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SEGA®

CRAZY TAXI™ HIGH ROLLER

Standard Version

Owner's Manual

Chihiro™

SEGA AMUSEMENTS USA, INC.

MANUAL NO. 999-1711

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BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.

WARNING! Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

CAUTION! Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and or material damage.

For the safe usage of the product, the following pictographs are used:

Indicates "HANDLE WITH CARE." In order to protect the human body an equipment, this display is attached to places where the Owner's Manual and or Service Manual should be referred to.

○ **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the serviceman should perform such work.

○ **Be sure to turn off power before working on the machine.**
To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.

○ **Be sure to ground the Earth Terminal** (this, however, is not required in the case where a power cord with earth is used).
This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, ensure that the Earth Wire is firmly connected to the Control equipment.

○ **Ensure that the Power Supply used is equipped with an Earth Leakage Breaker.**
This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.

○ **Be sure to use fuses which meet the specified rating.** (only for the machines which use fuses).
Using fuses exceeding the specified rating can cause a fire and electric shock.

○ **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**
The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated. SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.

○ **Ensure that the product meets the requirements of appropriate Electrical Specifications.**
Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and electric shock.

○ **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

○ **When handling the Monitor, be very careful. (Applies only to the product w/monitor.)**
Some of the monitor (TV) parts are subject to high tension voltage. Even after running off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only be those technical personnel who have knowledge of electricity and technical expertise.

○ **Be sure to adjust the monitor (projector) properly. (Applies only to the product w/monitor.)**
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.

○ **When transporting or reselling this product, be sure to attach this manual to the product.**
In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.

- Descriptions herein contained may be subject to improvement changes without notice.
- The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on power, check the following points to ensure that the product has been transported in a satisfactory status.

☐ Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
☐ Are Casters and Adjusters, damaged?
☐ Do the power supply voltage and frequency requirements meet with those of the location?
☐ Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections can not be made accurately. Do not insert connectors forcibly.
☐ Do power cords have cuts and dents?
☐ Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
☐ Are all accessories available?
☐ Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

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BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:
TABLE OF CONTENTS
INTRODUCTION OF THE OWNER'S MANUAL

SPECIFICATIONS

Installation Space	: 42 inches width X 82 inches
Height	: 74 inches
Width	: 32 inches
Length	: 72 inches
Weight	: 675 lbs (aprox)
Power, maximum current	: 500 W 4.17 A (AC 120V 60 Hz AREA)
MONITOR	: 29 inch supplied by Wells Gardner
	model #wgm-2972-UOT-529K
	OR
	29 inch supplied by Sanwa
	Sega Monitor Part # 998-0162
	Sega Chassis Part # 998-0161

INTRODUCTION OF THE OWNERS MANUAL

This Owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electrome-chanicals, servicing control, spare parts, etc. as regards the product,
CRAZY TAXI HIGH ROLLER STANDARD.
This manual is intended for the owners, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understand-ing the instructions. If the product fails to function satisfactorily, non-technical personnel should under no circumstances touch the internal system. Please contact where the prod-uct was purchased from.

Use of this product is unlikely to cause physical injuries or damages to property. However, where special attention is required this is indicated by a thick line, the word "IMPORTANT" and its sign in this manual.

STOP

IMPORTANT!

Indicates that mishandling the product by disregarding this display can cause the product's intrinsic performance not to be obtained, resulting in malfunctioning.

SEGA AMUSEMENTS USA, INC./CUSTOMER SERVICE
45133 Industrial Drive, Fremont, California 94538, U.S.A.
    Phone : (415) 701-6580
    Fax   : (415) 701-6594

⚠️ **WARNING!**

Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the location's maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

The location's maintenance man and serviceman are herein defined as follows:

"Location's Maintenance Man" :
Those who have experience in the maintenance of amusement equipment and vending machines, etc., and also participate in the servicing and control of the equipment through such routine work as equipment assembly and installation, servicing and inspections, replacement of units and consumables, etc. within the Amusement Facilities and or locations under the management of the Owner and Owner's Operators of the product.

Activities of Location's Maintenance Man :
Assembly & installation, servicing & inspections, and replacement of units & consumables as regards amusement equipment, vending machines, etc.

Serviceman :
Those who participate in the designing, manufacturing, inspections and maintenance service of the equipment at an amusement equipment manufacturer.
Those who have technical expertise equivalent to that of technical high school graduates as regards electricity, electronics and or mechanical engineering, and daily take part in the servicing & control and repair of amusement equipment.

Serviceman's Activities :
Assembly & installation and repair & adjustments of electrical, electronic and mechanical parts of amusement equipment and vending machines.

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AMUSEMENT MACHINE

1. HANDLING PRECAUTIONS

When installing or inspecting the machine, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.
Non-compliance with the following points or inappropriate handling running counter to the cautionary matters herein stated can cause personal injury or damage to the machine.

⚠ **WARNING!**

- Before performing work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.
- To avoid electric shock or short circuit, do not plug in or unplug quickly.
- To avoid electric shock, do not plug in or unplug with a wet hand.
- Do not expose Power Cords and Earth Wires on the surface, (floor, passage, etc.). If exposed, the Power Cords and Earth Wires are susceptible to damage. Damaged cords and wires can cause electric shock or short circuit.
- To avoid causing a fire or electric shock, do not put things on or damage Power Cords.
- When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or electric shock.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, electric shock or leakage.
- Be sure to perform grounding appropriately. Inappropriate grounding can cause an electric shock.
- Be sure to use fuses meeting specified rating. Using fuses exceeding the specified rating can cause a fire or electric shock.
- Completely make connector connections for IC BD and others. Insufficient insertion can cause an electric shock.
- Specification changes, removal of equipment, conversion and/or addition, not designated by SEGA are not permitted.
  - Failure to observe this may cause a fire or an electric shock. Non-compliance with this instruction can have a bad influence upon physical conditions of the players or the lookers-on, or result in injury during play.
  - SEGA shall not be held responsible for damage, compensation for damage to a third party, caused by specification changes not designated by SEGA.
- Be sure to perform periodic maintenance inspections herein stated.

● For the IC board circuit inspections, only the logic tester is allowed. The use of a multiple-purpose tester is not permitted, so be careful in this regard.
● Static electricity from your body may damage some electronics devices on the IC board. Before handling the IC board, touch a grounded metallic surface so that the static electricity can be discharged.
● Some parts are the ones designed and manufactured not specifically for this game machine. The manufacturers may discontinue, or change the specifications of, such general-purpose parts. If this is the case, Sega cannot repair or replace a failed game machine whether or not a warranty period has expired.

◆ PRODUCTION DATE ◆

This SEGA product was produced in the year of:

2003

This signifies that this work was disclosed in 2003.

2. PRECAUTIONS CONCERNING INSTALLATION LOCATION

⚠ **WARNING!**

This product is an indoor game machine. Do not install it outside. Even indoors, avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

● Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
● Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
● Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
● Dusty places.
● Sloped surfaces.
● Places subject to any type of violent impact.
● Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
● The operating (ambient) temperature range is from 5ºC to 30ºC.

LIMITATIONS OF USAGE REQUIREMENTS

⚠ **WARNING!**

● Be sure to check the Electrical Specifications.
Ensure that this product is compatible with the location's power supply, voltage and frequency requirements.
A plate describing Electrical Specifications is attached to the product.
Non-compliance with the Electrical Specifications can cause a fire and electric shock.
● This product requires the Breaker and Earth Mechanisms as part of the location facilities. Using them in a manner not independent can cause a fire and electric shock.
● Ensure that the indoor wiring for the power supply is rated at 5 A or higher (AC single phase 100 ~ 120 V area). Non-compliance with the Electrical Specifications can cause a fire and electric shock.
● Be sure to independently use the power supply equipped with the Earth Leakage Breaker. Using a power supply without the Earth Leakage Breaker can cause an outbreak of fire when earth leakage occurs.
● Putting many loads on one electrical outlet can cause generation of heat and a fire   resulting from overload.
● When using an extension cord, ensure that the cord is rated at 5 A or higher (AC 100 ~ 120 V area). Using a cord rated lower than the specified rating can cause a fire and electric shock.

⚠ **WARNING!**

- For the operation of this machine, secure a minimum area of 42in. (W) × 82in. (D). In order to prevent injury resulting from the falling down accident during game play, be sure to secure the minimum area for operation.
- Be sure to provide sufficient space so as to allow this product's ventilation fan to function efficiently. To avoid machine malfunctioning and a fire, do not place any obstacles near the ventilation opening.
- SEGA shall not be held responsible for damage, compensation for damage to a third party, resulting from the failure to observe this instruction.

🛑 **STOP IMPORTANT!**

For transporting the machine into the location's building, the minimum necessary dimensions of the opening (of doors, etc.) are 40 in. (W) and 73 in. (H).

Electric current consumption

MAX. 5 A (AC 120 V 60 Hz)

42 in.

9 in.

Vent approx. 10 in.

82 in.

1 in. over

FIG. 2

3. OPERATION

To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.

WARNING!
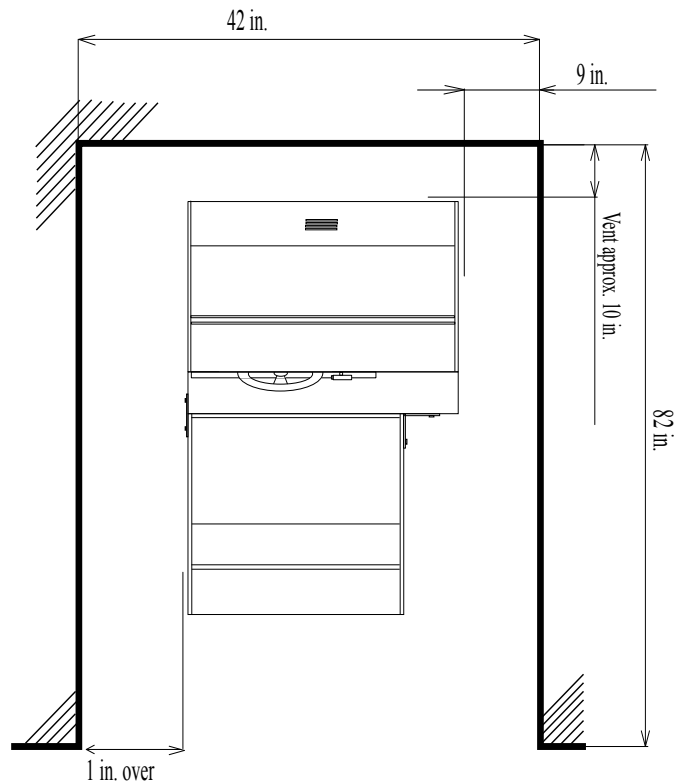
In order to avoid accidents, check the following before starting the operation:

● To ensure maximum safety for the players and the customers, ensure that where the product is operated has sufficient lighting to allow any warnings to be read. Operation under insufficient lighting can cause bodily contact with each other, hitting accident, and or trouble between customers.

● Be sure to perform appropriate adjustment of the monitor (projector). For operation of this machine, do not leave monitor's flickering or deviation as is. Failure to observe this can have a bad influence upon the players' or the customers' physical conditions.

● It is suggested to ensure a space allowing the players who feel sick while playing the game to take a rest.

● Check if all of the adjusters are in contact with the surface. If they are not, the Cabinet can move and cause an accident.
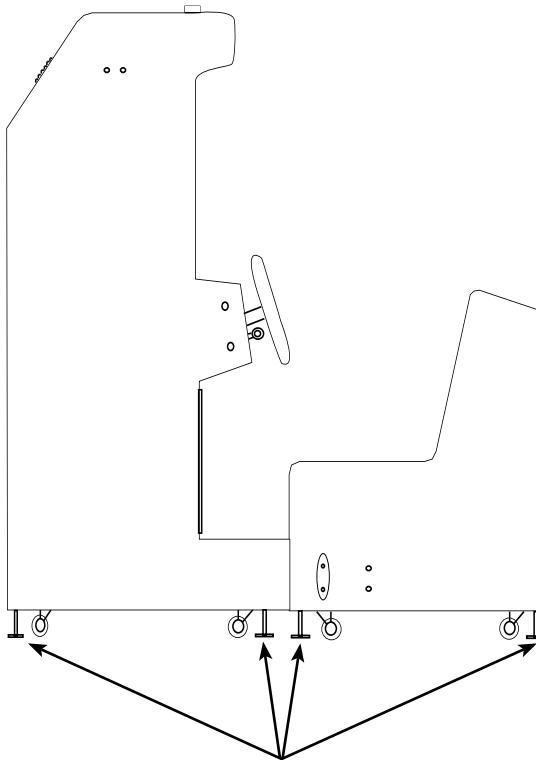
Ensure that all of the Adjusters are in contact with the floor.

⚠ **WARNING!**

- Do not put any heavy item on this product. Placing any heavy item on the product can cause a falling down accident or parts damage.
- Do not climb on the product. Climbing on the product can cause falling down accidents. To check the top portion of the product, use a step.
- To avoid electric shock, check to see if door & cover parts are damaged or omitted.
- To avoid electric shock, short circuit and or parts damage, do not put the following items on or in the periphery of the product.
  Flower vases, flowerpots, cups, water tanks, cosmetics, and receptacles/containers/vessels containing chemicals and water.

⚠ **CAUTION!**

To avoid injury, be sure to provide sufficient space by considering the potentially crowded situation at the installation location. Insufficient installation space can cause making bodily contact with each other, hitting accidents, and or trouble between customers.

PRECAUTIONS TO BE HEEDED DURING OPERATION (PAYING ATTENTION TO CUSTOMERS)

To avoid injury and trouble, be sure to constantly give careful attention to the behavior and manner of the visitors and players.

⚠ **WARNING!**

- To avoid injury and accidents, those who fall under the following categories are not allowed to play the game.
  - Those who need assistance such as the use of an apparatus when walking.
  - Those who have high blood pressure or a heart problem.
  - Those who have experienced muscle convulsion or loss of consciousness when playing video game, etc.
  - Those who have a trouble in the neck and or spinal cord.
  - Intoxicated persons.
  - Pregnant women or those who are in the likelihood of pregnancy.
  - Persons susceptible to motion sickness.
  - Persons whose act runs counter to the product's warning displays.
- A player who has never been adversely affected by light stimulus might experience dizziness or headache depending on his physical condition when playing the game. Especially, small children can be subject to those conditions. Caution guardians of small children to keep watch on their children during play.
- Instruct those who feel sick during play to have a medical examination.
- To avoid injury resulting from falling down and electric shock due to spilled drinks, instruct the player not to place heavy items or drinks on the product.
- To avoid electric shock and short circuit, do not allow customers to put hands and fingers or extraneous matter in the openings of the product or small openings in or around the doors.
- To avoid falling down and injury resulting from falling down, immediately stop the customer's leaning against or climbing on the product, etc.

● To avoid electric shock and short circuit, do not allow the customers to unplug the power plug without a justifiable reason.

● This product is intended for 1 Player only per seat. Playing the game by 2 or more Players riding on the seat together can cause falling down and collision accidents by striking head, hand, or elbow.

● Caution lookers-on so as not to touch the operating unit while in play. Failure to observe this may cause bodily contact with the player and trouble between the customers.
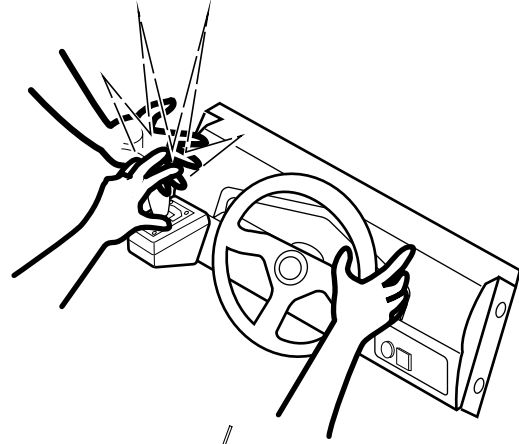
●Caution the player so as not to hold a child in her/his lap to play. Failure to observe this may cause the child to be caught between the Control Panel and the player and fall down.
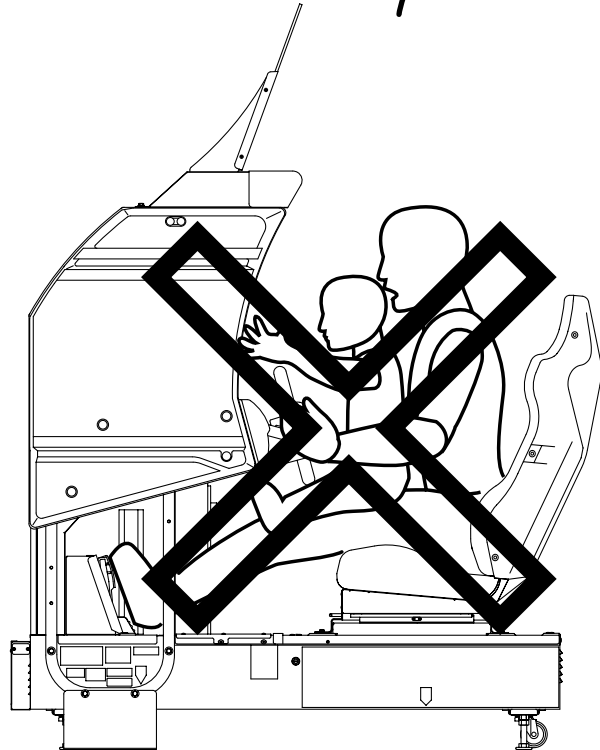
*Note: Image differs from actual Unit.

● Immediately stop such violent acts as hitting and kicking the product. Such violent acts can cause parts damage or falling down, resulting in injury due to fragments and falling down.

WARNING!

WARNING: HAZARD TO EPILEPTICS.
- A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.
- If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., seizures or loss of awareness), immediately consult your physician before using any video games.
- We recommend that parents observe their children while they play video games. If you or your child experience the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

4. NAME OF PARTS

Pop Panel Attaches here

Marquee

Screen

Controls

Control Panel

Control Panel

Seat

Accel & Brake
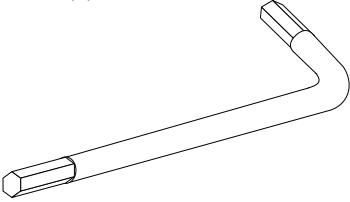
TABLE 4 Dimensions and Weights

	Width x Length x Height	Weight
CABINET 1	34 in x 74 in x 72 in	675 LB
ASSY POP	34 in x .25 in x 12 in	1 LB
When assembled	34 in x 74 in x 84 in	676 LB

5. ACCESSORIES

When transporting the machine, make sure that the following parts are supplied.
Magnetic cards for the recording of play results, and cleaning kits for cleaning the head of the card reader/writer are sold separately. Subsequent purchases of these items can be made by contacting the office listed on this Owner's Manual or the dealer from whom the product was originally purchased. Be sure to provide the part number(s), name(s), and required number of items.

TABLE 5 a ACCESSORIES

DESCRIPTION · · · · · OWNER'S MANUAL
Part No. (Qty.) · · · · · 999-1711
Notes

Figures
Parts not labeled with part numbers are as yet unregistered or cannot be registered. Be sure to handle all parts with care, as some parts are not available for purchase separately.

KEY MASTER
9301A (2)
For opening/closing the doors

KEY
(2)

For the CASHBOX DOOR

The Keys are inside the Coin Chute Door at the time of shipment from the factory.

TAMPERPROOF
WRENCH
T-40 Torx 5/16-18 (1)
T-15 Torx 8-32 (1)
Tool

The following Table 5b lists the parts that are separately marketed but are necessary when booting this product's software. When having unpacked the shipping crate, make sure that all the parts in this Table 5b are in the crate. If not so, contact where you have obtained the product.

TABLE 5 b (XKT-0833 : GD-ROM DRIVE KIT)
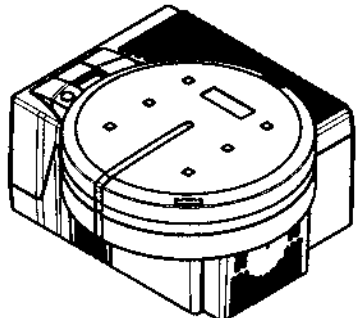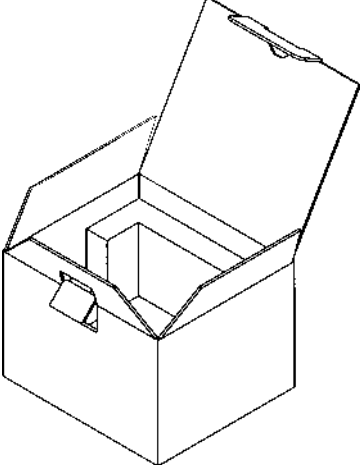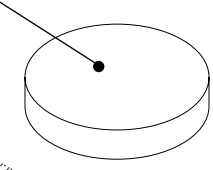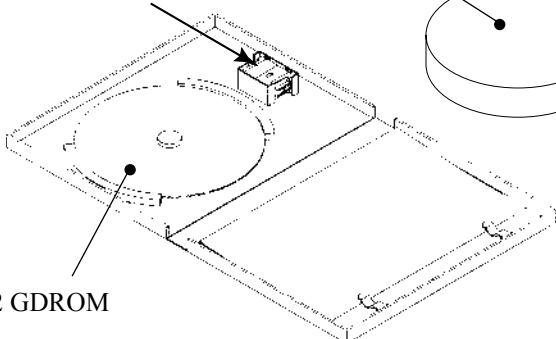
GD-ROM DRIVE
XKT-0833
Device that loads the software in a GD-ROM disc.
see 5 of Section 6.

GD-ROM DRIVE CARTON BOX
(1)
Used for transporting the GD-ROM DRIVE.
See FIG. 5 b.

This carton box is a standard accessory of the GD-ROM drive.

TABLE 5 c

GD ROM KIT

CUSHION SPONGE
601-11137 (1)
GD-ROM Disc Protector

KEY CHIP (1)

NAOMI2 GDROM
(1)

NOTE: When you order the GD-ROM disc only, specify the part
       number 610-0652-0002 (GD SOFT).

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HOW TO USE THE CARTON BOX (GD-ROM DRIVE)

(STOP) IMPORTANT!

When you want to order for replacing or repairing service of the GD-ROM drive that is used by the product, pack it in a carton box as instructed below, and then deliver the carton box to a service agent. If you do not observe the instruction, your order may not be accepted or may be charged additionally. If you handle the GD-ROM drive differently from the following instructions, its components may be damaged.

- Contain the GD-ROM drive in a dedicated carton box. Do not disassemble it or remove any part from it unless otherwise instructed.
- Before containing the GD-ROM drive in a dedicated carton box, attach the GD-ROM drive lid (DISC LID) onto the drive and fix the lid with a screw.
- Before containing the GD-ROM drive in a dedicated carton box, remove the GD-ROM disk from the drive. Do not attempt to move the GD-ROM drive with a GD-ROM disk inside.
- Before containing the GD-ROM drive in a dedicated carton box, remove the GD-ROM drive bracket. Carefully keep the GD-ROM drive bracket and the 4 set screws, because they will be reused.
- When inserting the GD-ROM drive into a dedicated carton box, be careful about an inserting direction as illustrated below.
- The packing materials in a carton box are used as a cushion. Use them always when inserting the GD-ROM drive into a dedicated carton box. Do not bend them.

Remove the GD drive bracket.
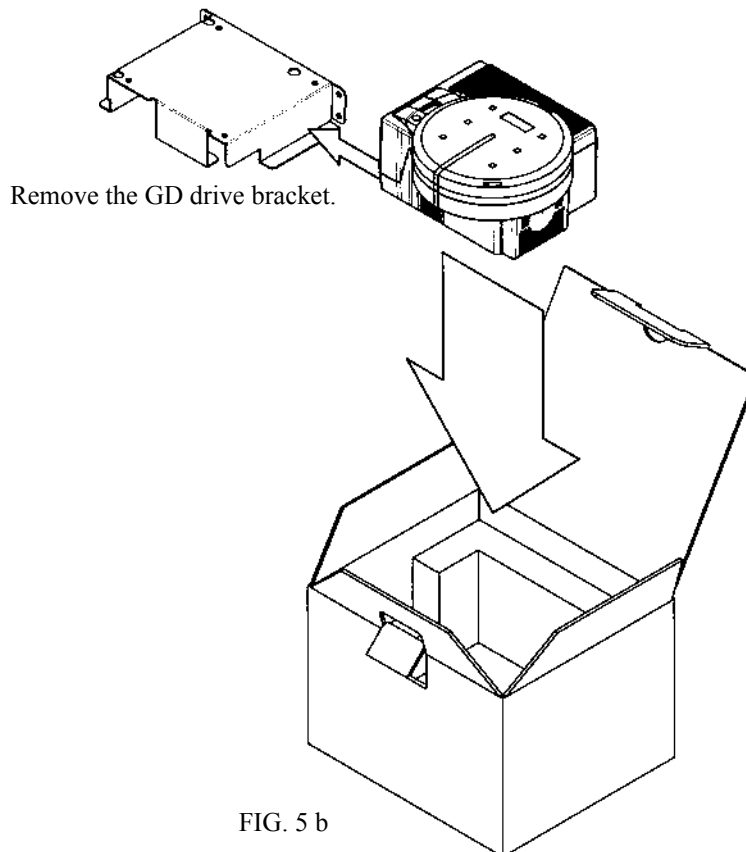
FIG. 5 b

6. ASSEMBLING AND INSTALLATION

⚠️ **WARNING!**

- Perform assembly work by following the procedure herein stated. Failing to comply with the instructions can cause electric shock hazard.
- Perform assembling as per this manual. Since this is a complex machine, erroneous assembling can cause an electric shock, machine damage and or not functioning as per specified performance.
- When assembling, be sure to use plural persons. Depending on the assembly work, there are some cases in which working by one person alone can cause personal injury or parts damage.
- Ensure that connectors are accurately connected. Incomplete connections can cause electric shock hazard.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- This work should be performed by the Location's Maintenance Man or Serviceman. Performing work by non-technical personnel can cause a severe accident such as electric shock. Failing to comply with this instruction can cause a severe accident such as electric shock to the player during operation.
- Provide sufficient space so that assembling can be performed. Performing work in places with narrow space or low ceiling may cause an accident and assembly work to be difficult.
- To perform work safely and avoid serious accident such as the cabinet's falling down, do not perform work in places where step-like grade differences, a ditch, or slope exist.

⚠️ **CAUTION!**

- Handle molded parts with care. Undue weight or pressure may cause them to break and the broken pieces may cause injury.
- To perform work safely and securely, be sure to prepare a step which is in a secure and stable condition. Performing work without using the step can cause violent falling down accidents.
- Make sure that the GD cable connector is inserted parallel to the plug. Improper insertion may cause damage to the connector and present a fire risk.

When carrying out the assembling and installation, follow the following 6-item sequence.

1. INSTALLING THE POP AND THE POP CARD

2. SECURING IN PLACE(ADJUSTER ADJUSTMENT)

3. INSTALLING THE GD-ROM DRIVE(SETTING GD-ROM DISC)

4. POWER SUPPLY, AND EARTH CONNECTION

5. TURNING POWER ON

Tools such as a Phillips type screwdriver, wrench, socket wrench and Ratchet Handle are
required for the assembly work.

24mm

WRENCH

Phillips type screwdriver

SOCKET WRENCH,RATCHET HANDLE
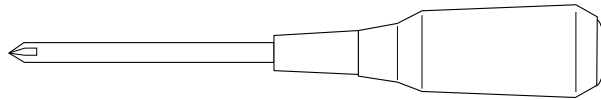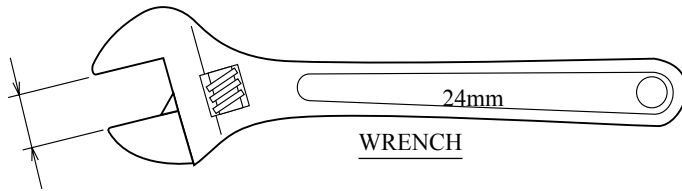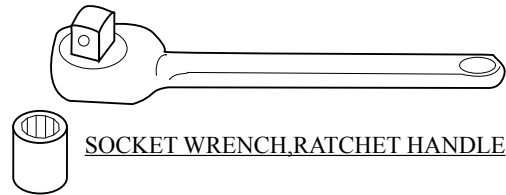
1   INSTALLING THE POP AND POP CARD
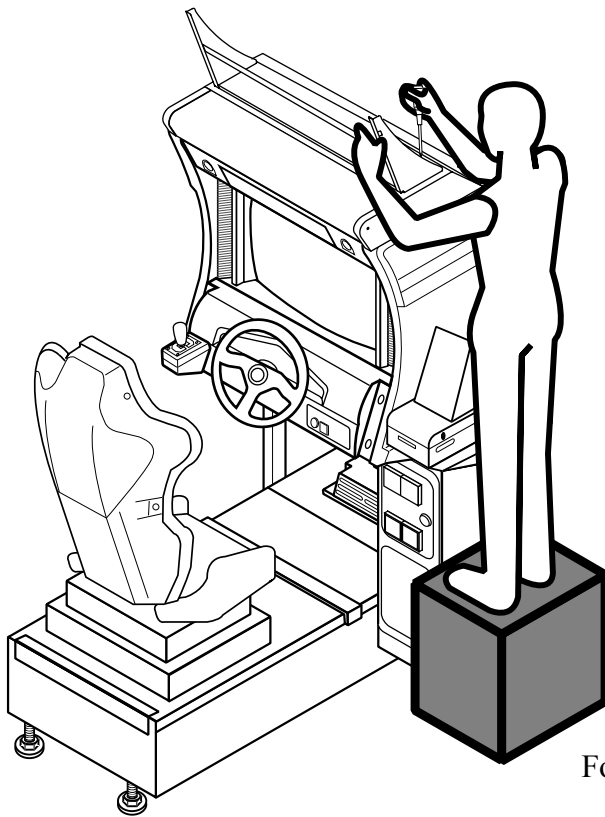
For performing work, prepare a step.

* Note: Image is different from actual Unit

● Attach the POP to the POP Holder.
Slide the POP cut-out so that the edges fit into
the protruding portions of the POP Holder.

2 SECURING IN PLACE (ADJUSTER ADJUSTMENT)

⚠️ **WARNING!**

Make sure that all of the adjusters are in contact with the floor. If they are not, the cabinet can move and cause an accident.

This product has 8 casters and 8 Adjusters. (FIG. 6. 2 a) When the installation position is determined, cause the adjusters to come into contact with the floor directly, make adjustments in a manner so that the casters will be raised approximately 5 mm from the floor and make sure that the machine position is level.

● Transport the product to the installation position.

● Have all of the Adjusters make contact with the floor. Adjust the Adjuster's height by using a wrench so that the machine position is kept level.

● After making adjustment, fasten the Adjuster Nut upward and secure the height of Adjuster.
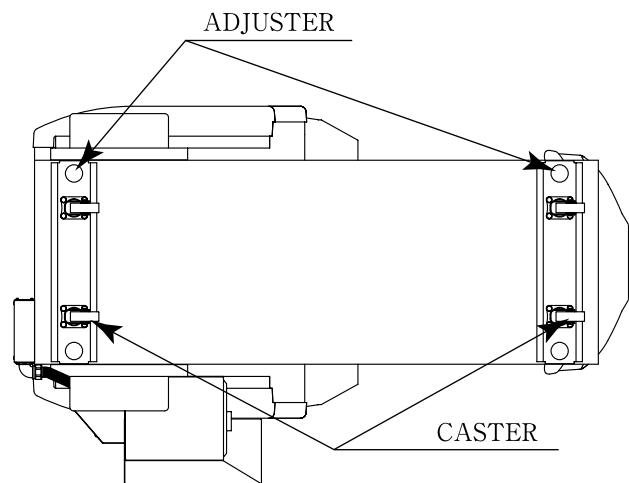
FIG. 6. 2 a BOTTOM VIEW
* Note:Image differs from actual unit.

FIG. 6. 2 b ADJUSTER

42 in.

9 in.

Vent approx. 10 in.

82 in.
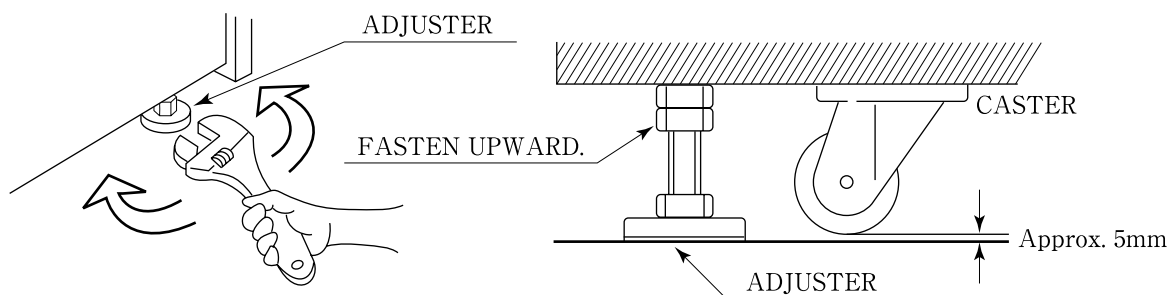
1 in. over
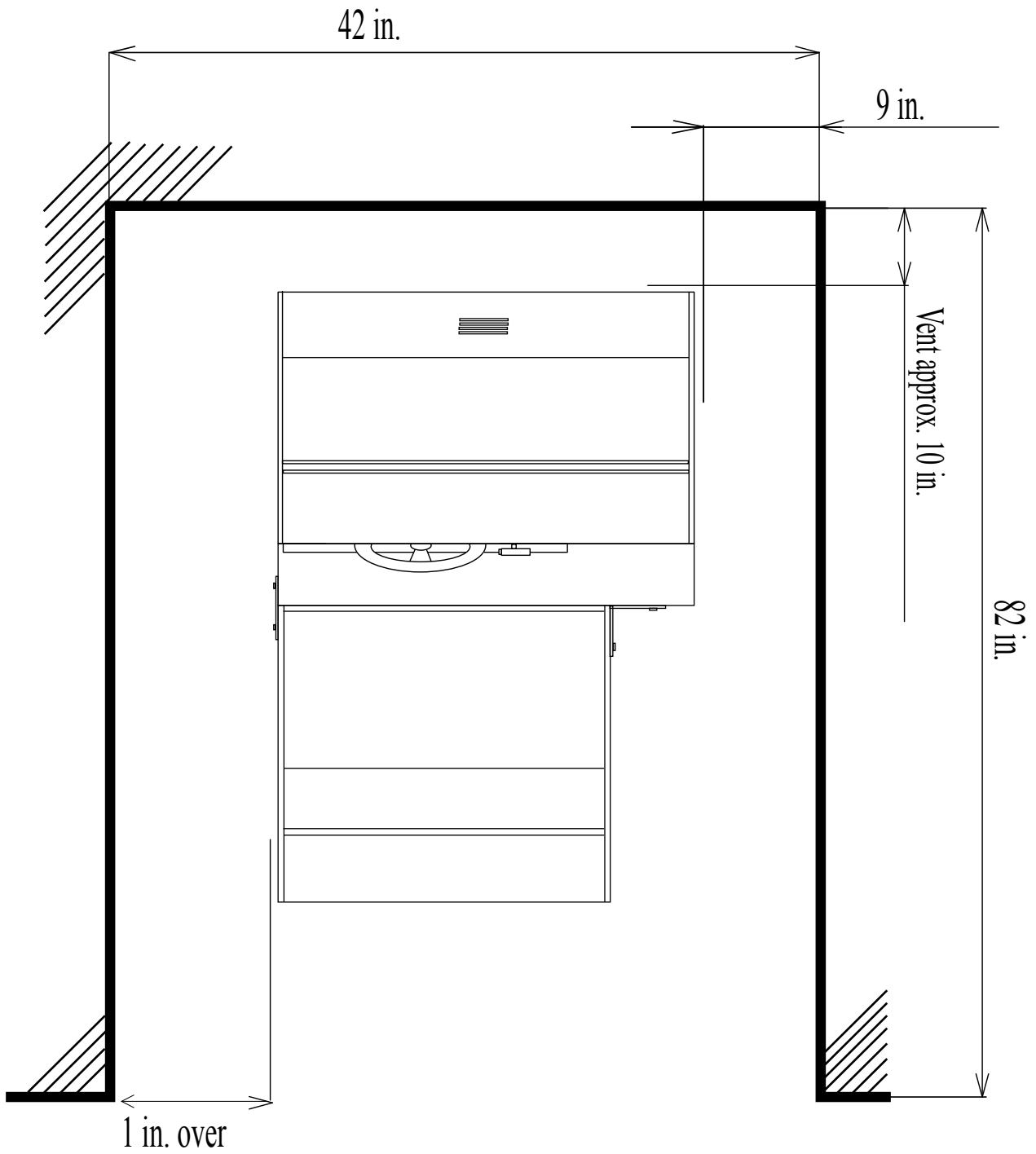
FIG. 6. 2 e
Provide ventilation space for the ventilation opening.
Allow more than 28 in. of space for customer traffic.

INSTALLING THE GD-ROM DRIVE (SETTING GD-ROM DISC)

STOP
IMPORTANT!

- Carefully handle the GD-ROM drive so as not to contaminate the disc and the readout lens with stains and dust particles.
- Do not continue to use the scratched GD-ROM disc. The scratched GD-ROM disc may cause the system to malfunction.
- Set the GD-ROM disc onto the GD-ROM drive with its labeled side facing upward.
- The key chip is a precision device. Handle it carefully and avoid exposure to heat, shock and static electricity, as these may cause damage to the device.
- The key chip is contained in the GD-ROM disc case. Always use them as a set.

● Unpack the shipping crate, and take out the GD-ROM drive, GD-ROM drive bracket, and GD-ROM disc.

GD DRIVE BRACKET   GD-ROM DRIVE

PHOTO 6. 3 a

● Use the 4 tapping screws to fix the GD-ROM drive bracket onto the GD-ROM drive. Be careful about a fixing direction.

TAPPING SCREW (4)
M4×8

GD DRIVE BRACKET
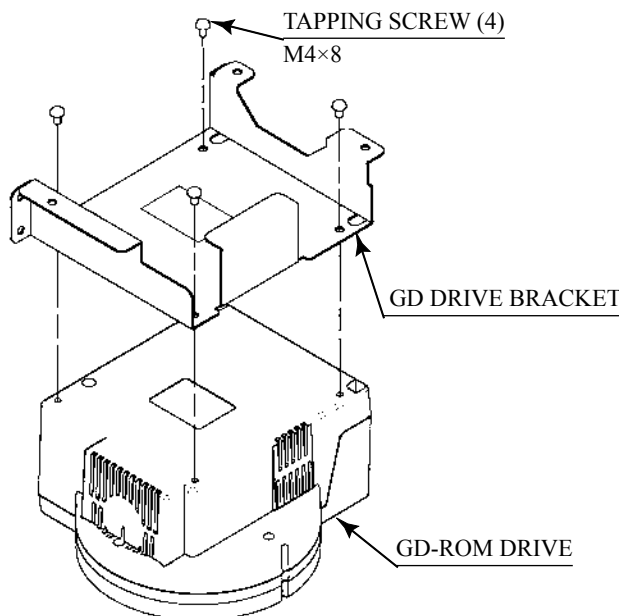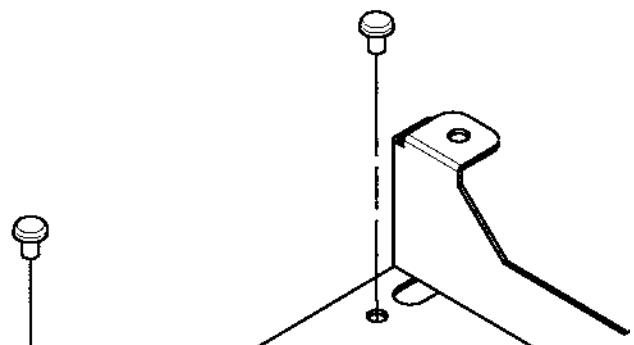
GD-ROM DRIVE

FIG. 6. 3 a

FIG. 6. 3 b

CAUTION for U. S. A., Europe, and Australia:
Attach the 2 caution stickers for a laser ray onto the GD-ROM drive.

● Remove the 1 truss head screw that fixes the GD-ROM drive lid (DISC LID). And turn clockwise the lid to remove.
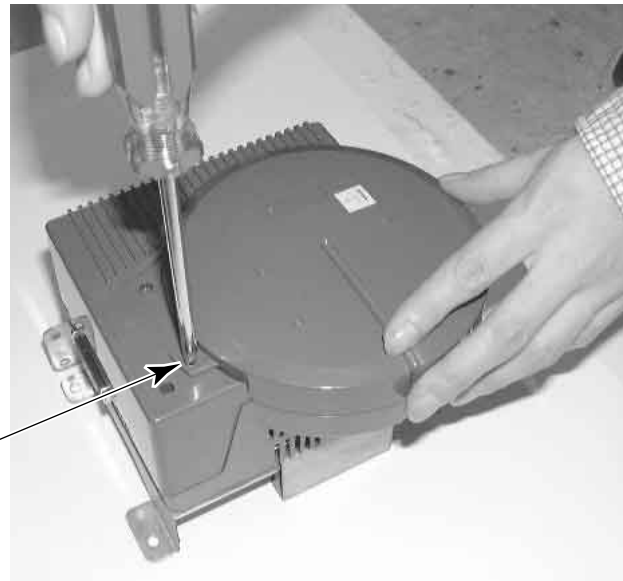
TRUSS SCREW (1)
M3×8
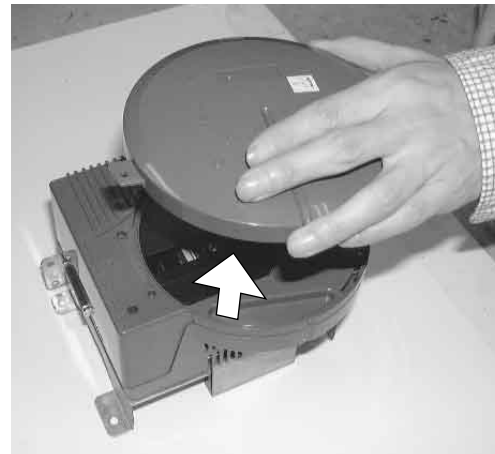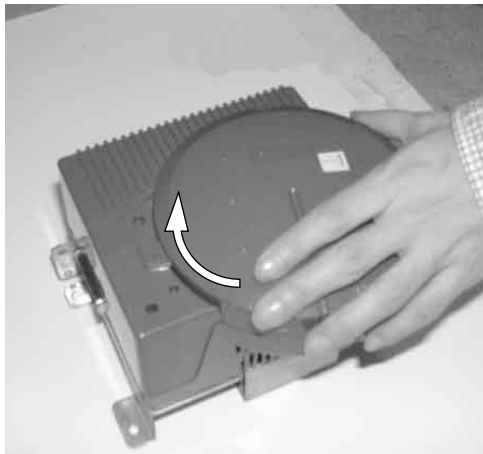
PHOTO 6. 3 b

● Set the GD-ROM disc onto the GD-ROM drive with its labeled side facing upward.

● Return the lid to its original place, and fix it with 1 truss head screw. Be careful not to fasten the screw too tightly.
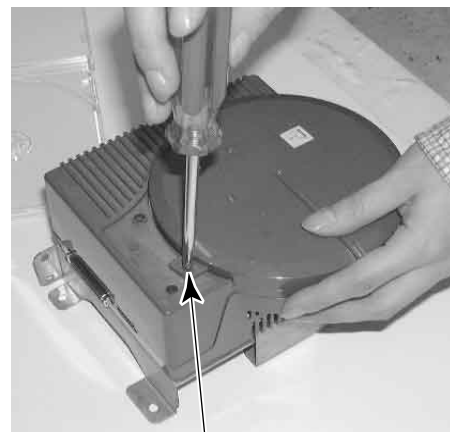
PHOTO 6. 3 c

TRUSS SCREW (1)
M3×8

● Attach the GD-ROM drive with 3 screws.
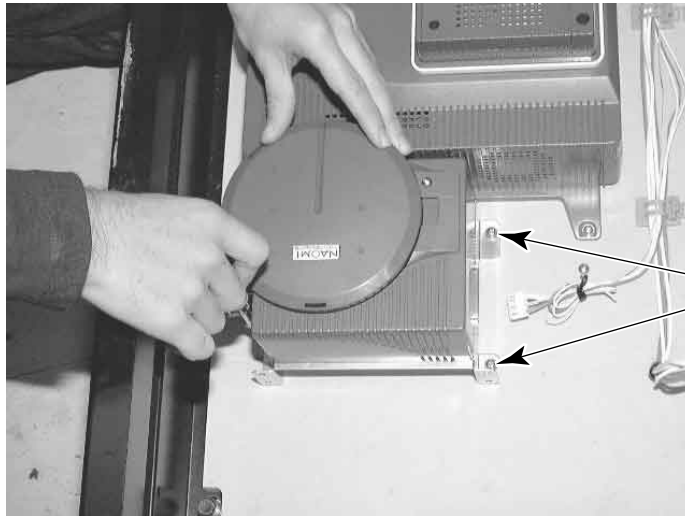
SCREW (3) M4×16,
w/flat & spring washers

PHOTO 6. 3 d

● Connect the GD cable connector (for data communication) to the DIMM board.
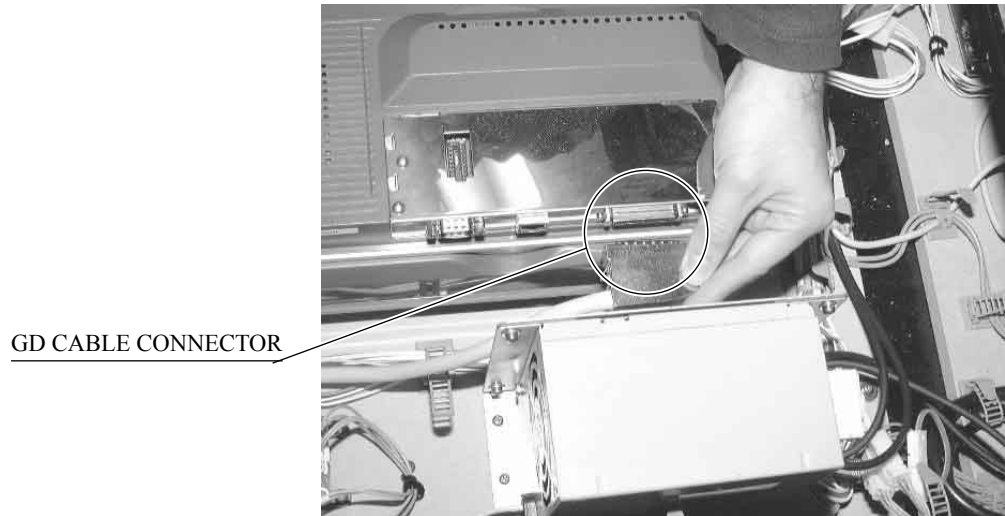
GD CABLE CONNECTOR

PHOTO 6. 3 e

● Insert both the GD cable connector (for data communication) and the power cord connector into the GD-ROM drive. Be careful about an inserting direction in this instance. Make sure that the connectors are inserted firmly and completely. Secure the cable with the cord clamp.
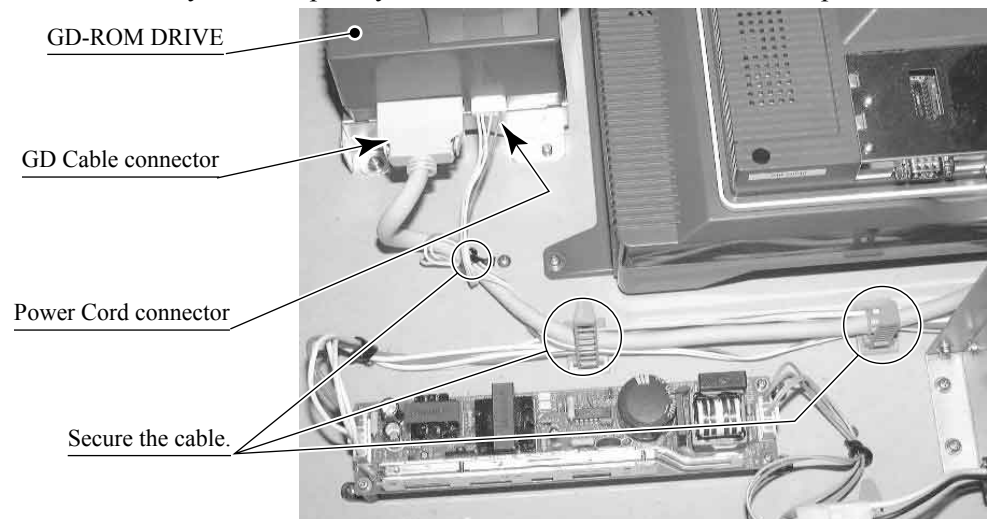
GD-ROM DRIVE

GD Cable connector

Power Cord connector

Secure the cable.

PHOTO 6. 3 f

19

● Paying attention to the direction of the Key Chip, insert it securely into the NAOMI DIMM Board Case.

KEY CHIP

KEY CHIP

PROJECTION
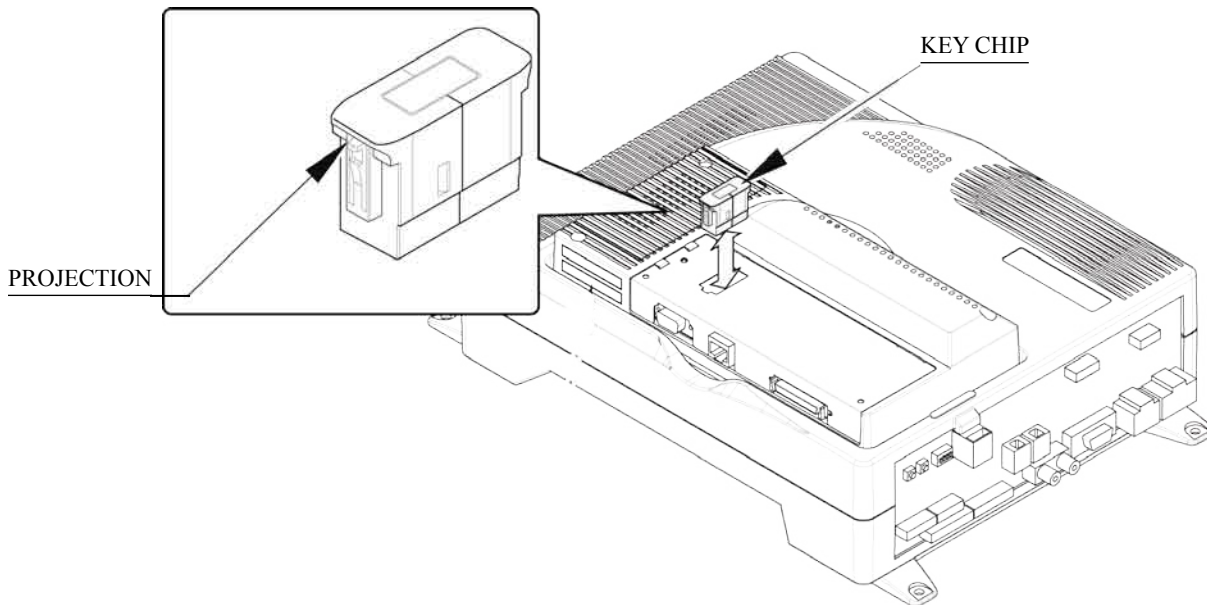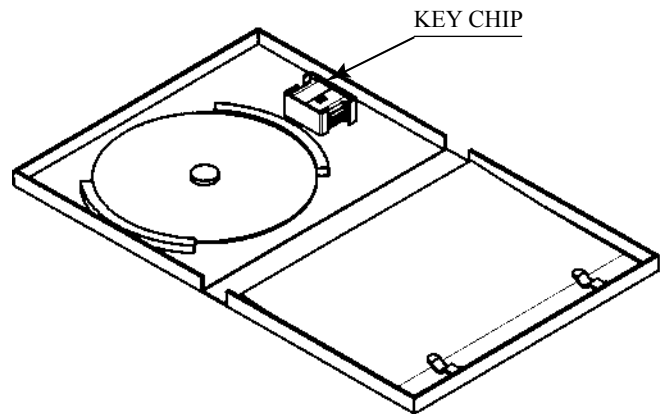
FIG. 6. 3 c
* Note: Image is different from actual Unit

WARNING!

- Be sure to independently use the power supply socket outlet equipped with an Earth Leakage Breaker. Using a power supply without an Earth Leakage Breaker can cause a fire when electric leakage occurs.
- Ensure that the "accurately grounded indoor earth terminal" and the earth wire cable are available (except in the case where a power cord plug with earth is used). If the grounding work is not performed appropriately, customers can be subjected to an electric shock, and the product's functioning may not be stable.
- Ensure that the power cord and earth wire are not exposed on the surface (passage, etc.). If exposed, they can be caught and are susceptible to damage. If damaged, the cord and wire can cause electric shock and short circuit accidents. Ensure that the wiring position is not in the customer's passage way or the wiring has protective covering.
- After wiring power cord on the floor, be sure to protect the power cord. Exposed power cord is susceptible to damage and causes an electric shock accident.

The AC Unit is located on one side of Cabinet. The AC Unit has Main SW, Earth Terminal and the Inlet which connects the Power Cord.

- Ensure that the Main SW is OFF.

Main SW off

MAIN SW

INLET

FIG. 6. 4 a AC unit

* Note: Actual Power Supply connection may vary from photo

AC Cable (Power Cord)
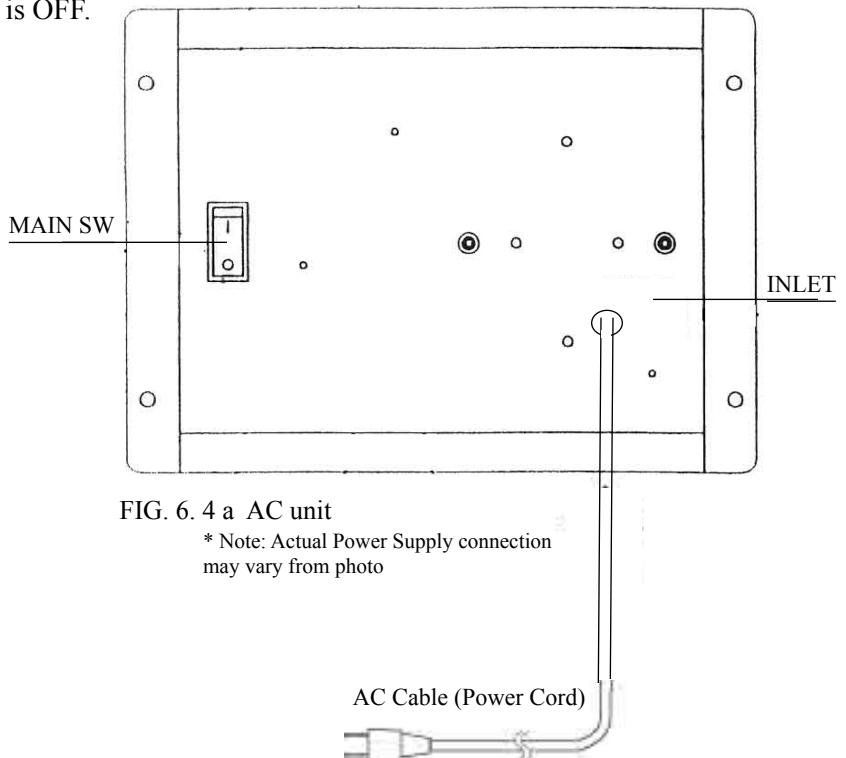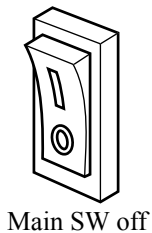
5 TURNING POWER ON

Turn on the AC unit's main switch to supply power to the unit. Once power is turned on, the fluorescent lamp lights up. The Start System Screen displays after a lapse of several seconds. It is followed by the screen that indicates that the network is currently being checked if the communication mode has been set. If there is a bad or improper communication connection, each screen will not proceed to the next, remaining on the currently Network Check Screen. If this occurs, resolve the error according to the instructions in this document.

If the communication mode has not been set or the communication check ends normally, the Motor Check Screen returns. While the Motor Check Screen is on-screen, the steering wheel can move either clockwise or counterclockwise. If you touch the wheel, the motor check is hindered and the game will not operate normally. So, you must not touch it at this time. Failures are displayed, if found. Resolve the errors according to the instructions in this document.

Once all the above steps have been completed, the Advertise Screen displays and voices are output through the left and right loudspeakers, unless you have set the machine so that no voices are output during the Advertise mode.

This product retains the number of credits and the ranking data even after the power is turned off. It does not retain data about the fractional number of coins (i.e., the number of coins not reaching one credit) or the bonus adder count.

Lights light up

Sound is emitted

Video is displayed

FIG. 6. 5
* Note: Picture may differ from actual unit.

7. PRECAUTIONS WHEN MOVING THE MACHINE

⚠ **WARNING!**

- When moving the machine, be sure to unplug the power plug. Moving the machine with the plug as is inserted can damage the power cord and cause fire and electric shock hazards.
- When moving the machine on the floor, retract the Adjusters and ensure that Casters make contact with the floor. During transportation, pay careful attention so that Casters do not tread power cords and earth wires. Damaging the power cords can cause electric shock and short circuit hazards.
- Do not push the cabinet from the left/right when attempting to move the unit. Pushing from the sides may cause the unit to tip and result in injury and damage to parts.

⚠ **CAUTION!**

Do not push on any parts made of glass (e.g. CRT screen) or plastic, as these parts may break and result in bodily injury.

Do not push the cabinet from the left/right direction.
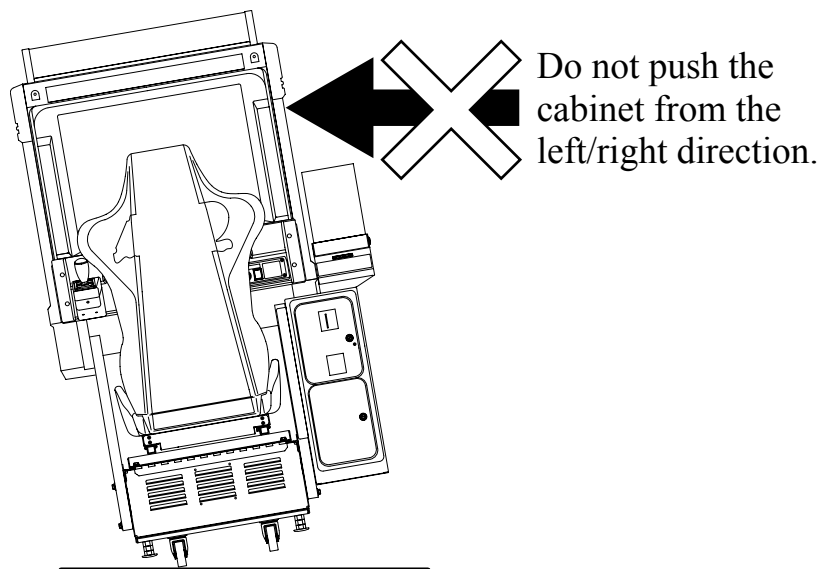
FIG. 7 a
* Note: Picture may differ from actual unit.

In locations with low ceilings,
remove the POP and POP Holder
before moving the machine.
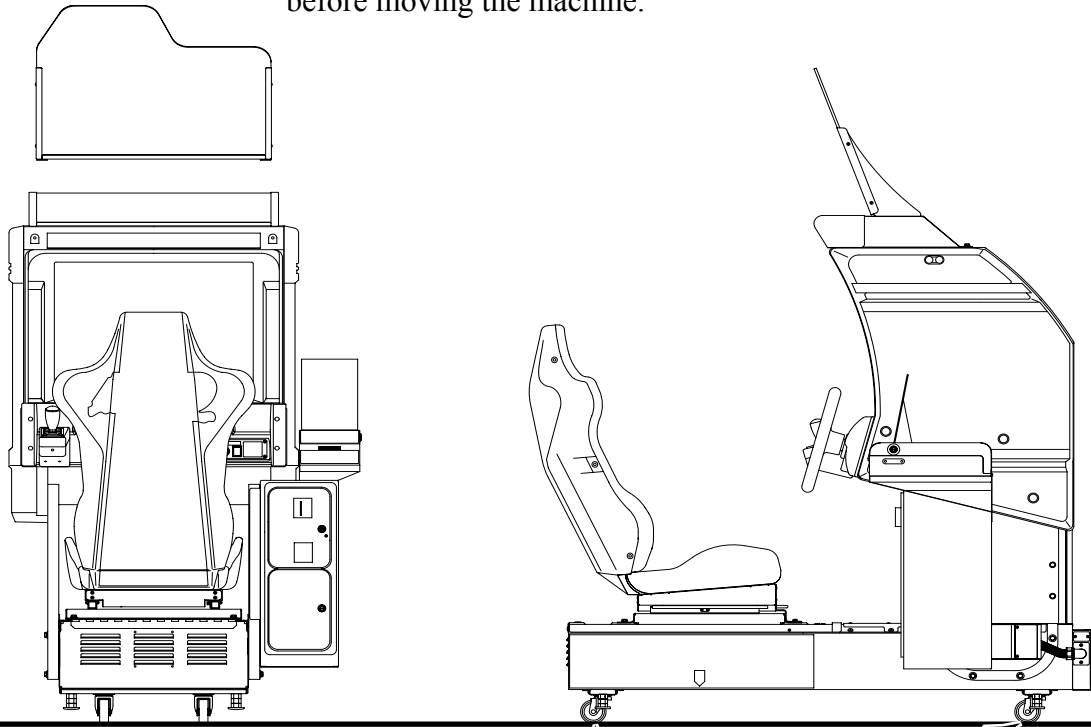
* Note: Machine is different then illustrated.

FIG. 7 b

Place the machine on casters.

8. GAME DESCRIPTION

The following explanations apply to the case the product is functioning satisfactorily. Should there be any moves different from the following contents, some sort of faults may have occurred. Immediately look into the cause of the fault and eliminate the cause thereof to ensure satisfactory operation.

When the power is connected, the fluorescent lamp in the FL box is always on. When in an advertising state, the screen displays the demonstration pictures and ranking data. Sounds are heard from the speakers. The advertising sounds are not heard if you have set this function to off (disabled).
The start button on the control panel is integrated with a lamp. The start button (lamp) flashes when the coins are inserted enough to play the game.

Sound is emitted.

Lights are lit.

Video is displayed.

Coin Inlet.

Control Panel.

FIG. 8
* Note: Unit in Photo may differ from actual Unit.

9. GAME CONTENTS

Steering Wheel

Gear Shift & Jump button

Start Button

Accel & Brake

- ● **Steering Wheel**: Turn Right and Left
- ● **Gear Shift**: All cars have automatic transmissions.
        "D" : Drive
        "R": Reverse
        The Gear Indicator in the lower righthand corner of the game screen shows the gear currently selected.
- ● **Jump Button**: Side of the shift lever. Makes the taxi jump (CRAZY HOP).
- ● **Accelerator**: (Right Pedal) Moves car forward and backward.
- ● **Brake**: (Left Pedal) Stops car.
- ● **Start Button**: Starts game after coin(s) have been inserted.
    - • During game: When held for less than one second when ccarring passengers, shows destination.
        When held for more then once second when carring passengers, changes arrow color: Blue: Points in direction of destination.
                Green: Points to roads leading to destination.

In Crazy Taxi High Roller, the player plays the role of taxi driver, picking up customers scattered around the game field and driving them to other destinations. Each customer has his or her own time limit (shown above the customer when cab is rented), and the customer pays the fare (points) only if delivered within that time limit. Otherwise, the customer jumps out of the car without paying.

The player must do his best to transport as many customers and make as much money as possible before Game Time, shown in the upper left-hand corner, runs out. When Game time reaches zero, the game is over.

The object of the game is to deliver as many customers as possible before Game Time runs out and to earn as much money as possible.

Playing the Game

1. Pick Up a Customer

Characters with dollar signs ("$") over their heads are potential customers. To pick up a customer, bring the taxi to a complete stop inside the circle (stop zone) that surrounds the customer. Once the taxi comes to a full stop inside the zone, the screen changes tand the customer fcgets into the cab automatically. Once the customer has been picked up, the time necessary to take the customer to this or her destination is added to the Game Time.

- **Game Time**: Game time remaining
- **Total Money**: Total money earned
- **Gear Indicator**: Gear currently selected (D=Drive, R=Reverse)
- **$ Icon**: Stop the taxi insidc the circle to pick up customers

The color of the $ icon indicated distance to the destination. From furthest to closest, the order of the colors is green, yellow-green, yellow, orange, red. A number beneath the $ icon indicates a group of customers. The number, which ranges from two to four, indicates the number of people in the group.

2. Drive to the Destination

Use the arrow as a guide to take your customer to his or her destination.

- **Directional Arrow**: Points to the customer's destination.
- **Fare**: Fare owed by the customer. Fares are settled when the customer gets out of the taxi.
- **Customer Time Limit**: You must get the custokmer to his or her destination within this limit.

3. Drop off the Customer

As in (1), you must bring the taxi to a complete stop within the destination stop zone. Once the taxi is brought to a stop, the screen switches to the evaluation screen and the customer exits the taxi automatically. The evaluation is basede on the remaining customer time at the end of the ride.

- **Speedy**: Plenty of time left (large time bonus)
- **Normal**: Average amount of time left (regular time bonus)
- **Slow**: Little time left (small time bonus)

After the bonus is calculated, it is added to the fare and the fare is added to your Total Score. Player rankings are shown once the total has been calculated.

Note: All cunstomers in a group must make it to their destination for driver to receive fare.

Destination Stop Zone

- **Destination Stop Zone**: Bring the taxi to a complete stop inside this area to drop off your customers.

The object of the game is to earn CRAZY money by repeating the above 3 steps.

4. If you run out of time

If the customer doesn't reach the destination in time, he or she will leap out of the cab without paying.

Boosting Your Score

Shortcuts to destinations have been placed throughout the game. Learn the course maps and take advantage of the Crazy Hop shortcuts to get your customers whre they need to be as quickly as possible.

Earn tips by entertaining your customers is a great way to boost your cash flow. There are three tricks that will put them in a tipping mood:

- **Crazy Jump**: Use the Crazy Hop, ramps and other elevated obstacles to send your taxi airborne.
- **Crazy Drift**: Send your cab into a sliding drift when turning.
- **Crazy Through**: Get in close to other vehicles and squeeze past or fly over them.

Performing tricks in COMBO is the way to earn big bucks. But if you crash into another car, you'll have to start over from scratch.

Note: Having to deliver everyone to the destination makes group customers more difficult, but since everybody chips on tips, group passengers can also provide huge money-making opportunites!

Crazy Driving

Crazy Taxi features dashes, drifts and other insane moves that can be unleashed with the right combination of gear shifts, jumps, steering, acceleration, and braking.

- **Crazy Dash**: Send the cab screaming down the street.
    Shift into drive without touching either the accelerator or brake, then slam on the gas.
- **Crazy Drift**: Make the cab drift.
    While driving, shift into R, then immediately back to D, and then turn the steering wheel to the right or left.
- **Limiter Cut**: Accelerate to maximum speed.
    Folling a **Crazy Dash**, release the accelerator and brake, shift into R and immediately back into D, and stomp on the gas.
- **Crazy Stop**: Bring the cab to a screeching halt.
    Shift into R and slam on the brakes following a **Crazy Dash**.
- **Crazy Hop Dash**: Send your Flying, **Crazy Hopped** taxi into reverse in midair.
    Crazy Hop your stopped taxi and do a **Crazy Dash** in midair.
- **Crazy Back Dash**: Send your taxi speeding in reverse.
    Shift into R without touching the accelerator and brake and stomp on the accelerator.
- **Crazy Back Drift**: Send the taxi into a 180º drift and drive in reverse.
    While driving, shift into D and back into R while turning the steering wheel to the right or left.
- **Jump Stop**: Bring the cab to a screeching halt as it hits the ground.
    Execute a **Crazy Stop** druing a **Crazy Hop**.
- **Drift Cancel**: Stop drifting and sccelerate out of a cruve.
    Execute a **Crazy Dash** during a **Crazy Drift**.
- **Drift Hop**: Jump as the taxi turns for crazy spped when you hit the ground!
    Execute a **Crazy Hop** during a **Crazy Drift**.

Game Modes

Crazy Taxi High Roller has two game modes.

- **Single Mode**: For beginners. All customers appear by themselves.
- **Group Mode**: For advanced players. Customers can appear in groups, with greater difficulty and bigger rewards.

10. EXPLANATION OF TEST AND DATA DISPLAY

By operating the switch unit, periodically perform the tests and data check. When installing the machine initially or collecting cash, or when the machine does not function correctly, perform checking in accordance with the explanations given in this section.

The following shows tests and modes that should be utilized as applicable.

This product's basic system consists of the Chihiro game board and the GD-ROM drive. The system enables you to play several games one after the other just by changing a GD-ROM disc that is to be set on the GD-ROM drive.

The product supports, therefore, the following 2 test modes:

(1) System test mode for an automatic self-diagnostic test (generally used by every product that contains the basic system) and a coin assignment (specifically used by this product) and

(2) Game test mode for testing the input/output control devices and setting the difficulty level (specifically used by this product).

TABLE 10 EXPLANATION OF TEST MODE

ITEMS	DESCRIPTION
INSTALLATION OF MACHINE	When the machine is installed, perform the following: 1. Check to ensure each is the standard setting at shipment. 2. Check each Input equipment in the INPUT TEST mode. 3. Check each Output equipment in the OUTPUT TEST mode. 4. Test on-IC-Board IC's in the self-test mode.
MEMORY TEST	This test is automatically executed by selecting RAM TEST, or ROM BOARD TEST in the Menu mode.
PERIODIC SERVICING	Periodically perform the following: 1. MEMORY TEST 2. Ascertain each setting. 3. To test each Input equipment in the INPUT TEST mode. 4. To test each Output equipment in the OUTPUT TEST mode.
CONTROL SYSTEM	1. To check each Input equipment in the INPUT TEST mode. 2. Adjust or replace each Input equipment. 3. If the problem still remains unsolved, check each equipment's mechanism movements.
MONITOR	In the Monitor Adjustment mode, check to see if Monitor (Projector) adjustments are appropriate.
IC BOARD	1. MEMORY TEST 2. In the SOUND TEST mode, check the sound related ROMs.
DATA CHECK	Check such data as game play time and histogram to adjust the difficulty level, etc.

WARNING!

Never touch places other than those specified. Touching places not specified can cause electric shock and short circuit accidents.

STOP

IMPORTANT!

● Adjust the sound to the optimum volume, taking into consideration the environmental requirements of the installation location.
● Removing the Coin Meter circuitry renders the game inoperable.

SWITCH UNIT

Open the coin chute door, and the switch unit shown will appear.
The functioning of each SW is as follows:
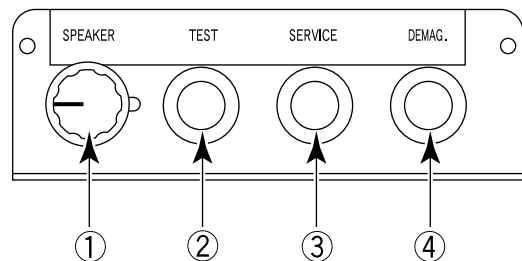
FIG. 10. 1 a SWITCH UNIT
* Note: Actual Switch Unit will appear different.

● SOUND VOLUME SWITCH: Adjusts sound volume for all of the machines' Speakers.
(SPEAKER)

● TEST BUTTON: For the handling of the test button, refer to the following pages.
(TEST)

● SERVICE BUTTON: Gives credits without registering on the coin meter.
(SERVICE)

● DEMAGNETIZER SWITCH: Eliminates the on-screen color unevenness due to magnetization of
(DEMAG.)   CRT. First use this SW before performing the monitor's color ad-
justment.

COIN METER

Open the Cashbox Door by using the key to have the Coin Meter appear underneath the Cashbox.

COIN METER

FIG. 10. 1 b

STOP
IMPORTANT!
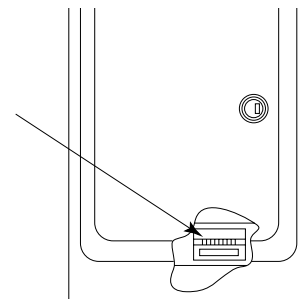
- Any settings that are changed by users during TEST MODE are saved upon exiting TEST MODE with the EXIT command in the SYSTEM MENU. If the unit is powered off prior to exiting, changes to settings will not take effect.
- You may not enter GAME TEST MODE while the unit is reading from or checking the GD-ROM. If error messages are displayed when exiting TEST MODE, you should power the unit off and on again.
- In the manual for this product, "Media Board" and "DIMM" are one and the same.
- Use with the specified settings. If settings other than those specified are used, inappropriate operations or malfunction may occur.

A. SYSTEM TEST MENU MODE

System Test Mode can be used to check that the main circuit operations are correct, adjust Monitor color, and perform coin/credit settings.
However, this product can only be used with the settings shown below.

- SOUND TEST
  - OUTPUT TYPE: STEREO
- COIN ASSIGNMENTS
  - COIN CHUTE TYPE: COMMON
  - SERVICE TYPE: COMMON
- NETWORK SETTING (MEDIA)
  - NETWORK TYPE: NONE

● Press the TEST Button after powering on the unit to display the following SYSTEM MENU.

```
                SYSTEM MENU

        MEDIA BOARD TEST
        SYSTEM INFORMATION
        JVS TEST
        SOUND TEST
        C.R.T. TEST
        COIN ASSIGNMENTS
        CLOCK SETTING
        NETWORK SETTING(CORE)
        NETWORK SETTING(MEDIA)
        ENTER GAME TEST
         [******************]
        EXIT

        SELECT WITH SERVICE BUTTON
         AND PRESS TEST BUTTON
```
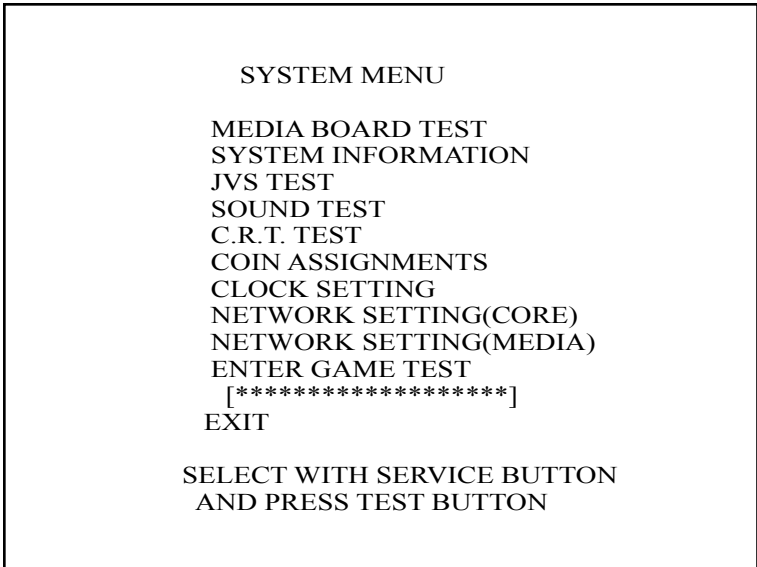
● Press the SERVICE Button to move the cursor to the desired test item.

● Move the cursor to the desired item and press the TEST Button to display each test screen.

● Move the cursor to ENTER GAME TEST and press the TEST Button to enter the individual test menus for each game. Refer to "10-3 GAME TEST MODE".

● When testing is complete, move the cursor to EXIT and press the TEST Button. The game advertisement screen should be displayed.

B. MEDIA BOARD TEST

STOP

IMPORTANT

Powering off the system during the MEDIA BOARD TEST with a DIMM
BOARD will erase the game programme data. It may be necessary to reload the
data.
Always wait for the test to complete before attempting to exit.

MEDIA BOARD TEST is used to check the memory and IC on the MEDIA BOARD connected
to the Chihiro. Test screens and test times may differ depending on the type of MEDIA BOARD
connected to the unit.
● The following is the MEDIA BOARD TEST screen for a unit with a DIMM BOARD.

```
            MEDIA BOARD TEST

            VERSION  ****
            STATUS   GOOD
            CHECKING 100%

            SYSTEM TEST
            DIMM0    - GOOD
            DIMM1    - GOOD
            IC34,35S - GOOD
            IC10,11S - GOOD
            GD DRIVE - GOOD
            -- COMPLETED --


         PRESS TEST BUTTON TO EXIT
```

● MEDIA BOARD TEST begins immediately upon entering this test mode.

● If "GOOD" is displayed to the right of each item, the MEDIA BOARD components are
functioning properly.

● After the test is complete, move the cursor to EXIT and press the TEST Button to return to the
SYSTEM MENU screen.

C. SYSTEM INFORMATION

Use SYSTEM INFORMATION to check version and other information for system programmes.
Screens may differ depending on the type of MEDIA BOARD connected to the unit.
● The following is the SYSTEM INFORMATION screen for a unit with a DIMM BOARD.

```
            SYSTEM INFORMATION

        MAIN BOARD
          REGION          ****                    (A)
          BOOT VERSION      ****                   (B)
          QC FIRM VERSION   ****                   (B)
          SC FIRM VERSION   ****                   (B)
          SERIAL NO. ***************               (C)

        MEDIA BOARD
          DIMM BOARD + GDROM                       (D)
          MEMORY SIZE     512MB                     (E)
          FIRM VERSION      ****                   (F)
          SERIAL NO. ***************               (G)


        PRESS TEST BUTTON TO EXIT
```
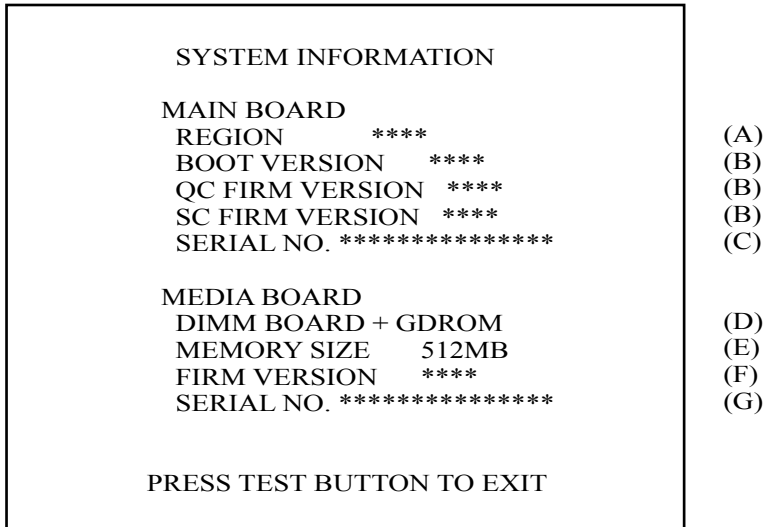
Press the TEST Button to return to the SYSTEM MENU screen.

(A)   REGION
      The COUNTRY CODE of the MAIN BOARD.

(B)   BOOT VERSION, QC FIRM VERSION, SC FIRM VERSION
      Version information for the MAIN BOARD system programmes.

(C)   SERIAL NO.
      Serial number of the MAIN BOARD.

(D)   DIMM BOARD + GDROM
      Type of MEDIA BOARD. This example shows a DIMM BOARD with a GD-ROM
      DRIVE connected.

(E)   MEMORY SIZE
      Capacity of DIMM memory installed on the DIMM BOARD.

(F)   FIRM VERSION
      Version information for the DIMM BOARD system programme.

(G)   SERIAL NO.
      Serial number of the DIMM BOARD.

D. JVS TEST

JVS TEST is used to verify the specs of the I/O BOARD connected to the Chihiro and to run input tests.
I/O BOARD specs are displayed initially.
Screens may differ depending on the type of I/O BOARD connected to the unit.

```
              JVS TEST
              INPUT TEST
              NEXT NODE
              EXIT
        NODE     ****
        NAME      ***************
              I/O BD JVS
              Ver****
              *********
        CMD VER   1.1
        JVS VER   2.0
        COM VER   1.0
        SWITCH    2 PLAYER(S)  13 BITS
        COIN      2 SLOT
        ANALOG    8 CH
        ROTARY    0 CH
        KEYCODE   0
        SCREEN    X:0 Y:0 CH:0
        CARD      0 SLOT
        HOPPER OUT 0 CH
        DRIVER OUT 6 CH
        ANALOG OUT 0 CH
        CHARACTER  CHARA:0 LINE:0
        BACKUP    0
          SELECT WITH SERVICE BUTTON
            AND PRESS TEST BUTTON
```

● Use the SERVICE Button to move the cursor to the desired test item.

● Move the cursor to INPUT TEST and press the TEST Button to enter the INPUT TEST screen for the I/O BOARD currently displayed.

● When 2 or more I/O BOARDS are connected, move the cursor to NEXT NODE and press the TEST Button to enter the test screen for the next I/O BOARD. The lower the NODE number, the further away the node is from the Chihiro.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

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INPUT TEST Screen

```
┌──────────────────────────────────────────────┐
│              JVS TEST                          │
│              INPUT TEST                        │
│                                                │
│        NODE      1/1                           │
│          SYSTEM     00                  (A)    │
│          PLAYER 1   0000                (A)    │
│          PLAYER 2   0000                (A)    │
│          COIN 1     0000                (B)    │
│          COIN 2     0000                (B)    │
│          ANALOG 1   0000                (C)    │
│          ANALOG 2   0000                (C)    │
│          ANALOG 3   0000                (C)    │
│          ANALOG 4   0000                (C)    │
│          ANALOG 5   0000                (C)    │
│          ANALOG 6   0000                (C)    │
│          ANALOG 7   0000                (C)    │
│          ANALOG 8   0000                (C)    │
│                                                │
│     PRESS TEST AND SERVICE BUTTON TO EXIT      │
└──────────────────────────────────────────────┘
```

● On-screen values change according to the input from switches and the volume.

(A)　SYSTEM, PLAYER
Values change with input from control panel/other switches.

(B)　COIN
Increases with input from the COIN SWITCH. The count is cleared when exiting TEST MODE.

(C)　ANALOG
Displays analog values from "0000" to "FFFF".

● Press the SERVICE and TEST Buttons simultaneously to return to the JVS TEST main screen.

E. SOUND TEST

Use SOUND TEST to test sound output and to select the stereo/mono/surround setting.
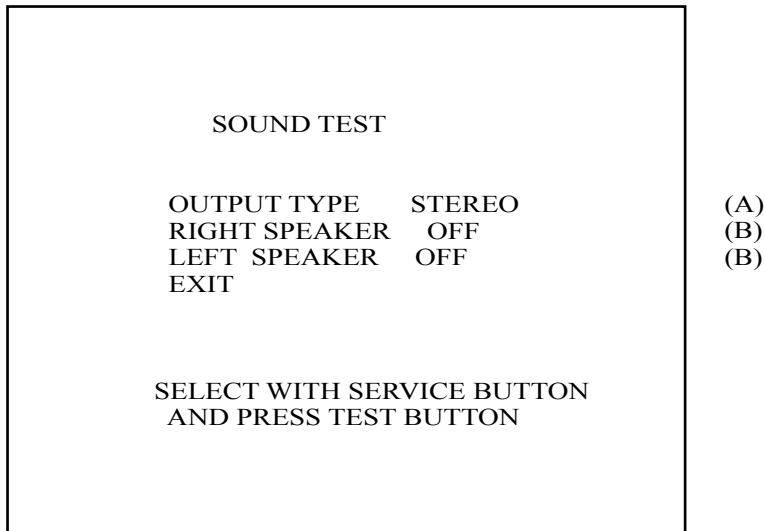
```
SOUND TEST


OUTPUT TYPE     STEREO          (A)
RIGHT SPEAKER    OFF            (B)
LEFT  SPEAKER    OFF            (B)
EXIT



SELECT WITH SERVICE BUTTON
 AND PRESS TEST BUTTON
```

● Use the SERVICE Button to move the cursor to the desired test item.

● Press the TEST Button to enter the selected item.

    (A)   OUTPUT TYPE(STEREO, MONO, SURROUND)
        Select the sound output from the I/O PANEL audio output interface setting among
        STEREO, MONO and SURROUND.

    (B)   RIGHT/LEFT SPEAKER(ON, OFF)
        When set to "ON", the test sends a beep to each audio output interface. Only the word
        "SPEAKER" is displayed when the OUTPUT TYPE is set to "MONO", and when set to
        "ON", the test sends the same beep to both the left/right audio output interfaces.
        To test surround output, it is necessary to use a separate Audio Amp, and receive signal
        from a terminal not in use at the time of shipping.
        Note: Not available with this product.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

F. C.R.T. TEST

        Use the C.R.T. TEST to adjust monitor colours and verify screen size.

COLOUR CHECK Screen

● Monitor COLOUR CHECK screen is displayed initially.
   Each of the colours (red, green and blue) is darkest at the far left and gets progressively lighter
   (32 steps) towards the right.
   Monitor brightness is set correctly if the white colour bar is black at the left edge and white at the
   right edge.

```
                    C.R.T. TEST 1/2

          1                    32
          ┌─────────────────────┐
          │         RED          │
          ├─────────────────────┤
          │        GREEN         │
          ├─────────────────────┤
          │         BLUE         │
          ├─────────────────────┤
          │        WHITE         │
          └─────────────────────┘


          PRESS TEST BUTTON TO CONTINUE
```
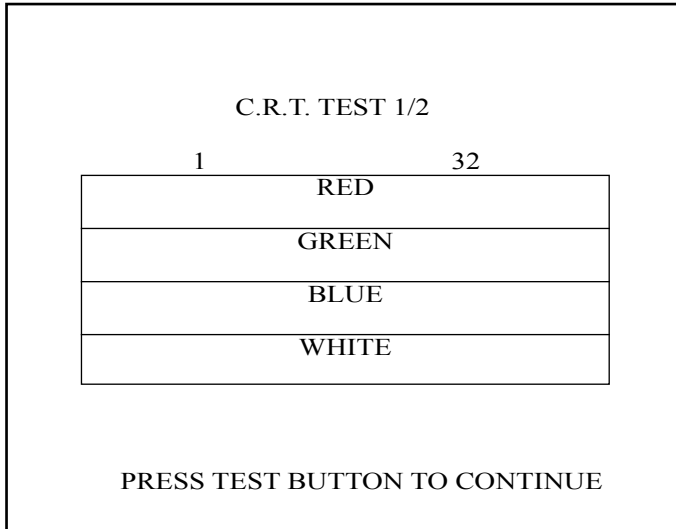
● Press the TEST Button to proceed to the next page.

SIZE CHECK Screen

```
                    C.R.T. TEST 2/2

















          PRESS TEST BUTTON TO EXIT
```
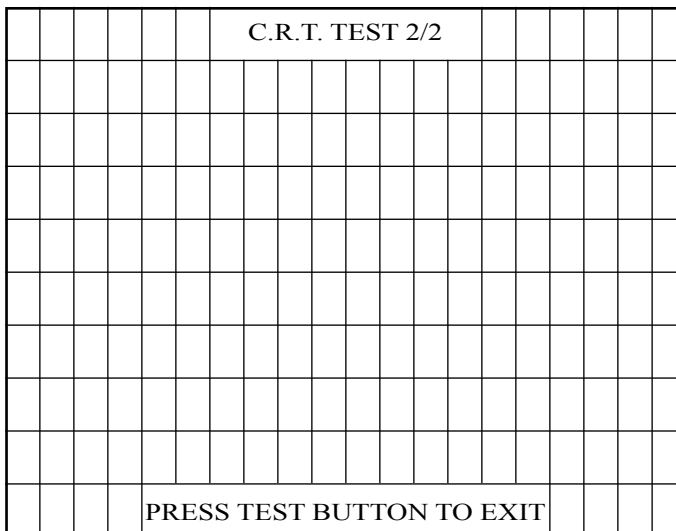
● Adjust the CHECK GRID so that the entire GRID is displayed on the screen.

● Press the TEST Button to return to the SYSTEM MENU screen.

G. COIN ASSIGNMENTS

Use COIN ASSIGNMENTS to set the credit rate for each coin inserted.

● Use the SERVICE Button to move the cursor to the desired test item.

● Press the TEST Button to change the setting or to open the detailed settings.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

```
┌─────────────────────────────────┐       ┌─────────────────────────────────┐
│        COIN ASSIGNMENTS         │       │        COIN ASSIGNMENTS         │
│                                 │       │                                 │
│ COIN CHUTE TYPE    COMMON   (A) │       │ COIN CHUTE TYPE    INDIVIDUAL   │
│ SERVICE TYPE    COMMON      (B) │       │ SERVICE TYPE       INDIVIDUAL   │
│                                 │       │                                 │
│ COIN CHUTE #1 COIN TO CREDIT RATE (C) │  │ COIN CHUTE #1 COIN TO CREDIT RATE │
│ 1 COIN(S) COUNT AS 1 CREDIT(S)  │       │ 1 COIN(S) COUNT AS 1 CREDIT(S)  │
│ COIN CHUTE #2 COIN TO CREDIT RATE (C) │  │                                 │
│ 1 COIN(S) COUNT AS 1 CREDIT(S)  │       │                                 │
│ DETAIL SETTING             (D)  │       │ DETAIL SETTING                  │
│ GAME COST SETTING          (H)  │       │ GAME COST SETTING               │
│ →EXIT                           │       │ →EXIT                           │
│                                 │       │                                 │
│   SELECT WITH SERVICE BUTTON    │       │   SELECT WITH SERVICE BUTTON    │
│     AND PRESS TEST BUTTON       │       │     AND PRESS TEST BUTTON       │
└─────────────────────────────────┘       └─────────────────────────────────┘
```
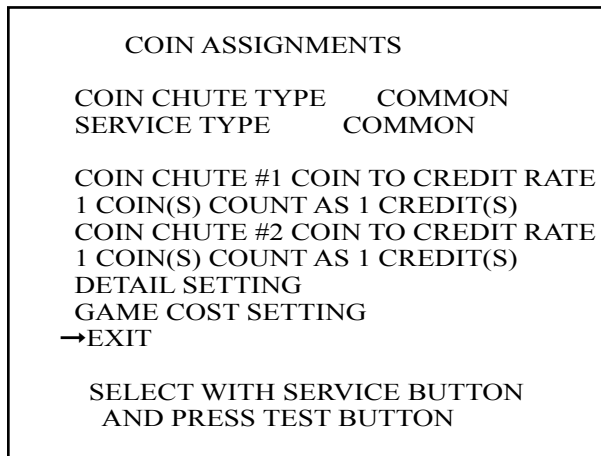
COIN CHUTE TYPE…COMMON   COIN CHUTE TYPE…INDIVIDUAL

(A)   COIN CHUTE TYPE(COMMON, INDIVIDUAL)
      Adjust settings according to the specs of the cabinet COIN CHUTE.

      COMMON
      This is for cabinets where a single COIN CHUTE is used by multiple players.
      Coins inserted by each player are treated as common credits.
      Up to 2 COIN CHUTES (#1 and #2) may be used. The (C) COIN TO CREDIT RATE setting for
      COIN CHUTE #1 and #2 may be set differently.

      INDIVIDUAL
      This is for cabinets with individual COIN CHUTES for each player.
      Coins inserted by each player are treated as individual player credits.
      The (C) COIN TO CREDIT RATE setting is used by all COIN CHUTES.

(B)   SERVICE TYPE(COMMON, INDIVIDUAL)
      Use this to set the function of each SERVICE Button when there is more than one SERVICE
      Button.

      COMMON
      Pressing any SERVICE Button enters service credits for all players.

      INDIVIDUAL
      Pressing the SERVICE Button enters service credits only for the corresponding player.

(C) COIN TO CREDIT RATE
Set the CREDIT RATE for each coin inserted.
The "x COIN(S) COUNT AS x CREDIT(S)" setting indicates that "Inserting x coins equals x credits".
Set this to "FREE PLAY" to allow game play without credits.
When (A) COIN CHUTE TYPE is set to "COMMON", COIN CHUTE #2 settings are restricted to some extent by the settings for COIN CHUTE #1.

(D) DETAIL SETTING
This mode allows for more detailed credit rate settings than the (C) COIN TO CREDIT RATE setting.
Changes made in DETAIL SETTING override any (C) COIN TO CREDIT RATE settings.

DETAIL SETTING Screen

```
        COIN ASSIGNMENTS
         DETAIL SETTING
     COIN CHUTE #1 MULTIPLIER         (E)
      1 COIN COUNT AS 1 COIN(S)
     COIN CHUTE #2 MULTIPLIER         (E)
      1 COIN COUNT AS 1 COIN(S)
     BONUS ADDER      NO BONUS ADDER  (F)
     COIN TO CREDIT   1 COIN(S) 1 CREDIT  (G)
    →EXIT
     COIN CHUTE #1 OPERATION
     COIN   1 2 3 4 5 6 7 8 9
     CREDIT 1 2 3 4 5 6 7 8 9
     COIN CHUTE #2 OPERATION
     COIN   1 2 3 4 5 6 7 8 9
     CREDIT 1 2 3 4 5 6 7 8 9
       SELECT WITH SERVICE BUTTON
        AND PRESS TEST BUTTON
```

```
        COIN ASSIGNMENTS
         DETAIL SETTING
     COIN CHUTE #1 MULTIPLIER
      1 COIN COUNT AS 1 COIN(S)


     BONUS ADDER      NO BONUS ADDER
     COIN TO CREDIT   1 COIN(S) 1 CREDIT
    →EXIT
     COIN CHUTE #1 OPERATION
     COIN   1 2 3 4 5 6 7 8 9
     CREDIT 1 2 3 4 5 6 7 8 9




       SELECT WITH SERVICE BUTTON
        AND PRESS TEST BUTTON
```

COIN CHUTE TYPE…COMMON   COIN CHUTE TYPE…INDIVIDUAL

(E) COIN CHUTE MULTIPLIER
Use this to set how many coins will be counted for each coin inserted.
The "1 COIN COUNT AS x COIN(S)" setting indicates that "Each coin will be counted as x coins".
When the (A) COIN CHUTE TYPE is set to "COMMON", the setting may be set individually for COIN CHUTE #1 and #2.

(F) BONUS ADDER
Use this to set the number of coins calculated with the (E) COIN CHUTE MULTIPLIER setting that need to be inserted to get 1 bonus coin. When the (A) COIN CHUTE TYPE is set to "COMMON", the sum of the coins for COIN CHUTE #1 and #2 is used for the calculation.
The "x COINS GIVE 1 EXTRA COIN" setting indicates that "For every x coins, 1 bonus coin is given".
Set this to "NO BONUS ADDER" to disable bonus coins entirely.

(G) COIN TO CREDIT
Use this to set how many coins calculated with the (F) BONUS ADDER setting count as 1 credit.
The "x COIN(S) 1 CREDIT" setting indicates that "Every x coins equals 1 credit."

(H)   GAME COST SETTING
       Use this mode to set the number of credits required to start a game.
       Screens may differ depending on the game.

```
COIN ASSIGNMENTS
GAME COST SETTING

1 CREDIT TO START              (I)
1 CREDIT TO CONTINUE           (J)



→EXIT

   SELECT WITH SERVICE BUTTON
    AND PRESS TEST BUTTON
```
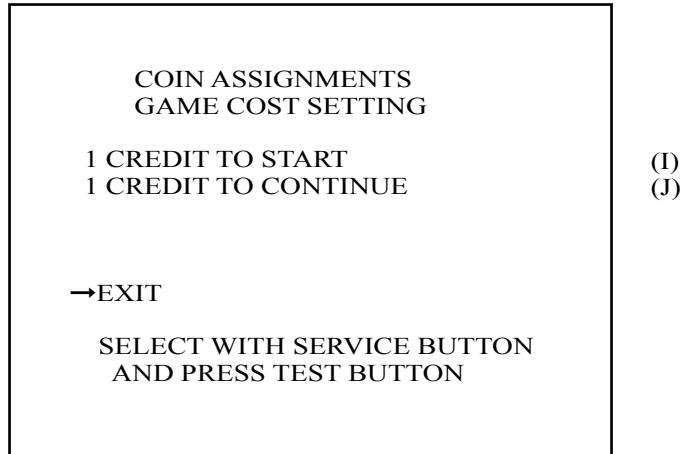
(I)   Set the number of credits required to start a game.

(J)   Set the number of credits required to continue a game.

H. CLOCK SETTING

Use CLOCK SETTING to set the Chihiro internal clock.

```
           CLOCK SETTING

      2002/11/15(FRI)  05:10:34

              YEAR
              MONTH
              DAY
              HOUR
              MINUTE
          →  EXIT


       SELECT WITH SERVICE BUTTON
        AND PRESS TEST BUTTON
```
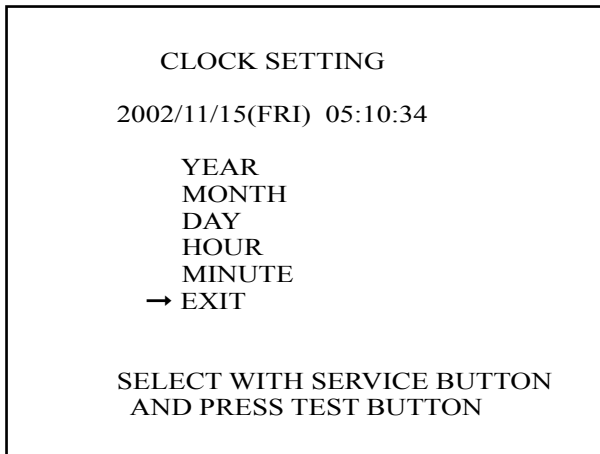
● Use the SERVICE Button to move the cursor to the item to be set.

● Move the cursor to the desired item and press the TEST Button to increase values.
   The max value for YEAR is "2099"; further increases return the value to "2000".

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

I. NETWORK SETTING (CORE)

Use the LAN PORT attached to the Main Board, and carry out the settings necessary for network communication.
Note: This function is not available with this product.

```
┌─────────────────────────────────────────┐
│        NETWORK SETTING (CORE)            │
│                                          │
│    ->REMOTE(C)     ENABLE          (A)   │
│      IP ADDRESS(C)                 (B)   │
│       ---.---.---.---                    │
│      SUBNET MASK(C)                (C)   │
│       ---.---.---.---                    │
│      GATE WAY(C)                   (D)   │
│       ---.---.---.---                    │
│      PRIMARY DNS(C)                (E)   │
│       ---.---.---.---                    │
│      EXIT                                │
│                                          │
│      CURRENT ************          (F)   │
│       ***.***.***.***                    │
│    SELECT WITH SERVICE BUTTON            │
│     AND PRESS TEST BUTTON                │
└─────────────────────────────────────────┘
```

● Use the SERVICE Button to move the cursor to the desired test item.
(When setting IP ADDRESS, SUBNET MASK, GAME WAY or PRIMARY DNS, use the underline as a guide.)

● Press the TEST Button to change the setting.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

(A)   REMOTE (C)
This sets up whether a communication setting is automatic or manual.
ENABLE: Sets the communication setting automatically.
DISABLLE: Sets the communication setting manually.

(B)   IP ADDRESS (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(C)   SUBNET MASK (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(D)   GATE WAY (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(E)   PRIMARY DNS (C)
This is one of the settings required for communication network. After setting the number, press TEST Button on SET position to memorize the setting. If you set the REMOTE setting to ENABLE, you cannot select this.

(F)   CURRENT
This displays the present setting value during a setup of each item [(B), (C), (D), (E)]. Pressing TEST Button on SET position, the settings are memorized and the screen is changed.

J. NETWORK SETTING (MEDIA)

Use NETWORK SETTING to establish and test network connections.
This is only displayed when a network enabled MEDIA BOARD is connected to the Chihiro.
● This game does not support network communication connections.
   Set (A) NETWORK TYPE to "NONE".

● Use the SERVICE Button to move the cursor to the desired test item.

● Press the TEST Button to change the setting or to open the detailed settings.

● Move the cursor to EXIT and press the TEST Button to return to the SYSTEM MENU screen.

```
┌─────────────────────────────────────────┐
│      NETWORK SETTING (MEDIA)             │
│                                          │
│   NETWORK TYPE      ETHER          (A)   │
│                                          │
│   SET IP ADDRESS                   (B)   │
│   CLEAR NETWORK SETTING            (C)   │
│   NETWORK TEST                     (D)   │
│                                          │
│                                          │
│   ->EXIT                                 │
│                                          │
│                                          │
│                                          │
│     SELECT WITH SERVICE BUTTON           │
│      AND PRESS TEST BUTTON               │
└─────────────────────────────────────────┘
```

(A)   NETWORK TYPE
      Choose a type of the communication network.

      NONE: Sets that the communication system does not perform. Sets to NONE
                             when you don't set the network system.

      ETHER: Sets ETHER for the communication network.

      MOBILE: Sets a mobile communication terminal for the communication network.

      ETHER+MOBILE
      DEFAULT ETHER: Set ETHER or MOBILE automatically for the communication network.
                             Priority is given to ETHER.

      ETHER+MOBILE
      DEFAULT MOBILE: Set ETHER or MOBILE automatically for the communication network.
                             Priority is given to MOBILE.

(B)   SET IP ADDRESS
        This sets up the details of the communication network. Depending on the NETWORK TYPE
        setting, the contents of setting vary. If setting to NONE, it does not appear.

●ETHER Setting

```
        SET IP ADDRESS 1/1

     ->REMOTE        ENABLE              (E)
       IP ADDRESS(E)                     (F)
        ---.---.---.---
       SUBNET MASK(E)                    (G)
        ---.---.---.---
       EXIT




       CURRENT ************            (I)
        ***.***.***.***
       SELECT WITH SERVICE BUTTON
        AND PRESS TEST BUTTON
```

●MOBILE Setting

```
        SET IP ADDRESS 1/1

     ->IP ADDRESS(M)                     (H)
        ---.---.---.---
        EXIT






       CURRENT ************            (I)
        ***.***.***.***
       SELECT WITH SERVICE BUTTON
        AND PRESS TEST BUTTON
```

●ETHER+MOBILE Settings

```
┌─────────────────────────────────────────────┐
│         SET IP ADDRESS 1/1                    │
│                                               │
│   ->REMOTE        ENABLE            (E)        │
│    IP ADDRESS(E)                    (F)        │
│     ---.---.---.---                            │
│    SUBNET MASK(E)                   (G)        │
│     ---.---.---.---                            │
│    IP ADDRESS(M)                    (H)        │
│     ---.---.---.---                            │
│    EXIT                                        │
│                                               │
│                                               │
│    CURRENT ************             (I)        │
│      ***.***.***.***                           │
│    SELECT WITH SERVICE BUTTON                  │
│     AND PRESS TEST BUTTON                      │
└─────────────────────────────────────────────┘
```

● Use the SERVICE Button to move the cursor to the desired test item.
   (When setting IP ADDRESS or SUBNET MASK, use the underline as a guide.)

● Press the TEST Button to change the setting.

● Move the cursor to EXIT and press the TEST Button to return to the NETWORK SETTING
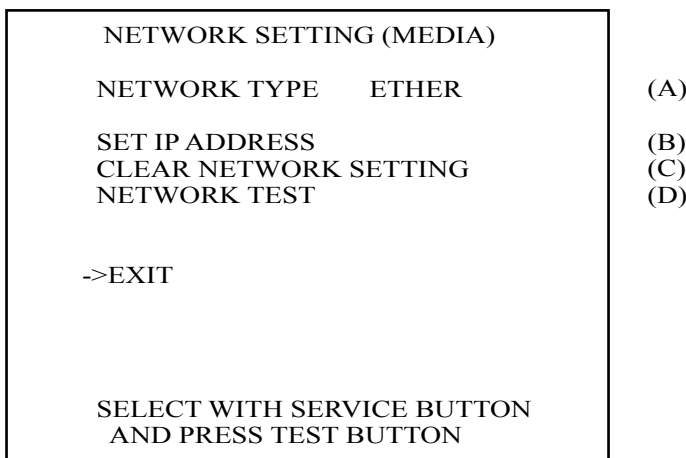   screen.

(E)   REMOTE
      This sets up whether a communication setting is automatic or manual.
      ENABLE: Sets the communication setting automatically.
      DISABLLE: Sets the communication setting manually.

(F)   IP ADDRESS (E)
      This is one of the settings required for communication network. After setting the number, press
      TEST Button on SET position to memorize the setting. If you set the REMOTE setting to
      ENABLE, you cannot select this.

(G)   SUBNET MASK (E)
      This is one of the settings required for communication network. After setting the number, press
      TEST Button on SET position to memorize the setting. If you set the REMOTE setting to
      ENABLE, you cannot select this.

(H)   IP ADDRESS (M)
      This is one of the settings required for communication network. Set the number according to the
      Game Soft manual. After setting the number, press TEST Button on SET position to memorize
      the setting.

(I)   CURRENT
      This displays the present setting value during a setup of each item [(F), (G), (H)]. Pressing TEST
      Button on SET position, the settings are memorized and the screen is changed.

(C)   CLEAR NETWORK SETTING
Use this to return all values in the NETWORK SETTING to the default values and turn off
network communication.

```
┌─────────────────────────────────────────┐
│                                         │
│        CLEAR NETWORK SETTING            │
│                                         │
│                                         │
│                                         │
│          ->YES (CLEAR)                  │
│            NO (CANSEL)                   │
│                                         │
│                                         │
│                                         │
│                                         │
│      SELECT WITH SERVICE BUTTON         │
│        AND PRESS TEST BUTTON            │
│                                         │
└─────────────────────────────────────────┘
```
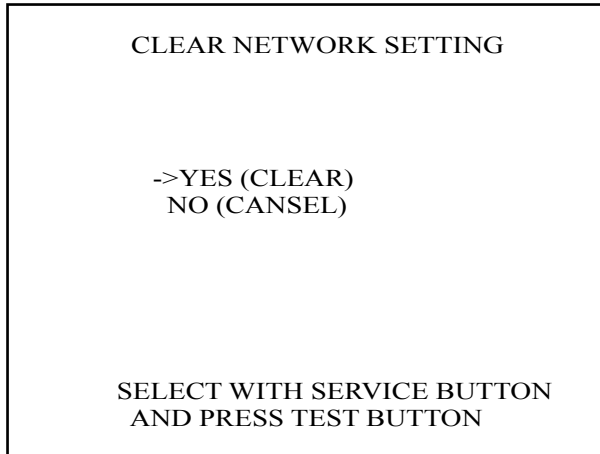
To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and press the TEST
Button. When the data has been cleared, the message "COMPLETED" is displayed.

Press the TEST Button again to return to the NETWORK SETTING main screen.

Move the cursor to NO (CANCEL) and press the TEST Button to return to the NETWORK
SETTING main screen without clearing the data.

(D)   NETWORK TEST
In this test, the checking for the communication network can be performed.
Entering this test mode, checking starts immediately.

```
┌─────────────────────────────────────────┐
│                                         │
│          NETWORK TEST                   │
│                                         │
│        VERSION  *.**                    │
│        STATUS   GOOD                     │
│        CHECKING 100%                     │
│                                         │
│        **** MODE                         │
│        CHECKING NETWORK                  │
│        LOOPBACK - GOOD                   │
│        GATEWAY -- N/A                     │
│        SERVER --- N/A                     │
│        -- COMPLETED --                    │
│                                         │
│                                         │
│      PRESS TEST BUTTON TO EXIT          │
│                                         │
└─────────────────────────────────────────┘
```
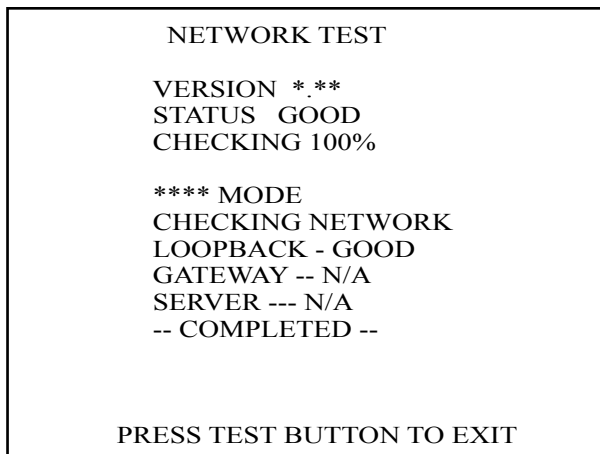
The display changes to "GOOD" when the checking is finished successfully, and changes to
"BAD" when any problem is detected. If the connection is not permitted, the display will change
to "N/A".
If you perform this test immediately after the setting change, it may not display the correct result.
In this case, be sure to turn the power off and on, and enter this test mode again.

10-3 GAME TEST MODE

Select ENTER GAME TEST from the System Menu screen to display the Game Test Menu screen as follows.

Use the SERVICE Button to move the cursor to the desired test item.

Press the TEST Button to enter the selected item's test.

```
          Crazy Taxi HighRoller
          [GAME TEST MENU]


      INPUT TEST
      OUTPUT TEST
      GAME ASSIGNMENTS
      I/O VOLUME SETTING
      SOUND RANGE SETTING
      BOOKKEEPING
      BACKUP DATA CLEAR
      EXIT




 -SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```
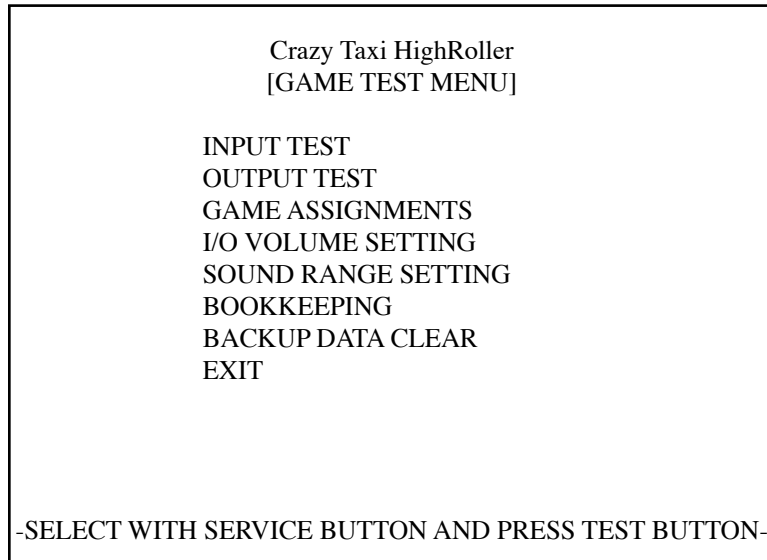
Performs test, adjustments and settings for each of the Game Test Menu screen items below.

● INPUT TEST: Tests each input device used in the game.

● OUTPUT TEST: Tests each output device used in the game.

● GAME ASSIGNMENTS: Adjusts game settings.

● I/O RANGE SETTING: Adjust input/output range for each game control device.

● SOUND VOLUME SETTING: Adjust sound volume.

● BOOKKEEPING: View all recorded game data.

● BACKUP DATA CLEAR: Erase all game records.

After selecting an item, read the explanations below regarding operation.

After performing tests and adjustments, return to the Game Test Menu screen, select EXIT and press the TEST Button. You will return to the System Menu screen.

Move the cursor to EXIT on System Menu screen and press the TEST Button to return to the Game Play screen.

a. INPUT TEST

Select INPUT TEST to display the following screen and check the status of input devices.

This test should be used periodically to check that each input device is functioning correctly.

```
                 Crazy Taxi HighRoller
              [GAME TEST MENU-INPUT TEST]

              DRIVE GEAR        OFF
            REVERSE GEAR        OFF
                    JUMP        OFF
                   START        OFF
                 SERVICE        OFF
                    TEST        OFF
                   WHEEL        7eH
                   ACCEL        2fH
                   BRAKE        2fH



     -PRESS TEST BUTTON AND SERVICE BUTTON TO EXIT-
```

Operate the WHEEL (steering wheel), ACCEL (accelerator), and BRAKE (brake pedal) to check that the values change appropriately and smoothly.

Input is normal if the display to the right of other each item changes from OFF to ON when each input device is operated.

Press the SERVICE and TEST Buttons simultaneously to return to the Game Test Menu screen.

b. OUTPUT TEST

Select OUTPUT TEST to display the following screen and check the status of each lamp.
This test should be used periodically to check that the lamps are functioning correctly.

```
              Crazy Taxi HighRoller
          [GAME TEST MENU-OUTPUT TEST]

    START BUTTON            OFF
         LAMP NO.1          OFF
         LAMP NO.2          OFF
         LAMP NO.3          OFF
         LAMP NO.4          OFF
      EXIT




-SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```
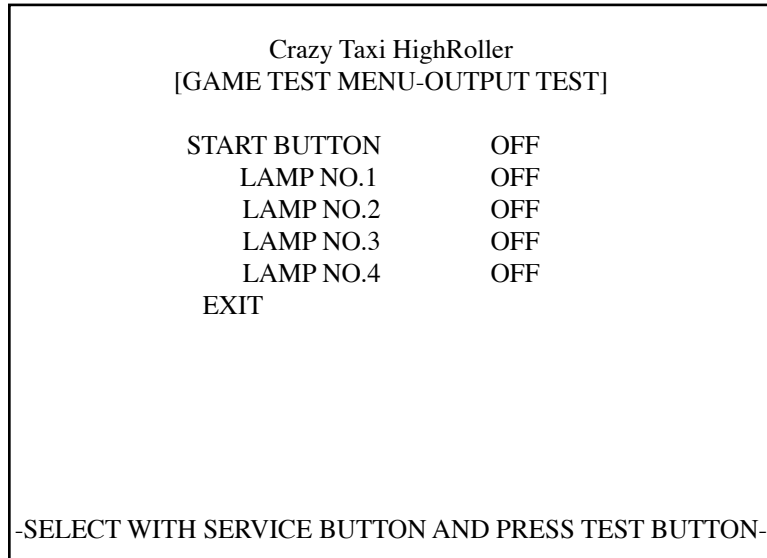
Perform the tests as follows.

● START BUTTON: Select START BUTTON and press the TEST Button. The display to the right
of the item will change to ON and the Start Button will flash.

● LAMP NOS. 1 - 4: Lamps (LEDs) are numbered 1 through 4 starting with the lamp in the upper
left of the cabinet. Select the lamp to light up with the SERVICE Button. Pressing the TEST
Button repeatedly will cycle the left-hand display through OFF -> RED -> GREEN -> BLUE ->
WHITE -> OFF. When not set to OFF, the lamp lights up with the color indicated.

Move the cursor to EXIT and press the TEST Button to return to the Game Test Menu screen.

c. GAME ASSIGNMENTS

Select GAME ASSIGNMENTS to display the current game settings and make changes.

```
                    Crazy Taxi HighRoller
            [GAME TEST MENU-GAME ASSIGNMENTS]

              START TIME            50
           TIME DIFFICULTY          3/8
           GAME DIFFICULTY          4/8
           ADVERTISE SOUND          ON
           EXIT




     -SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```

Perform the following settings for each item.

● START TIME: Change the initial game time limit (GAME TIME). From shortest to longest, there are 8 choices: 35, 40, 45, 50, 55, 60, 65, and 70. (Default setting: 50)

● TIME DIFFICULTY: Set the amount of bonus time added when a customer gets into the cab. From most difficult to easiest, the eight settings range from 1/8 to 8/8. (Initial setting: 3/8)

● GAME DIFFICULTY: Set the game difficulty based on traffic volume. From most difficult to easiest, the eight settings range from 1/8 to 8/8. (Initial setting: 4/8)

● ADVERTISE SOUND: You can set the advertise sound to ON or OFF.

Changes to settings are not enabled until Test Mode is exited. After changing settings, be sure to exit Test Mode.

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen

d. I/O RANGE SETTING

Select I/O RANGE SETTING to display the following screen. Perform the volume settings for the units to be used in the game. Use this mode when a control unit is not functioning properly or you want to change the parameters. The three configurable items are the STEER SETTING (steering wheel), ACCEL SETTING (accelerator), and BRAKE SETTING (brake).

```
                    Crazy Taxi HighRoller
              [GAME TEST MENU-RANGE SETTING]

                WHEEL SETTING AD(0):  **H
            LEFT MAX **H     RIGHT MAX **H
                ACCEL SETTING AD(1):  **H
                  MIN **H -- MAX **H
              BRAKE SETTING AD(1):  **H
                  MIN **H -- MAX **H
                        SETUP

                        EXIT



   -SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```
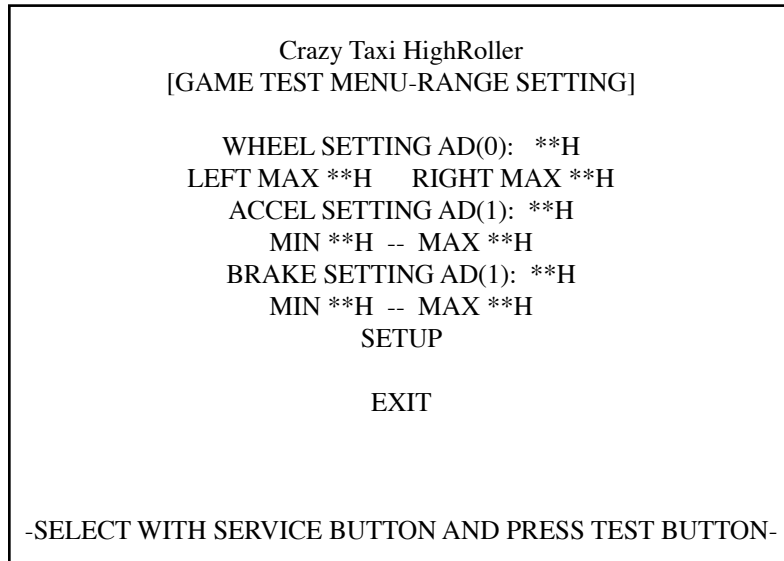
Select SETUP with the SERVICE Button and press the TEST Button. The "SETUP EXIT" option will appear. Here you may set the maximum and minimum values for each range.
  • Turn the handle all the way to the right to set the RIGHT MAX value.
  • Turn the handle all the way to the left to set the LEFT MAX value.
  • Press the accelerator all the way down to set the ACCEL SETTING MAX.
  • Press the brake all the way down to set the BRAKE SETTING MAX.

<Recommended values>

Steering Wheel:	Centered (straight)……..	80H
Accelerator:	When released …….…...	30H
Brake:	When released …………	30H

The values adjust the volume position to within a range of ± 04H.

After changing the settings, select "SETUP EXIT" and press the TEST Button to finish the I/O RANGE SETTING adjustments.

Press the TEST Button when everything has been checked. You will return to the Game Test Menu screen.

e. SOUND VOLUME SETTING

Select SOUND VOLUME SETTING on the Game Test Menu screen to display the following screen and make changes the sound volume in the game.
(Use "c. GAME ASSIGNMENTS" to turn advertising sound ON and OFF. Advertising sound cannot be turned on and off here.)

```
                    Crazy Taxi HighRoller
            [GAME TEST MENU-SOUND VOLUME]

        BGM VOLUME              7/8
          SE VOLUME             4/8
        VOICE VOLUME            6/8
     EXIT




   -SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-
```
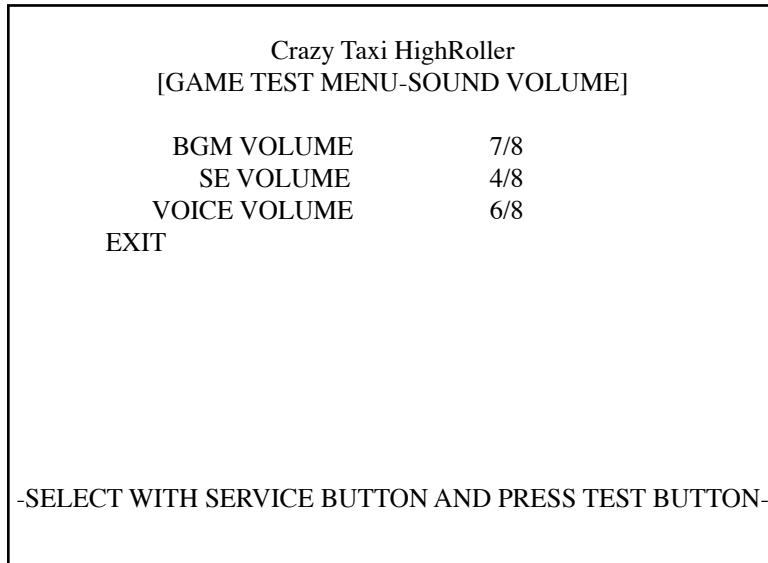
The following settings may be changed. Each has nine possible settings, from 0/8 (silent) to 8/8 (loud).

● BGM VOLUME: Change volume of the game's background music. (Initial setting: 7/8)

● SE VOLUME: Change special effects sound volume (engine noises, crashes, etc.). (Initial setting: 4/8)

● VOICE VOLUME: Change voice volume (cabbies, customers, etc.). (Initial setting: 6/8)

After changing the settings, select EXIT and press the TEST Button to return to the Game Test Menu screen.

f. BOOKKEEPING

Select BOOKKEEPING on the Game Test Menu screen to display the five screens of operating status data.

```
                    Crazy Taxi HighRoller
              [GAME TEST MENU-BOOKKEEPING 1/5]

                    COIN1              0
                    COIN2              0
             TOTAL COINS              0

               COIN CREDITS            0
            SERVICE CREDITS            0
              TOTAL CREDITS            0




                -PRESS TEXT BUTTON TO CONTINUE-
```

The display items for the screen (Page 1 of 5) are as follows.

- ● COIN 1: The number of coins inserted into Coin Slot 1.
- ● COIN 2: The number of coins inserted into Coin Slot 2.
- ● TOTAL COINS: The total number of coins inserted into the coin slots.
- ● COIN CREDITS: The number of credits for the coins inserted.
- ● SERVICE CREDITS: The number of credits input by the SERVICE Button.
- ● TOTAL CREDITS: The total number of all credits.

Press the TEST Button to display the next screen.

```
┌─────────────────────────────────────────────┐
│              Crazy Taxi HighRoller            │
│        [GAME TEST MENU-BOOKKEEPING 2/5]       │
│                                               │
│   NUMBER OF GAMES          0                  │
│   TOTAL TIME               0H00M00S           │
│   PLAY TIME                0H00M00S           │
│   AVERAGE PLAY TIME        0H00M00S           │
│   LONGEST TIME             0H00M00S           │
│   SHORTEST TIME            0H00M00S           │
│                                               │
│                                               │
│                                               │
│                                               │
│                                               │
│       -PRESS TEXT BUTTON TO CONTINUE-         │
│                                               │
└─────────────────────────────────────────────┘
```

The display items for the screen (Page 2 of 5) are as follows.

● NUMBER OF GAMES: The total number of games played.

● TOTAL TIME: The amount of time the unit has been in operation.

● PLAY TIME: The amount of time the game has been played.

● AVERAGE PLAY TIME: The average play time for one game.

● LONGEST PLAY TIME: The longest play time for one game.

● SHORTEST PLAY TIME: The shortest play time for one game.

Press the TEST Button to display the next screen (Page 3 of 5).

TIME HISTOGRAM shows the number of plays and the respective play times. This histogram should be referred to when setting the Game Difficulty.
The TIME HISTOGRAM is shown on two screens.

```
                    Crazy Taxi HighRoller
            [GAME TEST MENU-BOOKKEEPING 3/5]
                   -TIME HISTGRAM 1/2-
                   00M00S - 00M29S ...... 0
                   00M30S - 00M59S ...... 0
                   01M00S - 01M29S ...... 0
                   01M30S - 01M59S ...... 0
                   02M00S - 02M29S ...... 0
                   02M30S - 02M59S ...... 0
                   03M00S - 03M29S ...... 0
                   03M30S - 03M59S ...... 0
                   04M00S - 04M29S ...... 0
                   04M30S - 04M59S ...... 0
                   05M00S - 05M29S ...... 0
                   05M30S - 05M59S ...... 0
                   06M00S - 06M29S ...... 0
                   06M30S - 06M59S ...... 0
                   07M00S - 07M29S ...... 0
                   07M30S - 07M59S ...... 0
                   08M00S - 08M29S ...... 0
                   08M30S - 08M59S ...... 0
                   09M00S - 09M29S ...... 0
                   09M30S - 09M59S ...... 0
                     OVER 10M00S ...... 0
             -PRESS TEXT BUTTON TO CONTINUE-
```

This displays play times on a scale from 0M00S to 9M59S with 30-second intervals. All play times over ten minutes are included in the item OVER 10M00S.

Press the TEST Button to display the next screen (Page 4 of 5).

```
                    Crazy Taxi HighRoller
           [GAME TEST MENU-BOOKKEEPING 4/5]
                   -TIME HISTGRAM 2/2-
                 10M00S - 10M59S ...... 0
                 11M00S - 11M59S ...... 0
                 12M00S - 12M59S ...... 0
                 13M00S - 13M59S ...... 0
                 14M00S - 14M59S ...... 0
                 15M00S - 15M59S ...... 0
                 16M00S - 16M59S ...... 0
                 17M00S - 17M59S ...... 0
                 18M00S - 18M59S ...... 0
                 19M00S - 19M59S ...... 0
                 20M00S - 20M59S ...... 0
                 21M00S - 21M59S ...... 0
                 22M00S - 22M59S ...... 0
                 23M00S - 23M59S ...... 0
                 24M00S - 24M59S ...... 0
                 25M00S - 25M59S ...... 0
                 26M00S - 26M59S ...... 0
                 27M00S - 27M59S ...... 0
                 28M00S - 28M59S ...... 0
                 29M00S - 29M59S ...... 0
                  OVER 30M00S ...... 0
           -PRESS TEXT BUTTON TO CONTINUE-
```

This displays play times on a scale from 10M00S to 29M59S with 1-minute intervals. All play times over thirty minutes are included in the item OVER 30M00S.

Press the TEST Button to display the next screen.

```
                    Crazy Taxi HighRoller
              [GAME TEST MENU-BOOKKEEPING 5/5]
                    -FAVORTIE CHARACTER-
AXEL ...      0    ANGEL ...       0    SLASH ...      0
B.D.JOE ...   0    BIXBITE ...     0    ICEMAN...      0
GENA ...      0    MRS.VENUS ... 0     CINNAMON...    0
GUS ...       0    ZAX ...         0    HOT-D ...      0

                    -FAVORITE CAR TYPE-
                      NORMAL CAR ... 0
                         BIKE ... 0
                       STROLLER ... 0
                       CARRIAGE ... 0


              -PRESS TEXT BUTTON TO EXIT-
```
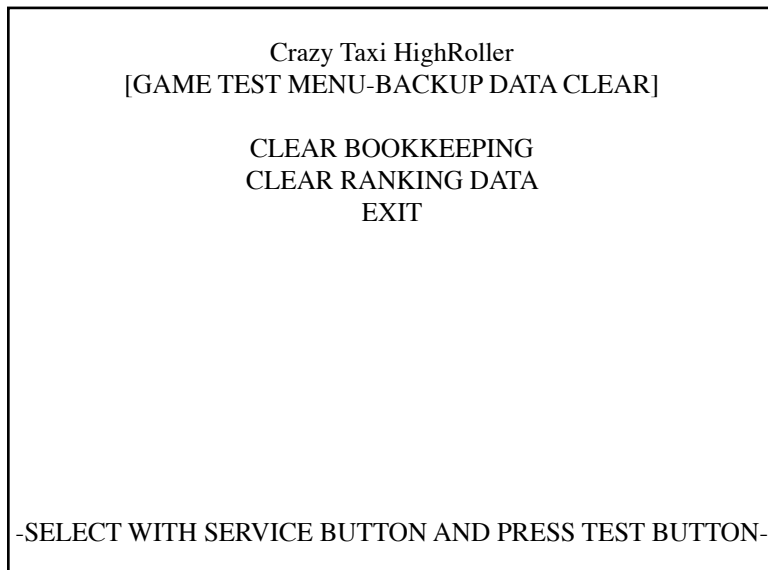
The display items for the screen (Page 5 of 5) are as follows.

● FAVORITE CHARACTER: Shows number of times each character has been used.

● FAVORITE CAR: Shows number of times each vehicle has been used.
   * The player can also unlock the Bike, Stroller and Carriage.

Press the TEST Button after viewing/checking all of the pages. You will return to the Game Test Menu screen.

f. BACKUP DATA CLEAR

Select BACKUP DETA CLEAR to clear the contents of BOOKKEEPING and Ranking Data.

```
┌─────────────────────────────────────────────────────┐
│                                                       │
│                Crazy Taxi HighRoller                  │
│        [GAME TEST MENU-BACKUP DATA CLEAR]             │
│                                                       │
│                CLEAR BOOKKEEPING                      │
│               CLEAR RANKING DATA                      │
│                      EXIT                             │
│                                                       │
│                                                       │
│                                                       │
│                                                       │
│                                                       │
│                                                       │
│                                                       │
│  -SELECT WITH SERVICE BUTTON AND PRESS TEST BUTTON-   │
│                                                       │
└─────────────────────────────────────────────────────┘
```

The following data may be cleared.

● CLEAR BOOKKEEPING: Delete all BOOKKEEPING data.
● CLEAR RANKING DATA: Delete all RANKING DATA.

Use the SERVICE Button to move to the data that you wish to clear and press the TEST Button. The options YES (CLEAR) or NO (CANCEL) will then appear.

To clear data, use the SERVICE Button to move the cursor to YES (CLEAR) and then press the TEST Button. When the data has been cleared, the message "COMPLETED" will be displayed. Press the TEST Button again to return to the Game Test Menu screen.

Move the cursor to NO (CANCEL) and press the TEST Button to return to the Game Test Menu screen without clearing the data.

11. CONTROL PANEL

<div style="border: 2px solid black">

⚠️ **WARNING!**

- In order to prevent an electric shock and short circuit, be sure to turn power off before performing work by touching the interior parts of the product.
- Be careful not to damage the wires. Damaged wires may cause electric shock or short circuit or present a fire risk.
- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.
- This work should be performed by the Location's Maintenance Man or Serviceman. Performing work by non-technical personnel can cause electric shock hazard.
- Do not perform work other than those specified in this Manual in order to prevent accidents during performing work and operation after performing work. Performing work not specified in this Manual may require special training for this product. If performing work other than those stated in this manual is required for repair, contact the offices herein stated in this manual or where you purchased the product from and ask for repair or inquire how to repair.
- Be very careful when soldering. Handling a soldering iron carelessly may result in a fire or a burn.
- Be extremely careful when heating the heat-shrinkable tube. Failure to do so may result in a fire or burns.

</div>

<div style="border: 2px solid black">

⚠️ **CAUTION!**

- Exercise extreme caution when handling the internal parts of the Control Panel. Watch out for damage, warping and loss. The loss of just one piece may result in damage to or lead to faulty operation of the entire unit.
- When securing the plastic-made parts, do not excessively fasten screws and nuts. Failure to observe this may damage the parts and cause injury due to fragments resulting from damage.

</div>

<div style="border: 2px solid black">

🛑 **STOP** **IMPORTANT!**

Be sure to perform volume's move value setting in the Volume Setting in the Test Mode after replacing or adjusting the Volume.
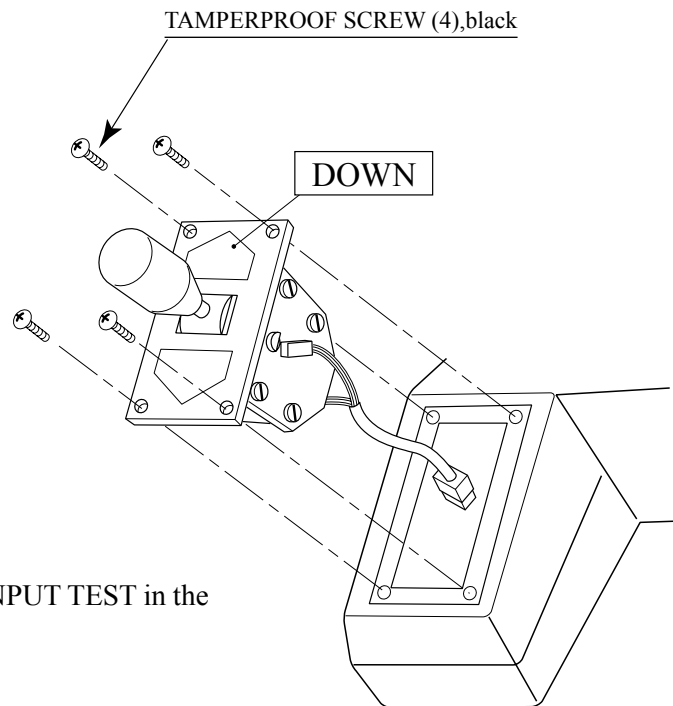
</div>

12. SHIFT LEVER

In the Test Mode, if the SHIFT LEVER's SW can not be inputted satisfactorily, replace the Switch. Apply greasing to the Mechanism's sliding portion once every 3 months.
When performing the above work, remove the Shift Lever Unit.

⚠ **WARNING!**

- Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock and short circuit hazards.
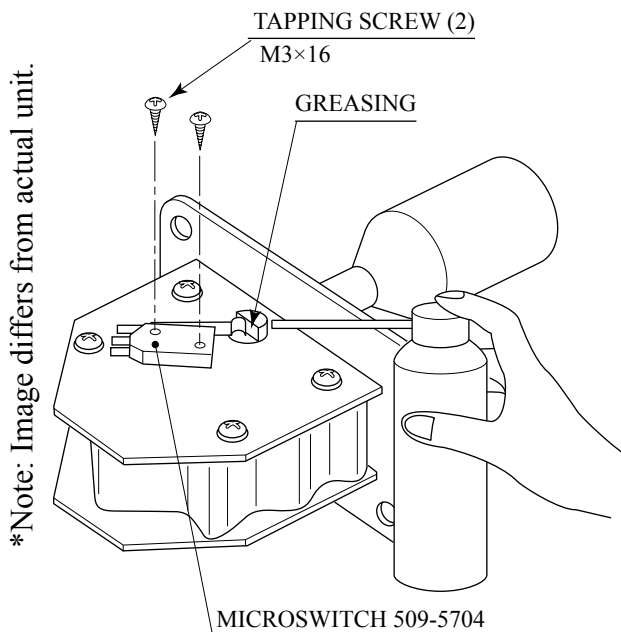- Use care so as not to damage wirings. Damaged wiring can cause electric shock and short circuit hazards.

12-1 REMOVING THE SHIFT LEVER

- Turn the Power SW off.

- Remove the 4 Tamperproof Screws to lift the Shift Lever Unit.

- Disconnect the Connector to remove the Shift Lever Unit.

- When reinstalling, follow the procedure opposite as when removing. At this time, ensure that "DOWN" display appears on the upper part as shown.

- After reinstalling, be sure to check INPUT TEST in the test mode.

TAMPERPROOF SCREW (4),black

DOWN

*Note: Image differs from actual unit.

FIG. 12. 1

TAPPING SCREW (2)
M3×16

GREASING

*Note: Image differs from actual unit.

MICROSWITCH 509-5704

FIG. 12. 2

12-2 SWITCH REPLACEMENT

- Disconnect the wiring Connector of the Switch to be replaced.

- Remove the 2 Tapping Screws to replace the Microswitch.

12-3 GREASING

Apply greasing once in 3 months to the specified portions.
For spray grease, use NOK KLUBER L 60 or Grease Mate (Part No. 090-0066).

13. ACCELERATOR & BRAKE

⚠️ **WARNING!**

- Before starting to work, ensure that the Power SW is OFF. Failure to observe this can cause electric shock or short circuit.
- Use care so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.
- Do not touch undesignated places. Touching places not designated can cause electric shock or short circuit.
- This work should be performed by the Location's Maintenance Man or Serviceman. Performing work by non-technical personnel can cause electric shock hazard.
- When performing work such as parts replacement other than those specified in this manual, be sure to contact where you purchased the product from. Confirm the work procedures and obtain precautions from where you purchased the product prior to performing work. Inappropriate parts replacement and/or installation with erroneous adjustment can cause an overload or the parts to come into contact, resulting in an electric shock, a short circuit, and a fire.

🛑 **STOP IMPORTANT!**

Be sure to perform volume's move value setting in the Volume Setting in the Test Mode after replacing or adjusting the Volume. (See 10-3E.)

If Accel. and Brake operation is not satisfactory, adjustment of volume installation position or volume replacement is needed. Also, be sure to apply greasing to the gear mesh portion once every 3 months.

13-1 ADJUSTING OR REPLACING THE VOLUME

The following tools are required for the operations below: Phillips screwdrivers for M4 and M5. The appropriate value for both ACCEL. Volume and Brake Volume is under 30H when released and over C0H when stepped on. Check Volume values in the TEST mode. Since work is performed inside the energized cabinet, be very careful so as not to touch undesignated places. Touching places not specified can cause electric shock or short circuit.

| ADJUSTING PROCEDURE |

- Take out the 2 truss screws and remove the Front Cover from the Accel. & Brake Unit (FIG. 13. 1 a).

TRUSS SCREW(2),chrome
M4×8

FIG. 13. 1 a

FRONT COVER

SCREW
M5×12,w/flat &
spring washers
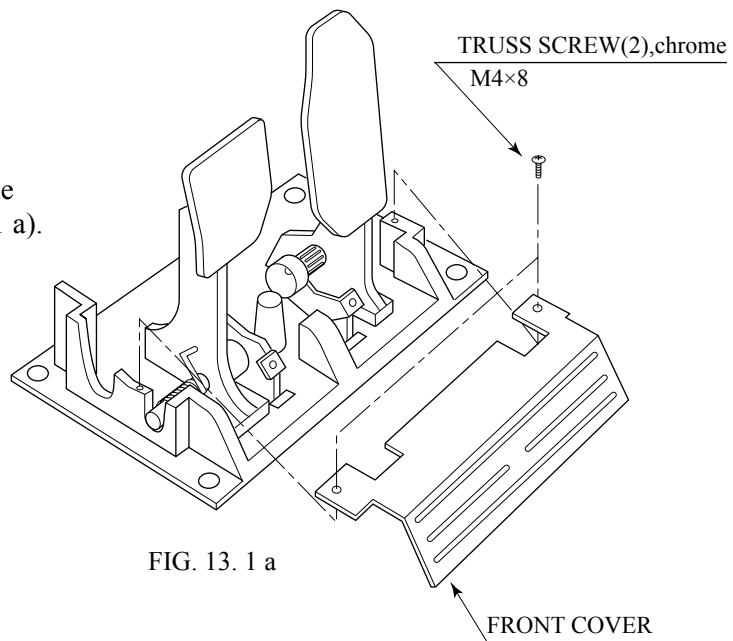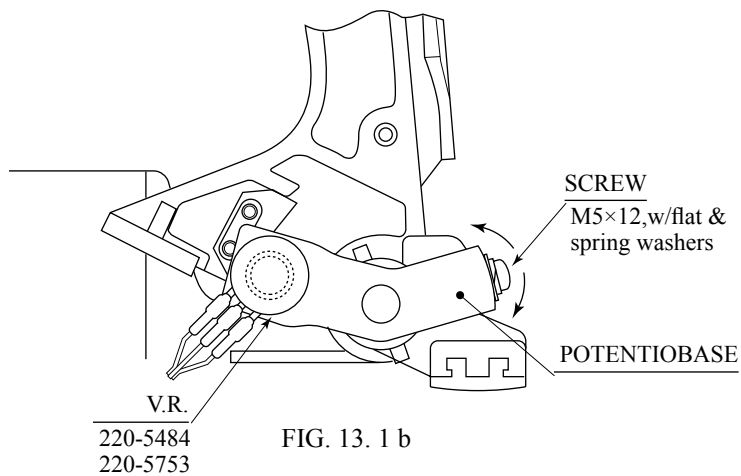
POTENTIOBASE

V.R.
220-5484
220-5753

FIG. 13. 1 b

● Loosen the screw which secure
the Potentiobase, and adjust the
Volume value by moving the
Base. (FIG. 13. 1 b)

● Secure the Potentiobase.

● Perform volume setting in the
volume setting mode.
(See 10-3E.)

REPLACING THE VOLUME

● Turn the power off.

● Take out the 2 screws and remove the
Potentiocover (FIG. 13. 1 c).

● Disconnect the connector of the
volume to be replaced.

● Remove the screw which secures the
Potentiobase (FIG. 13. 1 b).

● Remove the Potentiobase together
with the volume as is attached.
(FIG. 13. 1 c)

● Remove the base and the gear to
replace the volume.

● Adjust the volume as per the previous
page after replacing.

TRUSS SCREW (2)
M4×8

POTENTIOCOVER

FIG. 13. 1 c

POTENTIOBASE

13-2 GREASING

STOP

IMPORTANT!
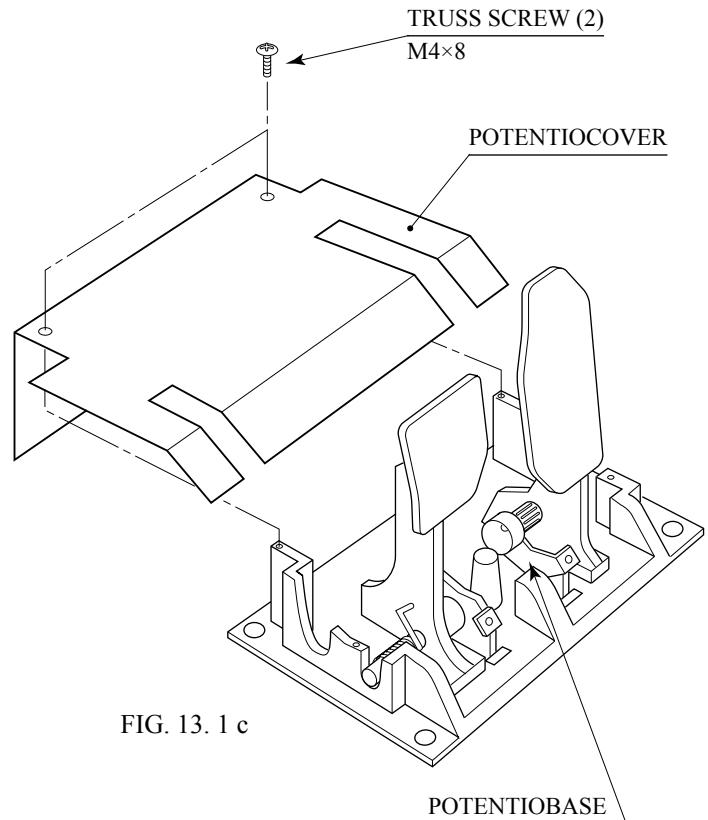
Be sure to use the designated
grease. Using undesignated grease
can cause parts damage.

Use spray grease once every three months to
grease up the Spring and gear mesh portion.
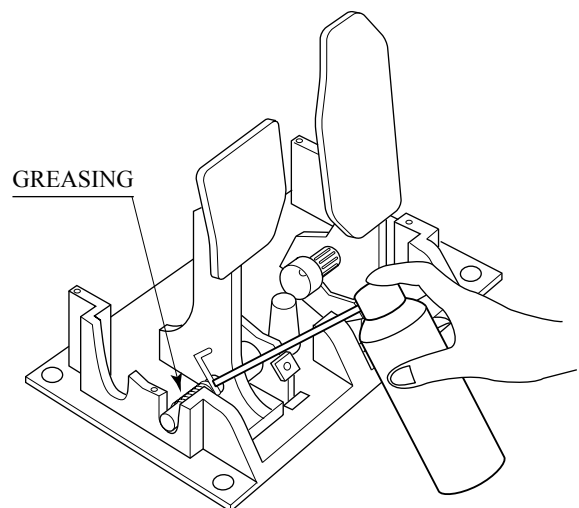For spray greasing, use GREASE MATE
(PART No. 090-0066).

GREASING

FIG. 13. 2

14. COIN SELECTOR

If the coin is not rejected when the REJECT button is pressed, open the coin chute door and open the selector gate. After removing the jammed coin, put a normal coin in and check to see that the selector correctly functions.

CLEANING THE COIN SELECTOR

STOP

IMPORTANT!

- Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
- Never apply machine oil, etc. to the Coin Selector.
- After cleaning the Coin Selector, insert a regular coin in the normal working status and ensure that the Selector correctly functions.

GATE

FIG. 14 a

The coin selector should be cleaned once every 3 months. When cleaning, follow the procedure below:

(1) Turn the power for the machine OFF. Open the coin chute door.
(2) Remove the coin selector from the coin chute door.
(3) Open the gate and dust off by using a soft brush (made of wool, etc.).
(4) Remove and clean smears by using a soft cloth dipped in water or diluted chemical detergent and then squeezed dry.
(5) Remove the CRADLE.
When removing the retaining ring (E ring), be very careful so as not to bend the rotary shaft.
(6) Remove stain from the rotary shaft and shaft receiving portions by wiping off with a soft cloth, etc.
(7) After wiping off as per (6) above, further apply a dry cloth, etc. to cause the coin selector to dry completely.

CRADLE

FIG. 14 b

COIN INSERTION TEST

Once every month, when performing the Coin SW Test, simultaneously check the following:

- Does the Coin Meter count satisfactorily?
- Does the coin drop into the Cashbox correctly?
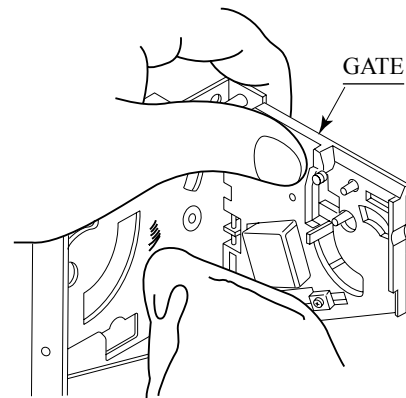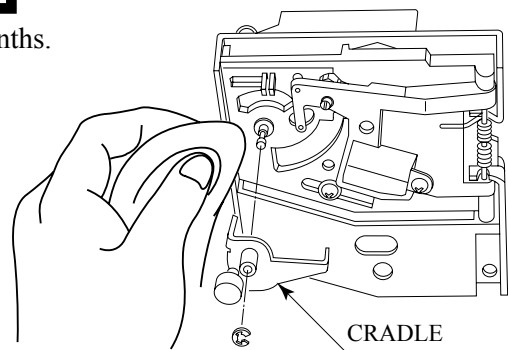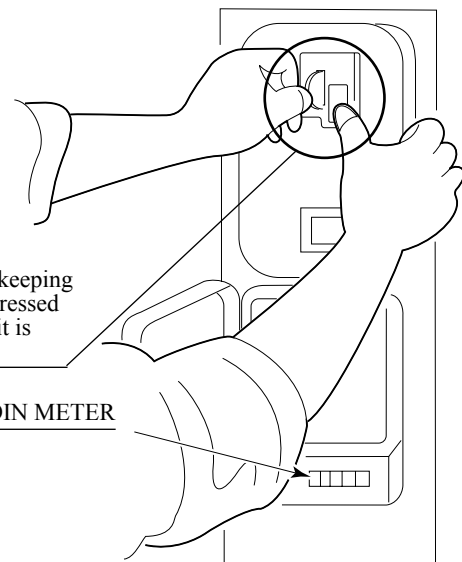- Is the coin rejected when inserted while keeping the Reject Button pressed down?

Insert a coin while keeping the Reject Button pressed down and check if it is rejected.

COIN METER

FIG. 14 c

WELLS-GARDNER
ELECTRONICS CORPORATION

2701 N. KILDARE CHICAGO, IL 60639

1-800-336-6630

WWW.WGEC.COM

WGD15-2110-01
OVER/UNDER MINI DOOR
2 ENTRIES WITH BILL
VALIDATOR   BOTTOM DOOR
& SPECIAL ENCLOSURE
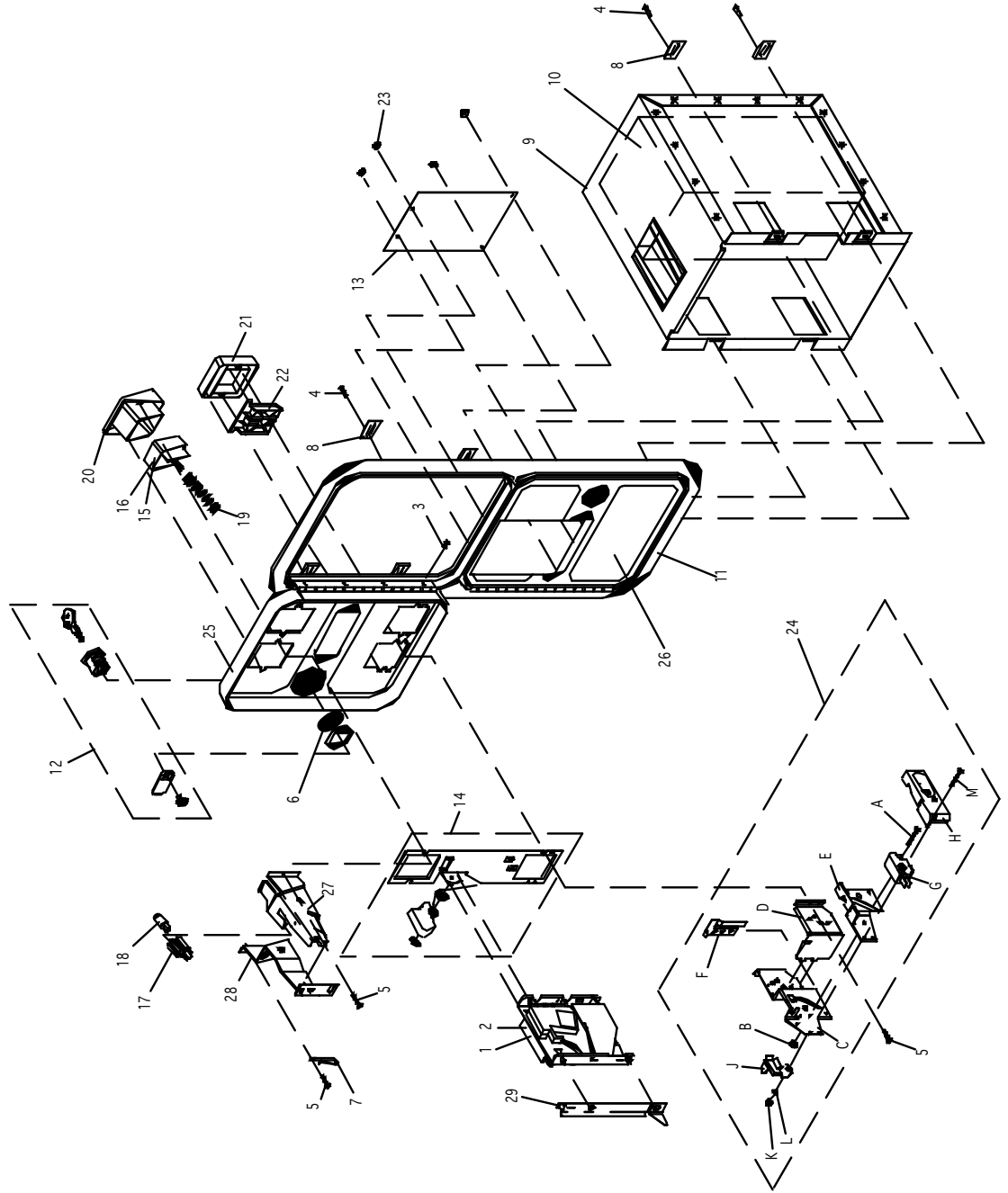
#	W.G. PART #	DESCRIPTION
1	812-4150-011	S-7 US 25c COIN MECH LEFT
2	812-4050-011	S-10 US $1 COIN MECH RIGHT
3	890-1002-00	HINGE SCREW
4	890-1003-00	CLAMP SCREW
5	890-1017-00	SCREW TRILOBULAR
6	890-1019-00	WASHER INTERNAL TOOTH 3/4"
7	890-1300-00	KEYHOOK
8	891-0514-00	CLAMP UK 5/8" CABINET
9	025X3711-001	ENCLOSURE W/CHUTE
10	025X3712-001	METAL CASHBOX
11	891-0509-162	DOUBLE FRAME
12	891-0547-00	LOCK SINGLE BIT
13	891-0100-4016	COVER PLATE
14	891-1008-107	BASE PLATE ASSEMBLY
15	891-1113-03	E/R BUTTON US 4x25c/$1 LEFT
16	891-1113-011	E/R BUTTON US $1 COIN RIGHT
17	891-1117-00	LAMPHOLDER
18	891-1118-00	LAMP WEDGE BASE 6 VOLT
19	891-1121-00	SPRING, E/R BUTTON
20	891-1311-16	BUTTON BEZEL, NYLON
21	891-1312-16	REJECT BEZEL, NYLON
22	891-1109-16	REJECT FLAP
23	020X1877-005	NUT KEPS #8-32 X 5/16 HEX
24	891-2216-16	MICROSWITCH ASSEMBLY
24A	890-1007-00	SCREW, FLAT HEAD M/S
24B	890-1206-02	KEP NUT
24C	891-1105-01	REJECT CUP SIDE PLATE
24D	891-1106-00	REJECT CUP BASE PLATE
24E	891-1107-00	BRACKET, MICROSWITCH
24F	891-1110-00	ADJUSTER, COIN
24G	891-1116-16	MICROSWITCH, BLACK - MED.
24H	891-1125-00	COVER, PLASTIC
24J	892-1002-07	CLIP, SNAP-ON
24K	892-1002-08	ELASTIC SNAP NUT
24L	892-1002-09	SLEEVE, SNAP-ON
24M	892-1002-11	SCREW, PAN HEAD
25	891-0604-16	MINI DOOR 2 ENTRIES
26	891-0614-16	MINI DOOR W/DBV C/O
27	892-1002-01	BRACKET, LAMPSIDE
28	892-1002-021	BRACKET, COVERSIDE
29	892-1002-10	BRACKET, HOLD DOWN

COIN DOOR

Tom Happ
tom.happ@happcontrols.com
Happ Controls
106 Garlisch Drive
Elk Grove, IL. 60007
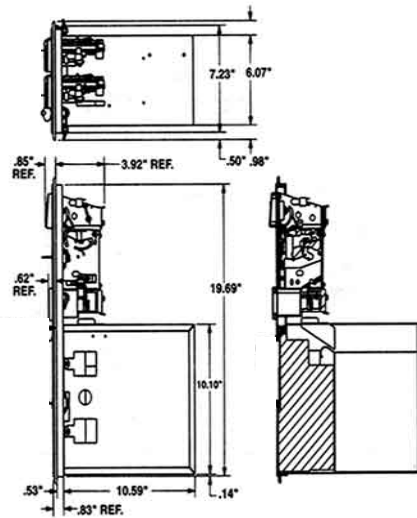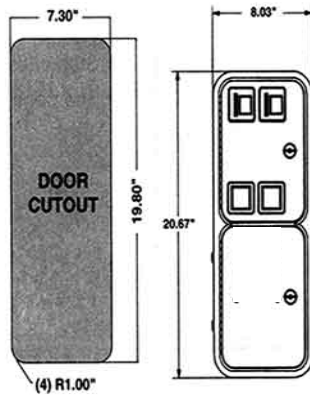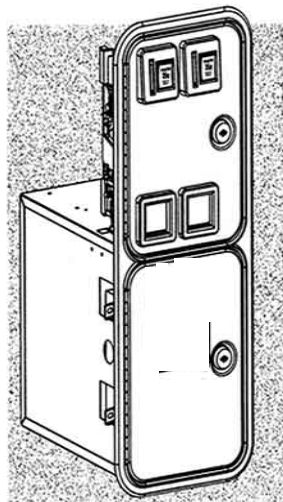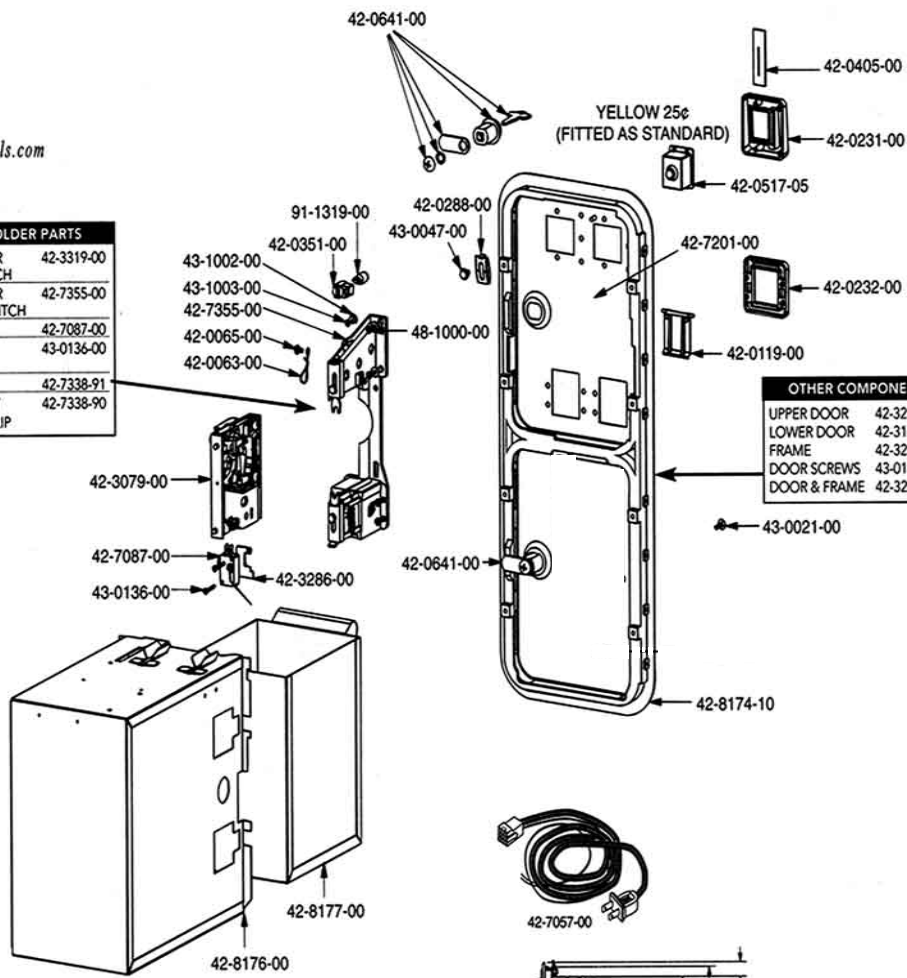Ph. 847-593-6161 ext. 107
Fx. 847-956-2091

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Custom "Guardian" Security Hasp available to protect your dollars,

GUARDIAN

MECH HOLDER PARTS	
MECH HOLDER W/COIN SWITCH	42-3319-00
MECH HOLDER W/O COIN SWITCH	42-7355-00
COIN SWITCH	42-7087-00
SCREW FOR COIN SWITCH	43-0136-00
METAL CLIP	42-7338-91
THUMBSCREW FOR METAL CLIP	42-7338-90

OTHER COMPONENTS	
UPPER DOOR	42-3216-00
LOWER DOOR	42-3145-16
FRAME	42-3272-00
DOOR SCREWS	43-0183-00
DOOR & FRAME	42-3227-00

42-0641-00

42-0405-00

YELLOW 25¢
(FITTED AS STANDARD)

42-0231-00

42-0517-05

42-7201-00

42-0232-00

42-0119-00

91-1319-00
42-0288-00
43-0047-00
42-0351-00
43-1002-00
43-1003-00
42-7355-00
42-0065-00
42-0063-00

48-1000-00

42-3079-00

42-7087-00
43-0136-00
42-3286-00

42-0641-00

43-0021-00

42-8174-10

42-8177-00

42-8176-00

42-7057-00

DOOR CUTOUT

7.30"
19.80"
(4) R1.00"

8.03"
20.67"

7.23" 6.07"
.85" REF.
3.92" REF.
.50" .98"
.62" REF.
19.69"
10.10"
.53"
10.59"
.14"
.83" REF.

15. MONITOR

15-1 CAUTIONS AND WARNINGS CONCERNING THE SAFETY FOR HANDLING THE MONITORS

Before handling the monitors, be sure to read the following explanations and comply with the caution/warning instructions given below. Note that the caution/warning symbol marks and letters are used in the instructions.

WARNING! Indicates that handling the monitors erroneously by disregarding this warning may cause a potentially hazardous situation, which could result in death or serious injury.

Indicates that access to a specific part of the equipment is forbidden.

CAUTION! Indicates that handling the monitors by disregarding this caution may cause a potentially hazardous situation, which could result in personal injury and or material damage.
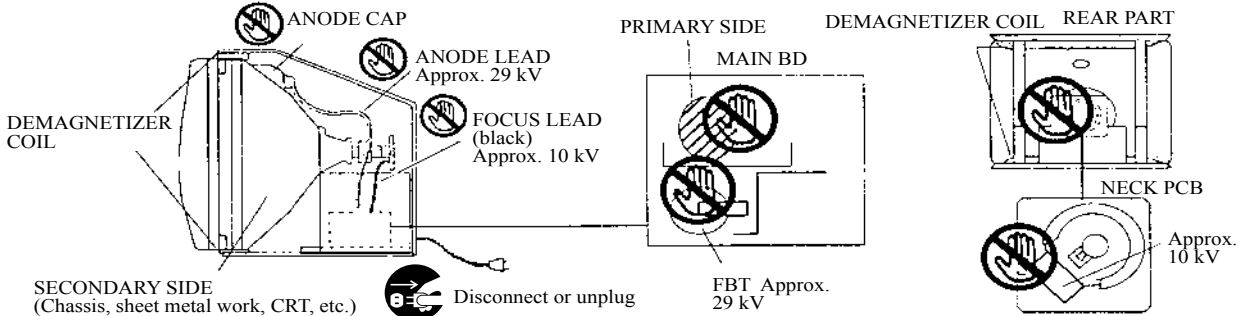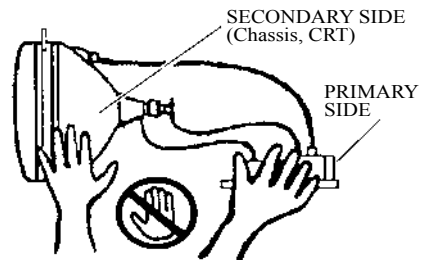
Indicates the instruction to disconnect a power connector or to unplug.

WARNING!
- When performing such work as installing and removing the monitor, inserting and disconnecting the external connectors to and from monitor interior and the monitor, be sure to disconnect the power connector (plug) before starting the work. Proceeding the work without following this instruction can cause electric shock or malfunctioning.
- Using the monitor by converting it without obtaining a prior permission is not allowed.   SEGA shall not be liable for any malfunctioning and accident caused by said conversion.

WARNING!
- Primary side and Secondary side
  The monitor's circuit which is divided into the Primary side and Secondary side, is electrically isolated. Do not touch the primary side, or do not touch both the primary side and the secondary side simultaneously. Failing to observe the instruction can cause electric shock and this is very dangerous. When making monitor adjustments, use a non-conductive driver and make adjustment without touching any part other than the Adjustment V. R. and knob. Also, be sure not to cause a short-circuit to the Primary side and Secondary side. If short-circuited, it can cause electric shock or malfunctioning, which is very dangerous.

  SECONDARY SIDE (Chassis, CRT)

  PRIMARY SIDE

- High-tension Voltage
  Some of the parts inside monitor are subject to high-tension voltage in excess of 20,000 volts and very dangerous. Therefore, do not touch the monitor interior. Should soldering & paper wastes, etc. be mixed in the monitor interior, turn the power off so as not to cause malfunctioning or fire hazard.

  ANODE CAP

  ANODE LEAD
  Approx. 29 kV

  FOCUS LEAD
  (black)
  Approx. 10 kV

  DEMAGNETIZER COIL

  SECONDARY SIDE
  (Chassis, sheet metal work, CRT, etc.)

  Disconnect or unplug

  PRIMARY SIDE

  MAIN BD

  FBT Approx.
  29 kV

  DEMAGNETIZER COIL   REAR PART

  NECK PCB

  Approx.
  10 kV

- Connecting the CRT and PCB
  For combining the CRT and PCB, use the specified part No. to maintain the status of adjustments made at the factory. The anode of the CRT itself will be accumulatively charged as time elapses, generating high-tension voltage which is very dangerous. The monitor should be used with the Chassis, CRT and PCB assembled. When repair, etc. is required at the time of malfunctioning, be sure to send it in an "as is assembled" condition. If these are disassembled, what's charged to said high tension voltage can be discharged, causing a very hazardous situation. Therefore, under no circumstances should it be disassembled.
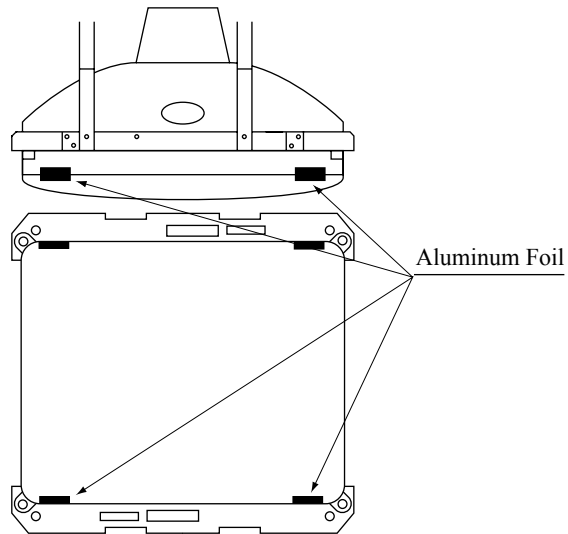

CAUTION!
- Static Electricity
  Touching the CRT surface sometimes causes you to slightly feel electricity. This is because the CRT surfaces are subject to static and will not adversely affect the human body.
- Installation and removal
  Ensure that the Magnetizer Coil, FBT (Fly-Back Transformer), Anode Lead and Focus Lead are not positioned close to the sheet metal work's sharp edges, etc. and avoid damaging the insulated portions so as not to cause electric shock and malfunctioning. (For the name of parts, refer to the above Figures).

For the purpose of static prevention, special coating is applied to the CRT face of this product. To protect the coating, pay attention to the following points. Damaging the coating film can cause electric shock to the customers.

- Do not apply or rub with a hard item (a rod with pointed edge, pen, etc.) to or on the CRT surfaces.
- Avoid applying stickers, seals, etc. on the CRT face.
- Do not remove aluminum foils from the CRT corners. Removing the aluminum foils can cause static prevention effects to be lowered.

Aluminum Foil

15-2 CLEANING THE CRT SURFACES

Static preventive coating is applied to the CRT surfaces. When cleaning, pay attention to the following points. Peeling off of static preventive coat can cause electric shock.

- Remove smears by using a dry, soft cloth (flannels, etc.). Do not use a coarse gauze, etc.
- For smear removing solvent, alcohol (ethanol) is recommended. When using chemical detergent, be sure to follow instructions below:
  • Dilute chemical detergent with water and dip a soft cloth in and then thoroughly wring it to wipe smears off.
  • Do not use a chemical detergent containing an abradant, powder or bleaching agent.
  • Do not use alkaline chemical detergents such as "glass cleaner" available on the market or solvents such as thinner, etc.
- Do not rub or scratch the CRT face with hard items such as brushes, scrub brush, etc.

Clean the CRT surfaces once a week. When cleaning, pay attention to the above caution so that the antistatic coating will not come off.

SANWA Monitor: 998-0156   (31K Mode)

1	2	3	4	5	6
CONTRAST	BRIGHT	H SIZE	H POSI	V SIZE	V POSI
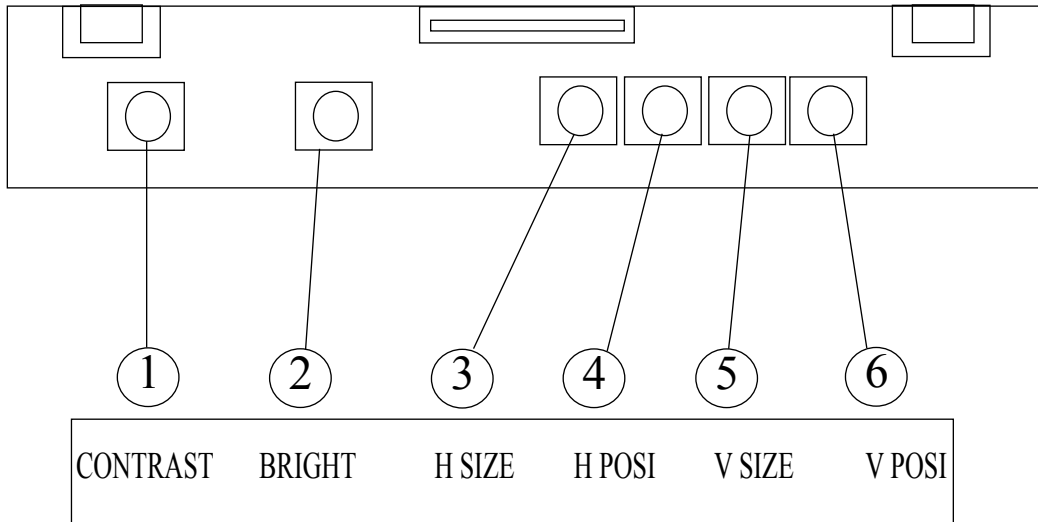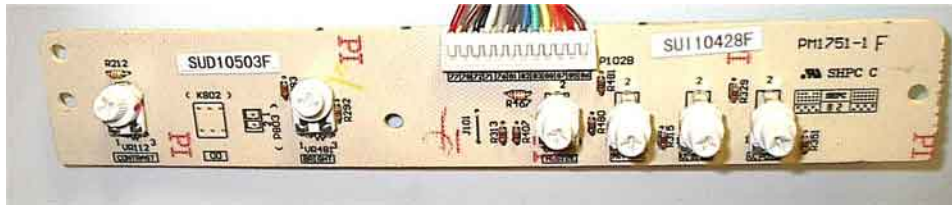
① CONTRAST.............. Adjust image contrast.

② BRIGHT.....................   Controls screen brightness.

③ H. SIZE.......................Controls horizontal screen size.

④ H. POSI.......................Controls horizontal display position on screen.

⑤ V. SIZE.......................Controls vertical screen size.

⑥ V. POSI.......................Controls vertical display position on screen.

16. PERIODIC INSPECTION TABLE

The items listed below require periodic check and maintenance to retain the performance of this machine and to ensure safe business operation.

When handling the controller, the player will be in direct contact with it . In order to always allow the player to enjoy the game, be sure to clean it regularly. Also, it is advisable to provide wet tissue, etc. available for player use.

⚠️ **WARNING!**

- Be sure to check once a year to see if Power Cords are damaged, the plug is securely inserted, dust is accumulated between the Socket Outlet and the Power Plug, etc. Using the product with dust as is accumulated can cause fire and electric shock hazards.
- Never use a water jet, etc. to clean inside and outside the cabinet. If wetness occurs for any reason, do not use the product until it has completely dried.
- Periodically once a year, request the place of contact herein stated or the Distributor, etc. where the product was purchased from, as regards the internal cleaning. Using the product with dust as is accumulated in the interior without cleaning can cause a fire or accident. Note that cleaning the interior parts can be performed on a pay-basis.

TABLE 16

ITEMS	DESCRIPTION	PERIOD
CABINET	Check Adjusters'contact with surface.	Daily
CARD READER/WRITER	Head cleaning	Every 101 counts of the card reader/writer or Daily
CONTOROL PANEL	Cleaning	As necessary
	Inspection of VR	Monthly
	Inspection of adjusting gear mesh	Trimonthly
	Greasing	Trimonthly
SHIFT LEVER	Inspection of SW	Monthly
	Greasing	Trimonthly
ACCEL. & BRAKE	Inspection of VR	Monthly
	Gear and Spring portion greasing	Trimonthly
MONITOR	SCREEN cleaning.	Weekly
	Check adjustments.	Monthly or when moving.
COIN CHUTE DOOR	Inspection of COIN SW	Monthly
	Coin insertion test	Monthly
	Cleaning of COIN SELECTOR.	Trimonthly
SEAT	Greasing to the seat rail	Trimonthly
GAME BD	MEMORY TEST	Monthly
	Check settings.	Monthly
POWER SUPPLY PLUG	Inspection and cleaning	Annually
INTERIOR	Cleaning	
CABINET SURFACES	Cleaning	As necessary

CLEANING THE CABINET SURFACES

When the cabinet surfaces are badly soiled, remove stains with a soft cloth dipped in water or diluted (with water) chemical detergent and squeezed dry. To avoid damaging surface finish, do not use such solvents as thinner, benzine, etc. other than ethyl alcohol, or abrasives, bleaching agent and chemical dustcloth.

17. TROUBLESHOOTING

17-1 TROUBLESHOOTING (WHEN NO ERROR MESSAGE IS SHOWN)

<table>
<tr>
<td>

⚠️ **WARNING!**

</td>
<td>

- In order to prevent electric shock and short circuit, be sure to turn power off before performing work.
- Be careful so as not to damage wirings. Damaged wiring can cause electric shock or short circuit.
- After removing the cause of the functioning of the Circuit Protector, reinstate the Circuit Protector. Depending on the cause of the functioning, using the Circuit Protector as is without removing the cause can cause generation of heat and fire hazard.
- In the event that a problem cannot be resolved by employing the procedures listed in this Manual, be sure to request service from the office shown on this Manual or the dealer from whom the product was originally purchased. Attempts to employ procedures other than those specified in this Manual can cause electrical shock, shorting, or fire.
- In the event of a problem that is not described here, be sure to contact the office shown on this Manual or the dealer from whom the product was originally purchased. Careless attempts at repair can result in electrical shock, shorting, or fire.

</td>
</tr>
</table>

If a problem occurs, first check to make sure that the wiring connectors are properly connected.

TABLE 17.2

PROBLEM	CAUSE	COUNTERMEASURES
When the main SW is turned ON, the machine is not activated.	The power is not ON.	Firmly insert the plug into the outlet.
	Incorrect power source/voltage.	Make sure that the power supply/voltage are correct.
	The CIRCUIT PROTECTOR functioned due to momentary overcurrent.	After eliminating the cause of overload, have the Circuit Protector of the AC Unit restored.
	The fuse of the connect board was blown out due to momentary overcurrent.	After eliminating the cause of overload, replace the specified rating fuse.
Fluorescent lamp inside FL box doesn't light up.	Connector connection fault.	Check connector connections between the Cabinet and the FL box.
	Fluorescent lamp and Glow lamp need replacement.	Replace the fluorescent lamp and the glow lamp.

CIRCUIT PROTECTOR

CIRCUIT PROTECTOR
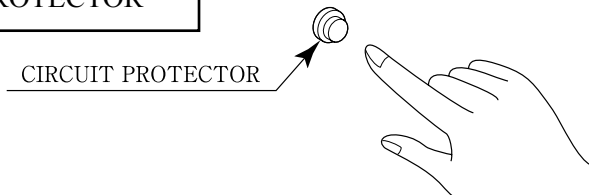
Functions due to the activation of bimetal. To restore the function, wait for approximately one minute or longer until the bimetal cools off. (Press the Button.)
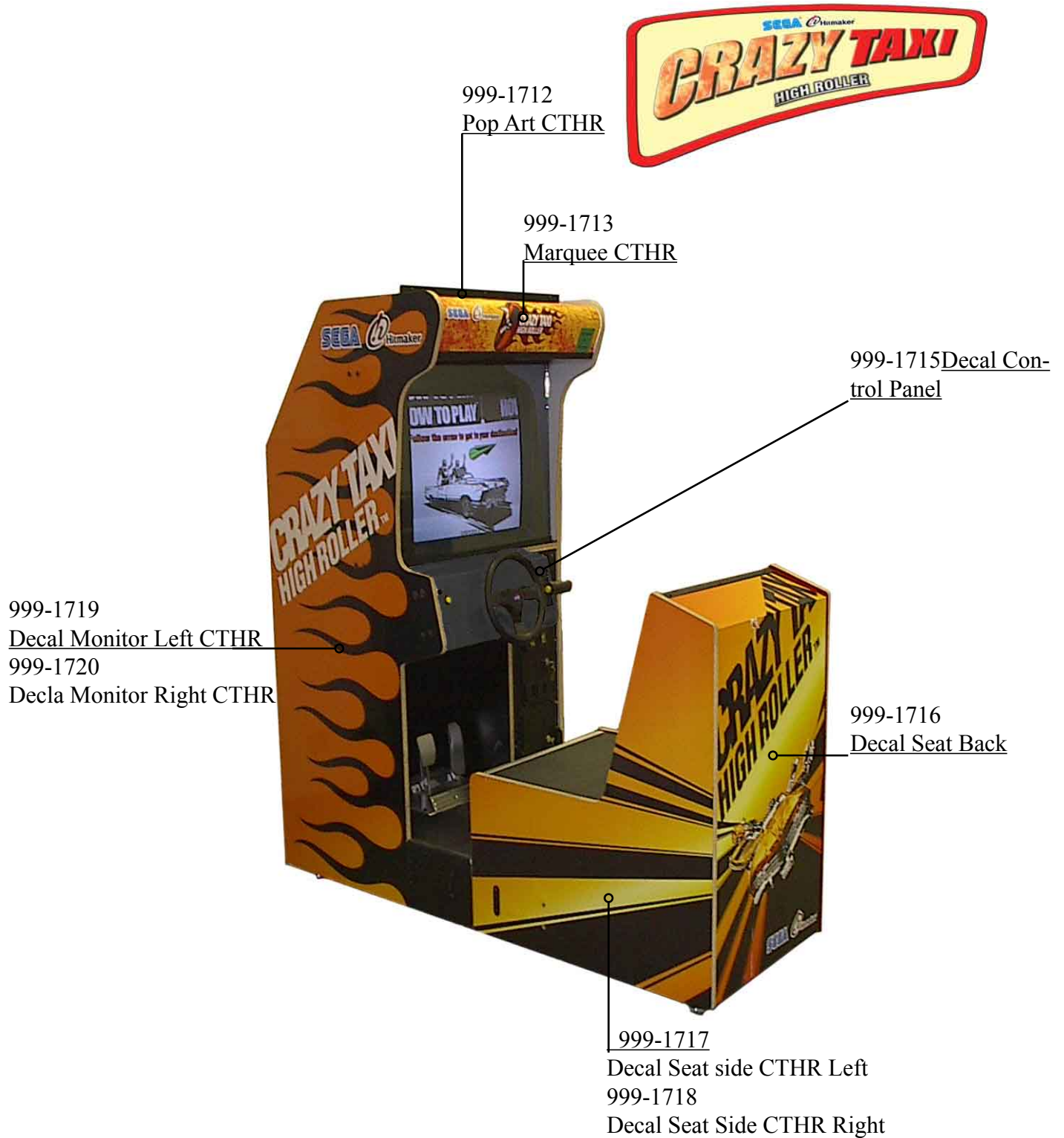
TABLE 17.2

PROBLEM	CAUSE	COUNTERMEASURES
Sound is not emitted.	Sound volume adjustment is not correct.	Adjust the Switch Unit's sound adjustment volume .
	Faulty connections for various connectors.	Check the connections for the game board, amp, speakers and Volume connectors.
	Malfunctioning BD, Amp. and Speaker.	Perform SOUND TEST. (See Service Manual.)
Sounds are emitted and the lamps are lit, but the screen is black.	Faulty connections for the visual signal connector or the monitor power connector.	Check the connections for the monitor and game board connectors.
	Broken monitor.	Contact the company from whom the unit was purchased.
Irregular/uneven colors on the monitor screen.	Magnetization of the CRT.	Press the Demag. switch on the switch unit.
Colors on the monitor screen are strange.	Faulty connection for the visual signal connector.	Check the visual signal connector connection and make sure it is secured properly.
	Screen adjustment is not appropriate.	Make adjustment appropriately. (See Section 15.)
The on-screen image sways and/or shrinks.	The power source and voltage are no correct.	Make sure that the power supply and voltage are correct.
Does not accept input from any switch or volume.	Faulty connector connections.	Check the connection for the I/O Board and Cabinet connector.
		Check the power for the I/O Board.
Does not accept input from the Shift Lever.	Faulty connector connections.	Check the connections for the connectors in the Control Panel and between the Control Panel and the Cabinet.
	Broken Microswitch.	Replace the Microswitch (MICROSWITCH 509-5704).

TABLE 17.2

PROBLEM	CAUSE	COUNTERMEASURES
Unsatisfactory Accel and Brake operation.	Incorrect volume setting.	Adjust the volume value in the Test Mode.
	Faulty Volume attachment or adjust gear alignment.	Adjust the volume attachment and verify in Test Mode.
	Faulty connector connection.	Check the connections for the Accel and Brake connectors and the connectors between the Accel, Brake and Cabinet.
	Failure of the volume.	Replace the volume.
Start button input does not work and they do not flash.	Faulty connector connections.	Check the connections for the connectors between the I/O Board, the Cabinet and the Control Panel and those inside the Control Panel.
Start button input works, but they do not flash.	Unverified settings or operation.	The Start button only flashes when Free Play is set. Check the operation in Test Mode.
	The lamp is burnt out..	Replace the lamp.

18. DESIGN RELATED PARTS

999-1712
Pop Art CTHR

999-1713
Marquee CTHR

999-1715Decal Control Panel

999-1719
Decal Monitor Left CTHR
999-1720
Decla Monitor Right CTHR

999-1716
Decal Seat Back

999-1717
Decal Seat side CTHR Left
999-1718
Decal Seat Side CTHR Right

19. PARTS LIST

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	Local Purchase	Monitor Glass Tempered CTHR	29.938 X 22.0 X 3/16
2	DYN-1201	Steering Wheel	
3	610-0675	Up/Down Shifter W/Button	
4	999-1069	Start Button Yellow Round	Happ#57-2000-355
5	SPG-2200	ASSY Accel and Brake	
6	999-0167	Leg Adjuster HWC	
7	999-0169	Caster HWC	
8	DYN-1209	Handle Collar	
9	INY-1203	Steering Emblem	
10	999-1721	Floor Mat CTHR	
11	999-1714	Marquee Window	
12	Local Purchase	Lamp Fluorescent 24in F20T 12CW	
13	999-0963	Speaker 6" 4Ω 25W	(2) in Marquee

ASSY HANDLE MECHA (CTA-2100)
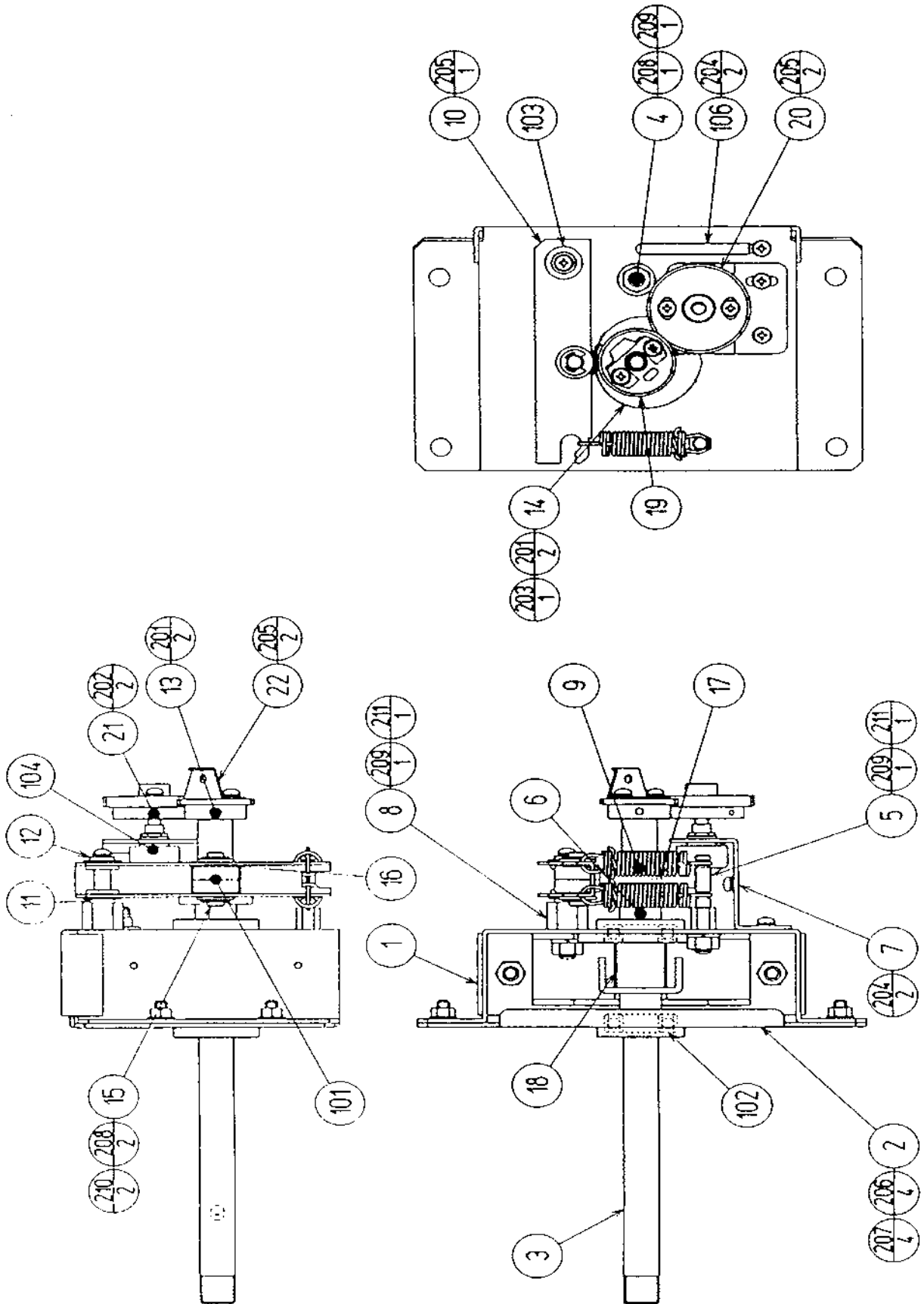
ASSY HANDLE MECHA (CTA-2100)

ITEM NO.	PART NO.	DESCRIPTION
1	CTA-2101	HANDLE BASE
2	CTA-2101	BASE LID
3	CTA-2103	HANDLE SHAFT
4	CTA-2104	STOPPER BOLT
5	CTA-2105	SPRING HOOK
6	CTA-2106	SPACER RING
7	CTA-2107	VR BRKT
8	DYN-1262	SWING ARM SHAFT
9	DYN-1269	EXT SPRING
10	DYN-1273	SWING ARM
11	BVG-1340	FLT WSHR 8.1-12X2
12	BVG-1341	FLT WSHR 4.1-12X2
13	SLC-1130	ADJUST RING
14	SLC-1141X	WHITE CAM
15	SOR-2112	BEARING SHAFT
16	SOR-2113	SPACER
17	SOR-2115	KEY 5X10
18	SPG-2109	STOPPER RUBBER
19	601-6172	GEAR 48
20	601-6959	GEAR 64
21	601-8966	GEAR HOLDER
22	SLC-1108	WIRE HOLDER
101	100-5018	BEARING BALL 8
102	100-5112	BEARING 17
103	100-5041	BEARING NSK F688 ZZ
104	220-5484	VOL CONT B-5K OHM
201	028-A00408-P	SET SCR HEX SKT CUP P M4X8
202	028-A00308-P	SET SCR HEX SKT CUP P M3X8
203	FAS-650011	STP RING BLK OZ S17
204	000-P00408-W	M SCR PH W/FS M4X8
205	000-P00412-W	M SCR PH W/FS M4X12
206	060-F00600	FLT WSHR M6
207	050-U00600	U NUT M6
208	060-F00800	FLT WSHR M8
209	050-U00800	U NUT M8
210	065-E00700	E RING 7MM
211	060-S00800	SPR WSHR M8

ASSY ACCEL&BRAKE (SPG-2200)
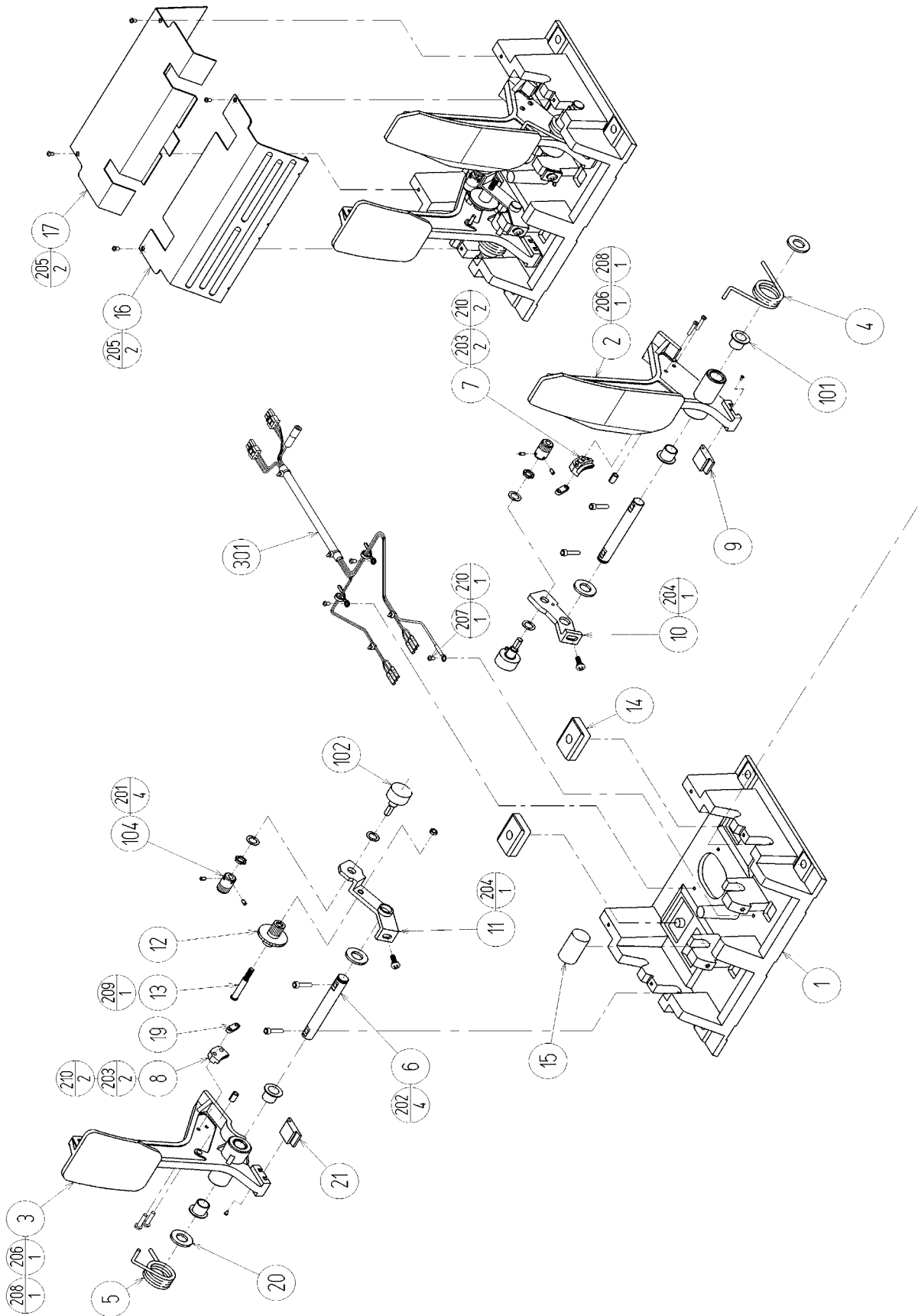
ASSY ACCEL&BRAKE (SPG-2200)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	SPG-2201	BASE	
2	SPG-2202	ACCEL PEDAL	
3	SPG-2203	BRAKE PEDAL	
4	SPG-2204	ACCEL SPRING	
5	SPG-2205	BRAKE SPRING	
6	SPG-2206	SHAFT	
7	SPG-2207	ACCEL GEAR	
8	SPG-2208	BRAKE GEAR	
9	SPG-2209	NEUTRAL STOPPER	
10	SPG-2210	VR PLATE ACCEL	
11	SPG-2211	VR PLATE BRAKE	
12	SPG-2212	AMPL GEAR	
13	SPG-2213	GEAR SHAFT	
14	SPG-2214	STOPPER	
15	SPG-2215	RUBBER CUSHION	
16	SPG-2216	COVER	
17	SPG-2217	VR COVER	
19	SPG-2219	GEAR STAY	
20	SPG-2220	WSHR	
21	SPG-2221	NEUTRAL STOPPER D	
101	100-5263	BEARING 12(OILES 80F-1212)	
102	220-5484	VOL CONT B-5K OHM	
104	601-7944	GEAR 15	
201	028-A00304-P	SET SCR HEX SKT CUP P M3×4	
202	020-000520-0Z	HEX SKT H CAP SCR BLK M5×20	
203	000-P00420	M SCR PH M4×20	
204	000-P00508-W	M SCR PH W/FS M5×8	
205	000-T00408-0C	M SCR TH CRM M4×8	
206	FAS-450005	SPR PIN BLK OZ 6×10	
207	000-P00405	M SCR PH M4×5	
208	FAS-000001	M SCR TH CRM M3×6	
209	050-H00500	HEX NUT M5	
210	060-F00400	FLT WSHR M4	

Game Board Area
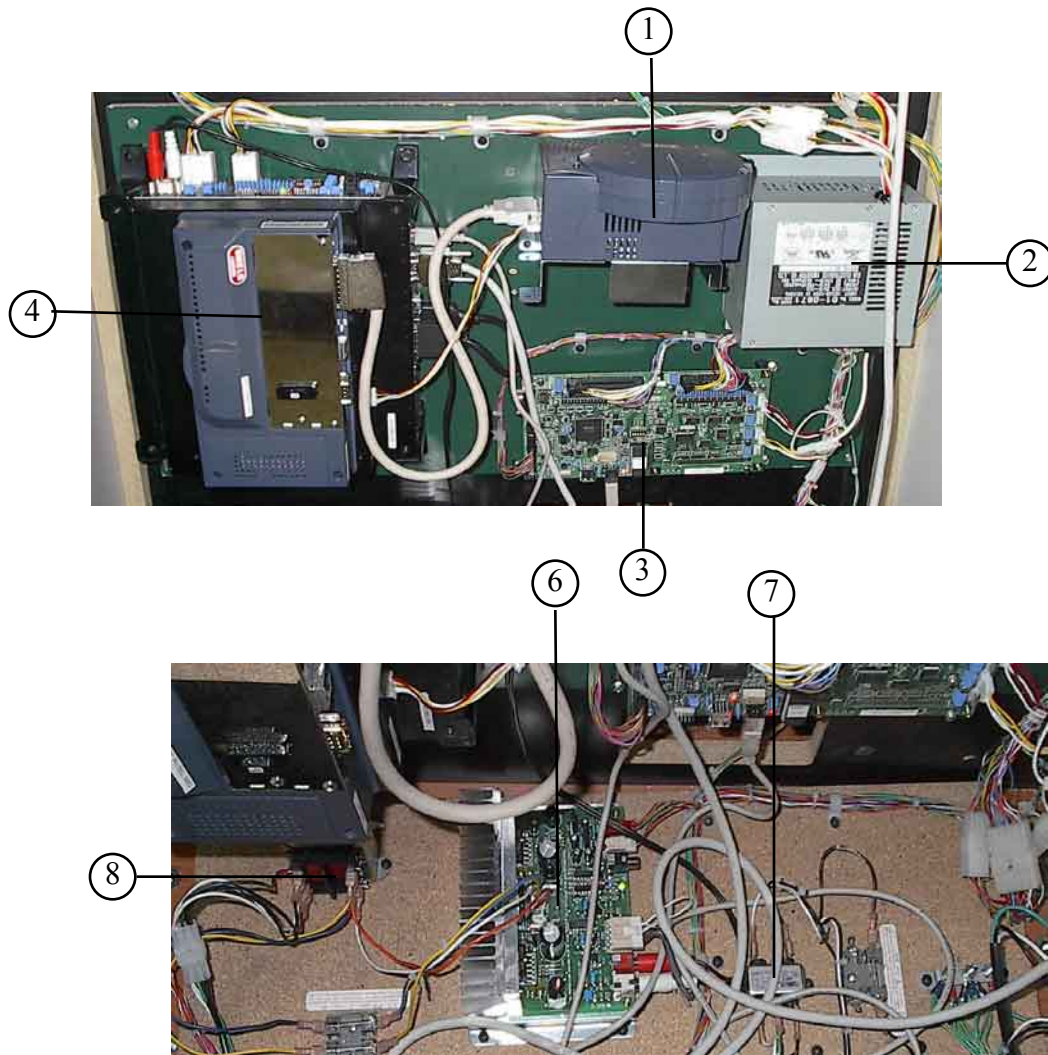
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	XKT-0833	GD-ROM Drive	
2	400-5443	SW REGU for Chihiro	
3	837-13844-02	I/O Control BD 2 W/O 232C DOG	
4	843-0001D-11	ASSY Case Box XOM NAO DIMM USA	(Chihiro)
6	838-13616	Audio Power AMP 2CH	
7	Local Purchase	Filter Line 6Amp Yupen Y K06T1	Alt# 999-0159 10Amp
8	999-0141	Audio Power Transformer	Alt# 560-5407-UL

20. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

A	PINK
B	SKY BLUE
C	BROWN
D	PURPLE
E	LIGHT GREEN

Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

1	RED
2	BLUE
3	YELLOW
4	GREEN
5	WHITE
7	ORANGE
8	BLACK
9	GRAY

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

Note 1: If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

<Example>   51 ……… WHITE / RED

RED   WHITE
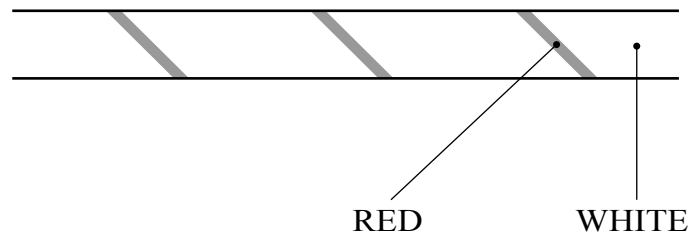
Note 2: The character following the wire color code indicates the size of the wire.

U:	AWG16
K:	AWG18
L:	AWG20
None:	AWG22

Warranty

Your new Sega Product is covered for a period of 90 days from the date of shipment. This certifies that the Printed Circuit Boards, Power Supplies and Monitor are to be free of defects in workmanship or materials under normal operating conditions. This also certifies that all Interactive Control Assemblies are to be free from defects in workmanship and materials under normal operating conditions. No other product in this machine is hereby covered.

Sellers sole liability in the event a warranted part described above fails shall be, at its option, to replace or repair the defective part during the warranty period. For Warranty claims, contact your Sega Distributor.

Should the Seller determine, by inspection that the product was caused by Accident, Misuse, Neglect, Alteration, Improper Repair, Installation or Testing, the warranty offered will be null and void.

Under no circumstances is the Seller responsible for any loss of profits, loss of use, or other damages.

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.

SEGA