"Ivan IRONMAN Stewart's
SUPER OFF-ROAD ™
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"Ivan IRONMAN Stewart's
SUPER OFF ROAD™
GAME CONCEPT

In his never ending quest for adventure and excitement, man invented off-road racing. These races were then brought before the masses by converting huge sports stadiums into dirt and mud obstacle courses in which off-road "Ironmen" battled for top honors.

Now THE LELAND CORPORATION brings this fast moving, hard driving sport to the video game arena.

"Ivan IRONMAN Stewart's SUPER OFF ROAD™ is stadium off-road racing at it's best. One to three players are asked to test their dirt track skills against the best dirt truck driver in the world.

Contestants compete on 8 different tracks with a total of 16 configurations and these courses are packed with enough jumps, bumps, hills, and holes to challenge even the most skillful driver.

Winning drivers earn "cash" prizes, and use this "cash" to "buff out" their machines. At the end of each race, players take their trucks to the "Speed Shop" to buy better shocks, tires, engines, and higher top speed. They can also buy nitro packs to help them blast over the jumps and through the mud.

The "Convert-a-Credit™ feature allows drivers to add to their winnings by using credits as "cash". Each additional quarter, when converted, becomes $200,000.00 in game "cash" and this additional "cash" may be used for purchases in the "Speed Shop".

Team Leland's "Ivan IRONMAN Stewart's SUPER OFF ROAD™ has the depth and variety to be an income 'winner' for years to come.
“Ivan IRONMAN Stewart's SUPER OFF-ROAD”™
CABINET ASSEMBLY ILLUSTRATION

Control Panel
Sub-Assembly

Three clips in center section and two in each side.

Main Cabinet Assembly

Foot Pedal Assembly
ASSEMBLY INSTRUCTIONS

1. Remove all parts from shipping containers and check them for damage. Notify your distributor (and the shipper) immediately if you find any broken parts.

2. Detach and remove the pedal assembly from the inside of the main cabinet. Remove the two bolts (A) and blocks (B) from the bottom front of the main cabinet.

3. At this point, it is a good idea to lift the monitor plex and clean or dust from the monitor any debris which may have settled in shipment.

4. Remove the center (yellow) steering section from the control panel assembly by reaching through the hole in the bottom of the assembly and unfastening the three clips inside. Attach the monitor plex retainer (C) to the control panel assembly. (The wing nut should be loose until the control panel assembly has been attached to the game cabinet.)

5. Position the control panel with the harness connectors hanging into the main cabinet and secure the panel to the main cabinet by reaching through the front door and attaching the four clips provided.

6. Connect the control panel harness to the main harness, tighten the wing nut on the monitor plex retainer and reinstall the center steering section.

7. Feed the pedal harness through the center hole in the lower part of the cabinet and attach the pedal assembly using the bolts (A) and blocks (B) removed in step 2. REMOVE THE PEDAL ASSY. WHEN TRANSPORTING THE GAME.

8. Check through the cabinet for loose wires. Plug the game in and power-up. Check for smoke.

9. Go through all diagnostics and game set-up procedures and PLAY THE GAME. If it works - don't fix it, just get it out there and

   Do it in the dirt!

Please call our Customer Service Department with any questions or comments.
THE TROUBLESHOOTIST'S SECTION

A NOTE ABOUT POWER

DC POWER
The computer board in this machine operates most efficiently when the power supply is providing a steady + 5.20VDC (+0.1VDC). When checking DC power always put your leads across the power inputs on the main board and be sure that the +5 volt supply is between +5.20VDC and +5.24VDC. Also be sure that there is less than 0.005 volts AC riding on the +5 volt line. If you do find AC on the DC line, suspect the filter capacitor or the rectifier on the power supply. Low voltage and AC on the DC lines are the main causes of the following problems:

* "Garbage" on the screen.
* Computer "Freeze".
* Coin or Coin Meter malfunction.
* A variety of seemingly unrelated problems.

AC POWER
Connect this game only to a grounded three-wire outlet which provides between 108 and 132 volts AC. If you have only a two-wire outlet we recommend that you hire a licensed electrician to install a grounded outlet. The possibility exists that players may receive an electrical shock if this system is not properly grounded.

OUR SERVICE DEPARTMENT

For parts, service, and technical information first contact your authorized Leland Corporation distributor. For additional technical aid feel free to contact the Leland Corp. Customer Service Department at (619)562-7000 Monday through Friday from 8:00 AM to 5:00 PM Pacific Standard Time.

To provide you with the quickest possible response to your questions, please have the following information ready when you call:

1. Your game name and serial number.

2. Any reference materials and a list of observations.
TROUBLESHOOTING
FLOW CHART

DON'T TOUCH THAT SWITCH !!!

Before you reach for the power switch take a good look at the
game. Open it up and check for loose wires, bad connections,
or burned spots. Look for spilled drinks and signs of vandal-
ism. Those quick checks will save you a lot of time.

After you've eliminated the obvious, start digging.

Never take anything for granted. This is easy to do if you are
in a hurry --- You'll kick yourself every time for missing a
broken wire or loose connector after spending hours looking
in the wrong place - I have.
GENERAL SHOOTING

GARBAGE
Check: Power supply voltages.
Closed switches on the control panel or coin door.
Loose connections, loose IC's, or bent pins on the board.

NO SOUND
Check: Loose connections.
Low +12VDC supply.
Bad speaker or volume pot.

NO CONTROL OR FUNCTION SWITCHES (Includes coin switches)
Check: All Connections. (Especially ground)
Wire continuity between board and switch.
Closed or broken switches.
Input buffers. (See BUFFERS.)

MONITOR SHOOTING

NO PICTURE
Check: Power connection.
Monitor fuses.
Video connections. (Check continuity.)

SYNC PROBLEMS
Check: Sync and ground connections. (See WIRING DIAGRAM)
Sync polarity.
Video output buffer.

BUFFERS

An input or output (I/O) buffer is the component that connects the actual game computer to the outside world and, as such, is the part most likely to fail. Check the following list when attempting to isolate possible problems. First and second choices are given. (M=Main Board, I/O= Multi-Function Board.)

NOTE: ANY UNAUTHORIZED BOARD REPAIR OR ATTEMPTED REPAIR WILL VOID YOUR WARRANTY.
## About Mechanical Coin Counters

We have **not** installed mechanical coin counters on this game for two reasons:

1. The bookkeeping program is extremely accurate and includes not only the number of coins dropped and dollars earned but also the number of tests and coins in a given period. (See BOOKKEEPING in the DIAGNOSTICS section.)
2. These mechanical coin counters produce an inductive "kick" that will damage components on the circuit board. Checkerboard video is the most common problem. If this is, in fact, your problem - take a look at the "NMI not" signal on the master Z80 (pin 17). If a low output is observed, try replacing U114 (74LS08) and/or U119 (74LS157).

**NOTE:** If you must install a mechanical coin counter, please use the following diagram. (Diodes may be IN4001 to IN4004.)

![Diagram](image-url)
"Ivan IRONMAN Stewart's
SUPER OFF-ROAD"™
ILLUSTRATED PARTS LIST

MARQUEE PLEX 2ea
21-13101-01

LAMP & FIXTURE
26-12083-01

MARQUEE GRAPHIC
22-13092-01

5 1/4" SPEAKER
71-10835-01

SPEAKER GRILL
20-13548-01

WELLS-GARDNER
25" MONITOR
38-10820-01

Monitor PLEX
21-13144-01

Monitor Bezel
21-10835-01

Monitor PLEX Retainer
20-13552-01

Control Panel
(WOOD ONLY)
32-12187-01

Steering Wheel
SUB-ASSEMBLY
RED 38-11304-01
YELLOW 38-11305-01
BLUE 38-11306-01

Steering Wheel 3ea
20-11703-01

Main Cabinet
ASSEMBLY
38-18000-23

Main Cabinet
(WOOD ONLY)
32-12186-01

Coin Door
20-11702-01
Cash Box
20-11704-01
Cash Box Lid
20-11706-01
Cash Box Support
20-11705-01

Pedal Assy. Mounting
Bracket
20-13544-01

Foot Pedal Assembly
38-11200-01

Pedal Housing 3ea
20-13543-01

Wooden Pedal Base
32-12188-01

Pedal Sub-Assembly 3ea
38-11201-01
OTHER PARTS

CONTROL PANEL

PANEL TOP OVERLAY 22-14924-01
SUB-PANEL OVERLAYS
   RED - 22-14921-01
   YELLOW - 22-14922-01
   BLUE - 22-14923-01

BUTTON - MICRO 2ea
   RED - 37-11194-01
   YELLOW - 37-11196-01
   BLUE - 37-11195-01

LATCH 11ea - 20-10867-01
(7 inner panel and 4 cabinet)

STEERING ASSEMBLY

METAL PANELS
   RED 20-13549-01
   YELLOW 20-13550-01
   BLUE 20-11551-01

ENCODER WHEEL
   25-11007-01
LARGE GEAR 25-11008-01
SMALL GEAR 25-11009-01

MISCELLANEOUS

ON/OFF SWITCH - 37-10894-01
VOLUME POT - 51-12501-01
LEG LEVELER - 20-13530-01

PEDAL ASSEMBLY

SHOULDER BOLT
   4"X1/2" STAINLESS
   25-18251-01

POTENTIOMETER
   51-12502-01

ARMATURE
   20-13540-01

SPRING - 20-15061-01

ELECTRONICS

PCB ASSEMBLY COMPLETE
   38-11695-22

MAIN (BOTTOM) PCB
   81-12170-14

MULTI FUNCTION #2 (TOP) PCB
   81-18002-22

STEERING OPTO COUPLER PCB
   80-20000-01

POWER SUPPLY

ISOLATION TRANSFORMER
   43-11704-01

SWITCHING POWER SUPPLY
   82-12150-01

LINE FILTER - 63-12131-01
POWER CORD - 87-12143-01
MAIN WIRING DIAGRAM (MAIN BOARD)

NOTE: SYSTEM PIN-OUT OPPOSITE OF PIN-OUT MOLDED IN HARNESS CONNECTORS.
MALE MOLEX CONNECTORS
TYPICAL PIN-OUT

SEE MAIN BOARD LAYOUT
FOR BOARD CONNECTOR
LOCATIONS.
MAIN WIRING DIAGRAM (MULTI-FUNCTION BOARD)

STEERING WHEEL CONNECTORS

CJ-6 SJ-6

D1J-6
RED
6
5
4
3
2
1

D3J-6
BLUE
6
5
4
3
2
1

D2J-6
YELLOW
6
5
4
3
2
1

J6 ORJ-6
1
10
10

1
12
ORJ-5

1

12
1

BLACK
RED/WHITE
BLACK
RED
ORANGE
BLUE
VIOLET
YELLOW
WHITE

FJ-5 EJ-5

1
12

7
8
9

1
2
3

6
5
4

BLACK
VIOLET
VIOLET
RED
YELLOW
BLUE

7
8
9

1
2
3

6
5
4

ANALOG GROUND
ANALOG GROUND
ANALOG GROUND
+12VDC
+12VDC
+12VDC
LEFT (RED) FOOT PEDAL
CENTER (YELLOW) FOOT PEDAL
RIGHT (BLUE) FOOT PEDAL
FROM SWITCHING POWER SUPPLY

1 10
RED +5VDC
RED +5VDC
RED +5VDC
BLACK GROUND
BLACK GROUND
BLACK GROUND
BLACK GROUND
10 1 ORANGE = +12VDC

SEE P7 ON MAIN BOARD WIRING DIAGRAM

1 10

17

STELLING OPTOCOUPLER PCB CONNECTION

IC 74LS14
C3
LD2 LD1 C2 C1

R1
R2
R3
R4
LD3 LD4

12VDC (VIOLET)
CONTROL (CAR COLOR)
GROUND (BLACK)

FOOT PEDAL POTENTIOMETER HOOK-UP
BOOKKEEPING AND DIAGNOSTICS

SECTION

To enter the Bookkeeping and Diagnostics Section:
* With the Blue Nitro button depressed, press the Test button
  located inside the front door on the left.

Upon entering the program, the Main Menu will appear (Figure 1). Follow the
instructions on this menu to select and enter the desired function.

Bookkeeping (Figure 2)
The Bookkeeping function is your game accountant. It records the life-
time earnings of your game and allows you, through the use of resettable
"Period" totals to keep track of weekly, monthly, or location earnings.
This function also separates the readings by coin mech. If one of the coin
mech readings is disproportionately low, you may suspect that your
players are having trouble with either that mech or the controls of the
car associated with that mech.

NOTE: The "SET COINS/TOKENS PER DOLLAR" category must be set to
the location standard to maintain accurate accounting data.
(i.e. 6 COINS/TOKENS PER DOLLAR.)

THIS FUNCTION DOES NOT AFFECT THE NUMBER OF COINS PER CREDIT - SEE THE
"GAME SET-UP" SECTION FOR COINS PER CREDIT INFORMATION.

Diagnostics (Figure 3)
You will notice the Diagnostics Section has a sub-menu of its own. In-
voking the Diagnostics function will open a complete and easy to use set
of tests designed to take the grumbling and hair pulling out of adjusting,
troubleshooting, and servicing your machine.

Buttons and Controls Test (Figure 4)
This test provides a quick examination of the state of all buttons and
controls as well as an easy range and direction setting format for the
steering and pedal controls. As shown on the screen, the minimum
setting for any foot pedal assembly is between 0 and 80. Each pedal
must also be able to achieve the maximum setting of 255 when fully
depressed.

Processor Memory Test (Figure 5)
The Erasable Programable Read Only Memory (EPROM) and Random
Access Memory (RAM) IC's are storage areas for the actual game
guidelines and are accessed by the Microprocessor section.
MAIN MENU

SELECT FUNCTION WITH RED NITRO BUTTON
ENTER FUNCTION WITH BLUE NITRO BUTTON

BOOKKEEPING
DIAGNOSTICS
GAME SET-UP
GAME STATISTICS
GAME DURATION STATISTICS

RESTART THE GAME
CANCEL CHANGES AND RESTART GAME

FIGURE 1

BOOKKEEPING

SELECT FUNCTION WITH RED NITRO BUTTON
ENTER FUNCTION WITH BLUE NITRO BUTTON

LIFETIME PERIOD

<table>
<thead>
<tr>
<th>COINS DROPPED</th>
<th>MECH 1</th>
<th>100</th>
<th>100</th>
<th>$25.00</th>
</tr>
</thead>
<tbody>
<tr>
<td>- MECH 2</td>
<td>100</td>
<td></td>
<td></td>
<td>$25.00</td>
</tr>
<tr>
<td>- MECH 3</td>
<td>100</td>
<td></td>
<td></td>
<td>$25.00</td>
</tr>
</tbody>
</table>

TOTAL COINS DROPPED: 300
TOTAL CREDITS GIVEN:
- MECH 1: 100
- MECH 2: 100
- MECH 3: 100

RESET COIN MECH 1 DOLLARS COLLECTED
RESET COIN MECH 2 DOLLARS COLLECTED
RESET COIN MECH 3 DOLLARS COLLECTED

SET COINS/TOKENS PER DOLLAR:
4 COINS PER DOLLAR COIN MECH

RETURN TO MAIN MENU

FIGURE 2
DIAGNOSTICS
SELECT FUNCTION WITH RED NITRO BUTTON
ENTER FUNCTION WITH BLUE NITRO BUTTON

BUTTONS AND CONTROLS TEST
PROCESSOR MEMORY TEST
VIDEO ALIGNMENT SCREENS
AUDIO SUBSYSTEMS TEST
VIEW BACKGROUND SCREENS

RETURN TO MAIN MENU

FIGURE 3

PLEASE PRESS THE FOLLOWING BUTTONS:
NITRO 1 BUTTON <RED> CLOSED
NITRO 2 BUTTON <YELLOW> OPEN
NITRO 3 BUTTON <BLUE> OPEN
MECH 1 COIN SWITCH OPEN
MECH 2 COIN SWITCH OPEN
MECH 3 COIN SWITCH OPEN
SERVICE SWITCH OPEN

*** MINIMUM = 0-80 MAXIMUM = 255 ***
GAS PEDAL 1 = 60
GAS PEDAL 2 = 72
GAS PEDAL 3 = 54

STEP ON PEDALS TO CHECK SETTINGS

STEERING WHEEL 1 =

TURN WHEELS TO MOVE DIAMONDS

STEERING WHEEL 2 = CLOCKWISE TURN

STEERING WHEEL 3 = COUNTER-CLOCKWISE TURN

PRESS SERVICE OR BLUE NITRO BUTTON TWICE TO EXIT

FIGURE 4
PROCESSOR MEMORY TEST
MASTER ROM TESTED
MASTER ROM GOOD

MASTER ROM BAD
CHIP US87 SUSPECT
MESSAGE APPEARS IF AN ERROR IS FOUND

MASTER RAM TESTED
MASTER RAM GOOD

COLOR RAM TESTED
COLOR RAM GOOD

PRESS TEST BUTTON TO HURRY THROUGH COLOR TESTS

SLAVE MEMORY TESTED

SLAVE ROM GOOD
SLAVE RAM GOOD

BLUE NITRO BUTTON EXITS TESTING

FIGURE 5

THIS ENLARGED VIEW SHOWS IMPROPER CONTRAST ADJUSTMENT

FIGURE 6
Processor Memory Test (cont.)
The percentage of field failures in these areas is very low, but when a problem does arise, it can be a bear to track down. This test samples the action of the processor section and notes any incongruities.

WARNING: READ YOUR WARRANTY BEFORE ATTEMPTING ANY PRINTED CIRCUIT BOARD REPAIRS.

Video Alignment Screens
The picture on the screen is the most important and most neglected part of the game. It is a proven fact that a dirty, misaligned, or unfocused screen will cause a player to walk away even if the game is his/her favorite piece. A little elbow grease and a couple of minutes spent going through these adjustment screens will make a big difference in the cashbox. Use all three screens to adjust your picture and then go to the "Background Screens" section to make the game look "rich".

Cross-Hatch Screen (Figure 6)
Used to adjust focus, alignment, size (note x's in the corners) and contrast. Wavy vertical lines (see inset) denote bad contrast. The background should be black and the lines solid white. If there appears to be an area of color on the screen (usually in one of the corners), your monitor probably needs "degaussing". This condition is caused by moving the game with the power on. Although the monitor contains an internal degaussing mechanism, this mechanism might take a while to work and may not completely cure the problem. I recommend that you purchase a "degaussing coil" and carry it in your service vehicle. Degaussing doesn't take much time and it makes a big difference.

Red and Green Screen (Figure 7)
Adjust the screen or brightness control so the green color bar shows faintly on the 1 level and use the red cutoff control to adjust the red bar to the same intensity.

Blue and Miscellaneous Screen (Figure 8)
Use the blue cutoff control to make the gray color appear gray (not brownish). Adjust the red and green drive controls slightly, if necessary, to make the white block white.

Audio Subsystems Test (Figure 9)
The sounds are the second most important feature of any game and in a game like "Super Off-Road" are essential to the feel of the game. The volume of sound is, for the most part, dictated by the location and is thus a "given" but the quality of sound is a function of the program. This test will be of help in your quest to find those "odd" sounds or to remedy the lack of certain sounds.
Background Screens (Figure 10)
In this test, the background screens are shown while the EPROMs which contain the information for these screens are displayed at the top of the picture. This test is not only helpful when looking for those "glitches" one sometimes encounters, but may also be viewed as a visual test of the colors and picture clarity after the "Video Alignment" test has been completed.

Game Set-Up (Figure 11)
The "Game Set-Up" or "Operator Adjustable" section is vital to the condition of your cash box. When used in conjunction with the "Bookkeeping" and "Statistics" sections of this diagnostics package, the "Game Set-Up" function will keep this game on your list of top earners for years to come. The Coins-per-Credit settings range from 1 coin for 1 credit to 20 coins for 20 credits. (0 coins for 1 credit sets the game on "free play".)

SOME SOUND ADVICE:
THOSE ANNOYING ATTRACT MODE SOUNDS ARE SUPPOSED TO DRAW ATTENTION.
LET THEM!

The Difficulty level may be set from 1 to 8. Our tests show that level 4 is the best all-around starting point.
After entering their initials and birth date each player is asked to choose the country for which he/she will race. The operator may select one of the countries listed to better suit his game to a particular location.

Game Statistics (Figure 12) & Game Duration Statistics (Figure 13)
These two sections are your game "Report Card". Check these sections for glaring discrepancies. Many "starts" and few "joins" or "continues" on any one car could be an indication of a control or coin mech problem.
Unlike many games, whose best income is a result of a 2 to 2.5 minute average game time, collections from "SUPER OFF-ROAD"™ are highest when the average game time is between 3.25 and 3.75 minutes. Your players get more for their money!

Country Selection (Figure 14)
When a player begins a game, he or she is given a choice of countries for whom he or she will race. This section allows you to further customize your game by choosing which eight countries will appear on the country selection screen. You may also choose a preselected list of American or European countries.
AUDIO SUBSYSTEMS TEST
PRESS BLUE NITRO BUTTON TO END

AUDIO PROMS OK
BAD
CHIPS SUSPECT:
U15T
ERROR MESSAGE

AUDIO RAM OK

COMMUNICATIONS TEST PASSES

8 BIT DAC TEST COMPLETE (CHANNELS 0-5)
10 BIT DAC TEST <2 SEC TONE>
DAC INTERACTION TEST <6 TONE PULSES>
COMPLETE (CHANNELS 0-5)
MUSIC TEST <CHARGE TUNE>

FIGURE 9

PRESS RED NITRO BUTTON FOR NEXT PROM.
PRESS BLUE NITRO BUTTON TO EXIT.

FIGURE 10
GAME SET-UP
SELECT FUNCTION WITH RED NITRO BUTTON
ENTER FUNCTION WITH BLUE NITRO BUTTON

*** 0 COINS SETS FREE PLAY ***

COIN MECH SETTING

1 COIN FOR
1 CREDIT

ATTRACT MODE SOUND  --------------- YES
DIFFICULTY LEVEL  --------------- 4
EXTRA COUNTRY SELECTION
AUSTRALIA
MEXICO
SPAIN

RETURN TO MAIN MENU

FIGURE 11

GAME STATISTICS
SELECT FUNCTION WITH RED NITRO BUTTON
ENTER FUNCTION WITH BLUE NITRO BUTTON

[ 1PL ]  [ 2PL ]  [ 3PL ]
RACES = 100  100  100

[ CAR ]  [ START ]  [ JOIN ]  [ CONT ]  [ CONVERT ]
RED = 5  7  8  10
YELLOW = 10  8  10  15
BLUE = 4  6  8  9

RESET GAME STATISTICS
ERASE HALL OF FAME ON EXIT  NO

RETURN TO MAIN MENU

FIGURE 12
### Game Duration Statistics

**Select function with red Nitro button**

**Enter function with blue Nitro button**

**Overall average time: 2:30**

<table>
<thead>
<tr>
<th>Regular Games</th>
<th>Average Time: 2:30</th>
</tr>
</thead>
<tbody>
<tr>
<td>0:00 - 0:59   = 2</td>
<td></td>
</tr>
<tr>
<td>1:00 - 1:59   = 11</td>
<td></td>
</tr>
<tr>
<td>1:30 - 1:59   = 14</td>
<td></td>
</tr>
<tr>
<td>2:00 - 2:29   = 10</td>
<td></td>
</tr>
<tr>
<td>2:30 - 2:59   = 33</td>
<td></td>
</tr>
<tr>
<td>3:00 - 3:59   = 14</td>
<td></td>
</tr>
<tr>
<td>4:00 - 4:59   = 8</td>
<td></td>
</tr>
<tr>
<td>5:00 - 5:59   = 3</td>
<td></td>
</tr>
<tr>
<td>6:00 - 6:59   = 2</td>
<td></td>
</tr>
<tr>
<td>7:00 - 9:59   = 1</td>
<td></td>
</tr>
<tr>
<td>10:00 - UP    = 0</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Extended Games</th>
<th>Average Time: 2:32</th>
</tr>
</thead>
<tbody>
<tr>
<td>0:00 - 0:59   = 2</td>
<td></td>
</tr>
<tr>
<td>1:00 - 1:59   = 11</td>
<td></td>
</tr>
<tr>
<td>1:30 - 1:59   = 14</td>
<td></td>
</tr>
<tr>
<td>2:00 - 2:29   = 10</td>
<td></td>
</tr>
<tr>
<td>2:30 - 2:59   = 33</td>
<td></td>
</tr>
<tr>
<td>3:00 - 3:59   = 14</td>
<td></td>
</tr>
<tr>
<td>4:00 - 4:59   = 8</td>
<td></td>
</tr>
<tr>
<td>5:00 - 5:59   = 3</td>
<td></td>
</tr>
<tr>
<td>6:00 - 6:59   = 2</td>
<td></td>
</tr>
<tr>
<td>7:00 - 9:59   = 1</td>
<td></td>
</tr>
<tr>
<td>10:00 - UP    = 0</td>
<td></td>
</tr>
</tbody>
</table>

### Country Selection

**Select line with red Nitro button**

**Select country with blue Nitro button**

***Enter country from first to last***

**Reset to American countries**

**Reset to European countries**

- **First country (default)********** USA
- **Second country************* ITALY
- **Third country************* AUSTRALIA
- **Fourth country************* GERMANY
- **Fifth country************* FINLAND
- **Sixth country************* MEXICO
- **Seventh country************* CANADA
- **Eighth country************* NORWAY

**Return to main menu**

---

**Figure 13**

**Figure 14**
THE LETHEON COMPUTATION

VIDEO MEMORY

SHEET

CO.S.

13313

3-1-13

10

4

7

6

5

8

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