

**namco**® America Inc.



**Operator's Manual**  
**Preliminary**

**Important**  
**Read PRECAUTIONS and INSTALLATION**  
**Sections before operating game**

**FCC Notice**

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operating in a commercial environment. This equipment uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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## 1.0 SPECIFICATIONS

Power Supply:	200 Watt switching type
Input Power:	120 VAC, 60 Hz, 5 Amps max.
Crated Dimensions:	Cabinet: 36" W x 38.5" D x 71" H
	Seat Assy: 18.5" W x 32" D x 55.5" H
Weight:	Cabinet/Seat Assy: 340 lbs
Shipping Weight:	Cabinet/Seat Assy: 400 lbs
Monitor:	One 25 inch color, standard resolution
Controls:	Feedback Steering
	Gas Pedal
	Brake Pedal
	View Switch
Convenience Kit:	Keys: Coin Door (2)
	Coin Box (2)
	Rear Door (2)
	Operator's Manual (1)
	Link Cable (1)
	Fuses
	Seat Attachment Bolts (8)

**Note:** Specifications subject to change without prior notice. Modifications and/or alterations of the Rave Racer game with kits or parts not supplied by NAMCO may void the warranty.

## WARNING

<b>REMOVAL OF SERIAL NUMBERS AND/OR BAR-CODES FROM PRODUCT OR COMPONENTS WILL VOID THE WARRANTY</b>
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## 2.0 RAVE RACER GAME FEATURES

RAVE RACER is the latest game in the RIDGE RACER series. It combines all the fun of it's predecessors (RIDGE RACER and RIDGE RACER 2), plus several new features. It's available in the following configurations:

- \* 1-P DEDICATED - An optional marquee may be purchased for linking two 1-P dedicated games.
- \* 2-P KIT - Updates RIDGE RACER 2.
- \* 1-P KIT - Updates RIDGE RACER (original 1-P game).

Any combination or game configuration up to eight seats can be linked!

## **2.1 Linked Play**

Two New Tracks (w/two variations of one) are added to the original RIDGE RACER - SHORT and RIDGE RACER - LONG courses.

- \* **RIDGE RACER / SHORT** - This is the one "Easy" course to select from. The passing areas are the hairpin curve along the seashore and the long sweeping curve before the final straight-away.
- \* **New!! CITY Course** - Rated "Average" in difficulty. The course winds it's way through a high speed multi-lane urban highway. There's plenty of room to pass competitors and enough turns to keep the race close.
- \* **New!! MOUNTAIN Course**- Full of turns and narrow mountainous roads, it is rated "Difficult". The best places to pass are during a chain of turns between the hotel and two bridges. At the second turn to the left, orange "cones" identify a corner with no shoulder on the road. Turning the corner too wide will cause the car to fall of a cliff and enter a mountain tunnel. Once the driver makes it through the tunnel and gets over the shock, the road eventually rejoins with the regular track.
- \* **New!! MOUNTAIN EXPERT Course** - This is the true test of a driver's skill. It is only selectable in a two-or more player linked game. The course layout is the same as the MOUNTAIN Course, but the maximum speed is increased to a more demanding level. The "rubber band" feature that is intended to keep all cars competitive (found in all other tracks) is turned OFF.

## 2.2 Solo Play

- \* RIDGE RACER / SHORT Course - The same course as in the linked game.
- \* **New!!** CITY Course - Same course as in the linked game.
- \* RIDGE RACER / LONG Course - This is the extended version of the "SHORT Course". Until RAVE RACER, this section of the course appeared to be an area "under construction". Notice the graphic changes. Several tight turns through a single lane road make this the most demanding part of the track.
- \* **New!!** MOUNTAIN Course - It has the same course layout as the "MOUNTAIN Course" in the linked game.
- \* TIME TRIALS (T.T.) Mode - This is a race against a single, but fast computer car. Here the maximum top speed is elevated to 158 mph (normal top speed is 143 mph). It's selectable in all courses during solo play. To select "T.T", press and hold the "View Change" button during the "Course Select Screen". Turn the steering wheel to the desired course and press the gas pedal. The seven fastest times for each course will allow players to input their initials.

## 2.3 New Features

### **New!!** Selectable Viewpoint

New to the RIDGE RACER series is the ability to select one of two viewpoints!

- \* First Person - The driver's view from inside the car.
- \* Third Person - The view from outside and behind the car.

### **New!!** Audio:

- \* New BGM - Select from one of 12 new songs! During the "Transmission Select Screen", use the shifter to select. Press the brake to select a song from Disc 2. Step on the gas pedal to confirm your selection. Don't forget to select AT or MT with the steering wheel.
- \* All New Voice Track - Totally new voice track keeps players in the action!

Tricks

1. **New!! MIRROR MODE** - This allows players to drive the course in a reversed fashion. For example, where a turn regularly goes left, now goes right, etc.

This trick is performed by inputting the code with the steering wheel, gas and brake pedal. When "3-2-1" appears at the beginning of the race, turn the steering wheel RIGHT, RIGHT, then press BOTH BRAKE AND GAS PEDALS. It's not easy to always execute, so don't get discouraged. It works in all courses and game modes.

2. **New!! MOUNTAIN - POWER START** - This trick only works on the MOUNTAIN Course during SOLO and TIME TRIAL (T.T.) Mode.

Just as soon as the race is started, turn around 180 degrees and drive into the wall behind the starting line. The car will crash through the wall and it's speed will increase to more than 185 mph! The speed will gradually decrease until the normal top speed is attained.

3. **New!! TRAMPLING** - This is effective during a linked game. On portions of both the CITY and MOUNTAIN Course are jumps. When jumping, try to land on the car ahead of you. By doing so, you will not only pass the car but get a momentary boost of speed.

4. **New!! DRAFTING** - Above the tachometer is a barmeter. This meter measures the amount of surplus power when drafting behind a car in front of you. If you are following closely behind the car ahead of you, this meter is lit from the left green bars to the right red bars. This indicates that you have surplus power. Then, make a power pass by leaving the slipstream of the car ahead. The meter's lights will disappear from right to left as you pass the car ahead. When all light in the barmeter is gone, your surplus power is gone.

5. **New!! ROCKET START** - Rev the engine at the starting line to the "perfect RPM's". When you find it and maintain it, the barmeter will light left to right. If the meter is fully lit, you will make a rocket start.

## 3.0 PRECAUTIONS

### 3.1 Installation

This game is designed for indoor use only. It must *not* be installed outdoors. **The following conditions must be avoided:**

1. Direct exposure to sunlight, high humidity, direct water contact, dust, high heat or extreme cold.
2. Vibration. The game must be installed on a level surface with levelers properly adjusted.

*Do not install in an area such that the game would present an obstacle in case of an emergency (i.e., near fire equipment or emergency exits).*

### 3.2 Handling

1. Before operating the game, make sure that the main AC power hookup includes a safety ground. This will ensure safe operation as well as compliance with the applicable FCC and UL regulations. Measure the AC power line voltage. Verify that the voltage source is between 110 and 125 VAC.
2. Before replacing any parts, turn the AC power OFF and unplug the game.
3. When unplugging the game from an electrical outlet, always grasp the plug, not the line cord.
4. The game power supply includes areas of high voltages. Take care at all times to avoid electrical shock whenever inspecting or adjusting the game.
5. Do not attempt to repair the Printed Circuit Board (PCB) on-site. It contains sensitive integrated circuit chips that could be easily damaged, even by the small internal voltage of a multimeter. Always return the PCB to your distributor for any repairs.
6. Always return levelers to the extreme up position before moving the game.

## **4.0 INSTALLATION**

*Note: Shipping damage may void the warranty. In case of shipping damage, contact your distributor and the transportation carrier immediately.*

1. Remove the game cabinet and seat assembly from the packing material, and move them into position.
2. Unpack the seat cabinet bayonets (2), and remove the 8 each 5/16-18 x 3 inch attachment bolts with flat washers from the convenience kit.
3. With the bayonet mounted levelers retracted, attach the right and left side bayonets to the game cabinet using 2 bolts on each side. Tighten the bolts to about 20 ft-lbs.

*Note: The "tee nut" end of the bayonet is towards the seat.*

4. With the game cabinet and seat approximately level, slide the seat over the cabinet bayonet and install the attachment bolts, torquing them to about 20 ft-lbs.
5. Adjust the levelers so that the game is flat and stable on the floor.

*Note: Final adjustment of the bayonet. mounted levelers can be performed by removing inspection plugs in the floor mat, a flat blade screwdriver can then be used to adjust the leveler height.*

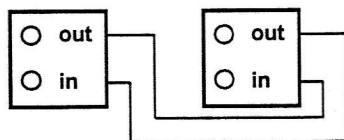
6. Open and remove the rear panel. *Note: keys are attached to one of the coin mechanisms behind the coin door.*
7. Visually inspect the PCB wiring, connectors, monitor connections, transformer, motor drive PCB, and power supply to ensure that all is secure.
8. Plug the power cord into a grounded receptacle that provides 110-125 VAC at 60 Hz.
9. Turn on the power to the game. The switch is located at the bottom right rear of the cabinet.

## 4.1 Linked Game Operation

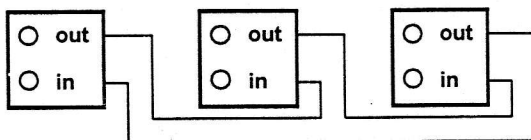
It is possible to link up to eight (8) RAVE RACER game cabinets together.

To link the games, perform the following:

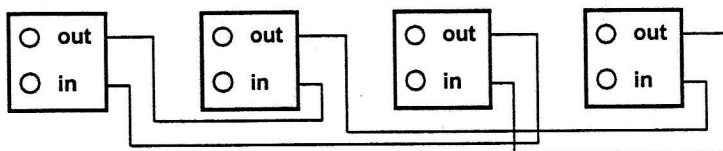
1. Turn OFF the main AC power to the game.
2. For each game to be linked, remove the link cable from the kit in the cash box.
3. Using the link cables, connect the cabinets as shown in Figure 1.
4. Be careful not to pull on the cables while working around the rear of the cabinet.
5. Re-connect the main AC power.
6. Refer to section TEST MODE, Game Options, for instructions on how to set up the "CPU Number" and car type/color for each of the linked driver positions.



Connecting Two 1P Games



Connecting Three 1P Games



Connecting Four 1P Games

**Figure 1: Linked Game Diagrams**

## 4.2 Set Up and Test

**IMPORTANT: Perform this procedure in the sequence indicated.**

1. System initialization is performed as follows:
  - a. Open the COIN door to gain access to the Service Panel.
  - b. Center the steering wheel and remove hands/feet from the controls.
  - c. While pressing the SERVICE button, toggle the TEST switch ON.
  - d. The ADJUSTMENT screen will appear as shown in Figure 2.

ADJUSTMENT	
HANDLE	000X
GAS	000X
BRAKE	000X

**Figure 2: Adjustment (Initialization) Screen**

- e. Controls are properly biased when values are as close to '0000' as possible.
  - f. Release the SERVICE button and toggle the TEST switch OFF.
2. Turn TEST switch ON and the TEST MODE screen, as in Figure 3, will appear.

TEST MODE	
CHECK	(1) Status & test screen (see fig. 4)
COIN OPTIONS	(2) Sets game cost
GAME OPTIONS	(3) Sets game options
I/O TEST	(4) Switch test, etc.
MONITOR TEST	(5) Screen test
SOUND TEST	(6) Adjust speaker volume
ADS DATA	(7) Displays accumulated game data
OTHERS	(8) Board test and EEPROM clear

**Figure 3: Test Mode Screen**



- A. Select the CHECK mode by turning the steering wheel, then call up the CHECK screen by stepping on the accelerator.

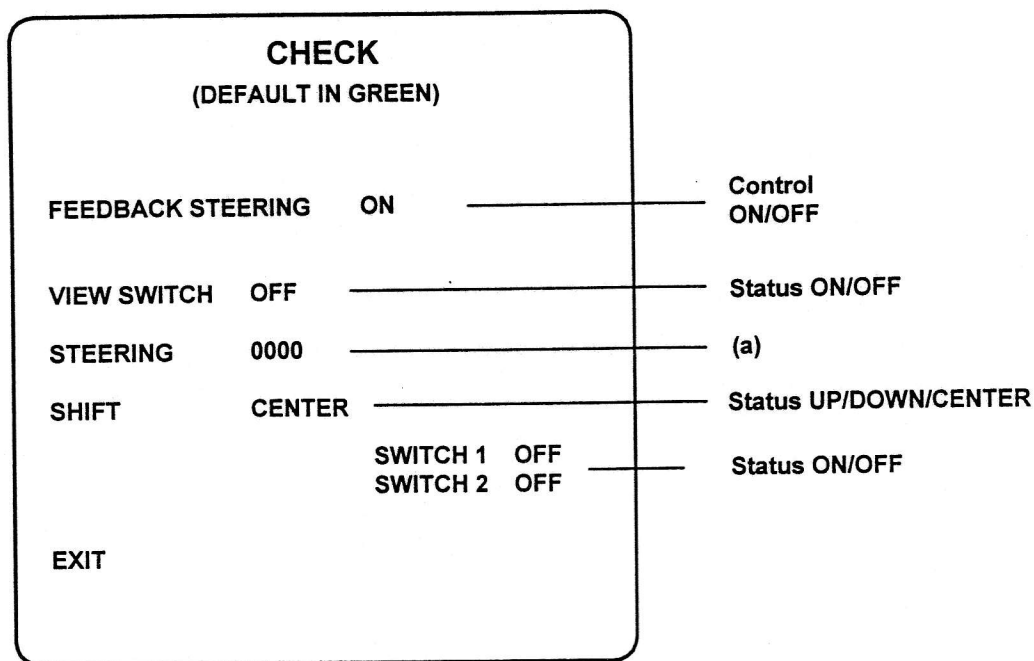


Figure 4: Check Screen,

- (a) Note: Steering status will show full scale reading +FFFF in the CW direction and -FFFF in the CCW direction, and "OK" if steering passes the displacement test.

Use the EXIT option (or press the accelerator and brake simultaneously) to return to the TEST MODE menu.

- B. Select the COIN OPTIONS screen and adjust the game cost to your specifications.

Recommended COIN OPTION settings for USA operation are shown below. These settings are not necessarily the same as the default settings.

<b>COIN OPTIONS</b>			
<b>(Default in Green)</b>			
GAME COST	3 COIN	AS	1 CREDIT
COIN 1 MECH. VALUE	1 COIN	AS	1 COIN
COIN 2 MECH. VALUE	1 COIN		1 COIN
FREE PLAY	OFF		
EXIT			

**Figure 5: Coin Options Screen**

C. Select the GAME OPTIONS screen and set the game characteristics.

Recommended settings for USA operation are shown below.

GAME OPTIONS (1/2)		
(Default in Green)		
CPU NUMBER	1	(a)
LINK OFF		(b)
CAR TYPE	1 BLUE	(c)
DIFFICULTY		(d)
LINKED PLAY	D	
SOLO PLAY	D	
TIME TRIALS	D	
LAPS		(e)
LINKED PLAY		
RR SHORT	3	
CITY	3	
MOUNTAIN	3	
MOUNTAIN X	3	
SOLO PLAY		
NOVICE	3	
INTERMEDIATE	3	
ADVANCED	3	
PROFESSIONAL	3	
NEXT PAGE		
EXIT		

Figure 6: Game Options Screen (1/2)

GAME OPTIONS (2/2)		
(Default in Green)		
SPEED	MPH	(f)
SOUND IN ATTRACT	ON	(g)
ATTRACT DISPLAY		(h)
EXTRA LAPS	OFF	
EASY SETTING	OFF	
HI-SCORE INIT	NO	(i)
FEEDBACK STEERING	ON	(j)
EXTRA MODE	OFF	(k)
NEXT PAGE		
EXIT		

Figure 7: Game Options Screen (2/2)

**Game Options**

Item	Description		
(a) CPU number	The CPU number should be set so that each of the connected games has a unique number.		
(b) Link Status	OFF for single game operation. ON if 2 or more games are successfully linked.		
(c) Car (type/number)	Blue 1		
	5		
	Yellow 2		
	6		
	Red 3		
	7		
	Green 4		
	8		
(d) Game Difficulty	A (easiest) to H (hardest). Default is D.		
Linked Play	A (easiest) to H (hardest). Default is D.		
Solo Play	A (easiest) to H (hardest). Default is D.		
Time Trials	A (easiest) to H (hardest). Default is D.		
(e) Laps	<table border="1"> <tr> <td>Linked Play [All courses] Range from 3 (shortest) to 6 (longest). Default is 3 laps.</td> <td>Solo Play [All skill levels] Range from 3 (shortest) to 6 (longest). Default is 3 laps.</td> </tr> </table>	Linked Play [All courses] Range from 3 (shortest) to 6 (longest). Default is 3 laps.	Solo Play [All skill levels] Range from 3 (shortest) to 6 (longest). Default is 3 laps.
Linked Play [All courses] Range from 3 (shortest) to 6 (longest). Default is 3 laps.	Solo Play [All skill levels] Range from 3 (shortest) to 6 (longest). Default is 3 laps.		
(f) Speed	Display units selectable, either mph or km/h. (Default is km/h).		
(g) Sound in Attract	Selectable ON/OFF. (Default is OFF.)		
(h) Attract Display	Selectable YES/NO on both EXTRA LAPS and EASY SETTING modes. (Default is OFF).		
(i) Hi Score Init	Selectable YES/NO. When ON, allows Hi Scoring player to insert initials. (Default is NO).		
(j) Feedback Steering	Selectable, either ON or OFF (Default is OFF).		
(k) Extra Mode	Selectable ON/OFF. (Default is OFF).		

**Notes on multiple-game linked operation**

- The difficulty level and number of laps must be set the same for all connected games.
- The CPU number of the seat on the farthest left (when facing the game) should be set to 1, the next seat to the right should be set to 2, and so on.
- Settings other than those described will cause linking difficulties.
- When properly linked, the LINK STATUS will switch from OFF to ON.

D. Select the I/O Test and perform MOTOR and SWITCH tests.

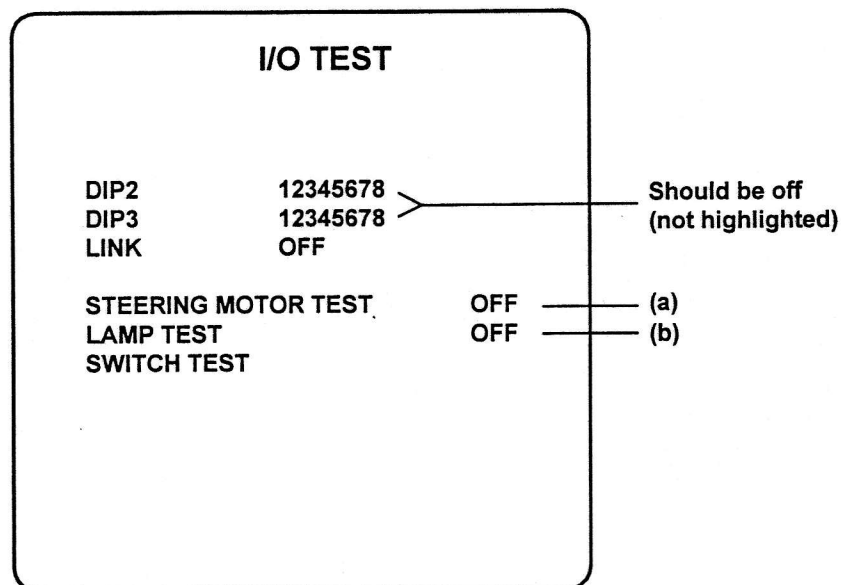
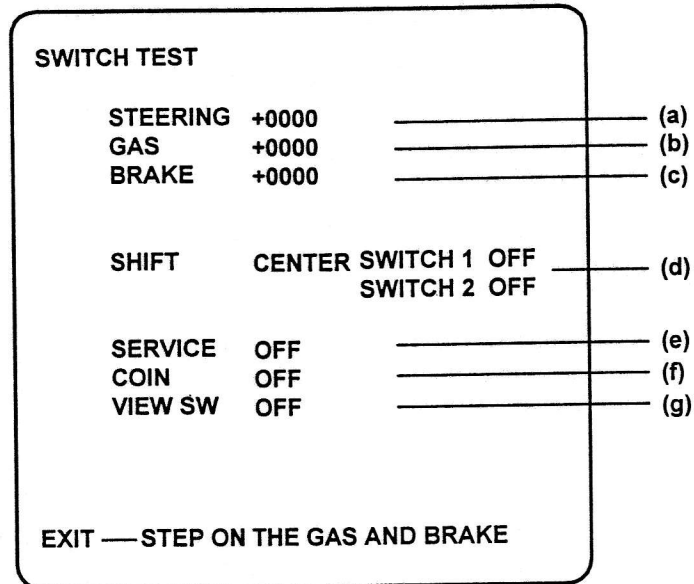


Figure 8: I/O Test Screen

Use the steering wheel to select option, accelerator to select value (on/off), and steering wheel to change that value.

- (a) When performing the STEERING MOTOR TEST, direction (RIGHT/LEFT) and torque (+/- xx) values will appear.
- (b) LAMP TEST is an option included for future upgrades and is inoperable for this set-up.



**Figure 9: Switch Test Screen**

- (a) Verify +/- full-scale readings and "OK" status in both CW (right) and CCW (left) directions.
- (b) Verify + full-scale reading and "OK" status for full deflection of gas pedal.
- (c) Verify +full-scale reading and "OK" status for full deflection of brake pedal.
- (d) Verify ON/OFF and CENTER/UP/DOWN status.
- (e) Verify ON/OFF status.
- (f) Verify ON/OFF status.
- (g) Verify ON/OFF status.

## D. MONITOR TEST SCREENS

Use shifter, steering and / or gas pedal to toggle through the TEST screens.

	Explanation
<b>Color Bars</b>	Four (4) bars (Grn, Red, Blue, Wht from top to bottom) with 16 segments each will be displayed. Verify that the <b>Blk level</b> and <b>contrast</b> controls are properly adjusted such that the color segment on the farthest left is sufficiently bright without overdriving, and that the farthest right segments are just slightly brighter than the black background. (See white (high) window test).
<b>Crosshatch, Green</b>	Verify that the screen is centered and that the entire screen is visible. If not, use <b>V-POS</b> , and <b>H-POS</b> controls to adjust the size, vertical (up/down) position and horizontal (left/right) position, respectively.
<b>Crosshatch, White</b>	This screen is used at the factory to make measurements using automated instruments.
<b>White (high) Window</b>	Note on white high window: Used at <b>Namco</b> to calibrate the contrast and brightness settings. Normal values are 42 +/- 5 ft-L (white), and 0.01 ft-L in the black area.
<b>White (med) Window</b>	Not used.
<b>White (low) Window</b>	Not used.
<b>Interlace Test</b>	Verify that the monitor interlace is adjusted properly. Locate the center pair of line blocks. Use the <b>V-HOLD</b> to adjust the video such that the top line of the right block of lines is aligned with the space between the first and second lines of the left block. This adjustment must be performed whenever the vertical size, position, or hold controls are adjusted.
<b>Green Cross Bar</b>	This screen is used at the factory to make color purity measurements using automated measurements.
<b>White Cross Bar</b>	This screen is used to correctly adjust the vertical and horizontal alignment.
<b>White Screen</b>	This screen is used at the factory to measure color uniformity and purity.

- F. Select the SOUND TEST screen and adjust the audio volume. Use the steering wheel to change the value of each item.

The screenshot shows a menu titled "SOUND TEST" with the subtitle "(Default in Green)". The menu items are:

VOLUME (R)	30
VOLUME (L)	30
STEREO CHECK	
REQUEST SONG NO.	00
EXIT	

A bracket on the right side of the volume values (30 and 30) points to a text label: "Range is 00 to 3F (Default is 20)".

**Figure 10: Sound Test Screen**

- G. For collecting data on game playing time, player records and related information, select the ADS DATA screen.



**ADS (1/2)**

ON TIME		XXXH	XXM	XXS
PLAY TIME				
1P	PLAY	XXXH	XXM	XXS
TT	PLAY	XXXH	XXM	XXS
LINK	PLAY	XXXH	XXM	XXS
TOTAL PLAY		XXXXXXX		
AVERAGE TIME		XXM	XXS	
		AT	MT	TOTAL
1P	PLAY	XXXXXX	XXXXXX	XXXXXX
TT	PLAY	XXXXXX	XXXXXX	XXXXXX
LINK	PLAY	XXXXXX	XXXXXX	XXXXXX
TOTAL		XXXXXXX	XXXXXXX	
ADS CLEAR		NO		
ADS USE		NO		
NEXT PAGE		EXIT		

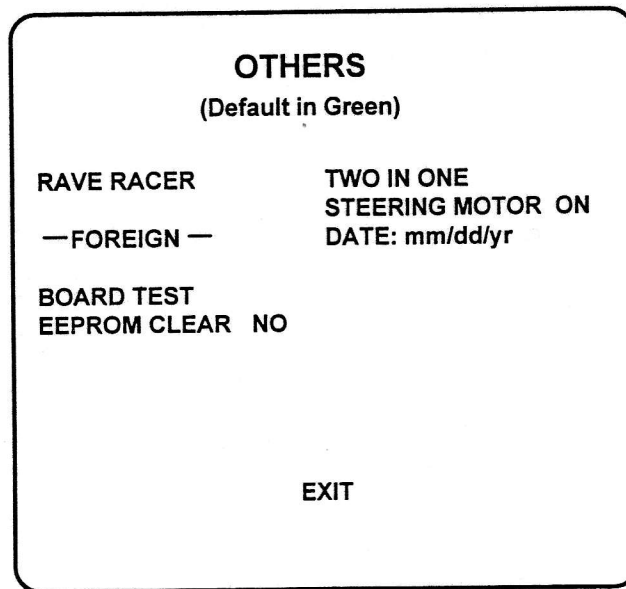
Figure 11: ADS DATA Screen (1/2)

**ADS DATA (2/2)**

IP RECORD				
	LAP		TOTAL	
NO	XXM	XXS 765	XXM	XXS 765
IN	XXM	XXS 765	XXM	XXS 765
AD	XXM	XXS 765	XXM	XXS 765
PR	XXM	XXS 765	XXM	XXS 765
TIME TRIALS RECORD				
	LAP		TOTAL	
NO	XXM	XXS 765	XXM	XXS 765
IN	XXM	XXS 765	XXM	XXS 765
AD	XXM	XXS 765	XXM	XXS 765
PR	XXM	XXS 765	XXM	XXS 765
NEXT PAGE				
EXIT				

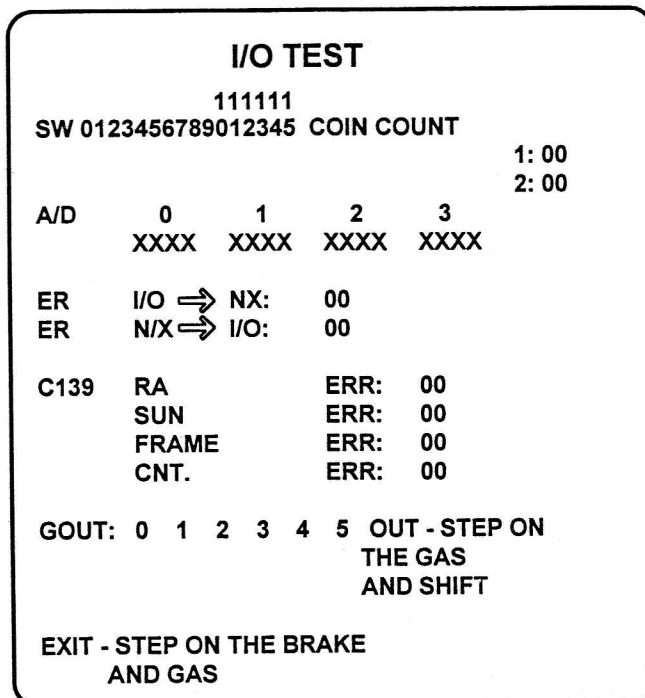
Figure 12: ADS DATA Screen (2/2)

- H. Select the screen titled OTHERS for board test functions and to clear the EEPROM.



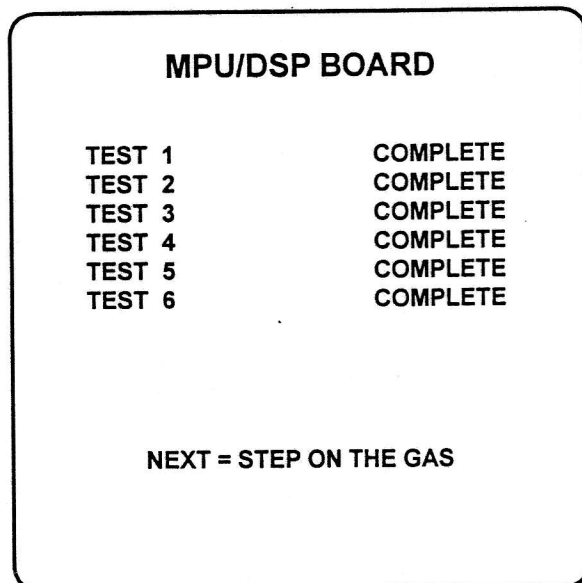
**Figure 13: Others Screen**

After selecting BOARD TEST, highlight and select the I/O BOARD option.



**Figure 14: I/O Board Test Screen**

Select the MPU/DSP BOARD option and the following should appear:



**Figure 15: MPU/DSP Board Test**

Select the VIDEO BOARD option and, using the accelerator, step through the various test patterns. These patterns can be used by qualified personnel to help troubleshoot possible problems with the Video board.

To EXIT the VIDEO BOARD test, step on the accelerator and brake.

**APPENDIX A:      PARTS LIST and ILLUSTRATIONS**

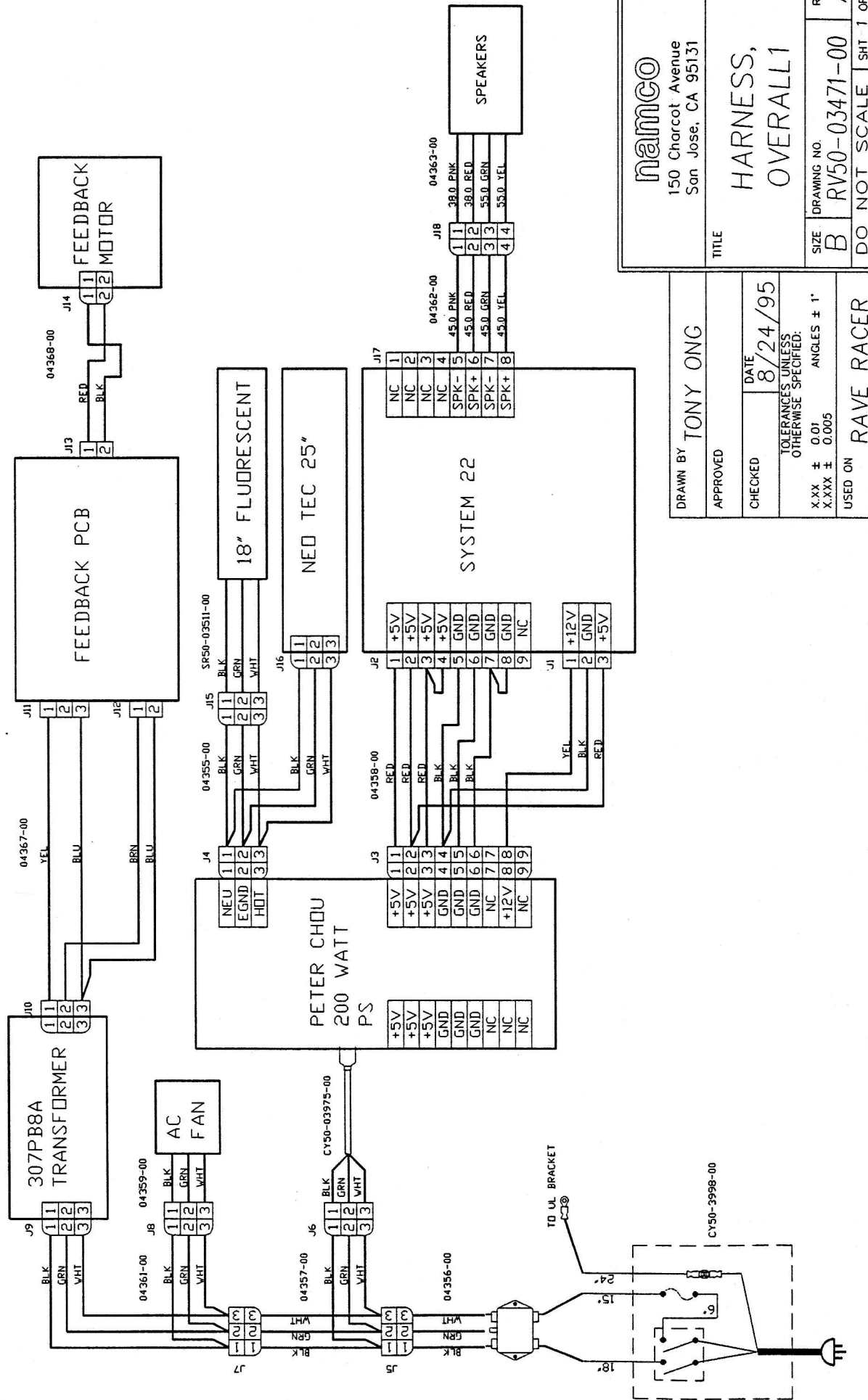
**PARTS LIST**

ITM#	NAMCO P/N	Description	Qty	U/M
		<b>ASSY CABINET</b>		
1	RV63-04389-00	CABINET	1	EA
2	VG85-03973-00	MONITOR, 25", NEOTECH	1	EA
3	SR03-04319-00	PCB, MONITOR REMOTE ADJ W/CABLE	1	EA
4	SR03-04320-00	PCB, CHASSIS, MONITOR DEFLECTION	1	EA
5	RV40-04436-00	DECAL, MARQUEE (STYRENE)	1	EA
6	RV40-04434-00	DECAL, SIDE PANEL, LEFT	1	EA
7	RV40-04434-01	DECAL, SIDE PANEL, RIGHT	1	EA
8	VG20-00095-00	LEG LEVELER	4	EA
9	RR10-02100-00	PLATE, LEG LEVELER	4	EA
10		CASTER, 3"	4	EA
11	VG57-02102-00	FIXTURE, FLUORESCENT, 18" W/BOX	1	EA
12	VG55-00060-00	FAN, AXIAL	1	EA
13	RV10-04380-00	GRILLE, SPEAKER	2	EA
14	VG54-03331-00	SPEAKER, 8 OHM, 12 WATT, 4"	2	EA
15	RV10-04392-00	GRILL, MONITOR	1	EA
16	RV96-04379-00	MAT RUBBER	1	EA
17	RV10-04381-00	BRACKET, MAT RUBBER	1	EA
18	RV03-04390-00	RACK SYS22	1	EA
19	AD03-02874-00	PCB, DRIVE, (FEEDBACK STEERING )	1	EA
20	VG56-04391-00	TRANSFORMER, 307P14	1	EA
21	VG03-04270-00	PCB, LINK	1	EA
22	VG50-02804-03	LINK CABLE 16'	1	EA
		<b>POWER SUPPLY ASSY</b>		
23	AP53-04311-00	SWITCH, ON/OFF, DPST	1	EA
24	VG88-01615-00	POWER SUPPLY, SWITCHING, 200 W	1	EA
25	VG78-00476-00	FILTER, EMI	1	EA
26	RR10-02380-00	BRACKET, UL	1	EA
27	VG52-03584-08	FUSE, 5 AMP, SLOW BLOW	1	EA
28	VG52-03985-00	HOLDER, FUSE	1	EA
29	VG95-03984-00	STRAIN RELIEF, POWER CORD	1	EA

ITM#	NAMCO P/N	Description	Qty	U/M
30	AP10-04278-00	PLATE, POWER SWITCH	1	EA
		<b>ASSY, SERVICE PANEL AND COIN DOOR</b>		
31	GT53-00756-00	SWITCH, TOGGLE	1	EA
32	GT53-02052-00	SWITCH, PUSH BUTTON	1	EA
33	VG83-02094-00	COIN METER	1	EA
34	VG83-04449-00	COIN DOOR, OVER/UNDER, BLACK, W/HARNESS	1	EA
		<b>ASSY, CONTROL PANEL</b>		
35	RV40-04435-00	DECAL, CONTROL PANEL	1	EA
36		SHIFTER RTC WITH HARNESS	1	EA
37	VG80-02975-00	FEEDBACK STEERING ASSY WITH HARNESS	1	EA
38	VG80-04430-00	BUTTON, RECTANGULAR, VIEW CHANGE (YLW)	1	EA
39	RV95-04374-00	HUB, STEERING, BLACK DELRIN	1	EA
40	RV10-XXXX-XX	BRACKET, STEERING MOUNT	1	EA
		<b>ASSY, SEAT</b>		
41	RR10-02100-00	PLATE, LEG LEVELER	4	EA
42	VG20-00095-00	LEG LEVELER	4	EA
43	VG90-01527-03	SEAT, MOLDED	1	EA
44	VG80-04471-00	SEAT SLIDE ASSY	1	EA
45	RV96-04382-00	MAT, RUBBER	1	EA
46	RV10-04383-00	BRACKET, MAT RUBBER	1	EA
47	RV40-04487-00	DECAL, BACK SEAT	1	EA
		<b>CONVENIENCE KIT</b>		
48	RV45-04384-00	MANUAL RAVE RACER	1	EA

**APPENDIX B:      WIRING DIAGRAM**

REVISION		
REV	DESCRIPTION	DATE
A	PRODUCTION RELEASE	8/24/95
		APPROVAL



**namco**  
150 Charcot Avenue  
San Jose, CA 95131

TITLE

**HARNES,  
OVERALL1**

DATE  
**8/24/95**

TOLERANCES UNLESS  
OTHERWISE SPECIFIED:

X.XX ± 0.01 ANGLES ± 1°  
X.XXX ± 0.005

USED ON

**RAVE RACER**

SIZE  
**B**

DRAWING NO.  
**RV50-03471-00**

REV  
**A**

DO NOT SCALE

SHT 1 OF 1

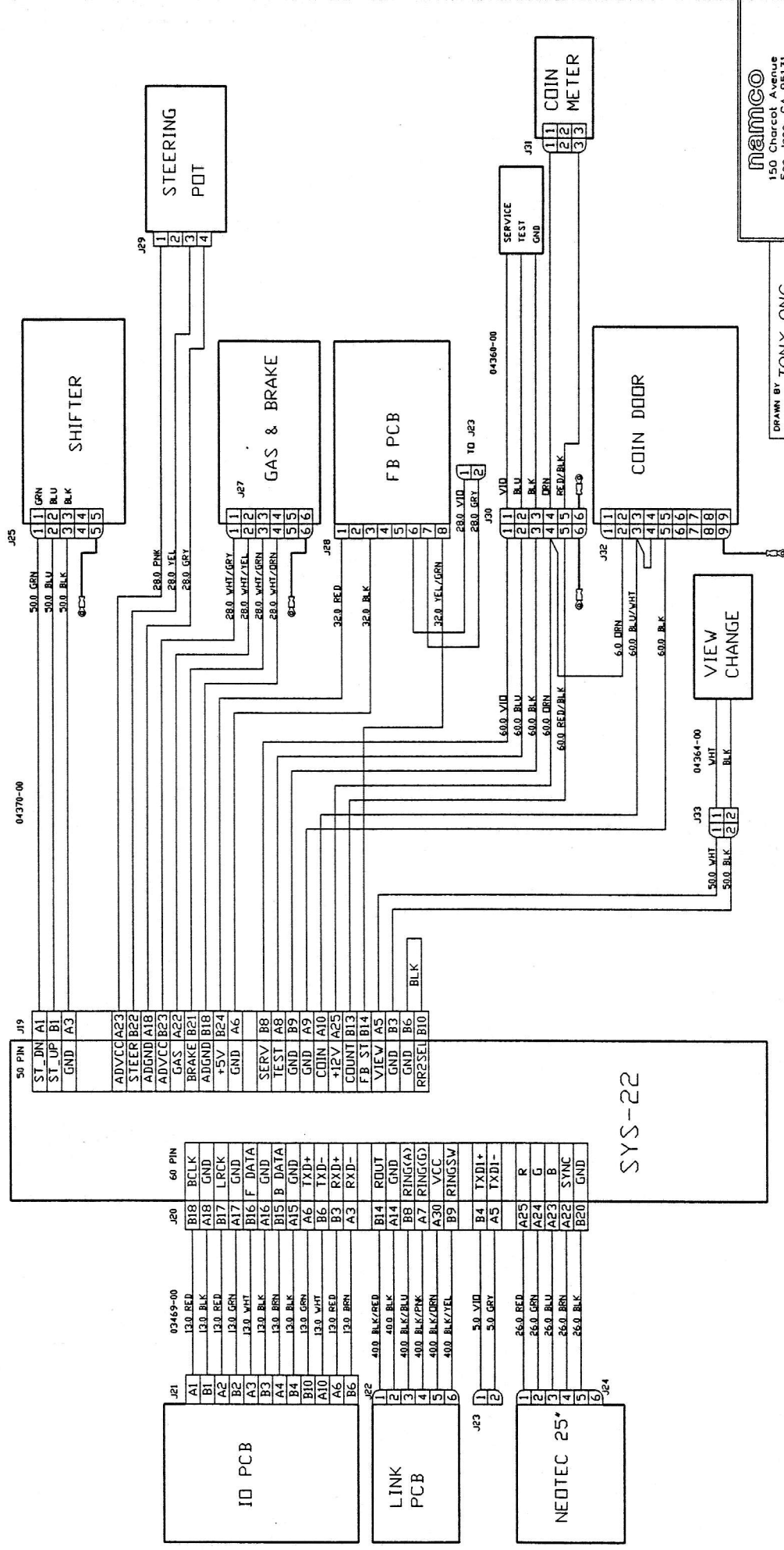
DRAWN BY  
**TONY ONG**

APPROVED

CHECKED



REVISION		DESCRIPTION		DATE		APPROVAL	
REV	B	NEW SHIFT REV.		9/6/95			



DRAWN BY TONY ONG		TITLE	
APPROVED	CHECKED	DATE 9/6/95	REV B
TOLERANCES UNLESS OTHERWISE SPECIFIED:		X.XX ± 0.01	
USED ON RAVE RACER		DO NOT SCALE	
HARNES OVERALL2		SIZE C	
DRAWING NO. RV50-04372-00		REV B	
nanco		150 Charcot Avenue San Jose, CA 95131	

## WARRANTY

Seller warrants that its printed circuit boards and parts thereon are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment. Seller warrants that its video displays (in games supplied with video displays) are free from defects in material and workmanship under normal use and service for a period of thirty (30) days from the date of shipment. None of the Seller's other products or parts thereof are warranted. Seller's sole liability shall be, at its option, to repair, replace, or credit Buyer's account for such products which are returned to Seller during said warranty period, provided:

- a) Seller is promptly notified in writing upon discovery by Buyer that said products are defective.
- b) Such products are returned prepaid to Seller's plant; and
- c) Seller's examination of said products discloses to Seller's satisfaction that such alleged defects existed and were not caused by accident, misuse, neglect, alteration, improper repair, improper installation, or improper testing.

In no event shall Seller be liable for loss of profits, loss of use, incidental or consequential damages.

Except for any express warranty set forth in a written contract between Seller and Buyer which contract supersedes the terms herein, this warranty is in lieu of all other warranties expressed or implied, including the implied warranties of merchantability and fitness for a particular purpose, and all other obligations or liabilities on the Seller's part, and it neither assumes nor authorizes any other person to assume for the Seller any other liabilities in connection with the sale of products by Seller.

**Namco America Inc.** distributors are independent, being privately owned and operated. In their judgment they may sell parts or accessories other than **Namco America Inc.** parts or accessories. **Namco America Inc.** cannot be responsible for the quality, suitability or safety of any non-**Namco America Inc.** part or any modification including labor which is performed by such distributor.

## SERVICE

If you have questions regarding any **Namco America Inc.** product or require technical support:

Contact **Namco America Inc.** Customer Service at:

1 (800) 326-4263 or FAX (408) 232-3060

Hours: 8:00 am - 4:00 pm PDT

Parts and repair services for **Namco America Inc.** products are available through your distributor.

**NAMCO AMERICA INC.**

150 Charcot Ave.

San Jose, CA 95131

(408) 383-3900

**FAX: (408) 383-0128**

**Technical Assistance (USA)**

**(800) 326-4263**

**Fax: (408) 232-3060**

Reorder Number RV45-04384-00

REV. A