

ADJUSTMENT ON GAME PC BOARD (W.G.P. G25 D)

I-CONNECTOR

1	TRANSCIEVER+
2	TRANSCIEVER-
3	GND
4	RECEIVER +
5	RECEIVER -
6	GND

W-CONNECTOR

1	VIDEO GND
2	VIDEO SYNC
3	VIDEO B
4	VIDEO G
5	VIDEO R

G-CONNECTOR

SOLDER SIDE		CONN. MOUNTS SIDE	
GND		A	1
GND		B	2
+5V		C	3
+5V		D	4
-5V		E	5
+12V		F	6
POST		G	7
FRONT SP (-)		H	8
REAR SP (-)		J	9
COIN SW (B)		K	10
LOCK OUT (B)		L	11
METER (B)		M	12
		N	13
		P	14
START LAMP		R	15
SHIFT DOWN		S	16
BRAKE LAMP		T	17
+24V		U	18
MOTOR		V	19
BRAKE VR		W	20
GND		X	21
GND		Y	22
GND		Z	

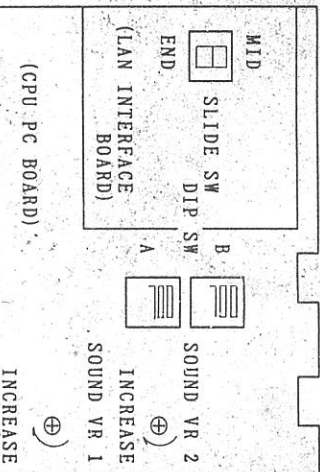
1	GND
2	GND
3	GND
4	GND
5	GND
6	GND

H-CONNECTOR

1	+5V
2	+5V
3	GND
4	GND
5	GND

S-CONNECTOR

1	+5V
2	+5V
3	GND
4	GND
5	GND



1	START LAMP
2	SHIFT DOWN
3	BRAKE LAMP
4	+24V
5	MOTOR
6	START SW
7	SHIFT UP
8	ACCEL ADJ
9	HANDLE ADJ
10	HANDLE VR
11	ACCEL VR
12	GND
13	GND
14	GND
15	GND
16	GND
17	GND
18	GND
19	GND
20	GND
21	GND
22	GND

☆ CONTROL OF THIS GAME USES STEERING-WHEEL, ACCELERATOR, BRAKE-PEDAL AND CHANGE-PEDAL.

※ REGARDING THE SLIDE SWITCH LOCATED ON THE LAN INTERFACE BOARD: IN CASE OF COMMUNICATION PLAY, PLACE THE ID NO.1 MACHINE AND THE MAXIMUM ID NO. MACHINE ON THE "END" SIDE AND THE OTHER MACHINES ON THE "MID" SIDE.

NOTE) BEFORE CHANGING THE SETTING OF DIP SWITCH, TURN THE POWER SWITCH OFF.

◇ SETTING OF DIP SWITCH A

(*) : FACTORY SETTING

SETTINGS	POSITIONS							
	1	2	3	4	5	6	7	8
TEST MODE	* NORMAL GAME		OFF					
ATTRACT SOUND	* WITH		ON	OFF				
	* WITHOUT			ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY				OFF	OFF		
	* 2 COINS 1 PLAY				ON	ON		
	* 3 COINS 1 PLAY				OFF	OFF		
	* 4 COINS 1 PLAY				ON	ON		
PLAY PRICING COIN B	* 1 COIN 2 PLAYS						OFF	OFF
	* 1 COIN 3 PLAYS						ON	ON
	* 1 COIN 4 PLAYS						OFF	OFF
PLAY PRICING COIN B	* 1 COIN 6 PLAYS						ON	ON

◇ SETTING OF DIP SWITCH B

SETTINGS	POSITIONS							
	1	2	3	4	5	6	7	8
GAME DIFFICULTY	* B (NORMAL)		OFF	OFF				
	* A (EASY)		ON	ON				
	* C (HARD)		OFF	OFF				
	* D (VERY HARD)		ON	ON				
SHIFT PATTERN SELECT	* WITH			OFF				
	* WITHOUT			ON				
LINK PLAY	* SINGLE PLAY				OFF			
	* LINK PLAY				ON			
YOUR ID NUMBER	* NO.1			OFF		OFF	OFF	
	* NO.2				ON	ON	ON	
	* NO.3				OFF	OFF	OFF	
	* NO.4				ON	ON	ON	
	* NO.5				OFF	OFF	OFF	
	* NO.6				ON	ON	ON	
	* NO.7				OFF	OFF	OFF	
	* NO.8				ON	ON	ON	