

ELECTROCOIN AUTOMATICS LTD
UPRIGHT
SERVICE MANUAL



TAITO CORPORATION

PART NO 64056

WGP MANUAL

SPECIFICATIONS:

1. Power Supply 240/220VAC (HANTAREX US250 P.S.U)
2. Power Consumption 140w
3. Play Pricing Adjustable on Dip switches
4. TV Monitors 20" Hantarex 9000E colour monitor
5. Dimensions
 Width : 632mm
 Depth : 765mm
 Height : 1635mm

6 Weight Approximately: 140kg

* The specifications and appearance may be changed for improvement.

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PRECAUTIONS TO BE OBSERVED WHEN INSTALLING MACHINE

THIS VIDEO GAME IS FOR INDOOR USE ONLY.
WHEN INSTALLING AVOID PLACES MENTIONED BELOW

1. PLACES SUBJECT TO CONDENSATION DUE TO HUMIDITY.
2. IN THE PROXIMITY OF AN INDOOR SWIMMING POOL OR SHOWER.
3. PLACES SUBJECT TO DIRECT SUNLIGHT.
4. VICINITY OF HIGHLY INFLAMMABLE/VOLATILE CHEMICALS.
5. UNEVEN SURFACES.
6. VICINITY OF FIRE EXITS AND FIRE EXTINGUISHERS.
7. DUSTY ATMOSPHERE.

INSTALLATION

IT IS IMPORTANT TO AVOID ROUGH HANDLING OF THIS MACHINE AS CERTAIN PARTS ARE FRAGILE.

UPON REMOVAL OF THE SHIPPING CARTON EXAMINE THE EXTERIOR OF THE CABINET FOR DENTS, CHIPS OR BROKEN PARTS.

ACCESS TO THE APPLIANCE SHOULD ONLY BE MADE BY QUALIFIED PERSONNEL FOR ANY PURPOSE.

INSPECT THE INTERIOR OF THE CABINET AS FOLLOWS:

- A) CHECK THAT ALL THE PLUG IN CONNECTORS ARE FIRMLY SEATED i.e. THE EDGE CONNECTOR ON THE CPU BOARD. IF ANY CONNECTORS ARE FOUND UNPLUGGED IT IS IMPORTANT WHEN RE-PLUGGING NOT TO FORCE THE CONNECTORS TOGETHER. AS SOME MAY BE KEYED AND ONLY GO ON IN THE PROPER ORIENTATION.
- B) CHECK THAT ALL PLUG-IN INTEGRATED CIRCUITS AND SUB BOARDS ON THE GAME PCB ARE FIRMLY SEATED IN THEIR SOCKETS.
- C) CHECK ALL SUB ASSEMBLIES SUCH AS THE POWER SUPPLY FOR SECURE MOUNTING. ENSURE THE MAINS SUPPLY IS CORRECT FOR OPERATION OF THE MACHINE, AND THAT THE SUPPLY HAS A GOOD EARTH CONNECTION.

SAFETY/MAINTENANCE

THIS VIDEO GAME REQUIRES CERTAIN MAINTENANCE TO KEEP IT IN GOOD WORKING ORDER.

IT IS ADVISED THAT THE SITE MANAGER CHECKS THE SERVICEABILITY OF THE MACHINE DAILY.

WARNING

HIGH VOLTAGES EXIST WITHIN THE MACHINE SO IT IS ADVISABLE THAT ONLY QUALIFIED SKILLED PERSONNEL SHOULD TOUCH ANY INTERNAL PARTS OF THE MACHINE. THE HIGH VOLTAGES PRESENT MAY CAUSE SHOCK OR EVEN FATALITY WITH MISUSE. ALWAYS TURN THE MACHINE OFF BEFORE COMMENCING ANY WORK.

HIGH VOLTAGES MAY EXIST IN ANY MONITOR UNIT, EVEN WITH THE POWER DISCONNECTED. USE EXTREME CAUTION AND DO NOT TOUCH ELECTRICAL PARTS, OR THE YOKE WITH YOUR HANDS OR WITH METAL OBJECTS HELD IN YOUR HANDS. INFORMATION ON THE MONITOR FUSES ARE CONTAINED IN THE MONITOR MANUAL SUPPLIED WITH THIS MACHINE.

CAUTION

DO NOT USE FUSES OTHER THAN THOSE SPECIFIED, FOR THE CONTINUED PROTECTION OF YOUR GAME.

NEVER CONNECT OR DISCONNECT ANY CONNECTORS OF THE PCB, OR RESET THE DIP SWITCH SETTINGS WHILE THE POWER IS ON.

REGULARLY CLEAN THE OUTSIDE OF THE CABINET. DO NOT DRY WIPE ANY OF THE ACRYLIC PANELS, BECAUSE ANY DUST CAN SCRATCH THE SURFACE AND RESULT IN FOGGING THE PLASTIC. ACRYLIC SURFACES MAY BE CLEANED WITH ANY NON-ABRASIVE HOUSEHOLD CLEANER.

PLAY INSTRUCTIONS

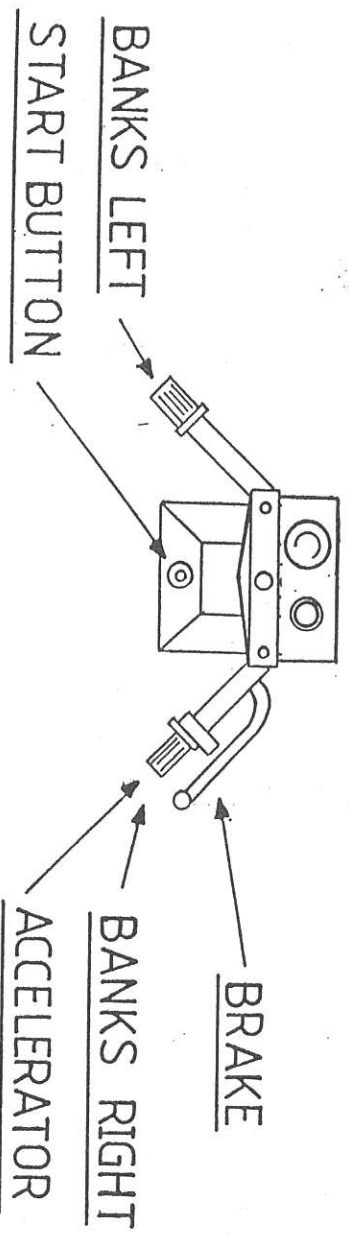
GAME RULES

This game is a sprint race (over three laps). In each lap a limit position is set and if the players motorcycle laps within this limit position the player can continue to the next circuit.

The limit position is checked from Start to Finish (line) in each lap.

If the player is ranked lower than the limit position, the game ends.

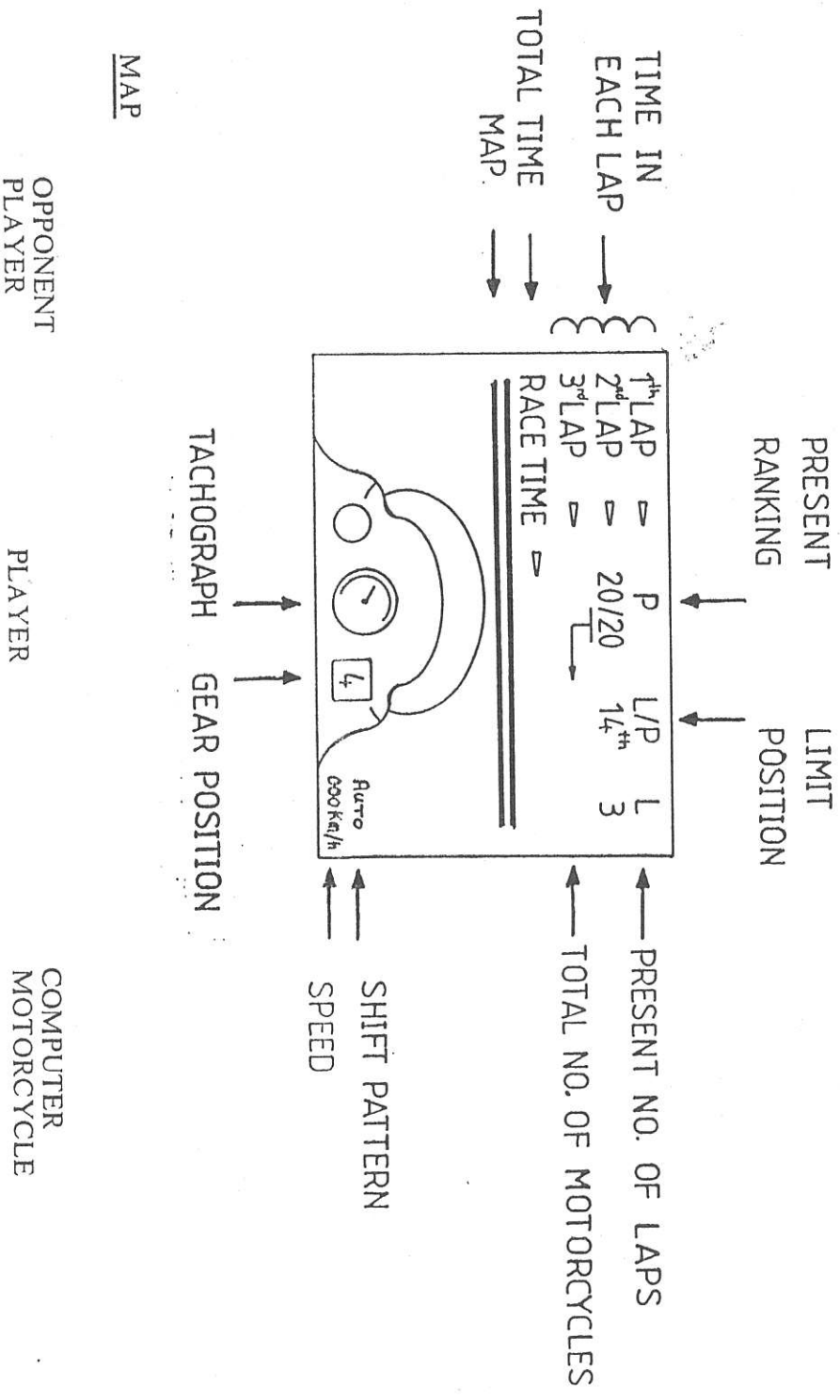
CONTROLS



COMMUNICATION PLAY

More than one machine (up to 8) may be connected together via a communication line. This enables players to compete against each other on linked machines. By inserting coins into any of the machines and pressing the Start button the shift pattern select mode appears, whilst the other machines remain showing the coin entry screen, during the following 20 seconds by inserting more coins and pressing the start button another play can join in.

EXPLANATION OF SCREEN



Going round from one end to the other end of the map.

With the colour and the No's of the markers on the map, the player, the opponent player and the computer motorcycle can be recognised.

AFTER LOCATION TEST

- 1 The number of courses will be 8 in total.

<u>ROUND</u>	<u>LOCATION</u>	<u>CIRCUIT</u>
1	JAPAN	SUZUKA CIRCUIT
2	AUSTRALIA	PHILIP ISLAND
3	U.S.A	LAGUNA - SECA
4	WEST GERMANY	HOKENHEIM
5	THE NETHERLANDS	ASSEN
6	FRANCE	BUGATTI
7	ENGLAND	DONNINGTON
8	BELGIUM	SPA FRANCOCHAMPS

2 COMMUNICATION PLAY

Upto 8 machines can play in communication mode.

3 FEATURE OBJECTS

In each course there will be rain fall, tunnel-like forest and floating clouds etc. wii appear.

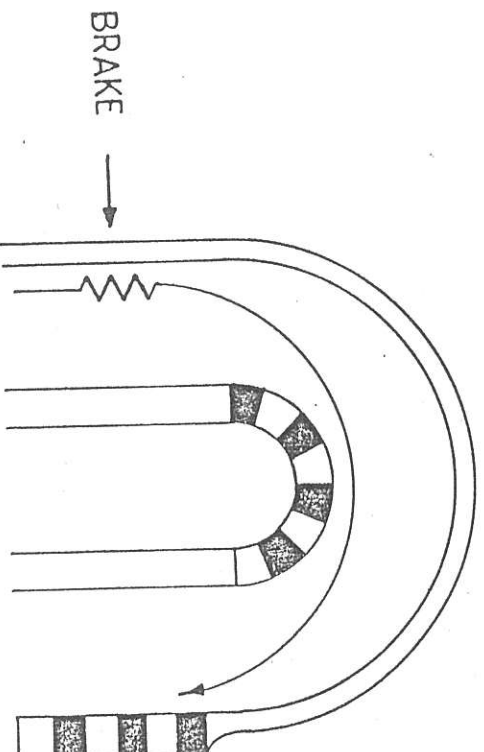
HOW TO WIN

1 KEEP THE ACCELERATION UNDER CONTROL

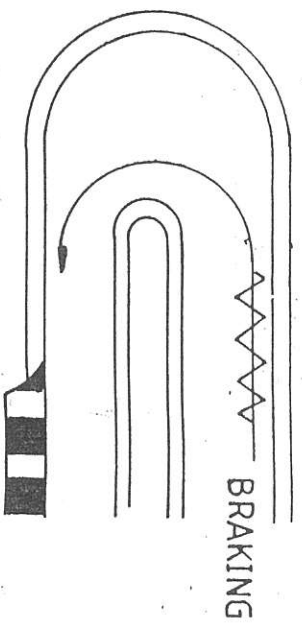
The racing time can be shortened by keeping the acceleration down.
In this screen the red lined part is the rev. counter (11,000 - 14,000 rpm).
The gear change can be made manually or automatically.
If the rev. counter exceeds 15000 rpm the power will fade.

2 BASIC CORNERING

- The basic cornering technique is:-
- i Brake early.
 - ii Corner towards inside edge of guide stones.
 - iii Straighten up, and accelerate.

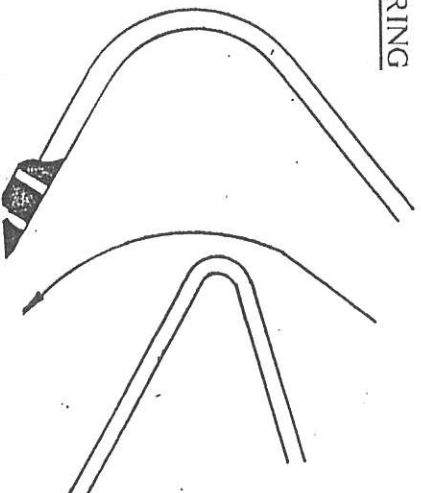


3 HAIRPIN BEND (SHORTEN'S THE TIME)



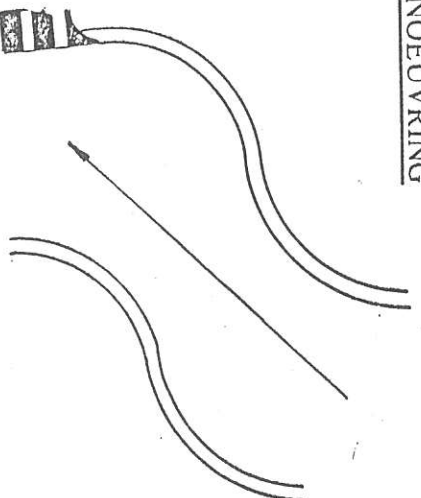
- i A hairpin bend can be taken by banking the motorcycle whilst braking.
- ii If the player banks the motorcycle too early, the motorcycle will run off course.
- iii The Acceleration control can be used for the above method.

4 HIGH SPEED CORNERING



- i Approaching the near inside as early as possible, will result in high speed back stretch.

5 STRAIGHT LINE MANOEUVRING



- i If you can keep as straight as possible without using your brake, the course record is yours.

TEST MODE

1. Power Off - Change DIP SW A position 3 to ON (located on main PCB).
2. Power On - The screen changes to the Test Mode.
3. Select the test items by moving the arrow (<---->) with the Steering Mechanism and then pressing the Start Button.

TEST MODE SCREEN AND TEST ITEMS

<u>I/O TEST SCREEN</u>	<u>I/O TEST</u>
TO CHANGE THE SCREEN, TURN THE STEERING MECH AND PRESS THE START BUTTON.	COIN A: OFF OFF SERVICE: OFF OFF START: OFF OFF SHIFT UP: OFF OFF HANDLE: +1 START LAMP: OFF VENTILATION: OFF COIN B: OFF OFF TILT : OFF OFF BRAKE: OFF OFF SHIFT DOWN: OFF -N/A ACCEL: +1 BRAKE LAMP: OFF N/A
DIP SW A H 8 B H 7 H H 6 H H 5 L H 4 H H 3 H H 2 H H 1	
SOUND 0 0 RAM OK! ROM OK!	

CONTENTS OF TEST

1. When the screen is changed to the I/O test mode the cross hatch is displayed.
2. Adjust the screen colours, and position of picture on screen
3. Press Start button to continue test.
4. The function of each switch can be checked.
If any defective switch is found, replace it with a new one.

NOTE: If the values of the Steering Mech and accelerator are more than +1 ~ -1 at the zero position, adjustment can be made using the central control potentiometers (Skohm) located inside the right hand side of the coin door.

The Steering should move from 0 to 64.

The Accelerator should move from 0 to 180 approx.

The Brake should move from 0 to 48.

Service switch tests vibration motor.

LAN TEST SCREEN	LAN TEST MODE
TO CHANGE THE SCREEN, PRESS THE START BUTTON	ID1 ID2 ID3 ID4
	- OK OK OK
	ID5 ID6 ID7 ID8
	NG NG NG NG
	H9 ID NUMBER 1
	<u>TOTAL LINKED MACHINES 5</u>

CONTENTS OF TEST

1. This LAN test is to test whether the communications function between the cabinets work normally. (When cabinets are joined by communication cables).
NOTE:- This check should be done in the ID1 cabinet.
2. 'O.K.: The communication function works normally.
3. 'N.G.: Check for bad connection between the communication cable and the Lan PCB. N.G. is also displayed on the ID number of unused cabinet(s).
4. TOTAL LINKED MACHINES 5 means that 5 machines are presently connected to the communication game.

Motor Test (only for Dx model)	MOTOR TEST
TO CHANGE THE SCREEN PRESS START BUTTON	Left Limit = Off Right Limit = Off Center: ON Moving data: 1000

CONTENTS OF TEST

1. This 'Motor Test' is for the movable 'Dx' model only, therefore this test is not used for the upright model.
2. After checking the Test Mode, switch of the power adjust DIP SW A position 3 to OFF and switch back ON. The screen should now be in game mode.

SETTINGS OF DIP SWITCH - A

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
CABINET TYPE	C/P + U/R DX	OFF ON							
WIND	NO YES N/A ON UPRIGHT		OFF ON						
TEST MODE	NORMAL GAME TEST MODE			OFF ON					
ATTRACT SOUND	WITH WITHOUT				OFF ON				
PLAY PRICING COIN A	1 COIN - 1 PLAY 2 COINS - 1 PLAY 3 COINS - 1 PLAY 4 COINS - 1 PLAY				OFF ON OFF ON		OFF ON ON ON		
PLAY PRICING COIN B	1 COIN - 2 PLAYS 1 COIN - 3 PLAYS 1 COIN - 4 PLAYS 1 COIN - 6 PLAYS							OFF ON ON OFF ON ON	OFF ON ON ON ON ON

SETTINGS OF DIP SWITCH - B

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
GAME DIFFICULTY	RANK - B(NORMAL) RANK - A(EASY) RANK - C(HARD) RANK - D(VERY HARD)	OFF ON ON OFF ON ON	OFF ON ON ON						
FACTORY SET	NOT IN USE			OFF	OFF				
LINK PLAY	SINGLE PLAY LINK					OFF ON			
YOUR ID NUMBER	# 1 # 2 # 3 # 4 # 5 # 6 # 7 # 8						OFF ON ON OFF OFF ON ON ON OFF ON OFF ON	OFF ON ON OFF ON ON ON ON OFF ON OFF ON	OFF ON OFF ON OFF ON OFF ON ON ON ON ON