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SPECIFICATIONS

INSTALLATION SPACE: 700 mm (27.6 in.) W \times 550 mm (21.6 in) D

HEIGHT : 1650 mm (65.0 in.)

POWER : 145 W

C.R.T. : 19" MONITOR WEIGHT : 95 kg (209.4 lbs.)

NOTE

• Descriptions herein contained may be subject to improvement changes without notice.

INTRODUCTION TO THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This OWNER'S manual is intended to provide detailed comments together with all the necessary information covering the operation in general of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards the POWER DRIFT, a new SEGA product. The manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read so as to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system.

1. HANDLING PRECAUTIONS

When installing or inspecting, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- Be sure to turn the power off before working on the machine.
- To insert or pull out the plug quickly is dangerous.
- It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where so specified.
- · Do not use any fuse that does not meet the specified rating.
- Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.

Also, for the IC board circuit inspections, only the logic tone is allowed. The use of a tester is not permitted, so be careful in this regard. After confirming that there are no irregularities, turn the power ON.

2. PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

LICENSE SEAL

The following seal is put on the machines manufactured by SEGA.



ORIGINAL SEAL

The following seal is put on the kits, such as the printed circuit boards of SEGA products.



COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1988

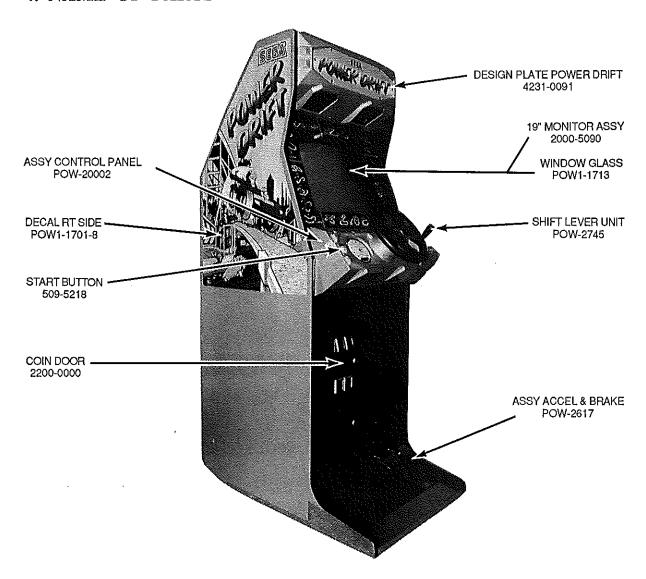
This signifies that this work was disclosed in 1988 and is the property of SEGA ENTERPRISES, LTD.

3. PRECAUTIONS CONCERNING THE PLACE OF INSTALLATION

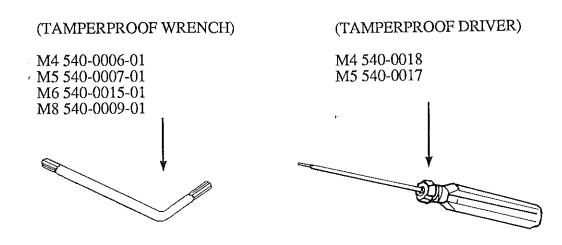
The POWER DRIFT is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- · Places subject to rain or water leakage, or condensation due to humidity.
- In the proximity of an indoor swimming pool and/or shower.
- · Places subject to direct sunlight.
- Places subject to heat sources from heating units, etc., or hot air.
- Vicinity of highly inflammable/volatile chemicals or hazardous matter.
- · Sloped surfaces.
- · Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- · Places subject to any type of violent impact.
- · Dusty places.

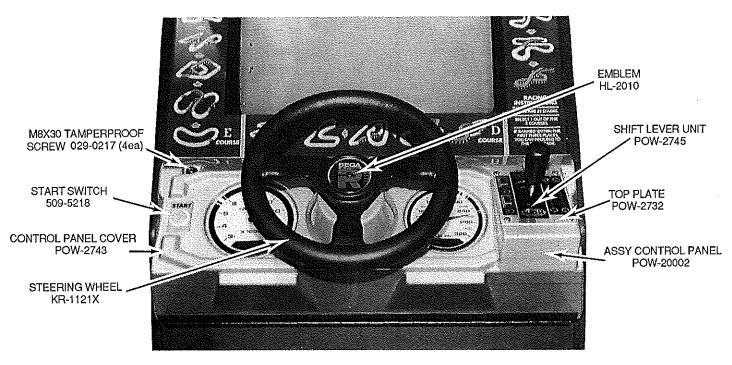
4. NAME OF PARTS



TOOLS



5. SERVICING THE HANDLE UNIT AND WINDOW MASK



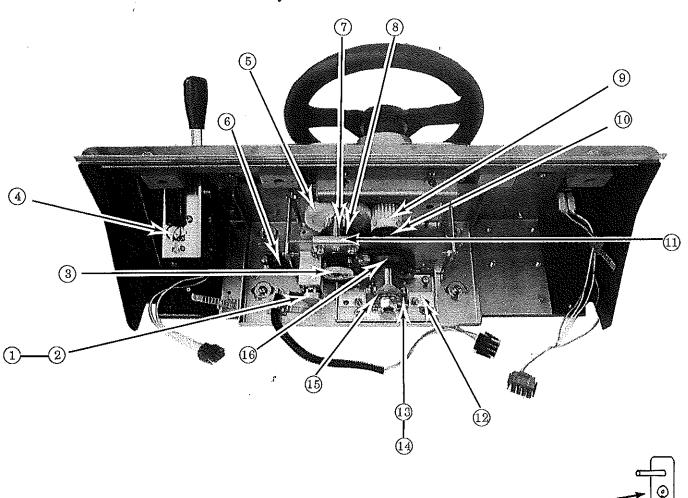
- ① The HANDLE UNIT can be opened towards you by removing the 4 M8 x 40 TAMPERPROOF SCREWS.
- ② To remove the WINDOW GLASS from the cabinet, take off the TAMPERPROOF screws (M5) inside the WINDOW GLASS. K.
- 3 Next open it towards you.

This allows for the clearing of the monitor screen (CRT surfaces).

6. DISASSEMBLING AND ADJUSTING THE HANDLE UNIT

To open the dashboard, take off the 4 M8 TAMPERPROOF screws. After doing this, spring replacements and steering adjustments can be made.

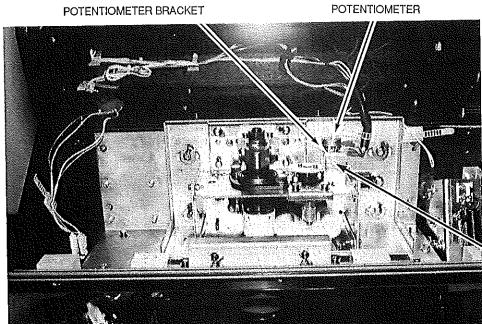
POW-20002 Control Panel Assy



- ① 220-5130 5K Potentiometer
- ② KR-1129 Gear D (Pot. Gear)
- (3) 601-6172 Gear 48
- 4 POW-2745 Shift Lever Assy (see Shift lever Assy)
- (5) KR-1126 Gear A
- 6 POW-2729 Exit Spring
- (7) KR-1127 Gear B
- 8 POW-2708 Arm Plate
- (9) KR-1127 Gear B
- (i) POW-2704 Steering Shaft
- (1) KR-1115 Stopper
- (12) POW-2706 Bumper Bracket
- (3) POW-2707 Bumper Stopper
- (14) KR-1114 Bumper
- 15 POW-2734 Braked Cam
- (16) 100-5035 Bearing (Steering Shaft)
- (17) KR-1109Y Arm Bar

(Between Arm Plates)

① Release the 2 adjusting screws of the potentiometer bracket and perform the necessary adjustments by changing its gear position, making sure that the variable is within the allowable extent as shown below, and then retighten the adjusting screw.



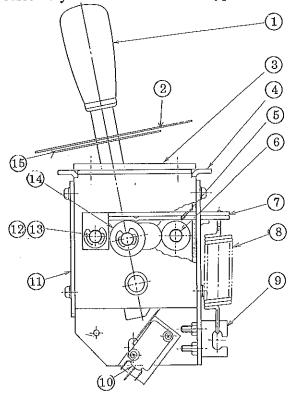
ADJUSTMENT SCREW

Standard value

Ŷ 80H 81H Maximum (D0) → ← Minimum (30)

← Allowable adjustment range →

Assembly Shift Lever Unit YZ Type POW 2745



① POW-2740	Sub A	Assy Shift	Lever
② POW-2732	Cove	r "B"	
③ POW-2730		e Plate	
④ POW-2202	Trans	smission (Case "B"
(b) POW-2206	Stopp	er Rubbe	r
(6) POW-2204		per Shaft '	'A"
(7) POW-2207	Cam		
(8) POW-2210	Exte	nsion Spri	ng
9 POW-2208		ζ	
<u>10</u> 509-5088		o Switch	
① POW-2201	X Tran	smission (Case "A"
① POW-2739		per Shaft '	'B''
(3) POW-2206		per Rubbe	r
(4) 100-5018	Ball	Bearing Ø	8
(b) POW-2731	Cove	er "A"	
000 0016	^	342 16	DI. 111
000-0316	2ea		Phillips Screw
000-0510-5	4ea		Phillips Screw
000-0416-5	2ea	M4x16	Phillips Screw
065-0007	6ea	7mm E	-Ring
061-0006	1ea	M6	Spring Washer
060-0008	5ea	M8	Flat Washer
051 0006	^	3.57	HITTH N.T.

2ea

M6

"U" Nut

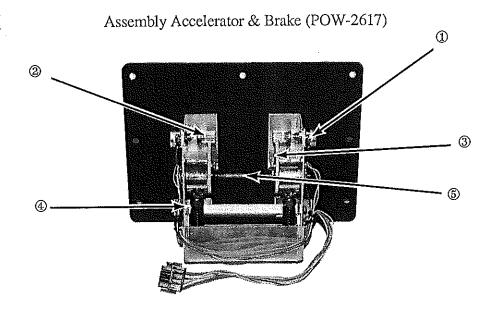
054-0006

Control Panel Assy Hardware List (POW-20002)

PART No.	Q/U	DESCRIPTION
000-0408-FS	2	M SCR PH W/FS M4 x 8
000-0416-FS	$\bar{4}$	M SCR PH W/FS M4 x 16
7000-0508	4	M SCR PH W/FS M5 x 8
000-0510	15	M SCR PH W/FS M5 x 10
000-0516	3	M SCR PH W/S M5 x 16
001-0516	15	M SCR FH M5 x 16
001-0520	2	M SCR FH M5 x 20
029-0152	3	TMP PRF SCR TH CROME M5 x 12
008-0415	4	TMP PRF SCR TH M4 x 16
008-0425	1	TMP PRF SCR TH M4 x 25
028-0007	3	SET SCR HEX SKT CP UNBR M4 x 10
028-0010	2	SET SCR HEX SKT CP M5 x 8
028-0014	4	SET SCR HEX SKT CP UNBR M4 x 4
000-0312-FS	2	M SCR PH W/FS M3 x 12
030-0825	4	HEX BLT M8 x 25
030-0630	6	HEX BLT M6 x 30
045-0004	8	COT PIN 1.6 x 15
045-0005	2	COT PIN 2 x 15
050-0012	1	HEX NUT M12
054-0005	18	U NUT M5
054-0006	17	U NUT M6
080-0005	6	FLT WSHR M5
060-0006	7	FLT WSHR M6
060-0008	4	FLT WSHR M8
060-0010	1	FLT WSHR M10
069-0020	ر 1	FLT WSHR M12
061-0006	16	SPR WSHR M6
061-0008	4	SPR WSHR M8
061-0012	1	SPR WSHR M12
069-0022	1	FLT WSHR 5.5 – 14 x 1
028-0012	1	SET SCR CH SPCL M5 x 12
029-0078	3	TMP PRF SCR BH M6 x 16
045-0014	1	SPR PIN UNBR 3 x 26
006-3113	2	W SCR FH 3.1 x 13
054-0004	4	U NUT M4
030-0620	2 2 2 2	HEX BLT M6 x 20
000-0525-FS	2	M SCR PH W/FS M5 x 25
061-0005	2	SPR WSHR M5
051-0004	2	FLG NUT M4
059-0014	4	WELL NUT M4
090-0012	4g	SCREW LOCK (Three Bond K01C – 2009 RED)
090-0013	6g 2	GREASE (SHYOWA SHELL SEKIYU RETINAX A)
005-3516-F	2	W SCR RH W/F 3.5 x 16
069-0084	1	E RING 19mm TMP PRF SCR TH M4 x 20
008-0420	2 2	FLT WSHR 5.5 – 19 x 1.2
059-0002	2 4	M SCR PH W/FS M5 x 16
000-0516-FS 008-0516	4	TMP PRF SCR TH M5 x 16
0160-000	-r	IIII III OCK III III X 10

7. DISASSEMBLING AND ADJUSTING THE ACCELERATOR AND BRAKE

To remove the accelerator/brake unit, take off the 7 M5 TAMPERPROOF SCREWS.



1	220-5130	5K potentiometer

② 601-5410 Gear 15 Ø 6 (Pot. Gear)

③ POW-2610 Adjust Gear

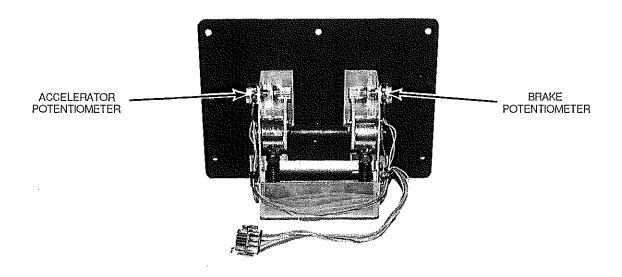
POW-2615 Extension Spring

⑤ POW-2611 Center Spring

000-0314-F	2ea	M3x14	Phillips Screw
000-0408-F5	10ea		Phillips Screw
000-0510	4ea	M5x10	Phillips Screw
008-0510	5ea	M5x10	Tamperproof Screw
028-0002	4ea	M3x6	Set Screw (Phillips)
029-0200	4ea	M3x8	Täp Screw (Phillips)
030-0410	4ea	M4x10	Hex Bolt
045-0007	2ea	M3x30	Cotter Pin
054-0003	2ea	M3	"U" Nut
054-0005	9ea	M5	"U" Nut
060-0004	4ea	M4	Flat Washer
061-0004	4ea	M4	Spring Washer (Lock-Washer)
069-0020	2ea	M12	Flat Washer

8. ADJUSTING THE ACCELERATOR/BRAKE POTENTIOMETER

- ① DISPLAY THE SELF-TESTING MODE screen shown on page 15.
- ② Release the adjustment screws, move the bracket, and make adjustments so that the variable becomes 20H when the accelerator/brake is released and returns to its original position.
- 3 Even after the above procedure has been followed, if the variable is not within the allowable range, then slightly turn the gear to make an adjustment.



ACCELERATOR

Minimum Standard Maximum (fully open) (20) ♣ (C0)

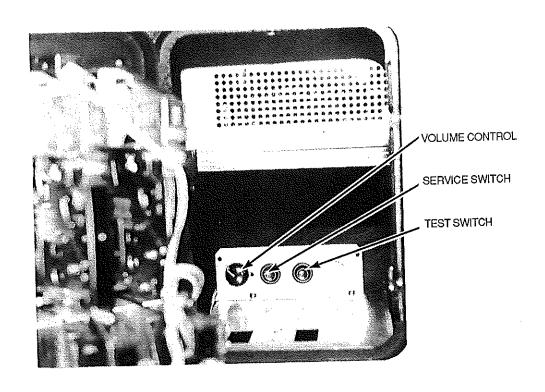
1CH 1DH 1EH 1FH 20H 21H 22H 23H 24H

BRAKE

 $(20) \qquad \rightarrow \text{ Allowable adjustment range } \rightarrow \qquad (C0)$

9. ADJUSTMENT OF THE SERVICE SWITCH

The layout as shown below can be viewed by opening the coin chute door.



OPERATING INSTRUCTIONS

SERVICE SWITCH	Used for the purpose of servicing and increasing the credits without registering on the meter (this allows you to check the game).
TEST SWITCH	For operating this switch, see SELF-TESTING.
VOLUME CONTROL	Potentiometer Adjustment

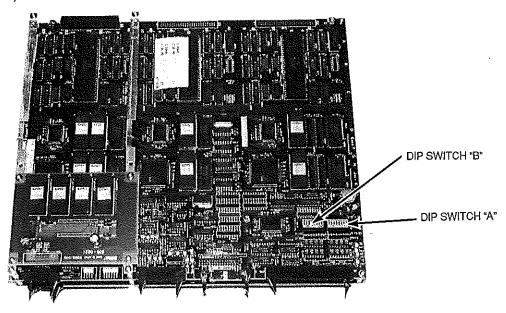
10. DIP SWITCH SETTING

COIN/CREDIT OPTION SWITCH SETTING

DIP SWITCH A

OI	PTION	1	2	3	4	5	6	7	8
1 COIN	1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	2 CREDITS	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
1 COIN	3 CREDITS	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
5 COINS	1 CREDIT	ON	ON	OFF	OFF	ON	ON	OFF	OFF
6 COINS	1 CREDIT	OFF	OFF	ON	OFF	OFF	OFF	ON 4	OFF
1 COINS	6 CREDIT	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2 COINS	1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3 COINS	1 CREDIT	ON	ON	ON	OFF	ON :	ON	ON	OFF
4 COINS	1 CREDIT	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
2 COINS	3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF :	ON
6 COINS	4 CREDITS	OFF	ON	OFF	ON	OFF	ON	OFF	ON
4 COINS	3 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
5 COINS	6 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
4 COINS	5 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
2 COINS	3 CREDITS	OFF	ON	ON	ON	OFF	ON	ON	ON
	NO USE		ON	ON	ON	ON	OΝ	ON	ON
		COIN	SW. #1			COIN	SW. #2		

POWER DRIFT PCB ASSY (834-6697-04)



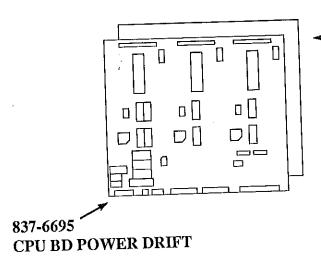
GAME OPTION SWITCH SETTING

DIP SWITCH B

GAME OPTION	ON SETTING	1	2	3	4	5	6	7	8
* CABINET TYPE	MOVING UPRIGHT MINI UPRIGHT NO USE	OFF ON OFF ON	OFF OFF ON ON	·					•
* ADVERTISE SOUND	OFF ON			OFF ON					
* EVER OFF					OFF				
* INITIAL CREDIT	2 CREDIT 1 CREDIT					OFF ON			
* CONTINUE GAME	YES NO						OFF ON		
* GAME DIFFICULT	NORMAL EASY Y HARD HARDEST							OFF ON OFF ON	OFF OFF ON ON

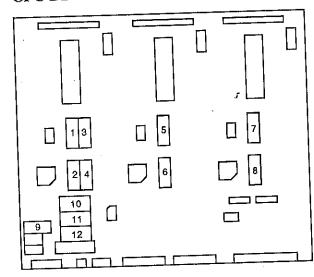
^{*} When DIP Switch B. 5 is set to "ON", also set DIP SWITCH B. 6 to "ON".

11. EPROM/ROM LOCATIONS

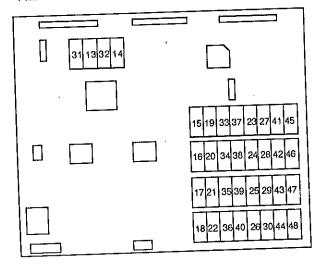


837-6696 VIDEO BD

CPU BD POWER DRIFT 837-6695



VIDEO BD POWER DRIFT 837-6696



	834-6697	GAME BD	POWER DRIFT
	837-6695	CPU BD I	POWER DRIFT
	IC LOCATION	NUMBER	MAIN WORK
1 2 3 4 5 6 7 8	IC 24 IC 25 IC 26 IC 27 IC 53 IC 54 IC 80 IC 81	EPR-11745 EPR-11746 EPR-11747 EPR-11748 EPR-11749A EPR-11750A EPR-11751 EPR-11752	PROGRAM
9	IC 102	EPR-11753	SOUND PROGRAM
10 11 12	IC 107 IC 106 IC 105	EPR-11892 EPR-11893 EPR-11894	(2M EPROM) SOUND DATA
	837-6696		POWER DRIFT
13 14	IC 16 IC 14	EPR-11789 EPR-11791	LINE OBJ
15 16 17 18 19 20 21 22	IC 67 IC 75 IC 86 IC 114 IC 66 IC 74 IC 85 IC 113	EPR-11757 EPR-11758 EPR-11759 EPR-11760 EPR-11761 EPR-11762 EPR-11763 EPR-11764	OBJECT
23 24 25 26 27 28 29 30	IC 62 IC 70 IC 81	EPR-11773 EPR-11774 EPR-11775 EPR-11776 EPR-11777 EPR-11778 EPR-11779	
31 32	IC 17	EPR-11790 EPR-11792	LINE OBJ
33 34 35 36 37 38 39	IC 65 IC 73 IC 84 IC 112 IC 64 IC 72 IC 83	EPR-11765 EPR-11766 EPR-11767 EPR-11768 EPR-11770 EPR-11771 EPR-11771	OBJECT
4 4 4 4 4 4 4 4	1 IC 61 2 IC 69 3 IC 80 4 IC 108	EPR-11781 EPR-11782 EPR-11783 EPR-11784 EPR-11785 EPR-11786 EPR-11787 EPR-11788	OBJECT

12. TEST MODE

This test mode verifies that the game board is correctly operating or if there are any malfunctions. Color and sound adjustments can also be tested using the test mode.

- 1. SELECTION OF INDIVIDUAL TEST
- (1) Push the TEST SW and the following test menu will be displayed:

DIAGNOSTIC VER. 1.00

INDIVIDUAL MEMORY TEST **INPUT** TEST **OUTPUT TEST** TEST MOTOR SOUND **TEST** C.R.T. **TEST DIP SWITCH ASSIGNMENT BOOKKEEPING**

BACKUP RAM CLEAR

※ EXIT

TEST ITEMS D	ESCRIPTION
1. INDIVIDUAL	INDIVIDUAL/CONTINUE mode change.
2. MEMORY TEST	Tests the game board's memory IC's.
3. INPUT TEST	Checks the numerical value of each switch, steering handle, etc.
4. OUTPUT TEST	Checks the "ON" and "OFF" of the START SW LAMP and COIN SOLENOID.
5. MOTOR TEST	Tests in this mode are not applicable for the type.
6. SOUND TEST	Checks the SOUND ROM and POWER AMPLIFIER.
7. C.R.T. TEST	Checks the monitor adjustment color bar display.
8. DIP SWITCH ASSIGNMENT	Displays the DIP SW setting status.
9. BOOKKEEPING	Displays the records of the number of game plays, game time, etc.

- 10. BACKUP RAM CLEAR Clears the records of the number of game plays, game time, etc.
- 11. EXIT Returns to the ordinary game screen.
- (2) Turning the steeering handle to the right/left will cause the * mark to move upward/down. Move the desired test item and push the TEST SW to select the test.
- (3) When the tests are finished, move the * mark to EXIT and push the TEST SW.

2. DESCRIPTION OF EACH TEST ITEM

(1) INDIVIDUAL

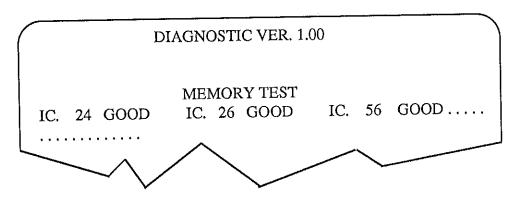
With the * mark positioned at INDIVIDUAL, pushing the TEST SW or START BUTTON changes the mode from INDIVIDUAL to CONTINUE. Similarly, with the * mark positioned at CONTINUE, pushing the TEST SW or START BUTTON changes the mode from CONTINUE to INDIVIDUAL.

In the CONTINUE MODE, when a test item is finished, the next test item automatically starts, thus making it convenient when performing all the tests continuously.

(2) MEMORY TEST

This test checks whether the memory IC's on the game board are correct or not.

The indication of "GOOD" means the IC No. is OK. If a memory IC is incorrect, the IC No. will be indicated as "BAD."



(3) INPUT TEST

Checks the operation of each switch, and the V.R. numerical value of the steering handle, accelerator and brake.

,	DIAGNOSTIC VER. 1.0	00
	INPUT TEST	·
	COIN #1 OFF START	OFF ①
	COIN #2 OFF SERVICE	OFF
	LOW GEAR @	
	HANDLE RIGHT LEFT	80H ③
	ACCEL	20H ④
	BRAKE	20H

- ① Operate each switch. The "ON" indication means that the corresponding SW is OK.
- When the shift lever is in a low position, "LOW GEAR" will be indicated and similarly when in a high position, "HIGH GEAR."
- 3 The steering test is OK if the numerical value increases to D0H or higher when it is turned to the right and decreases to 30H or lower when it is turned to the left, and becomes 80H±1 when taking your hand off the steering handle.
- ① The accelerator/brake test is OK if the numerical value increases to C0H or higher when it is applied and becomes 20H±1 when it is not applied.

(4) OUTPUT TEST

Checks the operation of the START LAMP and the OPEN/CLOSE of the coin solenoid which is used to lock in a coin.

DIAGNOSTIC VER, 1.00

OUTPUT TEST

START LAMP ON COIN SOLENOID OPEN

In accordance with the on-screen display, the ON/OFF of the START LAMP and the OPEN/CLOSE of the SOLENOID will take place in one second cycles, and if not, it is considered to be malfunctioning.

(5) N/A

(6) SOUND TEST

Only the sound can be manually outputted. Check sound ROM, sound circuit and the operation of the power amplifier.

DIAGNOSTIC VER. 1.00

SOUND TEST
0 0 H ①

SELECT BY STEERING
PUSH START BUTTON!

① Turning the steering handle to the right/left results in increasing/decreasing the numerical value of the sound No. Stop the steering handle at the desired number, push the START button, and that number's sound will be emitted. For the sound numbers and the description thereof, refer to the following table:

Sound No.	Description
00H - 3FH	Engine sound
61,H - 8DH	Effects
90H - 97H	B.G.M.
99H - 9DH	FM effects
A0H - C3H	VOICE
FFH	ALL SOUNDS OFF

(7) C.R.T. TEST

The monitor adjustment color bar is indicated.

C.R.T. TEST	RED	
	GREEN	Each color in 8 gradations
		C.R.T. POSITION
		CHECK s te to black)

① Adjust the screen's position and size by performing the C.R.T. POSITION CHECK.

(8) DIP SWITCH ASSIGNMENT

Displays the present setting status of DIP SWITCH A & B. For the function of each switch, refer to 24. DIP SWITCHES.

;		DIAG	NOST	C VER	. 1.00				
	DIP SWITCH ASSIGNMENT								
		1	2	3	4	5 '	6	7	8
DII	P SW A	. OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
DII	P SW B	. OFF	OFF	ON	OFF	OFF	OFF	OFF	OFF
Α	1234	COIN SV	W #1		1 CC	NIO	1 CRE	EDIT	
Α	5678	COIN SY	W #2		1 CC	NIO	1 CRE	EDIT	
В	12	CABINE	T TYP	E	MOV	VING			
В	3	ADVER'	TISE S	DUND	ON				
В	4	EVER O	FF						
В	5	INITIAL	CRED	IT	2 CR	EDIT			
В	6	CONTIN	IUE GA	ME	YES				
В	78	GAME I	DIFFIC	ULTY	NOR	MAL			

(9) BOOKKEEPING

Displays the records of the number of game plays, game time, etc. Push the START button to proceed to the next screen.

DIAGNOSTIC VER. 1.00

BOOKKEEPING

COIN CHUTE #1 **1

COIN CHUTE #2 **2

COIN CREDITS **3

SERVICE CREDITS **4

TOTAL CREDITS ***5

TOTAL TIME **H **M **S(6)

PUSH START BUTTON

DIAGNOSTIC VER. 1.00

NUMBER OF GAMES
CONTINUE

** GAME TIME **

TOTAL **H **M *\$ (12) AVERAGE **H **M *\$ (13) LONGEST **H **M *\$ (14)

PUSH START BUTTON

(10) BACKUP RAM CLEAR

DIAGNOSTIC VER. 1.00 BACK UP RAM CLEAR

米NO

SELECT BY STEERING

YES

PUSH TEST BUTTON

Description of Numbers

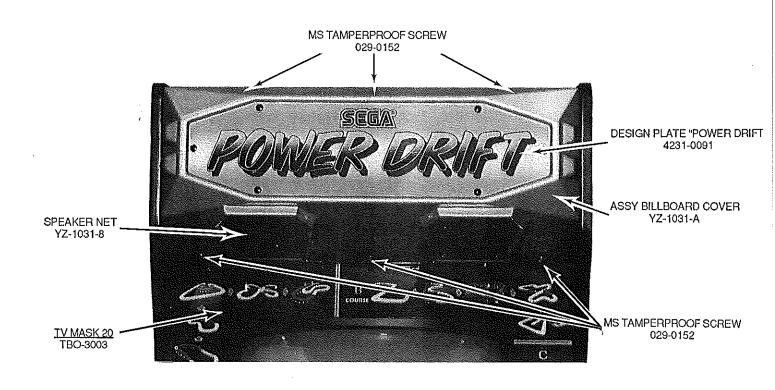
- Number of coins put in COIN
 CHUTE 1
- ② Number of coins put in COIN CHUTE 2
- (3) Total credits of COIN CHUTE 1 & 2
- (4) Service switch credits
- 5 Total credits of 3 and 4
- 6 Total time during which the power was "ON"
- (7) Number of game plays (including CONTINUE)
- (8) Number of CONTINUE plays out of (7) above
- (9) Average score
- 10 High score
- (11) Lowest score
- Time during which game was played (out of 6 above)
- (13) Average game time
- (14) Longest game time

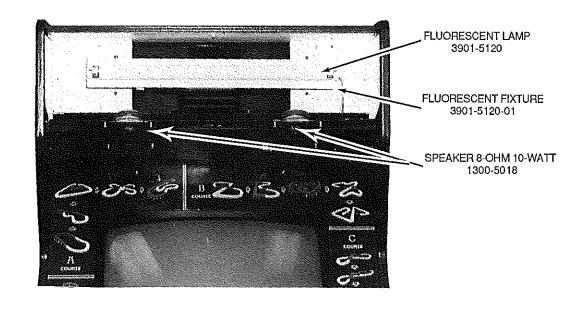
All the BOOKKEEPING contents can be closed. When doing so, bring the * mark to yes and push the TEST button. When not clearing, bring the * mark to NO and push the TEST button.

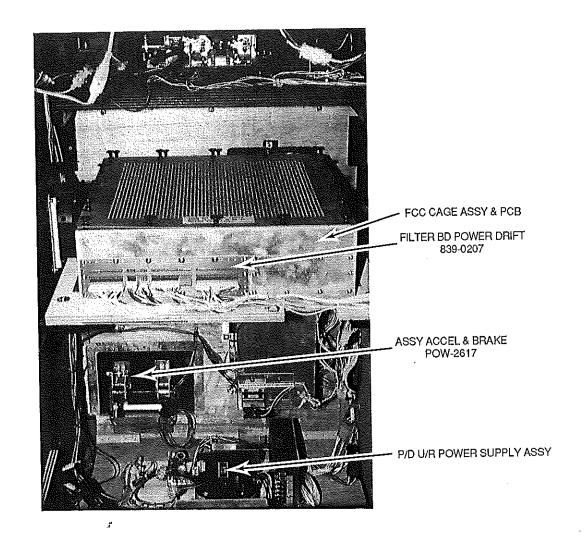
13. PARTS LIST

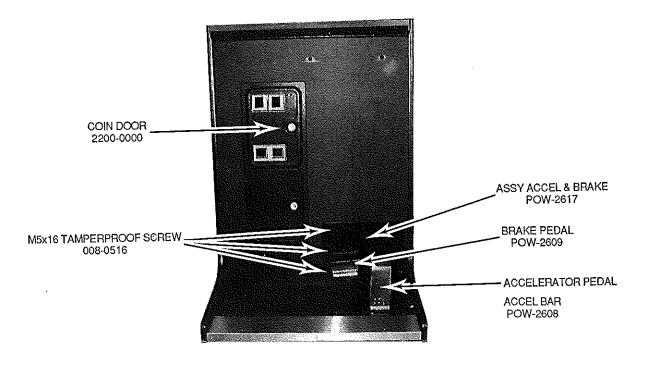
ITEM	PARTS NUMBER	DESCRIPTION	QTY
1	1050-0064	MAIN SWITCH BRACKET	1
['] 2	1170-0184	TERM PLT. (4P)	1
3	1170-5131	TERM BLK (5P)	1
4	1170-5131A	TERMINAL	5
5	1300-5018	SPEAKER, 8-OHM 10W	2
6	1500-0265	CAP, 24000 UF	1
7	1500-0265A	CAP MOUNT	1
8	2000-5090	MONITOR, 19" RGB	1
9	2200-0000	COIN DOOR ASSY	1
10	2200-5179	VOL. CNTRL 5K	1
11	2600-0011-1	AXIAL FLOW FAN	1
12	2600-0011-2	FAN SCREEN GUARD	1
13	2800-0418	STRAIN RELIEF	1
14	3901-5120	FLUORESCENT LAMP (1V173)	1
15	3901-5120-01	FLUORESCENT FIXTURE (2V810)	1
16	4001-5089	POWER SUPPLY 5V @ 15A	1
17	4201-5891-03	OWNER'S MANUAL, POWER DRIFT	1
· 18	4211-6550	STICKER, SERVICE SWITCH	1
19	4211-6592	STICKER, ON/OFF	1
20	4211-6671	STICKER, DANGER	1
21	4211 ₇ 6682	STICKER, SERVICE INSTRUCTIONS	1
22	4211-6690-01	STICKER, 120V	1
23	4211-7224	STICKER, FUSE 6A, 5A, 3A	1
24	4231-0091	MARQUEE PLEX POWER DRIFT	1
25	4810-0157A	DIODE BRIDGE, 8A	1
26	5090-0039	SWITCH, ON/OFF	1
27	5090-5028	SWITCH, MOMENTARY	2
28	5140-0031	FUSE, 6A	1
29	5140-0034	FUSE, 5A (SLO)	1
30	5140-0036	FUSE, 3A	1
31	5140-0045	FUSE HOLDER, 1P	1
32	5140-0064	FUSE HOLDER, 2P	1
33	5601-5095	POWER TRANSFORMER, 160P4	1
34	6000-0078	POWER CORD	1
35	6010-0001	FUSE COVER	3
36	6010-0042	KNOB, 1/4" SHAFT	1
37	6010-0420	LINE FILTER, 5A	1
38	MO0-1215Y	POWER CORD BOX	1
39	POW0-1703	HOLDER BRACKET A (CONTROL PNL)	1
40	POW1-1623	ASSY ACCEL PEDAL	1
41	POW1-1701-B	DECAL, RIGHT SIDE	1
42	POW1-1701-C	DECAL, LEFT SIDE	1
43	POW1-1702	SWITCH UNIT BRACKET	1
44	POW1-1706	HINGE 580	1
45	POW1-1707	SUPPORT BRACKET RIGHT	1

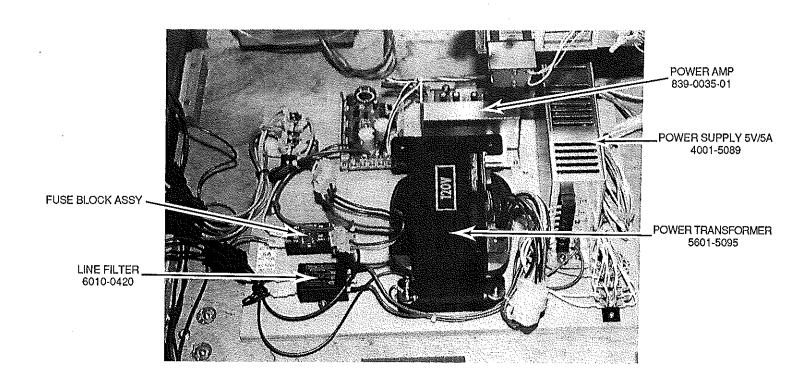
ITEM	PARTS NUMBER	DESCRIPTION	QTY
46	POW1-1708	SUPPORT BRACKET LEFT	1
47	POW1-1712	MONITOR BEZEL	1
48 (POW1-1713	WINDOW GLASS	1
49	TB0-3003	T.V. MASK 20	1
50	YZ0-0016	SHIELD COVER U/R	1
51	YZ0-0019	SHIELD CASE U/R	1
52	YZ0-1031-A	BILLBOARD COVER	1
53	YZ0-1031-B	SPEAKER NET	2
54	YZ1-1604	SUPPORT BRACKET FRONT	1
55	YZ1-1699	HINGE SUPPORT BRACKET	1
56	008-0408	TMP PRF SCR M4X8	2
57	008-0416	TMP PRF SCR TH M4X16	8
58	008-0520	TMP PRF SCR TH M5X20	2
59	008-0525	TMP PRF SCR TH M5X25	7
60	008-0545	TMP PRF SCR M5X45	2
61	029-0038	TMP PRF SCR SCR BH BLK M6X20	8
62	029-0152	TMP PRF SCR TH CROME M5X12	3
63	029-0192	TMP PRF SCR TH CROME M5X20	3
64	029-0217	TMP PRF SCR BH CROME M8X40	4
65	069-0087	FLT WSHR CROME M8	4
66	220-5130	VOL CONT B-5K OHM	1
67	280-5079	NYLATCH GROMMET	16
	280-5080 #	NYLATCH PLUNGER	16
68	421-6119-91	STICKER FCC	1
69 70	421-6120	STICKER SEGA USA	1
70 74	421-6709	STICKER SERVICE INSTR ENG	1
71	421-7329	ADJUST INSTR SHEET POWER DRIFT	1
72 70	600-5726-01	WIRE HARN EXT VCC	1
73	600-5726-02	WIRE HARN EXT PWR AMP	1
74	600-5726-04	WIRE HARN EXT RGB	1
75 70	600-5726-08	WIRE HARN SOUND	1
76	600-5726-09	WIRE HARN RGB	1
77 70	600-5726-13	WIRE HARN EXT CAB POW	1
78 70	600-5726-14	WIRE HARN EXT CONTROL	1
79	600-5726-15	WIRE HARN VCC POW	1
80	600-5726-16	WIRE HARN I/O POW	1
81	834-6697-04	GAME BD POWER DRIFT	1
82	839-0035-01	PWR AMP DC 12V 10W	1
83	839-0207	FILTER BD GALAXY FORCE U/R	1
84	POW-20002	ASS'Y CONT PANEL YZ TYPE	1
85	POW-20002	EXT SPRING	1
86	POW-2615	EXT SPRING	2
87	POW-2617	ASS'Y ACCEL & BRAKE YZ TYPE	1
88	POW-2729	EXT SPRING	2
89	SGB-1035X	KEY BAG	1
90	YZ-1031	ASSY, BILL BOARD COVER	1
91	12-1001		

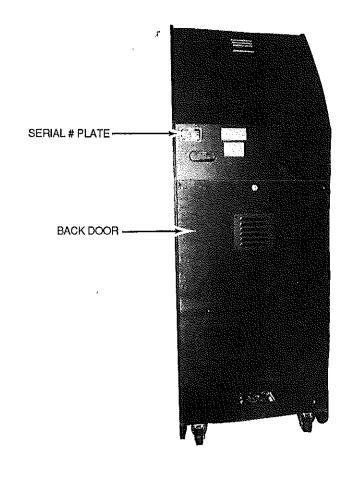












14. SCHEMATIC DIAGRAM

