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INSTRUCTION MANUAL

Service #

708-215-5100

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OVER DRIVE PARTS LIST

Part #	Description
30124	Green Start Button
30141	Tubular Button
35201	ISO Trans
35404	Complete Power Supply
40101	Coin Door w/Meter
40203	M/Bracket
40204	Monitor Bracket
40301	Tempered Glass
40306	Marquee Plexi
40509	19" Vert. Monitor
40604	Light Shield
40605	FCC Cage
40610	Bezel 19"
40700	Light Fixture
40702	Bulb
40801	Lock
40802	Spur Washer
602628	Button Plate
775505	S/Contra Corner Post
789003	Over Drive PCB
789011A	DC Harness C/Door
789011B	DC Harness RGB
789011C	DC Harness Speaker
789011D	DC Harness Main
789011E	DC Harness C/Panel
789012A	AC Harness Monitor
789012B	AC Harness Switch
789012C	AC Harness Main
789100	Over Drive CPO
789101	Over Drive Play Inst.
789200	Over Drive Marquee
789300	Over Drive Top Decal
789301	Over Drive Side Decal
789400	Over Drive Manual
789600	Over Drive 19" Cabinet
789700	Over Drive Bezel
789901	Steering Unit
789902	Gear Shift Unit
789903	Foot Pedal
789653	Steering Spring
789654	Accl. Spring
789655	Steering Pot

IMPORTANT SELF TEST INFO

**Over Drive Runs A Self Test
Automatically When Turned On!**

**Do Not Touch The Steering Wheel
When Turning Game On!**

During self test the Over Drive C.P.U. checks the steering unit for proper alignment. If the steering wheel is not aligned properly, the game will not continue! The message VOLUME ERROR will appear on screen. Next to volume error will be a number. This number must be adjusted between 70 and 90. The ideal adjustment is 80.

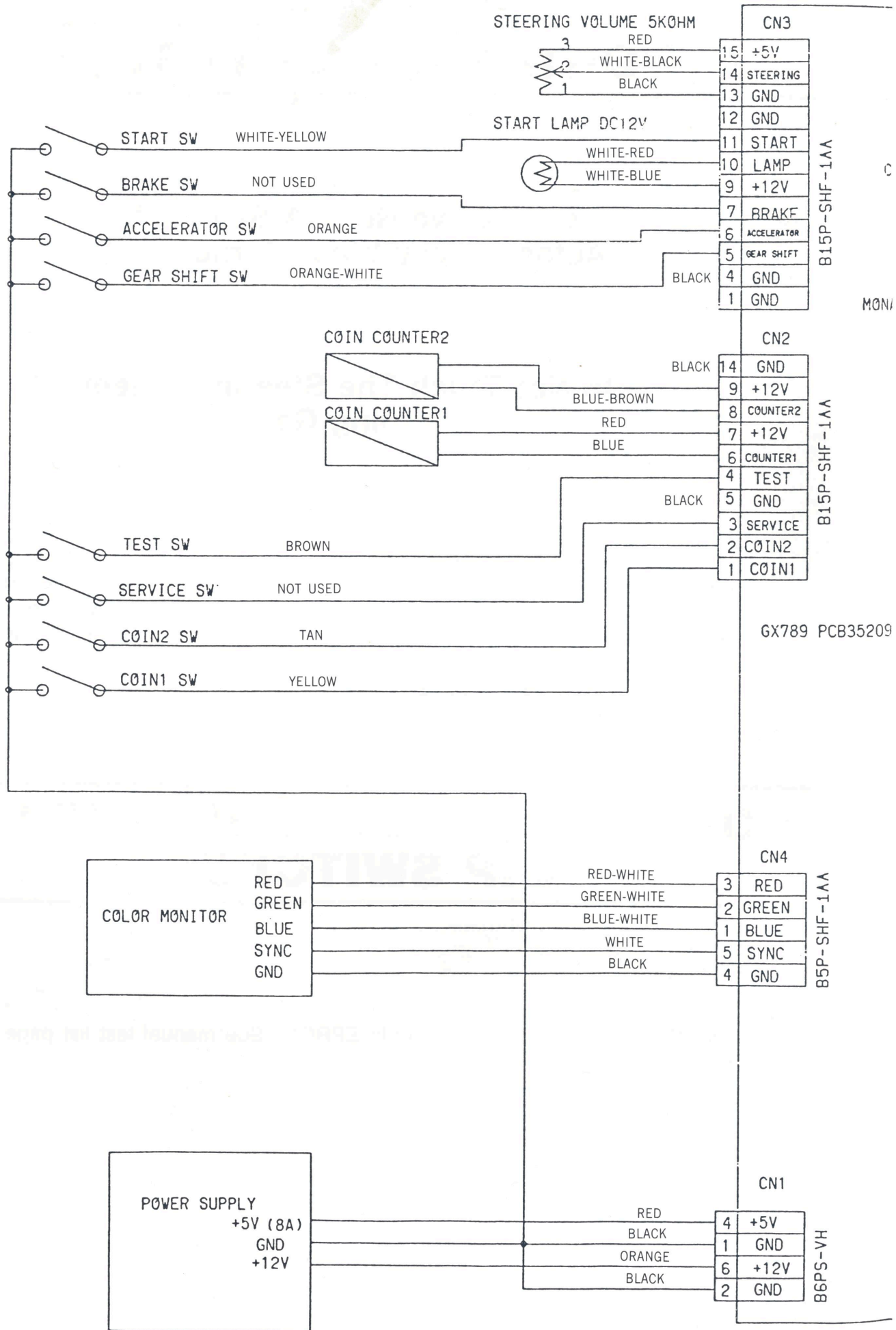
See Page 6

OVER DRIVE DOESN'T UTILIZE DIP SWITCHES!

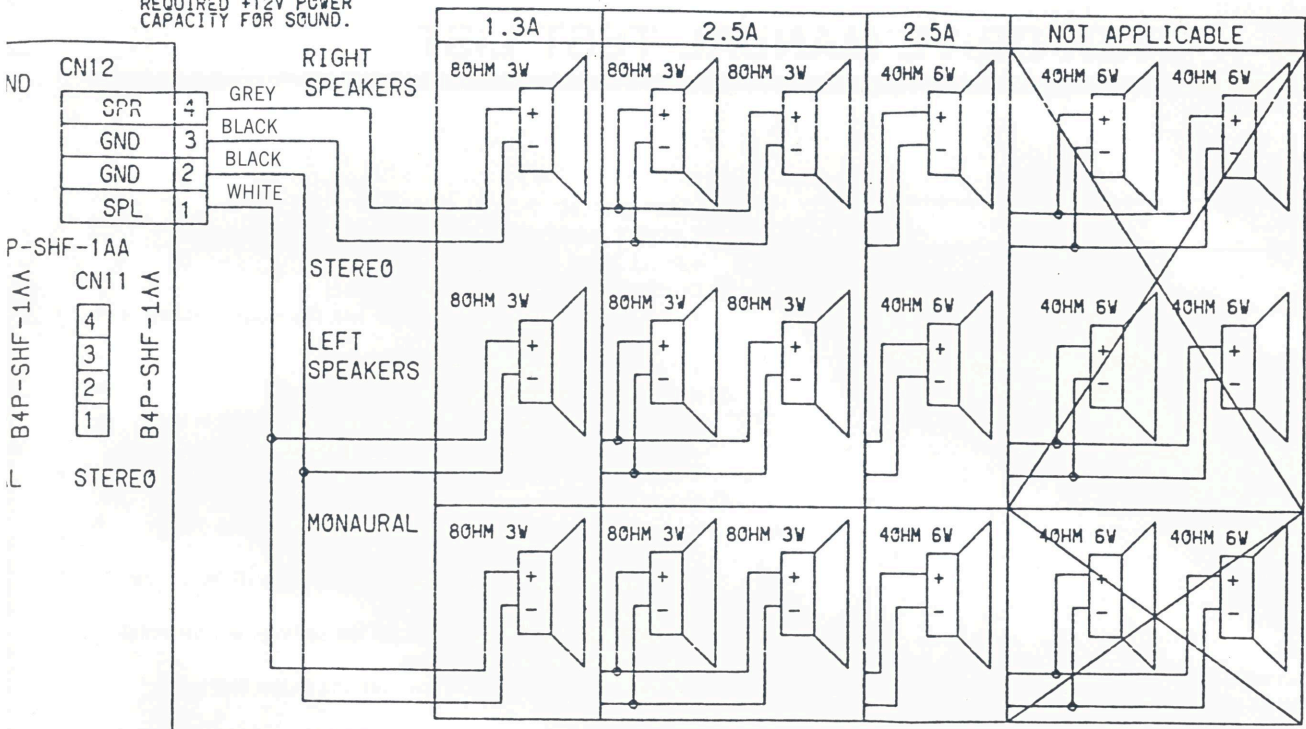
All DIP switch information is held in EPROM. See manual test list page for game set up.

See Page 5

WIRING DIAGRAM



REQUIRED +12V PCWER
CAPACITY FOR SOUND.



-NOTE-

YOU CANNOT USE BOTH
STEREO AND MONAURAL
OUTPUTS AT THE SAME TIME.

NOT USE
CN5

NOT USE
CN9

POWER SUPPLY WIRING & COLORS

- 9 Pin Connector — DC Output for Circuit Board
 - Pin 1 thru 3 — +5V/Red
 - Pin 4 thru 6 — Ground/Black
 - Pin 7 — -5V Not Used
 - Pin 8 — +12V/Yellow
 - Pin 9 — Not Used
- 3 Pin Connector — AC Output for ISO Transformer
 - Pin 1 — AC Line/Brown
 - Pin 2 — AC Ground/Green
 - Pin 3 — AC Neutral/Blue
- 4 Pin Connector — for On/Off Switch
 - Pin 1 — AC Line from Power Cord/Brown
 - Pin 2 — AC Neutral from Power Cord/Blue
 - Pin 3 — AC Line to Power Supply/White
 - Pin 4 — AC Neutral to Power Supply/Black

*NOTE: Colors of wire may change after connectors

OVER DRIVE MANUAL TEST LIST

MANUAL TEST

(1) How to start

Press TEST SWITCH inside the cabinet.

(2) Test items

Following are the pages of TEST MODE. Press TEST SWITCH to go on to the next page.

1. ROM CHECK
2. SCREEN CHECK
3. COLOR CHECK
4. CONTROL READ CHECK
5. SOUND CHECK
6. DIPSWITCH CHECK
7. LAMP CHECK
8. OPERATION CHECK
9. RECORD CHECK
10. MODE CHANGE

(3) How to return to game mode.

Select GAME MODE at the MODE CHANGE page. Use START SWITCH to select and press TEST SWITCH.

(4) Operation of each check item

① ROM CHECK

- "NOW CHECKING"... ROMs are being checked.
- "MASK ROM OK"... All the character and sound D/A ROMs are OK.
- "MASK ROM BAD"... Check sums of all the ROMs are displayed and faulty ROMs are shown as "BAD."
- Press TEST SWITCH for next check.

② SCREEN CHECK (Picture distortion)

- Adjust focus, alignment, size, etc. using the cross-hatch screen.
- Press TEST SWITCH for next check.

③ COLOR CHECK

- Adjust color brightness.
- Press TEST SWITCH for next check.

④ CONTROL READ CHECK

- Check gear lever, accelerator, brake pedal and all the switches to see "1" when switching ON.
- Adjust steering wheel volume level to show the figure between 70H and 8FH.
- Press TEST SWITCH for next check.

⑤ SOUND CHECK

- Turn steering wheel to call next sound code.
- Press TEST SWITCH for next check.

⑥ DIPSWITCH CHECK (Game set-up)

- **This game does not utilize DIP SWITCHES as the other KONAMI games do. Game set-up can be done on this page.**
- **Press START BUTTON to move cursor on the screen and turn steering wheel to modify setting.**
- **Press TEST SWITCH for next check.**

⑦ LAMP CHECK

- START SWITCH turns ON and OFF automatically.
- Press TEST SWITCH for next check.

⑧ OPERATION CHECK (Game statistics)

- This page displays playing time and the stage reached of the last 32 plays.
- Press TEST SWITCH for next check.

⑨ RECORD CHECK (Game record)

- This page shows the TOP 3 players' data: their initials, scores and the maximum speed achieved by each player.
- Use START SWITCH to move the cursor on the screen.

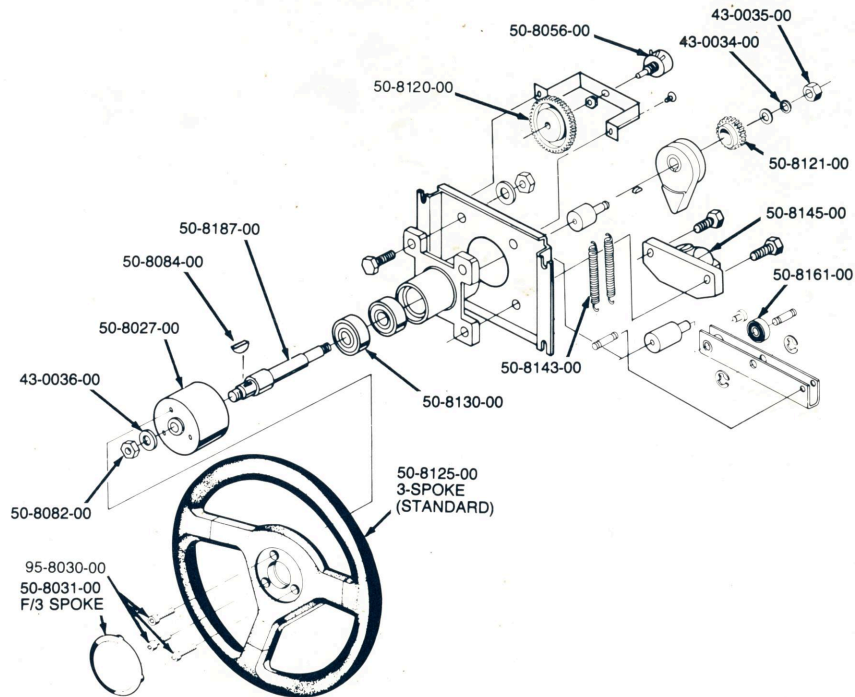
⑩ MODE CHANGE

- Use START SWITCH to move cursor and press TEST SWITCH.
- If CHECK MODE is selected, the first page (ROM check) starts.
- If EEPROM INIT is selected, all the settings will be initialized to the exfactory settings.
- Pressing TEST SWITCH also returns to the first page.

STEERING UNIT DIAGRAM

To Adjust Steering:
IE: VOLUME ERROR

Remove the 5K potentiometer bracket, adjust volume level of the 5K pot. to 80. Align gears and remount the pot. bracket.

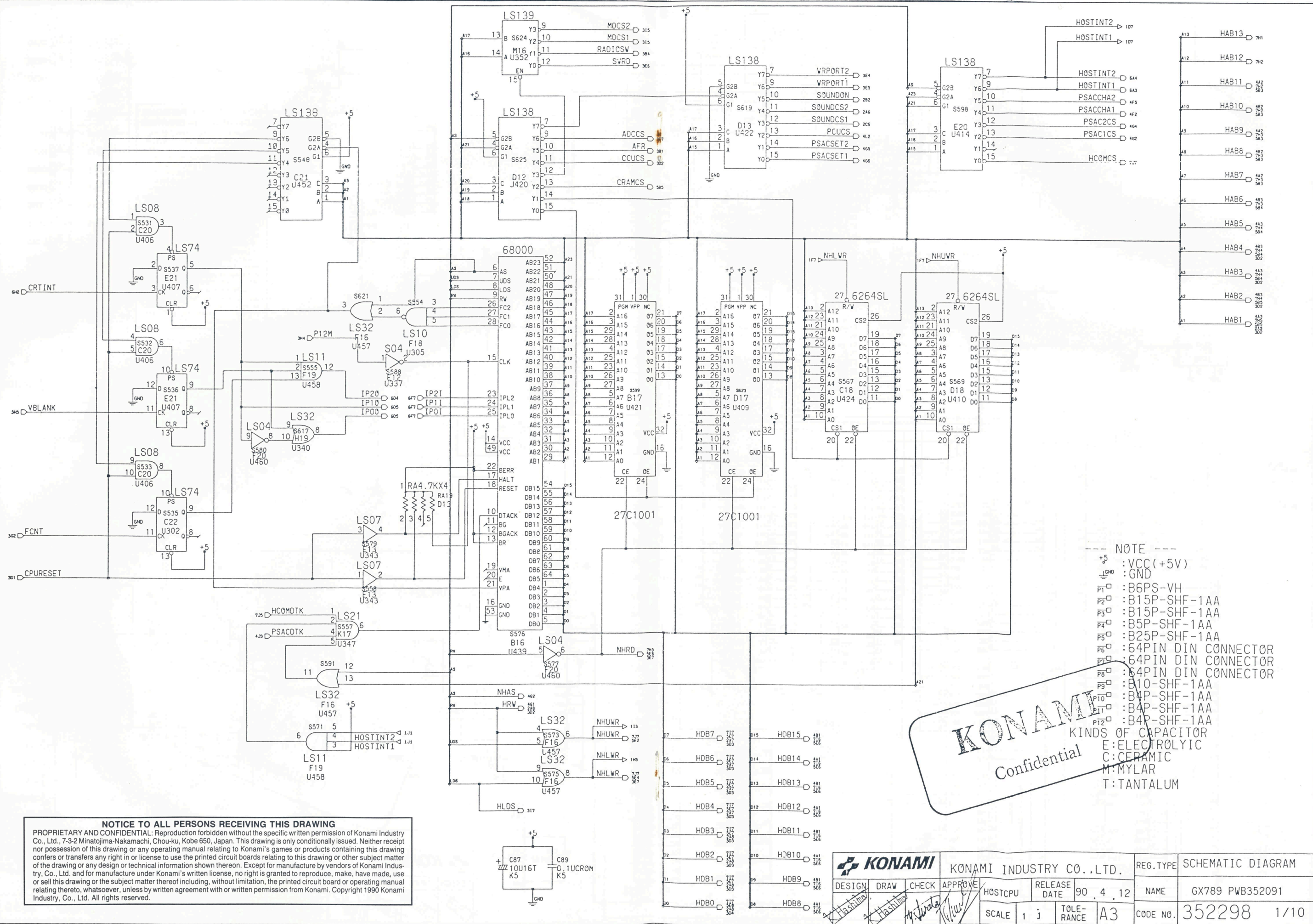


- 43-0035-00—M-10 Nut
- 43-0034-00—M10 Lock-Washer
- 50-8056-00—5K Potentiometer
- 50-8120-00—Gear, Pot. Shaft
- 50-8187-00—Main Shaft
- 50-8084-00—Key
- 50-8027-00—Hub
- 43-0036-00—M12 Lockwasher
- 50-8082-00—M12 Nut
- 95-8030-00—Screws
- 50-8031-00—Cap
F/3—Spoke
- 50-8125-00—Wheel
3—Spoke
- 50-8130-00—Bearing
- 50-8143-00—Spring
- 50-8161-00—Bearing
- 50-8145-00—Rubber Stop
- 50-8121-00—Gear, Main Shaft

Steering Unit Manufactured By

HAPP CONTROLS, inc.

Manufacturer of Electronic Controls
708-593-6130

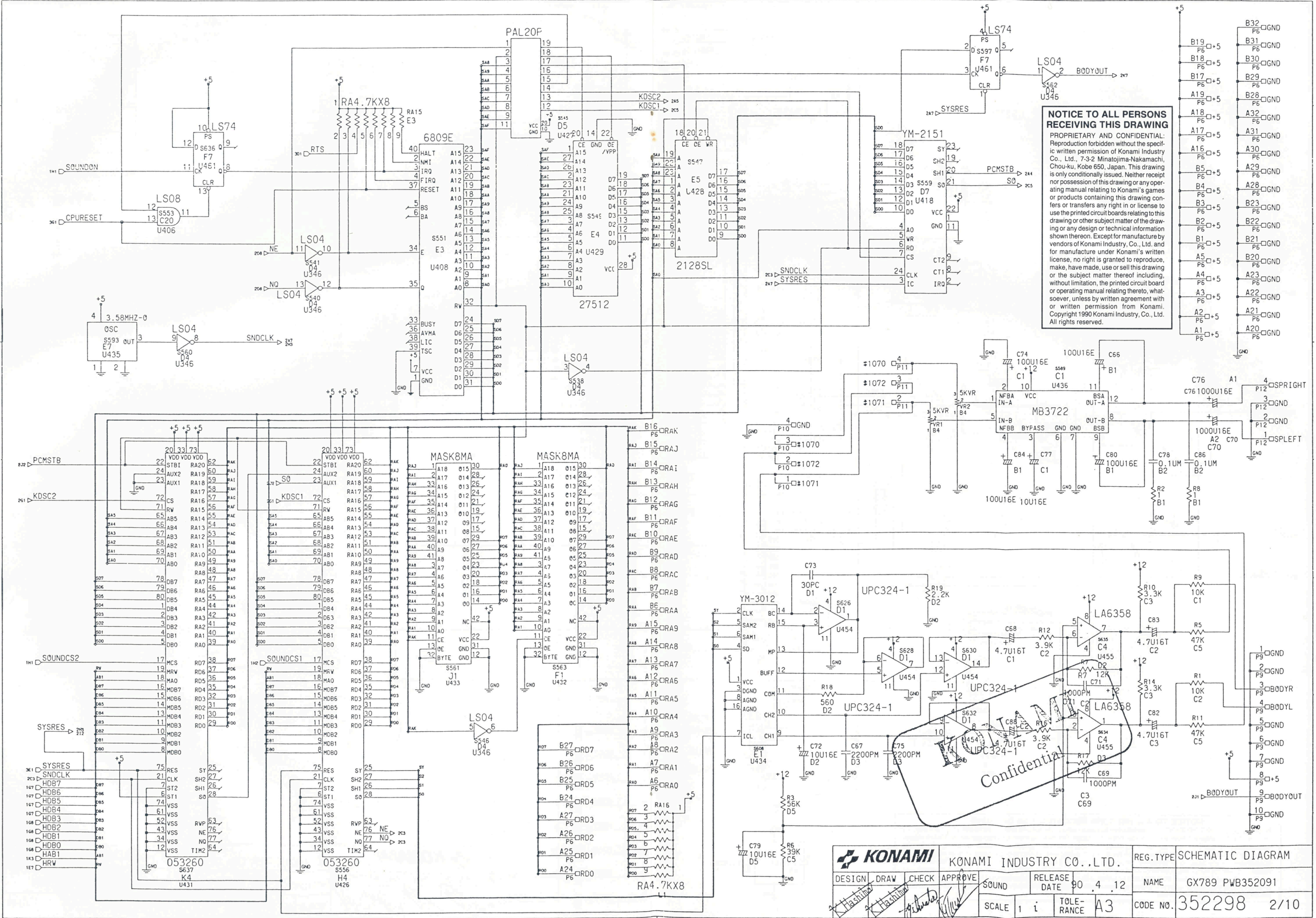


- NOTE
- +5 : VCC(+5V)
 - GND : GND
 - P1 : B6PS-VH
 - P2 : B15P-SHF-1AA
 - P3 : B15P-SHF-1AA
 - P4 : B5P-SHF-1AA
 - P5 : B25P-SHF-1AA
 - P6 : 64PIN DIN CONNECTOR
 - P7 : 64PIN DIN CONNECTOR
 - P8 : 64PIN DIN CONNECTOR
 - P9 : B10-SHF-1AA
 - P10 : B4P-SHF-1AA
 - P11 : B4P-SHF-1AA
 - P12 : B4P-SHF-1AA
- KINDS OF CAPACITOR
 E: ELECTROLYIC
 C: CERAMIC
 M: MYLAR
 T: TANTALUM



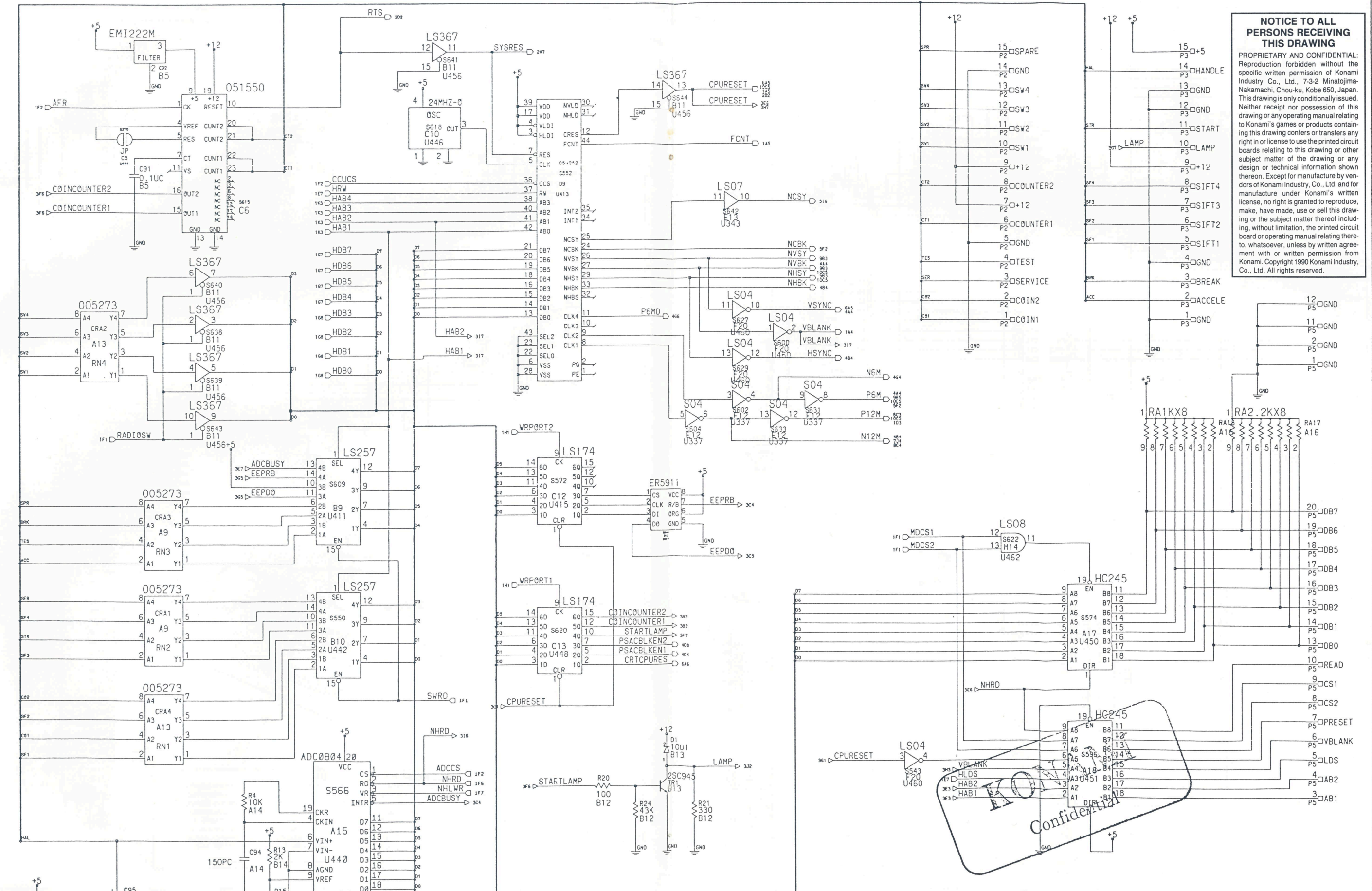
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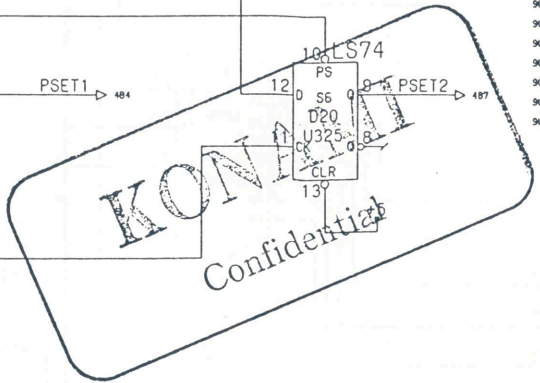
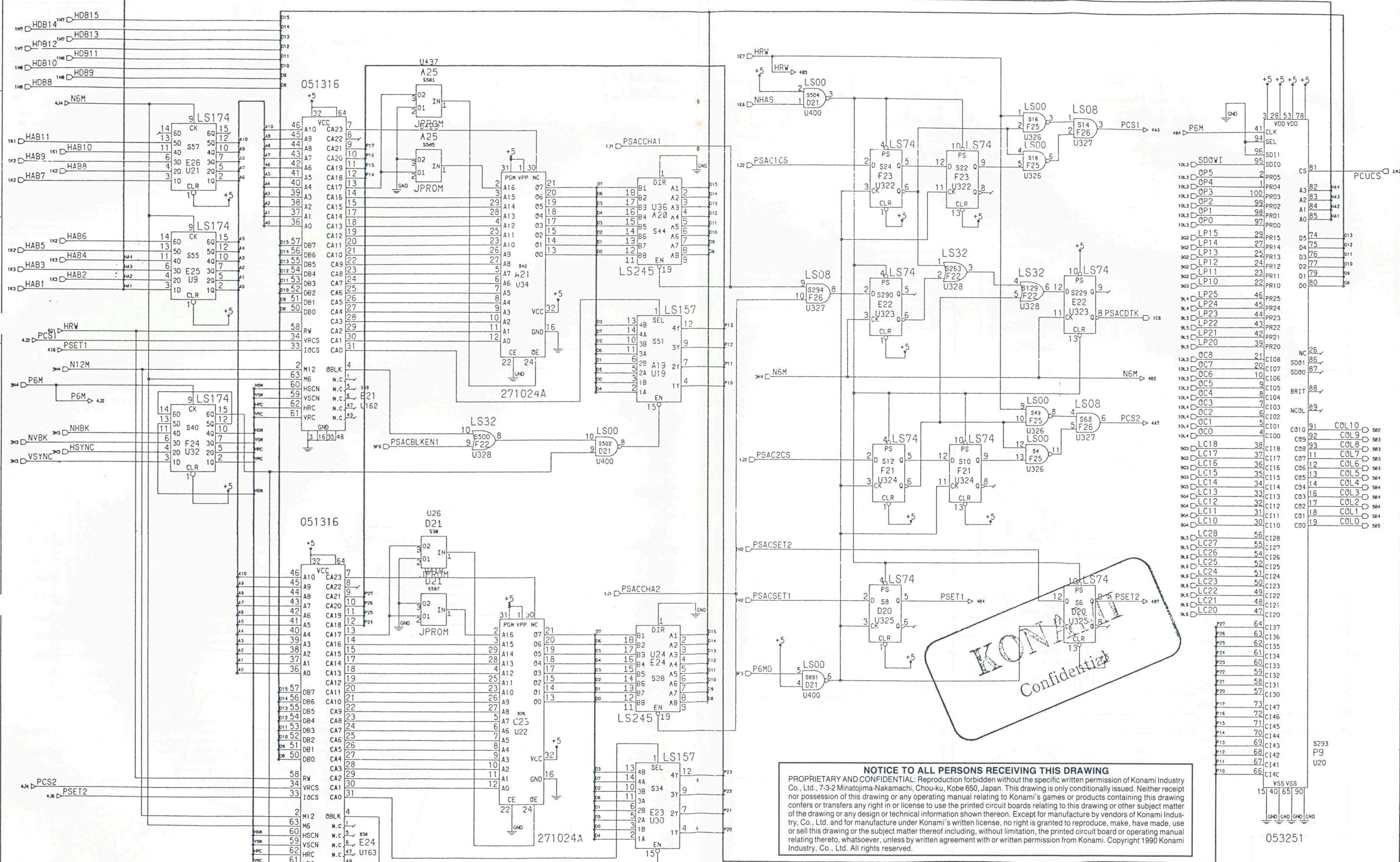
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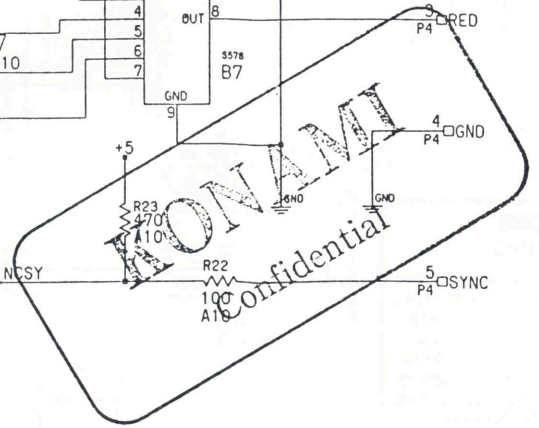
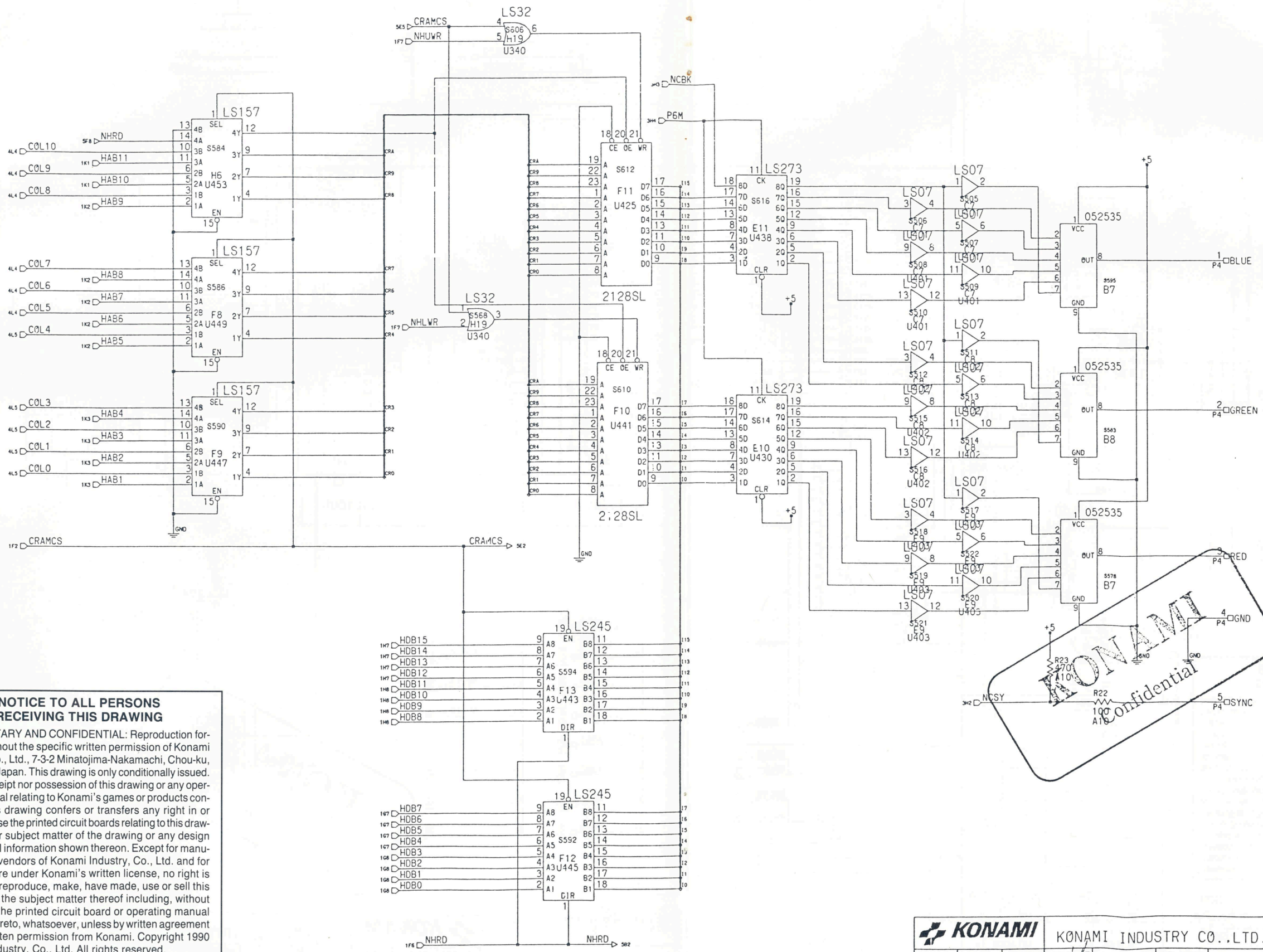
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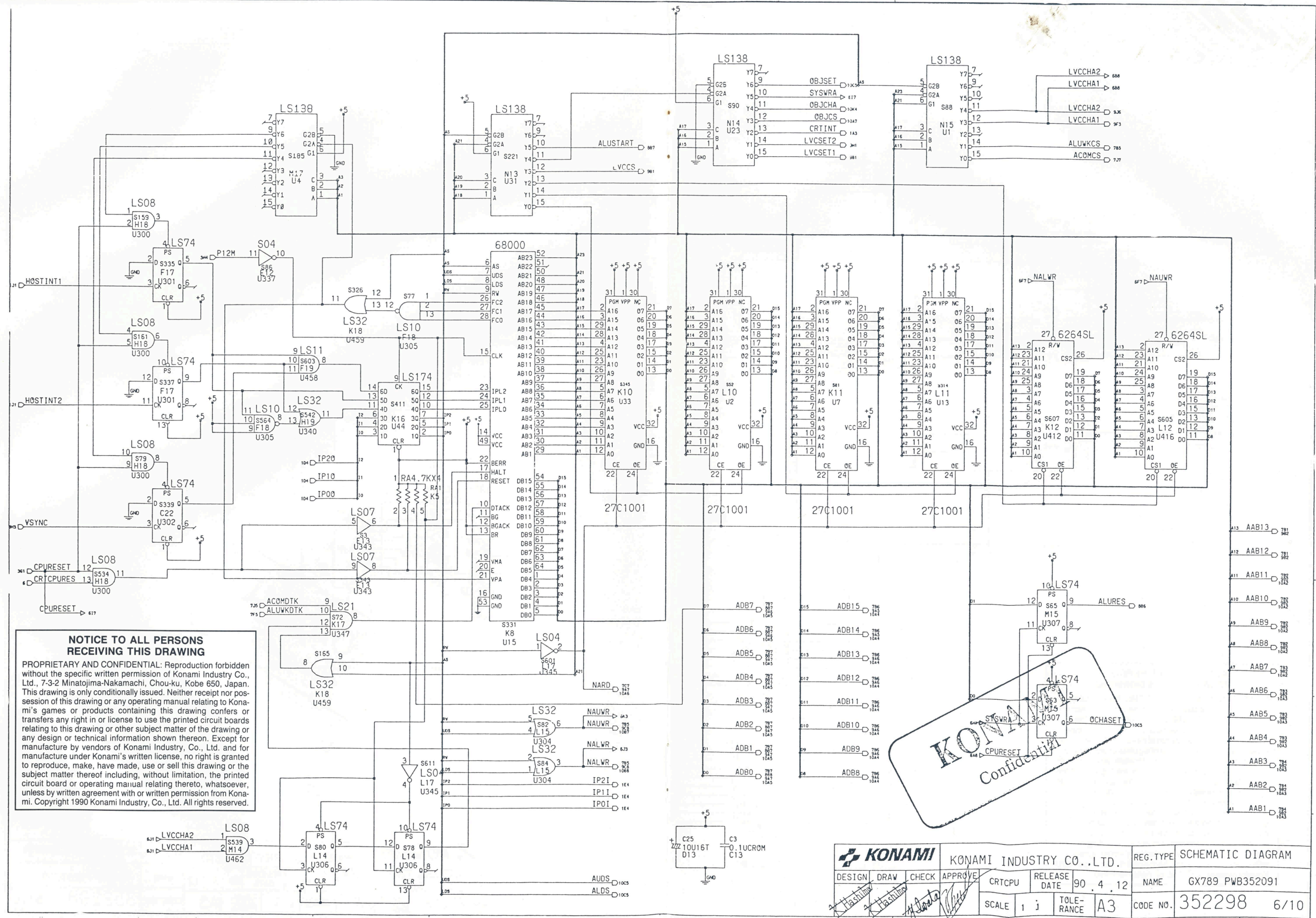
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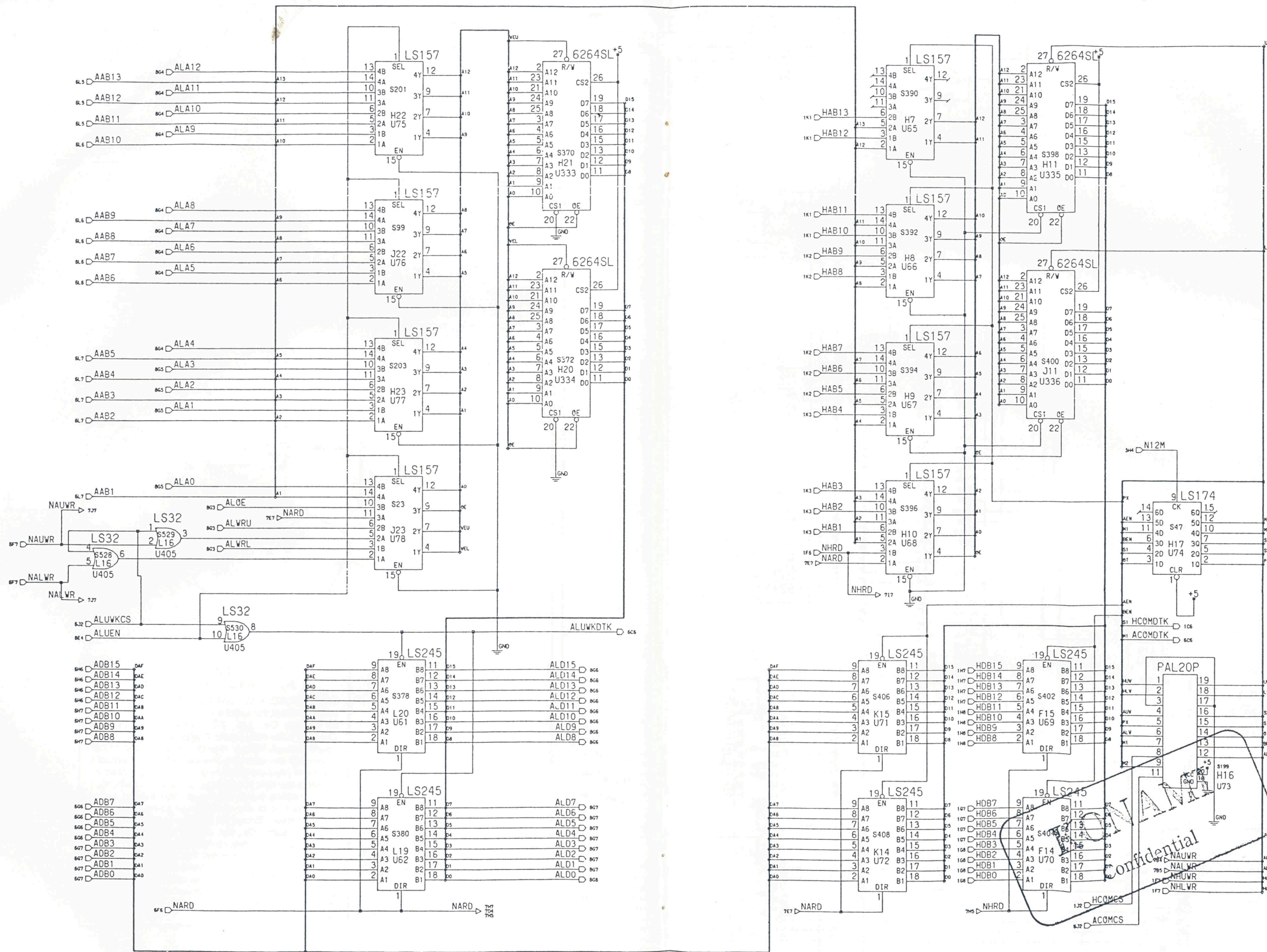
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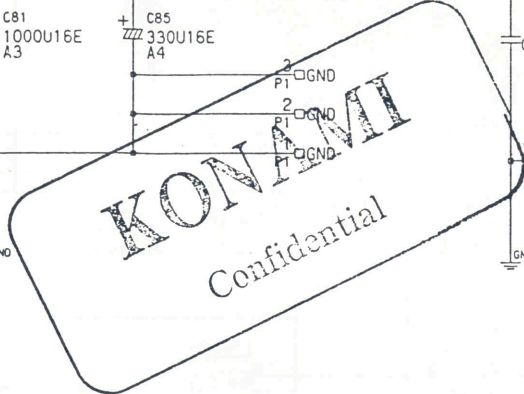
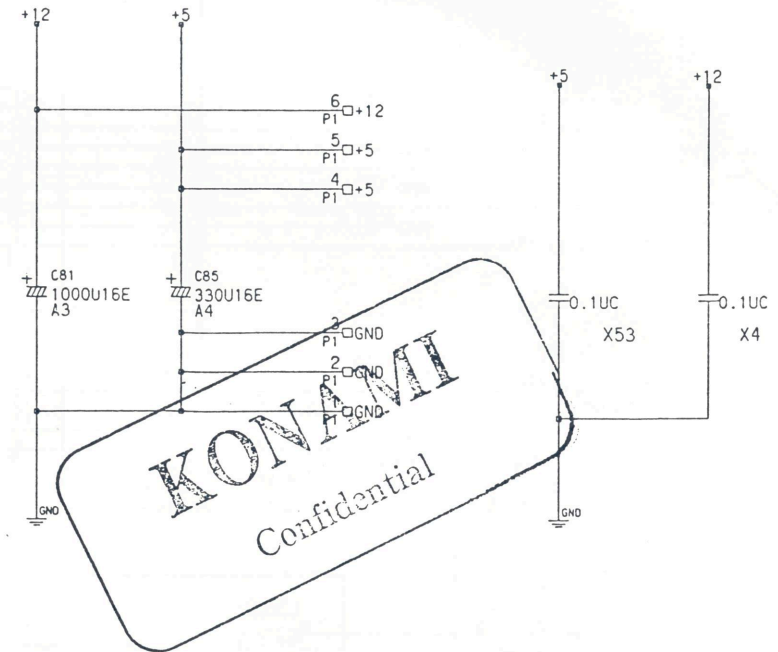
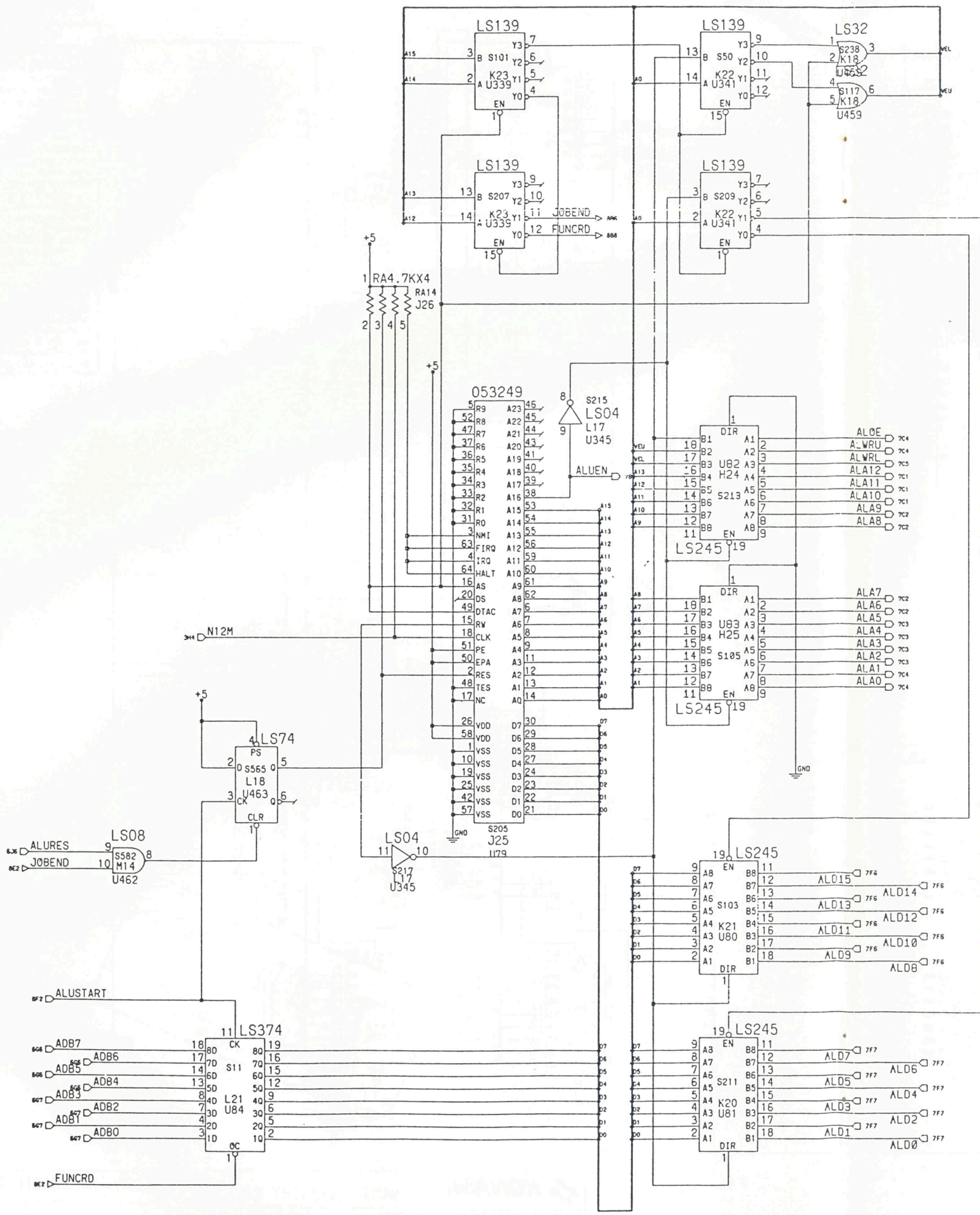
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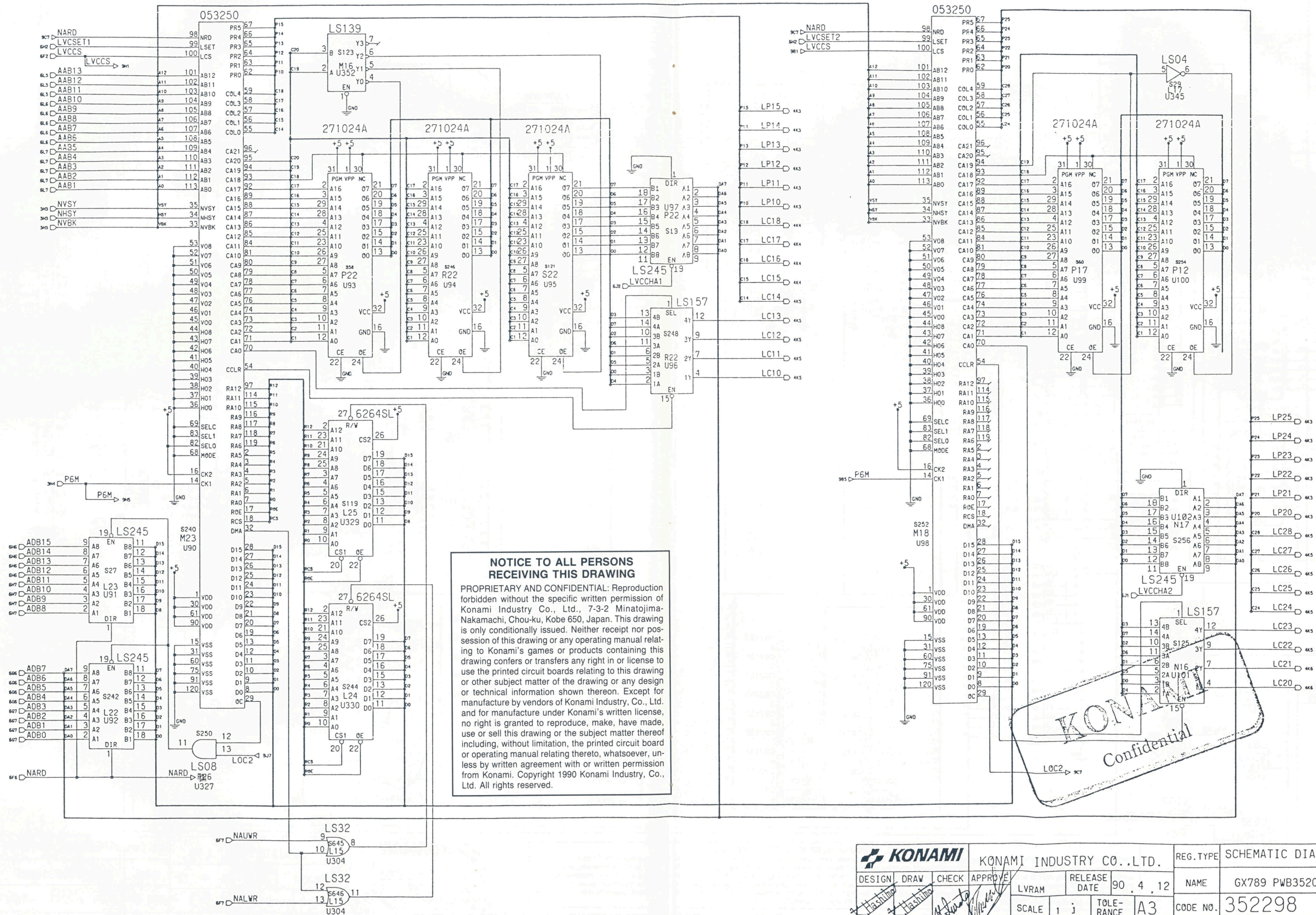
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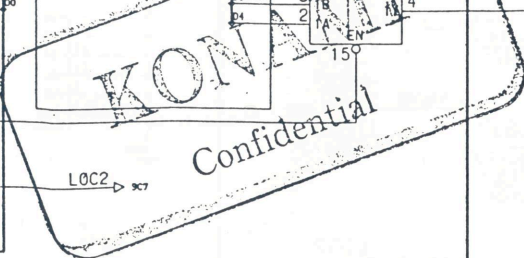
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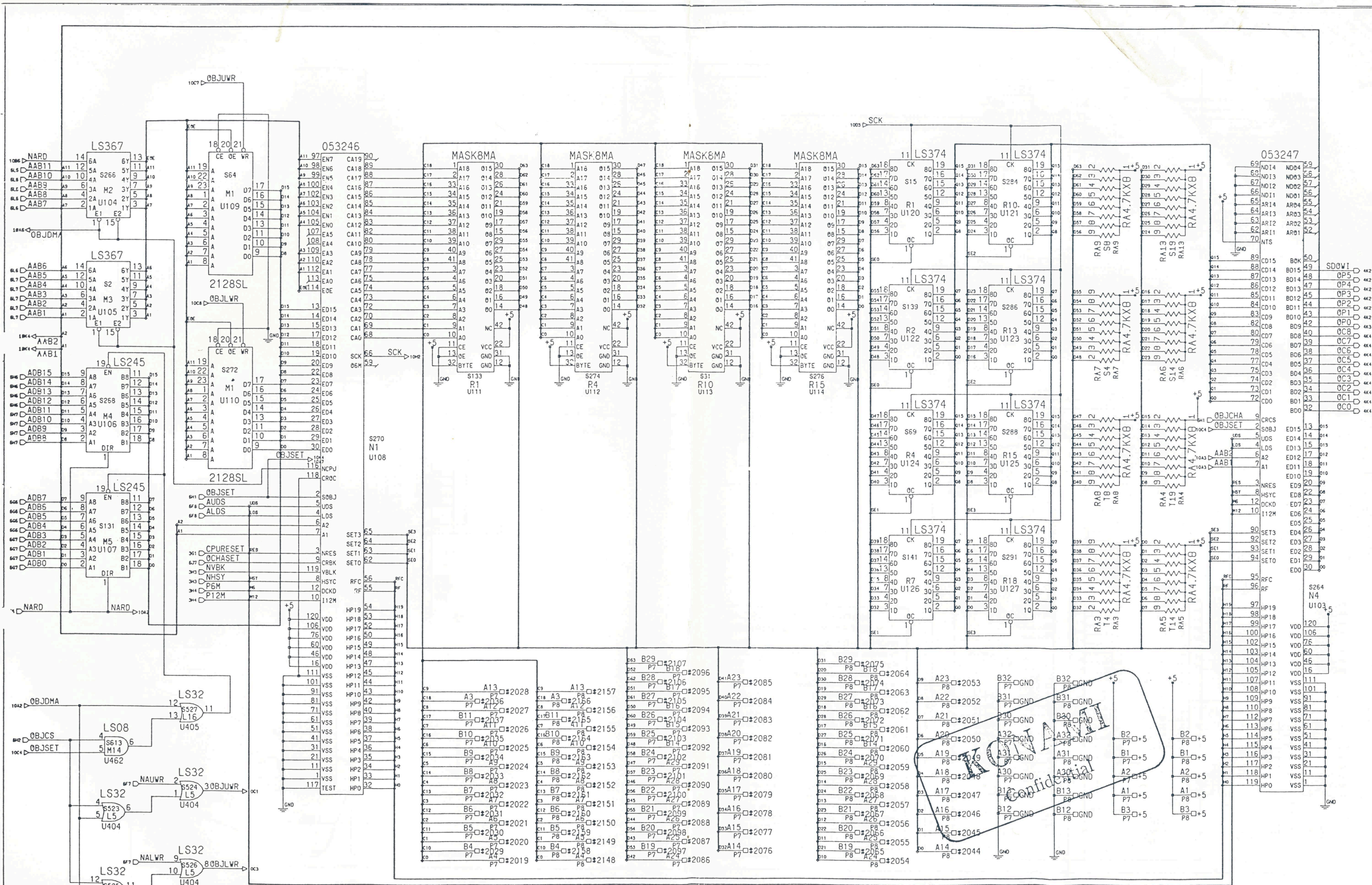


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USER INFORMATION WARNING

F.C.C. Regulations requires user to attach the F.C.C. warning label on the back of your video game cabinet.

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE. THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.



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