circuit boards to video monitor.</li> </ol>
	Faulty monitor color drive circuitry	<ol style="list-style-type: none"> <li>Verify video monitor operates correctly by connecting it to a working game machine.</li> </ol>
<ul style="list-style-type: none"> <li>One color is dimmer or brighter than others</li> <li>Whites appear tinted everywhere on screen</li> </ul>	Maladjusted color bias pots	<ol style="list-style-type: none"> <li>Access Diagnostic Menu, then select MONITOR TEST. Perform the COLOR BARS TEST. <ul style="list-style-type: none"> <li>Adjust three bias pots for best colors. (Most monitor neck boards include these pots.)</li> </ul> </li> <li>Check White Screen. Touch up controls. <ul style="list-style-type: none"> <li>If whites still seem tinted, have service bureau rejuvenate picture tube.</li> </ul> </li> </ol>
<ul style="list-style-type: none"> <li>Picture is too narrow</li> </ul>	Maladjusted WIDTH pot.	<ol style="list-style-type: none"> <li>Access Diagnostic Menu, then select MONITOR TEST. Perform CROSSHATCH TEST.</li> <li>Adjust screen width using the width pot on Monitor Remote Control Board, located behind coin door.</li> </ol>
<ul style="list-style-type: none"> <li>Picture is too short</li> </ul>	Maladjusted HEIGHT pot or damaged vertical circuit	<ol style="list-style-type: none"> <li>Access Diagnostic Menu, then select MONITOR TEST. Perform CROSSHATCH TEST. <ul style="list-style-type: none"> <li>Adjust screen height using the height pot on the Monitor Remote Control Board behind coin door.</li> <li>If pot has no effect, service vertical output circuit.</li> </ul> </li> </ol>
<ul style="list-style-type: none"> <li>Picture seems shifted to one side</li> </ul>	Maladjusted HORIZONTAL POSITION pot	<ol style="list-style-type: none"> <li>Access Diagnostic Test, then select MONITOR TEST. Perform CROSSHATCH TEST. <ul style="list-style-type: none"> <li>Adjust Horizontal Position pot for best picture using the Monitor Remote Control Board behind coin door.</li> </ul> </li> </ol>
<ul style="list-style-type: none"> <li>Keystone-shaped picture</li> </ul>	Shorted turns in yoke	<ol style="list-style-type: none"> <li>Substitute working yoke.</li> <li>Have service bureau converge monitor.</li> <li>Retest monitor.</li> </ol>

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>• Blotches of color appear on screen</li> </ul>	Picture tube aperture mask is magnetized	<ol style="list-style-type: none"> <li>1. Demagnetize monitor with external degaussing coil. Take care not to magnetize neighboring games. Monitor may be left on or off during this procedure.</li> </ol>
<ul style="list-style-type: none"> <li>• White areas in center of screen appear tinged with color</li> <li>• Object edges have fringe of one or more colors</li> </ul>	Picture tube purity or static convergence is out of alignment	<ol style="list-style-type: none"> <li>1. Turn on Video Game Machine (VGM).</li> <li>2. Access Diagnostic Menu, then select MONITOR TEST. Perform tests for CROSSHATCH, RED, GREEN and BLUE screens to correct monitor display problem. <ul style="list-style-type: none"> <li>• Display screen with the most severe problem.</li> <li>• Locate the Purity and Static Convergence ring magnets on monitor neck. To minimize, observe screen and adjust magnets. Follow instructions from monitor manufacturer.</li> </ul> </li> </ol>
<ul style="list-style-type: none"> <li>• Picture is dim or faded</li> </ul>	Maladjusted BRIGHTNESS pot or subnormal picture tube emission	<ol style="list-style-type: none"> <li>1. Access Diagnostic Menu, then select MONITOR TEST. Perform COLOR BARS TEST. Adjust Brightness and Contrast using pots located on Monitor Remote Control Board, behind coin door.</li> <li>2. If pots have no effect, have service bureau rejuvenate picture tube.</li> </ol>

	<p><b>CAUTION</b> Do not remove or install any connector when power is turned on. Installation under power will damage the circuit boards or ROM's and void the warranty.</p>
	<p><b>WARNING: HIGH VOLTAGE.</b> Video Game Machine (VGM) monitors generate and store potentially lethal high voltages. Avoid touching any part of the monitor until power has been off for some time. A picture tube can maintain a hazardous charge for up to several days. Only qualified technicians should service monitors. Turn off the power, unplug the VGM and discharge the CRT before attempting service. Even properly discharged tubes can revert to a highly charged state, <i>without reapplication of power.</i></p>
	<p><b>WARNING</b> In normal operation, the monitor doesn't require isolation from AC line voltage. During bench servicing, you may need to operate the monitor outside the cabinet. If you do, <i>isolate the monitor from line voltage with an isolation transformer.</i></p>



**TYPICAL CUTAWAY REAR VIEW**

	<p><b>CAUTION</b> Do not operate the monitor without its Remote Adjustment Board.</p>
	<p><b>WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE.</b> If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.</p>

## AUDIO TROUBLESHOOTING

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>No audio</li> <li>Video is present</li> <li>Video Game Machine (VGM) appears to operate normally</li> </ul>	Improper volume setting	<ol style="list-style-type: none"> <li>Access Main Menu, then select VOLUME LEVEL. Make sure Attract Mode Music is enabled.</li> <li>Verify <i>all</i> volume levels are properly set well above zero. If necessary, change volume levels to make game audible.</li> </ol>
	Faulty wiring	<ol style="list-style-type: none"> <li>Switch off power to game machine. Check wiring harness connections attach and fully seat onto mating board connectors. <ul style="list-style-type: none"> <li>Verify harness connects to CPU Board.</li> <li>Check audio cable connectors in same way.</li> </ul> </li> </ol>
	Faulty or obstructed speaker	<ol style="list-style-type: none"> <li>Remove speaker grilles and inspect speakers.</li> <li>Clear loose parts and wires from magnets, mounting screws, terminals, and speaker cones.</li> </ol>
	Faulty Audio Board	<ol style="list-style-type: none"> <li>Verify proper operation of Audio Board by placing it in a working game machine.</li> </ol>
	Power Problems	<ol style="list-style-type: none"> <li>Use 20-volt DC setting on digital voltmeter to measure DC voltages present at Power connector pins. Verify +5V, -5V and +12V sources. Refer to Cabinet Wiring Diagram for specific wiring information and voltage limits.</li> </ol>
<ul style="list-style-type: none"> <li>Audio is distorted, muffled or has missing frequencies.</li> </ul>	Faulty or improper speaker	<ol style="list-style-type: none"> <li>Switch off power to game machine. <ul style="list-style-type: none"> <li>Remove speaker grilles and inspect speakers.</li> <li>Verify speakers are full range (<i>100 to 10,000 Hz response</i>) and rated for at least 20 watts. Woofers must be rated for at least 40 watts.</li> </ul> </li> <li>Verify proper speaker operation by placing speaker in question in a working game machine.</li> </ol>
	Faulty wiring	<ol style="list-style-type: none"> <li>Multiple-speaker installations: Check for reversed speaker wiring. Weak or low frequencies and thin or hollow sound quality are symptoms of incorrectly phased speakers. <ul style="list-style-type: none"> <li>Sound tests may not detect this condition, but you can hear it during operation.</li> </ul> </li> </ol>
<ul style="list-style-type: none"> <li>Dead sound channel</li> </ul>	Faulty speaker	<ol style="list-style-type: none"> <li>Access Diagnostic Menu, then select Speaker Test. Perform one or several of the available tests to check speakers.</li> <li>Verify proper speaker operation by connecting speaker in question to working game machine.</li> </ol>
	Faulty wiring	<ol style="list-style-type: none"> <li>Verify cabinet wiring is correct. Check audio wiring connection to speakers.</li> <li>Check audio cable connection is fully seated.</li> <li>Check for broken or shorted wires.</li> </ol>

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>Constant low hum from all speakers.</li> </ul>	Faulty wiring	<ol style="list-style-type: none"> <li>Verify cabinet wiring is correct.</li> <li>Verify separate wires for each speaker, not a common return, in cabinet wiring.</li> <li>Check connection of all cabinet ground wires.</li> </ol>
	Faulty power supply	<ol style="list-style-type: none"> <li>Use 2-Volt AC setting on digital voltmeter to measure voltages at speaker terminals. Any reading will indicate an unstable supply containing ripple or noise.</li> </ol>

## MISCELLANEOUS PROBLEM TROUBLESHOOTING

Symptom	Cause	Required Action
<ul style="list-style-type: none"> <li>Marquee lamp is intermittent or non-functional</li> <li>Video Game Machine (VGM) starts and plays normally</li> </ul>	Faulty fluorescent tube	<ol style="list-style-type: none"> <li>Remove fluorescent tube from sockets. Install new lamp if ends are darkened or cracks are visible.</li> <li>Check continuity of both fluorescent tube filaments.</li> <li>Check lamp ballast is rated for local AC line voltage and frequency.</li> <li>Verify fluorescent tube operates by placing it in working game machine.</li> </ol>
	Faulty lamp fixture	<ol style="list-style-type: none"> <li>Verify good connection between lamp pins and socket contacts.</li> </ol>
	Faulty wiring	<ol style="list-style-type: none"> <li>Measure fluorescent lamp AC voltages. Check wiring and connector continuity from the AC power chassis to lamp assembly.</li> </ol>
<ul style="list-style-type: none"> <li>VGM operates normally</li> <li>Cabinet becomes warm after several hours of use</li> </ul>	Obstructed fan	<ol style="list-style-type: none"> <li>Check for blocked air flow at bottom and rear of cabinet. <ul style="list-style-type: none"> <li>Switch off power to game machine. Use a high-power vacuum cleaner to remove dust from vent holes.</li> </ul> </li> <li>Make sure game machine is not near a heat source. Move game cabinet away from sources of heat if necessary.</li> </ol>
	Faulty Wiring	<ol style="list-style-type: none"> <li>Check fan wiring and connectors.</li> </ol>
	Faulty fan	<ol style="list-style-type: none"> <li>Check operation of all fans.</li> </ol>
<ul style="list-style-type: none"> <li>Error messages appear on screen</li> </ul>	Faulty hardware	<ol style="list-style-type: none"> <li>Check assembly identified in error messages, RAM, ROM, Battery, etc.</li> <li>Call your authorized distributor for help with unresolved screen messages.</li> </ol>





## WARNINGS & NOTICES

### WARNING

Use of non-MIDWAY parts or circuit modifications may cause serious injury or equipment damage!

- Use only MIDWAY authorized components and parts. Failure to do so will void your warranty and may result in incorrect or unsafe operation. Substitute parts or modifications may void the EMC directive or FCC type acceptance.
- Federal copyright, trademark and patent laws protect this Video Game Machine (VGM). Unauthorized modifications may be illegal under Federal law. The modification ban also applies to Midway Amusement Games, LLC and VGM logos, designs, publications and assemblies. Moreover, facsimiles of MIDWAY equipment (or any feature thereof) may be illegal under federal law, regardless of whether or not such facsimiles are manufactured with Midway Amusement Games, LLC components.

### WARNING

Prevent shock hazard and assure proper VGM operation. Plug this VGM into a properly grounded outlet. Do not use a cheater plug to defeat the power cord's grounding pin. Do not cut off the ground pin.

### WARNING

A very small portion of the population has a condition which may cause epileptic seizures or momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. seizures or loss of awareness), immediately consult your physician before using any video games.

We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, *discontinue use immediately* and consult your physician.

### CAUTION

Information in this manual is subject to change without notice. MIDWAY reserves the right to make improvements in equipment function, design, or components as progress in engineering or manufacturing warrants.

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### NOTICE

This equipment generated, uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

### NOTICE

When Midway Amusement Games, LLC ships a VGM, it complies with FCC regulations. Your label is proof of compliance. Legal repercussions to the owner or distributor may result if the label is missing or damaged. If your VGM does not contain an FCC compliance label, call Midway Amusement Games, LLC immediately.

For Service: Call your authorized Midway Amusement Games, LLC distributor.

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