KONAMI

ORIGINAL VIDEO GAME

# OPERATOR'S MANUAL

# RACING JAM™ CHAPTER II

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# CONVERSION KIT

- Failure to operate the machine correctly could result in malfunction or accidents,so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual carefully so as to be ready for use when necessary.

PN.0000053176 GE888-UA

KONAMI®

# About this product

Thank you for purchasing this KONAMI product. This manual explains how to operate your game machine correctly and safely.

**•Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.**
**•Before using this product, read the "RACING JAM™" Operator's Manual too.**
**•Keep this manual carefully so as to be ready for use when necessary.**
**•If the machine remains in trouble or malfunctions, immediately turn OFF the machine's power switch, unplug the power cord, and contact your nearest dealer.**

**This manual covers the following models:**

This kit can replace the following machine models. Any other conversions are not possible.

**•GY676-UC (RACING JAM™)**

•The specifications of this product are subject to change without notice for reasons such as improving the performance.

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Driver software used under license of 3Dfx interactive.

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# Specifications

| | |
|---|---|
| Name | RACING JAM™ CHAPTER II |
| Kit's supplies | · Instruction manual .....This manual<br>· PCB unit ..... 1<br>· Cable ..... 1set<br>· Title panel ..... 1<br>· Label ..... 1set |

•If any part is defective or not found, contact your nearest dealer.
•The specifications of this product are subject to change without notice for reasons such as improving the performance.

ENGLISH

# Precautions for use

In this manual, the precautions to be followed without fail in order to prevent damage to persons to install, use or maintain "RACING JAM™ CHAPTER II" or other persons or to properties are shown as follows.

## Be sure to read the following

**•The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.**

| | |
|---|---|
| ⚠ **WARNING** | **Indicates a situation where disregarding the suggestions could result in death or serious injury.** |
| ⚠ **CAUTION** | **Indicates a situation where disregarding the suggestions could result in injury or product damage.** |

**•The following graphic suggestions describe the types of precautions to be followed.**

| | |
|---|---|
| ⚠ | **Indicates a matter of which care should be taken.** |
| ⊘ | **Indicates a matter which is forbidden.** |
| | **Indicates a matter which should be performed without fail.** |

**•Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.**

**•In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.**
·Otherwise an electric shock, machine trouble, or a serious accident may result.
·Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist.
Qualified in-shop maintenance persons and industry specialist are defined as follows.

**Qualified in-shop maintenance persons**
· A qualified in-shop maintenance person must have experiences in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

**Jobs handled by qualified in-shop maintenance persons**
· Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

**Industry specialist**
· An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

**Jobs handled by industry specialist**
· Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

**WARNING**

**•Be sure to follow the installation instructions. Wrong handling may cause a machine trouble or accident. Contact an industry specialist or your nearest dealer for installing this kit. (You will be charged.)**

**•The projector unit has some internal parts with high voltage. Only a qualified industry specialist is allowed to open the back door of the machine. With this back door open, be very careful not to touch unnecessary parts.**

· Otherwise an accident or electric shock may result.

**•Handle this kit with due care when installing it.**

· Wrong handling may cause kit trouble or accident.

· Parts inside the PCB unit get hot structurally. Do not touch them until completely cooled down.

· The PCB unit have some projections on them. Handle the PCB unit carefully not to get injured.

**•Do not leave anything, such as a water- or chemical-containing container, on top of or close to the kit or the detached PCB unit.**

· Electrical shock or damage could be caused by water or foreign matter entering the inside of the kit.

**•Before attaching or detaching the PCB unit, be sure to turn OFF the machine's power switch and unplug the power cord.**

· Otherwise, a machine trouble or electric shock may result.

**•Before installing the PCB unit, clean up the inside of the machine using a vacuum cleaner or the like.**

· If the electrical components are left covered with dust, an electric shock or fire may result.

**•In installing the PCB unit in the machine, connect the connectors securely.**

· Otherwise, a machine trouble or fire may be caused.

ENGLISH

## ⚠ CAUTION

- **Before removing the PCB unit or installing the kit, put on a wrist band to prevent static electricity. Do not do this job on a carpet or the like.**
  · Static electricity may damage the electric parts on the game PC board.

- **Do not touch the PCB unit with wet hands.**
  · Otherwise, a machine trouble or electric shock may result.

- **Never disassemble, repair or modify any section other than those specified in this manual.**
  · Doing so could result in fire, malfunction or equipment failue.
  · Ask your nearest dealer to perform repairing, etc..
  · We do not assume any responsibility for any damages that would be caused by tampering with the kit.

- **If by any chance any of the connectors and cables to be connected to the machine or the PCB unit is found defective, immediately stop using the machine and ask your nearest dealer to replace the damaged part.**
  · Using a damaged connectors and cables could result in fire or electrical shock.

## PRECAUTION IN HANDLING

- When setting up or handling this product, follow the procedures and instructions set forth in this manual and perform such work safely.

- Do not remove labels of “WARNING”, “CAUTION”, etc. attached to the product.

- Do not set up or handle this product under conditions equivalent to the condition of “WARNING” or “CAUTION” specified in this manual.

- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

# MEMO

# 1 Setting the kit in the machine

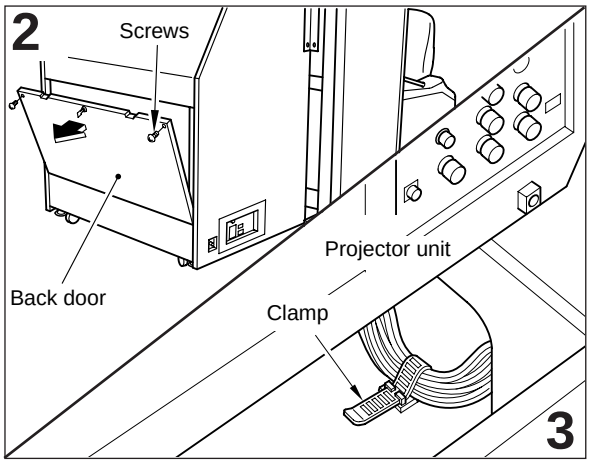
## Removing the PCB unit

**•Be sure to ask a qualified industry specialist or your nearest dealer to replace the PCB unit. (You will be charged.)**
**•Before removing the PCB unit, be sure to turn OFF the machine's power switch and unplug the power cord.**
**•The projector unit has some internal parts with high voltage. Only a qualified industry specialist is allowed to open the back door of the machine. With this back door open, be very careful not to touch unnecessary parts.**
**•Before installing the PCB unit, clean up the inside of the machine using a vacuum cleaner or the like.**

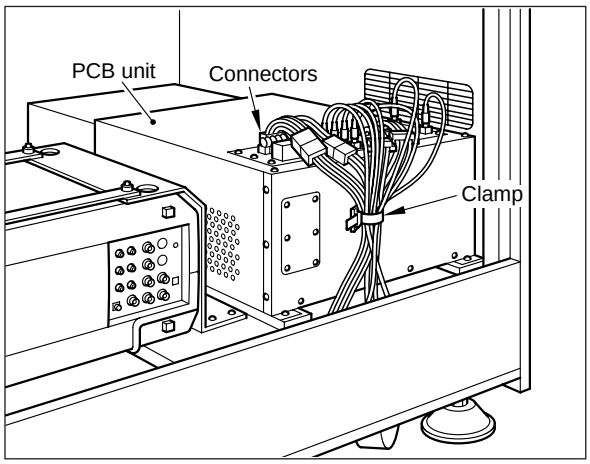
**1** Be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.

**2** Remove the back door of the projector unit

**3** Undo the clamp that secures the cables on the projector.



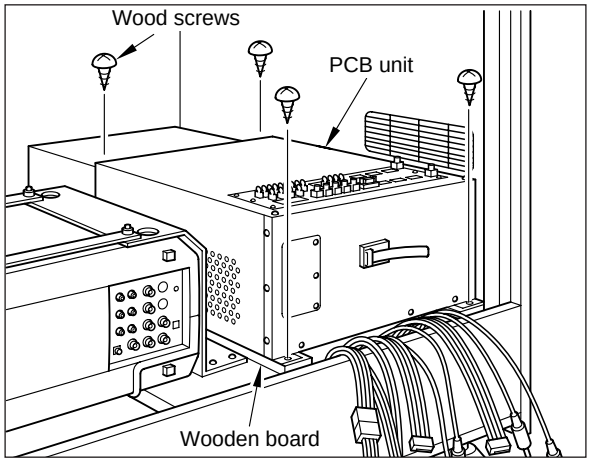

**4** Undo the clamp off the cables of the PCB unit, and disconnect all the connectors.




•In order not to confuse the connectors later, preferably give the connectors some identification marks before disconnecting them.
•The connector lock screws are used again. Be careful not to lose them.

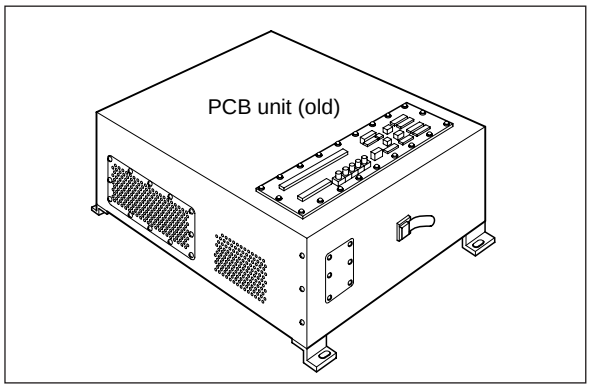
**MEMO**

**5** Remove the wood screws and detach the old PCB unit off the wooden board.




**•Since the PCB unit is heavy, use due care when handling it.**

**6** Take out the PCB unit, remove the two countersunk screws from the wooden board, and take out the wooden board.

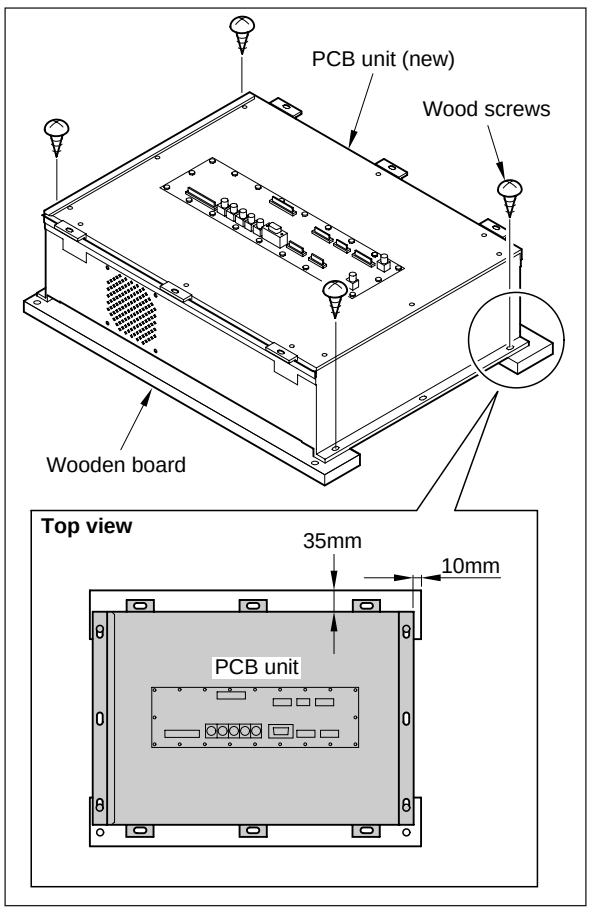



•Keep the old PCB unit in a safe place unitil the next-time use.

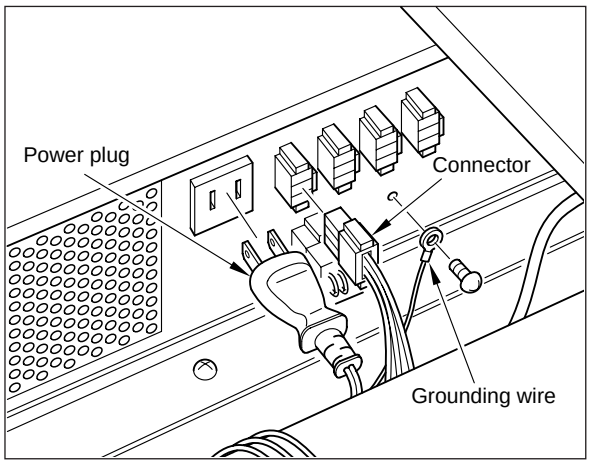
**MEMO**

## Installing the PCB unit

**1** Using the above-mentioned wood screws, mount the new PCB unit in position on the wooden board.



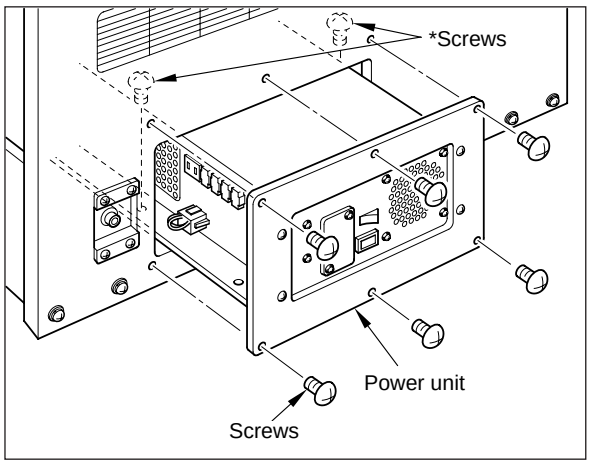
**2** Unplug the power plug and disconnect the connector and grounding wire, all from the power unit. See the figure at right.




**3** Remove the screws shown at right. Draw the power unit halfway also as shown at right.

•There are two more power unit mounting screws inside the cabinet. (See the *-marked screws.)

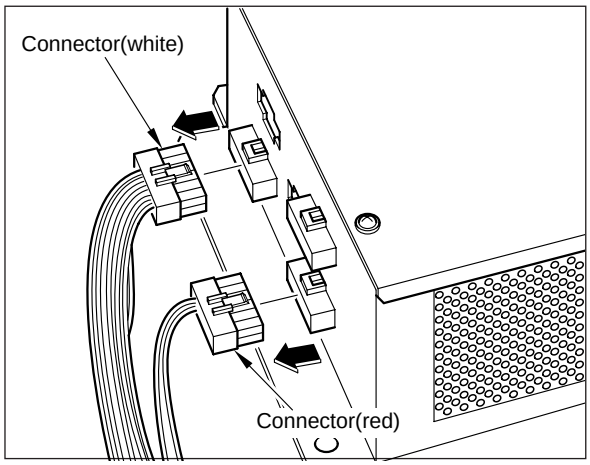
**MEMO**



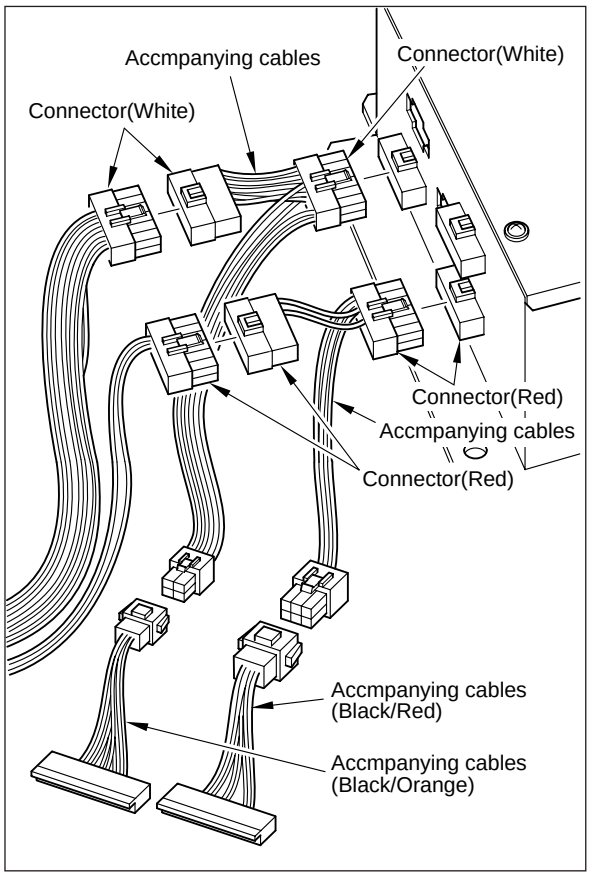

**4** Disconnect the white and red connectors from the power unit.

•Keep all the other connectors intact.

**MEMO**



**5** Connect the accompanying cables between the detached connectors and the power unit connectors. See the figure at right.

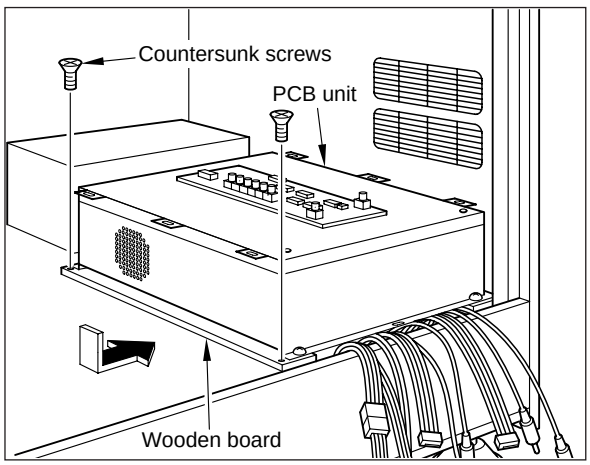



**•Be very careful not to confuse the connectors. A fire may result.**

**6** Push the power unit back into place with care not to get the cables caught inside the cabinet. Then fix it with the screws.

**7** Reconnect the power plug, connector and grounding wire that were disconnected in Step **2**.

**8** Place inside the cabinet the wooden board that has the new PCB unit on it. Move the wooden board all the way to the right.

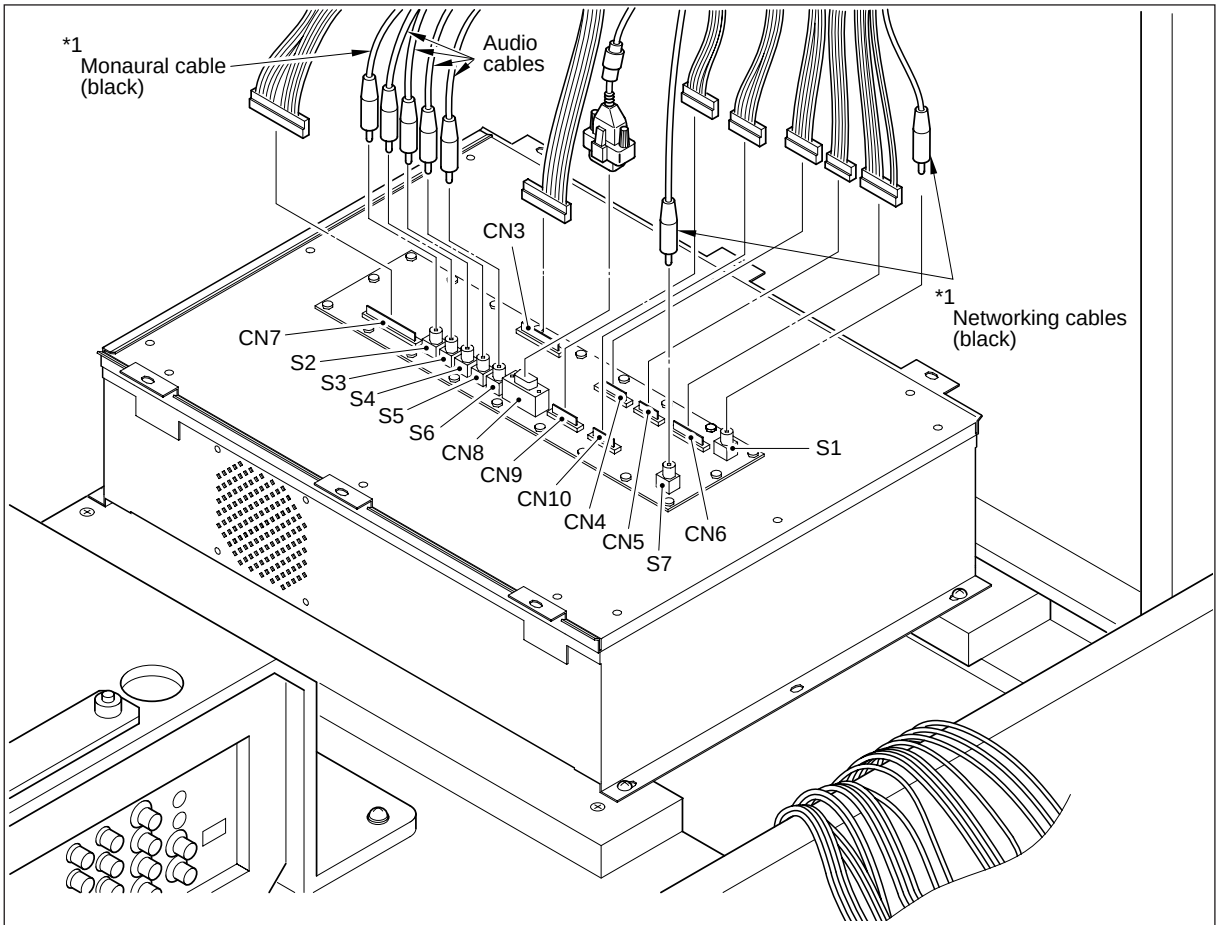



**•Be sure to hold the wooden board when setting the new PCB unit in the cabinet.**

**9** Finally fix the wooden board with the countersunk screws.

## Reconnecting the connectors

**1** Reconnect the connectors that were disconnected see the figure below.




***1: Be careful not to confuse the networking cables and the monaural cable. They are all the same in shape and color.**

**2** Secure the cables, loosened in Step **3** (see page 6), again with the clamp. Tuck the unused cables and excess cables inside the cabinet.

**3** Double-check to see if all the connectors are connected as specified.

**4** Carry out the “2-1 PCB start-up check (self test)” procedure on page 11 to see if the PCB unit functions well.

**5** Attach the back door back in position on the projector unit.

# 2 PCB settings

## 2-1 PCB start-up check (self test)

When the power switch is turned ON after replacement of the PCB unit, the performance of game Printed Circuit Boards (PCB) is checked automatically and the result is displayed on the screen.

**•For networking, be sure to connect with the same "RACING JAM™ CHAPTER II" machine.**
**•Be sure to check the PCB (self test) before using the machine.**
**•Before use, be sure to adjust the on-screen display of the projector (refer to page 15).**
**•If an abnormality persists or the machine does not operate properly, immediately turn OFF the power switch, unplug the power cord from the receptacle and contact your nearest dealer.**

### ■Result of test

**If test is OK**

· The steering wheel and other components are automatically repositioned. The machine then goes to the game mode and the demonstration game gets started.

**If any abnormality is detected**

· " BAD " or "HARDWARE ERROR(***)"appears on the screen, and the checking is repeated.

If "OPTION SETTINGS BACKUP DATA ERROR." and "PRESS TEST SWITCH TO ALL FACTORY SETTINGS." appear, press the test switch on the service panel. (The settings made in the manual test will be back to the factory settings.)

If "RECORD BACKUP DATA ERROR." and "PRESS TEST SWITCH TO RECORD DATA CLEAR." appear, press the test switch on the service panel. (The course record will be back to the factory setting.)

If "BOOKKEEPING BACKUP DATA ERROR." and "PRESS TEST SWITCH TO DATA INITIALIZE." appear, press the test switch on the service panel. (The bookkeeping data will be back to the factory setting.)

If an abnormal display continues or the machine does not operate normally, immediately turn OFF the power switch and contact your nearest dealer.

# 2-2 Correcting the positions of the steering wheel etc.

■ After the self-test, the positions of the steering wheel, hand brake, acceleration pedal, brake pedal and clutch pedal are corrected automatically.
At this time, the message “DO NOT TOUCH THE CONTROL DEVICE WHEN THE MACHINE IS BEING INITIALIZED.” appears on the screen. Never touch the steering wheel, hand brake, acceleration pedal, brake pedal and clutch pedal as long as this message stays on the screen. The steering wheel makes a few turns itself clockwise and counterclockwise.

■ **Result of position check**

**If test is OK**

•When the position check is over, the operation mode returns automatically to the game mode.

**If any abnormality is detected**

The result of check is displayed as follows on the screen.

**•Steering wheel abnormal**

The message “DEVICE ERROR (STEERING WHEEL)” appears on the screen.
What to do ..... The steering wheel control exceeds the correctable range or the steering wheel reaction device is out of order. Make the adjustment by referring to “7-5 Replacing and adjusting the potentiometer” in pages 55 and 56 of the “RACING JAM™” Operator’s Manual.

**•Hand brake abnormal**

The message “DEVICE ERROR (HAND BRAKE)” appears on the screen.
What to do ..... The hand brake control exceeds the correctable range. Make the adjustment by referring to “7-5 Replacing and adjusting the potentiometer” in pages 61 to 63 of the “RACING JAM™” Operator’s Manual..

**•Accelerator abnormal**

The message “DEVICE ERROR (ACCEL)” appears on the screen.
What to do ..... The accelerator control exceeds the correctable range. Make the adjustment by referring to “7-5 Replacing and adjusting the potentiometer” in pages 57 and 58 of the “RACING JAM™” Operator’s Manual..

**•Brake abnormal**

The message “DEVICE ERROR (BRAKE)” appears on the screen.
What to do ..... The brake control exceeds the correctable range. Make the adjustment by referring to “7-5 Replacing and adjusting the potentiometer” in pages 57 and 58 of the “RACING JAM™” Operator’s Manual.

**•Clutch abnormal**

The message “DEVICE ERROR (CLUTCH)” appears on the screen.
What to do ..... The clutch control exceeds the correctable range. Make the adjustment by referring to “7-5 Replacing and adjusting the potentiometer” in pages 59 and 60 of the “RACING JAM™” Operator’s Manual.

If any of the above signs is displayed, press the test switch on the service panel to go to the manual test mode. (The “MAIN MENU” screen shows up.) Then choose “I/O CHECK” to check the device which shows the error. If the “DEVICE ERROR (****)”is still displayed after the adjustment, the device itself may be in trouble. Immediately turn OFF the power switch, unplug the power cord and contact your nearest dealer.
If the “GAME MODE” is selected on the “MAIN MENU” screen with some troubles of any devices, the game may not be played normally.

If an abnormality persists or the machine does not operate properly, immediately turn OFF the power switch, unplug the power cord from the receptacle and contact your nearest dealer.

# 2-3 Adjusting the game environment (manual test)

Manually check the settings for the screen displays and game contents and change them as required.

## Starting the manual test mode

1 Turn ON the power switch.

2 Press the test switch on the service panel during the game mode demo (during the game mode demo of all the game machines in the case of networking) .

(Turning ON the power switch while holding down the test switch will return all the present manual test settings to the original factory settings at the time of shipment.)

·The unit is set in the manual test mode and the main menu is displayed on the screen.

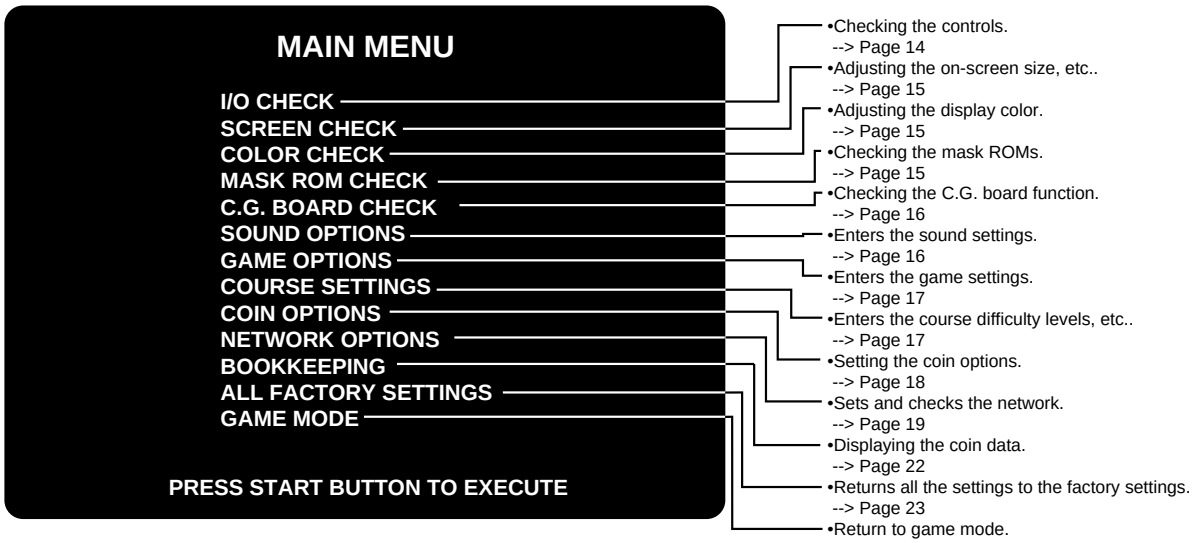
## Quit the manual test mode

1 Choose the “GAME MODE” from the main menu by the shift lever.

2 Press the START button.

·Then, the screen returns to game mode.

## Main menu screen (basic items)

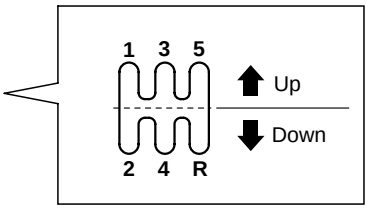



## Selecting each mode

How to select each mode from the main menu

·SELECT --> Move the shift lever up (1, 3 or 5) or down (2, 4 or R).

·SET --> Press the START button.




After selecting a mode, refer to the page on which that mode is described in details.

# 2-4 Mode descriptions

■ The original factory settings are displayed in green; the changed settings are displayed in red.

·To change the settings, move the shift lever up or down to select an item, and press the START button to enter it.

·After the setting change, select “SAVE AND EXIT” and press the START button. The settings are saved automatically and the screen returns to the main menu.

·If "EXIT" is selected after the modification of the settings, the following message will appear:

"YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES / NO" Select "YES" or "NO" by shift lever up or down and set it by pressing the START button.

If "YES" is selected, the new settings will be saved with "NOW SAVING" displayed and the screen will return to the main menu.

If "NO" is selected, the new settings will not be saved with "NO MODIFICATION" displayed and the screen will return to the main menu.

•If "FACTORY SETTINGS" is selected and the START button is pressed, all the settings of the mode will be back to the factory ones.

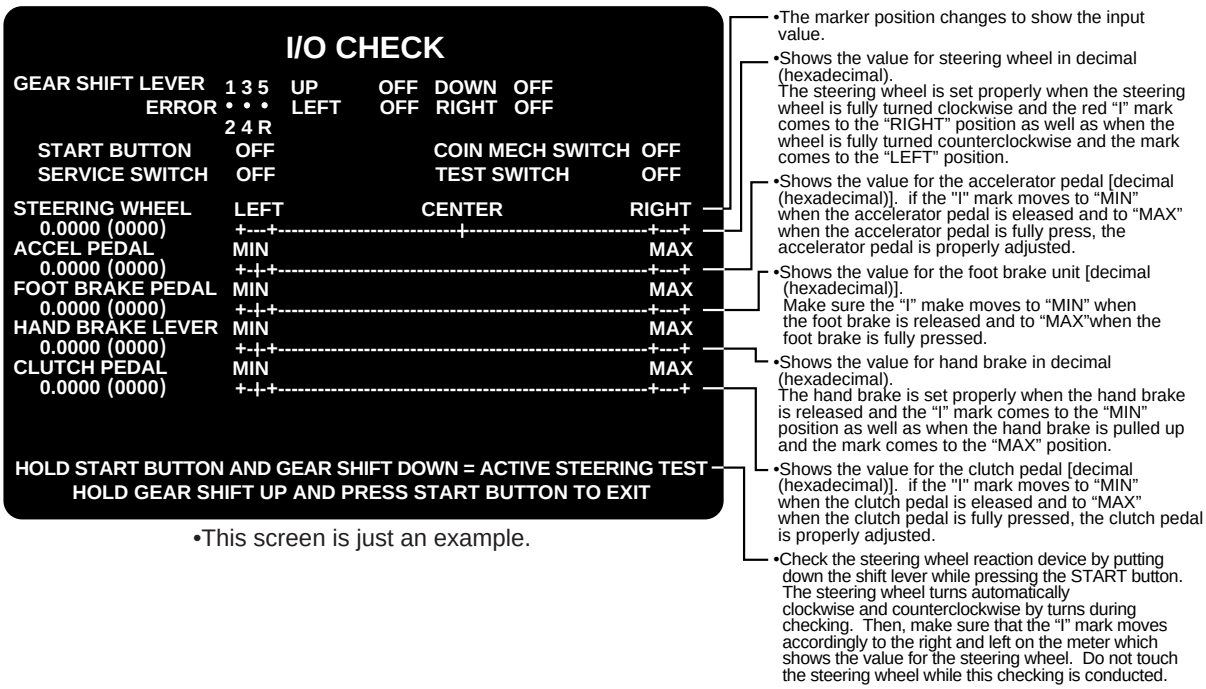
**MEMO**

## I/O CHECK

**Checking the controls**

■ Mode for checking the performance each control.

To return to the main menu screen, hold down the START button and move up the shift lever.




•This screen is just an example.

•The marker position changes to show the input value.

•Shows the value for steering wheel in decimal (hexadecimal).
The steering wheel is set properly when the steering wheel is fully turned clockwise and the red “I” mark comes to the “RIGHT” position as well as when the wheel is fully turned counterclockwise and the mark comes to the “LEFT” position.

•Shows the value for the accelerator pedal [decimal (hexadecimal)]. if the "I" mark moves to “MIN” when the accelerator pedal is eleased and to “MAX” when the accelerator pedal is fully press, the accelerator pedal is properly adjusted.

•Shows the value for the foot brake unit [decimal (hexadecimal)].
Make sure the “I” make moves to “MIN” when the foot brake is released and to “MAX”when the foot brake is fully pressed.

•Shows the value for hand brake in decimal (hexadecimal).
The hand brake is set properly when the hand brake is released and the “I” mark comes to the “MIN” position as well as when the hand brake is pulled up and the mark comes to the “MAX” position.

•Shows the value for the clutch pedal [decimal (hexadecimal)]. if the "I" mark moves to “MIN” when the clutch pedal is eleased and to “MAX” when the clutch pedal is fully pressed, the clutch pedal is properly adjusted.

•Check the steering wheel reaction device by putting down the shift lever while pressing the START button. The steering wheel turns automatically clockwise and counterclockwise by turns during checking. Then, make sure that the “I” mark moves accordingly to the right and left on the meter which shows the value for the steering wheel. Do not touch the steering wheel while this checking is conducted.

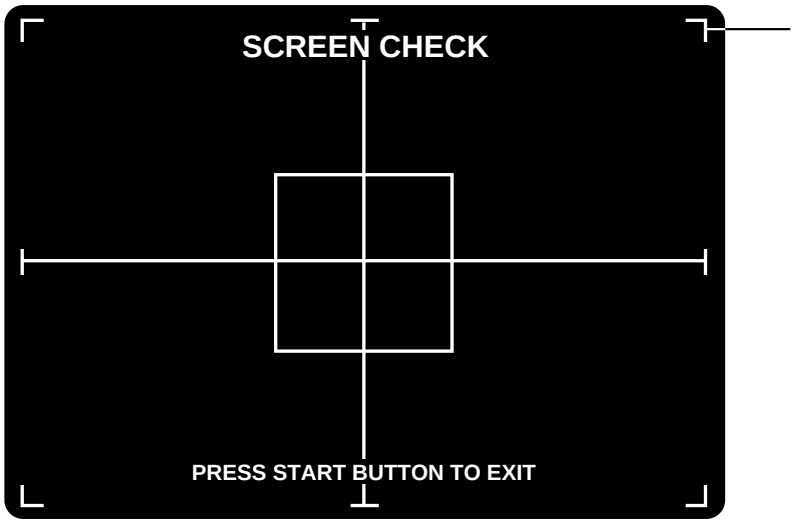
•If the steering wheel or the accelerator is not properly adjusted, make the necessary adjustments while referring to “7-5 Replacing and adjusting the potentiometer” on pages 55 to 63 of the “RACING JAM$_{TM}$” Operator’s Manual.

**MEMO**

## SCREEN CHECK

**Adjusting the on-screen size, etc.**

■Mode for checking the screen display.
Using the LCD projector, adjust the display size, display position and other factors so that the marks on the screen up to the screen edges. (See page 72 of the "RACING JAM$_{TM}$" Operator's Manual)
To return to the main menu screen, press the START button.




## COLOR CHECK

**Adjusting the display color**

■Mode for checking the display color.
Make the adjustment using the LCD projector adjusting remote controller so that the colors of the color bars should appear properly graduated and the background should become black sufficiently. (See page 72 of the "RACING JAM$_{TM}$" Operator's Manual)
To return to the main menu screen, press the START button.

## MASK ROM CHECK

**Checking the mask ROMs**

■ The mask ROMs are checked one by one.
If the ROM is not in trouble, " OK " is displayed.
If anything unusual is found, "BAD " appears. Once in this mode, this checking gets started automatically. To return to the main menu screen, press the START button.

• If "BAD" appears, immediately turn OFF the power switch, unplug the power cord from the receptacle and contact your nearest dealer.

# C.G. BOARD CHECK

**Checking the C.G. board function**

■ Mode for checking the function of the C.G. board.
Observe the screen in this mode to make sure that the C.G. board is functioning well.
To return to the main menu screen, press the START button.

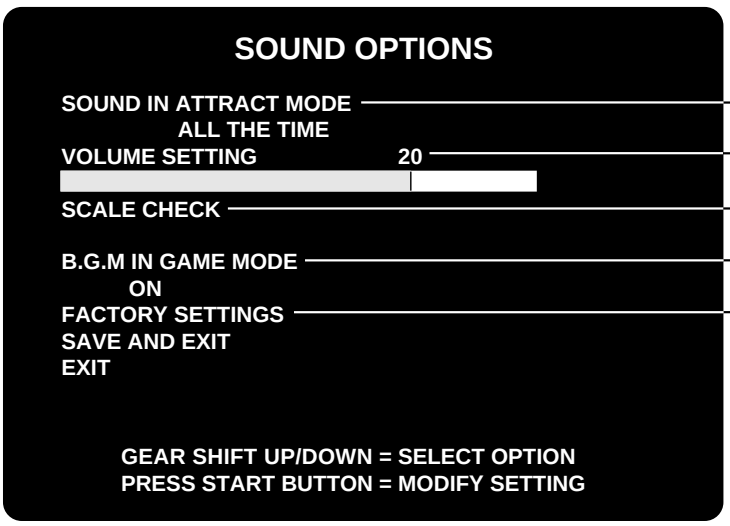
•The "RACING JAM™ CHAPTER II" logo is shown before the cubes.

•Two cubes are rotating and entangled with each other.

# SOUND OPTIONS

**Enters the sound settings**

■ This screen is used to make sound settings and to check them.
Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the START button.




•Turns on and off the demo play sound.
·ALL THE TIME ..... Sound always on.
·ONCE EVERY 4 CYCLES ..... Sound on every 4 cycles.
·COMPLETE OFF ..... Sound always off.

•Adjusts the sound effect and other volume settings in steps from 0 (mute) to 30 (maximum).
·To raise the sound level, hold down the START button and move up the shift lever.
·To lower the sound level, hold down the START button and move down the shift lever.

•You will hear a do-re-mi...do musical scale from the left speaker first and then from the right speaker, which is repeated twice.
The second round is given acoustic echo.

•Sets to give background music while the game is being played.
·ON.....Background music heard
·OFF...Background music not heard
Background music only during the race.
Not effective for demo-game background music, sound and other sound effects.

•Returns all the settings to the factory settings.

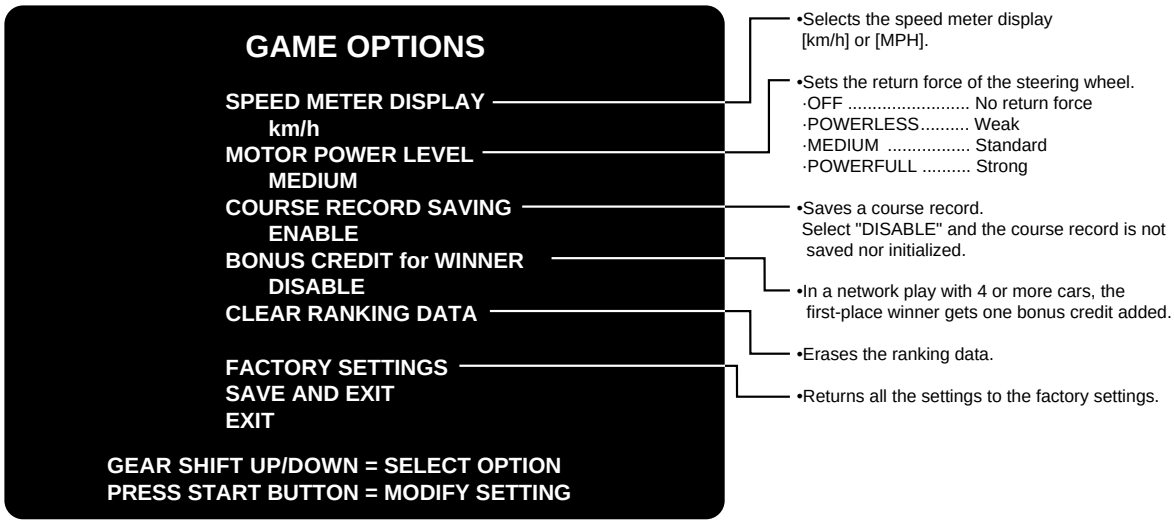
•This screen is just an example.

# GAME OPTIONS

**Enters the game settings**

■ This screen is used to make game settings and to check them.
Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the START button.

**•When networking the machines, be sure to set all the machines to the same settings.**

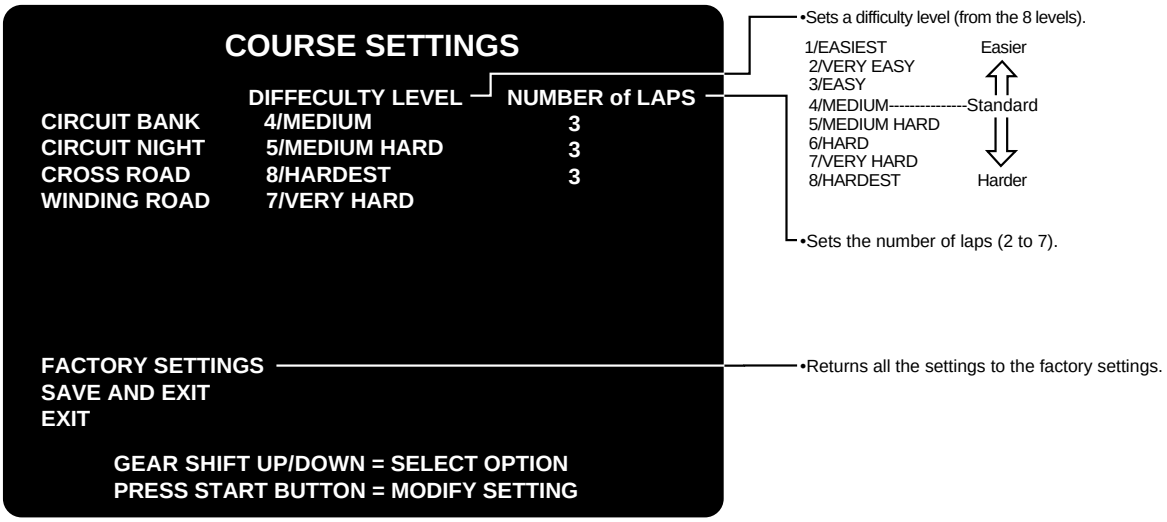



•This screen is just an example.

# COURSE SETTINGS

**Enters the course difficulty levels, etc. settings**

■ This screen is used to make course settings and their difficulty levels.
Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the START button.




•This screen is just an example.

•When the number of laps for a course has been set and saved, the course record of that course will be initialized.

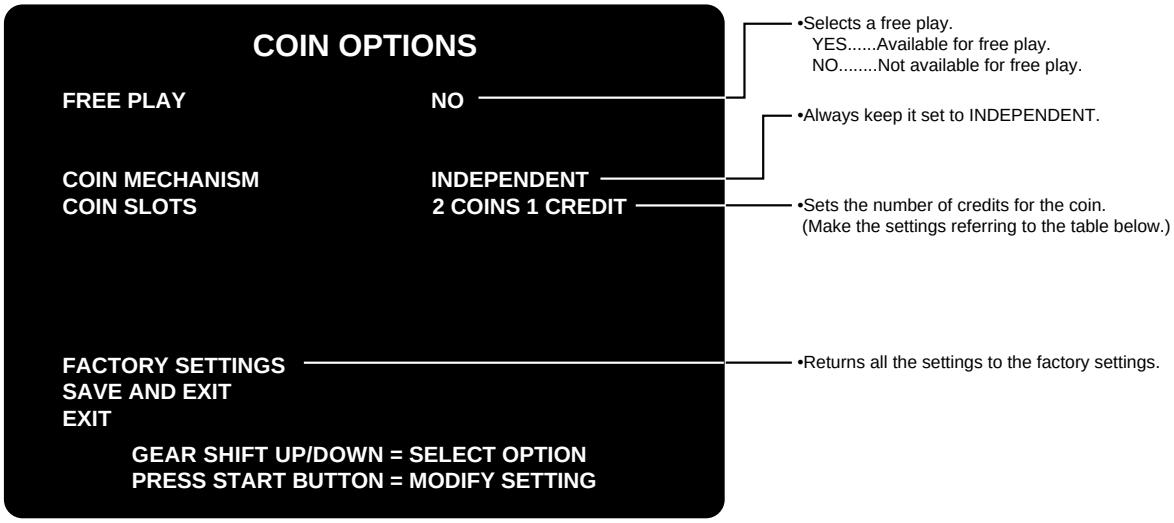
**MEMO**

# COIN OPTIONS

**Setting the coin options**

■ This screen is used to make coin settings and to check them.
Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the START button.

**•The coin setting options are not displayed when “FREE PLAY” is set to “YES”. In such case, remember the game will be free.**




•This screen is just an example.

■ **The relationship between the number of coins and the number of credits.**

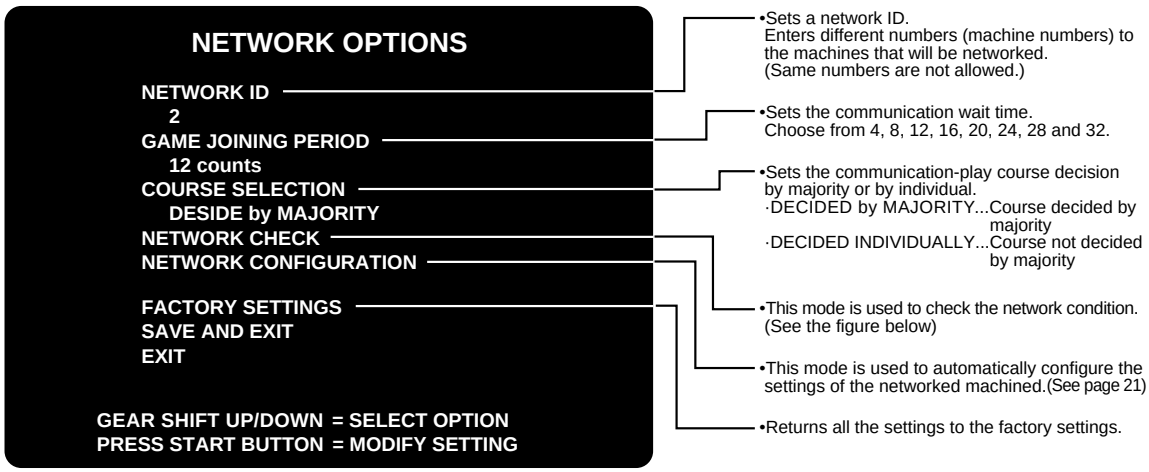
| SETTING | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| COIN(S) | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 6 | 6 |
| CREDIT(S) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 3 | 5 | 1 | 2 | 4 | 1 | 3 | 5 | 1 | 2 | 1 | 5 |

| SETTING | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| COIN(S) | 7 | 7 | 8 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| CREDIT(S) | 1 | 2 | 1 | 3 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

# NETWORK OPTIONS

**Sets and checks the network**

■Sets and checks the network.
Move the shift lever up or down to select an item, and press the START button to enter it. To return to the main menu screen, select “SAVE AND EXIT” or “EXIT” and press the START button.

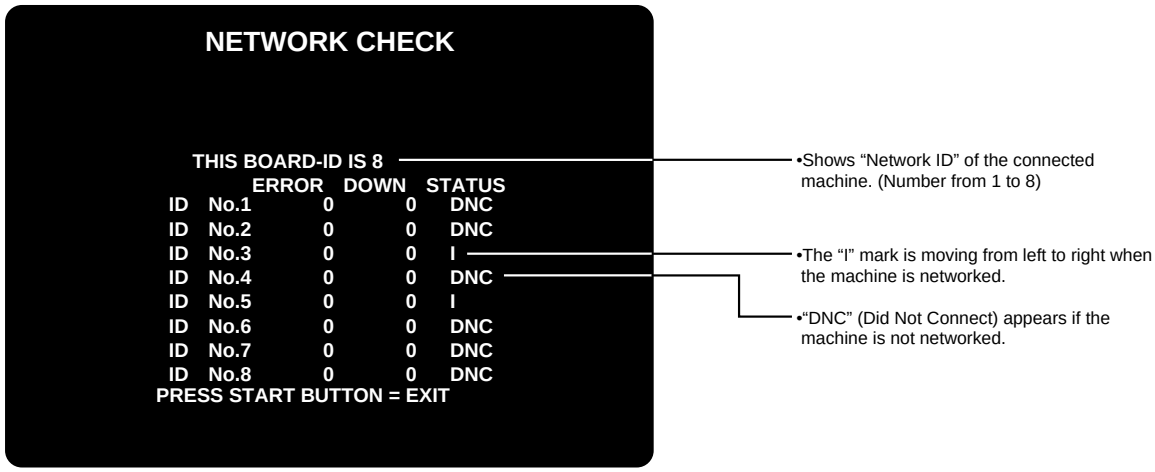



•This screen is just an example.

**NETWORK CHECK** select the following screen appears.

■When networking the machines, be sure to check their networking status on this screen. To return to the “NETWORK OPTIONS” screen, press the START button.

**•If any of the three items responds incorrectly, it indicates possible communication malfunction. Take measures while referring to “2-5 Measures to be taken when there is a network abnormality” on page 24.**
**•If the machine still shows the same trouble or any troubles that are not discussed in this manual, immediately turn OFF the power switch, unplug the power cord and contact your nearest dealer.**



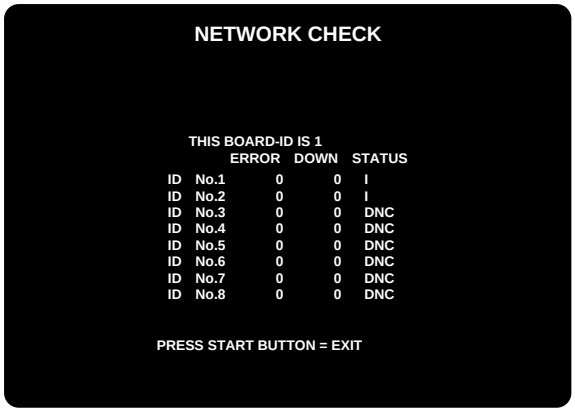

•This screen is just an example.

**Check items (Watch the screen for longer than 1 minute and make sure the following 3 conditions are met.)**
·Check that the “I” mark in the STATUS column is moving from the left to the right at a fixed speed.
·Check that the value in the ERROR column is below “10” after one minute.
·Check that the value in the DOWN column does not change from “0”.

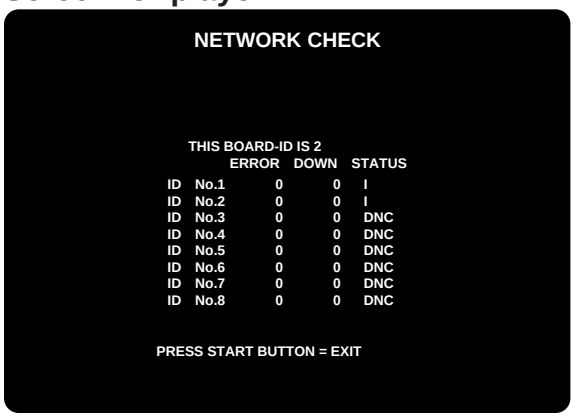
## ■Screen display when game machines are networked

### •Two game machines are networked

**Screen for player 1**

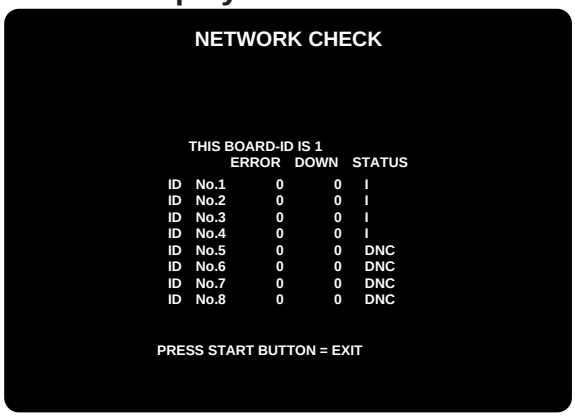



**Screen for player 2**

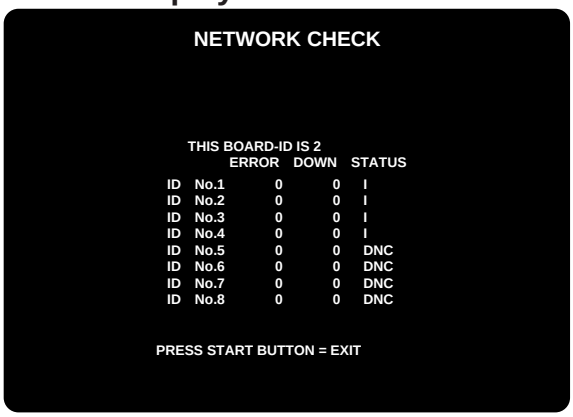



### •Four game machines are networked

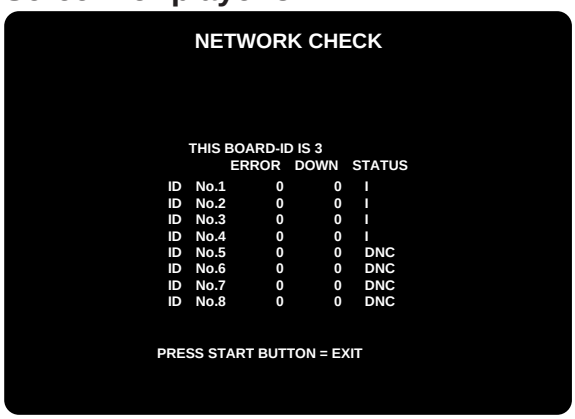
**Screen for player 1**



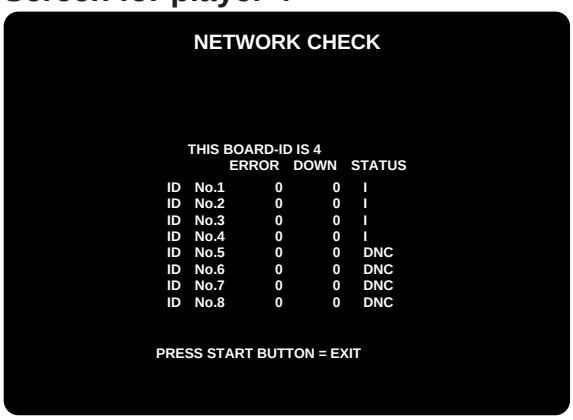

**Screen for player 2**




**Screen for player 3**



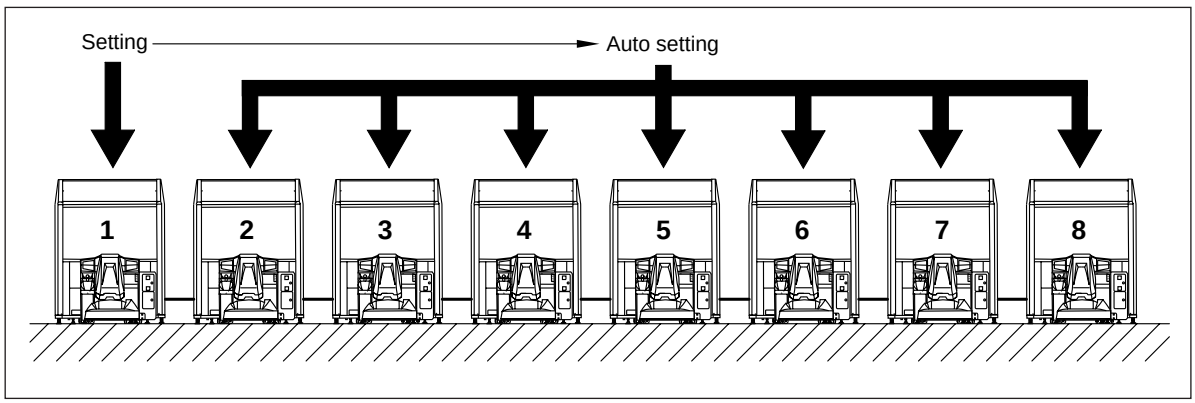

**Screen for player 4**




•This screen is just an example.

## NETWORK CONFIGURATION Configuring various settings

■ This mode is to automatically configure a group of already networked machines to the settings of a machine that has been connected to the group.
To return to the “NETWORK OPTIONS” screen, press the START button.




Setting modes which can be unified are as follow:

- “SOUND OPTIONS” ..... (See page 16)
- “GAME OPTIONS” ..... (See page 17)
- “COURSE SETTINGS” ..... (See page 17)
- “COIN OPTIONS” ..... (See page 18)

### ■ Organizing the machine settings being networked.

Take the following steps to configure the settings using the communication function.

**1**. Make sure the networking functions well in the “NETWORK CHECK” mode.
**2**. All the machines which are connected to the network are displayed on the “MAIN MENU” screen for the manual test.
**3**. Set “SOUND OPTIONS”, “GAME OPTIONS”, “COURSE SETTINGS” and “COIN OPTIONS” for only one set of machine among the others connected to the net work. (Do not operate the other machines for setting.)
**4**. When the setting is finished, select the “NETWORK OPTIONS” from the “MAIN MENU” screen only for the machine for which the above setting **3** was made. Then select the “NETWORK CONFIGURATION” and press the START button. Make sure the message “PRESS TEST SWITCH TO START” appears on the screen. Press the test switch on the service panel of the machine. “CONFIGURATION START” appears on the screen instead.
**5**. Make sure all the other machines networked are automatically brought in the “NETWORK CONFIGURATION” mode. Then “COMPLETE” appears on the screen.
**6**. To return to the “NETWORK OPTIONS” screen, press the START button of the machine for which the above setting **3** was made. (For all the other machines, the “MAIN MENU” screen shows up.)

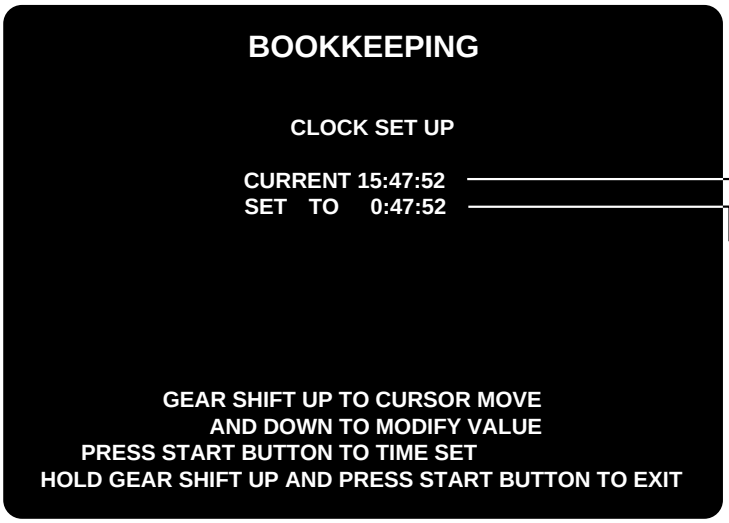
- If the network communication settings have not been made normally in the above steps **5** to **6**, make the same settings for all the machines one by one.
If the network play still fails, refer to pages 24 and 25.

**MEMO**

# BOOKKEEPING

**Displaying the coin data**

■ In this mode, the total data on the number of coins put into the machine is displayed. If the time is preset in this mode, the total data on the number of coins put into the machine can be viewed by coin slot.
To return to the main menu screen, move the shift lever downward and press the START button.

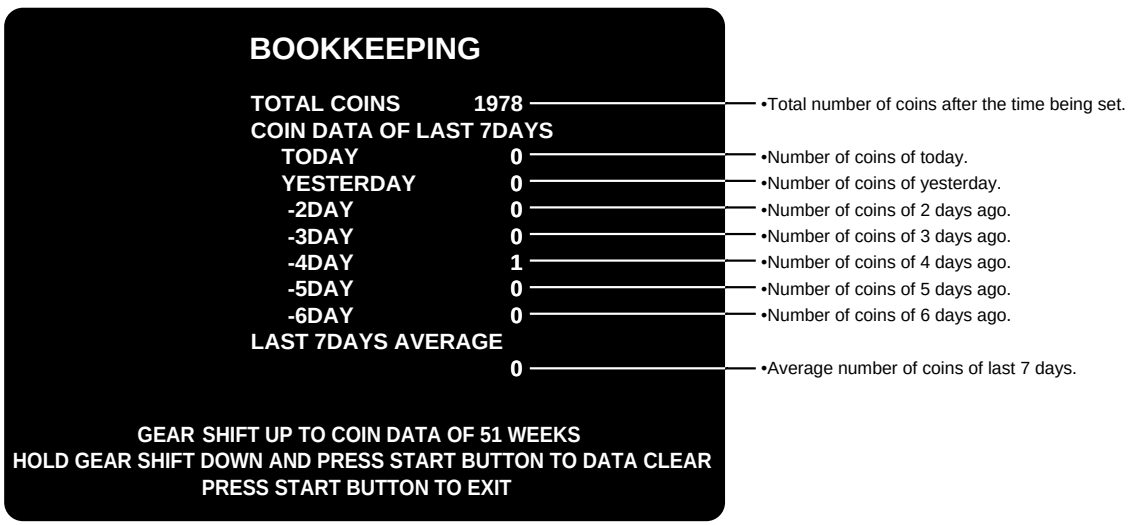



•This screen is just an example.

•The above setting, once made, is not displayed on the screen until the data is cleared. If the current time is not set, the coins that have been put in the machine will not be totaled nor displayed.

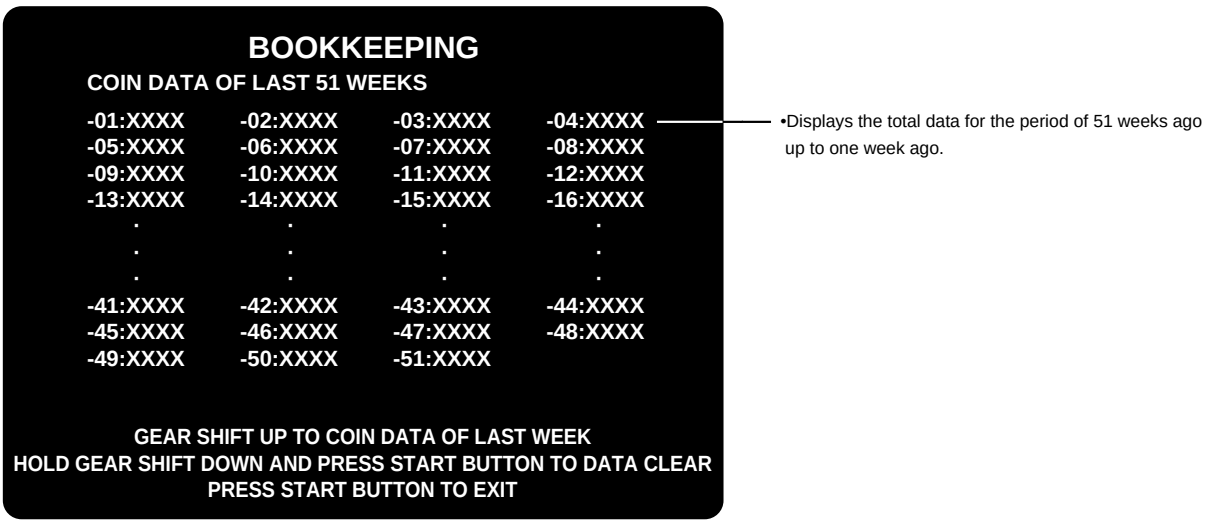
**MEMO**

■ When the time has been set on the “CLOCK SET UP” screen, the following BOOKKEEPING screens show up. Move the shift lever upward and press the START button, and the total coin data is cleared.
To return to the main menu screen, press the START button.




•This screen is just an example.

■ When the shift lever is moved downward on the “COIN DATA OF LAST 7 DAYS” screen, shown on the preceding page, the past 51-week coin data is displayed in weekly totals. Move the shift lever upward and press the START button, and the total coin data is cleared. To return to the main menu screen, press the START button.




•This screen is just an example.

•When the data is cleared on this screen and then “BOOKKEEPING” is selected, the “CLOCK SETUP” screen shows up. Make the time setting to get the coin totalization started.

**MEMO**

# ALL FACTORY SETTING

**Returns all the settings but the network settings to factory ones**

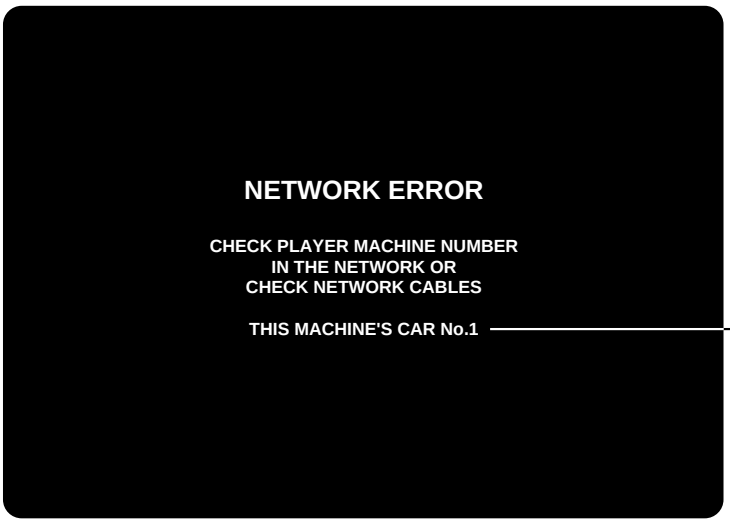
■ Mode for Returning all the settings to the factory settings.
In this mode, all the settings but the “BOOKKEEPING” settings on the main menu will be back to the factory ones. Now “DISABLE” is shown at the “COURSE RECORD SAVING” option in the “GAME OPTIONS” screen. Select “ENABLE” to initialize this setting. (See page 17.)

# 2-5 Measures to be taken when there is a network abnormality

If the “NETWORK ERROR” message appears, if any item responds incorrectly in the network communication check described on pages 19 and 20, or if the projector displays differ from the specified ones, take the following measures.

**•If the machine still shows the same trouble or any troubles that are not discussed in this manual, immediately turn OFF the power switch, unplug the power cord and contact your nearest dealer.**

| Symptom 1 | The “NETWORK ERROR” message appears on the screen after the power is turned ON. |
|---|---|




## Possible causes and measures to be taken

| Possible causes | Measures |
|---|---|
| •The “Network ID” settings are improper. | ·Readjust the “Network ID” settings on the “NETWORK OPTIONS” screen in the manual test mode. (See page 19) |
| •The networking cable is in trouble. | ·Reconnet the networking cable properly between the machines.<br>·Replace the networking cable with new one. |
| •An unnecessary networking cable is connected with the pin jacks of the first and last machines. | ·Disconnect the network cable frpm those pin jacks. (see page 26 of the “RACING JAM™” Operator’s Manual.) |

**Symptom 2** **The “NETWORK ERROR” message appears on the screen during playing.**

## Possible causes and measures to be taken

| Possible causes | Measures |
|---|---|
| •One of the networking cable has been disconnected from during play. | ·1.Turn OFF the power switch.<br>2.Connect the networking cable properly.<br>3.Turn ON the power switch. |
| •One of the networking cable has been internally broken or broken. | ·Replace the networking cable with new one.<br>(You can also use commercially-sold video cable (75Ω3C-FV) having a length of 2m(78.74in) or less.) |
| •The test switch (on the service panel) of one of the networked game machines has been pressed.<br>**•The test switch should pressed during the game demo of all the networked game machines.** | ·1.Turn OFF the power switch of all the networked game machines.<br>2.Close the maintenance door.<br>3.Turn ON the power switch. |
| •The settings of the manual test mode are different between the networked machines. | ·Configure the settings of all the machines referring to “NETWORK CONFIGURATION” (see page 21). |

# 3 Replacing the labels and others

## ■Replacing the title panel and labels

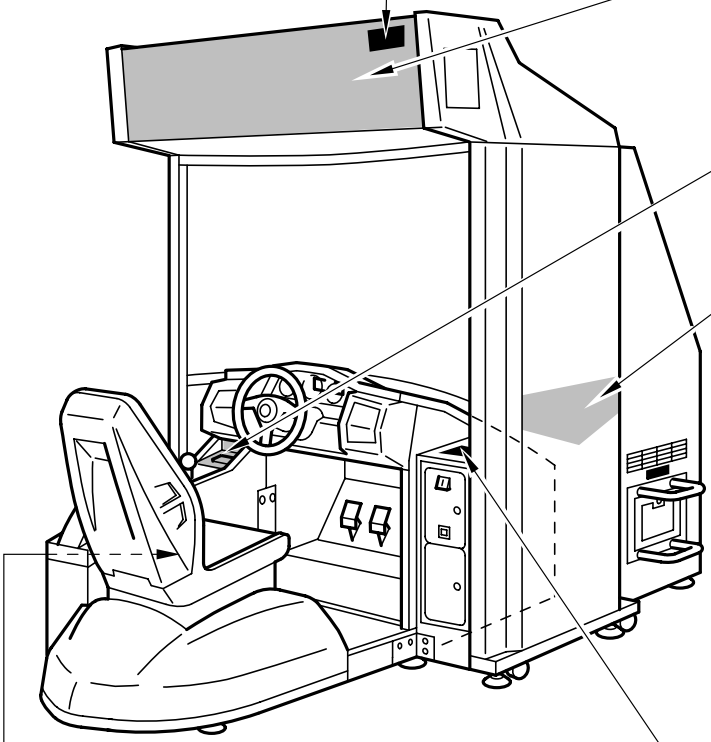
**•Before replacing the title panel, be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.**

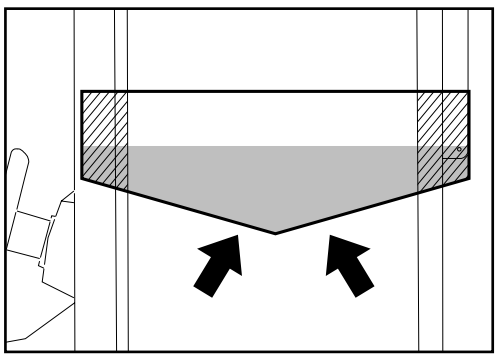
**5** First replace the title panel and then apply this label.

**1** Remove the screws and replace the title panel with the new one. (See page 52 of the "RACING JAM™" Operator's Manual)

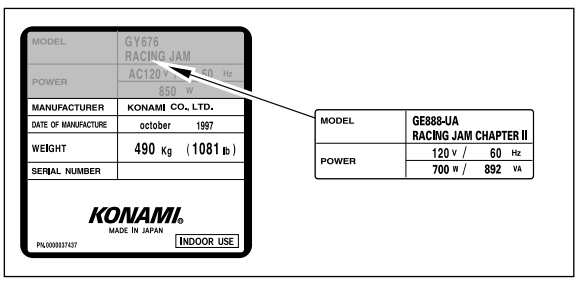
**2** Apply the accompanying "HOW TO PLAY" labels on the existing ones.

**3** Apply the accompanying side label on the lower triangular area of the existing side label. Cut off excess parts of the new label according to the side panel.





**4** Apply the accompanying labels over the existing ones.




**5** Apply this label on the top of the coin door unit.

| No. | Part name | Part # | Quantity | Remarks |
|---|---|---|---|---|
| 1 | PANEL, TITLE | 0000050220 | 1 | Title panel |
| 2 | LABEL, PLAYING / UB | 0000050221 | 1 | How to play (common for right and left) |
| 3 | LABEL, SIDE | 0000050212 | 2 | How to play (common for right and left) |
| 4 | LABEL, SERIAL / UA | 0000053175 | 1 | Model and Power label |
| 5 | LABEL, RATING | 0000032845 | 2 | Rating label |

# 4 How to play

The “RACING JAM™ CHAPTER II” virtual-reality racing game, with its high-quality graphics, provides for unprecedented realism and sense of speed.
The full-scale race driving game also gives you the thrill of car racing such as drifting, counter-steering, load center shift at cornering, spin turning and other actions.

## How to play

**1** Put a coin in the slot.
The “COURSE SELECT” screen appears.

**2** Select one out of the following courses using the steering wheel.
Step on the acceleration pedal to enter the selection.

**•Course selection**

**•Beginners’ course**

| | |
|---|---|
| ·BANK (Beginners’ circuit A) | High-speed circuit racecourse with huge bank corners one after another. |
| ·NIGHT (Beginners’ circuit B) | High-speed city road course in a nighttime setting partially provided with the opposite lane. |

**•Medium-level course**

| | |
|---|---|
| ·CROSS ROAD | Circuit racecourse in a thrilling arrangement of crossroads, merging traffic and jumping blocks. |

**•Advanced level course**

| | |
|---|---|
| ·Winding | Circuit racecourse dotted with tight hairpin curves. |

**3** On the “CAR SELECT” screen, select one of the 18 different-performance machines in existence. Use the steering wheel to select a machine, and step on the acceleration pedal or press the start button to enter the choice.

**4** On the “TRANSMISSION SELECT” screen, choose from the automatic and manual transmissions. Use the steering wheel to select a type of transmission, and step on the acceleration pedal or press the start button to enter the choice.

**•Transmission selection**

| | |
|---|---|
| ·Automatic operations | No shifting is needed during the play. |
| ·Manual operations | Shifting is needed. |

**5** When all the above selections are made, their results are displayed on the screen. If there are two or more other communication players, the course will be decided by majority.

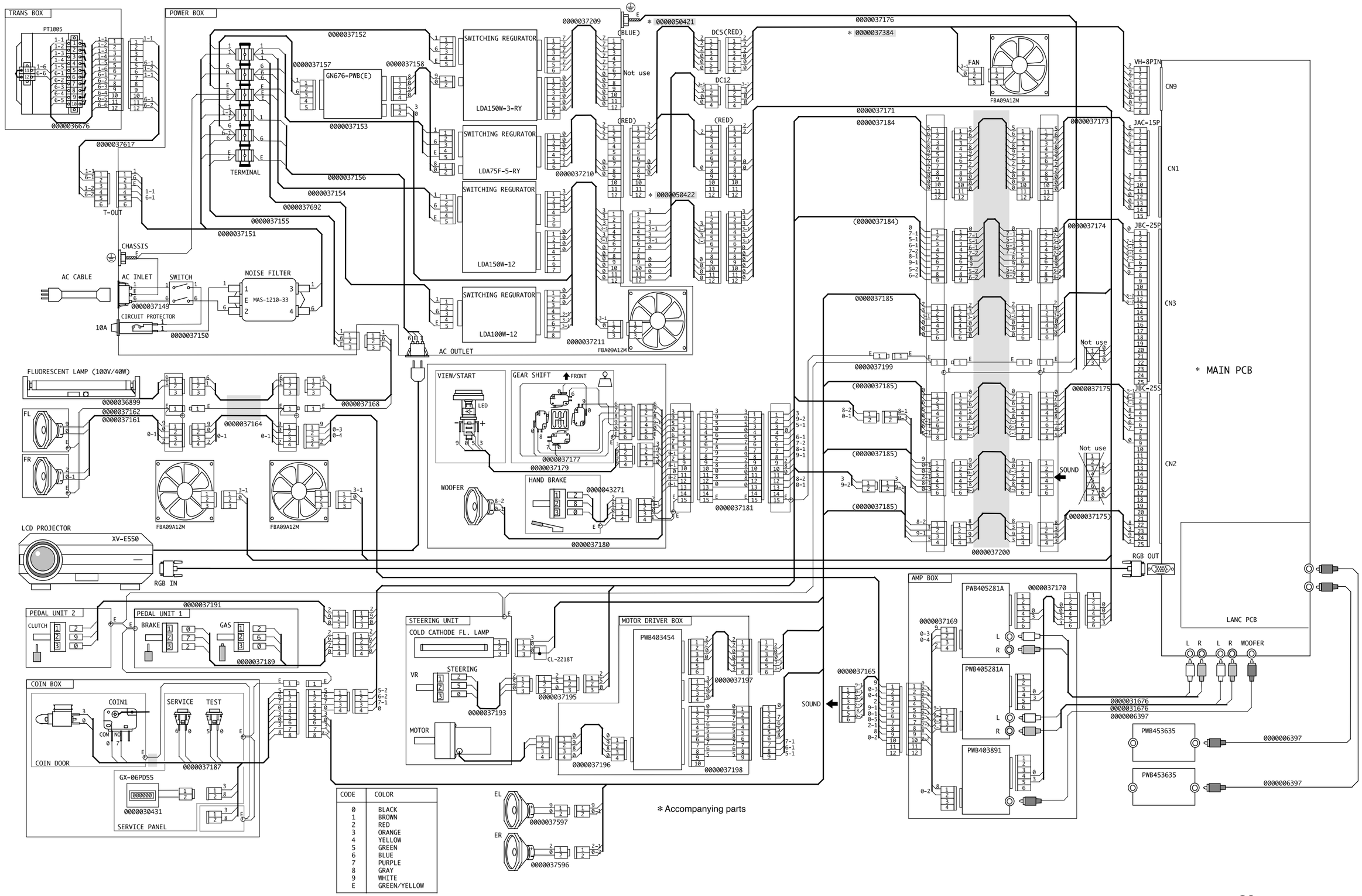
## Joining the game halfway

You cannot join the “RACING JAM™ CHAPTER II” game halfway.

# MEMO

# 5 Wiring diagram






| CODE | COLOR |
|---|---|
| 0 | BLACK |
| 1 | BROWN |
| 2 | RED |
| 3 | ORANGE |
| 4 | YELLOW |
| 5 | GREEN |
| 6 | BLUE |
| 7 | PURPLE |
| 8 | GRAY |
| 9 | WHITE |
| E | GREEN/YELLOW |