

namco America Inc.



Operator's Manual

CAUTION

**WHEN REMOVING REAR ACCESS PANEL, DISCONNECT
POWER CORD FROM FANS FIRST**

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1.0 SPECIFICATIONS

Power Supply:	200 Watt switching type
Input Power:	120 VAC, 60 Hz, 600 Watts
Crated Dimensions:	Cabinet: 41" D x 75.25" H x 58" W Seat Assy: 41" D x 40.7" H x 58" W
Weight:	Cabinet/Seat Assy: 440 lbs
Shipping Weight:	Cabinet/Seat Assy: 500 lbs
Monitors:	Two 25 inch standard resolution
Controls:	Steering, 270 degrees Gas Pedal Button Pod
Convenience Kit:	Keys: Coin Door (2) Coin Box (2) Rear Door (2) Operator's Manual (1) Link Cable (1) Seat Brackets (2) Seat Bracket Bolts & Washers (8)

Note: Specifications subject to change without prior notice. Modifications and/or alterations of the Speed Racer game with kits or parts not supplied by NAMCO may void the warranty.

WARNING

REMOVAL OF SERIAL NUMBERS AND/OR BAR-CODES FROM PRODUCT OR COMPONENTS WILL VOID THE WARRANTY

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2.0 INTRODUCTION

2.1 GAME PLAY

Namco's SPEED RACER, based on the hit television series, is now available as a coin-operated, 2-player, sit-down video game!

SPEED RACER features 3 different driving environments, and 5 characters, each with their own unique, selectable car and weapons.

Drivers compete either against each other or against the computer.

Up to 4 players (2 games cabinets) can be linked together to maximize the excitement. Race action has drivers steering around horrendous obstacles or jumping over them by pushing the "JUMP" button at just the right moment. Exact timing with each character's special weapons gets the player to the next checkpoint where weapons are replenished and the race GOes on!

Speed's cutter weapon clears a path to BLAST past the competition.

Ninja's spike board causes SEVERE BLOWOUTS.

Snake's missiles have NO MERCY.

FLAMES, MINES, and BULLETS can be disbursed using the Button Pod Controls.

All this plus re-entry via helicopter for those player's who get knocked off the course!

2.2 MAXIMIZING EARNINGS

To achieve optimum earnings it is recommended that you set the game to *Namco's USA Recommended Factory Settings*, via the Game Option menu. We believe that these settings are the most suitable for a wide variety of locations. Note that some of these settings may differ from *Japan's Green* default settings. However, as all locations are not alike, they are easily adjustable through TEST mode.

3.0 PRECAUTIONS

3.1 INSTALLATION

This game is designed for indoor use only. It must *not* be installed outdoors. The following conditions must be avoided:

1. Direct exposure to sunlight, high humidity, direct water contact, dust, high heat or extreme cold.
2. Vibration. The game must be installed on a level surface with levelers properly adjusted.

Do not install in an area such that the game would present an obstacle in case of an emergency (i.e., near fire equipment or emergency exits).

3.2 HANDLING

1. Before operating the game, make sure that the main AC power hookup includes a safety ground. This will ensure safe operation as well as compliance with the applicable FCC and UL regulations. Measure the AC power line voltage. Verify that the voltage source is between 110 and 125 VAC.
2. Before replacing any parts, turn the AC power OFF and unplug the game.
3. When unplugging the game from an electrical outlet, always grasp the plug, not the line cord.
4. The game power supply includes areas of high voltages. Take care at all times to avoid electrical shock whenever inspecting or adjusting the game.
5. Do no attempt to repair the Printed Circuit Board (PCB) on-site. It contains sensitive integrated circuit chips that could be easily damaged, even by the small internal voltage of a multimeter. Always return the PCB to your distributor for any repairs.
6. Always return the levelers to the extreme up position before moving the game.

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4.0 INSTALLATION

Note: Shipping damage may void the warranty. In case of shipping damage, contact your distributor and the transportation carrier immediately.

1. Remove the game cabinet and seat assembly from the packing material, and move them into position.
2. Remove the seat mounting brackets and fastener kit from the coin box.
3. With the game cabinet and seat approximately level, bolt the seat to the cabinet using the brackets and 8 ea. 5/16-18 x 2 inch hex-head bolts. Tighten the bolts to about 20 ft-lbs.
4. Adjust the levelers so that the game is flat and stable on the floor.
5. Open and remove the rear panel. Note: keys are attached to one of the coin mechanisms behind the coin door.
6. Visually inspect the PCB wiring, connectors, monitor connections, and power supply to ensure that all is secure.
7. Plug the power cord into a grounded receptacle that provides 110-125 VAC at 60 Hz.
8. Turn on the power to the game. The switch is located at the bottom right side of the cabinet.

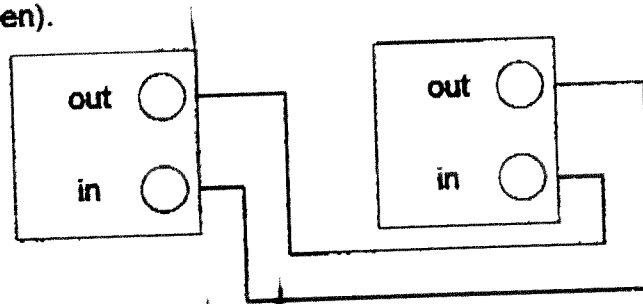
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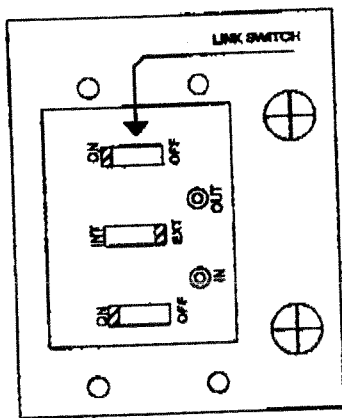
4.1 LINKING MULTIPLE GAMES

It is possible to link up to two Speed Racer game cabinets via the Link PCB. If you have questions regarding the linking of two games contact your distributor or NAMCO Customer Service for more details.

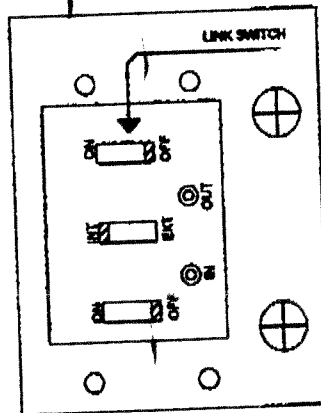
1. Turn OFF the main AC power to the game.
2. Remove the link cable from the cash box in each game.
3. Locate the Link Module in the rear of the cabinet. Place the middle slide switch in the RIGHT-HAND (External) position.
4. Place the top and bottom switches in the LEFT-HAND (ON) position.
5. Using the link cables, connect the cabinets as shown below.
6. Be careful not to pull on the cables while working around the rear of the cabinet.
7. Re-connect the main AC power.
8. From the GAME OPTIONS Menu in TEST Mode, set-up the POSITION designation (A thru D from left to right) for each of the linked driver positions. (See 5.3 GAME OPTIONS Screen).



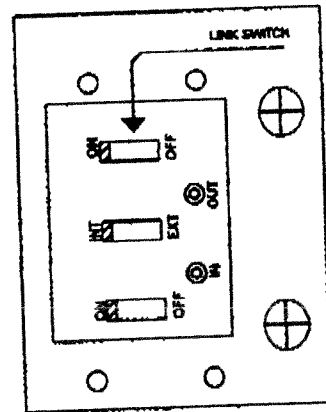
Connecting two games



Connecting 2 games



Drivers 1, 2 "Off-Line"



Single Game Linked

[See back of manual for additional notes on linking]

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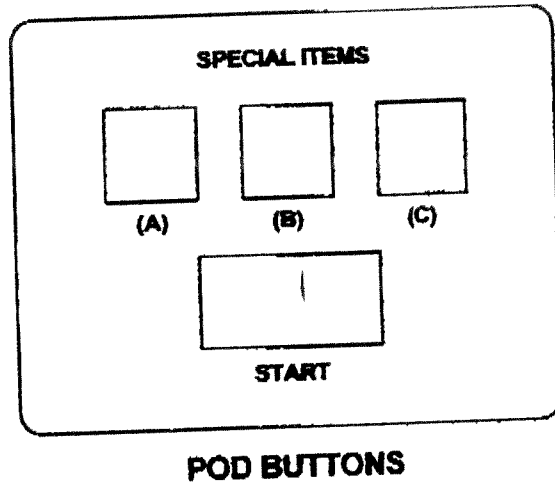
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4.2 INITIALIZATION

Initialization is required whenever the game PCB, steering wheel assembly, pedal assembly or any potentiometer is removed or replaced. The game should also be re-initialized at the time of installation.

To perform game initialization:

1. Open the coin door to access the service panel.
2. Flip the TEST Switch to ON. The TEST Menu screen will appear.
3. Cursor down to the VOLUME ADJUST test, using the "B" and "C" pod buttons.
4. Call up the test screen by pressing the SELECT/SERVICE Switch.
5. Center the steering wheel, and remove feet from the accelerator pedal.
6. Follow the prompts for the 4-Step initialization process. Press the JUMP/START button to set the initialization values.
7. Turn the TEST Switch OFF to return to Game mode.



5.0 TEST MODE

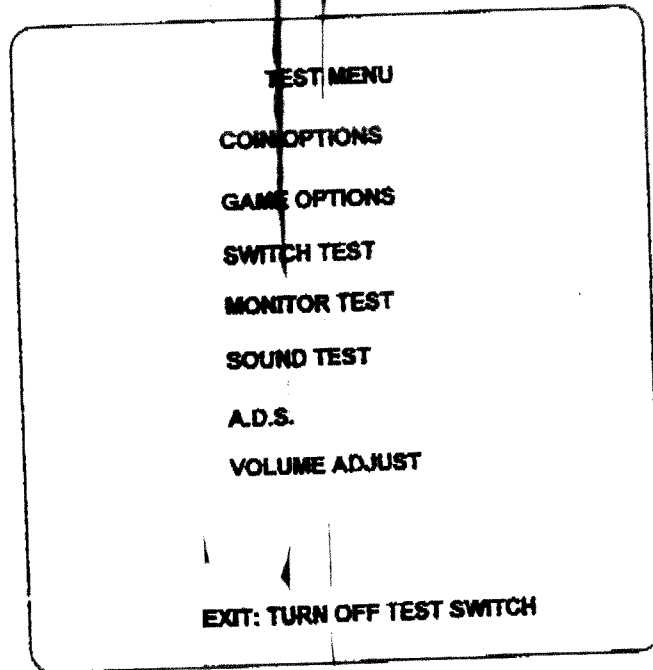
TEST mode allows the operator to test the game controls, set various game options, set coin options and test and adjust the video monitor.

5.1 TEST MODE PROCEDURE

To enter TEST Mode, open the coin door and flip the TEST switch to the ON position.

To choose a setup option from the main menu, follow these steps in sequence:

- A. **Highlight Item** Use the two rightmost "B" and "C" pod buttons.
- B. **Select Item** Press the SELECT/SERVICE Switch.
- C. **Adjust Setting** Use the JUMP/START button.
- D. **Exit to Main Menu** Press the SELECT/SERVICE Switch.



TEST MENU SCREEN

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5.2 COIN OPTIONS

COIN OPTIONS	
COIN 1 MECH	1 COUNT 1 COIN (S)
COIN 2 MECH	1 COUNT 1 COIN (S)
GAME COST	3 COIN (S) 1 CREDIT
BONUS COIN	NONE
CONTINUE COST	3 COIN (S) 1 CREDIT
FREE PLAY	NO
WINNER BONUS	NO
ATTRACT SOUND	YES
DEFAULT RESET	NO

EXIT: PUSH SERVICE BUTTON

COIN OPTION SCREEN

5.3 GAME OPTIONS

GAME OPTIONS	
TIME LEVEL	C NORMAL
COMPUTER LEVEL	C NORMAL
WAIT TIME	C 12 SEC
HIGH SCORE CLEAR	NO
POSITION	A-D
LINK CHECK	n <input type="text"/>

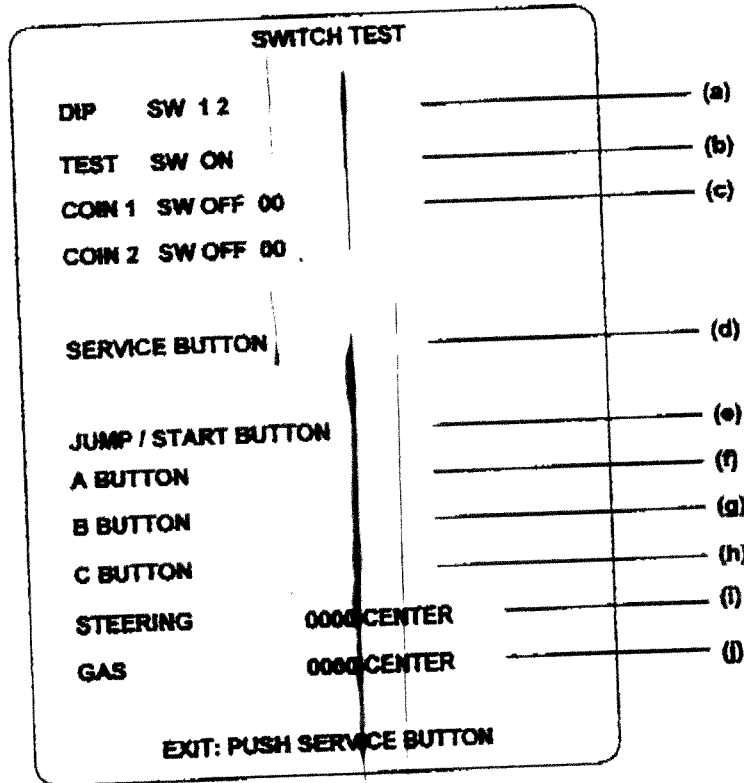
EXIT: PUSH SERVICE BUTTON

LINK STATUS

NUMBER OF LINKING DRIVER POSITIONS

GAME OPTION SCREEN

5.4 SWITCH TEST SCREEN



- (a) Confirm that both number 1 and 2 dip switches on the MAIN-PCB are "OFF" ("1" and "2" are not highlighted).
- (b) Confirm that the display is in red. (Test switch is in the "ON" position).
- (c) Confirm that when the coin switch is turned "ON", the display "ON" is in red, and one number is counted.
- (d) Confirm that when the service switch is turned "ON", it is displayed in red.
- (e) Confirm that when the JUMP/START button is pressed, it is displayed in red.
- (f) Confirm that when the A button is pressed, it is displayed in red.
- (g) Confirm that when the B button is pressed, it is displayed in red.
- (h) Confirm that when the C button is pressed, it is displayed in red.
- (i) Confirm that when the steering is turned to the left and right, left [8000 LEFT OK] and right [7FFF RIGHT OK] are displayed.
- (j) Confirm that when the accelerator is pressed, [7FFF DOWN OK] is displayed.

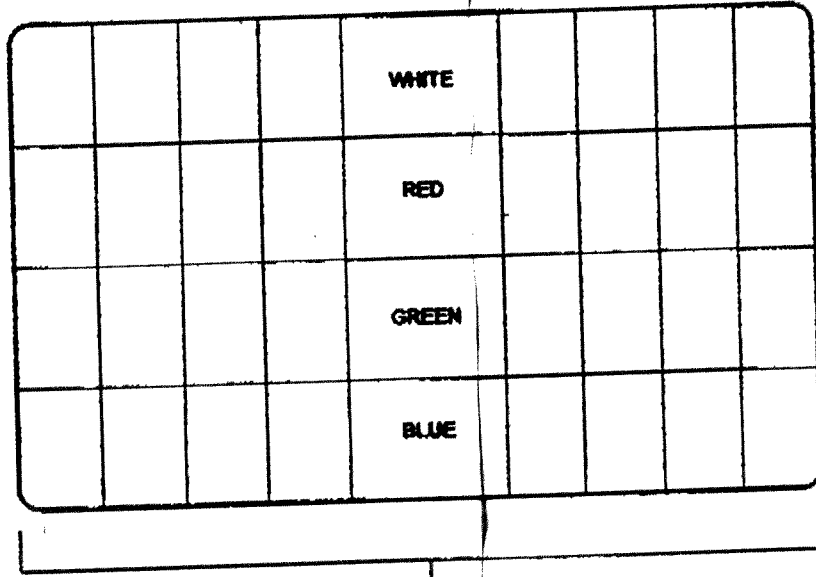
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5.5 MONITOR TEST

A. Color Bar Test

AXED
11-26-95



USE "A" OR JUMP/START BUTTONS TO SELECT NUMBER OF COLOR BARS DISPLAYED. (14, 6, 3, 1)

If needed, while in the 14 Bar Display, adjust contrast and brightness controls (Monitor Remote PCB) such that the brightest (leftmost) bar is presented undistorted, and the rightmost bar is barely visible.

B. Crosshatch Test

Press either "B" or "C" POD buttons to display the crosshatch pattern. This pattern can be used in conjunction with the horizontal position, vertical position, and vertical size controls to adjust the screen centering. The centering is properly adjusted when the red border is just barely visible.

PRESS the SELECT/SERVICE switch to return to the main TEST Menu.

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5.6 SOUND TEST SCREEN

SOUND TEST	
LEFT	NO SOUND - MINIMAL SOUND
RIGHT	MUSICAL SOUND
LEFT/RIGHT	MUSICAL SOUND
EXIT: PUSH SERVICE BUTTON	

5.7 A.D.S. SCREENS

A.D.S.	
PAGE 1/5	
ON TIME	[VERIFY ELASPED-TIME DATA]
PLAY TIME	0000H 00M 00S
COIN 1	0000
COIN 2	0000
1 P	0000
2, 3, 4 P	0000
WIN BONUS	0000
JUMP IN	0000
SINGLE MODE	0000
ADS CLEAR	YES/NO
EXIT: PUSH SERVICE BUTTON	

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**A.D.S.
PAGE 2/5
1 P**

	M5	SS	SN	NI	KA
	0000	0000	0000	0000	0000

RANK

	M5	SS	SN	NI	KA
1	0000	0000	0000	0000	0000
2	0000	0000	0000	0000	0000
3	0000	0000	0000	0000	0000
F	0000	0000	0000	0000	0000

EXIT: PUSH SERVICE BUTTON

**A.D.S.
PAGE 3/5
1 P**

TIME

1"00:0000	2"00:0000	3"00:0000
1"15:0000	2"15:0000	3"15:0000
1"30:0000	2"30:0000	
1"45:0000	2"45:0000	

CONTINUE 0000

EXIT: PUSH SERVICE BUTTON

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**A.D.S.
PAGE 4/5
2, 3, 4 P**

M5	SS	SN	NI	KA
0000	0000	0000	0000	0000
WIN				
M5	SS	SN	NI	KA
F 0000	0000	0000	0000	0000
W 0000	0000	0000	0000	0000
FINISH				
M5	SS	SN	NI	KA
0000	0000	0000	0000	0000

EXIT: PUSH SERVICE BUTTON

**A.D.S.
PAGE 5/5
2, 3, 4 P**

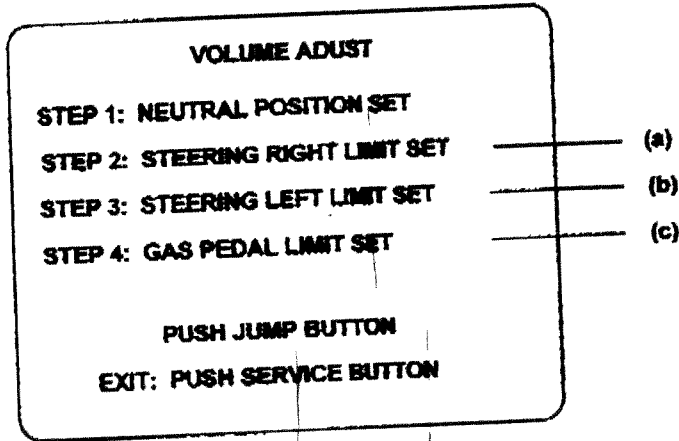
TIME

1*00:0000	2*00:0000	3*00:0000
1*15:0000	2*15:0000	3*15:0000
1*30:0000	2*30:0000	
1*45:0000	2*45:0000	
CONTINUE 0000		

EXIT: PUSH SERVICE BUTTON

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5.7 VOLUME ADJUST



- (a) Turn steering to right limit and push jump button [move to next step].
- (b) Turn steering to left limit and push jump button [move to next step].
- (c) Step on gas pedal to lower limit and push jump button.

SPEED RACER LINKING PROCEDURES

- 1) BEFORE POWER UP CHECK ALL CONNECTIONS TO PCB TO ENSURE THAT ALL IS SECURE.
- 2) CHECK LINK PCB, IN REAR OF CABINET, AND SET TO DESIRED POSITION. FOR ONE GAME SET SWITCHES TO "ON, INTERNAL, ON." FOR TWO CABINETS SET TO "ON, EXTERNAL, ON." IF CONNECTING TWO CABINETS YOU SHOULD ALSO CONNECT THE LINK CABLES AT THIS TIME, OUT TO IN AND IN TO OUT. SEE ATTACHED DRAWINGS.
- 3) POWER UP AND ENTER SELF TEST BY OPENING COIN DOOR AND FLIPPING TEST SWITCH TO THE ON POSITION.
- 4) FROM THE MENU SELECT THE COIN OPTIONS AND SET THE OPTIONS YOU WANT AND BE SURE THAT ALL GAMES ARE THE SAME.
- 5) EXIT THE COIN OPTIONS BACK TO THE MENU AND SELECT THE GAME OPTIONS. ALL GAME OPTIONS MUST BE THE SAME EXCEPT THE POSITION. THE CAR ON THE LEFT IS "A", THE NEXT CAR IS "B", THE NEXT IS "C" AND THE NEXT IS "D".
- 6) EXIT TO MENU VIA THE SERVICE SWITCH AND EXIT THE SELF TEST.
- 7) AGAIN SELECT THE SELF TEST MENU AND GO TO GAME OPTIONS AND IT SHOULD SAY "LINK CHECK 2 OK". IF IT DOES NOT OR IF IT HAS AN ERROR CODE, PLEASE CHECK ERROR CODE WITH ATTACHED ERROR CODE EXPLANATION SHEET. YOU ALSO SHOULD TRY FLIPPING THE SLIDE SWITCHES ON THE LINK PCB TO SEE IF THAT ELIMINATES THE PROBLEM.

ALL LINK SIGNALS ENTER THE PCB ON THE 48 PIN CONNECTOR. PLEASE CHECK THE CONNECTIONS B 12 (BLK), A 12 (WHITE, B 11 (BLUE, AND ENSURE THAT THEY ARE ALL ON THE CORRECT POSITIONS.

IF STILL EXPERIENCING PROBLEMS PLEASE GIVE CUSTOMER SERVICE A CALL AT
800 326-4263

NOV 29 '95 14:03 FROM NAMCO-AMERICA, INC.

TO 17082389333

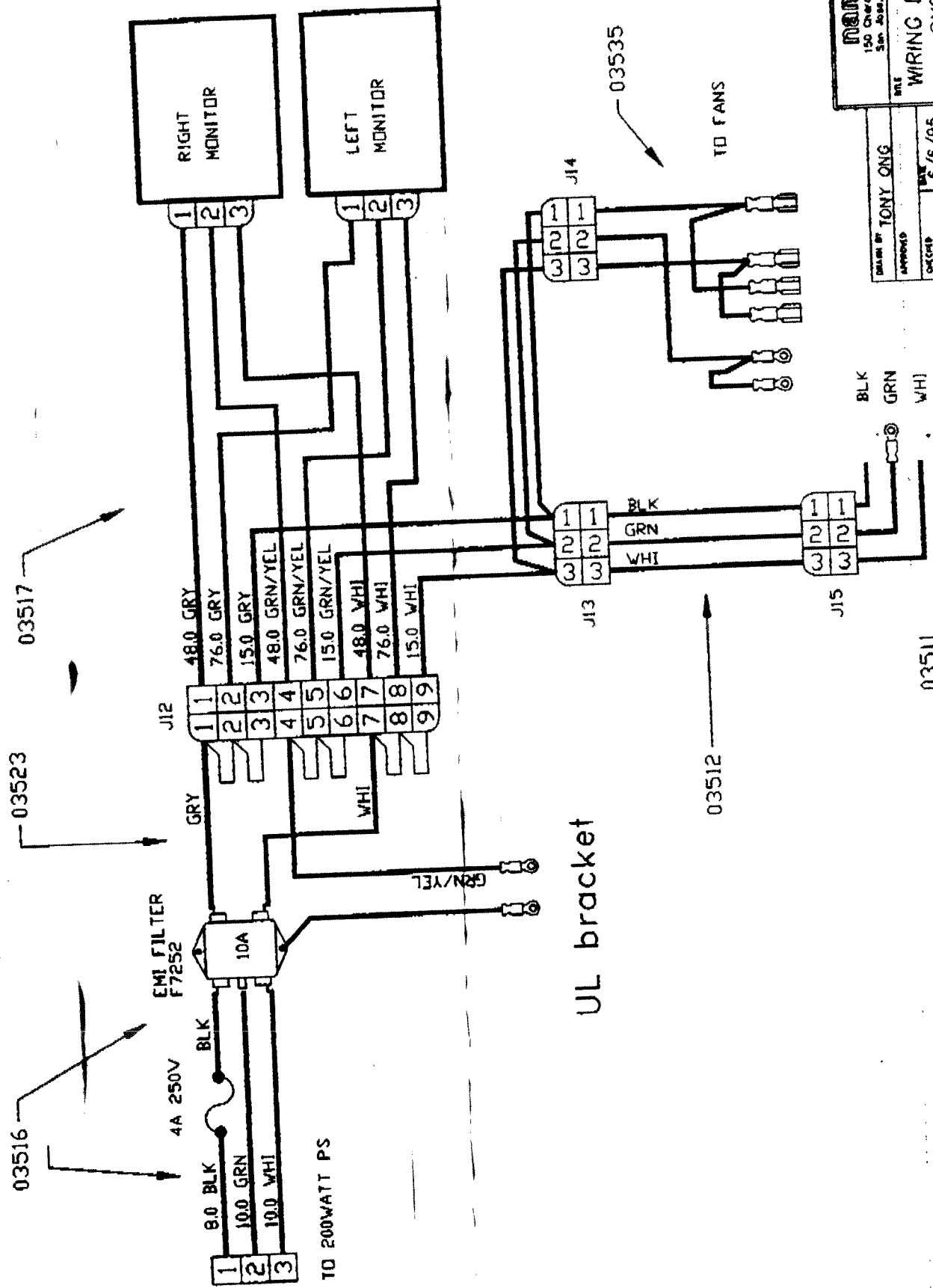
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APPENDIX A: WIRING DIAGRAM

REV	DESCRIPTION	DATE	APPROVAL
C	ADDED RING FOR FANS	8/22/95	



NAMCO
 150 Chevrolet Avenue
 San Jose, CA 95131

DATE: 8/9/95
 APPROVED: TONY QNG
 DESIGNED BY: TONY QNG
 WIRING DIAGRAM SYSTEM
 REV: C
 SR50-03687-00
 SHEET 1 OF 7
 D.D. NOT SCALE

FLUORESCENT LIGHT

03511

REVISION

APPROVAL

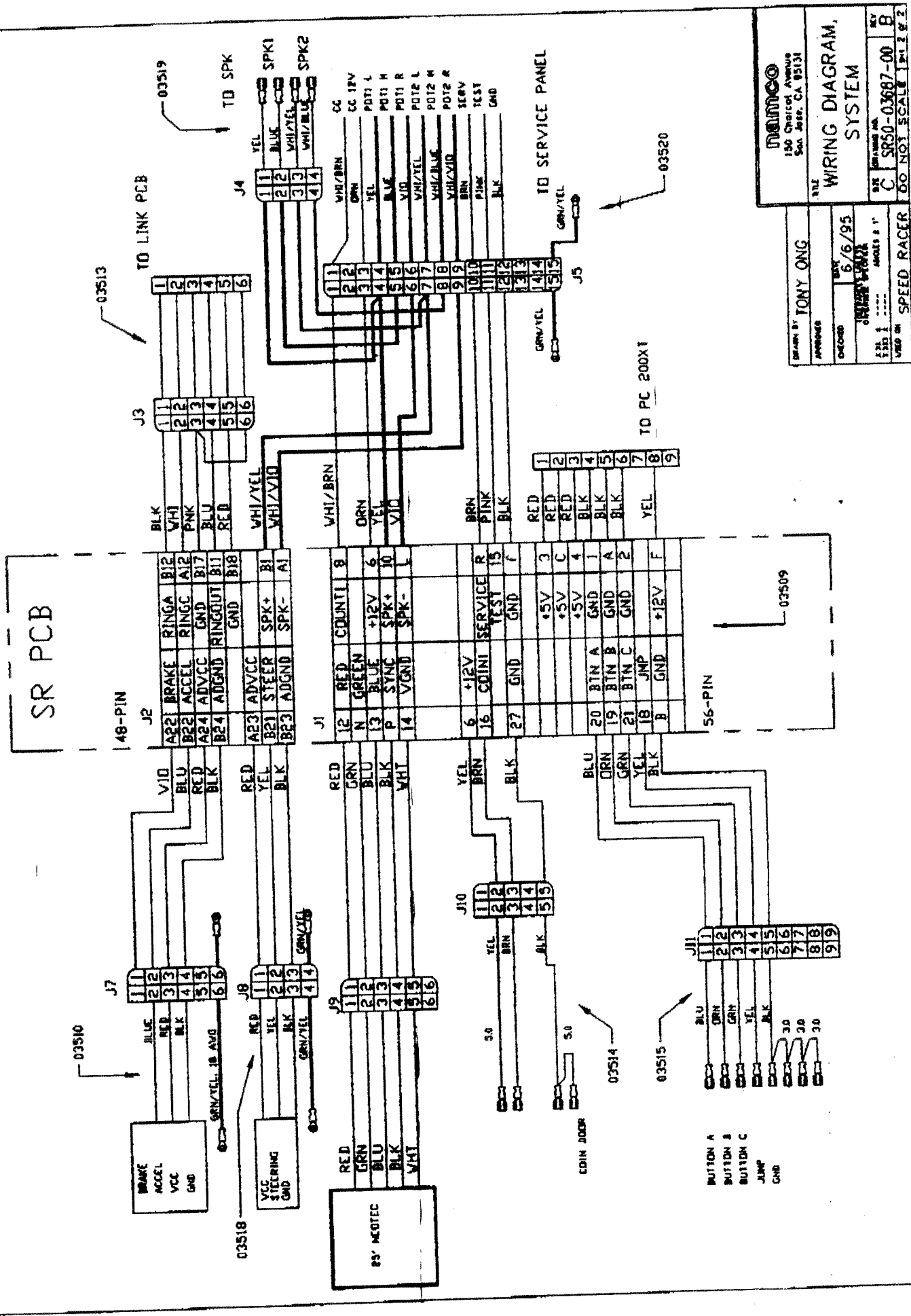
DATE

DESCRIPTION
CHANGED PIN 6 & F ON JAMMA

REV
B

DATE
3/16/95

SR PCB



NAMCO
150 Charcot Avenue
San Jose, CA 95131

TYPE
WIRING DIAGRAM, SYSTEM

REV
C
SR50-03687-00
REV B

DESIGNED BY: TONY ONG
APPROVED: [Signature]
DATE: 6/6/95

SCALE: 1" = 1.00"

USED ON: SPEED RACER

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APPENDIX B: PARTS LIST

SPEED RACER PARTS LIST

	Namco P/N	Description	Qty	U/M
1	SR01-04020-00	ASSY, F/G SPEED RACER		

SPEED RACER PARTS LIST

	Namco P/N	Description	Qty	U/M
1	SR01-04020-00	ASSY, FIG SPEED RACER	1	EA
2	SR63-02747-00	CABINET, MAIN	2	EA
3	SR10-03533-00	BRACKET, SEAT COUPLER	2	EA
4	RL10-02683-00	PLATE, LEG LEVELER	2	EA
5	GT20-02209-00	LEVELER, LEG 1/2-13 X 3 LG X 1-5/8 DIA BASE	4	EA
6	MC24-03003-00	CASTER, SWIVEL 3 X 1-1/4 WHEEL	16	EA
7	VG20-02860-16	BOLT, HEX HD 1/4-20 X 1" STL ZN	16	EA
8	VG20-02863-07	WASHER, SPLIT LOCK 1/4 STL ZN	16	EA
9	VG20-02864-07	WASHER, FLAT, 1/4, STL ZN	20	EA
10	VG20-04230-10	SCREW, SHT MTL PAN HD PHIL NO. 8 X 5/8 STL, BLK ZN	10	EA
11	VG20-02235-00	CLAMP, CABLE 5/8" DIA	2	EA
12	VG20-02236-00	CLAMP, CABLE 3/4" DIA	1	EA
13	SR96-02795-00	FLORMAT, MAIN CABINET	1	EA
14	SR95-04375-00	CORNER CAP, BLACK PLASTIC	12	EA
15	GT20-02261-00	SCREW, SHT MTL PAN HD PHIL NO. 6 X 1/2 STL ZN	1	EA
16	SR40-03391-00	DECAL, SIDE PANEL UPPER LEFT	1	EA
17	SR40-03391-01	DECAL, SIDE PANEL UPPER RIGHT	1	EA
18	SR40-03392-00	DECAL, SIDE PANEL CENTER LEFT	1	EA
19	SR40-03392-01	DECAL, SIDE PANEL CENTER RIGHT	1	EA
20	SR40-03393-00	DECAL, SIDE PANEL LOWER LEFT	12	EA
21	SR40-03393-01	DECAL, SIDE PANEL LOWER RIGHT		
			2	EA
22	VG80-03536-00	ASSY, ACCELERATOR	8	EA
23	VG20-03198-16	SCREW, BTN HD, SKT, 10-24 X 1 BLK ZN	2	EA
24	SR50-03510-00	HARNESS, GAS AND BRAKE	8	EA
25	VG20-02863-05	WASHER, SPLIT LOCK #10, STL, BLK ZN	8	EA
26	VG20-02865-05	WASHER, FLT, #10, STL, BLK ZN		
			1	EA
27	RL83-02648-00	ASSY, COIN DOOR O/U BLACK	2	EA
28	SR50-03514-00	HARNESS, COIN SWITCH		
			2	EA
29		ASSY, PCB	2	EA
30	SK47-00145-00	FCC FOIL SHIELD	2	EA
31	SR03-04318-00	ASSY, PCB, SYS FL MAIN	2	EA
32	SR03-04317-00	ASSY, PCB, SYS FL REX 64MB8	2	EA
33	SR50-03509-00	HARNESS, JAMMA (56 PIN AND 48 PIN)	1	EA
34	VG44-03213-00	LABEL, JAMMA HARNESS COMPONENT SIDE (56 PIN)	1	EA
35	VG44-03213-01	LABEL, JAMMA HARNESS SOLDER SIDE (56 PIN)	2	EA
36	VG78-00198-00	CLAMP, FERRITE	1	EA
37	VG78-00199-00	HOUSING, FERRITE	1	EA
38	SR50-03512-00	HARNESS, FLUORESCENT EXTENSION	1	EA
39	SR50-03516-00	HARNESS, POWER/EMI FILTER	1	EA
40	SR50-03517-00	HARNESS, AC	2	EA
41	SR50-03521-00	HARNESS, RGB	2	EA
42	SR50-03522-00	HARNESS, MONITOR	1	EA
43	SR50-03523-00	HARNESS, EMI/TRANSFORMER	2	EA
44	VG44-02642-00	LABEL, SERVICE PERSONNEL ONLY	2	EA
45	VG44-02643-00	LABEL, FUSE/LAMP REPLACEMENT		

SPEED RACER PARTS LIST

	Namco P/N	Description	Qty	U/M
46	VG44-02644-06	LABEL, LAMP REPLACEMENT VALUE (FLUOR 115V/20W)	1	EA
47	VG44-02644-10	LABEL, FUSE REPLACEMENT VALUE (5A SLOW-BLOW)	1	EA
48	SR46-04164-00	LABEL, LOOSEN SCREW PRIOR TO REMOVING REAR PANEL		
			1	EA
49		ASSY, TOP PANEL I	1	EA
50	SR63-02764-00	PANEL, TOP	2	EA
51	CY10-03867-00	GRILLE, LOUVER, BLACK	12	EA
52	VG20-64230-10	SCREW, PARTICAL BRD PAN HD PHIL NO. 8 X 5/8 STL, BLK ZN	4	EA
53	GT20-02277-20	SCREW, BTN HD, SKT, 1/4-20 X 1-1/4, STL, BLK OX	4	EA
54	VG20-02865-07	WASHER, FLAT 1/4, STL, BLK ZN	4	EA
55	VG20-02863-07	WASHER, SPLIT LOCK, 1/4, STL, BLK ZN		
			1	EA
56		ASSY, DOOR BACK PANEL	1	EA
57	SR63-02765-00	DOOR, REAR	2	EA
58	MC26-03004-00	LOCK, DOOR	2	EA
59	GT55-02021-00	FAN, 4"	2	EA
60	GT55-02248-00	GRILLE, FAN	1	EA
61	SR50-03535-00	HARNES, FANS	8	EA
62	GT20-02149-00	SCREW, PAN HD PHIL DUAL SEMS M4 X 30 STL ZN		
			1	EA
63		ASSY, CONTROL PANEL	2	EA
64	SR80-03537-00	ASSY, STEERING WHEEL 270 DEG RED WHARNES	1	EA
65	SR10-02790-00	PANEL, CONTROL	8	EA
66	VG20-02701-05	NUT, HEX, 10-24, STL ZN	8	EA
67	VG20-02862-05	WASHER, SPLIT LOCK, #10, STL ZN	8	EA
68	VG20-02864-05	WASHER, FLAT, #10, STL ZN	5	EA
70	GT20-02277-16	SCREW, BTN HD, SKT, 1/4-20 X 1", STL, BLK OX	5	EA
71	VG20-02863-07	WASHER, SPLIT LOCK, 1/4, STL, BLK ZN	5	EA
72	VG20-02865-07	WASHER, FLAT, 1/4, STL, BLK ZN	1	EA
73	SR40-03394-00	DECAL, DASH PANEL	4	EA
74	VG54-03331-00	SPEAKER, 8-OHM, 20 WATT 4"	2	EA
75	LW10-01472-00	GRILLE, SPEAKER	2	EA
76	SR50-03519-00	HARNES, SPEAKER	2	EA
77	SR50-03515-00	HARNES, CONTROL PANEL	8	EA
78	VG20-02859-00	BOLT, CARR 10-24 X 1-1/4 STL, C109 BLK-ZN	16	EA
79	VG20-03322-05	NUT, HEX, 10-24 STL ZN	16	EA
80	VG20-02864-07	WASHER, FLAT #10, STL ZN	16	EA
81	VG20-02864-04	WASHER, SPLIT LOCK, #10, STL ZN	6	EA
82	VG20-02903-10	SCREW, PAN HD PHIL, #8 x 5/8, STL ZN		
			2	EA
83		ASSY, POD BUTTON	1	EA
84	SR10-02789-00	POD, BUTTON	1	EA
85	VG53-03604-00	PUSH BUTTON, ILLUM RECT RED WHORIZ M/SW	1	EA
86	VG53-03605-00	PUSH BUTTON, ILLUM SQ RED WHORIZ M/SW	1	EA
87	VG53-03606-00	PUSH BUTTON, ILLUM SQ YELLOW WHORIZ M/SW	1	EA
88	VG53-03607-00	PUSH BUTTON, ILLUM SQ GREEN WHORIZ M/SW	1	EA
89	SR40-03396-00	DECAL, BUTTON POD LEFT	1	EA
90	SR40-03396-01	DECAL, BUTTON POD RIGHT		

SPEED RACER PARTS LIST

	Namco P/N	Description	Qty	U/M
91	SR40-03396-02	DECAL, BUTTON POD	1	EA
92		ASSY, MARQUEE AND MONITOR	1	EA
93	SR40-03390-00	DECAL, MARQUEE	1	EA
94		ACRYLIC PANEL, MARQUEE,	1	EA
95	VG57-03870-00	FIXTURE, FLUORESCENT 36" BOX 120 20W	1	EA
96	VG57-03871-00	LAMP, FLUORESCENT 36"	1	EA
97	SR50-03511-00	HARNESS, FLUORESCENT	2	EA
98	GT57-02219-00	LOCK, FLUORESCENT LIGHT	1	EA
99	VG95-02117-00	GROMMET, 7/8 ID X 1.00 DIA HOLE RUBBER BLK	1	EA
100	SR10-02791-00	BRACKET, MARQUEE RETAINER TOP	1	EA
101	SR10-02792-00	BRACKET, MARQUEE RETAINER BOTTOM	12	EA
102	VG20-02889-16	SCREW, BTN HD 10-24 X 1 SKT STL, BLK-ZN	2	EA
103	VG20-02903-10	SCREW, SHT MTL PAN HD PHIL NO. 8 X 5/8 STL ZN	2	EA
104	VG85-00042-00	MONITOR, 25" UNIVERSAL MOUNT	2	EA
105	SR03-04319-00	PCB, MONITOR REMOTE ADJ. W/CABLE	2	EA
106	SR03-04320-00	PCB, CHASSIS, MONITOR DEFELECTION	2	EA
107	RL90-02622-04	BEZEL, MONITOR VACUUM FORMED	1	EA
108	SR95-03534-00	ACRYLIC, MONITOR	1	EA
109	SR10-02788-00	BRACKET, MONITOR ACRYLIC RETAINER TOP	5	EA
110	VG20-02889-16	SCREW, BTN HD SKT 10-24 X 1, STL,C152 BLK ZN	8	EA
111	VG20-03527-16	SCREW, PAN HD PHIL 1/4-20 X 1 STD ZN	15	EA
112	VG20-02863-05	WASHER, SPLIT LOCK, #10, STL, BLK ZN		
113	SR05-03545-00	ASSY, SERVICE PANEL	1	EA
114	SR50-03520-00	HARNESS, SERVICE PANEL	2	EA
115	VG83-02094-00	COIN COUNTER, 12VDC W/INTERNAL DIODE	2	EA
116	VG44-02702-01	LABEL, SERVICE PANEL "SERVICE"	2	EA
117	VG44-02702-00	LABEL, SERVICE PANEL, "TEST"	4	EA
118	VG44-02702-02	LABEL, SERVICE PANEL, "VOLUME"	2	EA
119	VG44-02702-05	LABEL, SERVICE PANEL, "LEFT"	2	EA
120	BG44-02702-08	LABEL, SERVICE PANEL, "RIGHT"	1	EA
121	SR10-03528-00	BRACKET, SERVICE PANEL	2	EA
122	GT53-02052-00	SWITCH, P/B SPST-N0 125VAC 0.5A RED (SERVICE)	2	EA
123	VG53-00756-00	SWITCH, TOGGLE, SPST (TEST)	4	EA
124	VG75-00103-00	POT, VOLUME 100 OHM	4	EA
125	GT53-02038-00	KNOB, PHENOLIC BLK 1/8 SHAFT (VOL POT)	4	EA
126	VG20-02894-04	SCREW, PAN HD PHIL 4-40 X 1/4 STL ZN		
127		ASSY, POWER SUPPLY	1	EA
128	VG88-01615-00	POWER SUPPLY, SWITCHING +5/+12/-5 VDC 200W	1	EA
129	VG20-02896-24	SCREW, PAN HD PHIL 6-32 X 1-1/2 STL ZN	4	EA
130	VG20-02864-03	WASHER, FLAT NO. 6 STL ZN	4	EA
131	VG20-02863-03	WASHER, SPLIT LOCK, NO. 6, STL, BLK ZN	1	EA
132	GT52-03365-01	FUSEHOLDER, 1-POS 20A 300V W/0.188 QD TERM	1	EA
133	VG52-03584-08	FUSE, 5A 250V SLOW-BLOW	1	EA
134	VG78-00476-00	FILTER, EMI	1	EA
135	RR10-02360-00	BRACKET, GROUND LUG UL		

SPEED RACER PARTS LIST

	Namco P/N	Description	Qty	U/M
136	VG20-02903-10	SCREW, SHT MTL PAN HD PHIL NO. 8 X 5/8 STL ZN	5	EA
137	VG20-02700-05	NUT, KEP 1-24 STL ZN	1	EA
138	VG20-02700-07	NUT, KEP 1/4-20 STL ZN	1	EA
139	VG20-02903-10	SCREW, SHT MTL, PAN HD PHIL, NO. 8 X 5/8, STL ZN	11	EA
140	VG20-02897-16	SCREW, PAN HD PHIL 10-24 X 1 STL ZN	4	EA
			1	EA
141		ASSY, LINK PCB & BRACKET	1	EA
142	VG07-03609-00	ASSY, PCB, LINK (2407961102)	2	EA
143	SR50-03513-00	HARNESS, LINK 8'	1	EA
144	RL10-02620-00	BRACKET, LINK PCB	4	EA
145	VG20-02701-03	NUT, HEX, 6-32, STL ZN	4	EA
146	VG20-02862-03	WASHER, SPLIT LOCK, NO. 6, STL ZN	4	EA
147	VG20-02889-16	SCREW, BTN HD SKT, #10-24 X 1", STL, BLK OX	4	EA
148	VG20-02865-05	WASHER, FLAT, #10, STL, BLK ZN	4	EA
149	VG20-02700-05	NUT, KEP 10-24 STL ZN		
			1	EA
150		ASSY, CABINET SEAT	1	EA
151	SR63-03229-00	CABINET, SEAT	2	EA
152	SR10-03533-00	BRACKET, SEAT COUPLER	2	EA
153	RL10-02683-00	PLATE, LEG LEVELER	2	EA
154		LEVELER, LEG 5/16-18 X 3"	3	EA
155	MC24-03003-00	CASTER, SWIVEL 3 X 1-1/4 WHEEL	1	EA
156	SR98-02790-00	FLOORMAT, SEAT CABINET	10	EA
157	VG20-04230-10	SCREW, SHT MTL, PAN HD PHIL NO. 8 X 5/8, STL, BLK ZN	1	EA
158	SR95-04375-00	CORNER CAP, BLACK PLASTIC	1	EA
159	SR40-03954-00	DECAL, SIDE PANEL LEFT, SEAT CABINET	1	EA
160	SR40-03954-01	DECAL, SIDE PANEL RIGHT, SEAT CABINET	1	EA
163	SR40-03398-00	DECAL, REAR SEAT CABINET, LEFT	1	EA
164	SR40-03398-01	DECAL, REAR SEAT CABINET, RIGHT	1	EA
165	SR40-03839-00	DECAL, SEAT CABINET REAR LOWER	12	EA
166	VG20-02860-12	BOLT, HEX HD 1/4-20 X 3/4 STD ZN	12	EA
167	VG20-02863-07	WASHER, SPLIT LOCK 1/4 STL ZN		
			1	EA
168		KIT, CONVENIENCE	1	EA
169	SR45-03525-00	MANUAL, SPEED RACER	1	EA
170	CY50-03928-00	CABLE, LINK, 16 FT	1	EA
171	VG52-03584-08	FUSE, 5A 250V SLOW-BLOW	2	EA
172	SR10-02793-00	BRACKET, CONNECTOR, SEAT	8	EA
173	VG20-04070-32	BOLT, HEX HD 5/16-18 X 2" STL BLK ZN	8	EA
174	VG2-02863-08	WASHER, SPLIT LOCK 5/16, STL, BLK ZN	8	EA
175	VG20-02865-08	WASHER, FLAT 5/16, STL, BLK ZN		

WARRANTY

Seller warrants that its printed circuit boards and parts thereon are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment. Seller warrants that its video displays (in games supplied with video displays) are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from the date of shipment. None of the Seller's other products or parts thereof are warranted. Seller's sole liability shall be, at its option, to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period, provided:

- a) Seller is promptly notified in writing upon discovery by Buyer that said products are defective.
- b) Such products are returned prepaid to Seller's plant; and
- c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, improper installation, or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

Except for any express warranty set forth in a written contract between Seller and Buyer which contract supersedes the terms herein, this warranty is in lieu of all other warranties expressed or implied, including the implied warranties of merchantability and fitness for a particular purpose, and all other obligations or liabilities on the Seller's part, and it neither assumes nor authorizes any other person to assume for the Seller any other liabilities in connection with the sale of products by Seller.

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SERVICE

If you have questions regarding any Namco America Inc. product or require technical support:

Contact Namco America Inc. Customer Service at

1 (800) 326-4263 or FAX (408) 232-3060

Hours: 8:00 am - 4:00 pm PDT

Parts and repair services for Namco America Inc.

products are available through your distributor.

SPEED RACER LINKING PROCEDURES

- 1) BEFORE POWER UP CHECK ALL CONNECTIONS TO PCB TO ENSURE THAT ALL IS SECURE.
- 2) CHECK LINK PCB, IN REAR OF CABINET, AND SET TO DESIRED POSITION. FOR ONE GAME SET SWITCHES TO "ON, INTERNAL, ON." FOR TWO CABINETS SET TO "ON, EXTERNAL, ON." IF CONNECTING TWO CABINETS YOU SHOULD ALSO CONNECT THE LINK CABLES AT THIS TIME, OUT TO IN AND IN TO OUT. SEE ATTACHED DRAWINGS.
- 3) POWER UP AND ENTER SELF TEST BY OPENING COIN DOOR AND FLIPPING TEST SWITCH TO THE ON POSITION.
- 4) FROM THE MENU SELECT THE COIN OPTIONS AND SET THE OPTIONS YOU WANT AND BE SURE THAT ALL GAMES ARE THE SAME.
- 5) EXIT THE COIN OPTIONS BACK TO THE MENU AND SELECT THE GAME OPTIONS. ALL GAME OPTIONS MUST BE THE SAME EXCEPT, THE POSITION. THE CAR ON THE LEFT IS "A", THE NEXT CAR IS "B", THE NEXT IS "C" AND THE NEXT IS "D".
- 6) EXIT TO MENU VIA THE SERVICE SWITCH AND EXIT THE SELF TEST.
- 7) AGAIN SELECT THE SELF TEST MENU AND GO TO GAME OPTIONS AND IT SHOULD SAY "LINK CHECK 2 OK". IF IT DOES NOT OR IF IT HAS AN ERROR CODE, PLEASE CHECK ERROR CODE WITH ATTACHED ERROR CODE EXPLANATION SHEET. YOU ALSO SHOULD TRY FLIPPING THE SLIDE SWITCHES ON THE LINK PCB TO SEE IF THAT ELIMINATES THE PROBLEM.

ALL LINK SIGNALS ENTER THE PCB ON THE 48 PIN CONNECTOR. PLEASE CHECK THE CONNECTIONS B 12 (BLK), A 12 (WHITE), B 11 (BLUE), AND ENSURE THAT THEY ARE ALL ON THE CORRECT POSITIONS.

IF STILL EXPERIENCING PROBLEMS PLEASE GIVE CUSTOMER SERVICE A CALL AT

800 326-4263

Item 5 [POSITION A]

Decide the position of the PCB

- A (← initial value)
- B
- C
- D

The four items of ABCD can be chosen unrelated to the number of games connected. Since it affects the left & right of the cars at the START of the game, make the adjustment of the ABCD from the left side (facing the main body)

Item 6 [LINK CHECK (1) (2) (3)]

Confirmation item of communication. During this screen the usual tests are just repeated and the results of the test are displayed on the right side of [LINK CHECK].

Display details of (1)

The number of PCB that are connected including yourself

Display details of (2)

Displays OK or ERROR

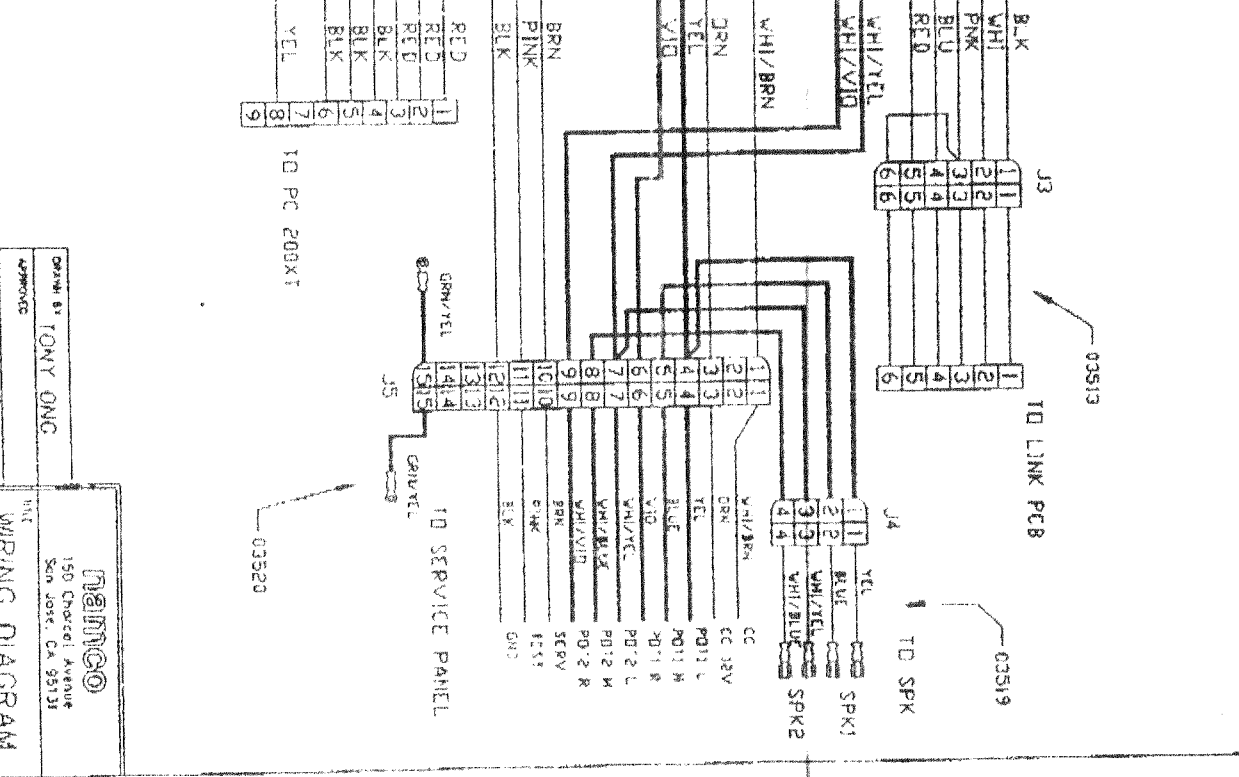
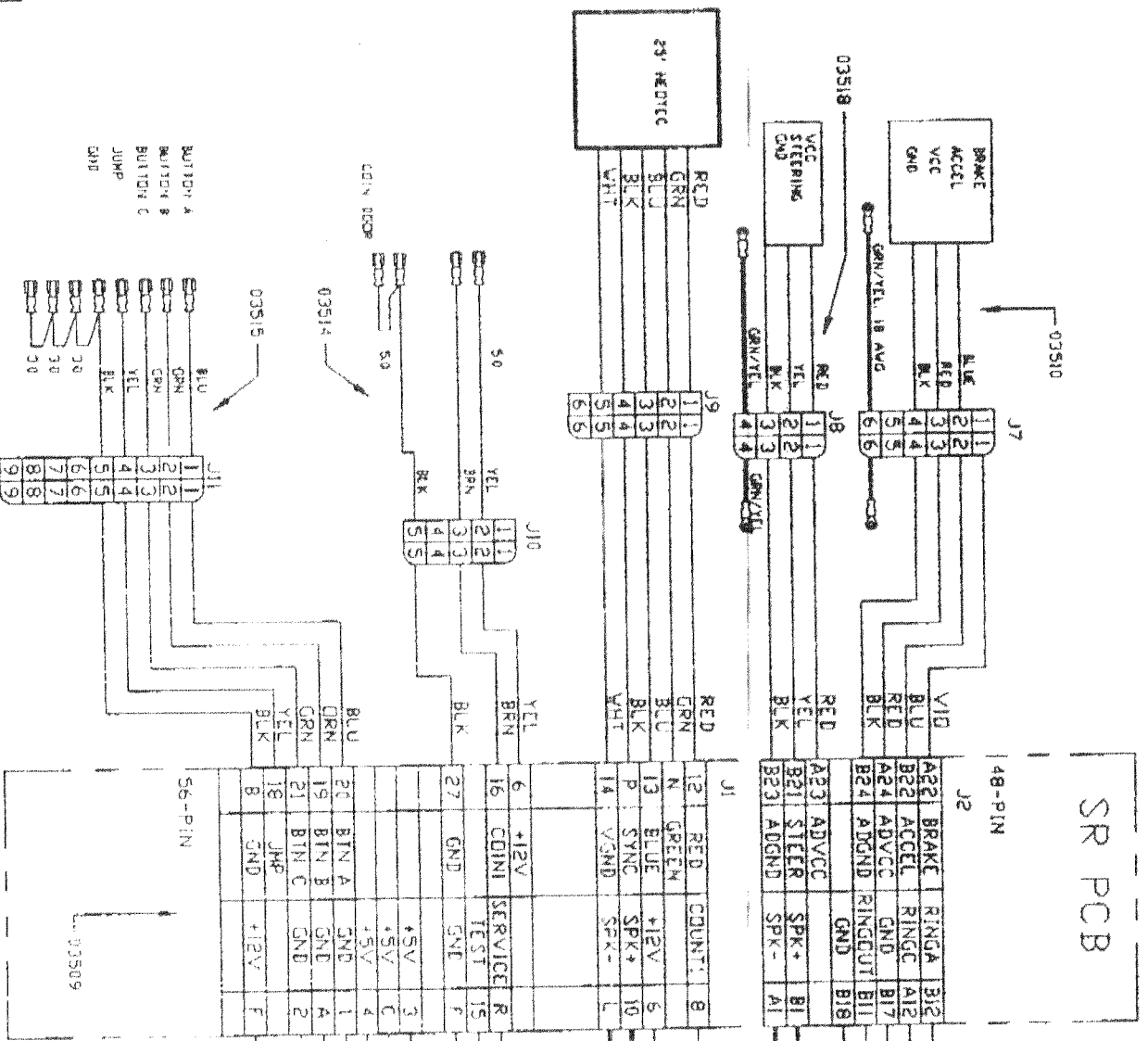
Display details of (3)

Displays the kind of error (A - N) when (2) is ERROR

If there are no problems [OK] is displayed

- A : Connection defect of the communication cable
(The harness is cut. An error in setting the switch for the LINK PCB. ETC.)
- B : COIN1MACH
- C : COIN2MACH
- D : GAME COST
- E : BONUS COIN (The beginning COINS)
- F : BONUS COIN (The later COINS)
- G : CONTINUE COST
- H : WINNER BONUS
- I : ATTRACT SOUND
- J : (NC)
- K : TIME LEVEL
- L : COMPUTER LEVEL
- M : WAIT TIME
- N : POSITION

The distinguishing of B - N is made by finding errors by comparing your own PCB to the other PCBs. For that reason, set the POSITION setting to ABDD during communication of the 4 sets. Defects can only be found in the D setting where the 2 PCBs pile up. The 2 PCB that sets the A & B setting cannot find defects ABC therefore displays [OK].



REV	DESCRIPTION	DATE	APPROVAL
B	CHANGED PIN 6 & F ON JAMMA	3/16/95	

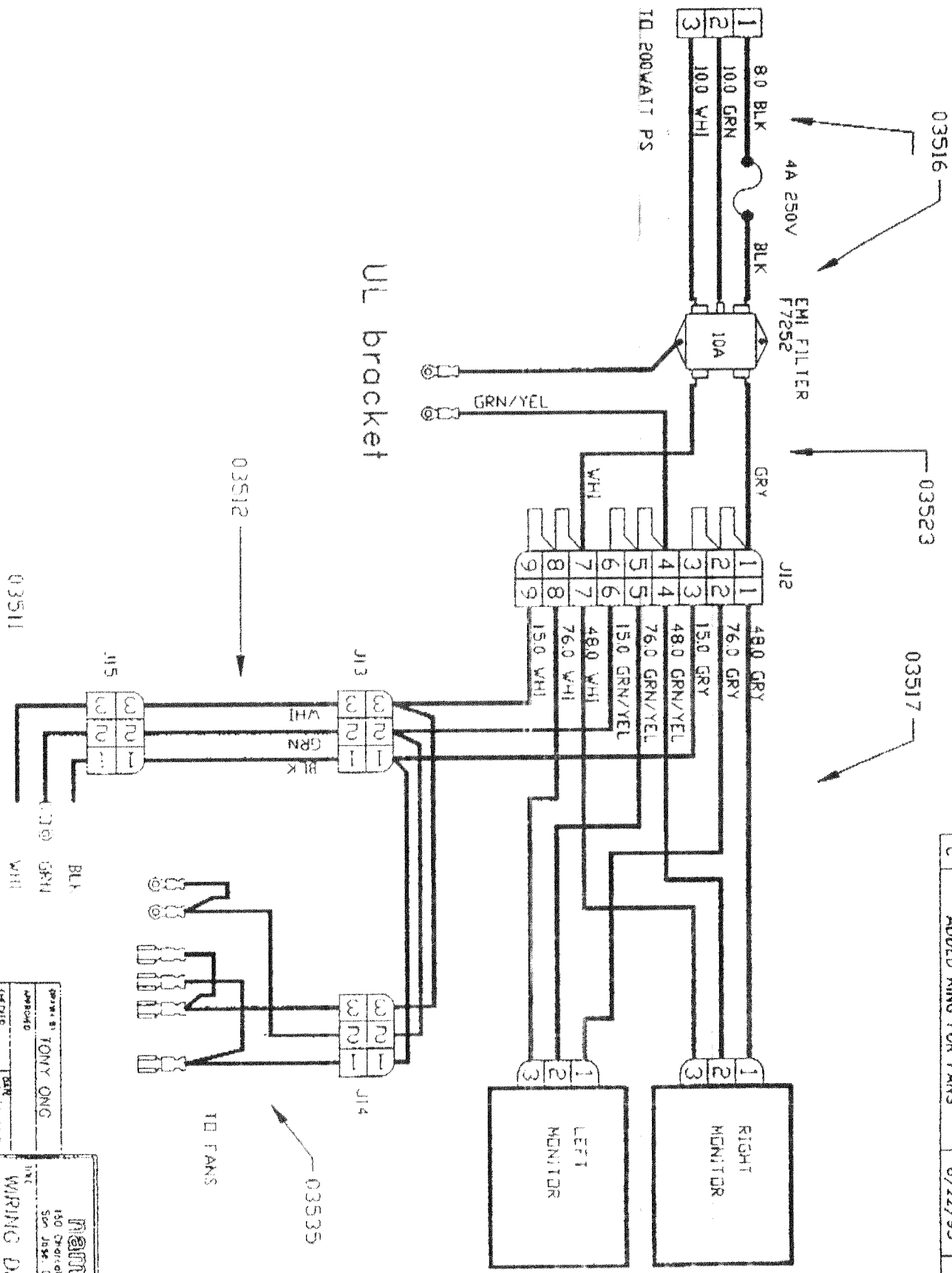
Checked: 6/6/95
 Date: 6/6/95
 Checked by: TONY ONG

APPROVED: TONY ONG

WIRING DIAGRAM SYSTEM

150 Canal Avenue
 San Jose, CA 95131

Part No. SR50-03687-00
 Scale: 1:1



REV	DESCRIPTION	DATE	APPROVAL
C	ADDED RING FOR FANS	8/22/95	

NAMCO
 1500 Chocoma Avenue
 San Jose, CA 95131

DATE: 6/6/95
 BY: TONY ONG
 APPROVED: TONY ONG

WIRING DIAGRAM SYSTEM

SP50-03687-00 C
 NO. UNIT SCALE: 1/1 1/2