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<table>
<thead>
<tr>
<th>UPRIGHT TYPE</th>
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</thead>
<tbody>
<tr>
<td>SPECIFICATIONS</td>
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<table>
<thead>
<tr>
<th>INSTALLATION SPACE</th>
<th>660 mm (26 in.) W×920 mm (36.2 in.) D</th>
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<tbody>
<tr>
<td>HEIGHT</td>
<td>1790 mm (70.5 in.)</td>
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<tr>
<td>POWER</td>
<td>230 W</td>
</tr>
<tr>
<td>C. R. T.</td>
<td>20&quot;</td>
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<tr>
<td>WEIGHT</td>
<td>110 kg (242.5 lbs)</td>
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</table>

NOTE

- Descriptions herein contained may be subject to improvement changes without notice.
INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This OWNER'S manual is intended to provide detailed comments together with all the necessary information covering the operation in general of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards the ENDURO RACER, a new SEGA product. The manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read so as to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstance touch the interior system.

1. HANDLING PRECAUTIONS

When installing or inspecting, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- Be sure to turn the power off before working on the machine.
- To insert or pull out the plug quickly is dangerous.
- It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where so specified.
- Do not use any fuse that does not meet the specified rating.
- Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.

Also, for the IC board circuit inspections, only the logic tone is allowed. The use of a tester is not permitted so be careful in this regard. After confirming that there are no irregularities, turn the power ON.
2. PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

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

ORIGINAL SEAL

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

LICENSE SEAL

The following seal is put on the kits, such as the printed circuit boards, of SEGA products.

COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1986

This signifies that this work was disclosed in 1986 and is the property of SEGA ENTERPRISES, LTD.
3. PRECAUTIONS CONCERNING THE PLACE OF INSTALLATION

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

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

- BILLBOARD
  MX-1101-01

- WINDOW MASK
  MX-1013
  (RH-1015)

- ASSY HANDLE
  MX-20002

- START BUTTON

- COIN ENTRY

- BRACKET STEP
  105-5053

- 20" MONITOR
  200-5072

- FRONT PANEL
5. REMOVING THE HANDLE UNIT

○ When adjusting the ACCELERATOR and BRAKE, CENTERING, remove the HANDLE UNIT by using the following procedure:

- TAMPERPROOF SCREW A M5×12
- TAMPERPROOF SCREW M8×30

DISASSEMBLING PROCEDURE

① Take off the 6 TAMPERPROOF SCREWS (M5×12, M8×30) by using the TAMPERPROOF WRENCH and remove the HANDLE UNIT as shown above.

Refer to the separate item, ADJUSTING THE ACCELERATOR, BRAKE and CENTERING.

TOOLS

(TAMPERPROOF WRENCH)
M4 540-0006-01
M5 540-0007-01
M6 540-0015-01
M8 540-0009-01

(TAMPERPROOF WRENCH)
M4 540-0018
M5 540-0017
6. SERVICING THE HANDLE UNIT AND WINDOW MASK

TAMPERPROOF SCREW
M₄×25

BILLBOARD
MX-1011-01

FRONT GLASS

TAMPERPROOF SCREW M₄×8

HANDLE UNIT
MX-20002

CABINET

MASK HOLDER
RH-1022

WINDOW MASK
MX-1013
(RH-1015)

TAMPERPROOF SCREW
M₈×30

① The HANDLE UNIT can be opened towards you by taking off the 4 TAMPERPROOF screws.

② To remove the WINDOW MASK from the cabinet, take off the MASK HOLDER FRONT PANEL and then the TAMPERPROOF screws (M₄×8) inside the WINDOW MASK.

③ Next open it towards you.

This allows for the clearing of the monitor screen (CRT surfaces) and the replacement of the BILLBOARD.
7. ADJUSTMENT OF THE SERVICE SWITCH

The layout as shown below can be viewed by opening the coin chute door.

OPERATING INSTRUCTIONS

1. DEMAGNETIZING SWITCH......Used for removing the on-screen color unevenness.

2. SERVICE SWITCH............Used for the purpose of servicing and increasing the credits without registering on the meter (this allows you to check the game).

3. TEST SWITCH...............For operating this switch, see 16. SELF-TESTING.

4-5. VOLUME ADJUSTMENT......The volume of the right/left speakers is separately adjusted (pay attention to the right/left volume balance).
8. HANDLE'S CENTERING ADJUSTMENT

When the HANDLE is stationary, if the screen display in the SELF-TEST MODE shows a variable of 80H, then it is normal.

ADJUSTING METHOD

1. To move the VOLUME BRACKET in the direction of X, release the 2 SCREWS A (M4 x 10) which fasten the VOLUME BRACKET.

2. When the VOLUME BRACKET is moved in the direction of X, the PINION and SPUR GEARS will be disengaged. At this time, turn the volume shaft and make adjustments so that the variable is in the allowable range.

3. Where necessary, make fine adjustments by loosening SCREWS B (M4 x 10) and moving the ADJUST PLATE in the direction of Y.

4. Make the backlash adjustments by moving the VOLUME BRACKET in the X direction.
9. HANDLE'S BANK UP DOWN ADJUSTMENT

When the HANDLE is stationary, if the screen display in the SELF-TEST MODE shows a variable of 30H, then it is normal.

ADJUSTING METHOD

1. To move the VOLUME BRACKET in the direction of X, release the 2 SCREWS A (M4 x 10) which fasten the VOLUME BRACKET.

2. When the VOLUME BRACKET is moved in the direction of X, the PINION and SPUR GEARS will be disengaged. At this time, turn the volume shaft and make adjustments so that the variable is in the allowable range.

3. Where necessary, make fine adjustments by loosening SCREWS B (M4 x 10) and moving the ADJUST PLATE in the direction of Y.

4. Make the backlash adjustments by moving the VOLUME BRACKET in the X direction.
10. REPLACING THE PARTS RELATED TO THE ACCELERATOR AND THE BRAKE

REPLACING THE ACCELERATOR WIRE

1. Take off the 2 TAMPERPROOF SCREWS A (M5 x 20) to disassemble the UPPER CASE and the LOWER CASE from the ACCELERATOR CASE.
2. By turning the LOWER CASE counterclockwise, remove the firmly attached ACCELERATOR WIRE from the LOWER CASE.
3. To remove the ACCELERATOR WIRE, first take off the ACCELERATOR SPRING and then NUT C.

REPLACING THE BRAKE WIRE

1. Loosen the BRAKE LEVER NUT first and then remove the BRAKE WIRE.
2. To completely remove the BRAKE WIRE, take off the BRAKE SPRING first and then NUT D.

--- CAUTION ---

1. When replacing the ACCELERATOR WIRE and the BRAKE WIRE, be sure to take off the PLAY INSTRUCTIONS PLATE first (see page 12). After the WIRE replacement, make sure that the necessary adjustments are made.
11. ADJUSTING THE ACCELERATOR/BRAKE

- After replacing the wires for the ACCELERATOR and the BRAKE, carry out the following test.

- Display the screen in the SELF-TEST MODE (see page 20).

**ACCELERATOR**

Set the allowable range in a manner so that when the ACCELERATOR is released, the variable is OOH.

ALLOWABLE RANGE: OOH-04H
MAXIMUM VALUE (with the ACCELERATOR fully open): Over 80H
Make adjustments by adjusting the wire length using NUT B.

**BRAKE**

Set the allowable range in a manner so that when the BRAKE is released, the variable is OOH.

ALLOWABLE RANGE: OOH-04H
MAXIMUM VALUE (maximum braking): Over 80H
Make adjustments by adjusting the wire length using NUT A.

When activating the ACCELERATOR/BRAKE, the PINION GEAR revolves approximately 216°.
REMOVING THE PLAY INSTRUCTIONS PLATE

Take off the 4 NUTS and remove the 4 TAMPERPROOF SCREWS.
12. REPLACING THE VOLUME CONTROL FOR THE ACCELERATOR/ BRAKE

Take off the 2 SCREWS (M4×8) and 2 TAMPERPROOF SCREWS (M4×8) to remove the COVER (MX-2050).

DISASSEMBLING PROCEDURE

1. To remove the BRACKET from the HANDLE UNIT, take off the 4 SCREWS (M4×8) from each BRACKET.
2. To remove the PINION GEAR, release the 2 SET SCREWS of the PINION GEAR attached to the VOLUME CONTROL SHAFT.
3. To remove the VOLUME CONTROL from the VOLUME BRACKET, take off the VOLUME CONTROL SHAFT NUT.
4. After replacement, assemble in a manner opposite to the above procedure.
5. Make adjustments by moving the VOLUME BRACKET in the X direction around the SCREW which is used for the backlash adjustments.
13. DIP SWITCH SETTING

GAME PRICE SETTING

<table>
<thead>
<tr>
<th>OPTION</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
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<tr>
<td>1 COIN 2 CREDITS</td>
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<td>OFF</td>
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<td>FREE PLAY</td>
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COIN SW #1 COIN SW #2

OPTION SWITCH SETTING

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<tr>
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<th>3</th>
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</tbody>
</table>

GAME BOARD A
(834-6000-01)

GAME BOARD B
(834-6003-01)
14. GAME DIFFICULTY SETTING

In this game, by using the DIP SWITCH B on the GAME BOARD B, the 4 difficulty levels can be set for each of the following: 1) Other bikes appearance frequency 2) Play time adjustments 3) Time adjustment in relation to real time. When shipping, the difficulty level is set at MEDIUM. In actual play, however, a setting to a more difficult or easier level depending on the player's skill levels can be made.

1. OTHER CARS' APPEARANCE FREQUENCY (SWITCH 2, 3)

<table>
<thead>
<tr>
<th>SWITCH NO.</th>
<th>OTHER CARS' APPEARANCE FREQUENCY</th>
<th>DIFFICULTY LEVEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 3</td>
<td>OFF  OFF 30% less than MEDIUM</td>
<td>MEDIUM</td>
</tr>
<tr>
<td></td>
<td>ON  ON 40% more than MEDIUM</td>
<td>EASY</td>
</tr>
<tr>
<td></td>
<td>ON  ON 80% more than MEDIUM</td>
<td>HARDEST</td>
</tr>
</tbody>
</table>

* When shipping

2. PLAY ADJUSTMENT (SWITCH 4, 5)

<table>
<thead>
<tr>
<th>SWITCH NO.</th>
<th>PLAY TIME PER STAGE (SEC.)</th>
<th>DIFFICULTY LEVEL</th>
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<tbody>
<tr>
<td>4 5</td>
<td>OFF  OFF 50 50 50 50 50</td>
<td>MEDIUM</td>
</tr>
<tr>
<td></td>
<td>ON  OFF 50 50 50 50 50</td>
<td>EASY</td>
</tr>
<tr>
<td></td>
<td>OFF  ON 50 50 50 50 50</td>
<td>HARD</td>
</tr>
<tr>
<td></td>
<td>ON  ON 50 50 50 50 50</td>
<td>HARDEST</td>
</tr>
</tbody>
</table>

* When shipping

3. TIME ADJUSTMENT IN RELATION TO REAL TIME (SW 6, 7)

<table>
<thead>
<tr>
<th>SWITCH NO.</th>
<th>DISPLAY TIME IN SECONDS ADJUSTED IN RELATION TO REAL TIME</th>
<th>DIFFICULTY LEVEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 7</td>
<td>OFF  OFF 95%</td>
<td>MEDIUM</td>
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<tr>
<td></td>
<td>ON  OFF 100%</td>
<td>EASY</td>
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<tr>
<td></td>
<td>OFF  ON 85%</td>
<td>HARD</td>
</tr>
<tr>
<td></td>
<td>ON  ON 80%</td>
<td>HARDEST</td>
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</table>

* When shipping

SPECIFIC SETTING ILLUSTRATION

<table>
<thead>
<tr>
<th>DIP SW NO.</th>
<th>DIFFICULTY</th>
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<tbody>
<tr>
<td>2 3 4 5 6 7</td>
<td>EASY</td>
</tr>
</tbody>
</table>

* When shipping

HARDEST

-15-
15. EPROM/ROM LOCATION

ASSY GAME BOARD B { 834-6003-01

ASSY GAME BOARD A 834-6000-01

SHIELD BASE RH-1515

ASSY CPU BD 837-6001-01

<table>
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<tr>
<th>IC LOCATIONS</th>
<th>NUMBERS</th>
<th>MAIN FUNCTIONS</th>
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<tbody>
<tr>
<td>1</td>
<td>IC 2</td>
<td>EPR - 7633</td>
</tr>
<tr>
<td>2</td>
<td>IC 54</td>
<td>EPR - 7634</td>
</tr>
<tr>
<td>3</td>
<td>IC 67</td>
<td>EPR - 7635</td>
</tr>
<tr>
<td>4</td>
<td>IC 84</td>
<td>EPR - 7629</td>
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<td>IC 98</td>
<td>EPR - 7641</td>
</tr>
<tr>
<td>9</td>
<td>IC 99</td>
<td>EPR - 7642</td>
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</tbody>
</table>
ASSY CONTROL BD 837-6002-01

ASSY ROM BD 837-6004-01

IC LOCATIONS NUMBERS MAIN FUNCTIONS
1  IC 31  EPR-7644  Fixed Scroll Character
2  IC 46  EPR-7645  Fixed Scroll Character
3  IC 60  EPR-7646  Fixed Scroll Character
4  IC123 EPR-6814  Zoom Data

IC LOCATIONS NUMBERS MAIN FUNCTIONS
1  IC 1  EPR-7647  Scenery Figures
2  IC 2  EPR-7648  Scenery Figures
3  IC 3  EPR-7649  Scenery Figures
4  IC 4  EPR-7650  Scenery Figures
5  IC 5  EPR-7651  Scenery Figures
6  IC 6  EPR-7652  Scenery Figures
7  IC 7  EPR-7653  Scenery Figures
8  IC 8  EPR-7654  Scenery Figures
9  IC 11 EPR-7655  Scenery Figures
10 IC 12 EPR-7656  Scenery Figures
11 IC 13 EPR-7657  Scenery Figures
12 IC 14 EPR-7658  Scenery Figures
13 IC 15 EPR-7659  Scenery Figures
14 IC 16 EPR-7660  Scenery Figures
15 IC 17 EPR-7661  Scenery Figures
16 IC 18 EPR-7662  Scenery Figures
17 IC 21 EPR-7663  Scenery Figures
18 IC 22 EPR-7664  Scenery Figures
19 IC 23 EPR-7665  Scenery Figures
20 IC 24 EPR-7666  Scenery Figures
21 IC 25 EPR-7667  Scenery Figures
22 IC 26 EPR-7668  Scenery Figures
23 IC 27 EPR-7669  Scenery Figures
24 IC 28 EPR-7670  Scenery Figures
25 IC 29 EPR-7671  Scenery Figures
26 IC 30 EPR-7672  Scenery Figures
27 IC 31 EPR-7673  Scenery Figures
28 IC 32 EPR-7674  Scenery Figures
29 IC 33 EPR-7675  Scenery Figures
30 IC 34 EPR-7676  Scenery Figures
31 IC 35 EPR-7677  Scenery Figures
32 IC 36 EPR-7678  Scenery Figures

ASSY SOUND BD 837-6005-01

IC LOCATIONS NUMBERS MAIN FUNCTIONS
1  IC 5  EPR-7762  Sound Data
2  IC 6  EPR-7763  Sound Program
3  IC 72  EPR-7764  Sound Program
4  IC 73  EPR-7765  Sound Program

-17-
16. SELF-TESTING

The main purpose of these tests are to check the operations of the game boards, to find the defects if any, to adjust the monitor colors properly, and to make sure the sounds are produced satisfactorily. It is also performed to indicate the assignments of the dip switches, check bookkeeping functions, etc.

KIND OF TESTS

1) Memory Test : To check the EPROM programs and the map area of the RAMs.

2) Input Test : To test the operation of the HANDLE and to check the START buttons, coin switches, etc.

3) Output Test : To test the operation of the start lamp.

4) Sound Test : To check the quality of the sounds produced by the PCB and adjust the balance of the speakers.

5) CRT Test : To check if the colors on the monitor are displayed correctly, and to adjust the linearity.

6) Dip Switch Assignment : To indicate each dip switch assignment.

7) Bookkeeping : To indicate information data on average score and average play time, etc.
1. TEST OPERATION

(1) Push the test switch and Fig. 1 will be shown on the screen.

(2) Select CONTINUE or INDIVIDUAL by using the START button.

(3) Move the accelerator to bring the arrow to the desired position.

SELECT BY ACCELERATOR PUSH TEST SWITCH (Select the desired test item by using the accelerator and push the test switch button.)

[CONTINUE] :

- Bring the arrow sign (by operating the ACCELERATOR) to CONTINUE first, and move it to one of the tests to start. Push the TEST button, and the tests will be performed in order, one by one, starting from the test where the arrow was originally set to the EXIT.

- If the START button is pushed when the arrow is at CONTINUE, it will change to INDIVIDUAL. Pushing it again returns it to CONTINUE.

[INDIVIDUAL] :

- If the arrow is at INDIVIDUAL first and brought to a certain test which you want to conduct, only that test is performed by pushing the TEST button.
(4) When each test is finished in the case of CONTINUE, push the TEST button, and it will automatically go into the following test. If the TEST button is pushed in the case of INDIVIDUAL, FIG. 1 is shown. If you want to end the test mode at this time, bring the arrow to EXIT and push the TEST button, and it will return to the ADVERTISEMENT mode.

2. TEST ITEMS
(1) Memory Test:

<table>
<thead>
<tr>
<th>IC</th>
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<tr>
<td>84</td>
<td>97</td>
<td>67</td>
</tr>
<tr>
<td>54</td>
<td></td>
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</tr>
</tbody>
</table>

**DIAGNOSTIC MEMORY TEST
* *ROMS TEST** **
IC 84 IC 97 IC 67 IC 54

Indication of "GOOD" following the IC No. means the IC is all right. Push the TEST button to proceed to the following test item.

(2) Input Test

<table>
<thead>
<tr>
<th>COIN#1</th>
<th>START</th>
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<tbody>
<tr>
<td>COIN#2</td>
<td>SERVICE</td>
</tr>
</tbody>
</table>

HANDLE RIGHT LEFT 80H
BRAKE 00H
ACCELERATOR 00H
BANK UP DOWN 30H

See page 8-11

-20-
- Operate the dip switches. When "ON" is indicated at the right side of the corresponding item on the screen, it is OK.

- If the data value increases when the HANDLE is inclined to the left or decreases when it is inclined to the right, it tests out satisfactorily.

- If the data value increases when the HANDLE is pulled downward and decreases when it is released, the testing is OK.

- When the tests are ended, push the TEST button.

(3) Output Test

DIAGNOSTIC
OUTPUT TEST

* START LAMP

If the start LAMP lights up, it is functioning properly. Push the TEST button when the testing has been completed.
(4) Sound Test

When the test has been completed, push the TEST button.

(5) C.R.T. TEST

When the test has been completed, push the TEST button.
(6) DIP SWITCH ASSIGNMENTS

DIP SWITCH ASSIGNMENTS

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<th>2</th>
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<tr>
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<td>O</td>
<td>O</td>
<td>O</td>
<td>O</td>
<td>O</td>
<td>O</td>
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<td>B</td>
<td>O</td>
<td>O</td>
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<td>O</td>
<td>O</td>
<td>O</td>
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</table>

A 1234  COIN SW#1  1 COIN  1 CREDIT
A 678  COIN SW#2  1 COIN  1 CREDIT
B  1  TYPE   UPRIGHT
B  23  GAME DIFFICULTY  MEDIUM
B  45  TIME ADJUST      HARD
B  67  TIME CONTROL     MEDIUM
B  8  ADVERTISE SOUND   OFF

(7) Bookkeeping

DIAGNOSTIC

BOOKKEEPING

Usage frequency of coin chute 1
Usage frequency of coin chute 2
Number of coin credits
Usage frequency of service switch
Number of credits
Operating time (hour-minute-second)

* Only the data that falls within the range of up to 999H 59M 59S can be memorized. The above screen indication is for testing. When the tests are finished, push the START button and the following will be shown:
Every time the start button is pressed, the bookkeeping test display is repeated. When the test is finished, push the TEST button to end the test (in the case of "INDIVIDUAL", however, the test mode returns to Fig. 1 first).

NOTE: o Once the power source is turned OFF, all the bookkeeping data will be completely cleared.
  o If any data exceeds the bookkeeping function's capacity, "OVERFLOW" will be indicated on the screen and result in the stoppage of said function. At this time, turn the power OFF and turn it back ON again for reuse.

(8) EXIT
In the state as shown in Fig. 1, operate the handle to bring the arrow to EXIT and push the TEST button. The self-testing will then end and return to the ADVERTISING mode.
17. PARTS LIST

(1) TOP ASSY SEGA ENDOURO RACER U/R

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○ ゲーム条件設定

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○ ディスプレイ設定

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○ ゲームの設定

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○ ゲームの設定例

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