

SAMMY GAME CARTRIDGE SYSTEM



# **OPERATION MANUAL**

**25" UPRIGHT & 27" SITDOWN  
DEDICATED CABINET  
VIDEO GAME**



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Part#: 56-30-300

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# 1. SPECIFICATIONS OF CABINET

## 25" UPRIGHT CABINET WITH BENCH

INPUT POWER: USA&CANADA = 120VAC, 60Hz

SIZE: W = 30" (762 mm)

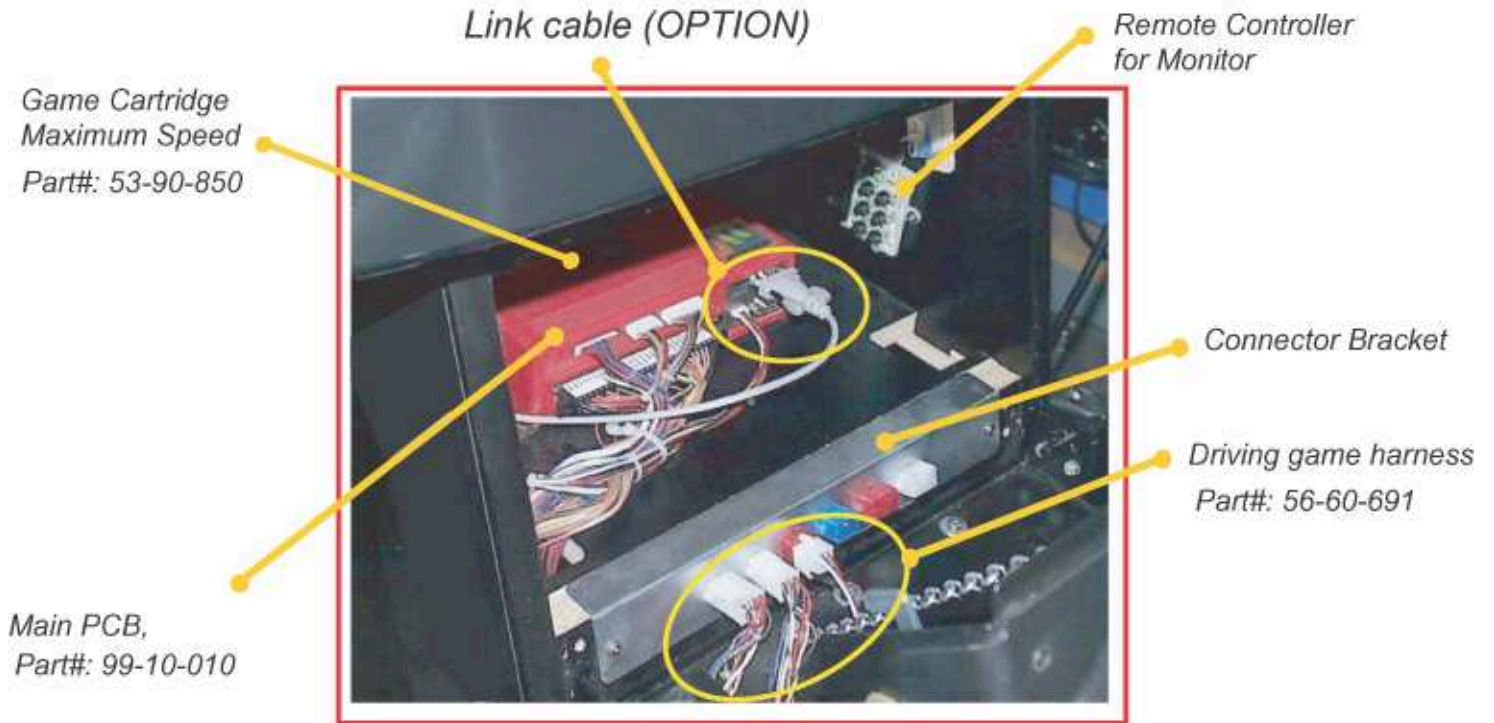
WEIGHT: 360 lbs (164 kg)

D = 62" (1575 mm)

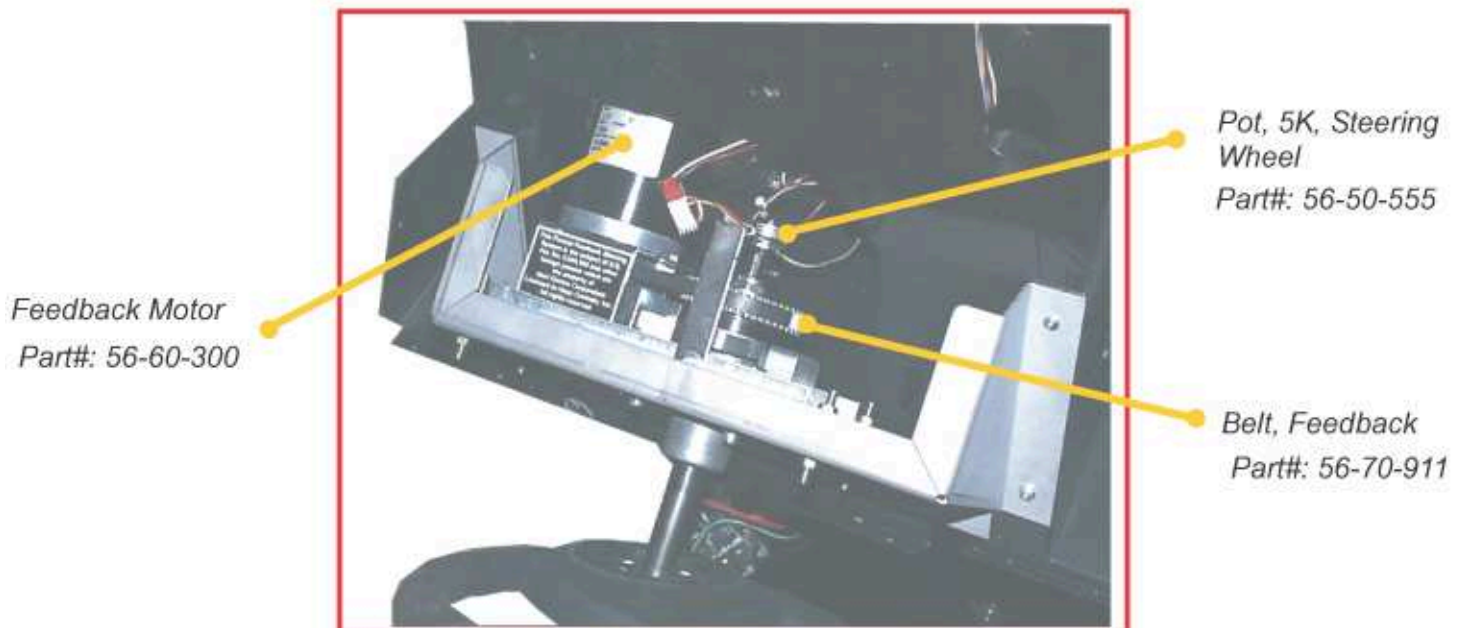
H = 77" (1956 mm)



## INSIDE VIEW OF CONTROL PANEL & INSTRUCTION PANEL



## STEERING WHEEL ASSY



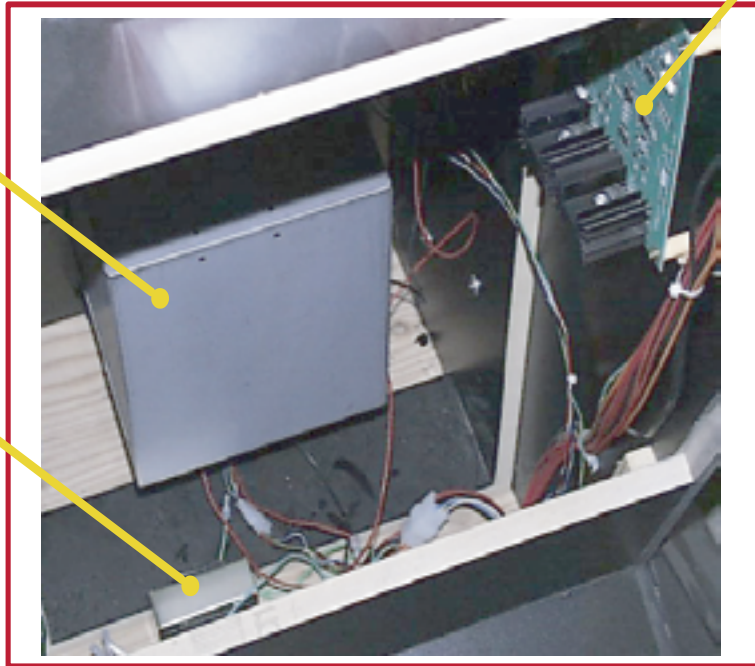
## INSIDE VIEW OF BACK DOOR (UPRIGHT)

*Motor Driver Board*

*Part#: 56-20-175*

*Cash box  
(Back view)*

*120VAC IN / 24VAC OUT  
Transformer  
(For Feedback Motor)  
Part#: 56-60-201*

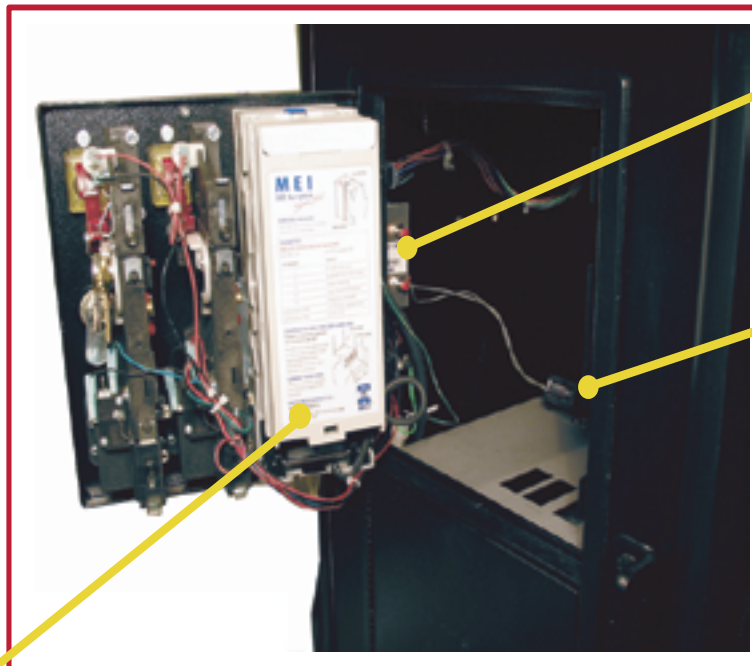


## INSIDE VIEW OF COIN DOOR (UPRIHGT)

*Test & Service  
Switch Bracket*

*Coin-in  
counter meter*

*Mars DBA  
AE2451 (OPTION)*



# 27" SITDOWN CABINET

**INPUT POWER: USA&CANADA = 120VAC, 60Hz**

**SIZE: W = 30" (762 mm)**

**WEIGHT: 450 lbs (205 kg)**

**D = 64" (1626 mm)**

**H = 74" (1880 mm)**



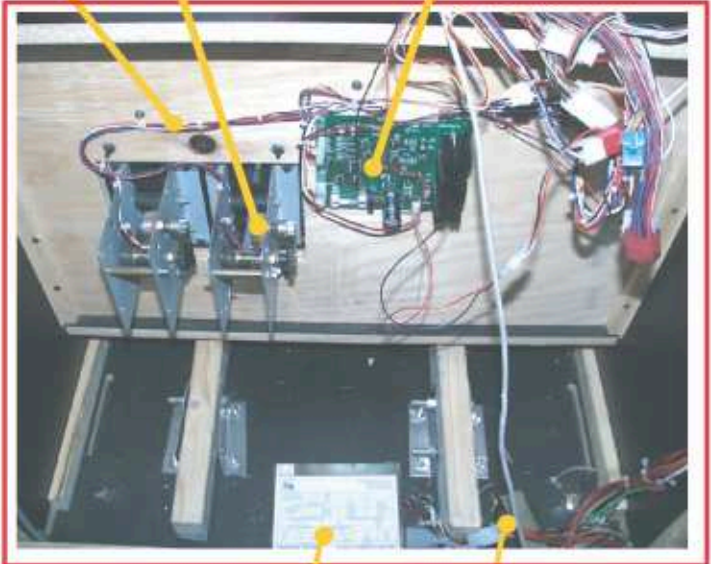
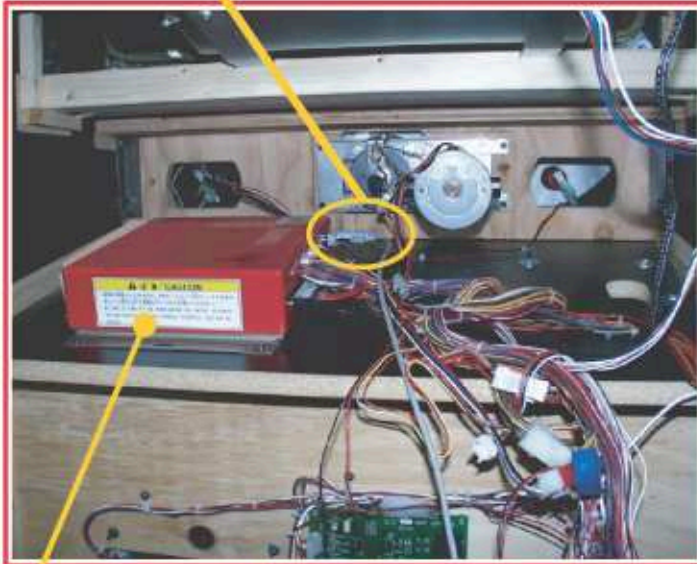
## INSIDE VIEW OF BACK DOOR (SITDOWN)

Link cable (Option)

Driving game Harness  
Part#: 56-60-691

Dual Pedal Assy, Sitdown  
Part#: 56-50-651

Motor Driver Board  
Part#: 56-20-175



Main PCB,  
Part#: 99-10-010

Power Supply, AW MS  
Part#: 56-60-100

120VAC IN / 24VAC OUT  
Transformer  
(For Feedback Motor)  
Part#: 56-60-201

## INSIDE VIEW OF COIN DOOR (SITDOWN)

Remote Controller  
for Monitor

Test & Service  
Switch Bracket



Mars DBA  
AE2451 (OPTION)

Coin-in  
counter meter

## **2. GAME PLAY**

*Maximum Speed game has SINGLE (Stand alone 1 player game) play or LINK play (Link 2 games using Link cable [option] for 2 player competition).*

### **SINGLE PLAY**

**JOIN-IN RACE , LAP TIME AND RANKING TRIAL!!!**

#### **HOW TO START THE GAME**

- 1) Select the RACE TYPE. (STOCK CAR, TRUCK or OPEN WHEEL)
- 2) Select COURSE.

*LIBERTY HALL RACEWAY (Difficulty Level = EASY)  
BREEZE HILL RACEWAY (Difficulty Level = NORMAL)  
WIZARD GROVE RACEWAY (Difficulty Level = HARD)  
MIRAGE MOTOR STADIUM (Difficulty Level = NORMAL)  
TOTEM POINT SPEEDWAY (Difficulty Level = EASY)  
RODEO PEAK SPEEDWAY (Difficulty Level = HARD)*

- 3) Select specification of CAR. (ALL-ROUND, ACCELERATION or HIGH SPEED)
- 4) Select TRANSMISSION. (Automatic = No Shift lever or Manual = Use High & Low Shift Lever)

*Remaining time of each lap will be added to Race time of next lap.  
Game over when Race time runs out or player reaches goal. Name registration available when total lap time ranks in TOP 20.*

### **LINK PLAY**

**2 PLAYER COMPETITION!!!**

#### **HOW TO START THE GAME**

- 1) 1st player inserts coin(s)
- 2) Then ENTRY screen appears waiting for the other player to join. (Skip ENTRY screen by pressing START button for 1 Player.)
- 3) 2nd player needs to insert coin(s) during ENTRY screen, to join with Player 1.

*Only 1st player is able to select RACE TYPE & COURSE. After selecting those, both players are able to select CAR and TRANSMISSION.*



# GAME SCREEN



## ① REMAINING TIME

Shows the remaining lap time. GAME OVER when time reaches 0 (Zero).

## ② POSITION

Displays your current Ranking.

## ③ LAP

Displays your current Lap number.

## ④ LAP DATA

Displays previous lap times. "REC" = Best lap time of current course. "NOW" = Current lap time.

## ⑤ ODOMETER

Displays your current speed.

## ⑥ TACHOMETER

## ⑦ TRANSMISSION INDICATOR

Displays type of shift (Manual = MT or Automatic = AT) and position of shift. (High =H or Low = L)

## ⑧ COURSE MAP

Displays your current position in course. "P" mark = your position (Red "P" = Player 1, Blue "P" = Player 2), other numbers are opponents' cars.

## ⑨ INFORMATION SPACE

Displays race info.

### 3. GAME SETTING

*MAXIMUM SPEED* has the following settings. Press **TEST** switch to display **SYSTEM MENU** screen. Select **CONFIGURATION** and next select **GAME SETTING**. You can adjust the following game settings:

- **GAME DIFFICULT**  
3 kinds. (**EASY**, **NORMAL** or **HARD**)  
Default is **NORMAL**.
- **LAPS**  
2 kinds of **LAP** settings. (6 or 8 **LAPS**)  
Default is 6 **LAPS**.
- **SPEED METER**  
2 kinds of **SPEED DISPLAY** types.  
**YARD POUND** (mph) or **METRIC** (kmlh)  
Default is **YARD POUND** (mph).



**COIN SETTING: FACTORY DEFAULTS** for **MAXIMUM SPEED:**  
(**NORTH AMERICAN VERSION**)

GAME MODE: **NORMAL**  
COIN CHUTE TYPE: **COMMON**  
PLAYER MODE: **2 PLAYERS**  
COIN CHUTE #A: **2 COINS 1 CREDIT**  
COIN CHUTE #B: **2 COINS 1 CREDIT**  
PRESET SITUATION: **NORMAL**

**NOTE:**

**At LINK mode (2 games linked), please set up both games to same GAME SETTINGS except COMMUNICATION CLASS.**

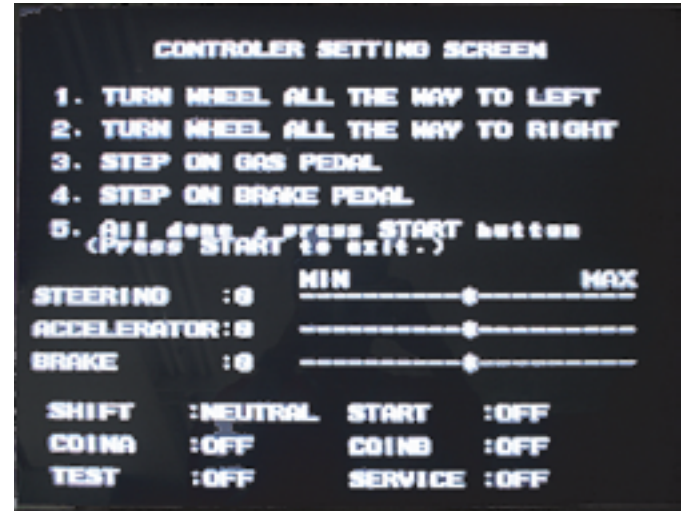
## 4. CALIBRATION OF STEERING & PEDALS

For Steering Wheel & Pedal calibrations, go to TEST MENU and select I/O TEST. Screen shows calibration screen. (Fig.1)

- ① Turn Steering wheel to Left stop and Right stop.
- ② Press Accelerator pedal down to stop.
- ③ Press Brake pedal down to stop.
- ④ Press START button to complete the calibration.

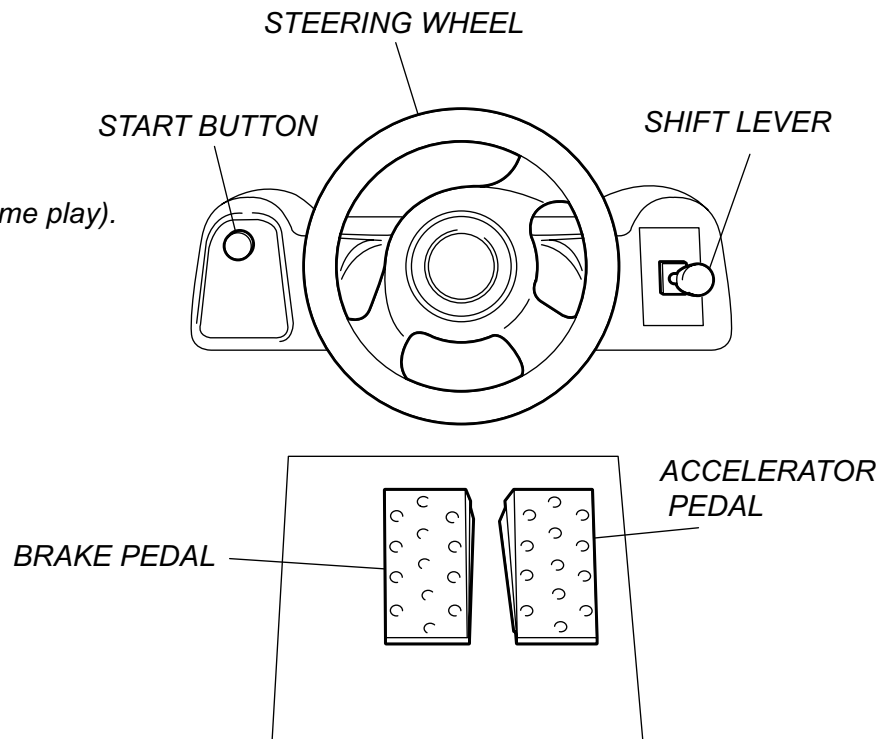
You can test START button and Shift Assy during this mode. Using the Shift lever displays HIGH or LOW on screen. Press START button to displays ON on screen.

Fig.1



## CONTROLS

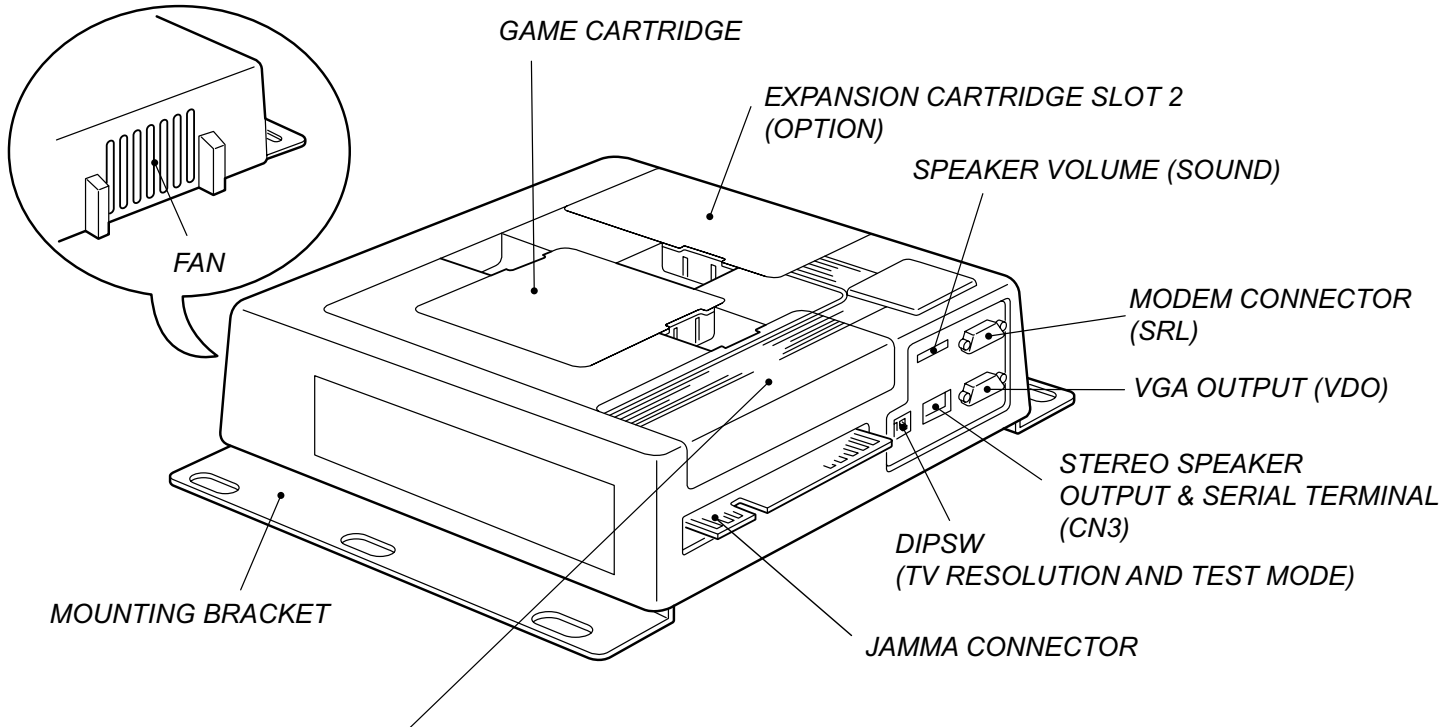
- **STEERING WHEEL:** Controls the player's car
- **ACCELERATOR PEDAL:** Speed up.
- **BRAKE PEDAL:** Speed down.
- **SHIFT LEVER:** Gear change. (HIGH or LOW)  
Used when player selects MANUAL shift mode.
- **START BUTTON:** Start the game. (Also use for View change during game play).



# 5. SYSTEM BOARD

**DIMENSIONS:** 10 2/3" (W) x 9" (D) x 2 1/2" (H)

**WEIGHT:** 3 lbs



■ **EXPANSION CARTRIDGE SLOT 1 (EX. I/O BOARD) CONNECTOR TABLE**

**CN302: 28 PIN CONNECTOR**

CN303: 8 PIN CONNECTOR

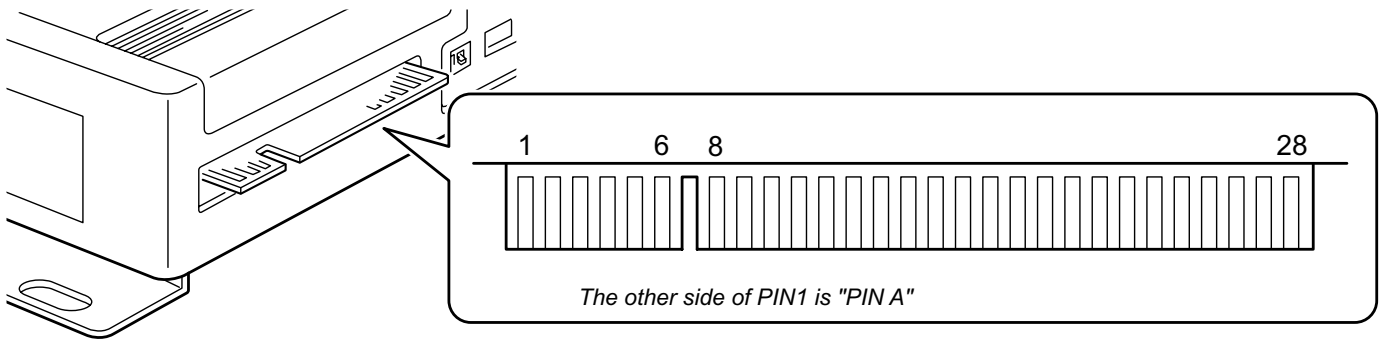
PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	ANALOG 0
6	ANALOG 1
7	ANALOG 2
8	ANALOG 3

CN304: 12 PIN CONNECTOR

PIN#	FUNCTION
1	+5VDC
2	+5VDC
3	GND
4	GND
5	POUT 0
6	POUT 1
7	POUT 2
8	POUT 3
9	POUT 4
10	POUT 5
11	POUT 6
12	POUT 7

PIN#	FUNCTION	PIN#	FUNCTION
1	+5VDC	2	+5VDC
3	GND	4	GND
5	3P GUN	6	4P GUN
7	3PUI/PULX1	8	4PUI/PULX1
9	3PDO/PULX2	10	4PDO/PULX2
11	3PLE/PULY1	12	4PLE/PULY1
13	3PRI/PULY2	14	4PRI/PULY2
15	3P COIN	16	4P COIN
17	3P START	18	4P START
19	3PPU1/TRIG	20	4PPU1/TRIG
21	3P PUSH2	22	4P PUSH2
23	3P PUSH3	24	4P PUSH3
25	3P PUSH4	26	4P PUSH4
27	3P PUSH5	28	4P PUSH5

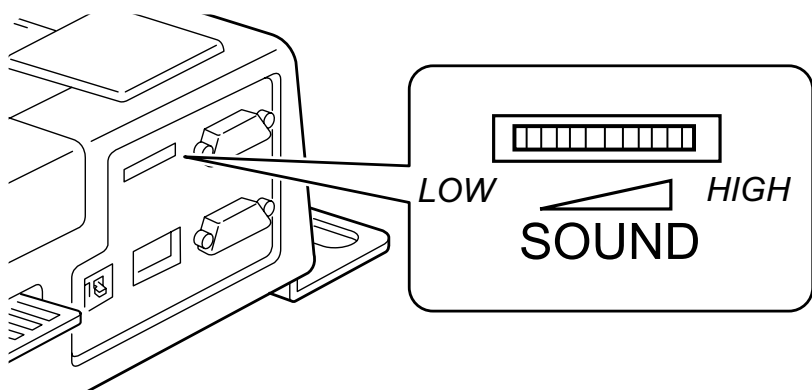
## ■ JAMMA CONNECTOR TABLE



### JAMMA EDGE CONNECTOR (56 PINS)

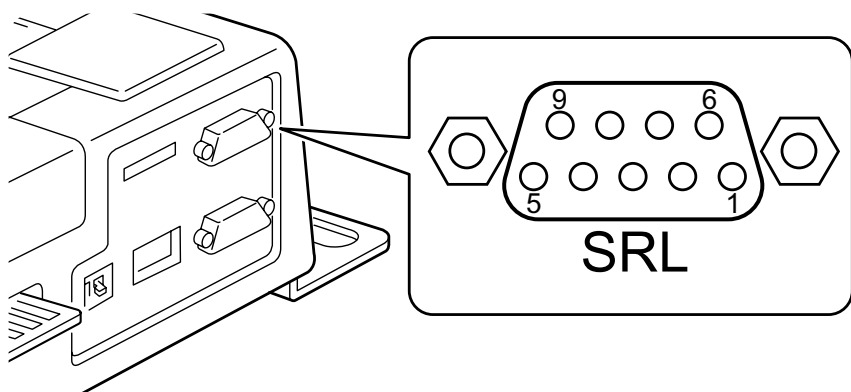
No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	GND	-	A	GND	-
2	GND	-	B	GND	-
3	+5V	IN	C	+5V	IN
4	+5V	IN	D	+5V	IN
5	N.C.	-	E	N.C.	-
6	+12V	IN	F	+12V	IN
7	N.C.	-	H	N.C.	-
8	1P COIN COUNTER	OUT	J	2P COIN COUNTER	OUT
9	1P COIN LOCKOUT	OUT	K	2P COIN LOCKOUT	OUT
10	MONO SPEAKER (+)	OUT	L	MONO SPEAKER (-)	OUT
11	AUDIO OUT	OUT	M	AUDIO GND	-
12	VIDEO RED	OUT	N	VIDEO GREEN	OUT
13	VIDEO BLUE	OUT	P	VIDEO SYNC	OUT
14	VIDEO GND	-	R	SERVICE SW	IN
15	TEST SW	IN	S	TILT SW	IN
16	1P COIN	IN	T	2P COIN	IN
17	1P START	IN	U	2P START	IN
18	1P UP	IN	V	2P UP	IN
19	1P DOWN	IN	W	2P DOWN	IN
20	1P LEFT	IN	X	2P LEFT	IN
21	1P RIGHT	IN	Y	2P RIGHT	IN
22	1P PUSH1	IN	Z	2P PUSH1	IN
23	1P PUSH2	IN	a	2P PUSH2	IN
24	1P PUSH3	IN	b	2P PUSH3	IN
25	1P PUSH4	IN	c	2P PUSH4	IN
26	1P PUSH5	IN	d	2P PUSH5	IN
27	GND	-	e	GND	-
28	GND	-	f	GND	-

■ **SPEAKER VOLUME (SOUND)**



*Use for adjusting game sound*

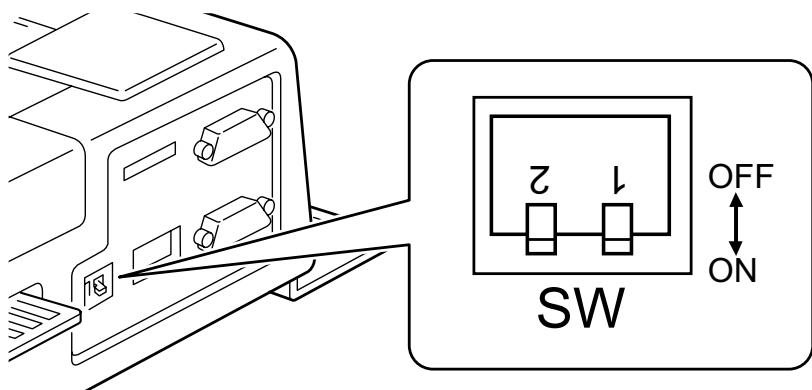
■ **MODEM CONNECTOR (SRL) >>> OPTION**



*JST 9PIN SUB, CONNECTOR (MALE)*

No.	FUNCTION	I/O
1	(N.C.)	-
2	RXD2	IN
3	TXD2	OUT
4	DTR	OUT
5	GND	-
6	(N.C.)	-
7	RTS	OUT
8	CTS	IN
9	(N.C.)	-

■ **DIP SWITCH (2 POSITIONS)**



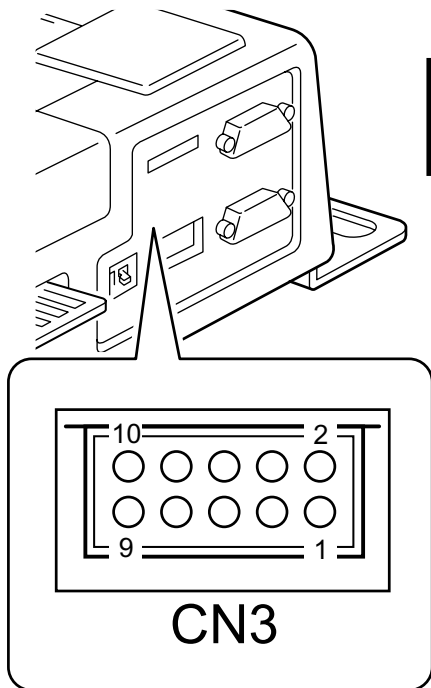
*SW-1: Change Frequency of TV signal.  
Default is OFF = 15KHz\**

*\*For Standard = Low resolution monitor*

*SW-2: Change ON position to go to SYSTEM MENU.*

	ON	OFF
SW-1	31KHZ	15KHZ
SW-2	SYSTEM MENU MODE	GAME MODE

## ■ STEREO SPEAKER OUTPUT CONNECTOR >>> OPTION



### NOTE:

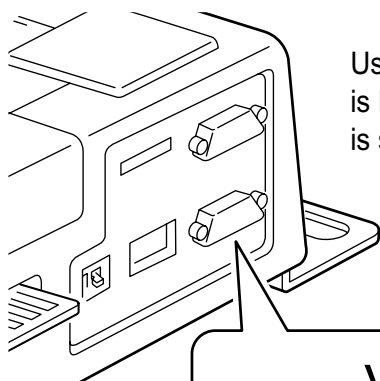
Cannot use JAMMA speaker output & STEREO speaker output at same time.

STEREO SPEAKER OUTPUT & EXTENSION SERIAL CONNECTOR, PIN LAYOUT  
(JST, 10 PIN PHD CONNECTOR)

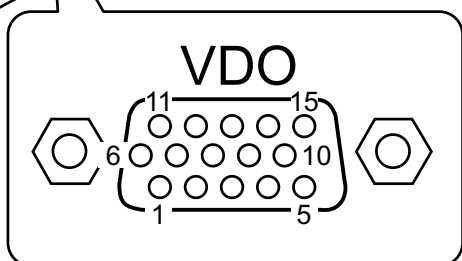
No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	STEREO SPEAKER L (+)	OUT	2	TXD	OUT
3	STEREO SPEAKER L (-)	OUT	4	RXD	IN
5	STEREO SPEAKER R (+)	OUT	6	GND	-
7	STEREO SPEAKER R (-)	OUT	8	+5V	OUT
9	N.C.	-	10	N.C.	-

## ■ VGA (31KHz) TV SIGNAL OUTPUT CONNECTOR (VDO) >>> OPTION

VGA OUTPUT CONNECTOR, PIN LAYOUT  
(JST, 15 PIN D-SUB CONNECTOR, 3 SEQUENCE, FEMALE)



Use this connector when TV Monitor is High Resolution. Make sure DIPSW #1 is set to ON position.



No.	FUNCTION	I/O
1	R	OUT
2	G	OUT
3	B	OUT
4	N.C.	-
5	GND	-
6	R-GND	-
7	G-GND	-
8	B-GND	-
9	+5V	OUT
10	GND	-
11	N.C.	-
12	N.C.	-
13	COMP SYNC	OUT
14	N.C.	-
15	N.C.	-

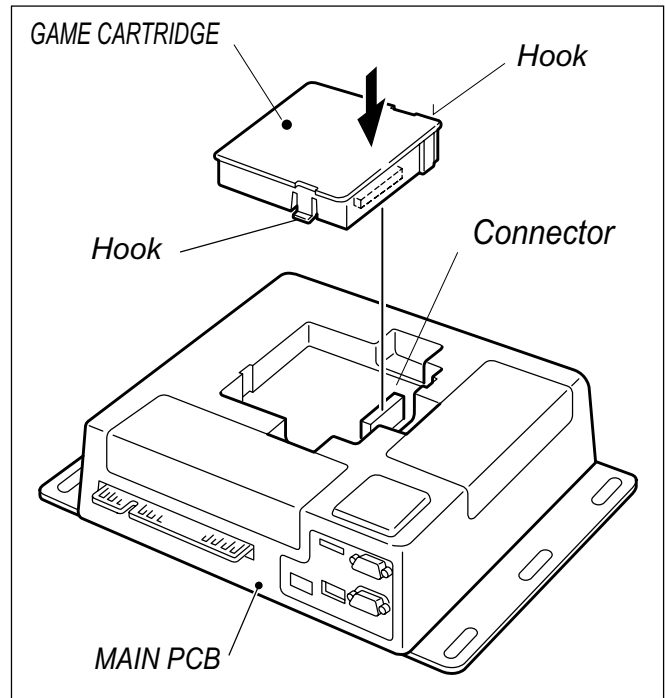
## ■ GAME CARTRIDGE

### HOW TO MOUNT GAME CARTRIDGE

Check position of connector for both game cartridge and slot in MAIN PCB.  
Then insert Game Cartridge.  
Make sure that Game Cartridge is locked by hooks.

### HOW TO REMOVE GAME CARTRIDGE

Pinch both Hooks on game cartridge,  
then pull game cartridge out.  
When you exchange Game Cartridge with  
another Game Cartridge, all backup data  
(bookkeeping data) will be cleared.  
Settings will go back to default settings.



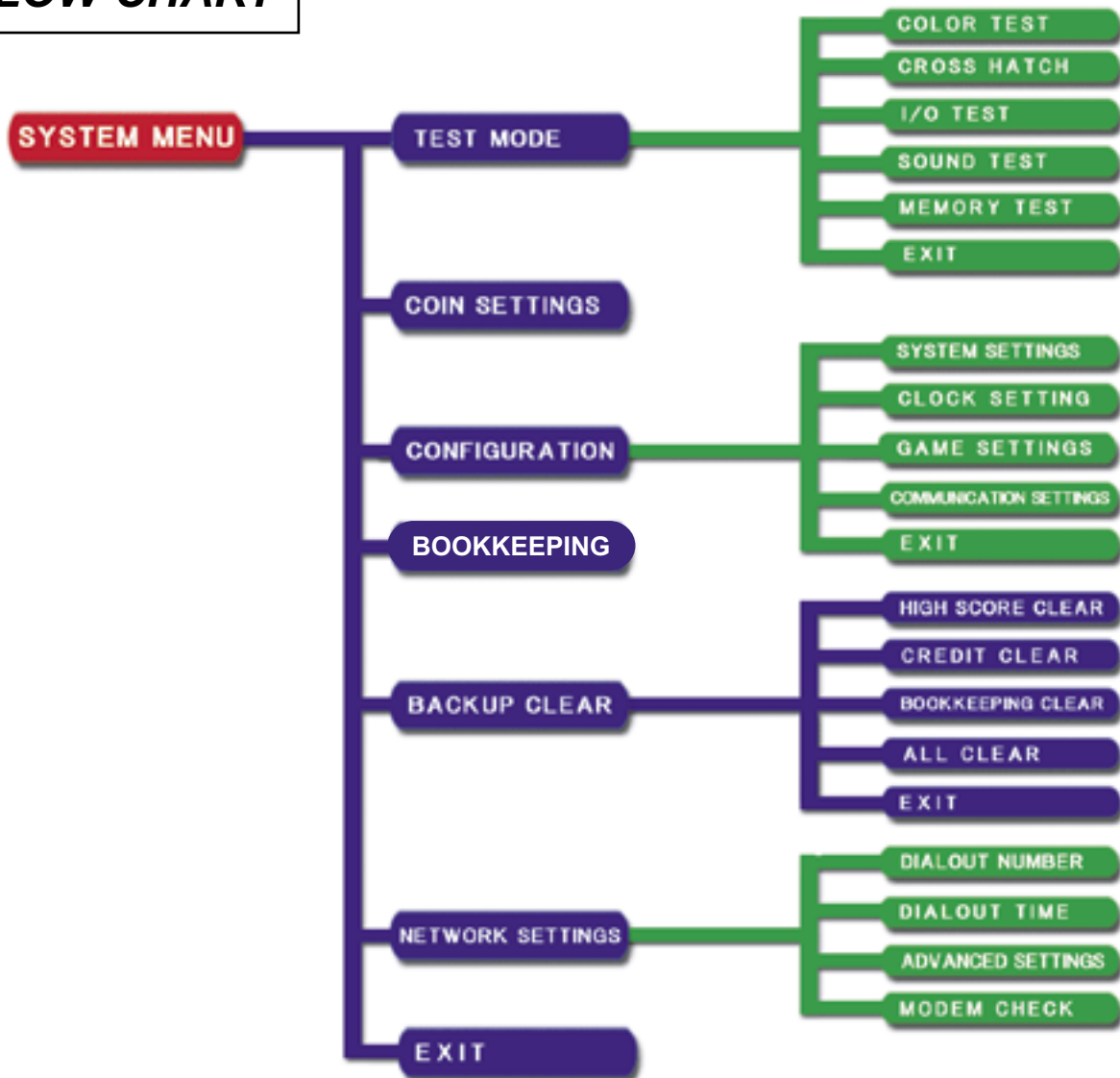


## 6. SYSTEM MENU

Press TEST switch to enter SYSTEM MENU.

(TEST switch can be activated anytime. Game play will cancel when you press a test switch during game play. Credit[s] will be lost.)

### FLOW CHART



### HOW TO CONTROL

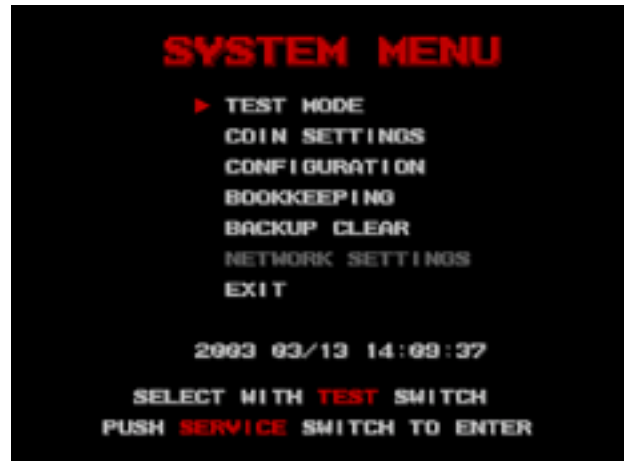
Press TEST switch to move cursor. Press SERVICE switch to select.

(If there is no TEST switch in your cabinet, change DIPSW #2 ON, re-power on to go to SYSTEM MENU. Press 1P START switch quickly to move cursor. Press & hold 1P START button to select.)

## TOP PAGE OF SYSTEM MENU

Move cursor to contents then select to go to next menu.

Move cursor with TEST switch to EXIT and select to go back to normal game mode. Credit(s) are memorized.



## TEST MODE

Use for function test of game.

Select EXIT to go back to top page of SYSTEM MENU.



## COLOR TEST

Use for Color adjustment and checking of monitor.

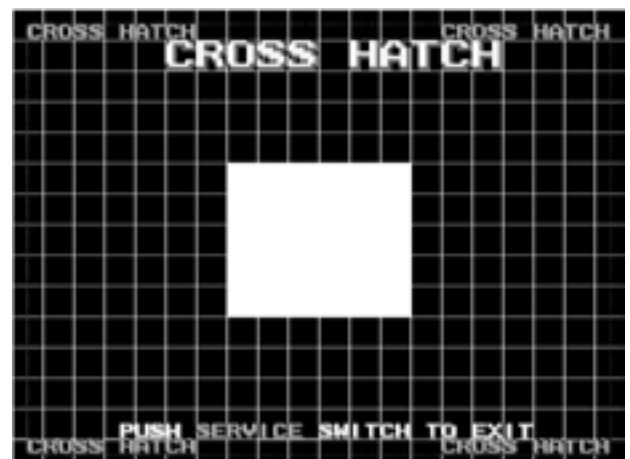
Press SERVICE switch to go back to TEST MODE screen



## CROSS HATCH

Use for Size adjustment of monitor.

Press SERVICE switch to go back to TEST MODE screen



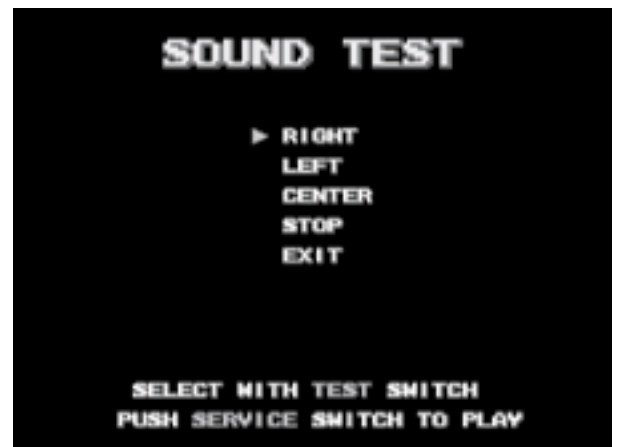
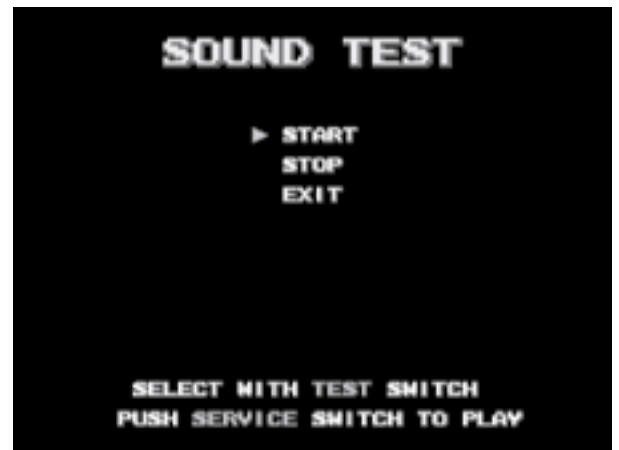
## **SOUND TEST**

*Use for checking Speaker output.  
When MONO SPEAKER setting,  
select START to output sound.  
Select STOP to stop sound.  
Select EXIT to go back to  
TEST MODE screen*

*When STEREO SPEAKER setting (OPTION),  
select RIGHT to output sound from right  
speaker.  
Select LEFT to output sound from left speaker.  
Select CENTER to output sound from both left  
& right speakers.  
Select STOP to stop sound.  
Select EXIT to go back to  
TEST MODE screen*

## **MEMORY TEST**

*Use for testing RAM of MAIN PCB.  
Press TEST switch to start read  
& writing RAM test. Cannot cancel  
this test until MEMORY test is complete.  
Press SERVICE switch after  
tests completed to go back to  
TEST MODE screen*



# COIN SETTING

**WARNING: ALL CREDIT DATA WILL BE LOST WHEN MAKING THE FOLLOWING CHANGES!**

## GAME MODE

Select **FREE PLAY** or **NORMAL**. Move cursor to **GAME MODE** then press **SERVICE** switch to select **NORMAL (COIN OPERATION)** or **FREE PLAY**.  
(Refer Fig.B and C)

## COIN CHUTE TYPE

Select **COMMON** or **INDIVIDUAL**. Move cursor to **COIN CHUTE TYPE** then press **SERVICE** switch to select **COMMON** or **INDIVIDUAL** mode.  
(Refer Fig.A and B)



Fig. A



Fig. B

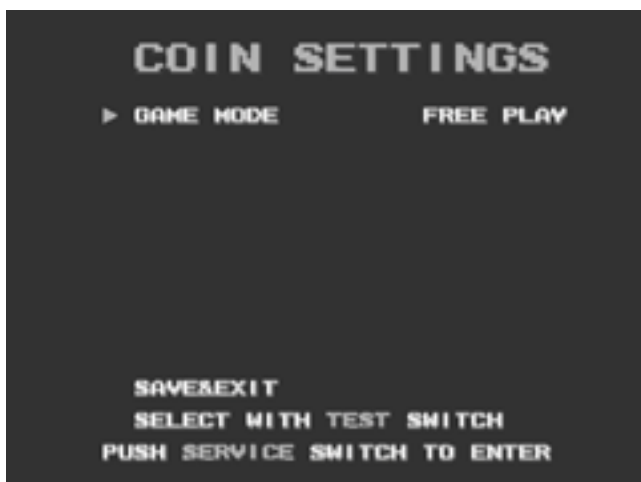


Fig. C

### WHEN COIN CHUTE TYPE IS "COMMON"

Credit(s) will display all in one place on screen. Move cursor to coin chute A or B then press **SERVICE** switch to change setting number. You are able to set up coin chute A and B separately. Select **SAVE & EXIT** to go back to **SYSTEM MENU**.

### WHEN COIN CHUTE TYPE IS "INDIVIDUAL"

Credit(s) will display on screen by players. Move cursor to coin chute A or B then press **SERVICE** switch to change setting number. You are unable to set up coin chute A and B separately. Coin chute A & B must be same setting. Select **SAVE & EXIT** to go back to **SYSTEM MENU**.

## PRESET SITUATION

There are 53 kinds of coin settings.  
 When PRESET SITUATION is NORMAL,  
 you can select from 14 kinds. (#00 to #09 and  
 #45 to #48.) This is basic coin settings line-up.  
 When PRESET SITUATION is ADVANCE,  
 you can choose from all 53 kinds as shown  
 below.



NO	COIN SETTING
#00	1 COIN 1 CREDIT / 1 COIN CONTINUE
#01	2 COINS 1 CREDIT / 1 COIN CONTINUE
#02	2 COINS 1 CREDIT / 2 COINS CONTINUE
#03	3 COINS 1 CREDIT / 1 COIN CONTINUE
#04	3 COINS 1 CREDIT / 2 COINS CONTINUE
#05	3 COINS 1 CREDIT / 3 COINS CONTINUE
#06	4 COINS 1 CREDIT / 1 COIN CONTINUE
#07	4 COINS 1 CREDIT / 2 COINS CONTINUE
#08	4 COINS 1 CREDIT / 3 COINS CONTINUE
#09	4 COINS 1 CREDIT / 4 COINS CONTINUE
#10	5 COINS 1 CREDIT / 1 COIN CONTINUE
#11	5 COINS 1 CREDIT / 2 COINS CONTINUE
#12	5 COINS 1 CREDIT / 3 COINS CONTINUE
#13	5 COINS 1 CREDIT / 4 COINS CONTINUE
#14	5 COINS 1 CREDIT / 5 COINS CONTINUE
#15	6 COINS 1 CREDIT / 1 COIN CONTINUE
#16	6 COINS 1 CREDIT / 2 COINS CONTINUE
#17	6 COINS 1 CREDIT / 3 COINS CONTINUE
#18	6 COINS 1 CREDIT / 4 COINS CONTINUE
#19	6 COINS 1 CREDIT / 5 COINS CONTINUE
#20	6 COINS 1 CREDIT / 6 COINS CONTINUE
#21	7 COINS 1 CREDIT / 1 COIN CONTINUE
#22	7 COINS 1 CREDIT / 2 COINS CONTINUE
#23	7 COINS 1 CREDIT / 3 COINS CONTINUE
#24	7 COINS 1 CREDIT / 4 COINS CONTINUE
#25	7 COINS 1 CREDIT / 5 COINS CONTINUE
#26	7 COINS 1 CREDIT / 6 COINS CONTINUE
#27	7 COINS 1 CREDIT / 7 COINS CONTINUE

NO	COIN SETTING
#28	8 COINS 1 CREDIT / 1 COIN CONTINUE
#29	8 COINS 1 CREDIT / 2 COINS CONTINUE
#30	8 COINS 1 CREDIT / 3 COINS CONTINUE
#31	8 COINS 1 CREDIT / 4 COINS CONTINUE
#32	8 COINS 1 CREDIT / 5 COINS CONTINUE
#33	8 COINS 1 CREDIT / 6 COINS CONTINUE
#34	8 COINS 1 CREDIT / 7 COINS CONTINUE
#35	8 COINS 1 CREDIT / 8 COINS CONTINUE
#36	9 COINS 1 CREDIT / 1 COIN CONTINUE
#37	9 COINS 1 CREDIT / 2 COINS CONTINUE
#38	9 COINS 1 CREDIT / 3 COINS CONTINUE
#39	9 COINS 1 CREDIT / 4 COINS CONTINUE
#40	9 COINS 1 CREDIT / 5 COINS CONTINUE
#41	9 COINS 1 CREDIT / 6 COINS CONTINUE
#42	9 COINS 1 CREDIT / 7 COINS CONTINUE
#43	9 COINS 1 CREDIT / 8 COINS CONTINUE
#44	9 COINS 1 CREDIT / 9 COINS CONTINUE
#45	1 COIN 2 CREDITS
#46	1 COIN 3 CREDITS
#47	1 COIN 4 CREDITS
#48	1 COIN 5 CREDITS
#49	1 COIN 6 CREDITS
#50	1 COIN 7 CREDITS
#51	1 COIN 8 CREDITS
#52	1 COIN 9 CREDITS

# CONFIGURATION

4 kinds of contents.

Contents of COMMUNICATION is unavailable when game has no COMMUNICATION feature.

## SYSTEM SETTINGS

**AREA:** Select country of operation.  
(JAPAN, NORTH AMERICA, EUROPE or OTHER)  
This setting effects factory defaults.

**LANGUAGE:** Select from following:  
(English or Japanese)

**ADVERTISE SOUND:**  
Select to output sound in attract mode.

**AUDIO MODE:**  
Select sound STEREO (OPTION) or MONO.

**SOUND VOLUME:**  
Volume level of sound. Default is "15"

## CLOCK SETTING

Adjust clock system on Main PCB.  
Move cursor then press SERVICE switch to advance each digit. Press & hold SERVICE switch more than 1 sec. to speed it up.

Move cursor to SAVE & EXIT then press SERVICE switch to go back to SYSTEM MENU screen.

## GAME SETTING

Adjust game setting at this mode.  
Move cursor to SAVE & EXIT then press SERVICE switch to go back to CONFIGURATION.  
Select RETURN TO FACTORY SETTINGS to change all settings to Factory default settings.



## BOOKKEEPING

SRAM on Main PCB records & saves following data.

**TOTAL TIME:** This is length of time when game is powered on.

**TOTAL PLAY TIME:** Play time.

**COIN #A:** Total coins of COIN CHUTE 1.

**COIN #B:** Total coins of COIN CHUTE 2.

**TOTAL COIN:** Total coins of COIN #A + COIN #B.

**COIN CREDIT:** Number of credits by coins in.

**SERVICE CREDIT:** Number of SERVICE credits.

**TOTAL CREDIT:** Total of COINS + SERVICE CREDITS.

**NORMAL START:** Number of games started from beginning.

**CONTINUE START:** Number of Continue plays.

**NETWORK START:** Number of NETWORK plays.



## BACKUP CLEAR

Clear following data in MAIN PCB.  
(HIGH SCORE CLEAR, CREDIT CLEAR,  
BOOKKEEPING CLEAR and ALL CLEAR)

Press SERVICE to select each contents then go to each data clear screen.

In each data clear screen, press TEST switch to move cursor to YES then press SERVICE switch. After finishing data clear, screen will go back to BACKUP CLEAR screen.



## 7. LINK CABLE (OPTION) & SETTINGS

*MAXIMUM SPEED* needs a *LINK CABLE* to *LINK 2* games. (OPTION)  
**CONTACT YOUR LOCAL AUTHORIZED DISTRIBUTOR TO PURCHASE.**

### HOW TO CONNECT

*UPRIGHT* game:

- 1) Open control panel and Instruction bracket to locate Main PCB.
- 2) Connect Link cable connector to Main PCB, SRL connector of both games.
- 3) Use drill to make hole for cable in both back doors.
- 4) Close back doors. Refer next page to set up communication setting.

*SITDOWN* game:

- 1) Open back door to locate Main PCB.
- 2) Connect Link cable connector to Main PCB, SRL connector for both game.
- 3) Use drill to make hole for cable in back door of both games.
- 4) Close back doors. Refer next page to set up communication setting.



**CONTACT YOUR  
LOCAL AUTHORIZED  
DISTRIBUTOR TO  
PURCHASE.**

Link Cable, Driving game  
(DB9 Female/Female, SERIAL)

Part#: 56-60-674

### COMMUNICATION ERROR

Screen shows *ICON* on bottom to display the condition of link.



Yellow caution triangle = Setting error

You are still able to link play but "MASTER" and "SLAVE" settings may be wrong.  
Check setting of both cabinets, again.



Red caution triangle = Setting error

Unable to link play. Check cable connections and link settings.

### WHEN COMMUNICATION ERROR IS DISPLAYED

Reset both games.



# COMMUNICATION SETTING

Set up LINK play in this mode. Go to "CONFIGURATION" then select "COMMUNICATION SETTING." Do the following.

## COMMUNICATION

2 kinds of settings. ("ON" or "OFF") **"ON"** to **"LINK PLAY"**. Default is "OFF."

## WAIT TIME

4 kinds of settings. ("10 SEC", "15 SEC", "20 SEC" and "25 SEC") Set up the Waiting time of 2nd player to join in. **Default is "10 SEC."** Press START button to skip the waiting time in ENTRY.

## COMMUNICATION CLASS

2 kinds of settings. ("MASTER" or "SLAVE") **One side must be "MASTER" and other side must be "SLAVE."**

## COMMUNICATION TEST

Refer below.



### How to test:

Both cabinets need to go into "COMMUNICATION SETTING."

Select "COMMUNICATION TEST" with one of the cabinets.

Screen shows result of test. If any errors, refer below.

"EXIT" to return to COMMUNICATION SETTING screen.

### DIAGNOSTIC RESULT

**OK >>>** No problem. Both cabinets are linked.

#### COMMUNICATION ERROR 01

Communication failure. Check Link cable and other device connections.

#### COMMUNICATION ERROR 02

Both cabinets are "MASTER" setting. Change "COMMUNICATION CLASS" setting for one cabinet to "SLAVE."

#### COMMUNICATION ERROR 03

Both cabinets are "SLAVE" setting. Change "COMMUNICATION CLASS" setting for one cabinet to "MASTER."

### NOTE:

**At LINK mode (2 games linked), please set up both games to same GAME SETTINGS except COMMUNICATION CLASS.**

### BENCH SEAT ASSY INSTALLATION

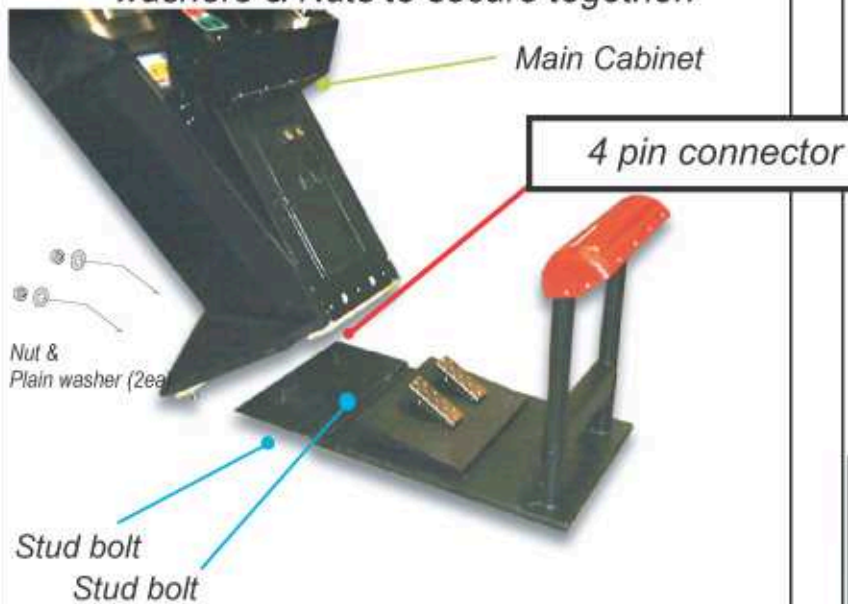
1

Join Pipes of Seat unit to Base Unit. Use 2 sets of Bolt & Nuts.



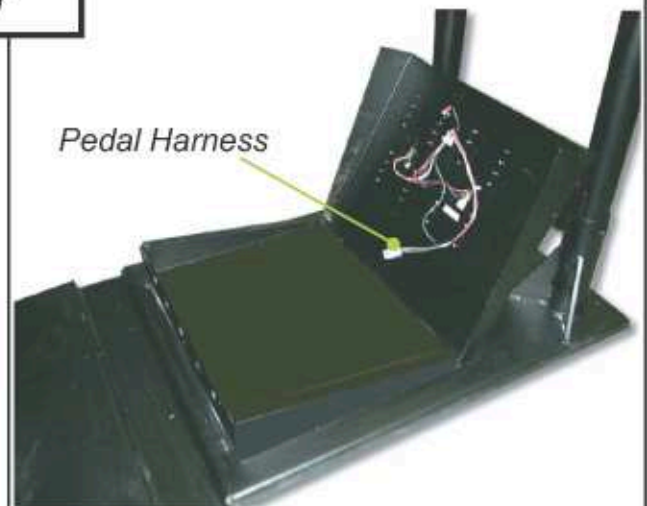
2

Place Main cabinet to SEAT ASSY as indicated. The 2 Stud bolts on base fit in bolt holes on bottom of cabinet base wood. Open back door of cabinet then use plain washers & Nuts to secure together.



3

Remove 3 screws from Left & Right to open Pedal base. Connect Pedal Harness connector to 4 pin connector located at bottom of Main cabinet. Close Pedal base.



## PEDAL BASE ASSY INSTALLATION

Seat unit

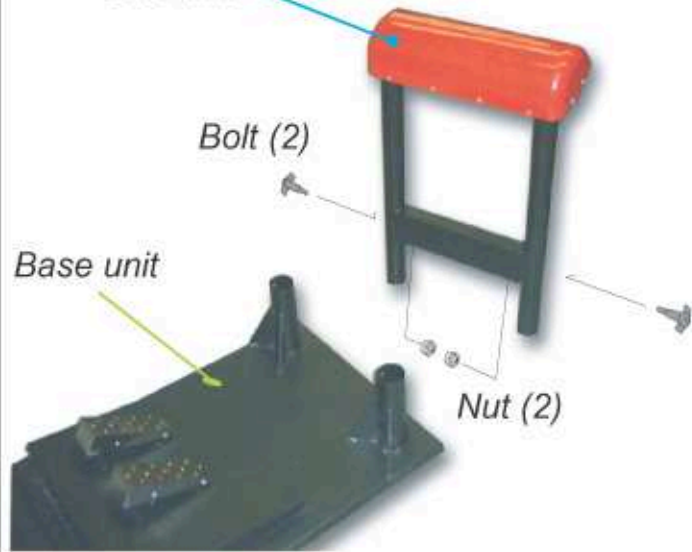
Bolt (2)

Base unit

Nut (2)

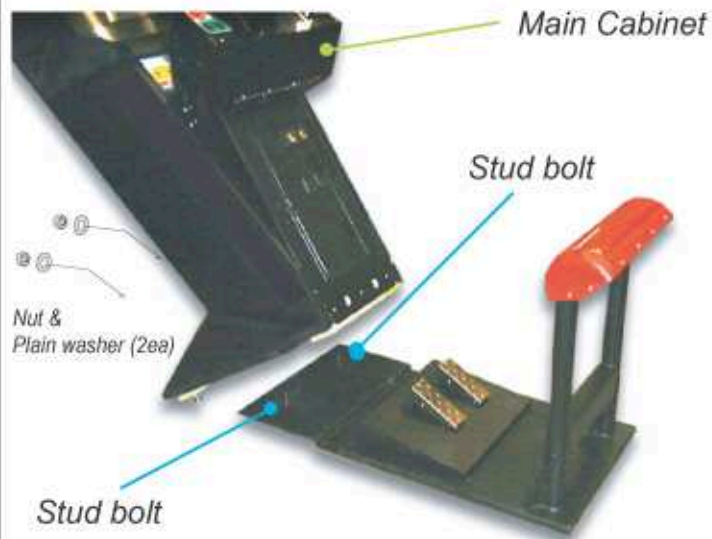
**1**

Joint Pipes of Seat unit to Base Unit. Use 2 sets of Bolt & Nuts.



**2**

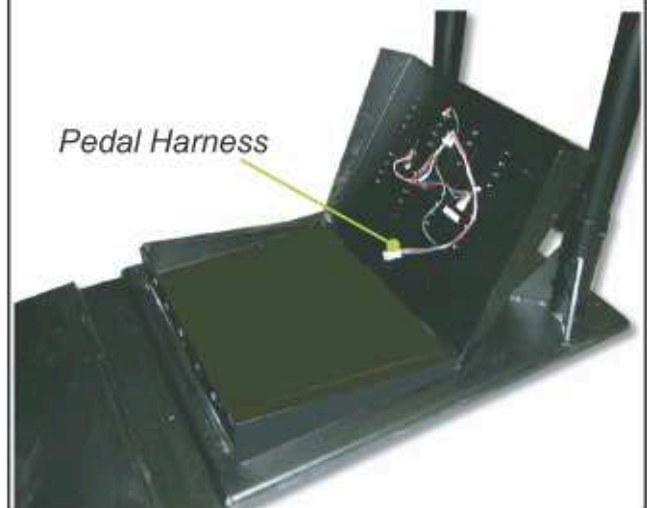
Place Main cabinet to SEAT ASSY. The 2 Stud bolts on base fit in bolt holes on bottom of cabinet base wood. Open back door of cabinet then use plain washers & Nuts to secure together.



**3**

Remove 3 screws from Left & Right to open Pedal base. Connect Pedal Harness connector to main harness on cabinet. Close Pedal base.

END



### STEERING CONTROL PANEL INSTALLATION

**1** Use Key to Open Steering Control panel Assy. Use 6 screws to mount it. Then Use 4 screws to mount Support Bracket under control panel.



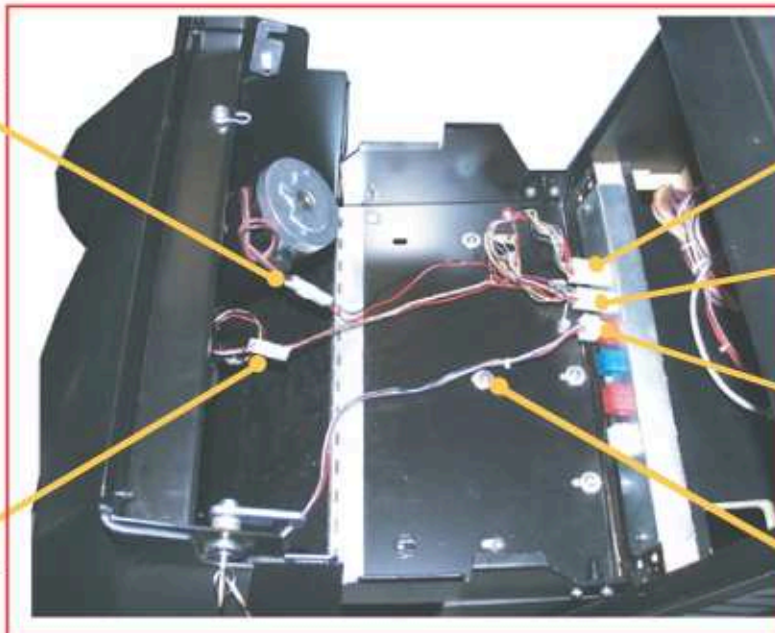
**Side view**  
when control panel is mounted.



**2** Connect driving harness connectors as below. Close Control panel with locks after connecting all connectors.

Motor connector

5K pot connector



N connector  
(12 pins)

M Connector  
(9 pins)

1P connector  
(12 pins)

Screws & Washers  
for mounting (6 sets)

