SAMMY GAME CARTRIDGE SYSTEM

OPERATION MANUAL

25" UPRIGHT & 27" SITDOWN DEDICATED CABINET VIDEO GAME

CONTENTS

25" UPRIGHT CABINET WITH BENCH

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

SIZE: W = 30" (762 mm)
D = 62" (1575 mm)
H = 77" (1956 mm)

WEIGHT: 360 lbs (164 kg)

Marquee, Maximum Speed
Part#: 56-30-100

Speaker, 8 ohm 15W
Part#: 99-60-601

Steering Wheel Assy, Feedback
Part#: 56-50-502

25" Monitor Assy
Flat screen
Part#: 99-60-703

High-Low Shift Assy
Part#: 56-50-600

Instruction Decal
Sheet, MS
Part#: 56-30-210

RED Push Button Assy
Part#: 99-50-001

Dash Board, Plastic
Part#: 56-70-495

Start & View Change
Decal, 25"UR
Part#: 56-30-162

Side Decal,
Left, Part#: 99-30-200
Right, Part#: 99-30-201

Bench Seat, Plastic
Part#: 56-70-494

Pedal Assy
Part#: 56-50-650

INSIDE VIEW OF CONTROL PANEL & INSTRUCTION PANEL

Link cable (OPTION)

Remote Controller
for Monitor

Game Cartridge
Maximum Speed
Part#: 53-90-850

Connector Bracket

Driving game harness
Part#: 56-60-691

Main PCB,
Part#: 99-10-010

STEERING WHEEL ASSY

Pot, 5K, Steering
Wheel
Part#: 56-50-555

Feedback Motor
Part#: 56-60-300

Belt, Feedback
Part#: 56-70-911

3
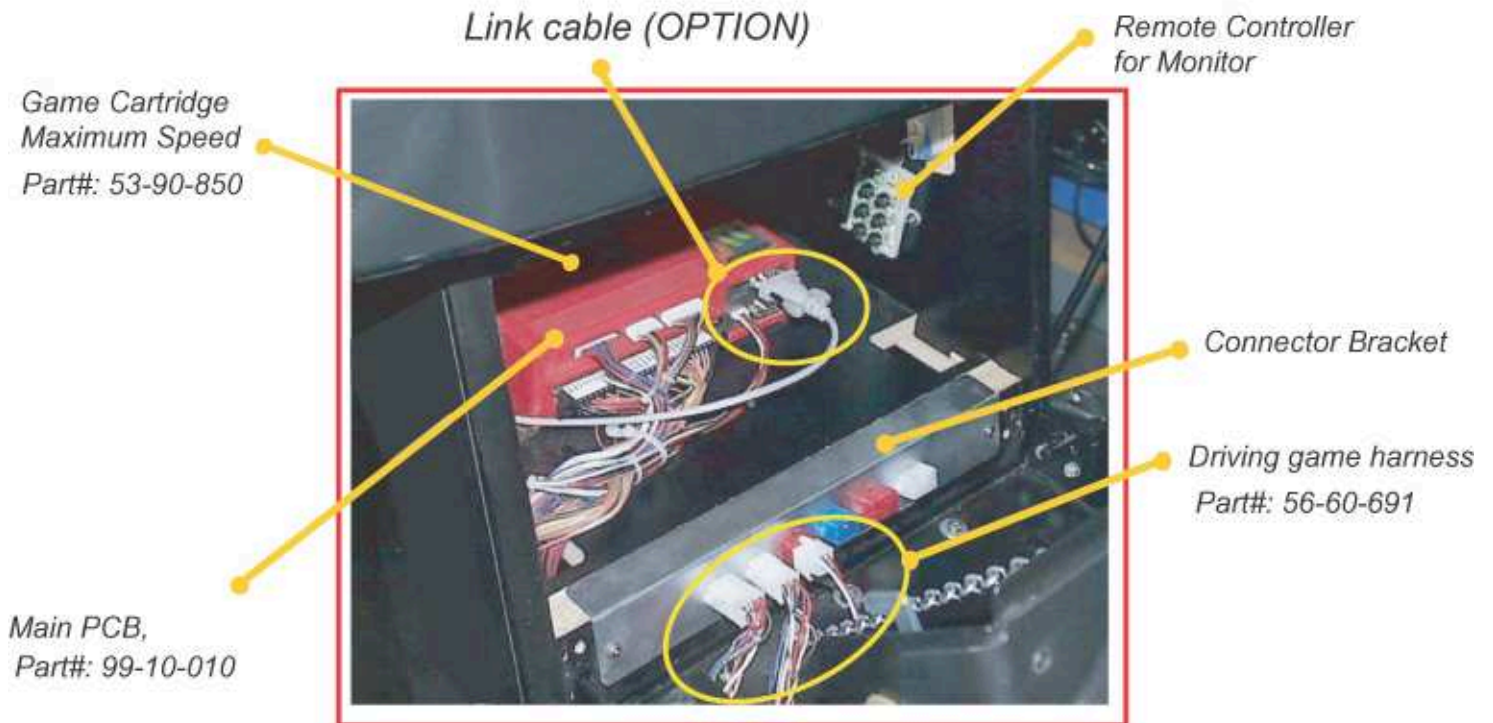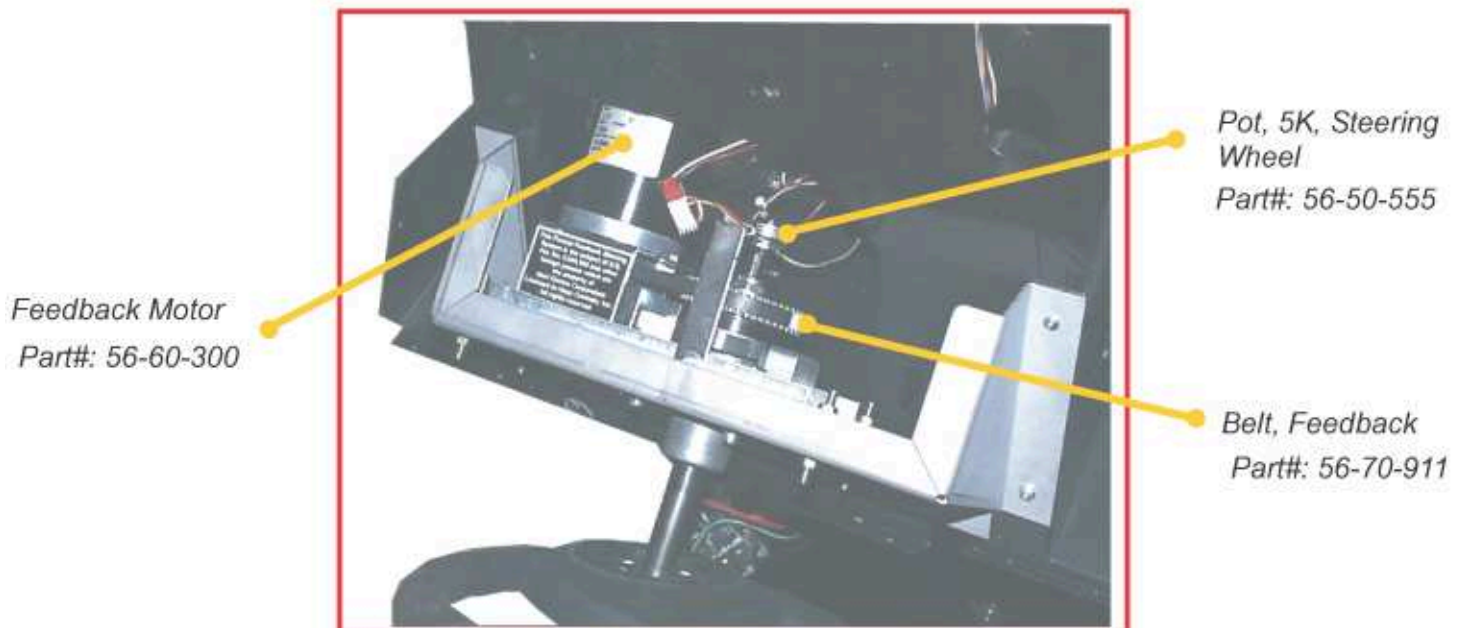
INSIDE VIEW OF BACK DOOR (UPRIGHT)

Motor Driver Board
Part#: 56-20-175

Cash box
(Back view)

120VAC IN / 24VAC OUT
Transformer
(For Feedback Motor)
Part#: 56-60-201
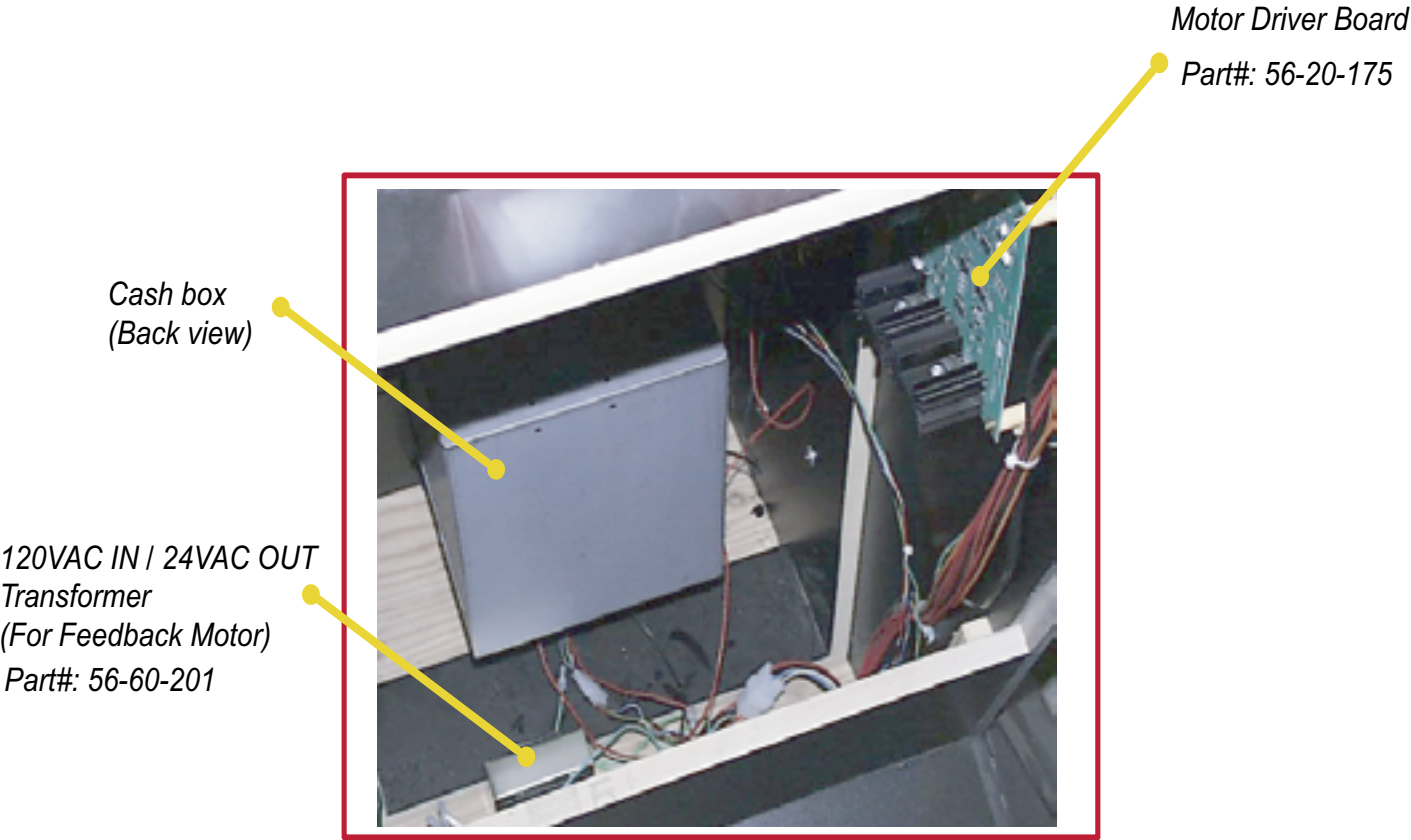
INSIDE VIEW OF COIN DOOR (UPRIHGT)

Test & Service
Switch Bracket

Coin-in
counter meter

Mars DBA
AE2451 (OPTION)

4
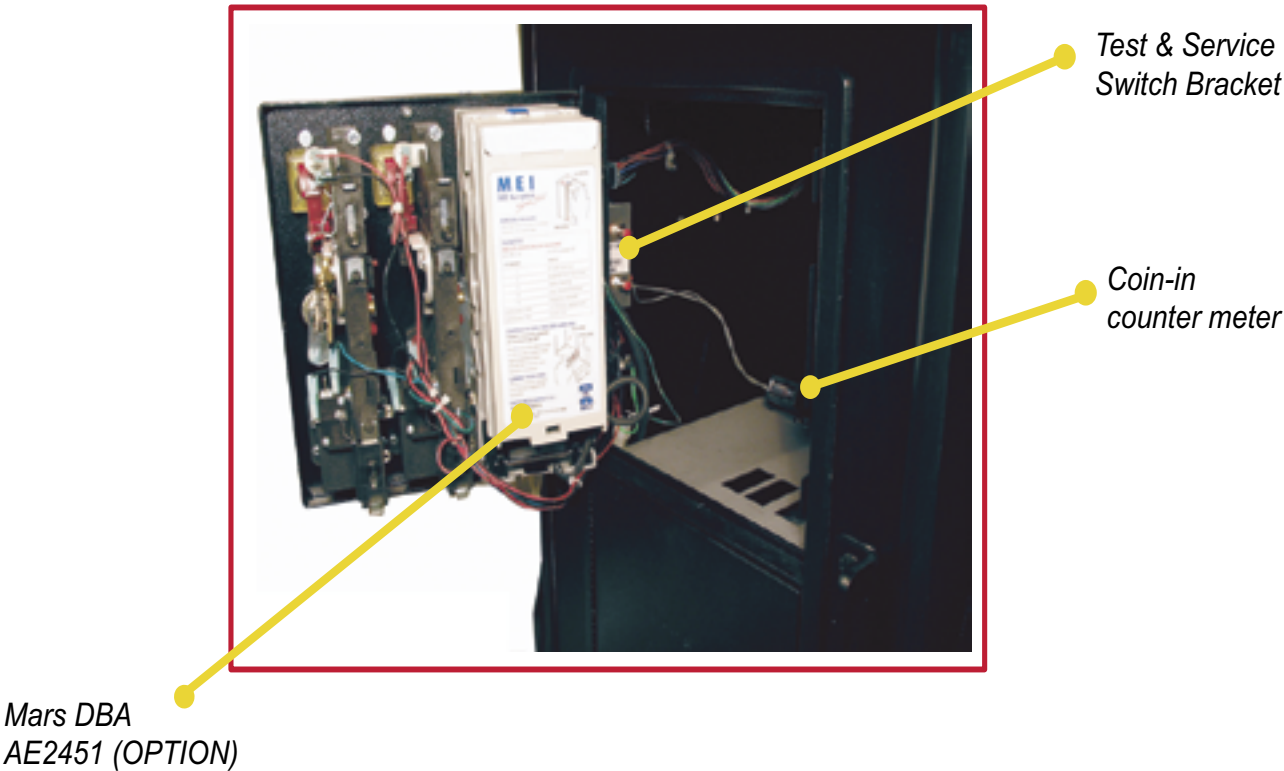
27" SITDOWN CABINET

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

SIZE: W = 30" (762 mm)
D = 64" (1626 mm)
H = 74" (1880 mm)

WEIGHT: 450 lbs (205 kg)

Speaker
Part#: 99-60-601

Side Decal MS, Sitdown
Left, Part#: 56-30-200
Right, Part#: 56-30-201

27" TV Monitor Assy
Part#: 99-60-704

Meter decal, Sitdown
Part#: 56-30-163

Start & View Decal
Sitdown
Part#: 56-30-164

RED Push Button
Part#: 99-50-001

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

Marquee, Maximum Speed
Part#: 56-30-100

Instruction Decal Sheet
MS   Part#: 56-30-210

Steering Wheel Assy
Part#: 56-50-502

High-Low Shift Assy
Part#: 56-50-600

Shift Decal, Sitdown
MS
Part#: 56-30-165

Seat, Sitdown
Part#: 56-50-558

AW Seat Side Decal
Part#: 56-30-202
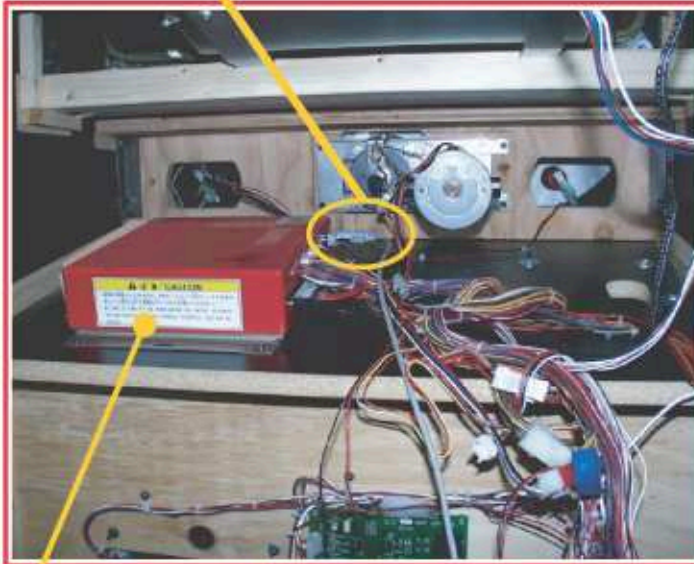
AW Seat Back Decal
Part#: 56-30-203

INSIDE VIEW OF BACK DOOR (SITDOWN)
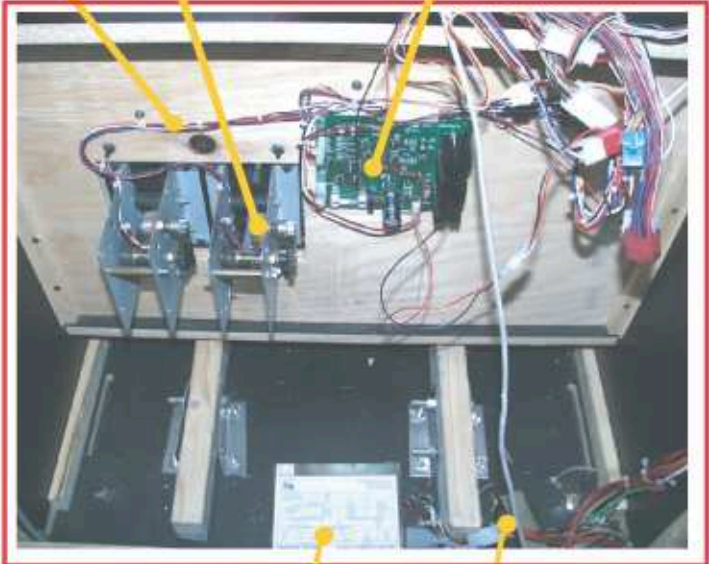
Link cable (Option)

Driving game Harness
Part#: 56-60-691

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

Motor Driver Board
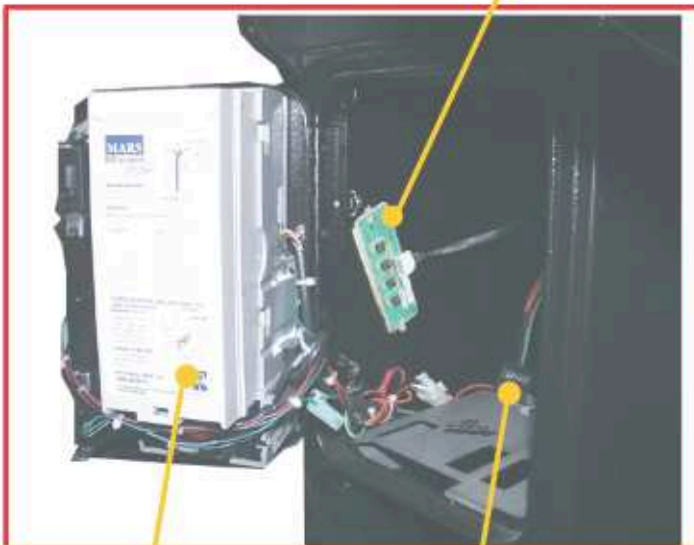Part#: 56-20-175

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

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 (km/h)*
  - *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
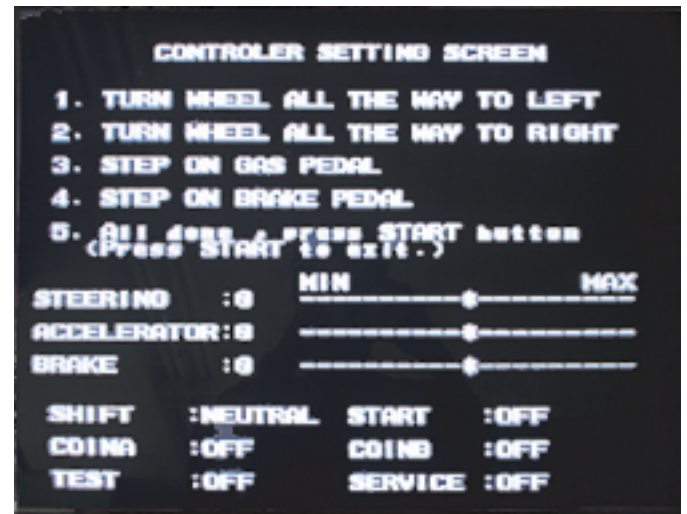   PRESET SITUATION: NORMAL

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

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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)

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.

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).

STEERING WHEEL

START BUTTON   *SHIFT LEVER*

ACCELERATOR PEDAL

BRAKE PEDAL
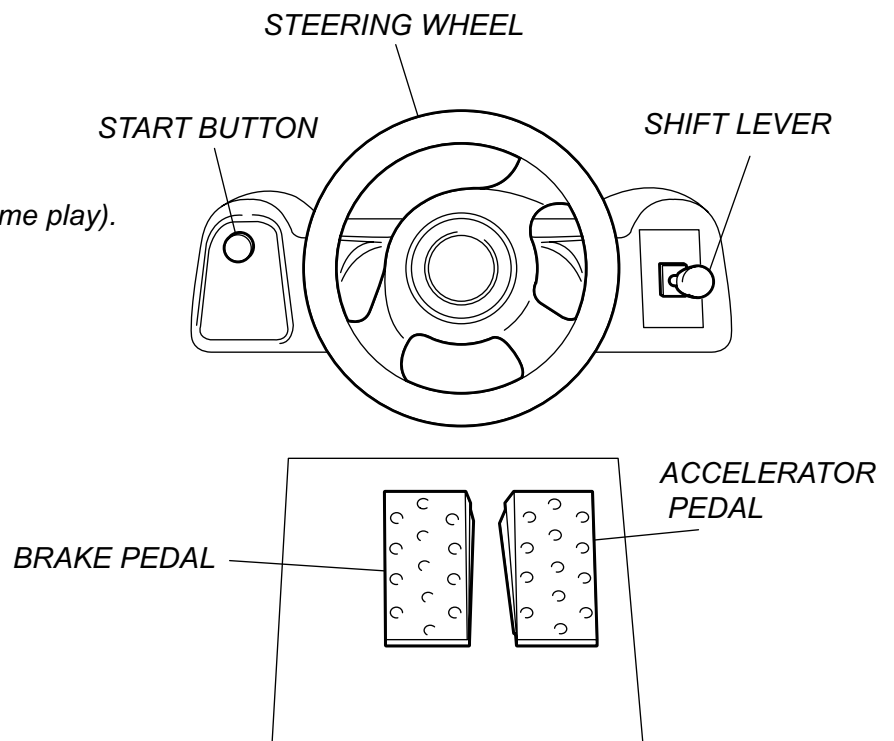
DIMENSIONS: 10 2/3" (W)x 9" (D) x 2 1/2" (H)
WEIGHT: 3 lbs

GAME CARTRIDGE

EXPANSION CARTRIDGE SLOT 2
(OPTION)

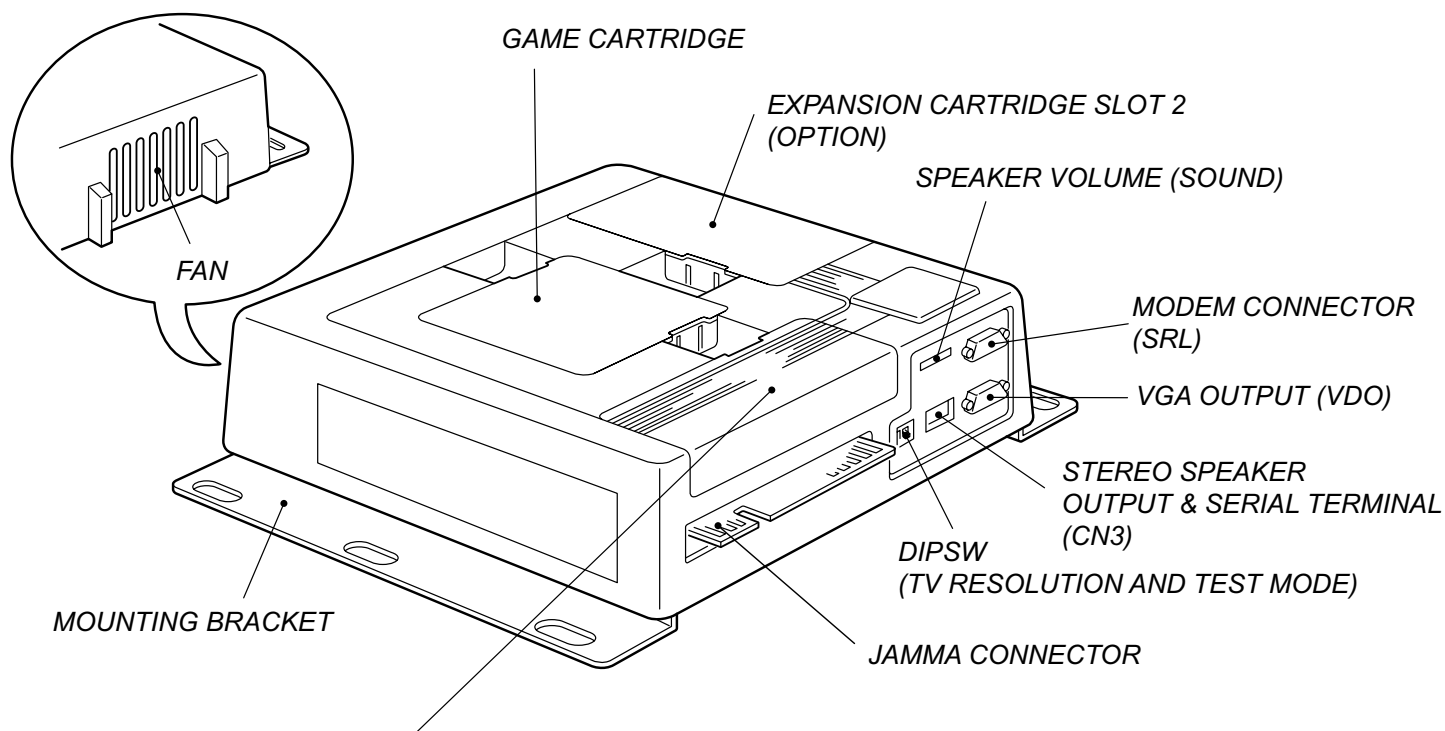SPEAKER VOLUME (SOUND)

MODEM CONNECTOR
(SRL)

VGA OUTPUT (VDO)

STEREO SPEAKER
OUTPUT & SERIAL TERMINAL
(CN3)

DIPSW
(TV RESOLUTION AND TEST MODE)

JAMMA CONNECTOR

FAN

MOUNTING BRACKET

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

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

CN302: 28 PIN CONNECTOR

PIN#	FUNCTION	PIN#	FUNCTION
1	+5VDC	2	+5VDC
3	GND	4	GND
5	3P GUN	6	4P GUN
7	3PUP/PULX1	8	4PUP/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

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■ *JAMMA CONNECTOR TABLE*

The other side of PIN1 is "PIN A"
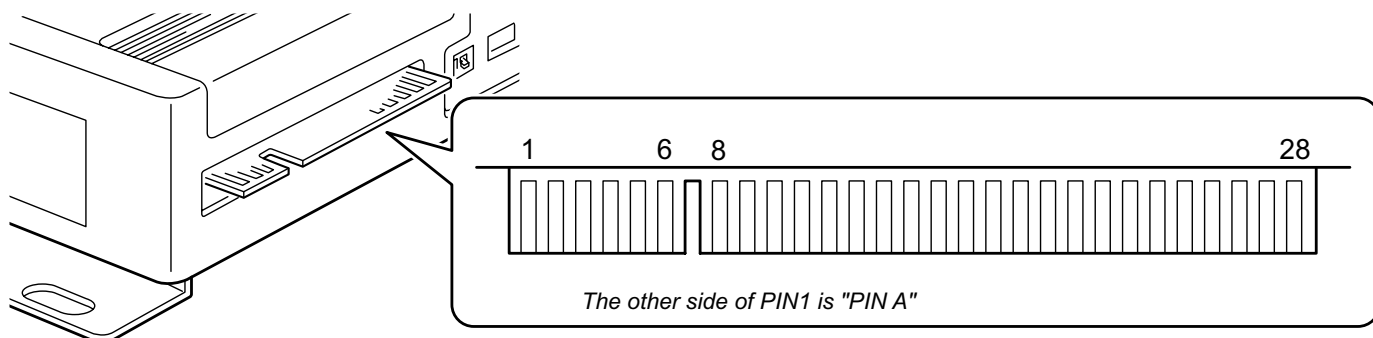
JAMMA EDGE CONNECTOR (56 PINS)

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)
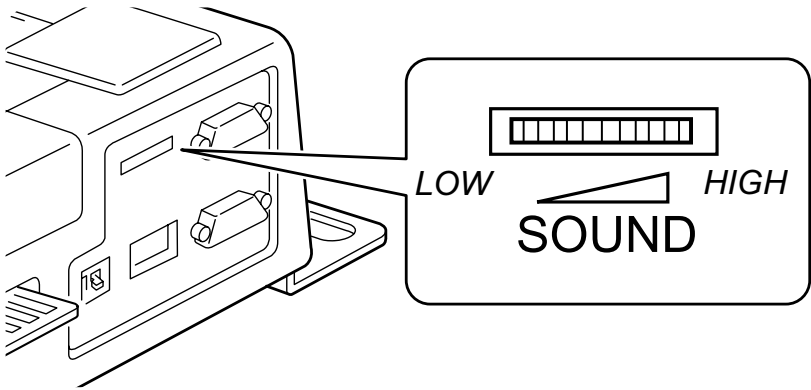
Use for adjusting game sound

■ MODEM CONNECTOR (SRL)   >>> OPTION
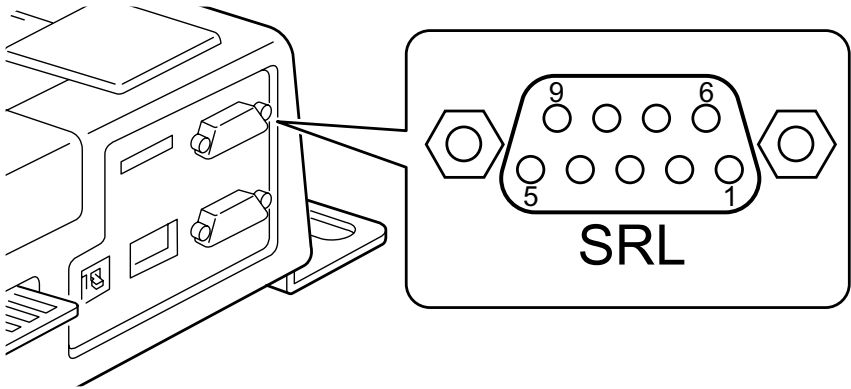
JST 9PIN SUB, CONNECTOR (MALE)

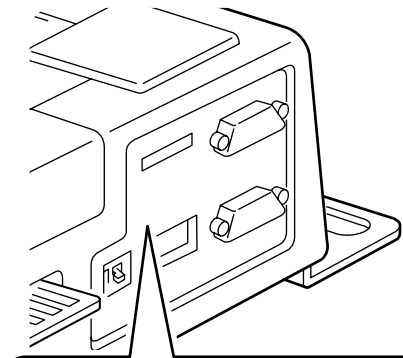| No.	FUNCTION	I/O
1	(N.C.)	-
2	RXD2	IN
3	TXD2	OUT
4	DTR	OUT
5	GND	-
6	(N.C.)	-
7	RTS	OUT
8	CTS	IN
9	(N.C.)	-

■ DIP SWITCH (2 POSITIONS)
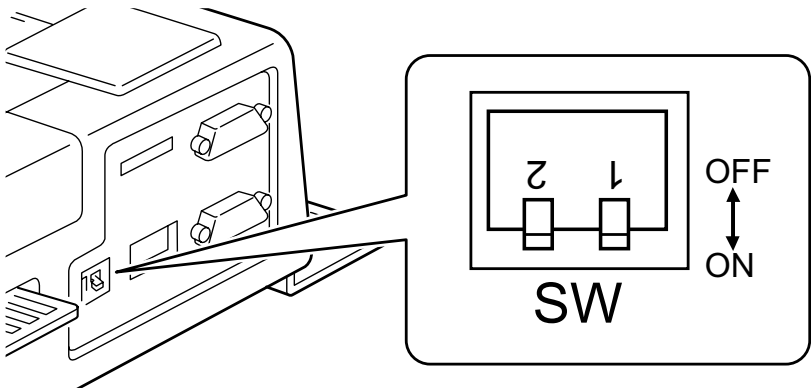
*SW-1: Change Frequency of TV signal.
Default is OFF = 15KHz*
*For Standard = Low resolution
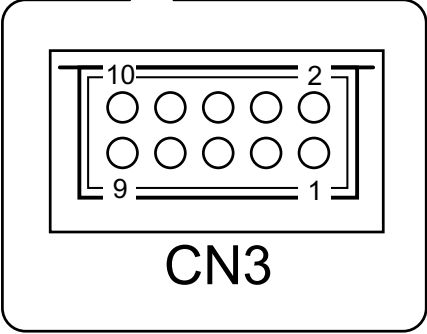monitor*

*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)
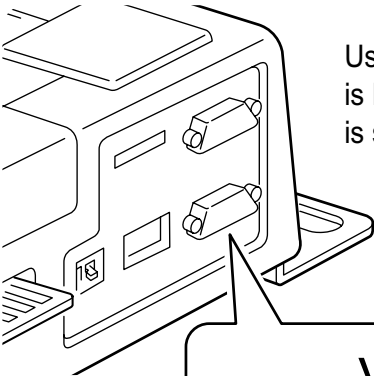
Use this connector when TV Monitor
is High Resolution.Make sure DIPSW #1
is set to ON position.
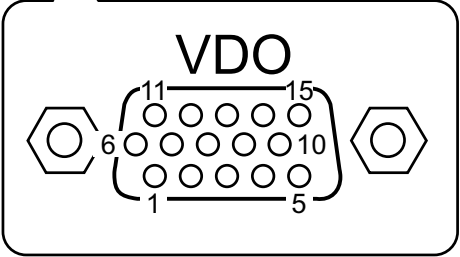
No.	FUNCTION	I/O
1	R	OUT
2	G	OUT
3	B	OUT
4	N.C.	-
5	GND	-
6	R-GND	-
7	G-GND	-
8	B-GND	-
9	+5V	OUT
10	GND	-
11	N.C.	-
12	N.C.	-
13	COMP SYNC	OUT
14	N.C.	-
15	N.C.	-

■ 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.

GAME CARTRIDGE

Hook

Hook

Connector

MAIN PCB

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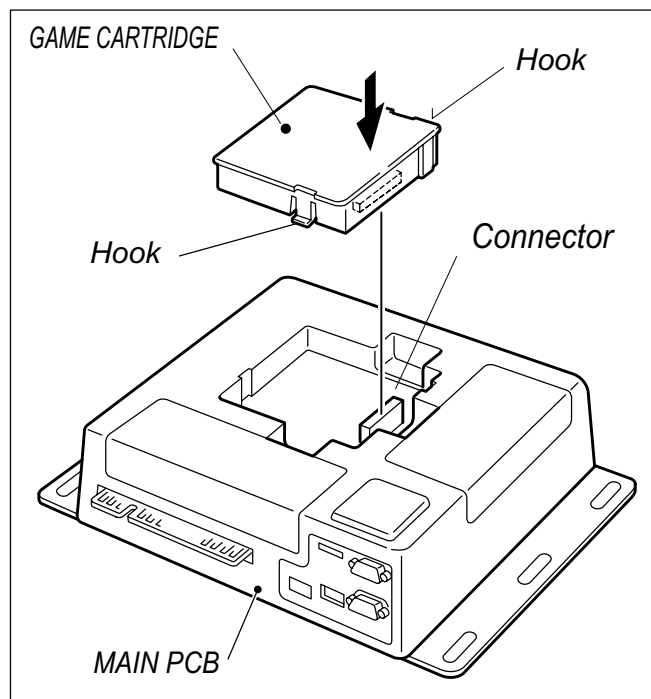
6. SYSTEM MENU

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
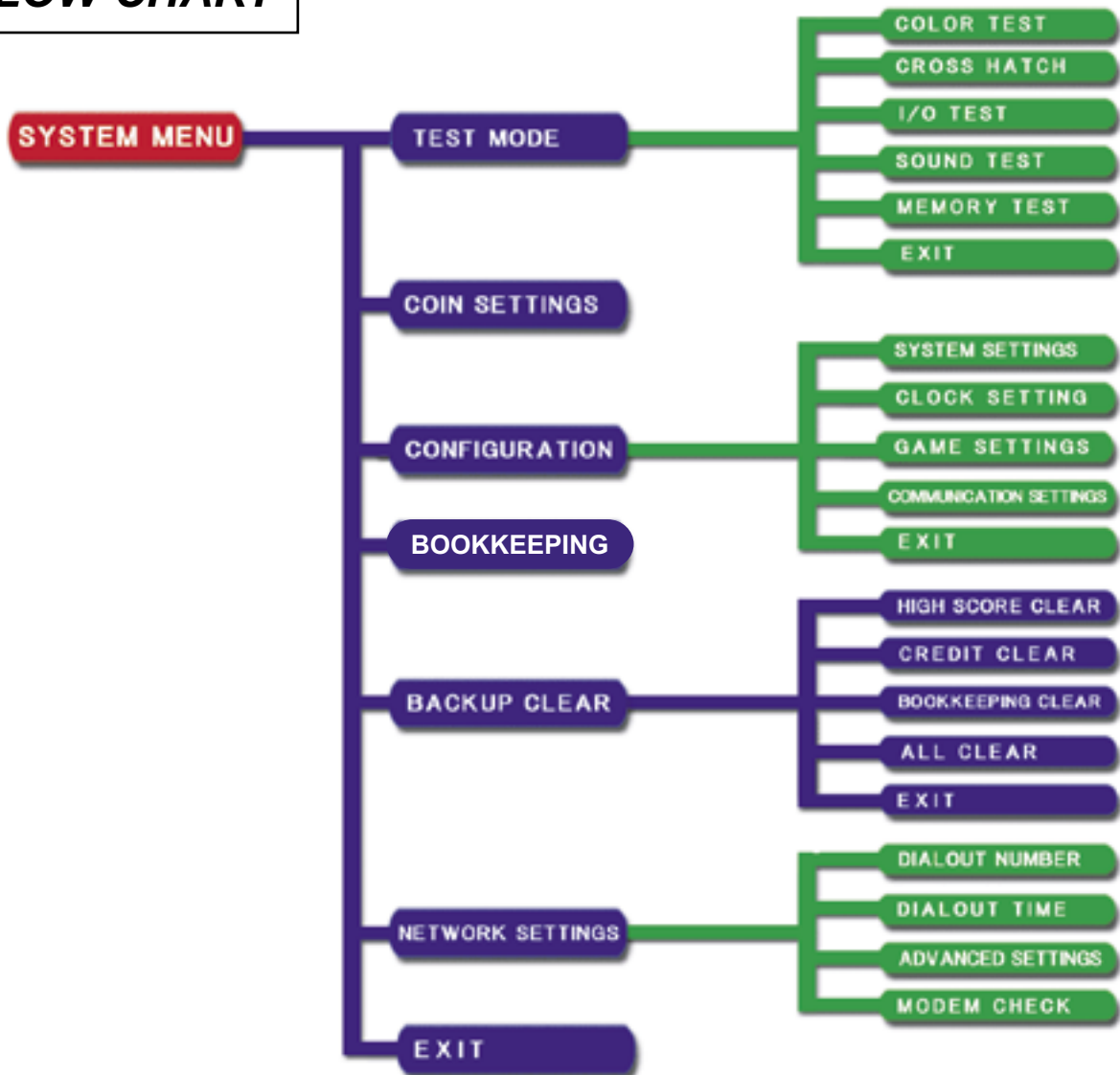
HOW TO CONTROL

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

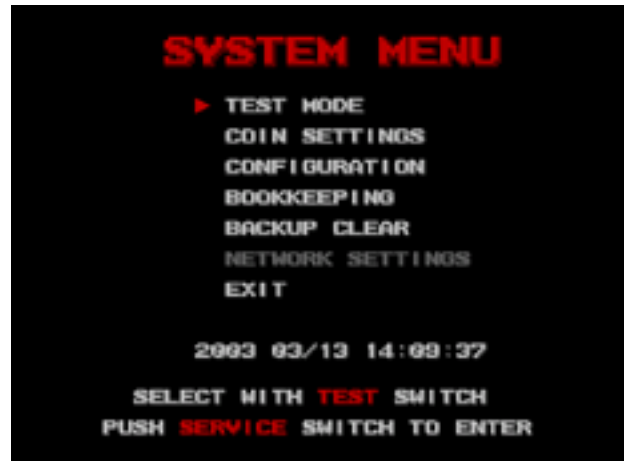*Move cursor to contents then select to go to next menu.*

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

SYSTEM MENU

▶ TEST MODE
COIN SETTINGS
CONFIGURATION
BOOKKEEPING
BACKUP CLEAR
NETWORK SETTINGS
EXIT

2003 03/13 14:09:37

SELECT WITH TEST SWITCH
PUSH SERVICE SWITCH TO ENTER

TEST MODE

Use for function test of game.

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

TEST MODE

▶ COLOR TEST
CROSS HATCH
I/O TEST
SOUND TEST
MEMORY TEST
EXIT

SELECT WITH TEST SWITCH
PUSH SERVICE SWITCH TO ENTER

COLOR TEST

Use for Color adjustment and checking of monitor.

Press SERVICE switch to go back to TEST MODE screen

COLOR TEST

RED
GREEN
BLUE
WHITE
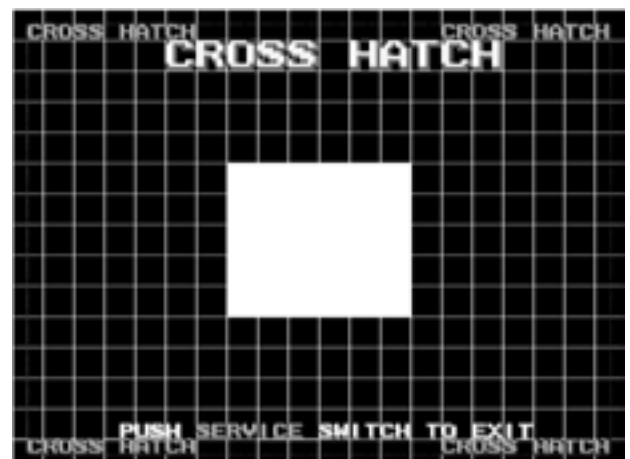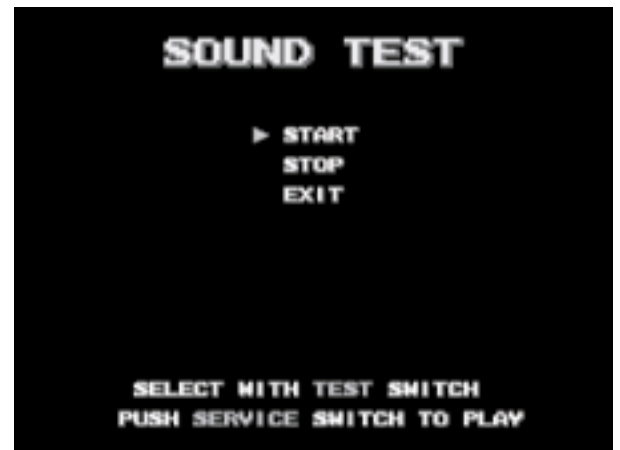
PUSH SERVICE SWITCH TO EXIT

CROSS HATCH

Use for Size adjustment of monitor.

Press SERVICE switch to go back to TEST MODE screen

CROSS HATCH
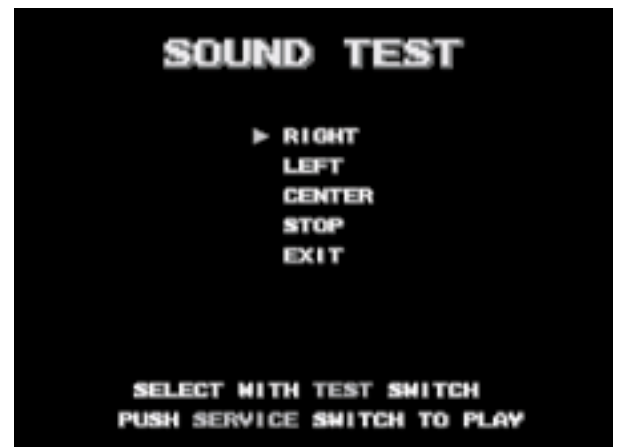
PUSH SERVICE SWITCH TO EXIT

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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

```
        SOUND   TEST

           ► START
             STOP
             EXIT




      SELECT WITH TEST SWITCH
      PUSH SERVICE SWITCH TO PLAY
```

```
        SOUND   TEST

           ► RIGHT
             LEFT
             CENTER
             STOP
             EXIT


      SELECT WITH TEST SWITCH
      PUSH SERVICE SWITCH TO PLAY
```

```
        MEMORY   TEST

       TEXTURE RAM: GOOD
       FREAM   RAM: GOOD
       WAVE    RAM: GOOD




      PUSH SERVICE SWITCH TO EXIT
```

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.

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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, 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."
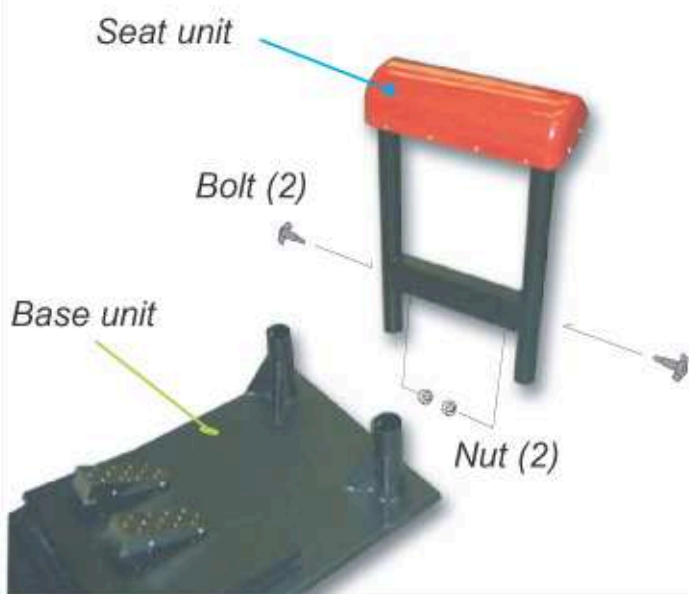

NOTE:
At LINK mode (2 games linked), please set up both games to same GAME SETTINGS except COMMUNICATION CLASS.
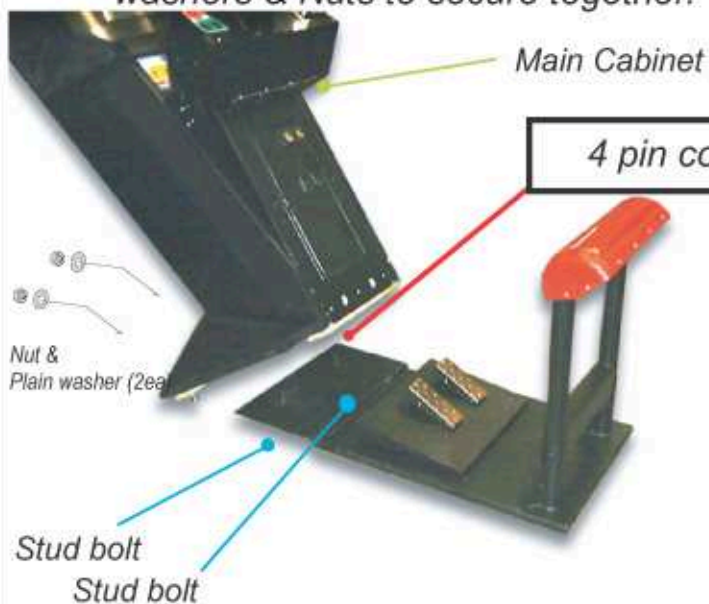
BENCH SEAT ASSY INSTALLATION

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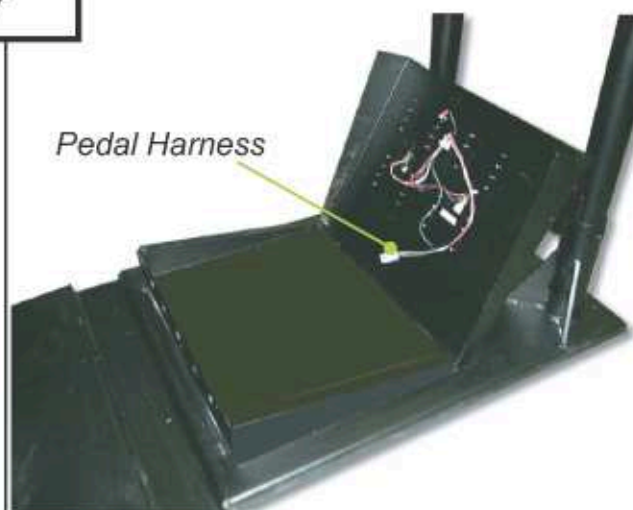
Seat unit

Bolt (2)

Base unit

Nut (2)

---

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

Main Cabinet

4 pin connector

Nut &
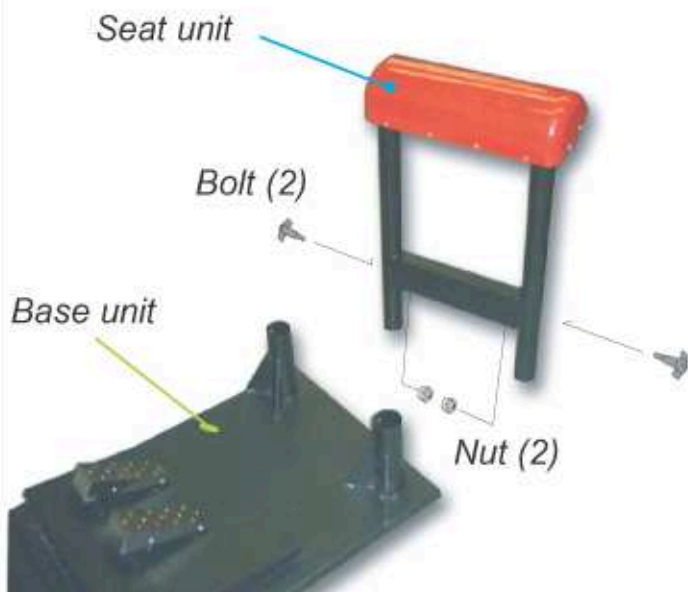Plain washer (2ea)

Stud bolt
Stud bolt

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.
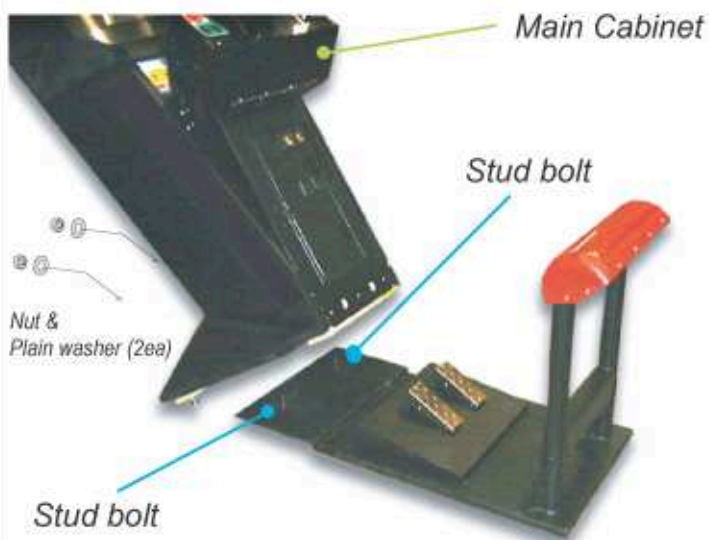
Pedal Harness

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 cainet base wood. Open back door of cabinet then use plain washers & Nuts to secure together.

Main Cabinet

Stud bolt

Nut & Plain washer (2ea)

Stud bolt

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

END

Pedal Harness
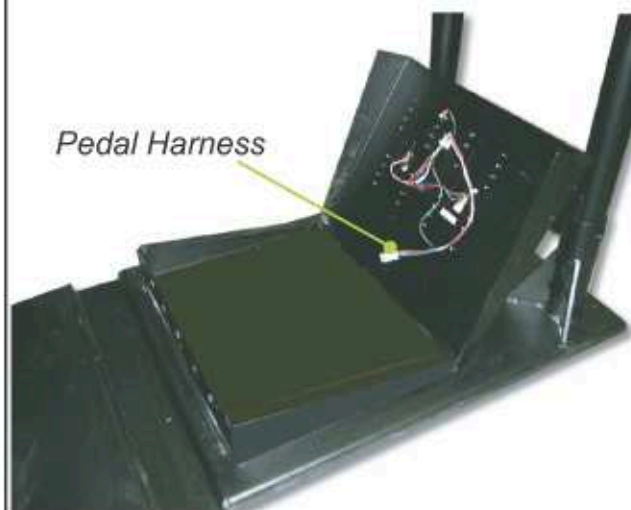
STEERING CONTROL PANEL INSTALLATION

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.
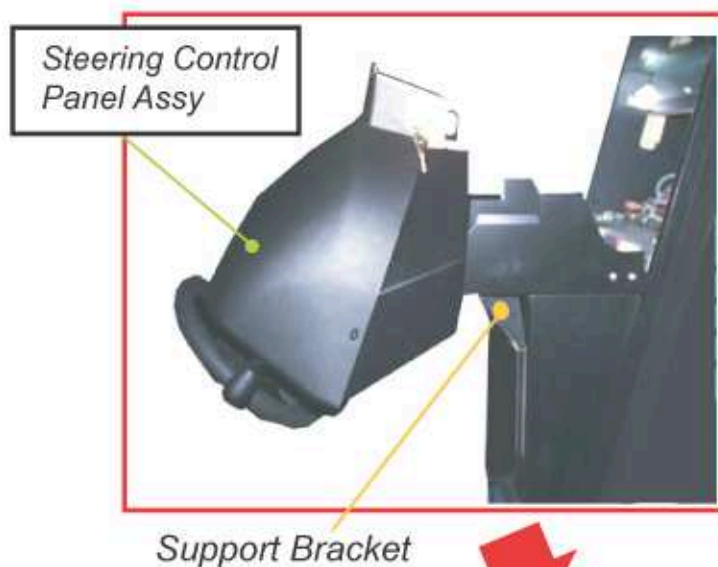
Side view when control panel is mounted.

Steering Control Panel Assy

Support Bracket

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

Motor connector

N connector (12 pins)

M Connector (9 pins)

1P connector (12 pins)

5K pot connector

Screws & Washers for mounting (6 sets)

CONTROL PANEL

Connector Panel Assy

120VAC from Z connector on Main Harness

T1 T2 T3 T1

XFMR 24V2A (HAPP)

0V
120VAC
0V
24V

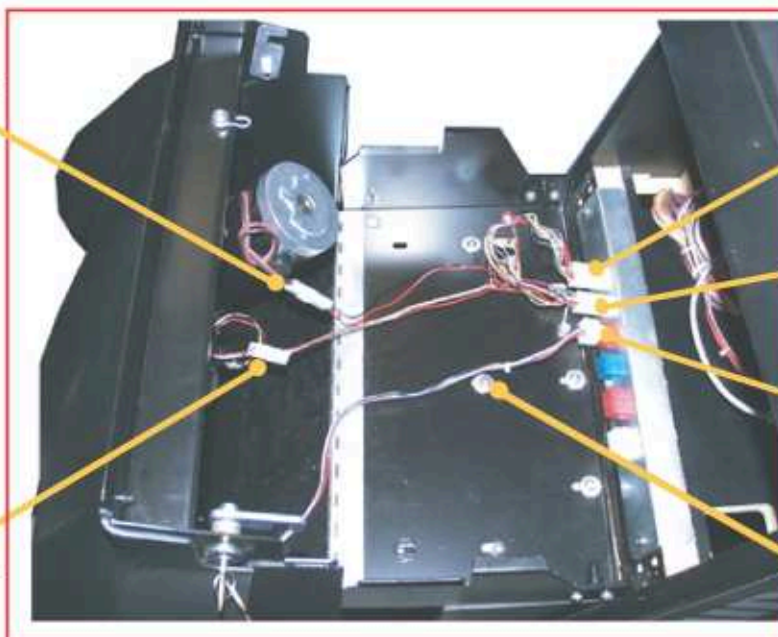12AMP MINI-U
W
BK
MOLEX (2139)
AC24V
AC 0V

MOTOR CONTROLLER FEEDBACK WHEEL PCB (HAPP:50-2000-00)

J1
+5V
GND
(KEY)
IN0 (A)
IN1 (B)
IN2 (C)
IN3 (D)
DIR
MOLEX (2695)

BK
O-Y
G
P
BR

COM1
COM2
GND
GND
POUT0
POUT1
POUT2
POUT3
POUT4
POUT5
POUT6
POUT7
N 1 2 3 4 5 6 7 8 9 10 11 12 N
(AMP MINI-U)

R
BK
BK
BR-BK
BR-R
BR-BL
BR-PK
BR-W

CABINET SIDE

ACCELL BRAKE VR REAR VIEW
1 2 3
GND   +5V

BRAKE

ACCELL

MOTOR+
MOTOR-
J2
MOLEX (2139)
R
BK

MO 2 MO
MOLEX (545)
R
BK

(0 to 90VDC)

MOTOR

STEERING

STEERING VR REAR VIEW
1 2 3
+5V   GND

+5V
+5V
GND
GND
ANALOG0
ANALOG1
ANALOG2
ANALOG3
N 1 2 3 4 5 6 7 8 9 N
(AMP MINI-U)

R
BK
BK
O
PK
BR

1P START
1P UP
1P DOWN
1P LEFT
1P RIGHT
1P PUSH1
1P PUSH2
1P PUSH3
1P PUSH4
1P PUSH5
GND
N 1 2 3 4 5 6 7 8 9 10 11 12P
(AMP MINI-U)

O-BK
O-W
O-BL

BK

SHIFT LO SW
SHIFT HI SW
NO
C
NC

START SW