



JALECO RALLY
BIG RUN™
THE SUPREME 4WD CHALLENGE

INSTRUCTION MANUAL

HOW TO PLAY

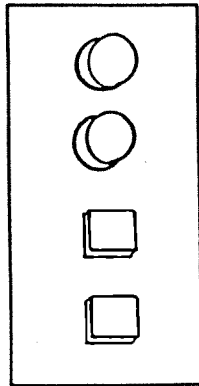
- This is a 3D (3 dimensions) rally game with functions that can control the player's car in the center of the screen and race with other cars (computer-operated cars) in the natural terrain of Africa.
- The movement of the car during the game allows the player to feel as if he/she is actually racing.

To Play:

1. Gas: When stepping on the gas pedal, the player can increase the speed.
2. Steering Wheel: When turning the steering wheel right or left, the player can change direction.
3. Shift Lever: The player can select gears, HIGH or LOW.
4. Brake: The player can reduce car speed by using the brake.
5. Horn: When sounding the horn during the game, other cars (computer-operated cars) will make way for the player's car.
6. Start:
 - When inserting the coin, the Start button switches on and off for approx. 15 seconds and the words "PUSH START BUTTON" will appear on the screen. To start the game, push the start button.
 - This game consists of 6 stages--The Start Line, The Victory Line, and four special stages in between (SS-1-4). If the player reaches the final goal, the completion ceremony will be held in Dakar where the player finishes the game.

Test Mode

- To enter the Test Mode, press Test switch located inside the coin door.
- Move the Cursor up or down by pressing the start and race buttons.
- To select a particular test, press the Test switch again.
- To exit a test, press the Test switch.

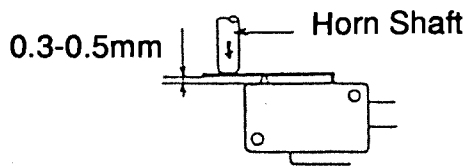


<----- Volume Control 1

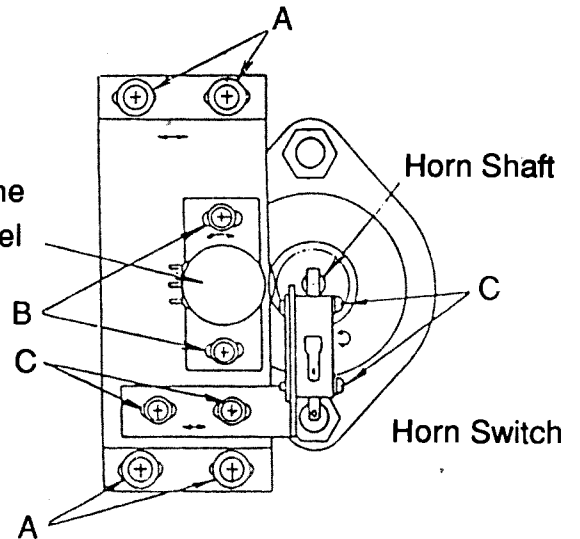
<----- Volume Control 2

<----- Service Switch

<----- Test Switch

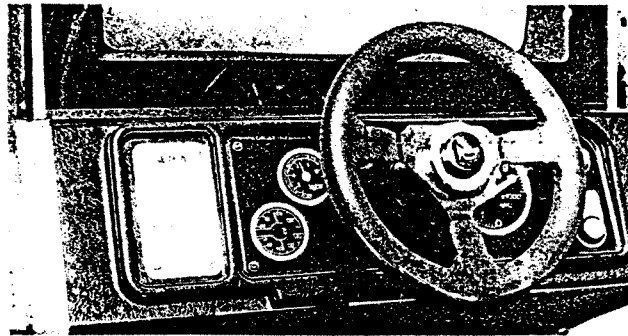


Potentiometer for the
Steering Wheel



Removal and Adjustment of the Steering Wheel Assembly

1. Disconnect wiring from Steering Wheel, Shift Lever, DC Motor, Start and Race buttons.
2. Remove four Nuts from back of Steering Wheel.
3. Remove Steering Assembly from Cabinet.
4. Measure resistance of Potentiometer with an ohmeter. Output should be equal 2.5K ohms when the Steering Wheel is centered.



To Adjust Potentiometer

1. Loosen two Screws marked B. This will allow the Potentiometer to turn freely.
2. Turn Potentiometer shaft until the output is equal to 2.5K ohms.
3. Slide Potentiometer Bracket back into position while Steering Wheel is centered.
4. Check Gears to see that they mesh smoothly.
5. Tighten Screws marked B.
6. Reconnect wiring to Steering Assembly.
7. Check I/O Test to see that HANDLE is equal to 80H.

Steering Wheel

7BH 7CH 7DH 7EH **80H** 81H 82H 83H 84H 85H
← Normal Range →

Adjustment of the Horn

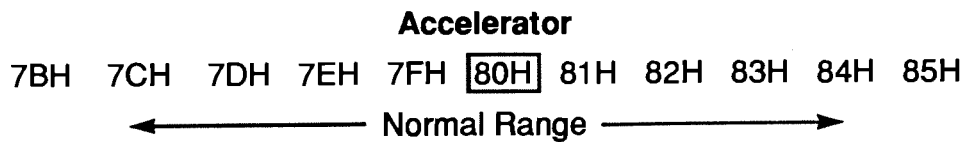
1. Loosen the Screws marked C
2. Move the Horn Switch back and forth or up and down. Locate the Switch Lever in the center of the Horn Shaft.
3. The relation between the Switch Lever and the Horn Shaft when pushing the latter should be between 0.3-0.5 mm.
4. The Horn Switch wiring should be connected to the "Normally Open" Terminal and Common Terminal.

Shift Lever

1. The Shift Lever wiring should be connected to the normally closed Terminal and Common Terminal.
2. Check I/O test to see that SHIFT is ON when the Lever is set to the HIGH position.

Adjustment of the Gas Pedal

1. Remove the four Carriage Bolts that secure the pedal assembly to the cabinet.
2. Measure resistance of Potentiometer with an ohmmeter. Output should equal 2.5K ohms when Pedal is not depressed.
3. Loosen Set Screw of Potentiometer.
4. Adjust Potentiometer by turning its shaft until the proper resistance value is reached.
5. Retighten the Set Screw.
6. Check I/O test to see that ACCELE is equal to 80H.



DIP SWITCHES

SW 1 (PCB NO. BR-8950)

		1	2	3	4
Simultaneous Racing	Master Machine	on			on
	Other Machines	off			on
	1 Blue		on	on	on
	2 Green		off	on	on
	3 Red		off	on	on
	4 Yellow		off	off	on

N.B.: When Machines are linked for simultaneous racing through the Com-Link System, SW 1 should be set as shown above.

SW 301 (PCB No. BR-8953)

American Version

		1	2	3	4	5	6	7	8
	1 Coin 1 Credit	off	off	off					
	1 Coin 2 Credits	on	off	off					
	1 Coin 3 Credits	off	on	off					
	1 Coin 4 Credits	on	on	off					
	2 Coins 1 Credit	off	off	on					
	3 Coins 1 Credit	on	off	on					
	4 Coins 1 Credit	off	on	on					
	Free Play	on	on	on					
	1 Coin 1 Credit				off	off	off		
	1 Coin 2 Credits				on	off	off		
	1 Coin 3 Credits				off	on	off		
	1 Coin 4 Credits				on	on	off		
	2 Coins 1 Credit				off	off	on		
	3 Coins 1 Credit				on	off	on		
	4 Coins 1 Credit				off	on	on		
	Free Play				on	on	on		
Sound in Attract Mode	Necessary							off	
	Unnecessary							on	
Player's Car	Vulnerable								off
	Invulnerable								on

SW 302 (PCB No. BR-8953)

American Version

		1	2	3	4	5	6	7	8
Auto Start (in 15 seconds)	To Be Used	off							
	Not To Be Used	on							
Difficulty Level	Easy		on	on					
	Normal		off	off					
	Difficult		on	off					
	Most Difficult		off	on					
Motor *Moving Type only	ON				off				
	OFF				on				
Indication (except Title)	Japanese					off			
	English					on			
"Continue" Feature	To Be Used						on		
	Not To Be Used						off		
Not Used (Keep all to "OFF" Position)								off	off
								off	off
								off	off
								off	off

*Moving Type Only