

namco[®]

Cyber Cycles[™]

CYBER CYCLES DX

Operators Manual

IT IS THE RESPONSIBILITY OF THE OPERATOR TO MAINTAIN CUSTOMER SAFETY AT ALL TIMES, AND IT IS IMPERATIVE THAT THE DETAILS SET OUT IN THIS MANUAL ARE FOLLOWED PRECISELY.

SAFETY WARNING

In Order to Use This Machine Safely

In order to use this machine safely, be sure to read this Operators Manual carefully before installation and use of the machine.

Whenever the owner of this machine entrusts disassembly, installation, adjustment, routine maintenance or trouble shooting to another person, the owner should ensure that they read the appropriate precautions and relevant sections of this manual before starting work.

In order that no accidents occur when the machine is in operation, strictly follow the notes on safety described below. Also, carefully read [section 3](#), “Precautions”.

Warnings for Operation

- NOTE:** Only operate this machine after checking that it has been installed correctly and in accordance with the manual.
- NOTE:** Parts of this machine move during game play, so there are places where the distance between the stationary section and moveable section changes. There is a warning sticker that the player must be able to reach the grey matting of the cycle base with their feet, however if the operator feels that a customer playing the game is in any danger, he should warn the customer accordingly.
- NOTE:** The warning sticker must always be kept in good condition and replaced if worn so that the customer can read it clearly.
- NOTE:** **If there is an error or problem with this machine, operation must be stopped immediately.**

Warnings for Disassembly, Installation, Routine Maintenance and Troubleshooting

- DANGER:** Namco Ltd. bears absolutely no responsibility for accidents or injuries resulting from unauthorized changes to the machine.
- DANGER:** Ensure that the machine has been turned **OFF** before making adjustments or carrying out maintenance. Also ensure only qualified personnel carry out maintenance or turn the power **ON** to this machine.
- DANGER:** The power supply and inside the monitor will remain hot and have areas of high voltage even though the machine has been turned OFF, and there is a possibility of burns or electric shock. Be careful not to touch these areas.
- DANGER:** In order to avoid injuries due to mis-operation, be sure that the voltage of the power supply is within the prescribed limits. Also to prevent possible electric shocks due to failure, this machine **MUST** be fitted with a securely connected earthed plug.
- NOTE:** Do not turn the main power switch **ON** until the machine has been installed correctly.

1. SPECIFICATIONS

POWER SUPPLY :- 220/240volts AC

MONITOR :- Philips 46" Rear Projection

COIN ACCEPTOR Mars CashFlow - 4 Channel

DIMENSIONS :-

Assembled	2180(w) x 2640(d) x 2530(h)
Cabinet	1090(w) x 1270(d) x 1930(h) ea.
Bike Assy	910(w) x 1370(d) x 930(h) ea.
Coin Tower	480(w) x 640(d) x 930(h)
Header	1450(w) x 230(d) x 600(h)

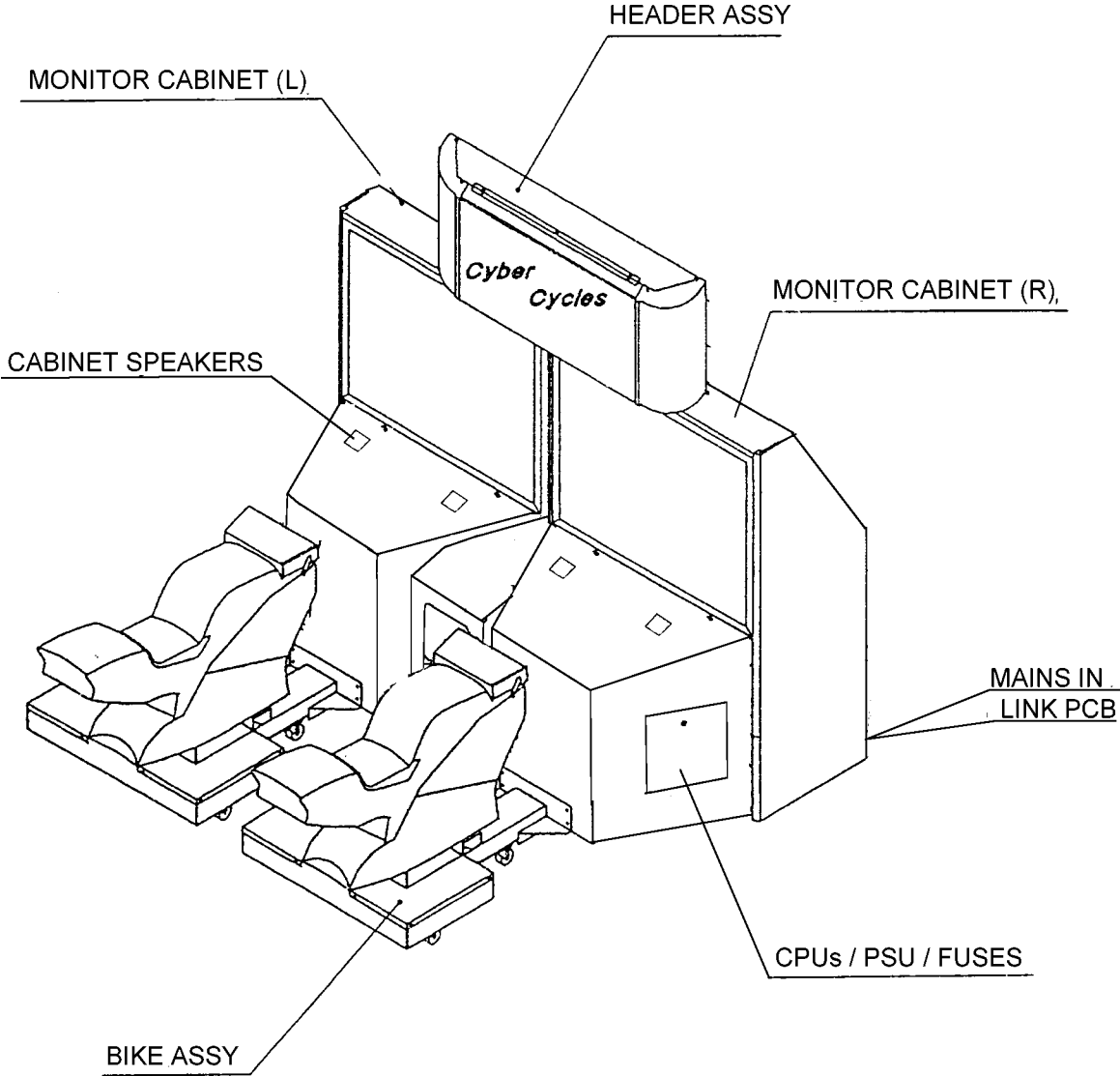
WEIGHT :-

Assembled	500kg
Cabinet	160kg ea.
Bike Assy	65kg ea.
Coin Tower	25kg
Header	25kg

ACCESSORIES :-

Keys:	(Cash Door)	2
	(Coin Door)	2
	(Service Door)	2
	Number Decal Set 1-4	2
	IEC Mains Lead	1
	Link Cable	1
	Operators Manual	1
	Monitor Manual	1
	M8x40 Security Screw - SUS	8
	M8x20 Security Screw - SUS	12
	M8 Flat Washer - SUS	20
	M8 Spring Washer - SUS	20
	M8x40 Hex Head Set Screw - BZP	4
	M8x60 Hex Head Set Screw - BZP	8
	M8 Flat Washer - BZP	12
	M8 Spring Washer - BZP	12
	M5 Security Wrench	1
	M6 Security Wrench	1
	M8 Security Wrench	1

2. MAJOR COMPONENTS



3. PRECAUTIONS

Be sure to read this section carefully.

3-1 Notes on Operation

- NOTE:** Only operate this machine after checking that it has been installed correctly and in accordance with the manual.
- NOTE:** Parts of this machine move during game play, so there are places where the distance between the stationary section and moveable section changes. There is a warning sticker that the player must be able to reach the grey matting of the bike base with their feet, however if the operator feels that a customer playing the game is in any danger, he should warn the customer accordingly.
- NOTE:** The warning sticker must always be kept in good condition and replaced if worn so that the customer can read it clearly.
- NOTE:** Ensure customers do not get hurt by leaning or climbing on the cycles. Be especially careful in the case of young children.
- NOTE:** **If there is an error or problem with this machine, operation must be stopped immediately.**

Parts of this machine lean to the left and right during game play. In **order to maintain the customer's safety**, the operator should strictly follow the appropriate precautions.

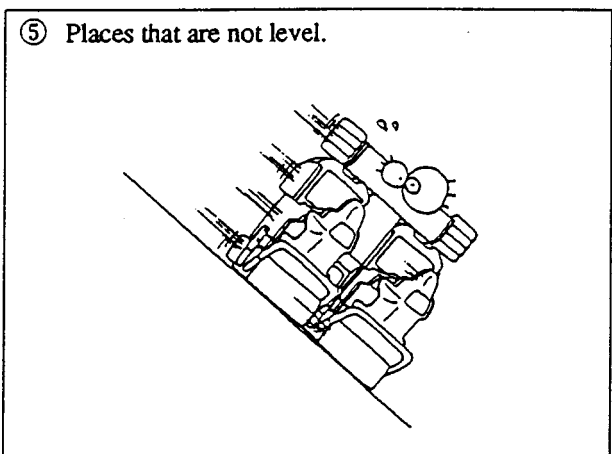
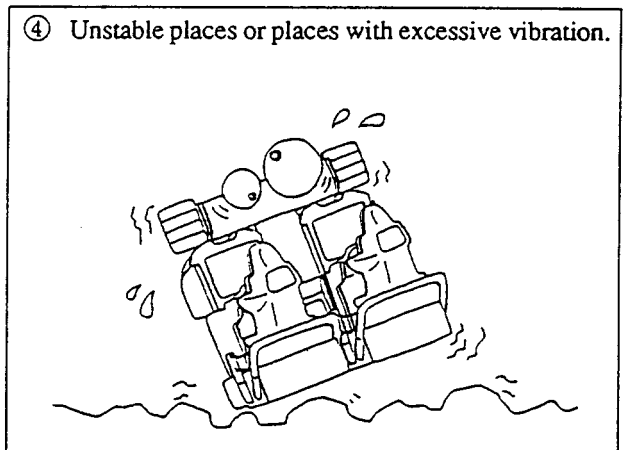
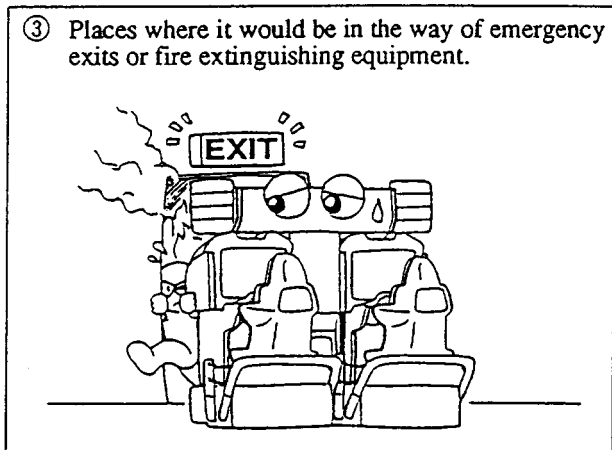
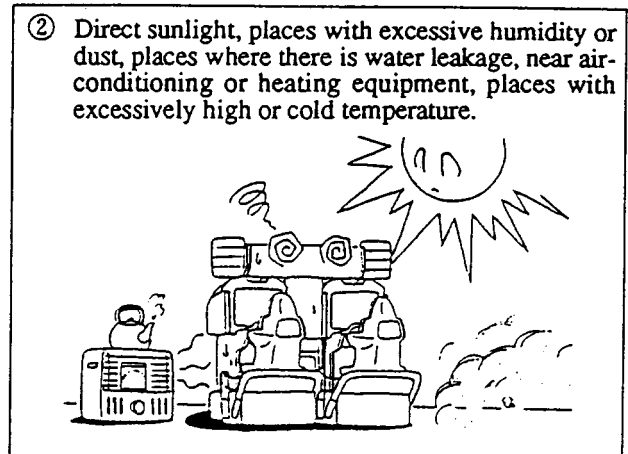
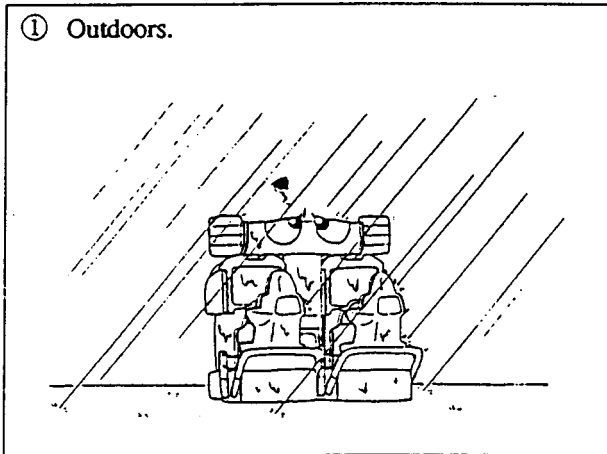
3-2 Cautions When Transporting.

- a. Do not subject the game to physical shock when transporting or moving it.
- b. Always return the levellers to the UP position before moving the machine, even for short distances.
- c. The main cabinets, bike assemblies, coin assy and header assy **must** be separated before moving or shipping.
- d. Take care not to rope any moulded (plastic) parts when transporting.

THIS MACHINE IS NOT DESIGNED TO BE MOVED BY FORK LIFT. DO NOT USE

3-3 Cautions When Installing.

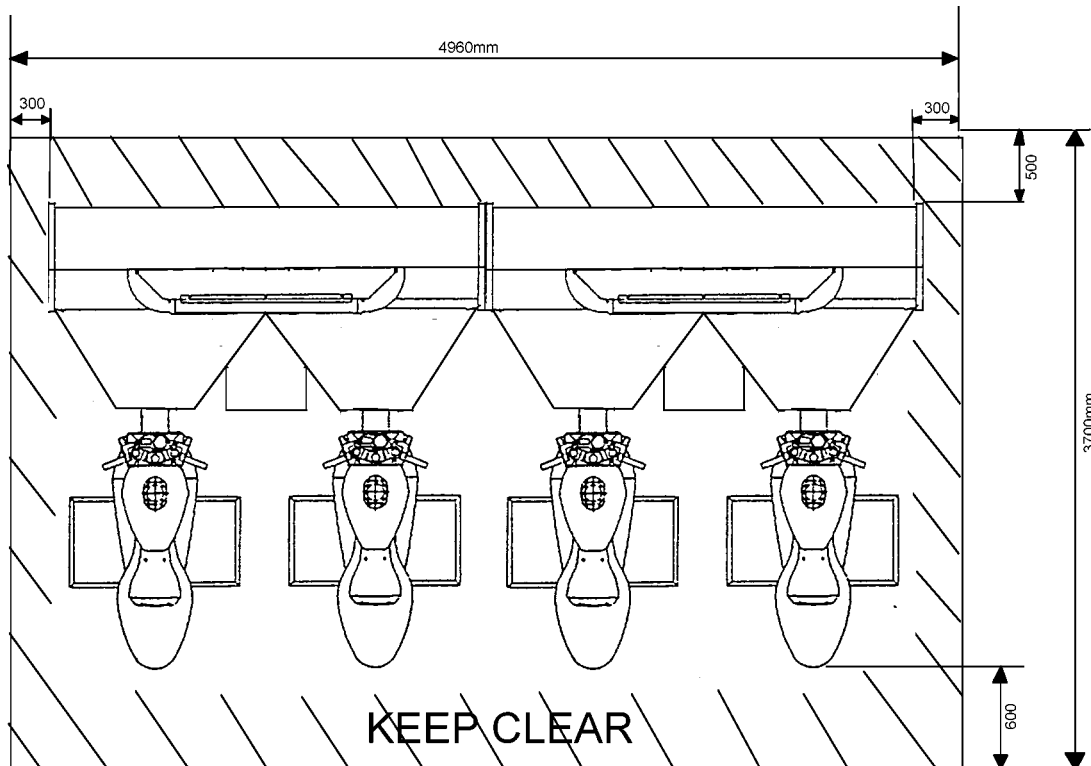
1. This machine is designed for indoor use only. **Do Not** install the machine in the following places



2. If this machine is installed next to walls or other machines, ensure that there is plenty of space between them.

NOTE: So that customers are not injured by the movement of the bikes, ensure that the machine is separated from walls or other machines by at least 300mm either side and 600mm from the rear of the bikes.

NOTE: In order to gain access to the mains-in connector, ON/OFF switch and link switches, make sure that the rear of the machine is separated from a wall or other machine by a distance of at least 500mm or more.



3-4 Cautions when Handling.

- DANGER** The Mains Voltage to this machine must be within the range of 220v to 240v AC.
- DANGER** Be sure that the power is turned **OFF** when replacing parts and connecting/disconnecting connectors.
- DANGER** To prevent possible electric shocks due to failure, this machine **MUST** be fitted with a securely connected earthed plug.
- DANGER** The monitor and power supply contain areas of very high voltage. Be extremely careful when inspecting or making adjustments.
- DANGER** When unplugging the game from an electrical outlet, always grasp the plug, not the mains lead.

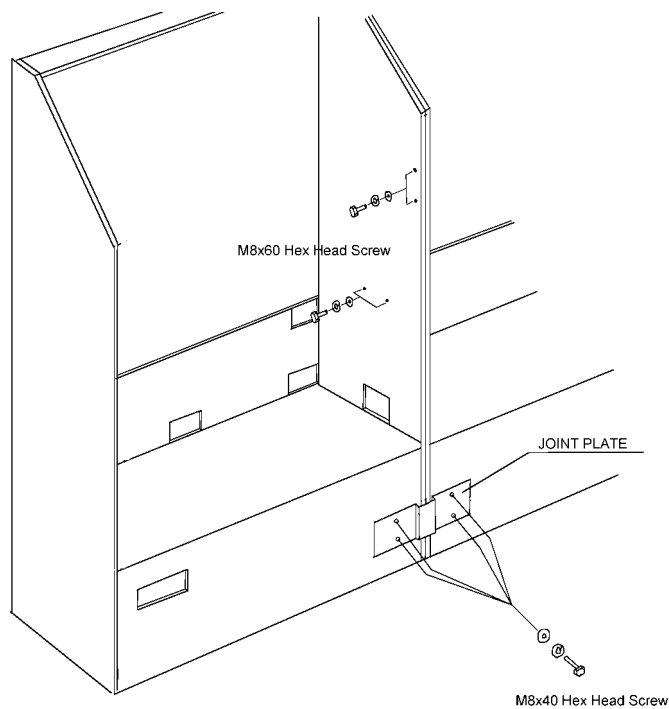
NOTES:

- Always return PC Boards to your dealer for repair. Never test the PCB for continuity with a multimeter or similar device. The PCB contains sensitive devices which could be damaged or even destroyed by the internal voltage of such test equipment.
- Adjustments are required after replacing the game PCB, ROM or control pots. Adjustments should be performed as described in [section 7-4](#) "Adjustments when Replacing Parts" (page 25).
- After initial installation or if the number of machines linked together changes, it may be necessary to use the test mode to change the settings and link switch settings. (Refer to [section 6-4](#), "Linking Two Machines" (page 20).

4. INSTALLATION

4-1 Assembling the Monitor Cabinets

1. Remove the two rear panels from the right hand monitor cabinet.
2. Connect the loom connectors of the two cabinets, and place the cabinets together.
3. Fit, finger tight, the rear joint strap using 4off M8x40 hex head screws, spring and flat washers
4. Fit, finger tight, the 4off M8x60 hex head screws, spring and flat washers to clamp the cabinets together.
5. Tighten fully all the hex head screws. (8off)



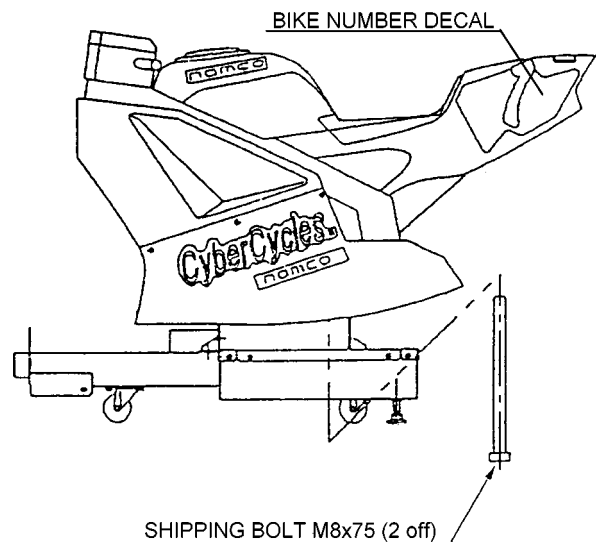
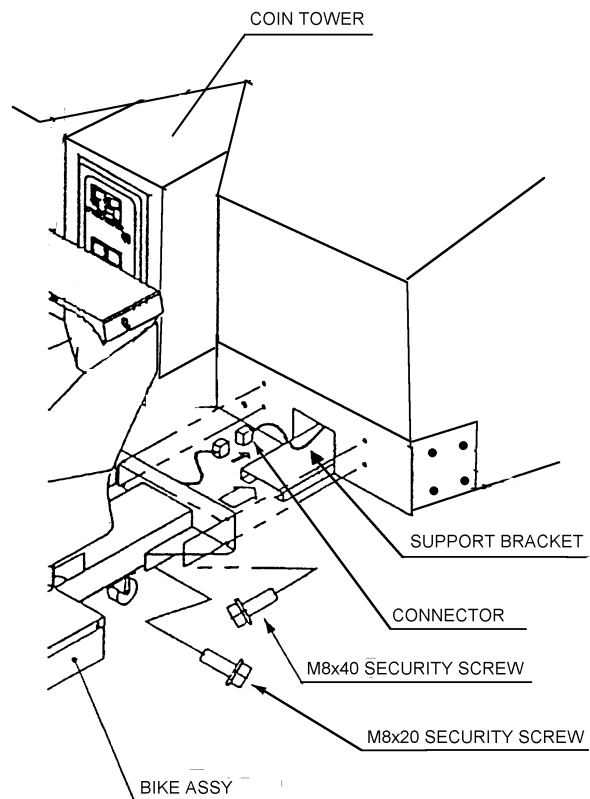
4-2 Assembling the Coin Tower

1. Connect the loom connectors of the coin tower and right hand cabinet (viewed from the front).
2. Place the Coin Tower on to the two 'U' brackets of the main cabinet, and push fully towards the cabinet, taking care not to trap any wires.
2. Open the coin door and fit the 4off M8x60 hex head screws, spring and flat washers to clamp the coin tower to the main cabinets.

4-3 Connecting the Bike Assemblies to the Cabinets

1. Connect the connectors between the bike assembly and cabinet.
2. Place the bike assembly onto the support bracket and push the bike against the cabinet taking care not to trap any wires.
3. Fit, finger tight, the 4 off M8x40 security screws, spring washers and flat washers, securing the bike to the cabinet.
4. Fit, finger tight, the 2 off M8x20 security screws, spring washers and flat washers, securing the bike to the support bracket.
5. Tighten fully all the security screws. (6 off)
6. Fit the bike number decal to the rear of either side of the bike.
7. Remove the shipping bolts (M10x75) from either side of the bike.

Note:- Retain the shipping bolts in a secure place for re-fitting if the machine is transported.



4-4 Fitting the Header Assembly

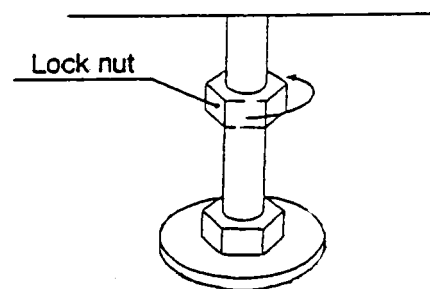
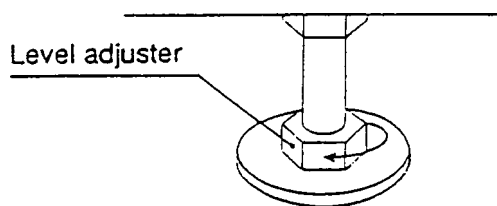
To prevent injury, two people should be used to fit the Header Assembly.

1. The Header Assembly is heavy (approx. 25kg), with a forward centre of gravity, so it is important that at least two people are used to fit or remove the Header Assembly.
2. The fitting position of the Header Assembly is very high, and it is important that a means of reaching the height safely, without stretching, is available. (e.g. steps, step stools, etc.)
3. Place the Header Assembly on to the top of the cabinets and pass the loom connectors into the monitor cabinet, taking care not to trap any wires.
4. Fit the 8 off M8x20 Security Button Head Screws, Spring and Flat washers to retain the Header Assembly to the cabinets.
Note:- Ensure that one person maintains the balance of the Header Assembly while the screws are being fitted.
5. Connect the connectors inside the monitor cabinet.

NOTE:-

When the machine is fully assembled and in its final position, lower the 12 level adjusters, (4 on each monitor cabinet and 2 on each bike assy), with a spanner so that all castors are raised from the floor, and the machine is level.

Tighten the lock nuts with a spanner to ensure that the level adjusters do not move.



5. HOW TO PLAY

This game is linkable so players can compete against each other on the same track, or compete against computer bikes when playing alone. Two machines can be linked together allowing up to four players to compete against each other.

The Header Assembly displays the position of each rider and also the leading rider.

Speed is controlled by use of the throttle and brake, and steering is controlled by leaning the bike left or right.

After the insertion of a coin/s, credit is established to a bike position with the use of the respective 'Credit Available' button. Pressing the flashing 'View Change' button, located on the handle bar assembly, will display the Course Select Screen. There are two courses available, "GREEN HILL" is a practise course for beginners and "NEO YOKOHAMA" is an intermediate and advanced course. In a linked game the course is decided by the majority.

Next select a bike.

Each player can select one of three bikes:-

"ANTHIAS", for beginners. It corners easily, and its top speed is reduced a little.

"NVR750R", for intermediate. This bike has good cornering balance, and its top speed is normal.

"WILD HOG" for advanced. By controlling the special drift, it can cover the course faster than any of the other bikes, but is more difficult to control.

The first player to enter "Bike Select" is also able to select, by using the throttle, the music during the game. The title is displayed in the lower left of the screen.

Players can join in a linked game during the link time countdown. This time can be adjusted in the 'Game Options' mode.

If a linked game is in progress but a bike position is available, a player can use this position as a solo game.

When a player completes the specified number of laps in the given time, they complete the game. If the countdown timer reaches 00 before completing the specified number of laps the game is over. At the end of the game, the players ranking, fastest lap time and total time are displayed.

If a best time is beaten the end of the race will be shown and the player can enter their initials by leaning the bike to select the letters and pressing 'View Change' to enter them.

With this game it is possible to change the players viewpoint of the game. Each time the 'View Change' button is pressed the view changes between : "Pillion View", "Rider's View", and "Behind View".

6. ADJUSTMENTS

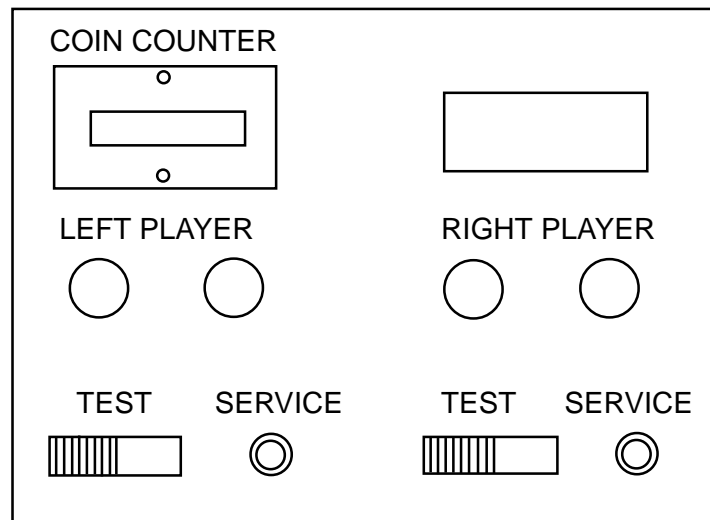
6-1 Turning on the Power

After the machine has been installed, turn ON the power. The power switch is located on the rear of the right hand cabinet.

6-2 Adjustment Switches

The Adjustment switches are located inside the coin door.

1. Service Switch.
Press this switch to obtain game credits without incrementing the play meter.
2. Test Switch
Slide the test switch ON to enter test mode.
Test mode allows testing and the changing of game settings. (Refer to section [6-3 "Test Mode"](#) (page 12))



Service Bracket

6-3 Test Mode

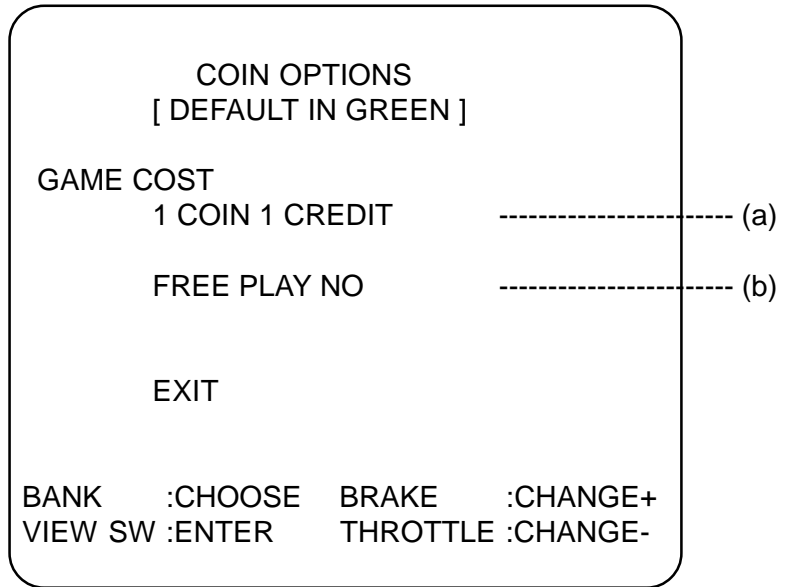
1. Open the coin door and slide the test switch "ON". The menu screen will be displayed on the monitor.
2. Select the test required by leaning the bike left or right. The selected test will 'blink'
3. Enter the selected test by pressing the 'View Change' push button. Select "EXIT" to return the "Menu Screen".
4. After testing is completed, ensure that the test switch is returned to the "OFF" position to return to normal game mode.

The Test Switch must always be in the "OFF" position for normal game mode.

MENU	
COIN OPTIONS	----- (1) Sets the price of play (See 6-3-1)
GAME OPTIONS	----- (2) Sets the game options (See 6-3-2)
I/O TEST	----- (3) Used for testing switches and controls (See 6-3-3)
SOUND TEST	----- (4) Used for testing sound and setting volumes (See 6-3-4)
MONITOR TEST	----- (5) Used for adjusting the monitor
ADS TEST	----- (6) Displays accumulated game data
OTHERS	----- (7) Used for testing the PC Boards and for initializing all of the settings
BANK : CHOOSE	
VIEW SW : ENTER	

6-3-1 Coin Options

1. Select item (1) "COIN OPTIONS" on the menu screen to set the game cost and related settings.
2. Lean the bike left or right to select the required item then press View Change.
3. Use the Brake to adjust the settings UP or the Throttle to adjust the settings DOWN, standard settings are displayed in green.
4. Select "EXIT" and press 'View Change' to return to the menu screen.



Note :- The price of play on this machine is set within the Cashflow Coin Mech. Ensure that the Coin Options on the screen are set as shown in the following table.

ITEM	CONTENTS	FACTORY SET
(a) Game Cost	Coins required for 1 credit - - - - - settable 1 - 9	1 Coin 1Credit
(b) Free Play	Yes/No	NO

6-3-2 Game Options

1. Select item (1) "COIN OPTIONS" on the menu screen to set the game options and related settings.
2. Lean the bike left or right to select the required item then press 'View Change'.
3. Use the Brake to adjust the settings UP or the Throttle to adjust the settings DOWN, standard settings are displayed in green.
4. Select "EXIT" and press 'View Change' to return to the menu screen.

GAME OPTIONS	
[DEFAULT IN GREEN]	
GAME DIFFICULTY	B ----- (a)
GAME LAPS	
GREEN HILL	3 ----- (b)
NEO YOKOHAMA	2 ----- (c)
ENTRY TIME	B ----- (d)
ID NUMBER	1 LINK ON 1 ----- (e), (f)
SEAT COLOUR	RED ----- (g)
LANGUAGE	ENGLISH ----- (h)
SOUND IN ATTRACT	ON ----- (i)
HI SCORE INITIALIZE	NO ----- (j)
EXIT	
BANK :CHOOSE	BRAKE :CHANGE+
VIEW SW :ENTER	THROTTLE :CHANGE-

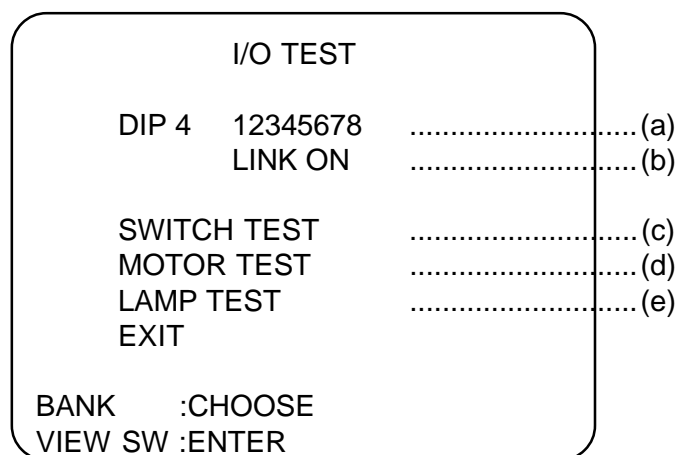
NOTES

- **The game difficulty and number of laps and entry time must be set the same on all positions that are linked.**
- **The ID number of the bike furthest left (when facing the front of the machine) should be set to 1, and the other bikes set to 2, 3, or 4 in order from left to right. The ID number of the farthest right position should equal the number of bikes linked.**
- **Settings other than those described will cause the machine to operate incorrectly.**

ITEM	DESCRIPTION	FACTORY SET
(a) Game Difficulty	A (easy) to C (hard)	B
(b) Green Hill	Number of laps for Green Hill course - - - set 2 - 5	3
(c) Neo Yokohama	Number of laps for Neo Yokohama course - - - set 1 - 5	2
(d) Entry Time	A (longest) to C (shortest)	B
(e) ID Number	Sets bike identity for linked positions. Set so that no linked bikes have the same number	
(f) Displays Link Information	Machine Linked - Display will show - LINK ON + number of linked units	
	Faulty Link Cable - Display will show - LINK OFF	
	Only one machine - Display will show - ON 1	
	Faulty Link PCB - Display will show - NG	
(g) Seat Colour	Sets the bike colour. Set to match the colour of bike in use	
(h) Language	Bilingual, English, None	English
(i) Sound in Attract	On / Off	On
(j) Hi Score Initialize	On / Off	Off

6-3-3 I/O Test

1. Select item (3) "I/O Test" on the menu screen to test the switches or lamps.
2. Lean the bike left or right to select the required item then press View Change.
3. Select "EXIT" and press 'View Change' to return to the menu screen.



- (a) Shows condition of DIP SW 4 on the PCB. In normal operation all switches are OFF. (If a switch is ON it will be displayed in red).

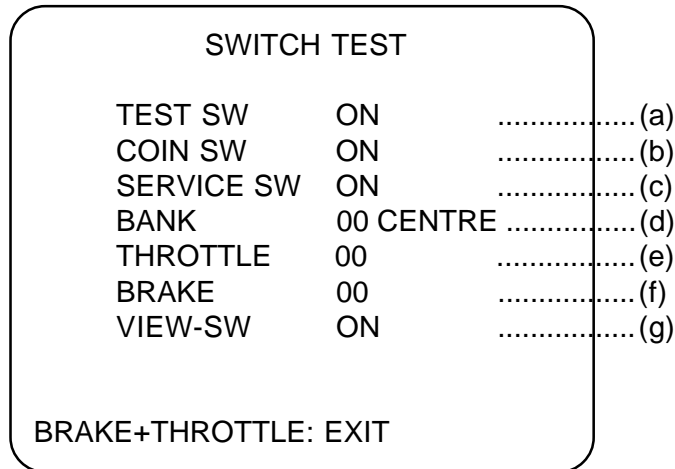
Switch 1 if ON will force the PCB in to Test Mode.

Switch 8 if ON will freeze the picture on the monitor.

- (b) Shows if the game is linked.

6-3-3-1 Switch Test

1. Select Switch Test from the "I/O Test" menu. The following screen will appear on the monitor.



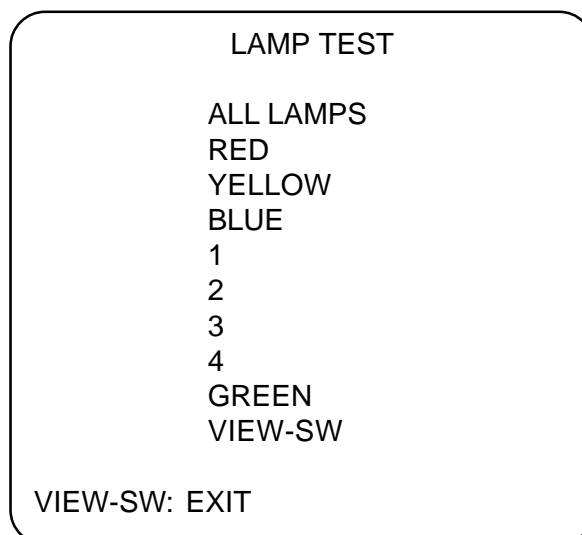
2. The word 'ON' will appear next to items a, b, c, and g each time the respective switch is operated.
When the bike is pushed left, 'CENTRE' will go off and 'OK' appear just before it reaches the extreme left, '00' will decrease. When the bike is pushed right, 'CENTRE' will go off and 'OK' appear just before it reaches the extreme right, '00' will increase.
When the THROTTLE or BRAKE are operated, 'OK' will appear just before they are fully on, and '00' will increase.
3. Operate the brake and throttle together to exit and return to the "I/O Test" menu screen.

6-3-3-2 Motor Test

This test is not used on this machine

6-3-3-3 Lamp Test

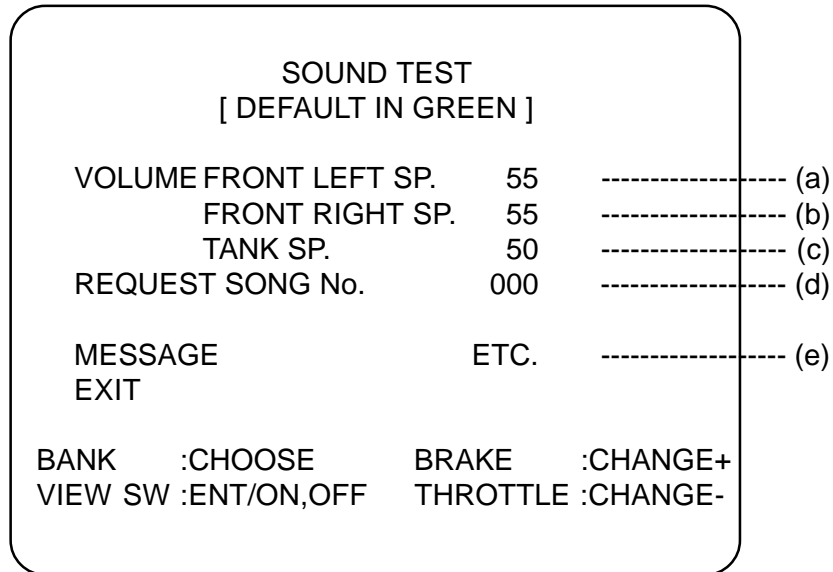
1. Select Lamp Test from the "I/O Test" menu. The following screen will appear on the monitor



2. The lamps will automatically illuminate in turn as indicated on the screen.
3. Press 'View Change' to return to the "I/O Test" menu screen.

6-3-4 Sound Test

1. Select item (4) "Sound Test" on the menu screen to test the sound and speakers.
2. The following screen will appear on the monitor.



3. Select the required item by leaning the bike left or right. The selected item will 'blink'.
4. Operating the brake will increase the value setting and operating the throttle will decrease the value setting. Standard values are displayed in green.
5. Press 'View Change' to start or stop a Request Song No. sound. (Request Song No. 3 will generate a stereo sound test.)
6. Select "EXIT" and press 'View Change' to return to the menu screen.

Item	Description	Factory Set
a	Set left speaker volume - - - - - 00 Quietest - 63 Loudest	32
b	Set right speaker volume - - - - - 00 Quietest - 63 Loudest	32
c	Set bike tank speaker volume - - - - - 00 Quietest - 63 Loudest	32
d	Select sound for testing. Each number will produce a different sound. 000 will generate a stereo test.	- - -
e	Displays song name	- - -

6-3-5 Monitor Test

1. Select item (5) "Monitor Test" on the menu screen to set up and adjust the monitor.
2. On entering monitor test, the following screen will appear on the monitor.

```
MONITOR

GRADATION PATTERN
CROSSHATCH          GREEN
CROSSHATCH          WHITE
WHITE WINDOW        (H)
WHITE WINDOW        (M)
WHITE WINDOW        (L)
INTERLACE PATTERN
VIEW ANGLE ADJUST (CRT)
VIEW ANGLE ADJUST (PROJECTOR)
FULL WHITE
EXIT

BANK      :CHOOSE
VIEW-SW   :ENTER
```

3. Lean the bike to select a test and press 'View Change' to enter the test and to return to "Monitor Menu" from a test.

6-3-6 ADS Data

1. Select item (5) "ADS Data" on the menu screen to view machine history details.
2. The following screen will appear on the monitor.

```
ADS

POWER ON      00'00"00 ..... (a)
PLAY TIME     00'00"00 ..... (b)
PLAY TIME AVE 00'00"00 ..... (c)
PLAY NUMBER   0000 ..... (d)

COURSE-VIEW ..... (e)
COURSE-BIKE ..... (f)
COURSE -LINK ..... (g)
COURSE-C. P. ..... (h)
COURSE-P.T. ..... (i)

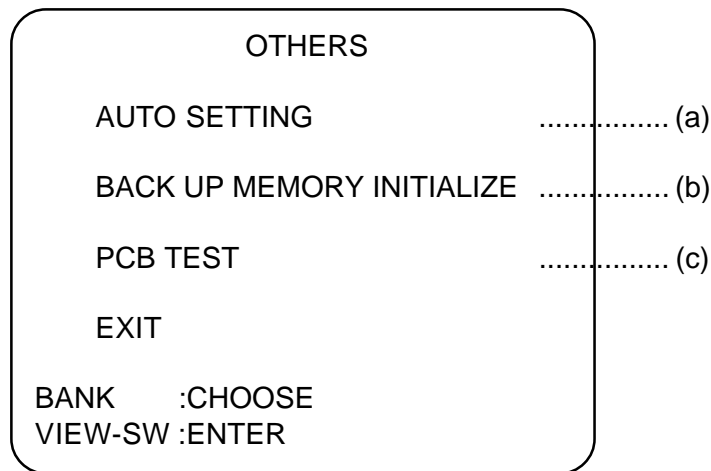
INITIALIZE ..... (j)
EXIT

BANK      :CHOOSE
VIEW-SW   :ENTER
```

Item	Description
(a) Power On	Total time in hours, minutes, seconds machine has been switched on.
(b) Play Time	Total time in hours, minutes, seconds that machine has been in play.
(c) Play Time Ave	Average time of game duration.
(d) Play Number	Total game plays.
(e) Course-View	Time for each view.
(f) Course-Bike	Number of times a bike has been selected.
(g) Course-Link	Number of linked games played.
(h) Course-C.P.	Position on the course at game over.
(i) Course-P.T.	Total time each course has been played.
(j) Initialize	Reset all data.

6-3-7 Others

1. Select item (6) "Others" on the menu screen.
2. On entering 'Others' the following screen will appear on the monitor.



Item	Description
(a) Auto Setting	Will adjust all linked units to match automatically.
(b) Back Up Memory Initialize	Reset all ADS data
(c) PCB Test	For testing the Game PCB

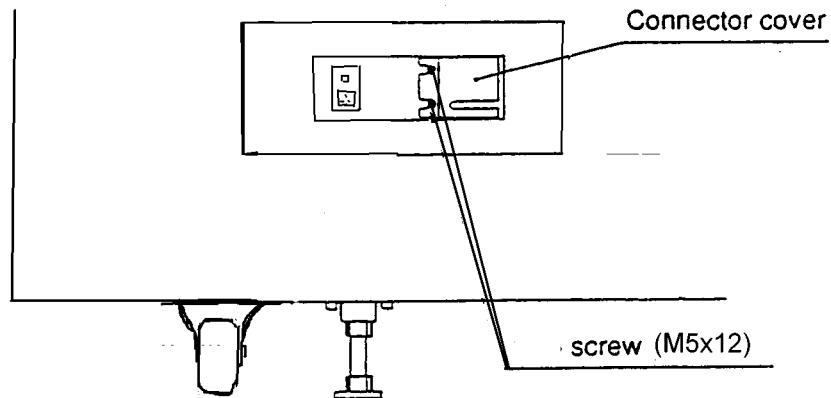
- a) If the game is linked, this option allows all linked positions to be set from position No. 1 bike. If all game and coin options shown on the screen are correct, select transmit, then push View Switch. All positions will automatically update to the displayed options and ID No. All screens will display the Auto Setting screen. Set each bike colour from each Auto Setting screen.

Note: Any game in play will be lost during Auto Setting transmit.

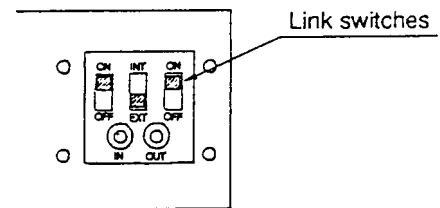
6-4 Linking Two Machines.

Up to two machines (4 bikes) can be linked together.
The machines should be linked as described below.

- 1) Ensure that the power is "OFF".
- 2) Loosen the two screws (M5x12) on the back of the right monitor cabinet, and remove the connector cover.

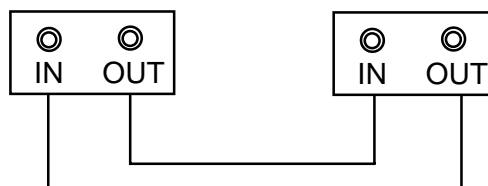


- 3) Set the link switches to "ON", "EXT", and "ON". (See Diag.)
- 4) Use the supplied link cable and connect the machines between "IN" and "OUT" sockets (See Diag.)



[Examples of Linked Machines]

- a) 2 Machines
(4 Seats)



- 5) Turn the power to each machine "ON", and set the PCB ID using the test mode.
(Refer to section 6-3-7, "Others" 'Auto Setting' (page 19))

Note: Settings other than those described will cause the machine to operate incorrectly.

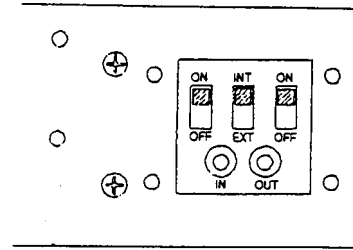
6-4-1 Setting the Link Switches

The link switches are used to set the connection between seats and machines.

- 1). Setting only one machine (2 bikes)

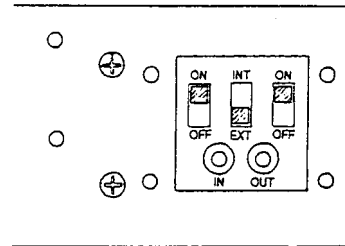
Set the link switches to "ON", "INT", and "ON".

Note: Do not use a link cable.



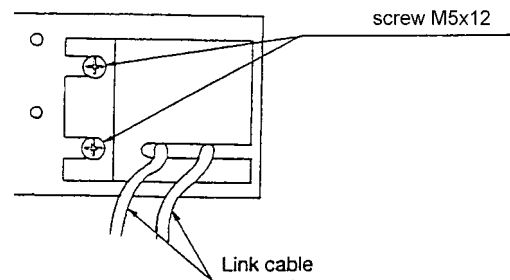
- 2) Setting two or more machines.

Set the link switches to "ON", "EXT", and "ON".



- 3) Install the connector cover using the two screws (M5x12).

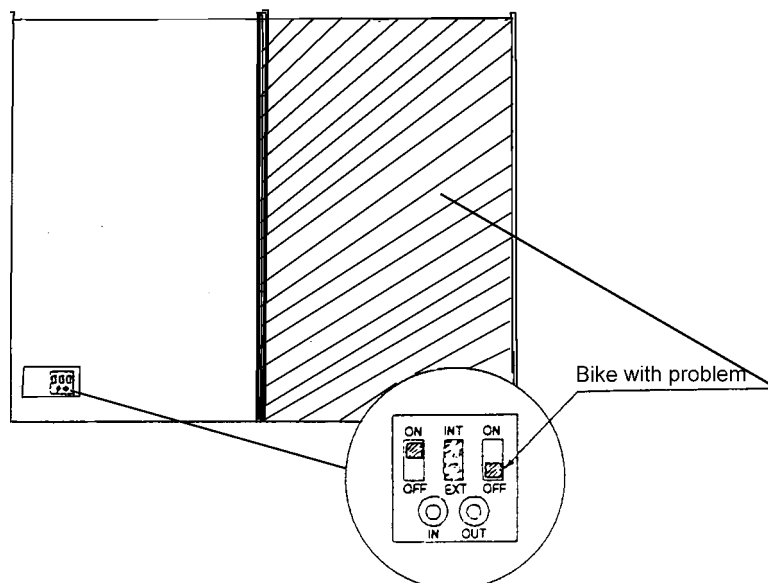
The link procedure is now complete.



- 4) Setting for faulty PCB.

If the game PCB of only one bike is faulty, set the link on that bike to "OFF"

[Example of setting for faulty left side]



7. MAINTENANCE

DANGER: In order to prevent injury or electric shock to service personnel, ensure that the MAIN POWER IS OFF before attempting any maintenance.

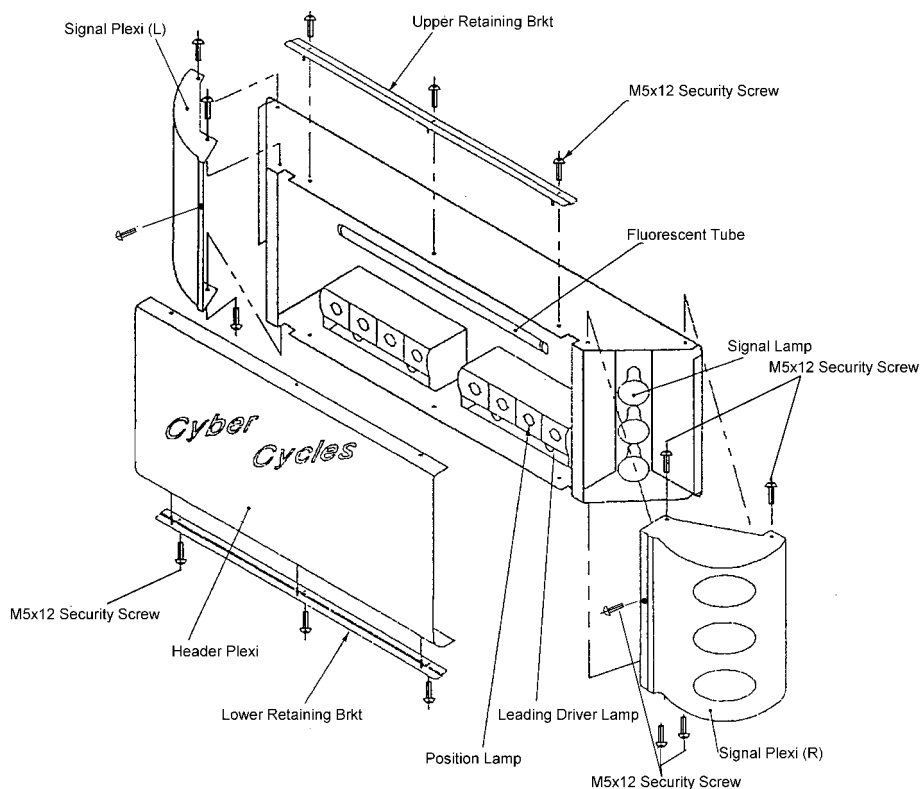
DANGER: Before performing any work not described in this manual, be sure to contact your distributor to receive instructions or answers to questions.

7-1 Replacing the Fluorescent Tube, Position, and Leading Driver Lamps

- 1) Remove the three security screws (M5x12), and remove the plexi upper retaining bracket.
- 2) Remove the three security screws (M5x12), and remove the plexi lower retaining bracket.
- 3) Remove the header plexi.
- 4) Unscrew the defective position lamp and replace.
Warning:- Ensure that the lamp is **not hot before touching** it.

7-2 Replacing the Signal Lamps

- 1) Remove five security screws (M5x12), and remove the signal plexi L or R.
- 2) Unscrew the defective lamp and replace.
Warning:- Ensure that the lamp is **not hot before touching** it.



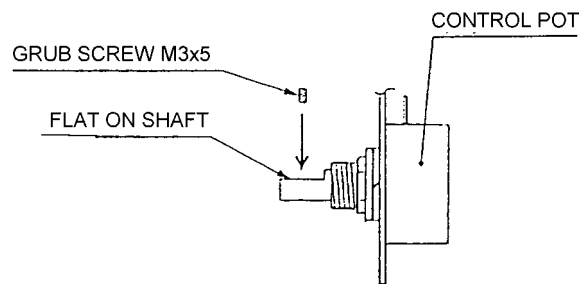
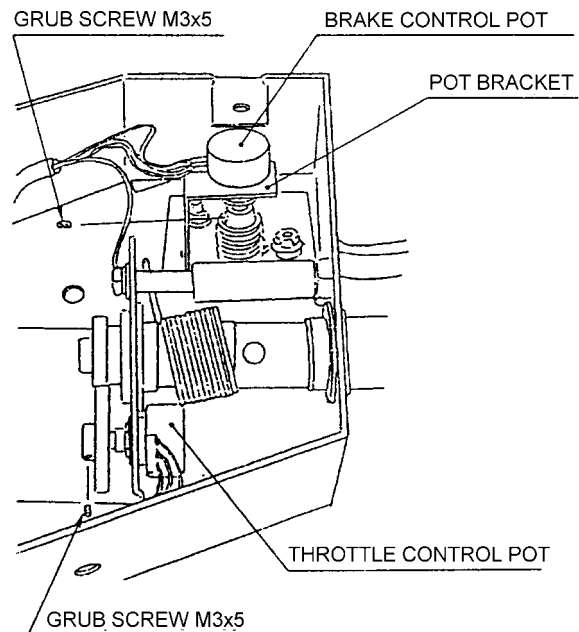
7-3 Handle Bar Assembly

Remove four M5X12 security screws, and remove handle bar assembly cover to gain access to the throttle and brake controls.

NOTE:- The game must be re-initialized whenever the PCB, ROMS, Throttle, Brake or Steering controls are replaced. (See 7-4 "Adjustments when Replacing Parts")

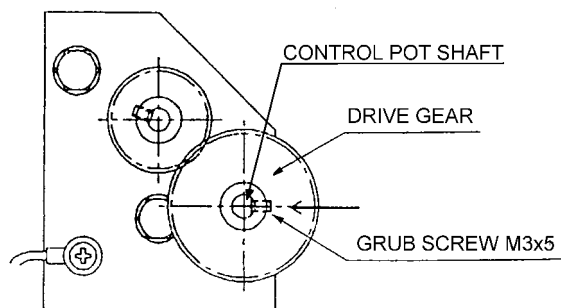
7-3-1 Replacing the Throttle Control Pot

- 1) Slacken the grub screw M3X5 securing the control pot shaft to the drive gear, and remove the gear.
- 2) Replace the control pot ensuring that the wires are replaced to the correct terminals.
- 3) Turn the control pot shaft until the flat is vertical and to the right, when looking at the shaft. Replace the drive gear ensuring that the control pot shaft does not turn and the grub screw in the drive gear is on the flat of the shaft
- 4) Re-tighten the grub screw M3x5



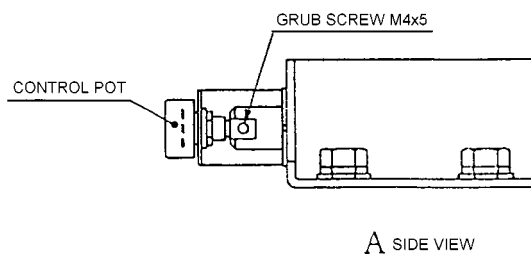
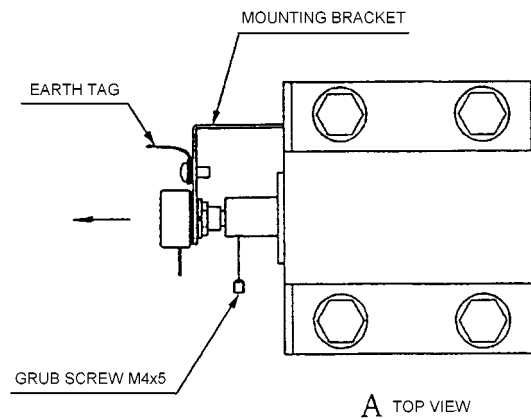
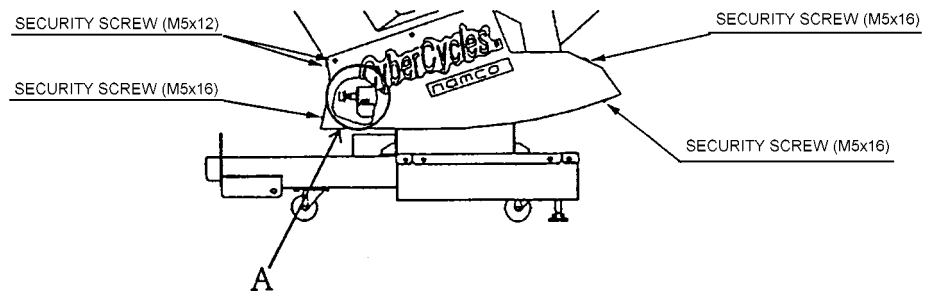
7-3-2 Replacing the Brake Control Pot

- 1) Slacken the grub screw M3X5 securing the control pot shaft to the brake assembly.
- 2) Replace the control pot ensuring that the wires are replaced to the correct terminals.
- 3) When replacing the control pot, ensure that the flat on the control shaft is in line with the grub screw.
- 4) Re-tighten the grub screw M3x5.



7-3-3 Replacing the Steering Control Pot

- 1) Remove three security screws (M5X16) and four security screws (M5x12) from the right hand bike vac-form, and remove the vac-form.
- 2) Slacken the grub screw (M4x5) to release the control pot shaft.
- 3) Replace the control pot, taking care that the wires are fitted to the correct terminals.
- 4) Re-tighten the grub screw (M4x5), ensuring that it engages the flat of the control pot shaft.
- 5) Refit the bike vac-form, and the security screws (M5x12) (M5x16).



7-4 Adjustments When Replacing Parts (Initialization)

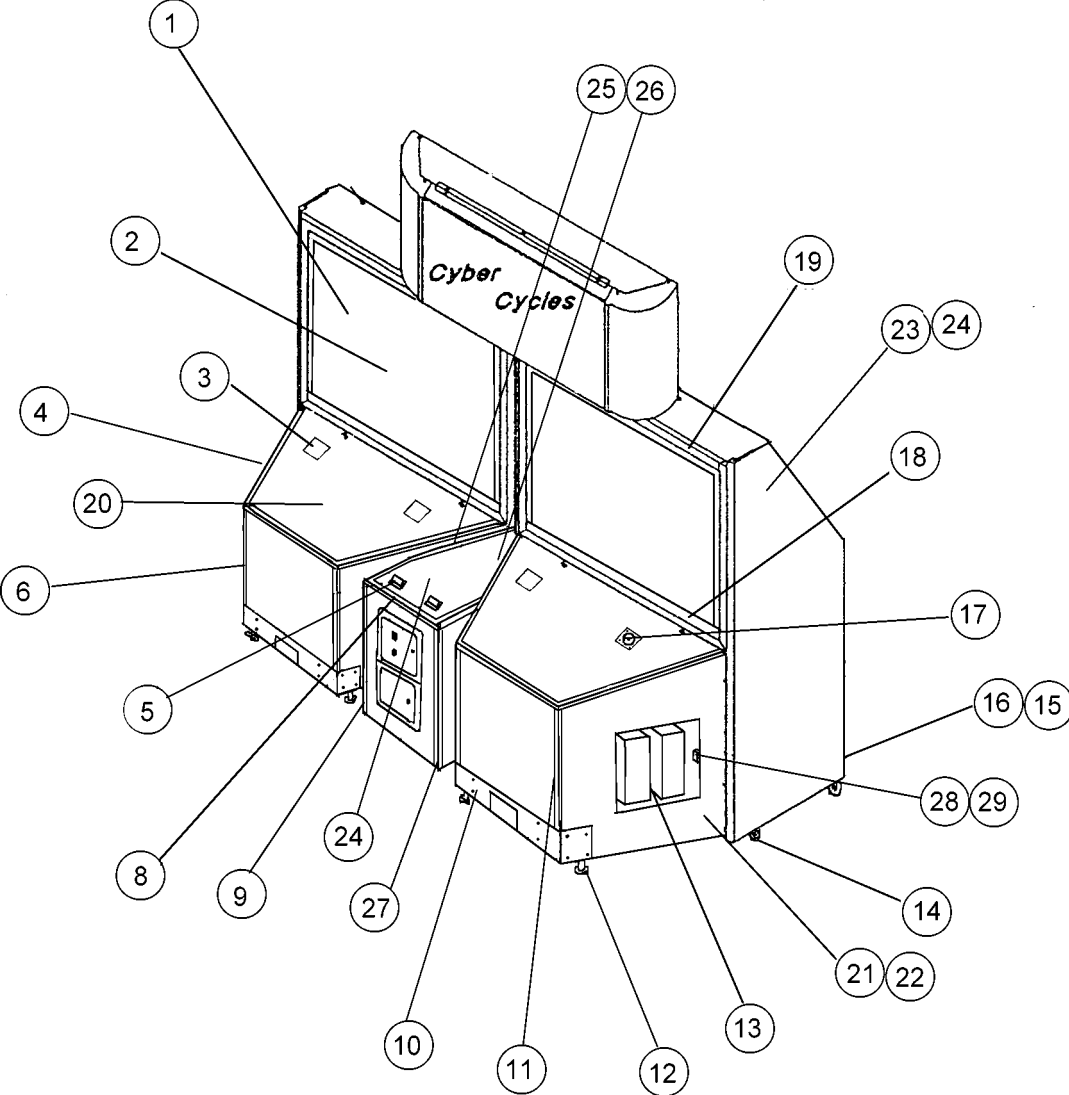
The following adjustments must always be carried out after replacing the Game PCB, ROMS, or Throttle, Brake, and Steering Control Pots.

The game will not operate correctly if these adjustments are not made.

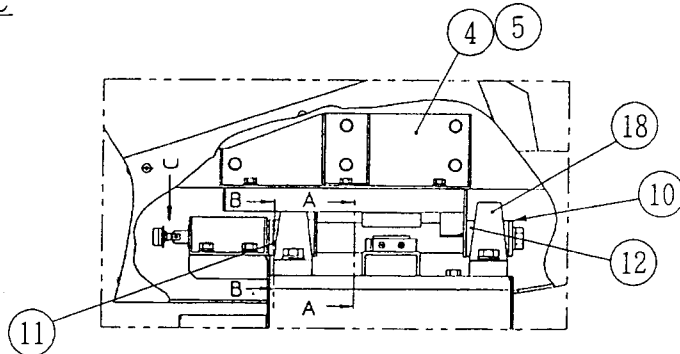
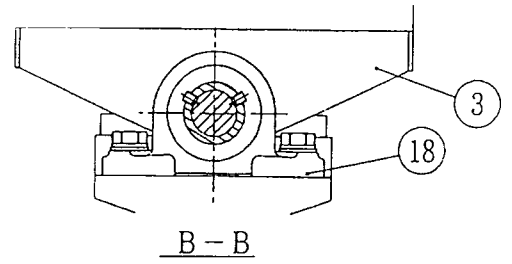
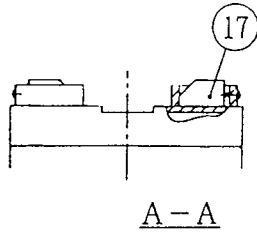
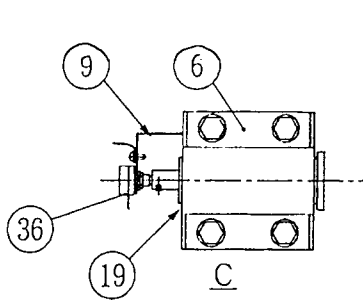
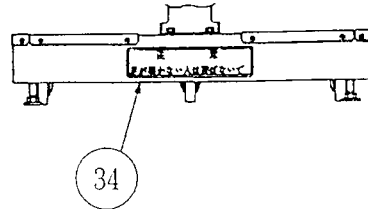
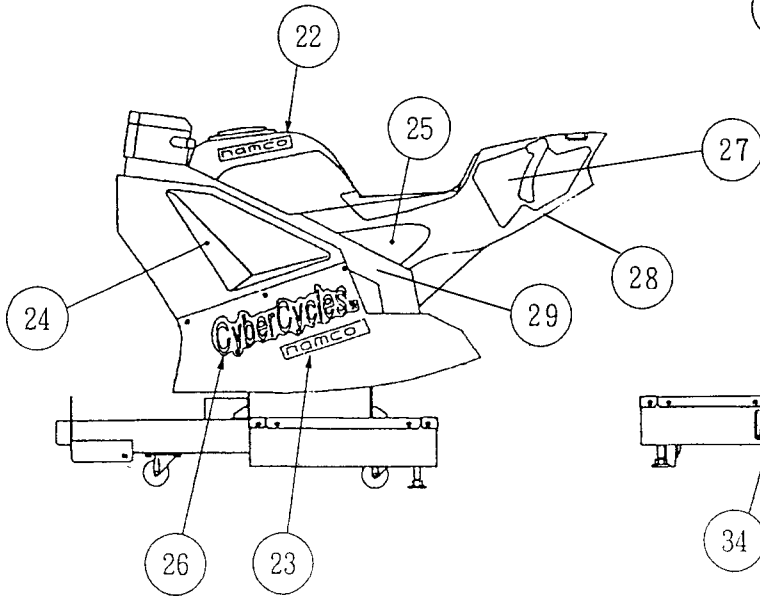
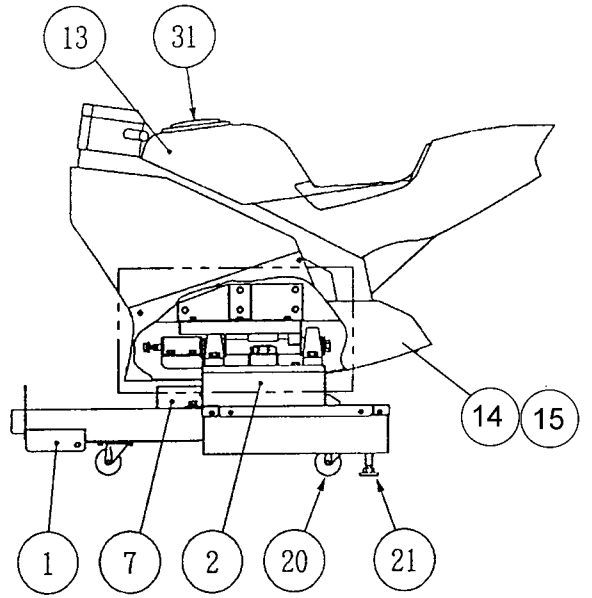
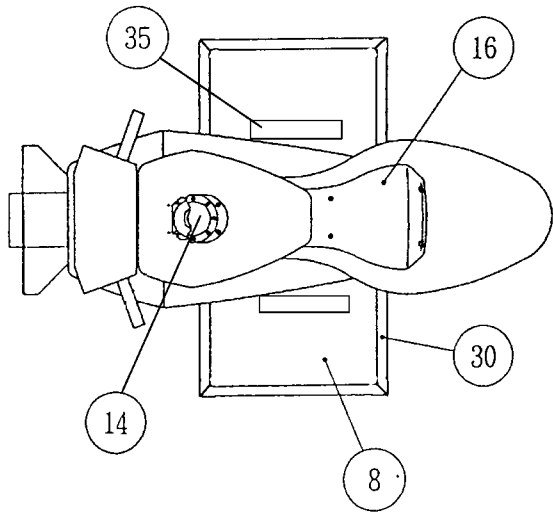
1. Ensure that the Throttle and Brake are fully released and the bike is in its central upright position.
2. Turn the Test switch on while pressing the Service switch. The following screen will be displayed.
3. Adjustment is complete when the screen displays 'Initialize Completed'.
4. Operate the Brake and Throttle together to return to the "Menu Screen".
5. Turn the Test switch OFF to return to normal game mode.

*Note:- If the 'View Change' button is flashing during standby mode, there is a problem with one of the control pots (Throttle, Brake, or Bank) not being at zero.
Enter 'Switch Test' ([See 6-3-3-1 'Switch Test' page 16](#)) to determine which pot is not at zero and either replace if faulty or reinitialize.*

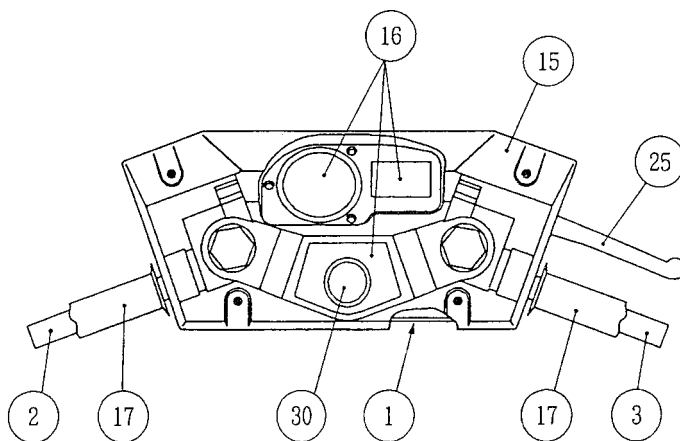
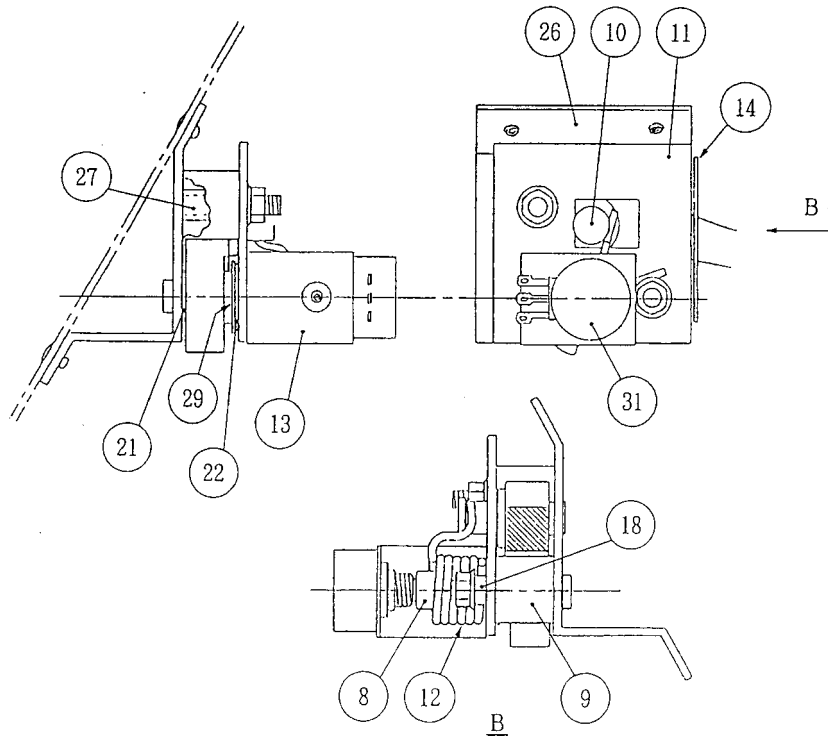
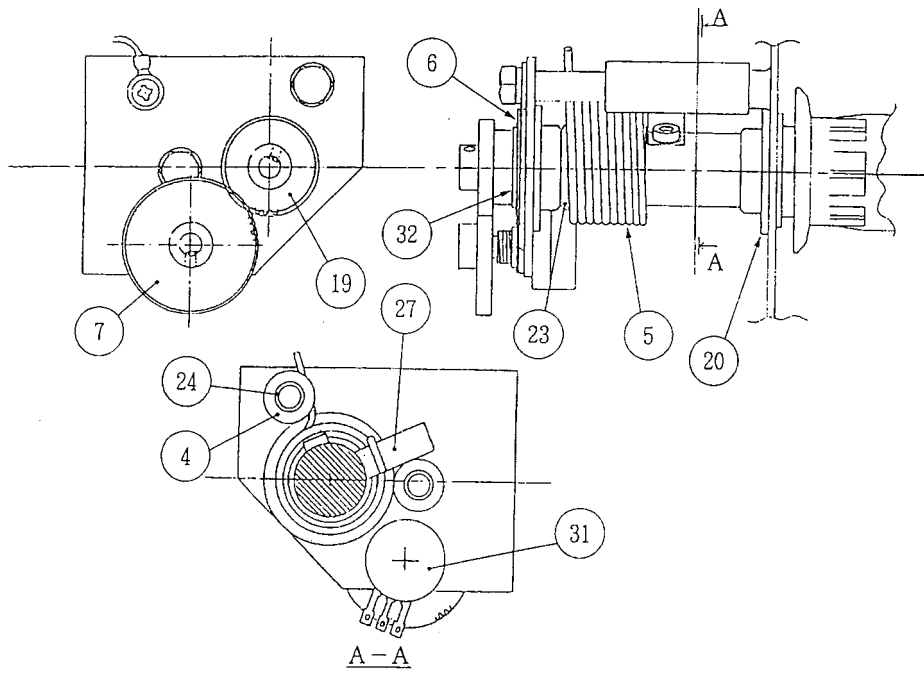
8. PARTS



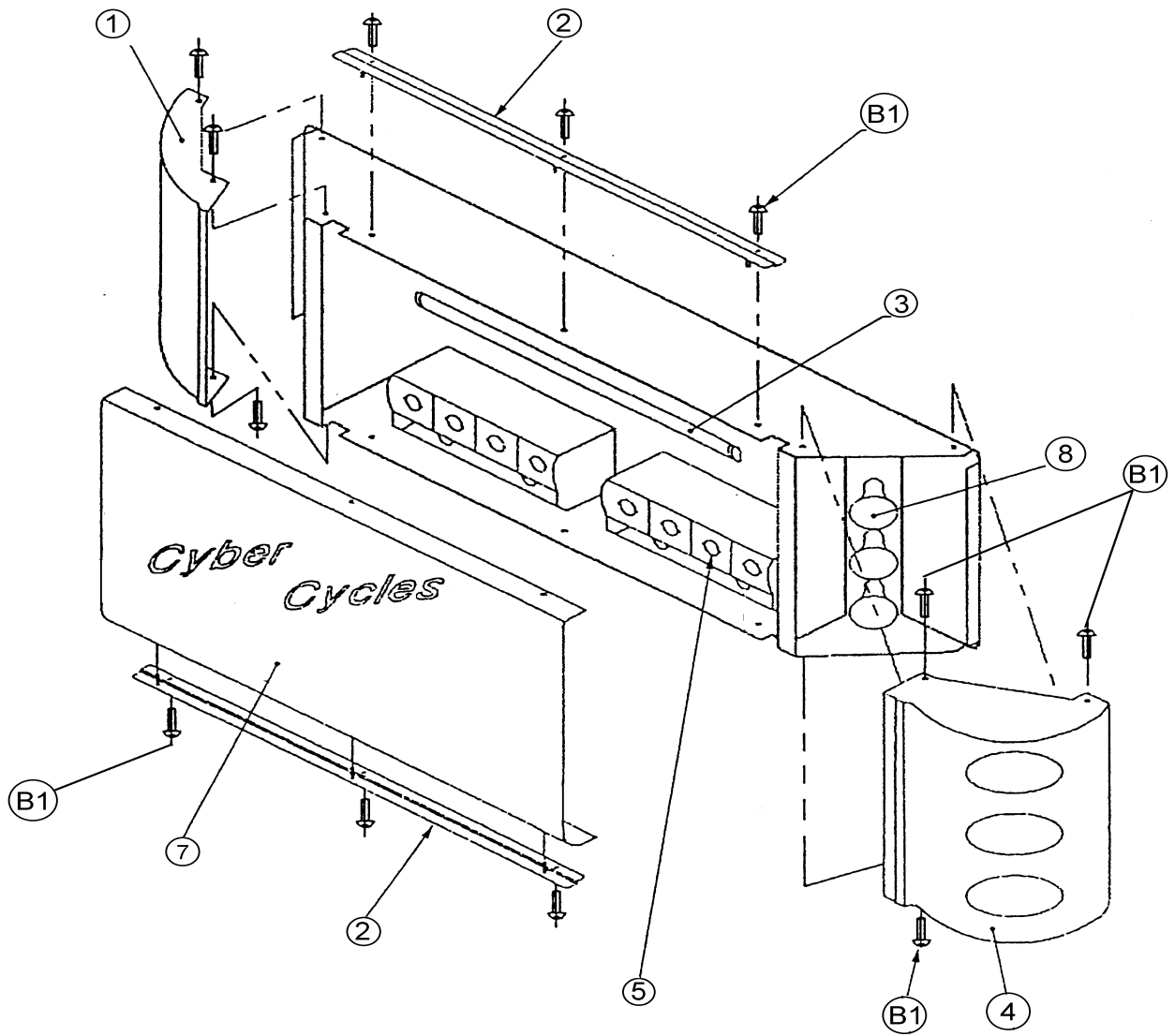
ITEM	DESCRIPTION	PART No.
1	PHILIPS 46" REAR PROJECTION MONITOR	84000003
2	FRONT GLASS	37100074
3	LOUDSPEAKER GRILLE (W / NAMCO LOGO)	45000557
4	SUS COVER BRACKET EXTENSION - TOP	45000562
5	CREDIT AVAILABLE WHEN LIT PUSHBUTTON ASSEMBLY	60200215
6	SUS COVER BRACKET EXTENSION FRONT - LHS	45000556
8	SUS COVER BRACKET COIN TOWER - TOP	45000565
9	SUS COVER BRACKET COIN TOWER FRONT - LHS	45000564
10	CYCLE JOINT BRACKET "A"	45000555
11	SUS COVER BRACKET EXTENSION - RHS	45000566
12	ADJUSTABLE FOOT M16x95	88300079
13	SMPSU 5v/30A 12v.5A	83000004
	FUSE 1..." 3A SLO-BLO	63500547
	FUSE 1..." 2A SLO-BLO	63500506
	FUSE 1..." 2A QUICK-BLO	63500504
14	SWIVEL CASTOR 75mm	59000009
15	SCHAFFNER MAINS-IN FILTER ASSY	66000016
	FUSE 20mm 5A	63500601
16	SCHAFFNER BOOT	66000017
17	4%" 20w SPEAKER	62000006
18	FRONT GLASS RETAINING BRACKET - LOWER	45000452
19	FRONT GLASS RETAINING BRACKET - UPPER	45000451
20	CABINET EXTENSION DECAL - TOP	40000258
21	CABINET EXTENSION DECAL - LHS	40000259
22	CABINET EXTENSION DECAL - RHS	40000260
23	PROJECTOR CABINET DECAL - LHS/RHS	40000256
24	COIN TOWER DECAL - TOP	40000261
25	SUS COVER BRACKET COIN TOWER FLAT - LHS	45000569
26	SUS COVER BRACKET COIN TOWER FLAT - RHS	45000570
27	SUS COVER BRACKET COIN TOWER FRONT RHS	45000563
28	INTERLOCK SWITCH D.P.D.T.	60000006
29	INTERLOCK SWITCH COVER	39000028



ITEM	DESCRIPTION	PART No.
1	CYCLE BASE FRAME	45000571
2	BEARING MOUNTING ASSEMBLY	45000492
3	ROCKER PLATE	45000494
4	ROTARY MOULDING SUPPORT BRACKET - LHS	45000515
5	ROTARY MOULDING SUPPORT BRACKET - RHS	45000516
6	ROSTA BRACKET	45000497
7	CONNECTOR COVER	45000491
8	EVA FLOOR MAT - GREY	45000489
9	POTENTIOMETER BRACKET	45000498
10	SPACER	45000499
11	SPACER	45000495
12	SPACER	45000496
13	ROTARY MOULDING - BLACK	45000501
	ROTARY MOULDING - RED	45000502
	ROTARY MOULDING - YELLOW	45000503
	ROTARY MOULDING - BLUE	45000504
14	LOWER VAC-FORM RHS - BLACK	45000505
	LOWER VAC-FORM RHS - RED	45000506
	LOWER VAC-FORM RHS - YELLOW	45000507
	LOWER VAC-FORM RHS - BLUE	45000508
15	LOWER VAC-FORM LHS - BLACK	45000509
	LOWER VAC-FORM LHS - RED	45000510
	LOWER VAC-FORM LHS - YELLOW	45000511
	LOWER VAC-FORM LHS - BLUE	45000512
14	4% ^ø 20w SPEAKER	62000006
16	SEAT VAC-FORM	45000513
17	END OF STROKE BUMPER	88300634
18	PILLOW BEARING - FYH / UPC 207	88300633
19	ROSTA SPRING - DR-S27 X 100	XEH09-261-- 262
20	SWIVEL CASTOR 65mm	59000002
21	ADJUSTABLE FOOT M16x95	88300079
22	NAMCO LOGO - ROTARY MOULDING	40000238
23	NAMCO LOGO - VAC-FORM	40000236
24	AIR INTAKE DECAL FRONT - LHS	40000241
	AIR INTAKE DECAL FRONT - RHS	40000242
25	AIR INTAKE DECAL SIDE - LHS	40000243
	AIR INTAKE DECAL SIDE - RHS	40000244
26	CYBER CYCLES LOGO VAC FORM	40000237
27	REAR DECAL ROTARY MOULDING - LHS	40000239
	REAR DECAL ROTARY MOULDING - RHS	40000240
28	CHROME DECAL REAR UNDERSIDE	40000245
29	CHROME DECAL SIDE - LHS	40000246
	CHROME DECAL SIDE - RHS	40000247
30	SUS 430 FLOOR MAT COVER BRACKET	450000490
31	FILLER CAP VAC-FORM	X61700626
34	CYCLE BASE SAFETY DECAL - REAR	40000262
35	CYCLE BASE SAFETY DECAL - LHS/RHS	40000263
36	POTENTIOMETER	X00800023

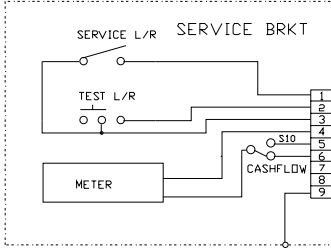


ITEM	DESCRIPTION
1	HANDLE BASE
2	GRIP SHAFT (A)
3	GRIP SHAFT (B)
4	THROTTLE STOPPER
5	THROTTLE SPRING
6	WASHER PLATE
7	THROTTLE GEAR
8	BRAKE PIN
9	BRAKE STOPPER
10	STOPPER ROD
11	UPPER BRAKE PLATE
12	BRAKE SPRING
13	BRAKE CONTROL POT BRACKET
14	SLIDE PLATE
15	HANDLE COVER
16	DECAL SET
17	RUBBER GRIP
18	SPRING SPACER
19	GRIP SHAFT GEAR
20	FLANGE BUSHING - LFF 2010
21	FLANGE BUSHING - LFF 0705
22	FLANGE BUSHING - LFF 1015
23	FLANGE BUSHING - 80B 2025
24	THROTTLE SPACER
25	BRAKE LEVER
26	BRAKE BASE
27	BRAKE SPACER
28	THROTTLE PIN
29	BRAKE WASHER
30	PUSHBUTTON ASSY
31	POTENTIOMETER
32	'C' CLIP



ITEM	DESCRIPTION	PART No.
1	RACE START VAC-FORM - LHS	45000452
2	TOP ACRYLIC RETAINING BRACKET	45000537
3	3ft FLOURESCENT TUBE	64500013
4	RACE START VAC-FORM - RHS	45000453
5	E14 25watt GOLF BALL LAMP	64000084
7	TOP ACRYLIC	30000040
8	E14 25watt REAR SILVERWED LAMP	64000083
B1	M5x16 SUS SECURITY BUTTON HEAD SCREW	26300032

CYBER CYCLES 46"

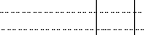
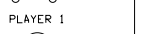


MARS CASHFLOW

1	1	
2	2	PINK
3	3	PINK
4	4	YEL/BLK
5	5	RE D/BLU
6	6	PNK/BLU
7	7	YEL
8	8	GRY
9	9	RE D/BLK
10	10	
11	11	BLK
12	12	GRY/BLU
13	13	GRY/BLK
14	14	GRY/RED
15	15	
16	16	
17	17	
18	18	
19	19	

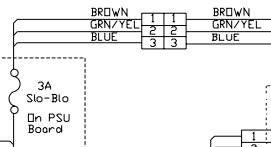
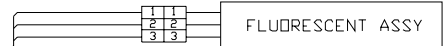
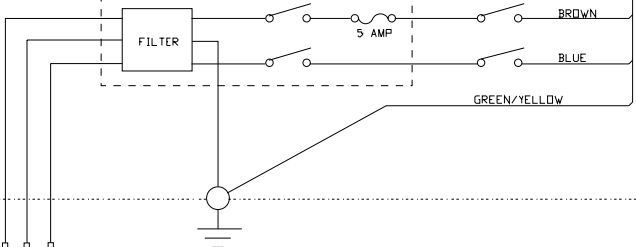
1	1	GREY (GRY/BLK)
2	2	RED/BLK
3	3	YEL/BLK

1	1	GRN/YEL
2	2	GRN/YEL
3	3	GRN/YEL
4	4	GRN/YEL



CREDIT DISPENSE

SCHAFFNER MAINS-IN ASSY



LAMP DRIVER PCB

1	1	YELLOW LAMP
2	2	GREEN LAMP
3	3	LEADER LAMPS
4	4	RED LAMP
5	5	POSITION 4 LAMP
6	6	SSR COMMON
7	7	POSITION 3 LAMP
8	8	POSITION 2 LAMP
9	9	POSITION 1 LAMP

1	1	LEADER 1 LAMPS	1	1
2	2	240V AC INPUT	2	2
3	3	GREEN LAMP	3	3
4	4	RED LAMP	4	4
5	5	POSITION 4 LAMP	5	5
6	6	POSITION 1 LAMP	6	6
7	7	YELLOW LAMP	7	7
8	8	RED LAMP	8	8
9	9	POSITION 2 LAMP	9	9
10	10	POSITION 3 LAMP	10	10
11	11	POSITION 4 LAMP	11	11
12	12	POSITION 1 LAMP	12	12



SWITCH MODE POWER SUPPLY

+5V	1	1	RED
+5V	2	2	RED
+5V	3	3	RED
+5V	4	4	RED
GND	5	5	BLACK
GND	6	6	BLACK
GND	7	7	BLACK
+12V	8	8	BLACK
+12V	9	9	YELLOW
+12V	10	10	YELLOW
GND	11	11	BLACK
GND	12	12	BLACK

BRN	1	1	240v AC
GRN/YEL	2	2	EARTH
BLU	3	3	240v AC

BRNGMA (L)	1	1	BLU
RINGK (L)	2	2	GRN
RINGOUT (L)	3	3	RED
SCREEN	4	4	YEL
BRNGMA (R)	5	5	BLU
RINGK (R)	6	6	GRN
RINGOUT (R)	7	7	RED
SCREEN	8	8	YEL



LINK PCB

240v AC MAINS IN

