

**Converting
a
Sega Daytona II
to a
Sega Emergency Call Ambulance**

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I am recording this here for posterity sake, so hopefully someone else doesn't have to go through the trial-and-error hell I did to get this to work.

Sega USA was absolutely no help, BTW.

If you are converting a Sega Daytona II to a Sega Emergency Call Ambulance, **MAKE SURE** jumper JP7 is set to 2-3 and jumper JP2 is set to 2-3 on the ROM board.

Otherwise, the game won't work, and diagnostics tests tells you that you have 8 bad ROM's.

The instructions for the ECA kit don't show these jumpers in the correct positions.