



LEISURE & ALLIED INDUSTRIES

CORRESPONDENCE regarding this cabinet should be addressed to:-



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C A U T I O N

DO NOT Attempt to test the Logic Board (PC Boards) with ordinary test equipment as this may result in damage to digital components.

DO NOT Connect or disconnect any of the Logic Boards (PC Boards) Integrated Circuit Modules while the power is ON. AC Power should always be turned OFF and the game unplugged before replacing any parts.

When unplugging the game from an electrical outlet always grasp the plug, not the line cord.

The Cabinet should be grounded with a securely connected ground line.

The Monitor includes areas of High Voltage. Care should be taken at all times to avoid electrical shock whenever inspecting or adjusting the Game.

DO NOT Subject *Cyber Cycles* to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 Degree Centigrade.

DO NOT Expose the Game/Logic Boards to U.V. radiation (e.g. direct sunlight) as this could eventually corrupt the program.

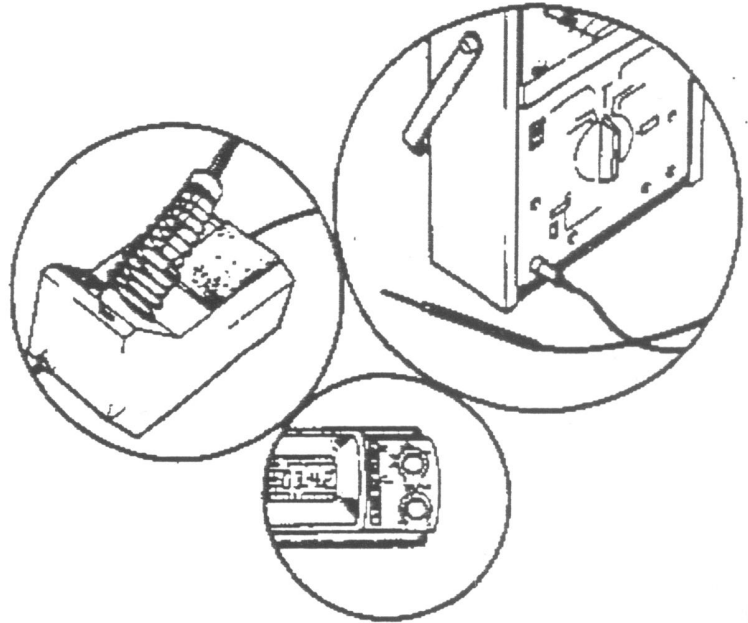
DO NOT Install Game/Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold or in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits, or an unstable surface or surface subject to floor or other vibration.

DO NOT Move Machine without returning glides to the extreme up position.

Cyber Cycle's Boards should not require adjustment after Factory setting by Technicians.

If a PC Board should need servicing contact your nearest *Leisure & Allied Industries* office.

SECTION A SERVICE INSTRUCTIONS



Please read these instructions carefully before servicing this machine.



A

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.

- * Be sure to turn the power OFF before working on the machine.
- * To insert or pull out the plug quickly is dangerous and is not advised.
- * It is necessary that the power cord or the grounding wire is not exposed on the surface (floor, ground, 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 specified rating.
- * Make complete connections for the IC Board and other connectors. Insufficient insertion is very dangerous.
- * The operating (ambient) temperature range is from 5-40 degrees Centigrade.
- * When cleaning the CRT surfaces, use a dry soft cloth. Do not apply chemicals such as thinners, benzine etc.
- * Only qualified personnel to inspect or test the IC Board.

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

REGARDING STATIC ELECTRICITY

When you touch the monitor (CRT) at the time the power is turned ON or OFF, you may slightly feel electricity. This however is caused by static electricity and would not inflict bodily injury on persons.

INSPECTION

IMPORTANT! The bike bases are equipped with locking bolts that hold the bike in the centre position during transport. To access these bolts remove the lower side mouldings at the bike's base. Use a spanner to remove the bolts.

[Inspection before starting operation]

Due to everyday use of the game machine, the joints are bent due to vibration and impact, and parts may wear out or become damaged. Due to these conditions, a player could be injured.

The Cyber Cycles game should be inspected to ensure that it is always in good condition, and to maintain the safety of the players and people around it.

(1) Visual Inspection

- 1 Are the "Warning labels" all properly attached?
- 2 Have the level adjusters been secured?
- 3 Are any of the bolts that connect the bike assembly with the monitor assembly loose?
- 4 When the bikes rock, are there any strange sounds or rattling noises?

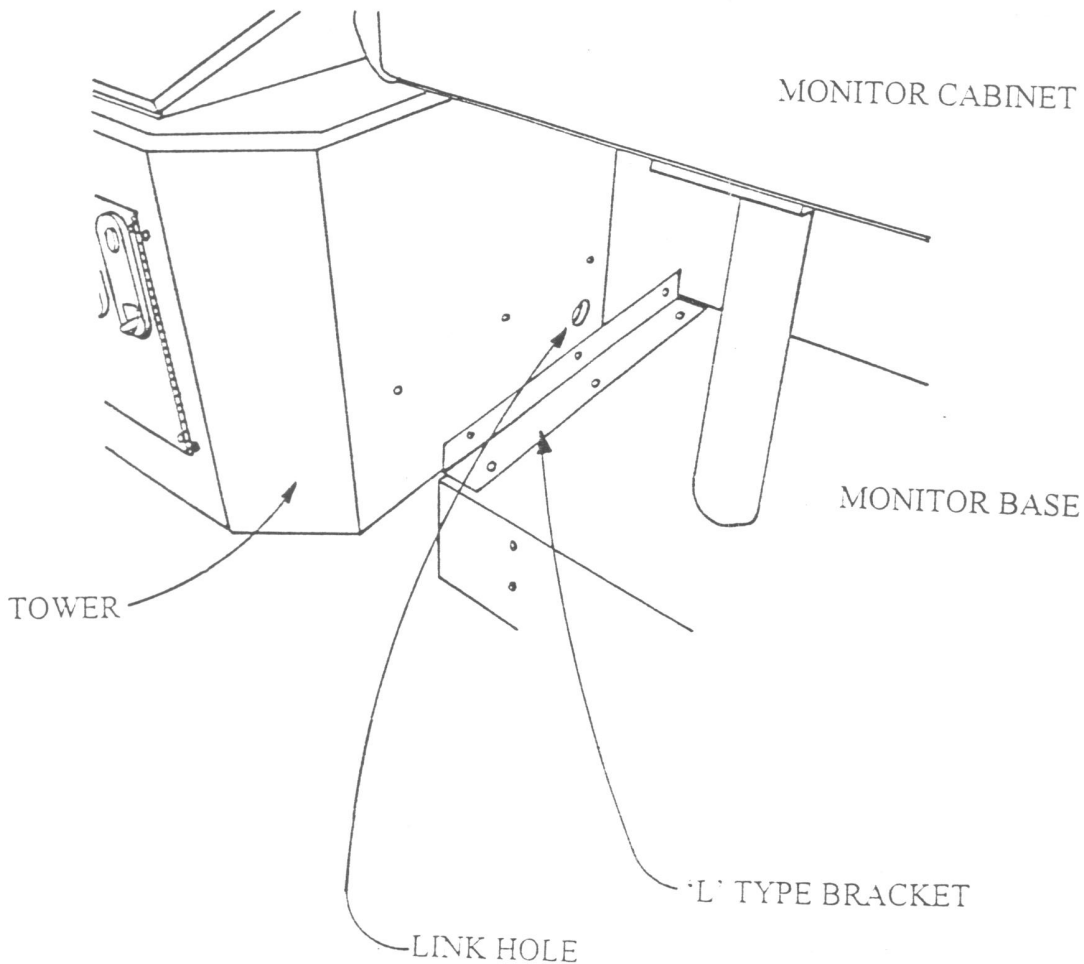
(2) Operation Inspection (This should be done with the power ON)

- 1 Are the sound and music smooth?
- 2 Are all of the fluorescent lamps and other lamps ON?
- 3 Is there an image on the screen?
 - Now, press the service switch and actually play the game
- 4 When the bike banks, does it turn?
- 5 Does the throttle work?
- 6 Does the brake work?

Check all of the above.

CONNECTING THE TOWER AND MONITOR BASE

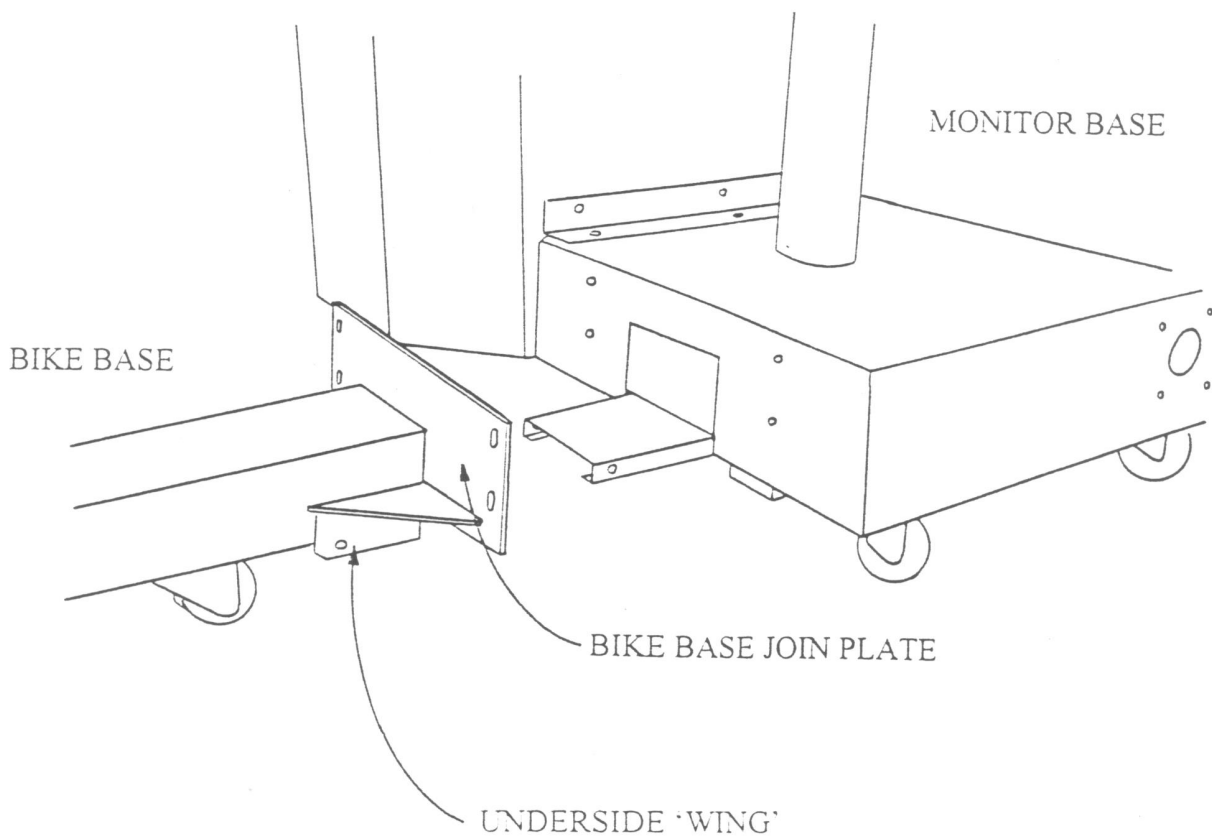
- 1 Ensure the cabinets are on their castors for the following procedure.
- 2 Place the monitor base next to the tower cabinet so the link hole is aligned in both cabinets, and allow an approximate gap of 150mm between them for harness connection.
- 3 Feed the harness in the tower out through the link hole, and join the corresponding connectors with those in the monitor base.
- 4 Push the monitor base against the tower, and bolt together via the 'L' type bracket on the top of the monitor base - see diagram. When pushing the cabinets together, ensure the wires do not become trapped.
- 5 The same procedure now applies for the other monitor cabinet.



BIKE BASE / MONITOR CABINET CONNECTION

The monitor base and bike base should be connected by copying the following procedure:

- 1 Ensure the bike base is on its castors before moving the cabinet, and the glides are in their upmost position.
- 2 Position the bike base in front of the monitor base (approx 200mm). Align the holes in the bike base join plate with those in the lower section of the monitor cabinet.
- 4 Connect the wiring harness between the two cabinets.



- 5 Gently push the bike base into the monitor base, taking care as to not pinch any wires.
- 6 Once the two cabinets have been pushed together, the four bolts that secure the bike base join plate to the monitor base can be tightened.
- 7 There are an additional two bolts that must be tightened on the under side 'wings' on the bike base. See diagram.
- 8 Adjust the height levellers (glides) on the bike assembly so that the castors are about 5mm above the floor, then secure them with the locking nuts

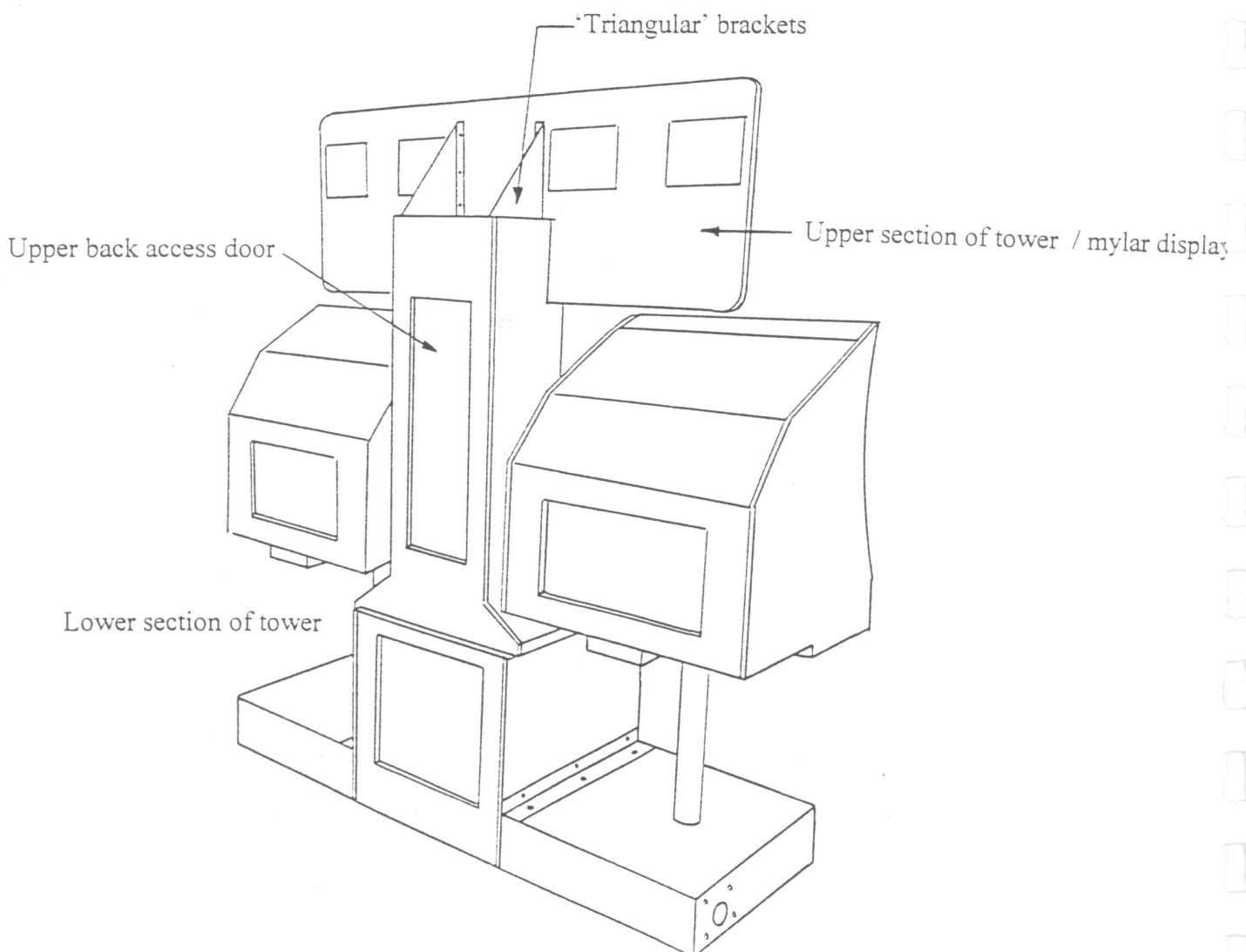
NOTE: It is possible that the colours of the bike will not match the colours on the game screen. In this case, after the machine has been installed, match the colours of the bike with the seat colours on the 'Game Options Screen' as described in the Test Mode.

TOWER / MYLAR ASSEMBLY

The tower is made up of two separate sections that must be attached before switching the main power on. For the following procedure, a minimum of four people will be needed.

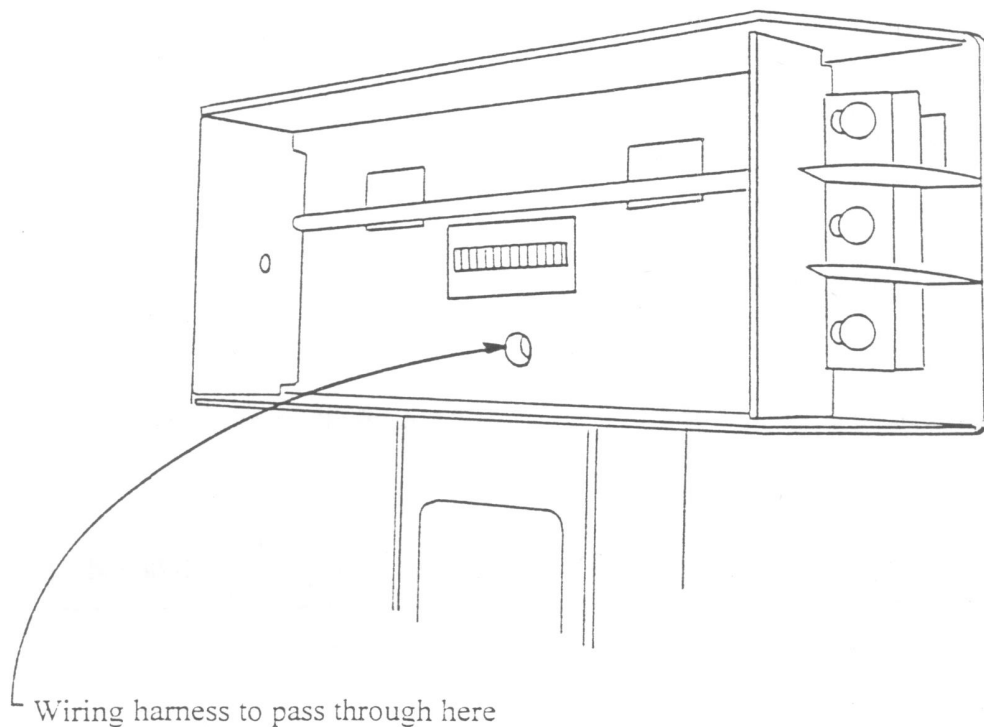
- 1 Position the lower section of the tower cabinet in the area that will be used for game play.
- 2 Remove the upper back access door.

Rear view of assembled tower



- 3 Remove the mylar display mouldings on the sides and the front, via the fixing bolts on the top and the bottom of the mouldings.
- 4 Two people should lift the upper section of the tower / mylar display (one person either end) and position it on the 'cut away section' of the tower cabinet.
- 5 Once the upper tower / mylar display has been placed centrally on the tower, the predrilled holes will align and the lower four fixing bolts can be secured.
- 6 The 'triangular' type brackets can now be positioned on the rear of the cabinet and bolted into position. Note - the brackets' face inwards, and the holes are predrilled.
- 7 Connect the wiring harness' between the mylar display and the tower cabinet.
- 8 Replace the mouldings on the mylar display and bolt down to secure.

Front of mylar display



REPLACEMENT OF MYLAR FLUORO TUBE / GLOBES

To access the wiring harness, fluoro tube, fluoro starter or any of the light globes, the 3 piece plastic mouldings can be removed.

- 1 When removing the mouldings take care as to not scratch the graphics.
- 2 When removing the side mouldings, release the allen head bolts (top and bottom) but do NOT pull the mouldings out towards you. They have been fitted behind the main moulding and therefore need to slide outwards.
- 3 The main moulding is also secured top and bottom, but can be lifted outwards.
- 4 Once the mouldings have been removed, access to all the globes is now possible.

The leader light globes are accessible if the allen head bolts are removed in the globe housing, and the globes are unscrewed.

ATTACHING THE RACE NUMBERS

Apply the race numbers to both sides of the tail of the Bike. Apply them as shown below:

Set position	Left end	Left middle	Right middle	Right end
Bike colour	Red	Black	Yellow	Blue

Note: If only one set is used, there is only red and black, or yellow and blue.

INSPECTION

[Inspection before starting operation]

Due to everyday use of the game machine, the joints are bent due to vibration and impact, and parts may wear out or become damaged. Due to these conditions, a player could get injured.

The Cyber Cycles game should be inspected to ensure that it is always in good condition, and to maintain the safety of the players and people around it.

(1) Visual Inspection

- 1 Are the "Warning labels" all properly attached?
- 2 Have the level adjusters been secured?
- 3 Are any of the bolts that connect the bike assembly with the monitor assembly loose?
- 4 When the bikes rock, are there any strange sounds or rattling noises?

(2) Operation Inspection (This should be done with the power ON)

- 1 Are the sound and music smooth?
- 2 Are all of the fluorescent lamps and other lamps ON?
- 3 Is there an image on the screen?
 - Now, press the service switch and actually play the game
- 4 When the bike banks, does it turn?
- 5 Does the throttle work?
- 6 Does the brake work?

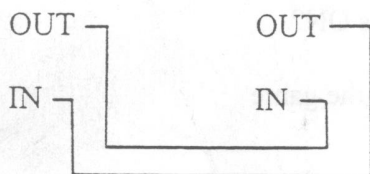
Check all of the above.

LINKED GAME CONNECTION

If two game machines are connected together using the link cable, it is possible for a maximum of four people to compete against each other at the same time. It is not possible to connect three or more game machines using the link cable.

- 1 Ensure the main power supply has been disconnected.
- 2 Remove the rear access door in the tower and the link blank plate on the monitor base.
- 3 Attach the join tube between the two separate cabinets, and bolt together.
- 4 Run the link cables from the link bracket, through the join tube and connect to the opposite cabinet's link bracket. Refer to diagram for link set-up.
- 5 The two game machines are linked together using the two supplied link cables (one cable is supplied with each machine). When connecting the machines, insert one end of the cable into the 'IN' and the other end into the 'OUT' on the LINK bracket.

NOTE: In order to prevent effects of noise, keep the link cables separated as far as possible from the power cables.



- 6 Move the slide switch for the link cable to the 'EXT' side. The switch is located inside the rear lower section of the tower.
NOTE: If only one machine is installed, make sure that this slide switch is moved to the 'INT' side.
- 7 Replace the rear access door on the tower.
- 8 Refer to 'Game options screen' to set all the settings except 'ID NUMBER' and 'SEAT COLOUR' so they are the same.

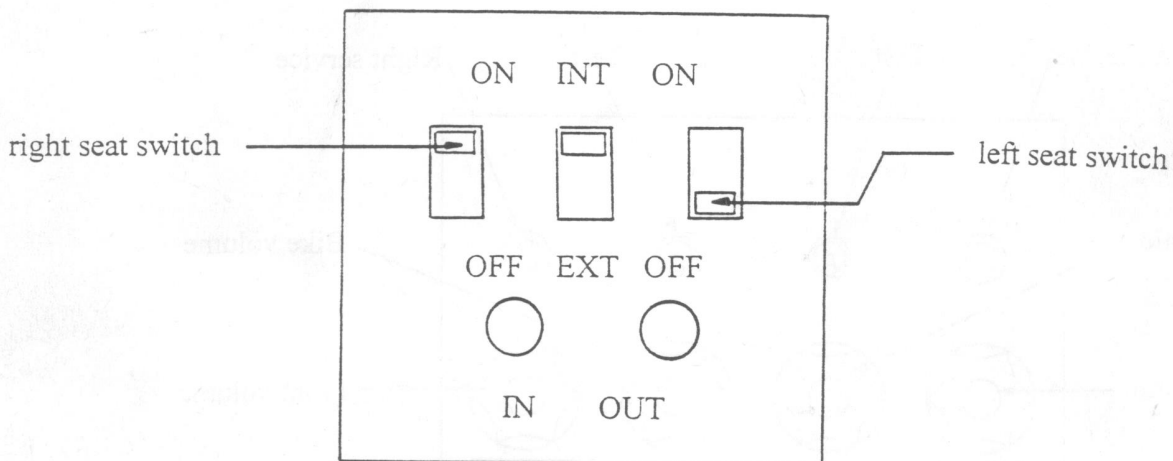
SETTINGS WHEN TROUBLE OCCURS

If trouble occurs in the PCB on only one of the game machines, turn the link switch on the machine with the trouble to 'OFF'.

[Example when only one game is installed, and the left seat is having trouble]

NOTE: If the right seat is having trouble, turn the left switch to OFF.

NOTE: If two games are installed, set the INT-EXT switch to EXT.



SERVICE BRACKET

The service bracket is positioned on top of the cash box and has controls for the left and right bikes respectively. It has controls for:

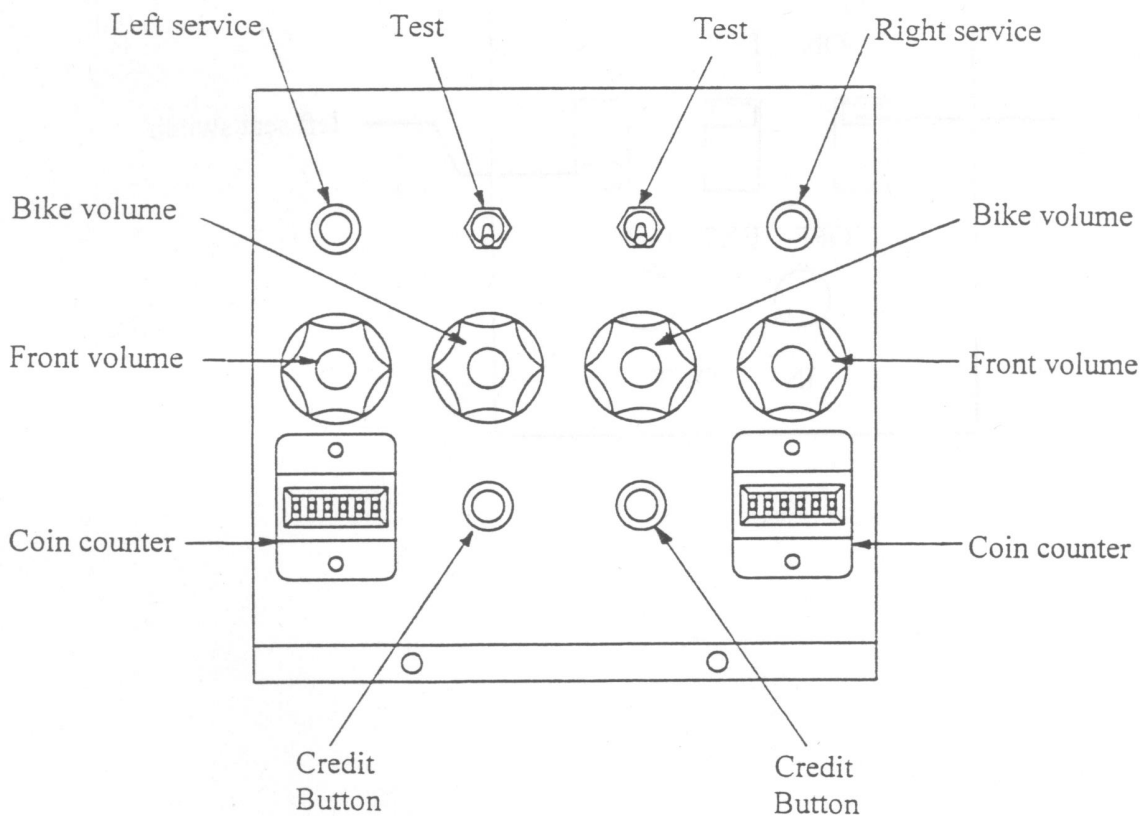
Volume: The inner volume control is used for adjusting the sound level on the bike.
The outer volume control adjusts the sound level for the speakers located below the monitor.

Service: Activates a credit without effecting the coin counter.

Test: By switching the toggle, the Test mode is activated.

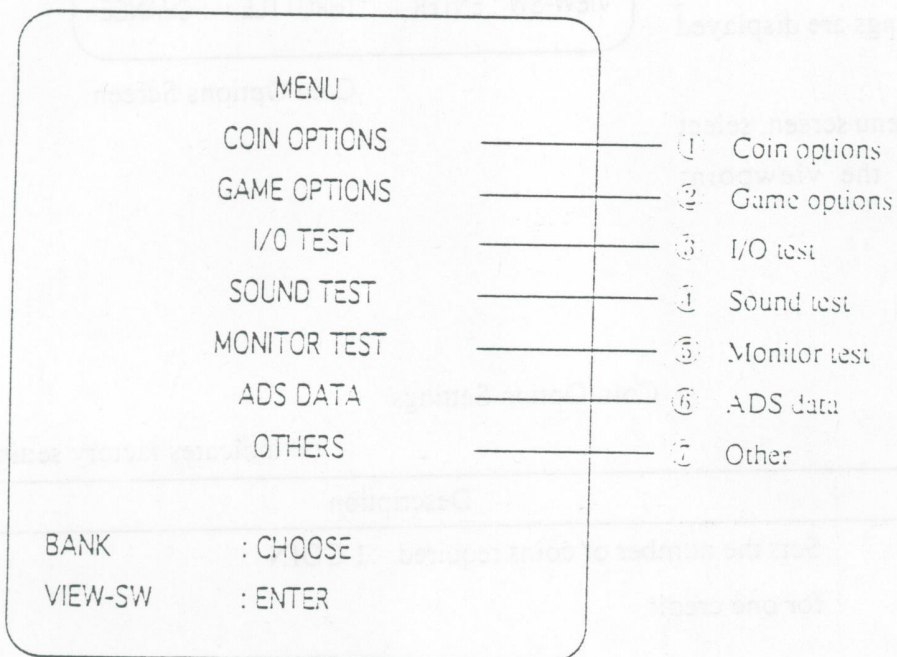
Credit: A credit is activated without effecting the coin counter.

The Test procedure is detailed in the following pages.



TEST MODE

- (1) Open the coin door, and turn the test switch "ON". The "Menu" screen is displayed on the monitor.
- (2) Select an item by tilting the bike to the left or right. Selection moves down the menu by tilting the bike to the right, and moves up by tilting the bike to the left. A selected item blinks.
- (3) The screen changes to the selected item by pressing the viewpoint change button.
- (4) After the test mode is finished, turn the test switch "OFF". The screen returns to the game screen. Normally the test switch should be "OFF".



Menu Screen

COIN OPTIONS SCREEN (Setting the Game Cost)

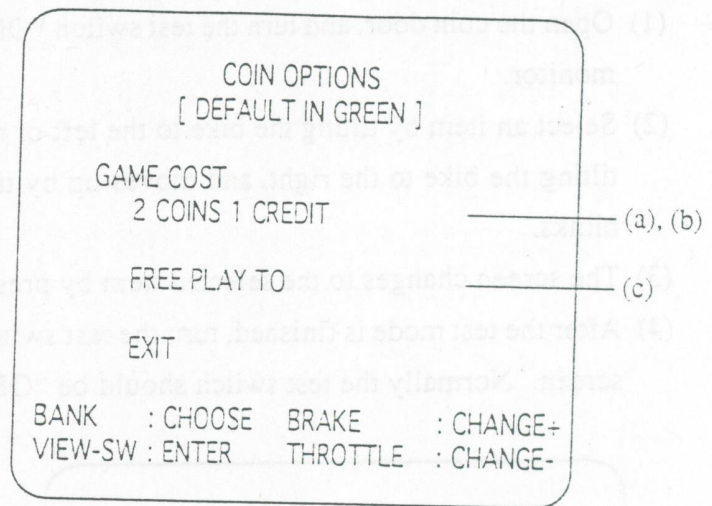
Select "COIN OPTIONS" on the menu screen, and set the game cost.

Tilt the bike to the left or right to select the item to be changed. The selected item blinks.

The contents of the item change by turning the throttle or by gripping the hand brake.

The standard settings are displayed in green letters.

To return to the menu screen, select "EXIT" and press the viewpoint change button.



Coin Options Screen

Coin Option Settings

(< indicates factory setting)

Item	Description	
(a) Game cost setting	Sets the number of coins required for one credit.	1 COIN f 9 COINS
(b) No. of games setting	Sets the number of games that can be played with one credit.	1 CREDIT f 9 CREDITS
(c) Free play setting	NO < YES	

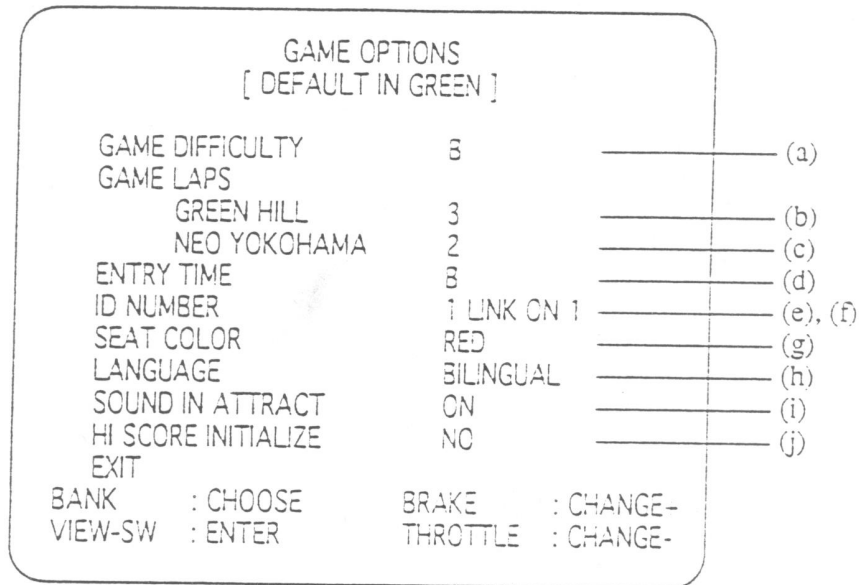
GAME OPTIONS SCREEN (Setting the Game Contents)

Select "GAME OPTIONS" on the menu screen, and set the game contents.

Select an item to be changed by tilting the bike to the left or right. The selected item will blink. The standard settings are displayed in green.

The contents of the items can be changed by turning the throttle or by gripping the brake. (See the "Game Option Settings Table")

To return to the menu screen, select "EXIT" and press the viewpoint change button.



Game Options Screen

[Precautions]

- The "GAME DIFFICULTY", "GAME LAPS", and "ENTRY TIME" should be set the same for all connected units.
- Make sure the ID number is not the same as that of any of the other connected units.
- The settings for the connected units can be performed easily by using the "AUTO SETTING" function on the OTHERS screen

Game Option Settings Table (< indicates factory setting)

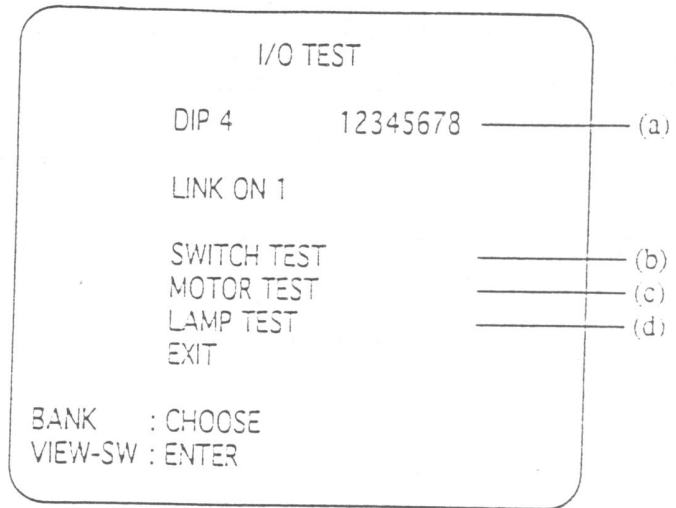
Item	Description
(a) Game difficulty setting (time)	A : Easy B : Standard < C : Difficult
(b) Game laps setting (GREEN HILL/beginner course)	2 to 5, 10 [Factory setting: 3]
(c) Game laps setting (NEO YOKOHAMA/intermediate and advanced course)	1 to 5 [Factory setting: 2]
(d) Game entry time setting (selection time)	A : Long B : Standard < C : Short
(e) PC board ID number setting	1 to 4 (Make sure this is not set the same as another connected unit.)
(f) Linked game display	Normal ON No. of units connected
	Broken link cable OFF
	link with only one unit ON 1 (two seats)
	PCB trouble NG
(g) Seat color	Set this to match the bike color.
(h) Sound setting	BILINGUAL : Mainly English < ENGLISH : English only NONE : No sound
(i) Attraction screen sound setting	ON (sound) < OFF (No sound)
(j) Initialize Hi-score	YES (Initializes)
	NO (Does not initialize) <

I/O TEST (Testing I/O Switches)

Select "I/O TEST" on the menu screen, and test the input and output of each switch and lamp.

Select the desired item by tilting the bike to the left or right. The screen changes to the desired test by pressing the viewpoint change button.

To return to the menu screen, select "EXIT" and press the viewpoint change button.



I/O Test Screen

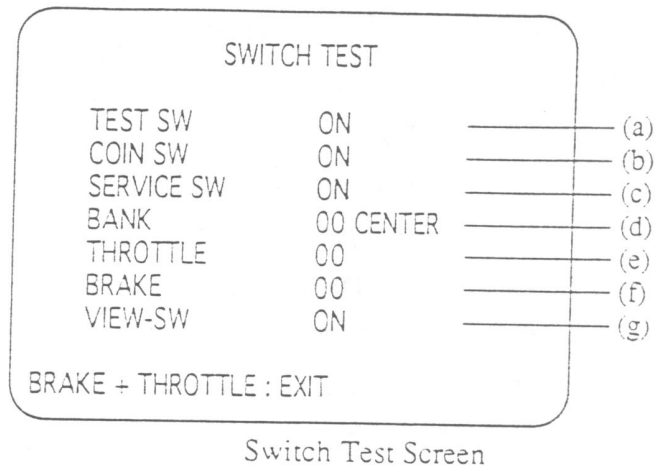
- A description of each item is given below.

Item	Description
(a) DIP switch state	Displays the state of the DIP 4 switches on the game PC board (CPU-PCB). Switches that are displayed in red are "ON". Normally, all switches should be "OFF".
	DIP 4 - 1 ON Sets the test mode.
	DIP 4 - 6 ON Cancels the rotating coin display.
	DIP 4 - 7 ON Displays rotating coin display pattern B.
(b) Switch test	If this is selected and the viewpoint change button is pressed, the input of the switches is tested.
(c) Motor test	This is not used for this product.
(d) Lamp test	If this is selected and the viewpoint change button is pressed, the lamp blinking test is performed.

SWITCH TEST

Select "SWITCH TEST" on the I/O TEST screen to test the input of all of the switches.

If the brake is gripped with the throttle toward the rider, the screen returns to the I/O test screen.



- A description of each item is given below.

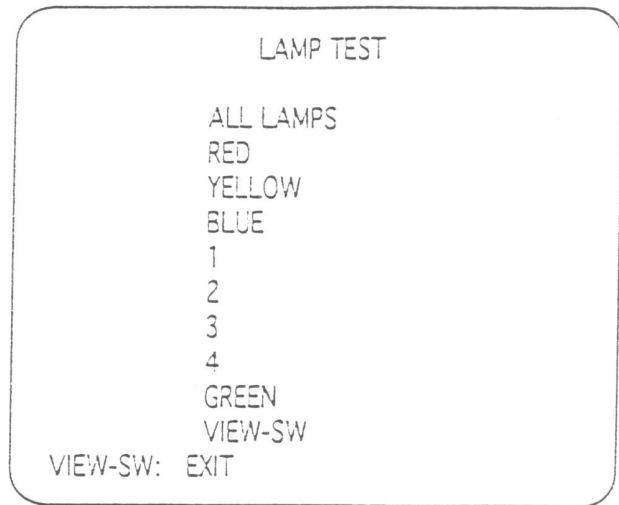
Item	Description
(a) Test switch	This is normal if "ON" is displayed.
(b) Coin switch	"ON" is displayed when the coin switch is "ON".
(c) Service switch	"ON" is displayed when the service switch inside the coin door is pressed.
(d) Bike bank angle	The number increases when the bike is tilted to the right, and the number decreases when tilted to the left. There is no problems with the game if "OK" is displayed.
(e) Throttle opening	The number increases as the throttle is turned in the direction of the rider. There is no problem with the game if "OK" is displayed.
(f) Brake lever effectiveness	The number increases when the brake lever is gripped. There is no problem with the game if "OK" is displayed.
(g) Viewpoint change button	"ON" is displayed when the viewpoint change button is pressed.

LAMP TEST

Select "LAMP TEST" on the I/O TEST screen and test the lamp on the sign.

Everything is proper if the lamps blink the same as the screen display.

Press the viewpoint change button to return to the I/O TEST screen.



Lamp Switch

LAMP TEST

Note:

The Japanese equivalent on the traffic lights is as shown on the monitor - Red, Yellow and Blue.

Substitute Yellow and Blue as being Orange and Green on the Lamp test.

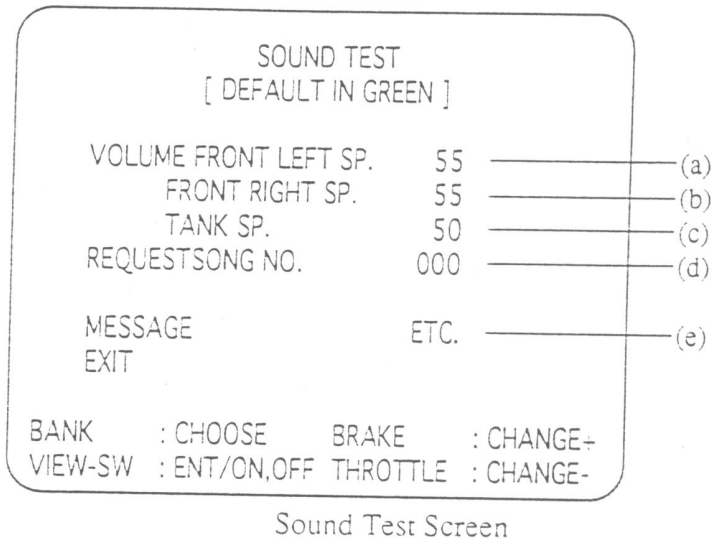
SOUND TEST (Adjusting the Volume)

Select "SOUND TEST" from the menu screen and adjust the volume.

Select the desired item by tilting the bike to the left or right. The selected item will blink.

The contents of the item can be changed by turning the throttle or by gripping the brake.

The standard values are displayed in green.



The music is turned ON or OFF by selecting an item other than "EXIT" and pressing the viewpoint change button. Adjust the volume while listening to the music.

The music and sounds are an important part of the game, so it is recommended that the volume be turned as high as possible.

To return to the menu screen, select "EXIT" and press the viewpoint change button.

- A description of each item is given below.

Item	Description
(a) Left speaker volume	This is the volume of the speaker on the lower left side of the monitor. 0 (minimum) to 63 (maximum) [Factory setting: 55]
(b) Right speaker volume	This is the volume of the speaker on the lower right side of the monitor. 0 (minimum) to 63 (maximum) [Factory setting: 55]
(c) Tank speaker volume	This is the volume of the speaker in the bike tank. 0 (minimum) to 63 (maximum) [Factory setting: 50]
(d) Requested song	The song to be output, and the sound effects are selected by tilting the bike. The song is turned ON or OFF by pressing the viewpoint change button. A stereo channel check can be performed using the song of track 3.
(e) Message	Displays the names of the songs.

MONITOR TEST (Adjusting the Monitor)

Select "MONITOR TEST" on the menu screen and adjust the monitor.

Select the adjustment pattern by tilting the bike, and display it by pressing viewpoint change button.

To return to the monitor test screen, press the viewpoint change button while the pattern is displayed.

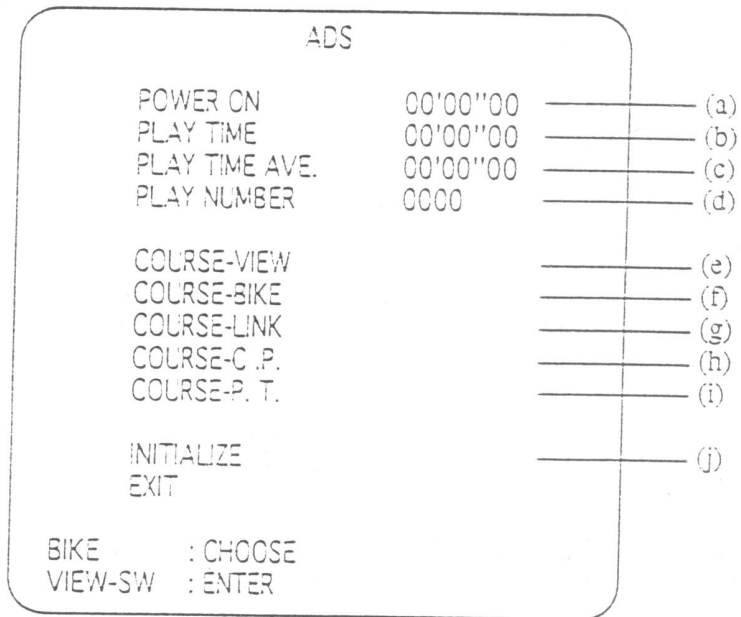
To return to the menu screen, select "EXIT" and press the viewpoint change button.

ADS DATA (Displaying and Initializing Game Data)

When "ADS DATA" is selected from the menu screen, all kinds of data related to the game are displayed. Data is saved until initialized even if the power is turned OFF.

Select the data to be displayed by tilting the bike, and display the data by pressing the viewpoint change button.

To return to the menu screen, select "EXIT" and press the viewpoint change button.



ADS Data Screen

- A description of each item is given below.

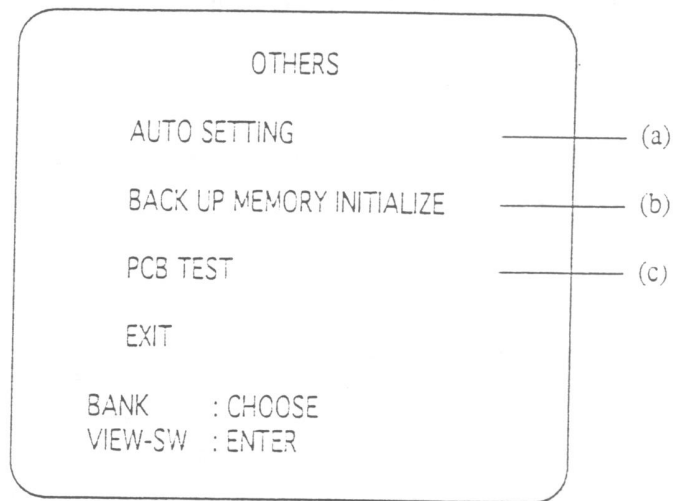
Item	Description
(a) Power ON time	Displays how long the power has been on.
(b) Game play time	Displays the amount of time the game has been played.
(c) Average play time	Displays the average playing time.
(d) No. of games played	Displays the number of games played.
(e) Viewpoint change button time	Displays the amount of time the game was played for each view.
(f) No. of bike selections	Displays the number of times a bike has been selected.
(g) No. of Linked-game players	Displays the conditions of linked play.
(h) Game Over point	Displays the totals of at what point "Game Over" occurred.
(i) Course play time	Displays the amount of time each course was played.
(j) Initialization	Initializes the ADS data.

OTHERS (Automatic Setting, Initializing the Back-up Memory, PC Board Test)

If "OTHERS" is selected on the menu screen, it is possible to perform other adjustments such as automatic setting.

Select the desired item by tilting the bike, and change to the mode by pressing the viewpoint change button.

To return to the menu screen, select "EXIT" and press the viewpoint change button.



Others Screen

- A description of each item is given below.

Item	Description
(a) Auto setting	Sets all of the settings such as coin and difficulty settings so that they are the same for all of the linked units.
(b) Initialization of the back-up memory	Initializes all settings such as the .ADS data, hi-score, and coin settings.
(c) PC board test	This is not used for this product.

AUTO SETTING

When "AUTO SETTING" is selected from the OTHERS screen, it is possible to automatically set the settings such as coin and game difficulty settings of all of the linked units so that they are the same.

This mode functions only for the unit whose ID number is "1".

AUTO SETTING			
ID NUMBER 1			
1 COIN 1 CREDIT		FREEPLAY	OFF
DIFF.	B	ENTRY TIME	B
GREEN HILL	3	NEO YOKOHAMA	2
VOLUME		LOO ROO TOO	
SOUND IN ATTRACT		ON	
SEAT COLOR		RED	(a)
TRANSMIT			(b)
EXIT			
BANK	: CHOOSE	BRAKE	: CHANGE+
VIEW-SW	: ENTER	THROTTLE	: CHANGE-

Auto Setting Screen

[Executing Auto Setting]

- ① Check the connections of the link cables between units.
- ② Set the unit at the far left when facing the monitor to the test mode.
(This is temporarily given ID no. 1.)
It is not necessary to set the other units to the test mode.
- ③ Set the following items for the unit that has ID no. 1.
 - Coin options (Set the game cost.)
 - Game options (Set the game difficulty.)

NOTE: Set the ID NUMBER to "1". If the setting is other than "1", it is not possible to perform settings correctly.

- Sound test (Set the volume.)
- ④ Select "AUTO SETTING" from the OTHERS screen, and move to the "AUTO SETTING" screen.
 - ⑤ Select "TRANSMIT" by tilting the bike.

All of the settings of the unit whose ID no. is "1" is sent to all of the other PC boards, and the settings are made automatically. When this happens, the other screens will also change to the "AUTO SETTING" screen.

NOTE: The game will stop, so do not execute "TRANSMIT" if anyone is still playing.

- ⑥ Set the "SEAT COLOR" for each PC board

Select "SEAT COLOR" from the AUTO SETTING screen by tilting the bike. Change the settings using the throttle and brake.

It is only possible for the other units whose ID no. is not "1" to change the "SEAT COLOR" setting. It is recommended that the "SEAT COLOR" be set while using the AUTO SETTING screen.

- ⑦ After checking all of the settings, select "EXIT" on the AUTO SETTING screen of the unit whose ID no. is "1", and press the viewpoint change button, or turn the test switch OFF. When doing this, the screens on all of the other units will also return to normal.

INITIALIZING THE BACK-UP MEMORY

When "BACK UP MEMORY INITIALIZE" is selected from the OTHERS screen, all settings, such as ADS data, hi-score, and coin settings are initialized.

During initialization, the message, "WORKING" is displayed on the screen. Initialization is complete when the message disappears.

PC BOARD TEST

This is not used for this product.

ADJUSTING THE BIKE ASSY (Initialization)

The game will no operation properly if not adjusted after replacing the game PC board, ROM, bike Assy, handle Assy or volume, so be sure to perform the following operation.

Also, if the game is not being used and the viewpoint change button is blinking, there is a possibility that the throttle, brake, or bank are out of adjustment. If this happens, adjust them as described below.

The following adjustment should, if possible, be performed by two people.

- (1) Open the coin door.
- (2) Take your hands off the throttle and brake.
- (3) Stand the bike straight up. When standing the bike straight up, one person should hold the bike straight up while the other person moves on to step 4.
- (4) Turn the test switch ON while pressing the service switch.
- (5) Use the bike, throttle and brake to adjust the BANK, THROTTLE and BRAKE values so they are "0". Adjustment is complete when "OK" is displayed.
- (6) Turn the test switch to OFF.

```

                SWITCH TEST

TEST SW        ON
COIN SW        ON
SERVICE SW    ON
BANK           00 CENTER
THROTTLE       00
BRAKE          00
VIEW-SW        ON

INITIALIZE COMPLETED

BRAKE-THROTTLE : EXIT

```

Initialization Screen

SELF TEST

When the power is turned ON, this game machine automatically performs a self test which lasts a few seconds.

If everything is OK, the attraction screens (ranking screen, demo screen) will be displayed after a few seconds.

If there is a problem, an error message will be displayed.

OVERALL PROBLEMS

Symptom	Cause	Treatment
- The machine does not operate even when the power is turned ON.		- Turn the power ON again.
- Operation is unstable or does not function properly.	- Does the power-supply voltage exceed the allowable range?	- Remove any large-capacity machines such as air conditioners, pinball machines, and large rides that are using the same line, so that the power-supply voltage will be stable.
- The voltage drops.	- Has the circuit protector functioned?	- Turn ON the power again. (NOTE: If there is overcurrent, the circuit protector will function, and the voltage will drop.)
- The link does not function.	- Have the cables been connected properly?	- Make sure the cables are connected.
	- Is the ground wire attached?	- Attach the ground wire. (NOTE: If the ground wire is not attached, it could cause the game to malfunction.)
	- Has the link switch been set to "EXT"?	- Switch it to "EXT".
	- Are the link cables touching or near the power cables?	- Separate the cables as far away from each other as possible.
	- Are the settings of each unit the same?	- Make sure that the settings of each unit are the same.

NOTE: The power switch also functions as the circuit protector, and if there is overcurrent, the voltage automatically drops.

SIGN ASSY

Symptom	Cause	Treatment
- A fluorescent lamp, reflector lamp, or Krypton lamp does not light up.	- Has the fluorescent lamp, reflector lamp or krypton lamp burned out?	- Replace the fluorescent lamp, reflector lamp or Krypton lamp.
	- Are the connectors connected properly?	- Connect the connectors.

PROJECTOR ASSY

Symptom	Cause	Treatment
- The projector does not work.	- Has the harness connecting the center Assy with the projector Assy come loose?	- Remove the front cover on the projector and connect the harness.

HANDLE ASSY

Symptom	Inspection item	Treatment
- The brake does not work.	- The volume is not adjusted.	- Initialize.
	- Is the volume broken?	- Perform the switch test and make sure that "OK" is output. If the volume is broken, replace it.
	- Is the connector loose or disconnected?	- Connect the connector.
- The throttle does not work.	- The volume is not adjusted.	- Initialize.
	- Is the volume broken?	- Perform the switch test and make sure that "OK" is output. If the volume is broken, replace it.
	- Is the connector loose or disconnected?	- Connect the connector.
- The viewpoint Change button blinks when the game is not played.	- The volume is not adjusted.	- Initialize.

BIKE ASSY

Symptom	Inspection item	Treatment
- There is no sound from the speaker.	- Is the connector loose or disconnected?	- Connect the connector.
- The bike does not turn on the screen when tilting the bike, or the bike is always turning on the screen.	- Is the connector loose or disconnected?	- Connect the connector.
	- The volume is not adjusted.	- Initialize.
	- Is the volume broken?	- Perform the switch test and make sure that "OK" is output. If the volume is broken, replace it.
- The viewpoint change button blinks when the game is not played.	- The volume is not adjusted.	- Initialize.

NOTE : Problems due to loose connectors are relatively common.

Check carefully all of the connections.

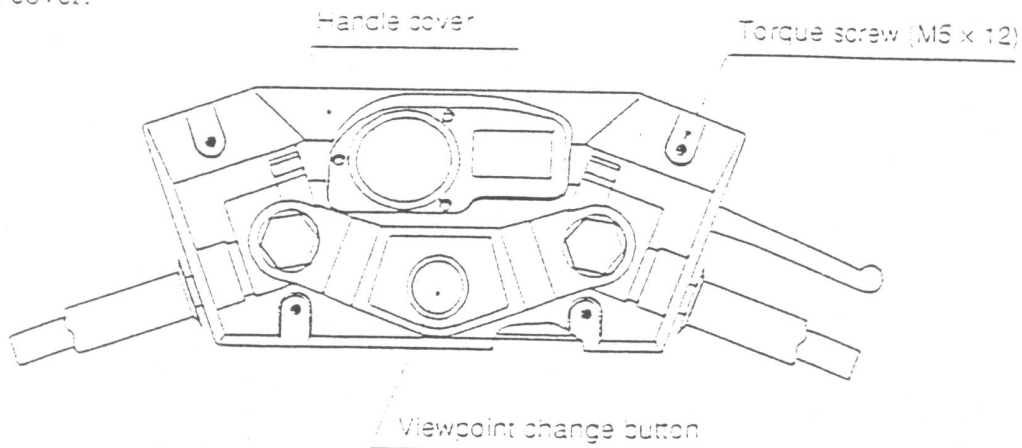
When performing an electrical check, use the wiring diagram and make sure all of the connector numbers and wire colors are correct.



CAUTION

Be sure to turn the power OFF before performing any work.

When removing the viewpoint change button on the bike Assy (handle Assy), or replacing the throttle volume or brake volume, first remove the torque screw (M5 × 12) and remove the handle cover.

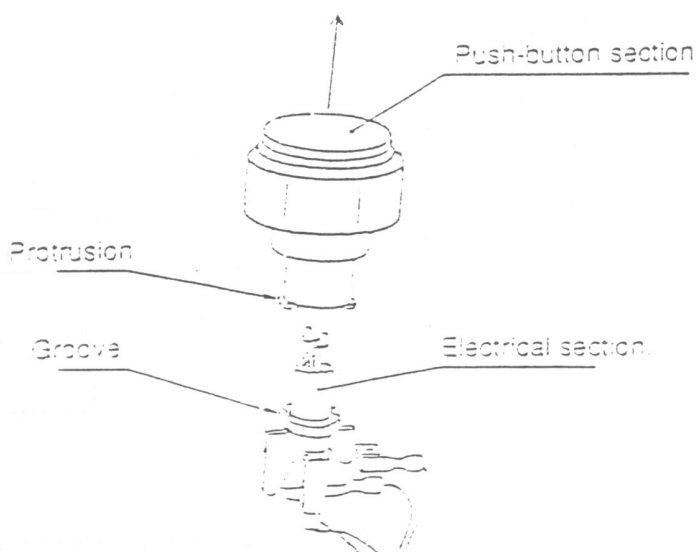


(1) Removing the Viewpoint Change Button

If necessary, the viewpoint change button can be separated into the push-button section and the electrical section.

The push-button section and electrical section can be separated by lifting the push-button section straight up.

To reassemble the viewpoint change button, line up the protrusions on the push-button section with the grooves on the electrical section, and push in until a "click" sound is heard.



(2) Replacing the Throttle Volume

- ① Remove the screw (M3 × 5) attached to the throttle gear, and remove the gear.
- ② Remove the nut attached to the volume, remove the volume and replace it.
- ③ Reinstall by following the reverse procedure.

[Precaution]

Tighten the screw (M3 × 5) so that it is perpendicular to the cut surface on the volume. Also, if adjustment is not performed when replacing the volume, the game will not operate properly.

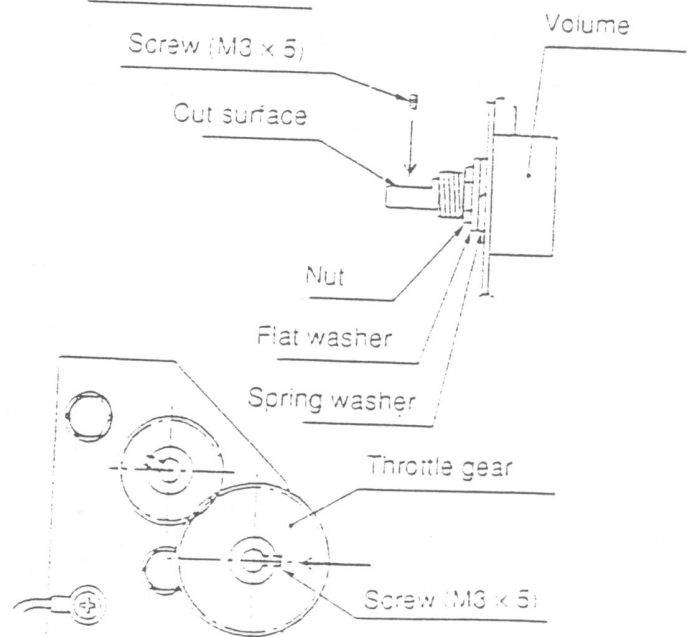
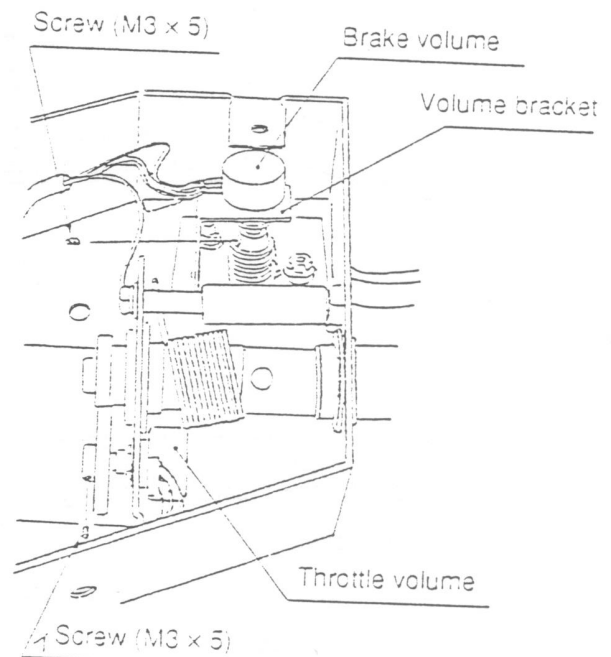
(3) Replacing the Brake Volume

- ① Remove the screw (M3 × 5) attached to the brake volume.
- ② Remove the volume together with the brake-volume bracket, remove the nut attached to the volume, and separate the brake volume from the brake-volume bracket.
- ③ Replace the volume.
- ④ Install by following the reverse procedure.

[Precaution]

Tighten the screw (M3 × 5) so that it is perpendicular to the cut surface on the volume.

The brake volume and throttle volume are interchangeable, and the brake volume must be adjusted after replacement the same as was done for the throttle volume.



NOTE: Installation direction of the throttle volume screw



CAUTION

Be sure to turn the power OFF before performing any work.

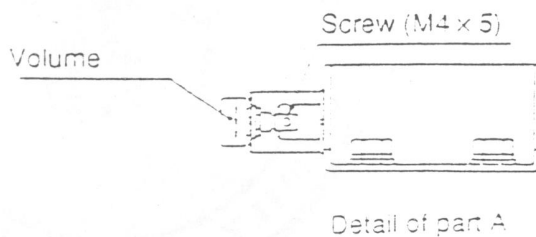
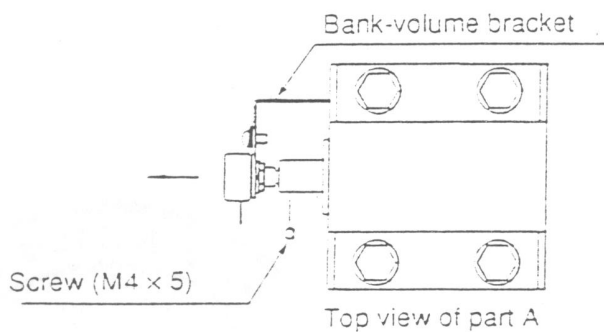
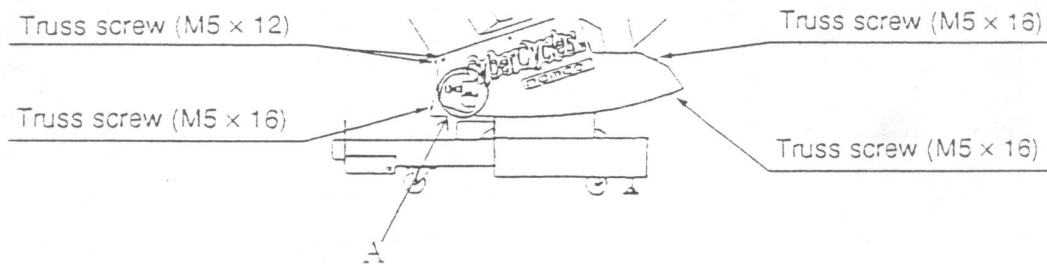
(1) Replacing the Bank Angle Volume

- ① Remove the four truss screws (M5 × 12), the three truss screws (M5 × 16) (total of 7 screws), and remove the undercover from the left side of the bike body.
- ② Remove the screw (M4 × 5) holding the volume, remove the volume together with bank-volume bracket.
- ③ Remove the nut holding the volume, remove the volume and replace it.
- ④ Install the volume by following the reverse procedure.

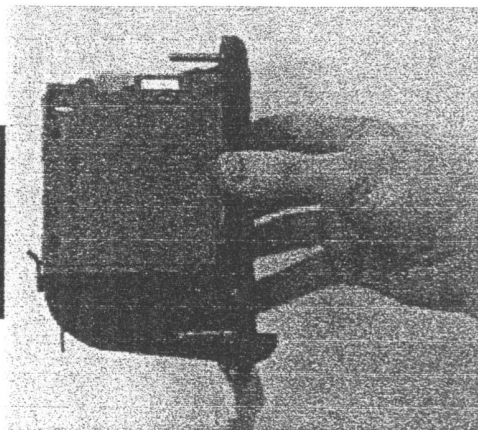
[Precaution]

Tighten the screw (M4 × 5) so that it is perpendicular to the cut surface on the volume.

Also, if adjustment is not performed after the volume is replaced, the game will not operate properly.

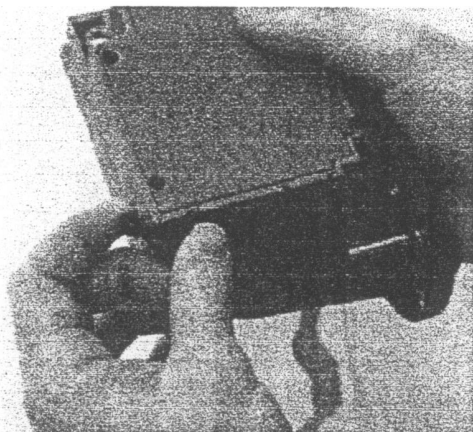


REMOVING THE COIN ACCEPTOR



SE

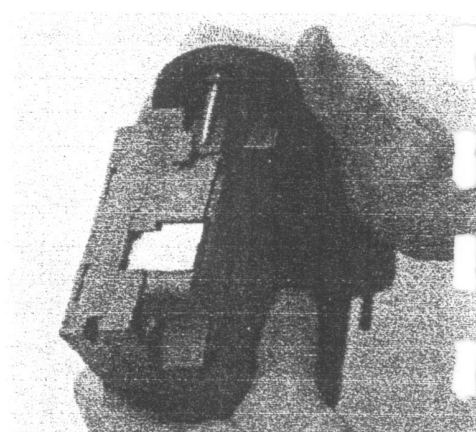
Microcoin Controls



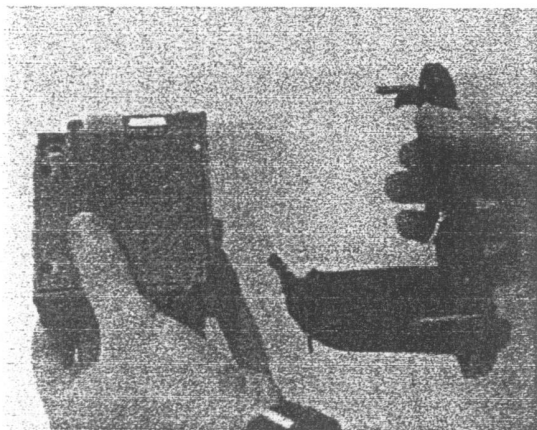
1 RELEASE TAB FROM THE COIN ACCEPTOR



2 LIFT ACCEPTOR ABOVE LOCATER
JUST ENOUGH FOR CLEARANCE.



3 SLIDE ACCEPTOR TO THE LEFT, DO NOT
FORCE OR THIS MAY CAUSE DAMAGE.



How To Play

This is a linked game in which the players ride the bikes, and race around a course made from a public road that has been closed, and compete for position.

It is possible for several players to play, and by linking together two sets, a maximum of four players can play at the same time.

The player controls the bike, throttle and brake in the running course, competing against a competitor's bike or computerised bikes for position.

The sign, located in the centre of the game machine, has lamps which display the position of the top player, making it exciting for spectators in the gallery.

- * The game starts and the course selection screens are displayed when the coin(s) are inserted and the viewpoint change button is pressed.

The player can select between the two courses, and if several players play, the course is decided by the majority.

The course on the right when facing the screen, "NEO YOKOHAMA" is an intermediate and advanced course, and the course on the left "GREEN HILL" is a practise course for beginners.

- * Next select a bike.

The players can select from among three types of bikes. Each individual player can select his/her own bike. (Unlike the course, the bike is not selected by the majority in the case of several players.)

The bike on the far right when facing the screen, "ANTHIAS", is for beginners. It corners easily, and its top speed is relatively slow.

The bike in the middle, "NVR750R", is for intermediate players. This bike has good cornering balance, and has a high top speed.

The bike on the far left when facing the screen, "WILD HOG", is for advanced players. by controlling the special drift, it can cover the course faster than any of the other bikes.

- * The player who inserts the coin(s) first, can select the BGM (background music) for the game.

A title displayed in the lower left of the screen is selected on the bike selection screen by turning the throttle.

- * Players who have not yet inserted the coin(s), can join the race until the bike selection has finished.

Also if a race has already started, it is possible to enjoy a different race using the remaining bikes.

Of course, it is possible for one person to play.

If a player, from the beginning, wants to play alone, he/she can start the race right away without waiting for other players by gripping the hand brake while inserting the coin. (This control method is not displayed on the game screen.)

- * The race starts when the signal on the screen becomes "GO".
- * The race lasts until the timer becomes 0. If one of the players in the same race passes a check point, time is added to all players.
- * A player crosses the finish line when the specified number of laps are run within the game time (this can be changed using the game options).
- * The game is over when the finish line is crossed or when the time runs out, and rank position and best time lap are displayed.
- * If performance is good and the race is won, it is possible to set the ending, and then the player can input his/her name.

Select the characters to input the bike, and then press the viewpoint change button to set them.

- * With this game machine it is possible to change the viewpoint during the game.

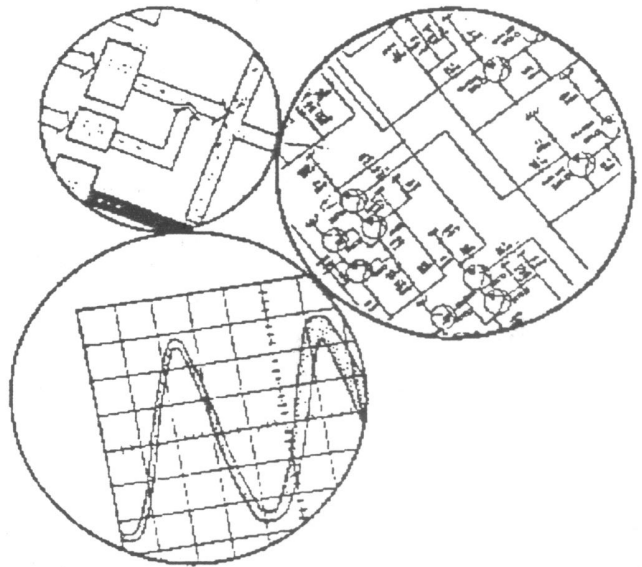
Each time the viewpoint change button, located in the centre of the handle, is pressed, the view changes in order:

- i). "Tandem View"
- ii). "Riders View"
- iii). "Rear View"

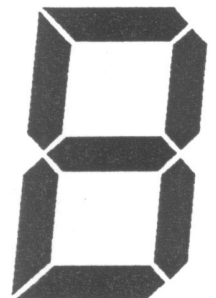
Enjoy exciting game play by selecting different viewpoints.

- * By racing the maximum number of laps that can be set using "Game Laps" on the "Game Options" screen, the player does not race against another but against him/herself. Also, by setting the "Game Difficulty" to "C" (difficult), only the fastest racers can finish the race. Use these options for special events.

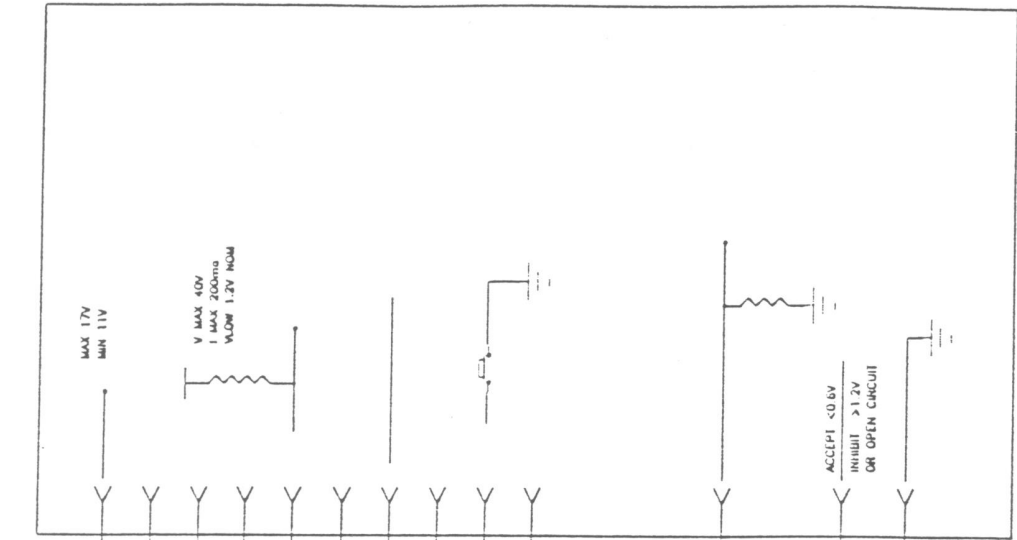
SECTION B TECHNICAL DETAILS



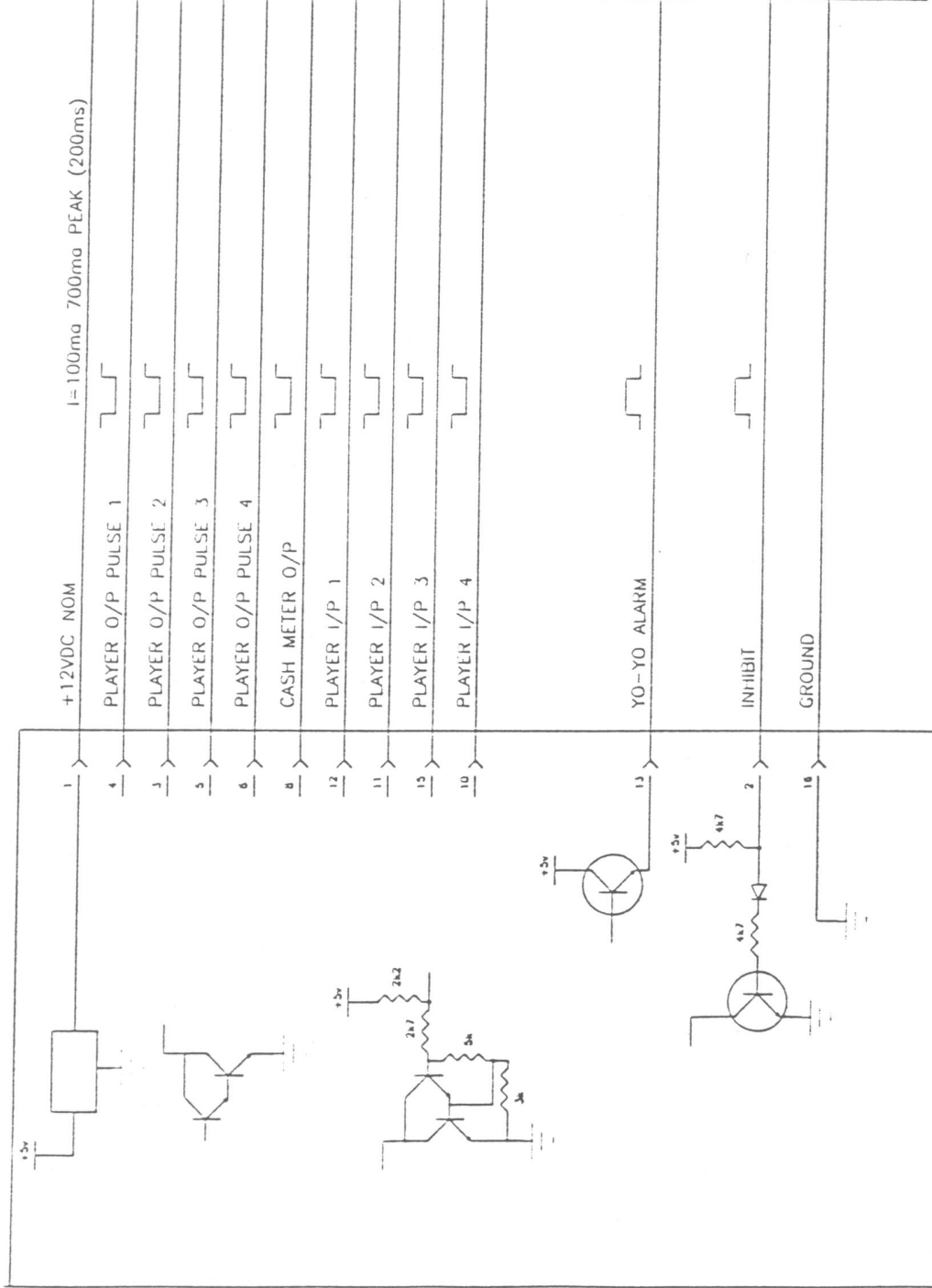
It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician having at least a basic knowledge of digital electronics, integrated circuits and electricity.



HOST SYSTEM



S6 VALIDATOR



GENERAL VENDING

PROJECT S6 VALIDATOR

TITLE	WIRING
FILE NAME	
DRAWN BY.	
CHECKED BY.	
DATE	

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L.A.I. MICROMECH HARNESS INTERFACE PCB

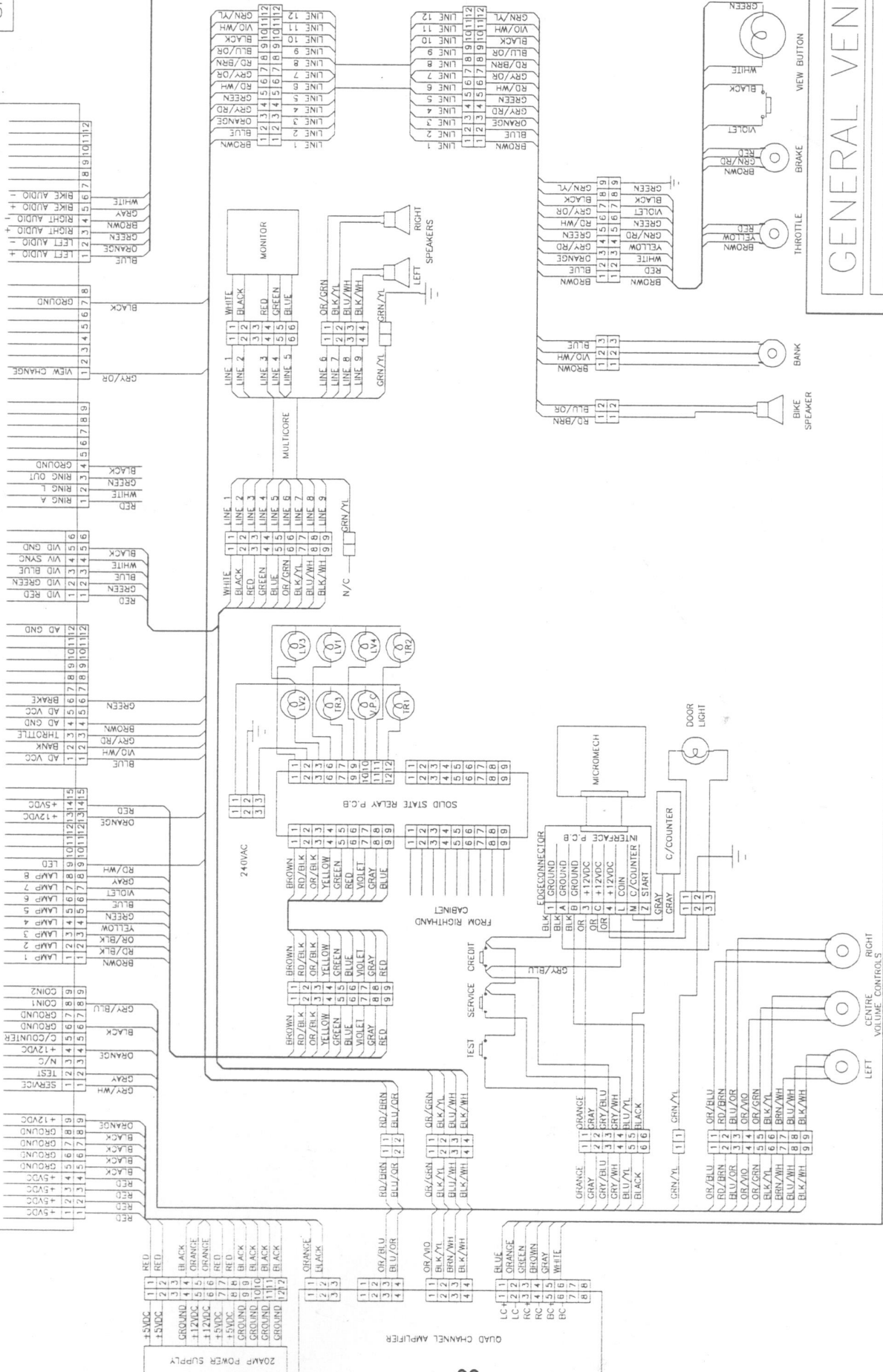
BJ-0493

USED WITH S6 MICROMECH

SOLDER SIDE		PARTS SIDE
0 VOLTS	1	0 VOLTS
0 VOLTS	2	0 VOLTS
+12 VOLTS	3	+12 VOLTS
+12 VOLTS	4	+12 VOLTS
	5	
	6	
	7	
CREDIT DISPLAY CLOCK	8	PLAYER 4 CREDIT OUT
CREDIT DISPLAY DATA	9	PLAYER 3 CREDIT OUT
PLAYER 1 CREDIT OUT	10	PLAYER 2 CREDIT OUT
COIN METER OUTPUT	11	
ALARM OUT (TTL ACTIVE HIGH)	12	
	13	
	14	CREDIT LAMP OUTPUT
	15	
	16	
	17	
	18	
	19	
SERVICE BUTTON (OPTIONAL)	20	
PLAYER 2 START SWITCH	21	PLAYER 4 START SWITCH
PLAYER 1 START SWITCH	22	PLAYER 3 START SWITCH

SHT No.

MAIN GAME BOARD MODULE



GENERAL VENDING

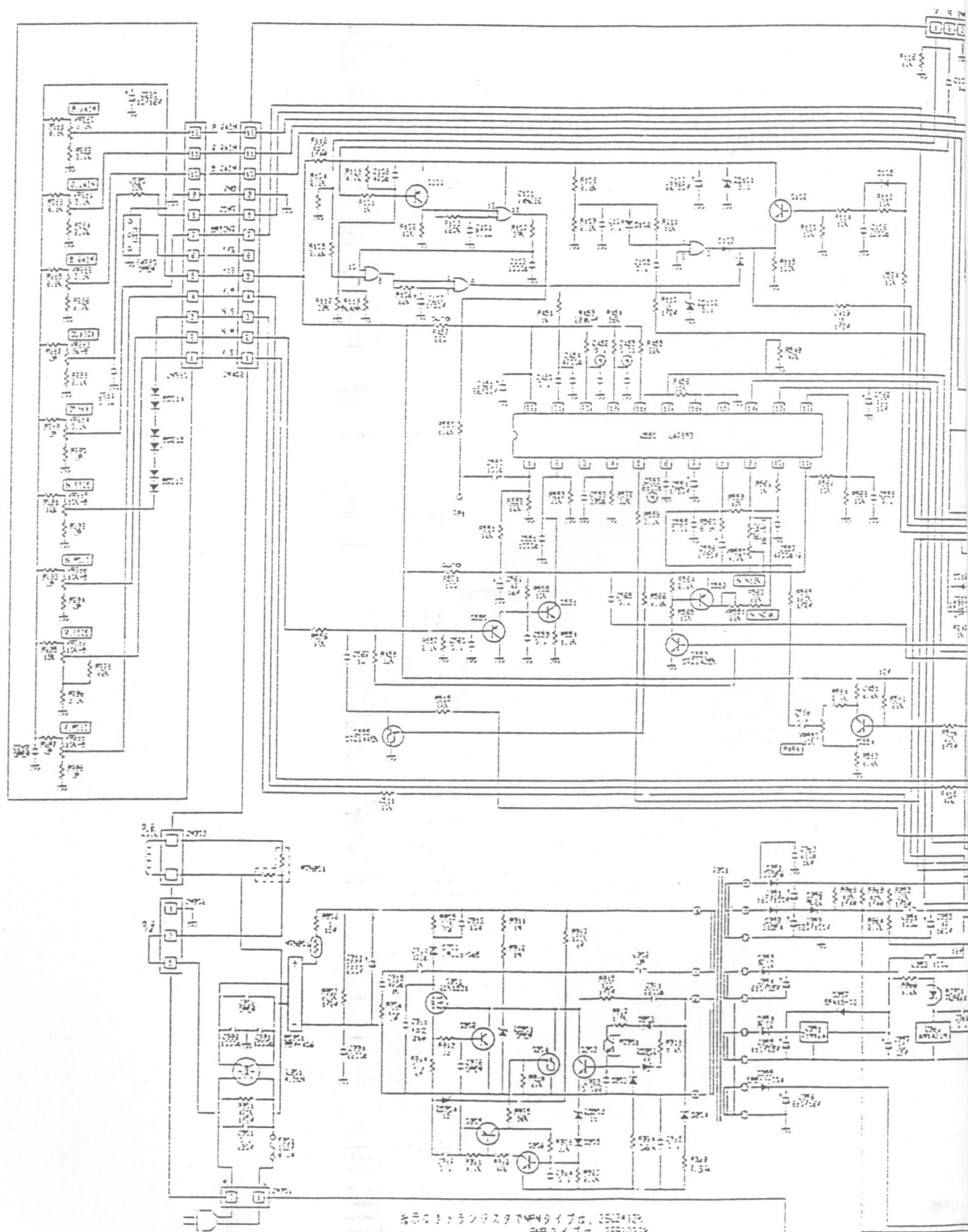
PROJECT CYBER CYCLE
 TITLE WIRING DIAGRAM
 FILE NAME ----
 DRAWN BY. ---
 DATE 12/8/95

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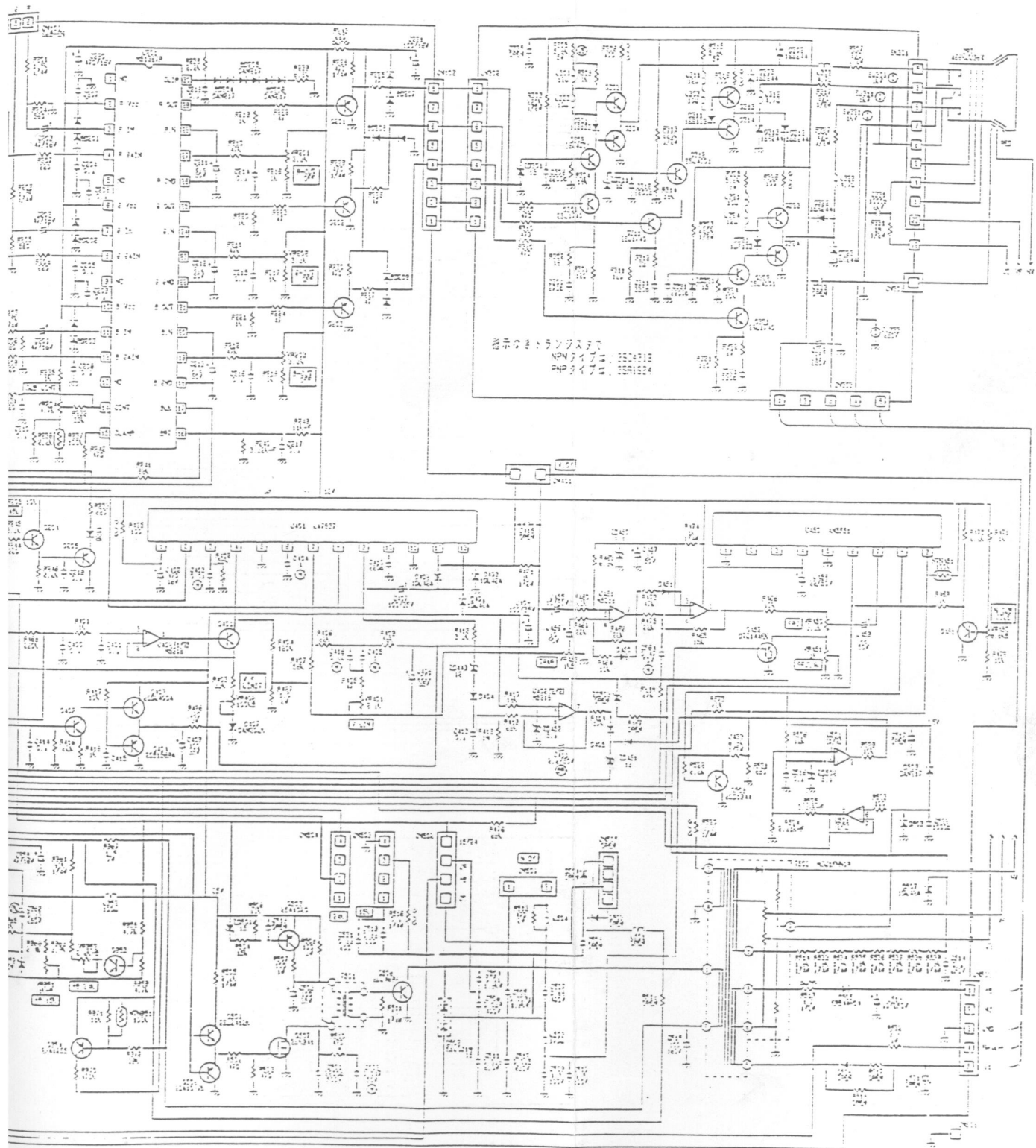
ALTERATION

DATE

CHECKED BY.
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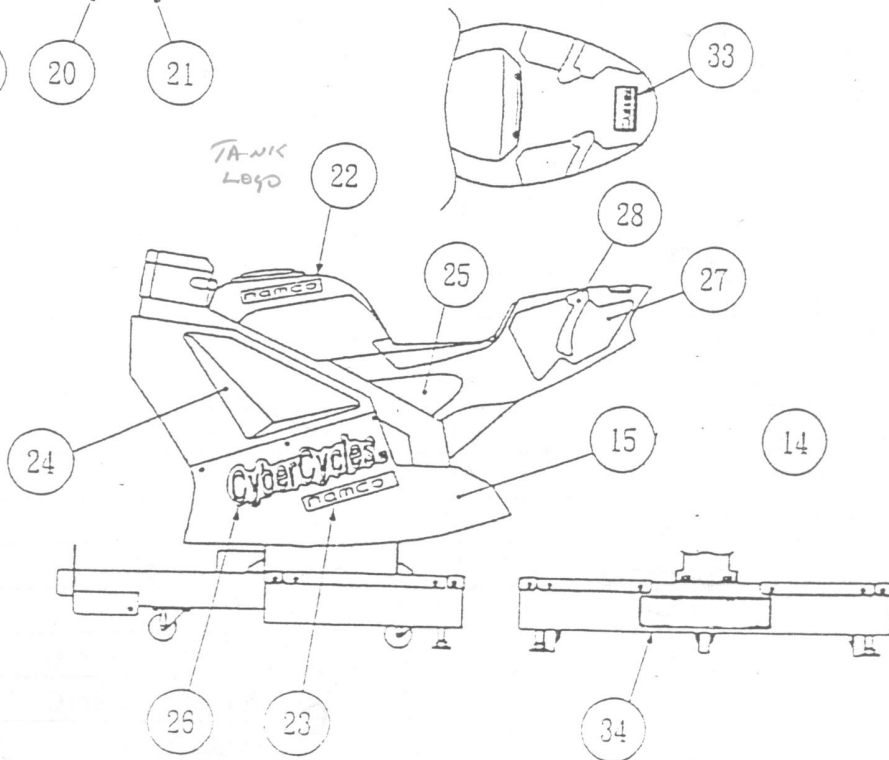
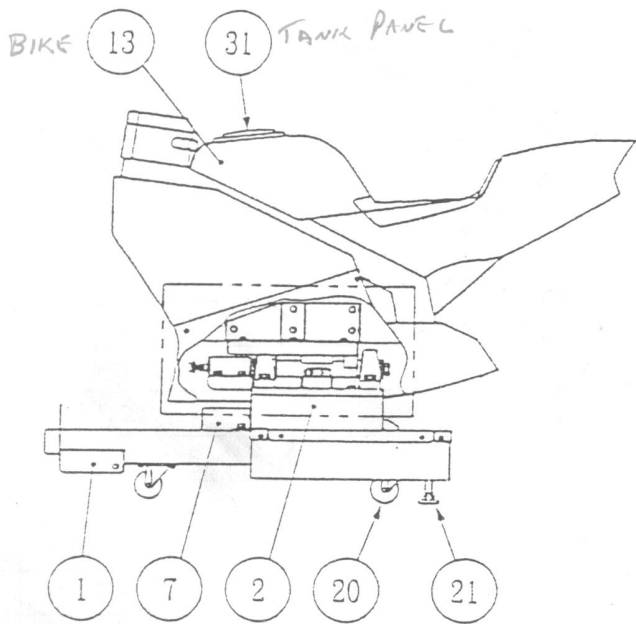
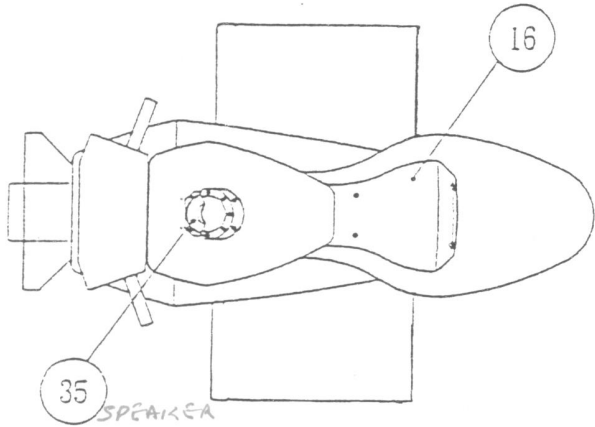
各真空管はトランスで電圧タイプ
 6X4 250V
 6X5 250V
 6X3 250V

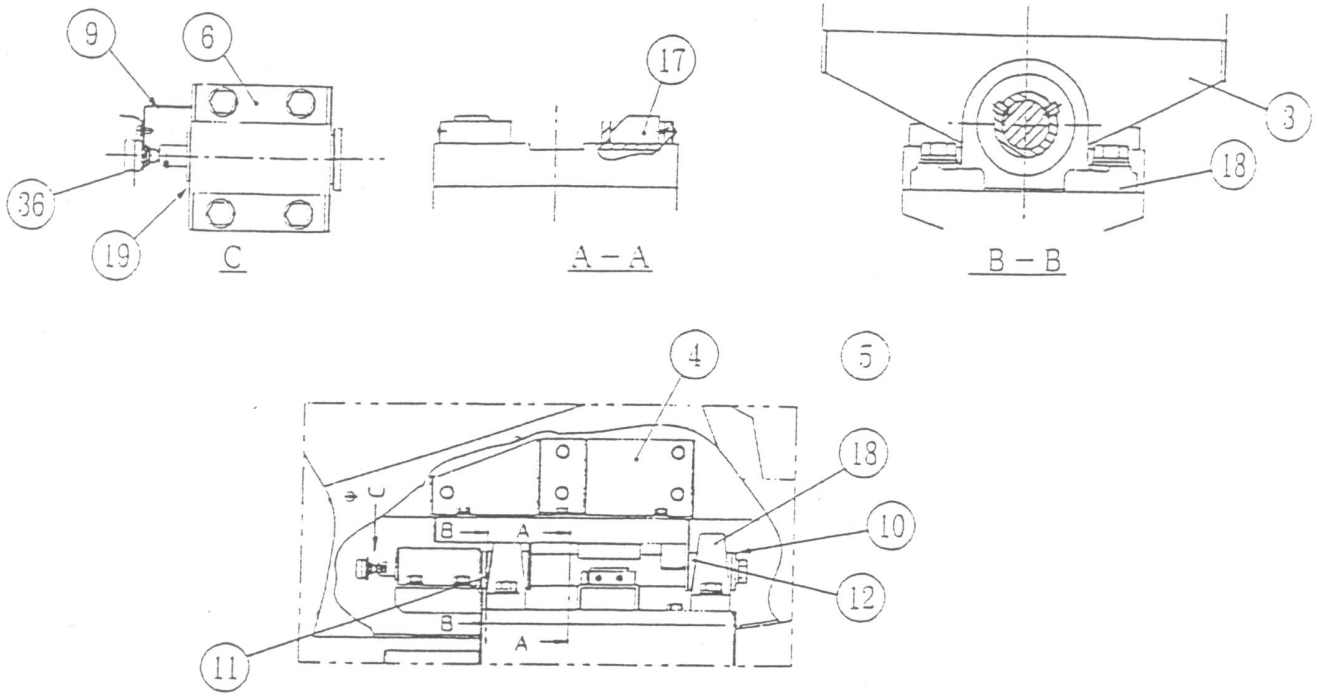


DATE	DRAWN BY	DESIGNED BY	NO. OF SHEETS	TITLE
1974

300 1250-00-0000

BIKE ASSY

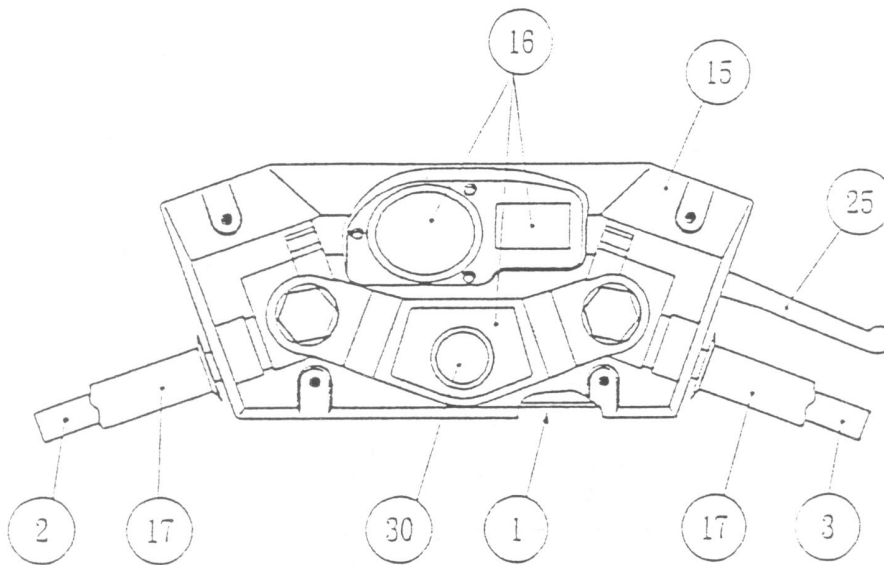




Detail drawing

No.	Part Name	Quantity	Part No.	No.	Part Name	Quantity	Part No.
1.	Base frame	1	617-611	16.	Seat	1	617-627
2.	Stopper base	1	617-612	17.	Rubber stopper	2	261-237
3.	Bike base	1	617-613	18.	Pillow unit	2	261-261
4.	Bike base side (L)	1	617-614	19.	Rubber spring	1	261-262
5.	Bike base side (R)	1	617-684	20.	Caster	3	
6.	Rosta bracket	1	617-615	21.	Level adjuster	2	
7.	Connector cover	1	617-616	22.	Tank logo	2	617-628
				23.	Under Namco sticker	2	617-629
9.	Bank volume bracket	1	617-620	24.	Mesh ST (L)	1	617-630
10.	Washer (A)	1	617-621		Mesh ST (R)	1	
11.	Washer (B)	1	617-622	25.	Carbon ST (L)	1	617-631
12.	Washer (C)	2	617-623		Carbon ST (R)	1	
13.	Bike (red)	1	617-624	26.	Under logo ST	2	617-632
	Bike (black)	1	617-634	27.	Race number base (L)	1	617-633
	Bike (yellow)	1	617-644		Race number base (R)	1	
	Bike (blue)	1	617-654	28.	Race number	2	617-684
14.	Under cover R (red)	1	617-625				
	Under cover R (black)	1	617-635				
	Under cover R (yellow)	1	617-645	31.	Tank panel	1	617-626
	Under cover R (blue)	1	617-655				
15.	Under cover L (red)	1	617-637	33.	Warning sticker (B)	1	617-688
	Under cover L (black)	1	617-647	34.	Warning sticker (C)	1	617-689
	Under cover L (yellow)	1	617-657	35.	Speaker	1	
	Under cover L (blue)	1	617-667	36.	Volume EWSV7CF20E13	1	008-023

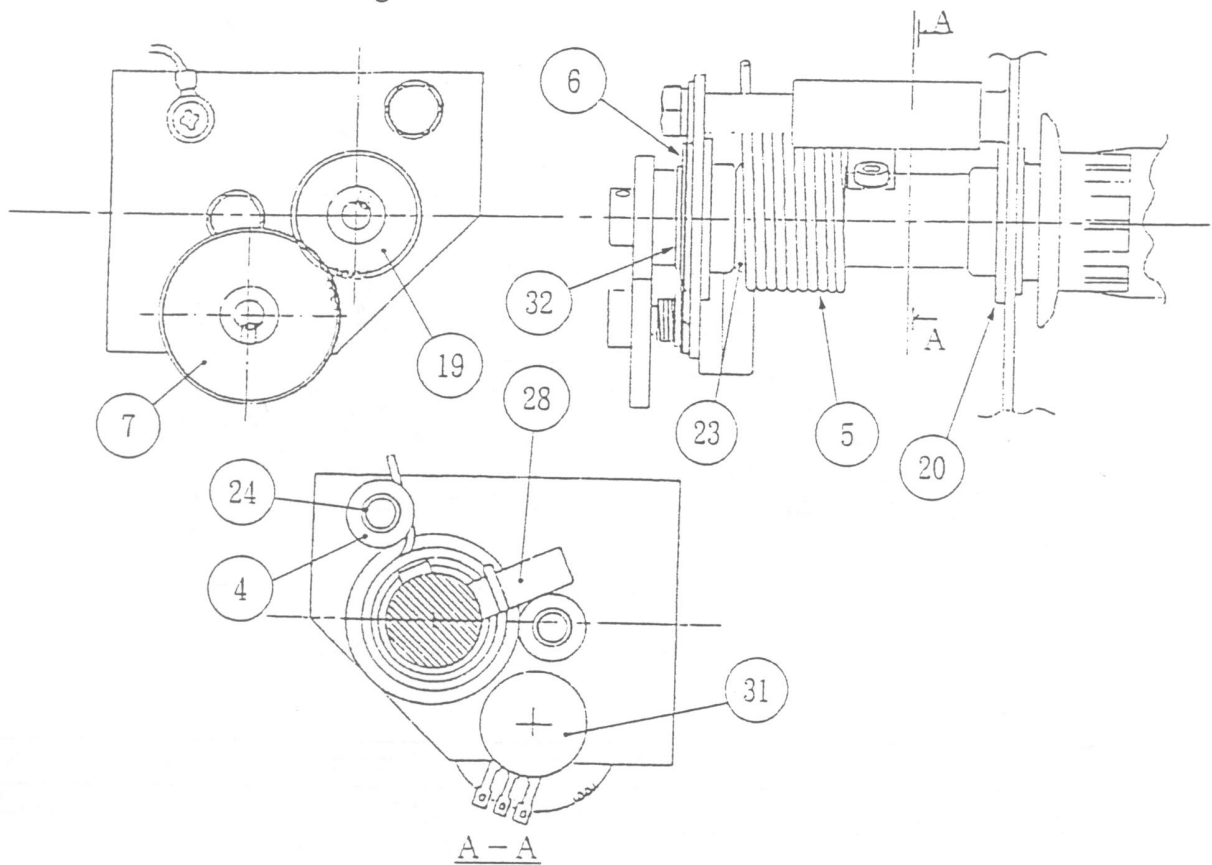
HANDLE ASSY



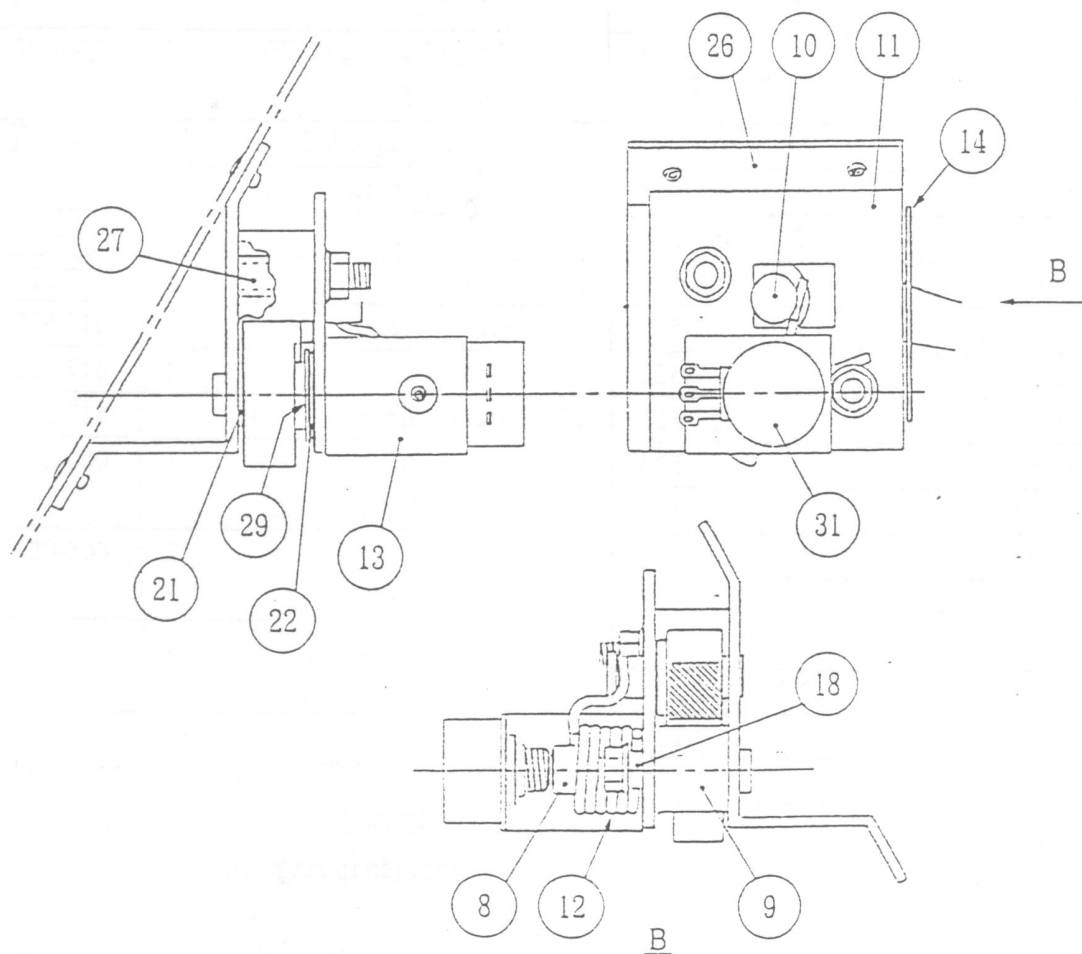
No.	Part Name	Quantity	Part No.	No.	Part Name	Quantity	Part No.
1.	Handle base	1	617-511	20.	Flange bushing (LFF) LFF-2010	2	104-020
2.	Grip shaft (A)	1	617-512	21.	Flange bushing (LFF) LFF-0705	1	104-039
3.	Grip shaft (B)	1	617-513	22.	Flange bushing (LFF) LFF-1015	1	104-040
4.	Throttle stopper	2	261-318	23.	Flange bushing 80B-2025	1	104-041
5.	Throttle spring	1	617-515	24.	Throttle spacer	2	617-527
6.	Washer plate	1	617-516	25.	Brake lever	1	240-105
7.	Throttle gear	1	617-517	26.	Brake base	1	617-531
8.	Brake pin	1	617-518	27.	Brake spacer	2	617-532
9.	Brake stopper	2	261-323	28.	Throttle pin	1	617-533
10.	Stopper rod	1	617-520	29.	Brake washer	1	617-534
11.	Upper brake plate	1	617-521	30.	Light switch OBSA-45UM LED (red)	1	000-241
12.	Brake spring	1	617-522	31.	Volume EWSV7CF20E13	2	008-023
13.	Brake-volume bracket	1	617-523	32.	C-shaped stop ring (for shaft) nominal size 20	1	-
14.	Slide plate	1	617-524				
15.	Handle cover	1	617-525				
16.	Tachometer	1					
16.	Viewpoint change sticker	1	617-586				
16.	Fluid temperature gage	1					
17.	Rubber grip	2	240-104				
18.	Spring spacer	1	240-124				
19.	Grip shaft gear	1	617-530				

NOTE: When removing the C-shaped snap ring (), use a special tool (snap ring pliers ϕ 20).

- Detailed installation drawing of throttle



- Detailed installation drawing of brake



PARTS LIST

<u>PART NUMBER</u>	<u>DESCRIPTION</u>
108AS1518	Fluoro Tube (450mm)
10812	Tool Clips
108121	Fluoro Base
10847900	Fluoro Lamp Holder
108510	Fluoro Starter
128DP201AT	Computer Fan
112122	Power Cord
104S6C	S6 Coin Mechanism
160123	Coin Mech Interface
1281331	Distribution Box
123S1340	Miniature Switch
123P7560	Push Button
078H6060	Volume Control Knobs
118MS829	Nanao 29" Chassis
125125	500 VA Transformer
127017	Main Cable
128122	Noise Filter
0741206001	Fuse Holder
1231231	Main Switch Double Pole
104P5316	IDC Socket
1282978	Castors
1112X12	Glides
128126	Vent Louvre Plates
126132	Wire Key Hook
102144	Cash Box
102145	Cash Box Housing
116126	Eagle Locks

WARRANTY

LAI warrants all new video and pinball games sold by them for a period of 180 days from the date of sale. LAI's exclusive obligation is to repair any item with any defect as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the LAI office from which the machine was purchased at the purchaser's expense.

LAI shall have no obligation to make repairs necessitated by negligence, misuse by any other person and any interference to the component by any unauthorised person shall automatically void any existing warranty. In the event of a component not being covered by warranty, LAI will only repair the faulty items providing the purchaser agrees to pay the appropriate service rates as set out in our schedule of charges from time to time.

This warranty supersedes all other warranties expressed or implied.

HEAD OFFICE

W.A. - Palmerston St, Perth 6000
Phone: (09) 328 3611



BRANCH OFFICES

Contact your nearest LAI office;

Sydney:	2-6 Burrows Rd. St. Peters	(02) 516 5111
Melbourne:	601 Victoria St. Abbotsford	(03) 428 4288
Adelaide:	93-95 Orsmond St. Hindmarsh	(08) 340 2777
Brisbane:	113 Breakfast Creek Rd. Newstead	(07) 852 2966
Perth:	34 Palmerston St. Northbridge	(09) 328 3611

All export enquiries to 34 Palmerston St. Perth WA 6000