

Taito®

CHASE HQ2 OPERATORS MANUAL



"Time to show me what you're made of Mr Rookie....."

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 AND ANY OTHER MANUAL SUPPLIED WITH THIS MACHINE SHOULD BE FOLLOWED PRECISELY AND ADHERED TO AT ALL TIMES

IMPORTANT

Read PRECAUTIONS and INSTALLATION
Sections before operating game

RF 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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Table of Contents

Precautions/Maintenance	1
Installation & Safety	2
Machine Dimensions.....	2
Power Requirements.....	2
Game Description.....	3
Assembling the units.....	4
Service Item Locations.....	8
Test Mode.....	10
Game Settings	11
I/O Test.....	12
Sound Test.....	13
Network Test	14
Screen Check.....	15
Coin Settings.....	16
Bookkeeping	17
Clear Ranking Data	18
Reset All Settings.....	19
Accessing the steering area.....	20
Common faults & remedies.....	23
I/O Wiring detail.....	25
Game Unit connection detail.....	26
Replacement Parts	27
Schematic.....	29

Installation kit. Please check you have the following items:

- 1 x Straight Joint Bracket
- 1 x Angular Joint Bracket
- 8 x $\frac{5}{16}$ -18 X 1 $\frac{1}{2}$ " Bolts (mounted in cabinet)
- 8 x $\frac{5}{16}$ -18 X 2" Bolts (mounted in cabinet)
- 16 x Split Washer (mounted in cabinet)
- 16 x Flat Washer (mounted in cabinet)
- 1 x Hex-Wrench(to suit $\frac{5}{16}$ -18 bolts)
- 1 x Operators Manual
- 1 x Line Cord(13A)

If any parts are missing, please contact your Namco Distributor

Precautions to be observed when Installing Machine

Placement

The correct placement of the Chase HQ2 machine is likely to reflect on its performance. The view and policies of the various interested parties will have a major influence on this decision and it is clearly outside the scope of this manual. However in placing this machine, the following points should be taken into consideration:

- 1) The machine must stand on a flat, level and stable floor with ALL levelling feet down.
- 2) Ensure the machine is positioned away from direct sunlight and away from areas subject to extreme heat e.g. a radiator.
- 3) Avoid nylon carpets which may cause resetting problems.
- 4) Mains plugs and sockets should be tight fitting and in good order.
- 5) A good earth is necessary for safety and correct operation.
- 6) Avoid positioning the machine in the vicinity of fire exits and fire extinguishers.
- 7) Avoid positioning the machine in the proximity of an indoor swimming pool, shower or in an area where highly flammable and / or volatile liquids are stored.
- 8) Machines look attractive and perform their best when positioned in subdued lighting.

Supply / Maintenance Requirements

Connection to the mains is through an IEC socket which is located at the rear of the machine.

Please take note of all fuse rating stickers. A good earth is essential if safety is to be assured and problems from static are to be avoided.

The machine requires a nominal supply of 120V A.C. 60Hz, but should easily tolerate a +/- 10% in variation.

This machine requires certain maintenance routines to keep it in good working order. It is therefore, advisable that the site manager checks the condition of the machine on a daily basis.

Installation & Safety

It is important to avoid rough handling of this machine as certain parts are fragile. Upon removal of the shipping carton examine the exterior of the cabinet for dents, chips or broken parts. Access to the appliance should only be made by qualified personnel for any purpose. Inspect the cabinet interior as follows:

- 1) Check that all the plug-in connectors are firmly seated. If any of the connectors are found unplugged, do not force them together when re-plugging, as some may be keyed. They will only go together in the proper orientation.
- 2) Check that all plug-in Integrated Circuit components and sub boards which are situated on the main PCB, are firmly seated together.
- 3) Check all sub assembly components such as the power supply for secure mounting.

Warning!

Ensure that the mains supply is sufficient for the correct operation of the machine, and that the supply has a good earth connection.

High voltages exist within the machine so it is important that only qualified personnel touch any internal parts of the machine. The high voltages which are present can cause shock or even fatality if misused. Always switch the machine off before commencing any work.

Caution!

Only use the correct fuse ratings which are specified, to ensure maximum safety, and protection to all the components.

While the power to the machine is switched on, never connect or disconnect any of the Printed Circuit components, or adjust the dip switch settings as this can cause serious damage.

Machine Dimensions (Monitor Cabinet & Seat Assembly)

Width 32 inches
Depth 70 inches
Height 68 inches
Weight 490 lbs

Power Requirements

120 Volts AC.
60 Hz.

Game Description

Chase HQ2 is a single player video based on the original hit "Chase HQ" released in 1988 by the Taito Corporation. The game now boasts superb 3D graphics & gameplay to give a greater driving experience through the use of "forced-feedback" steering whilst retaining the "Old-school" feel of the original Chase HQ. Selectable cars & better courses keep the player looking for more ingenious ways of capturing the criminals.

Chase HQ2 boasts "Linkable" Battle Mode play, where machines can be linked together so players can "team-up" & chase hard-to-catch criminals. This also means that players will be trying to be the first to catch the criminal & score more points than other players, so invoking a sense to excel in the team.

The player is provided with a Hi-Lo gear-shifter, accelerator, brake & "Nitro-Boost" power button to help catch up with the criminals cars. Upon starting each stage, the player has a single "Nitro-shot". When this is used, the player has to drive the course looking for other "Nitro-Boosts" to top-up their supply in order to keep up the pace to catch up with the criminal. These can be found on the main course, but some are hidden in the shortcuts the player will have to find.

The player has to keep up their speed & look for the "shortcuts" in order to catch-up to the criminal's car & immobilise it by "hitting" it several times. This damages the criminal's car to the degree that they have to pull over & the player can make the arrest.

Points are accumulated by inflicting damage on the target vehicle & are also obtained by hitting items such as road cones. At the end of each stage, all the points the player has accumulated are tallied-up in conjunction with the time taken to apprehend the criminal to give a ranking/score as set out below:

CAPTAIN -----Top Cop
LIEUTENANT
SERGEANT
PATROLMAN
ROOKIE
TRAINEE ----- Beginner

Assembling the two units

After unpacking & deciding the location of Chase HQ2, it is imperative that the assembly instructions are followed precisely to ensure correct & safe operation.

1. Using the bolts supplied ($\frac{5}{16}$ -18 X $1\frac{1}{2}$ " with washers), attach the two brackets to the seat cabinet Fig:1 & 2 and tighten them loosely.
2. Next, bring the seat unit towards the monitor cabinet. Before mating the two together, join the two electrical connections, which provides sound to the seat unit. Fig:3
3. Next, slide the seat unit fully into place (being careful not to trap the wire harness) & install the remaining bolts ($\frac{5}{16}$ -18 X 2") Fig:4
4. Once you have the two units together, you can tighten the remaining bolts using the hex key-wrench supplied.
5. The complete machine can now be carefully moved into the desired position. Once the machine is in position, ALL levelling feet must be screwed down fully Fig:5 so the machine can not move whilst being played, as to avoid injury to the player or damage to the cabinet or it'd surroundings.
6. Plug the supplied mains lead into the machine & a suitable electrical outlet socket. To avoid problems with over-loading or possible fire hazards, we recommend that Chase HQ2 have it's own mains supply via a professionally fitted socket or mains outlet. We DO NOT recommend the use of extension cords or multi-plug adapters.

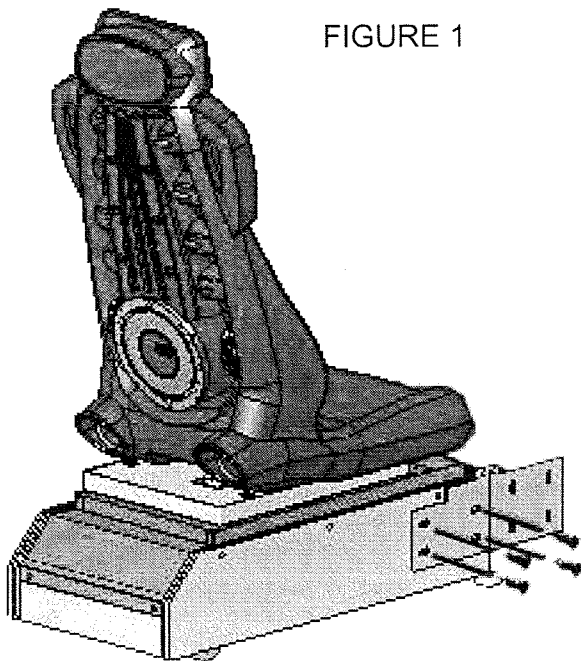


FIGURE 1

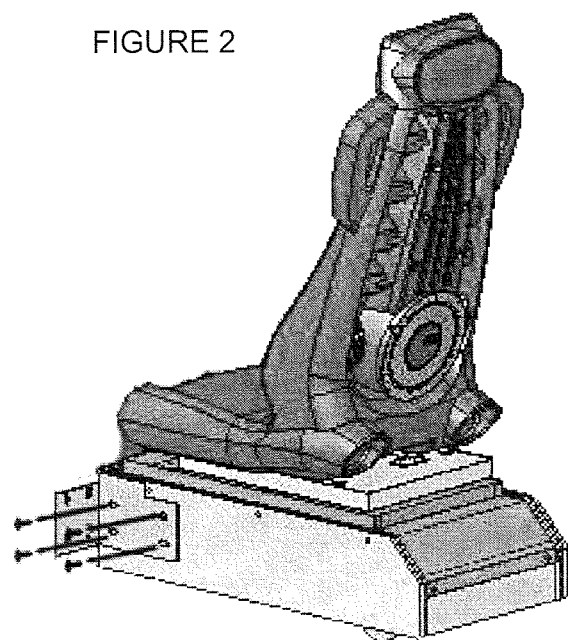
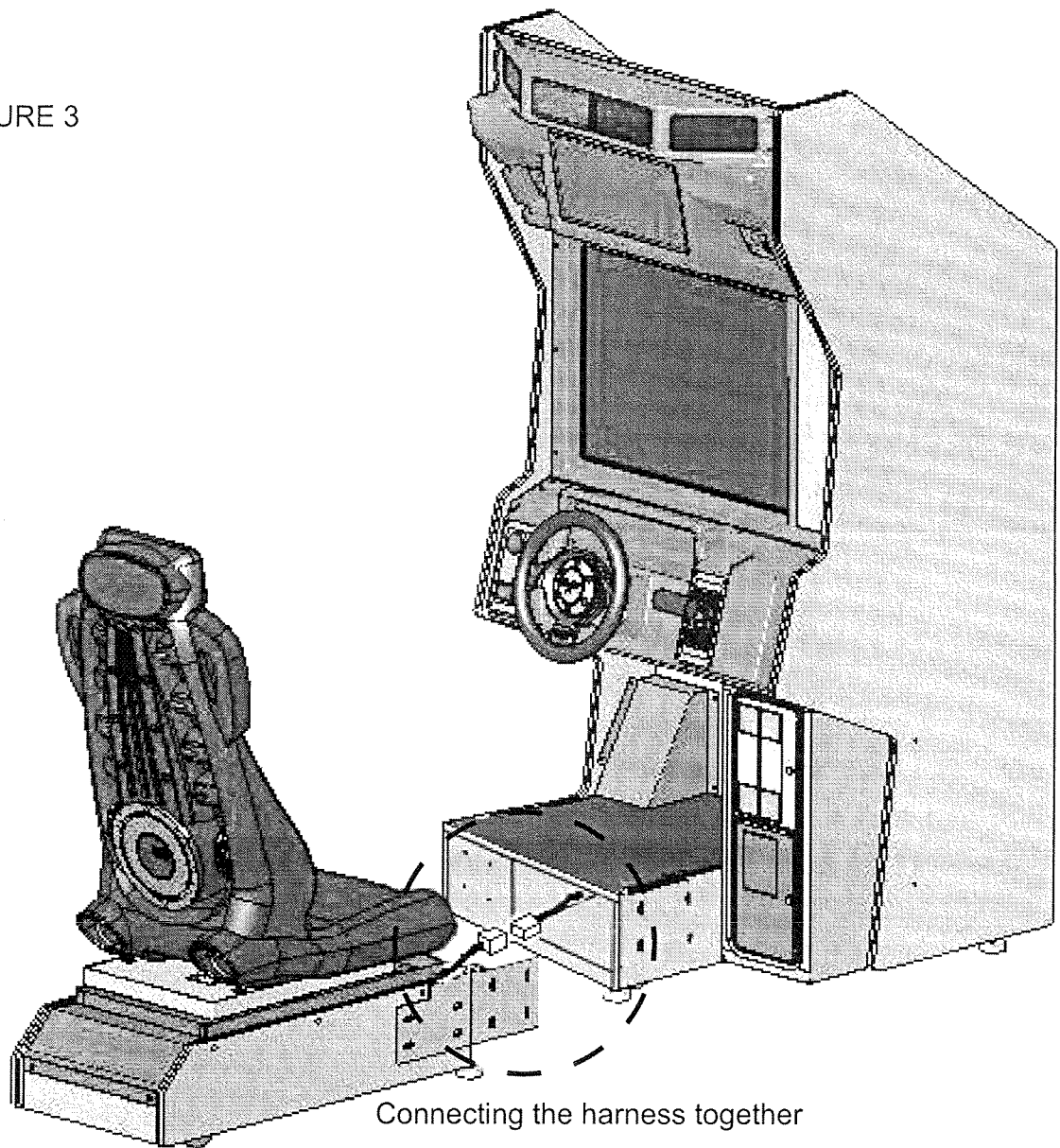


FIGURE 2

Assembling the two units(cont'd.)

FIGURE 3

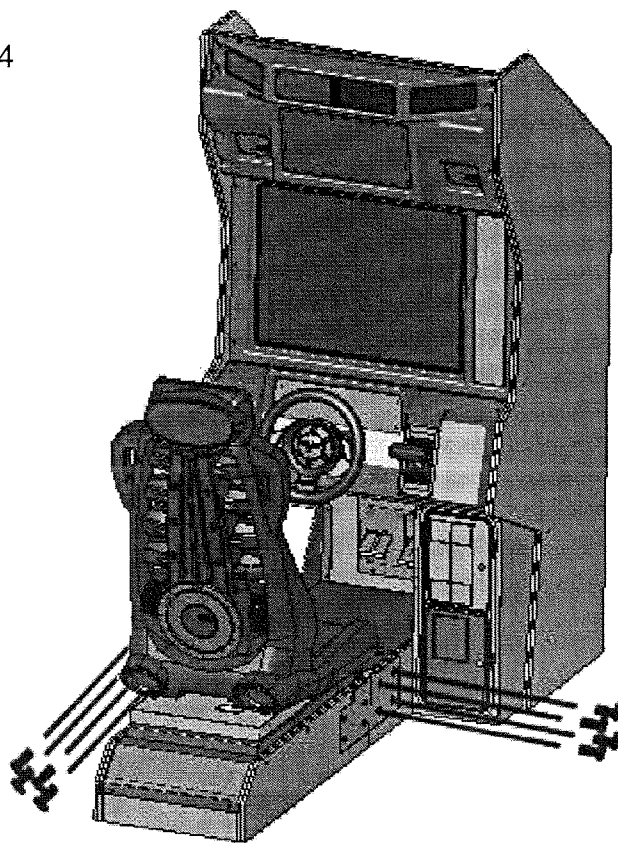


DO NOT sit on the seat unit until the game is fully assembled!

Note: If the wrong bolts are installed into the fixing points, damage may occur to the cabinet or fixings. Only install the $\frac{5}{16}$ "-18 X 2" bolts into the main cabinet assembly.

Assembling the two units(cont'd)

FIGURE 4

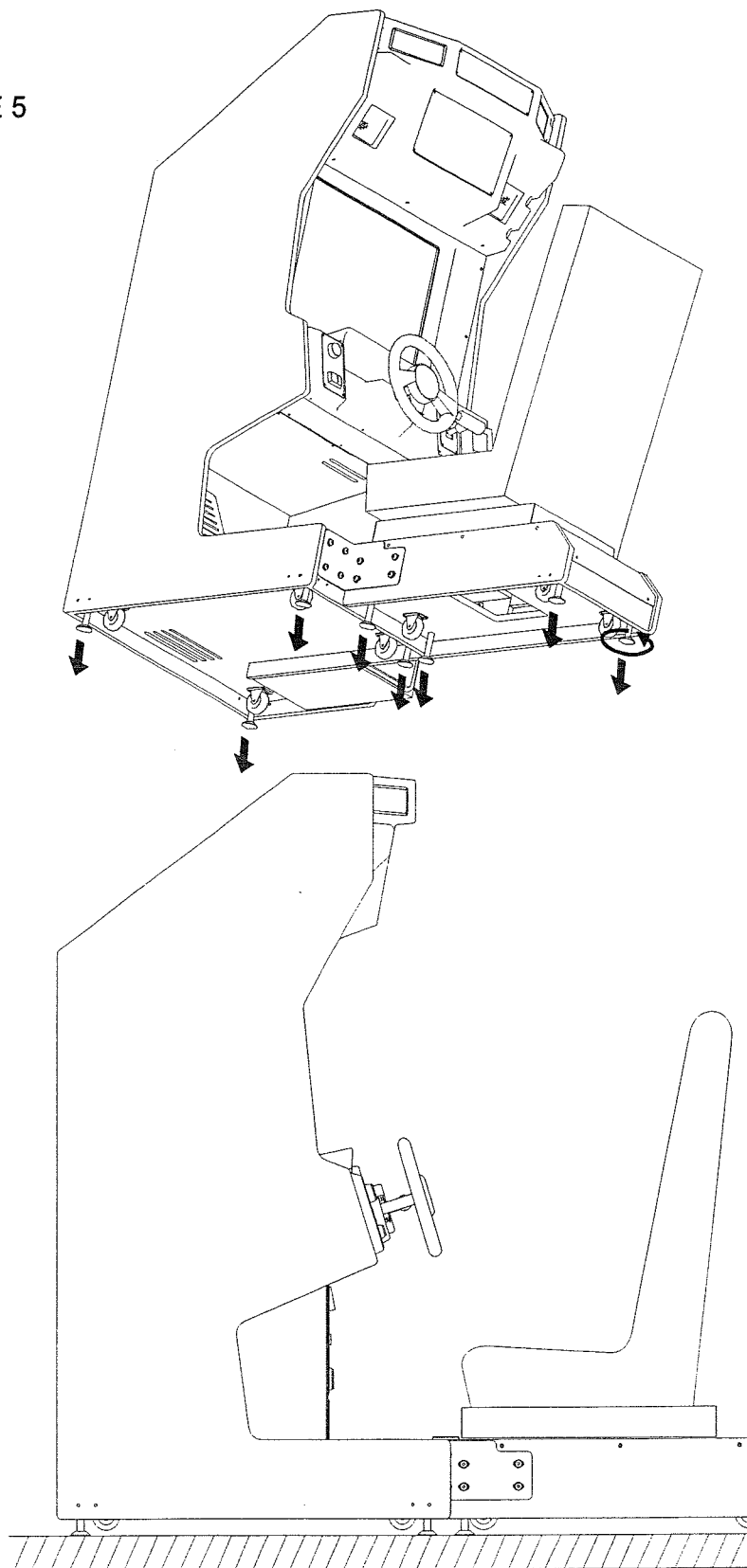


Once all the bolts have been installed & fully tightened, the complete machine can be “wheeled” into the desired location. Take care when moving the completed machine so as not to come into contact with the immediate surroundings. It is advisable for a minimum of 2 people to move the machine for safety. Ensure the machine has adequate space behind to allow for ventilation & reasonable space either side to allow players easy access. Also be careful when plugging the power lead into the rear of the machine & moving at backwards, so the lead does not become trapped underneath & become damaged.

Installing the completed machine

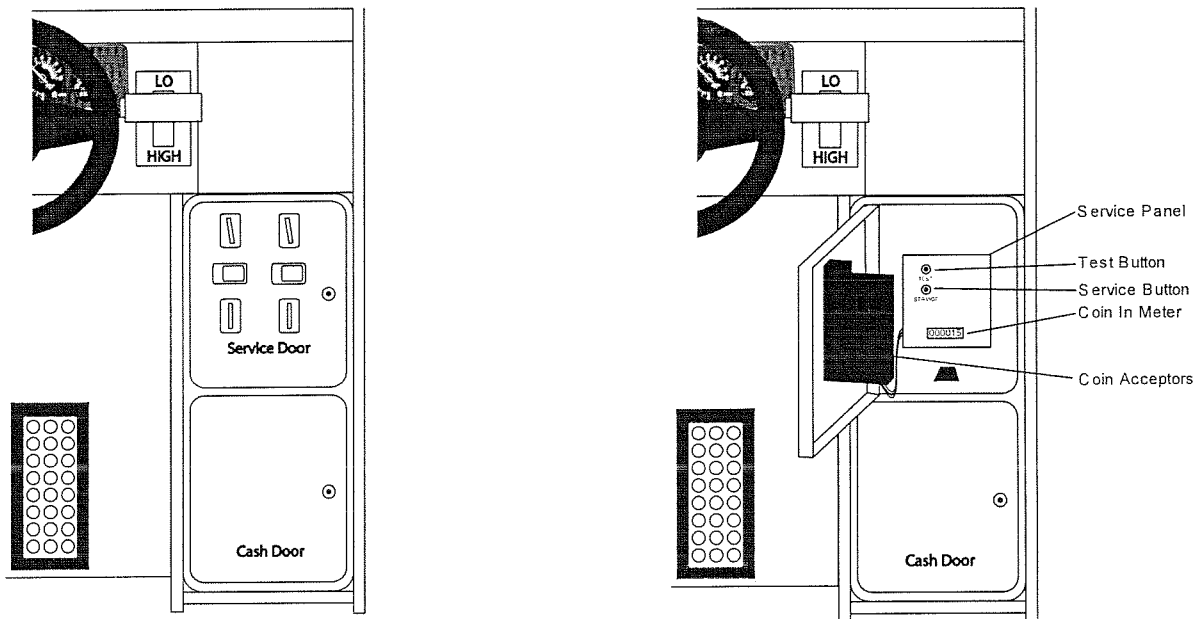
Once the machine is in the desired position, you **MUST** ensure ALL levelling feet are adjusted so the machine can not move whilst being played. There are four feet located on the main cabinet & four on the seat unit.

FIGURE 5



Service Items Location

Chase HQ2 has been greatly simplified for ease of use & servicing through the use of modular components. The service area is located inside the top service-door where the Test & Service buttons, Coin-In meter & monitor adjustment (OSD) board are located.



Test Button = Used to enter TEST to make adjustments to game & check operation.
This button may also perform other functions in TEST menu.

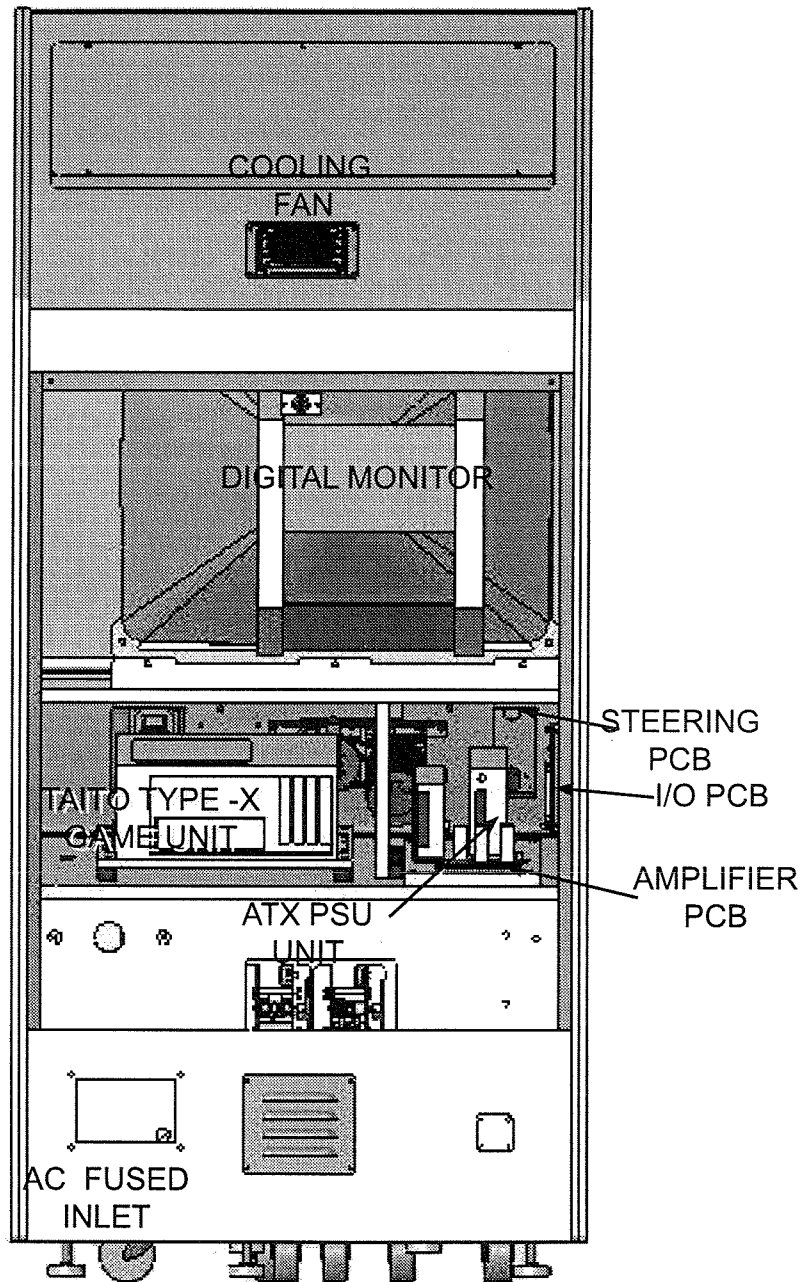
Service Button = Used to introduce "free" credits to the game with out incrementing meter. This button may also perform other functions in TEST menu.

Coin In Meter = Counts the number of coins entering the machine. Denominations:
Pulses are for coins inserted)

USA – Use of mechanical coin acceptor e.g. 25c & combination of Coin for Credit setting in Coin Test menu determines the pulse counter, but in general the meter will increment once per coin.

Service Items Location (cont.)

Switch OFF the machine before removing any of the rear service doors for maintenance.



Setting game parameters

After switching the machine on, the various self-check tests will begin. After these tests have been successfully completed, the machine will go into it's "attract mode" where certain gameplay aspects will be shown.

At this stage it is possible to open the coin/service door & enter the test routines to set items such as price of play & difficulty levels.

The TEST button is located on the service plate along with the service button.

After pressing the TEST button, the following screen will appear:

Test Mode

The screenshot shows a black screen with white text. At the top left, it says "Ver. AXX-XXXXXX". In the center, it says "TEST MODE". Below this, there are several menu options arranged in two columns. Lines connect these options to descriptive text on either side of the screen. The options are: GAME, I/O, SOUND, NETWORK, SCREEN, COIN, BOOKEEPING, CLEAR, RESET, MODE, SETTING, TEST, TEST, TEST, CHECK, SETTINGS, RANKING, DATA, and ALL SETTINGS. The descriptive text includes: "Adjusts the game settings such as difficulty(page 14)", "Tests the speakers & adjust the game volume(page 16)", "Checks the color & clarity of the monitor(page 18)", "View the history of gameplay, coins in, time/date(page 20)", "Resets ALL changes made to the game to factory settings (page 22)", "Returns the machine to normal play", "Test ALL player controls & switches(page 15)", "Checks the network ID of ALL machines(page 17)", "Change price per game options (page 19)", and "Clears ranking data of entered players scores (page 21)".

Ver. AXX-XXXXXX

TEST MODE

Adjusts the game settings such as difficulty(page 14)

Tests the speakers & adjust the game volume(page 16)

Checks the color & clarity of the monitor(page 18)

View the history of gameplay, coins in, time/date(page 20)

Resets ALL changes made to the game to factory settings (page 22)

GAME

MODE

GAME SETTING

I/O TEST

SOUND TEST

NETWORK TEST

SCREEN CHECK

COIN SETTINGS

BOOKEEPING

CLEAR RANKING DATA

RESET ALL SETTINGS

Returns the machine to normal play

Test ALL player controls & switches(page 15)

Checks the network ID of ALL machines(page 17)

Change price per game options (page 19)

Clears ranking data of entered players scores (page 21)

This screen is just an example

Using the player controls, you can navigate through the different options shown using the following controls:

START/VIEW BUTTON = ENTER
SIREN/LAMP BUTTON = SELECT

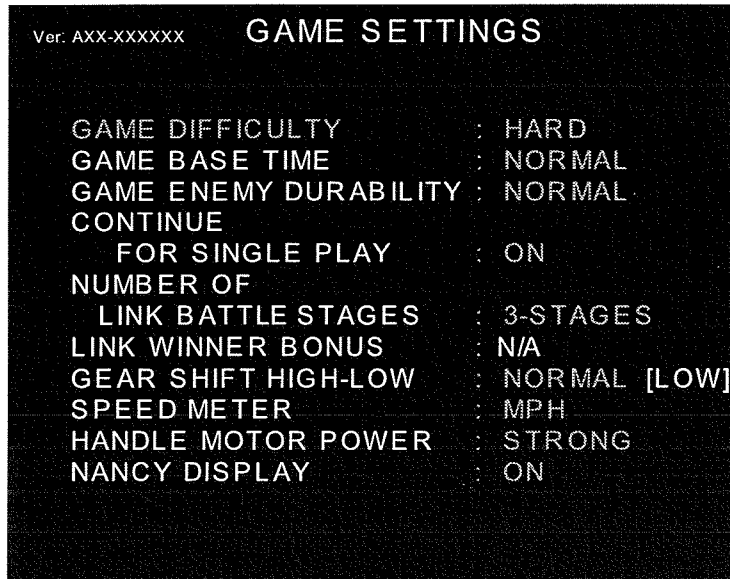
The "NITRO" & "TEST" buttons are also used to adjust items such as volume down. This is shown later in the relevant tests.

IMPORTANT: If any changes are made to any of the settings & you wish to keep them, do not forget to select "SAVE & EXIT" before leaving the test routines.

Note: Settings which are "factory settings" are highlighted in "Green"

Game Settings

After entering Game Settings, you can adjust the difficulty level & other parameters such as game time.



This screen is just an example

Game Difficulty = Choose from “Easy”, “Normal”, “Hard”, “Extra Hard”

Game Base Time = Choose from “Normal”, “Short”, “Very Short”
(the initial time given to the player to catch-up with the criminals car)

Game Enemy Durability = Choose from “Normal”, “Hard”, “Very Hard”.
(the amount of times a player will need to hit the criminals car to immobilise it)

Continue For Single Play = Choose from “On” or “Off”
(offers a single player the chance to continue after running out of time)

Number of Link Battle Stages = Choose from 1 or 3
(sets the amount of stages two-players can compete against each other)

Link Winner Bonus = Will only be selectable when 1 Link Battle Stage is chosen
(awards the winner of a linked battle game a “free game” to promote “winner stays on”)

Gear Shift High-Low = Choose from “Normal” or “Reversed”
(flips the orientation of the gear shifter, so player has to move shifter up to select “High”)

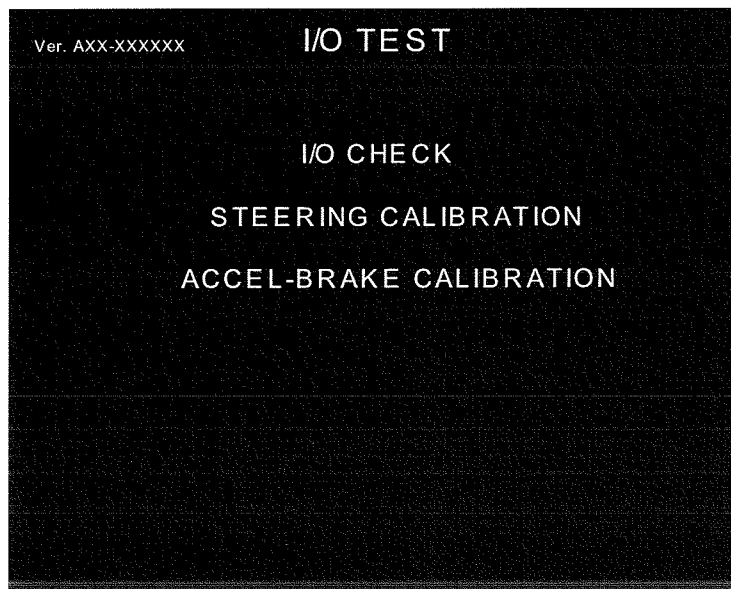
Speed Meter = Choose from “MPH” or “KPH”
(selects display of speedometer reading for different countries)

Handle Motor Power = Choose from “Off”, “Weak” or “Strong”
(determines the amount of “force-feedback” steering is transmitted through the steering)

Nancy Display = Choose from “On” or “Off”
(when off, Nancy video/commentary will not be shown.)

I/O Test

In this screen you can calibrate the player controls. The fact that you have gained access to this test is proof on it's own that the Test, Siren & Start buttons are all working correctly.



This screen is just an example

The steering calibration will be carried out on initial power-up of the machine & won't normally need to be re-calibrated in this screen, unless there is a fault.

Ensure you are not engaging any of the player controls before selecting any of the calibration sequences

Use the "Siren" button to highlight the Steering Calibration option. Pressing the "Start" button will initiate the calibration. The steering wheel will automatically rotate fully counter-clockwise, then fully clockwise. **DO NOT TOUCH THE STEERING WHEEL** while this calibration is being carried out. If the calibration was successful, this will be shown on the screen.

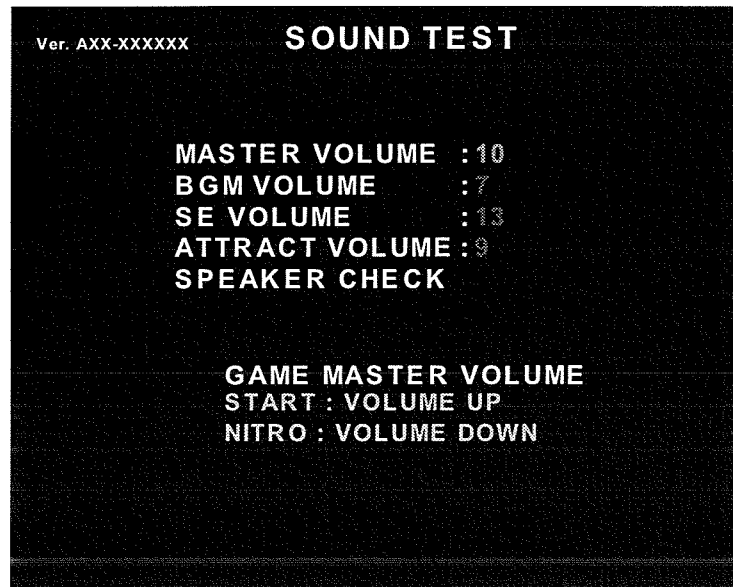
Use the "Siren" button to highlight Accel-Brake Calibration option. Pressing the "Start" button will initiate the calibration. You will be asked to depress the GAS pedal fully down. Only release the GAS pedal when asked to do so. If the calibration was successful, this will be shown on screen.

The sequence will then automatically ask you to do the same for the BRAKE pedal. Again, only release the brake pedal when asked to do so.

Failure to follow the on-screen instructions will result in miss-calibration & inaccurate gameplay.

Sound Test

Use this test to adjust the volume during gameplay & attract mode. You can also check to determine if there is a fault with a speaker or channel on the amplifier.



This screen is just an example

Use the "START" button to increase volume. Use "NITRO" button to decrease volume.

Master Volume = The overall volume level of the complete game.

BGM Volume = The "background music" volume level during gameplay.

SE Volume = The "Sound effect" volume level(e.g. crashing, hitting criminals car)

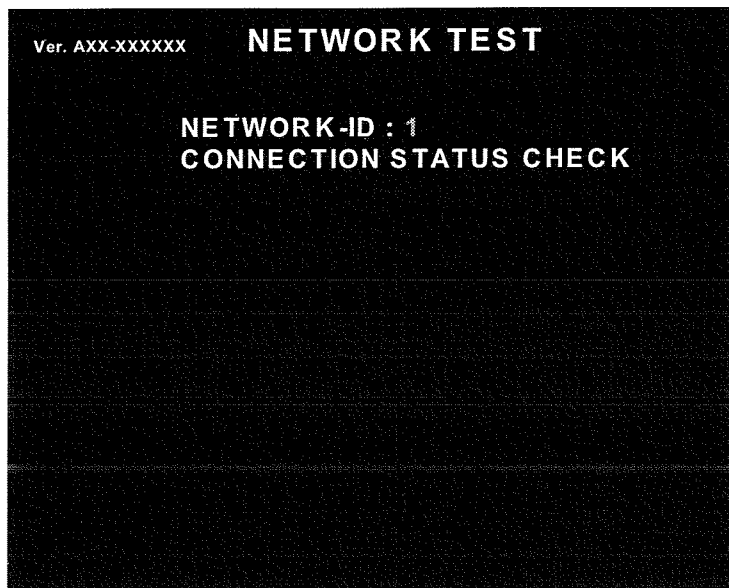
Attract Volume = The level of volume audible to attract players while in attract mode.

Speaker Check = Checks each speaker for correct orientation & clarity
LEFT - MIDDLE(seat) – RIGHT.

Network Test

When Chase HQ2 is linked to another cabinet, it is necessary to give each machine it's own unique Network Identification Node. The factory default is 1(master). Any subsequent linked machine will have to have this value changed to 2(slave).

The link cable used is of the RJ45 Crossover type UTP Category 5. The use of any other cable will not allow networking & may cause damage.



This screen is just an example

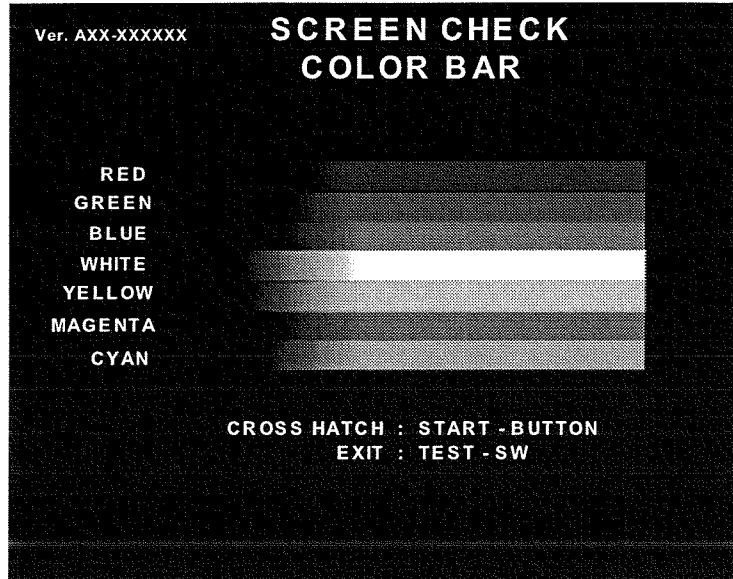
To set-up linked gameplay between 2 machines, follow the procedure set out below:

- 1: Set up the 2 cabinets next to each other.
- 2: With the power OFF, remove the rear access doors & blanking plates of both machines.
- 3: Thread the supplied Network cable through the holes of both machines until they can reach the PC unit located underneath the monitor.
- 4: Plug the cable into the RJ45 sockets on both PC units & clip the cable into the existing harness routers.
- 5: Apply power to both machines & wait for the "attract screens"
- 6: Enter test on both machines & select the "NETWORK TEST" option on both.
- 7: Normally, the machine on the left will be 1(master) & the machine right will be 2(slave)
- 8: Change the setting of the right-hand machine to 2 by pressing the "START" button.
- 9: Scroll to "SAVE & EXIT" using "SIREN" button & select by pressing "START" button.
- 10: Scroll to "GAME MODE" & press the "START" button
- 11: Power OFF both machines, then power ON. After initialisation, the machines will now be linked together for "BATTLE-MODE".

The link status can be checked by selecting "CONNECTION STATUS CHECK". This will show the communication between the two machines is "live".

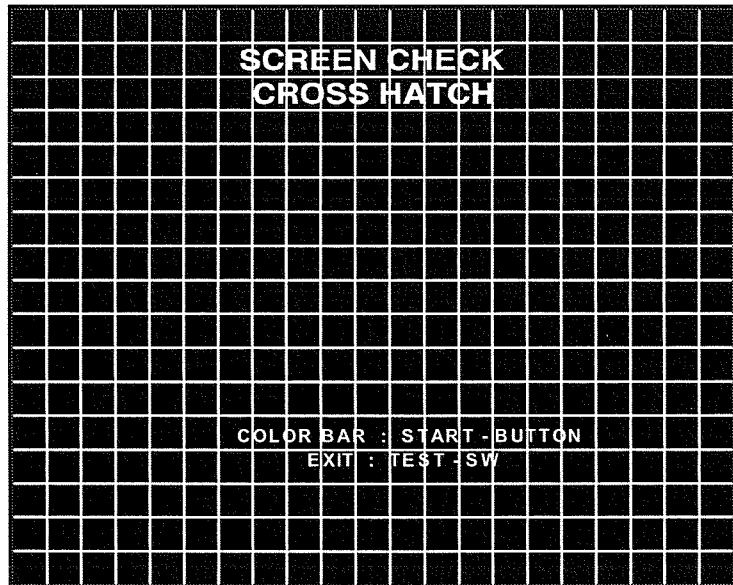
Screen Check

By entering this check, the operator can look at a color bar to check the settings of the monitor & make any adjustments to allow for light conditions, or if a replacement monitor has been fitted & two machines are situated next to each other to ensure perfect color match.



This screen is just an example

To check the picture alignment, press the START button to view the CROSS HATCH pattern. The operator can use the remote PCB located in the Coin/Service area to make any adjustment.



This screen is just an example

Pressing the "TEST" button will exit the "SCREEN CHECK" to the main menu.

Coin Settings

Use this screen to check/change the Price-of-play or adjust to "Free-play" for promotions.



This screen is just an example

This screen shows the following:

START CREDITS = The number of credits needed to start the game

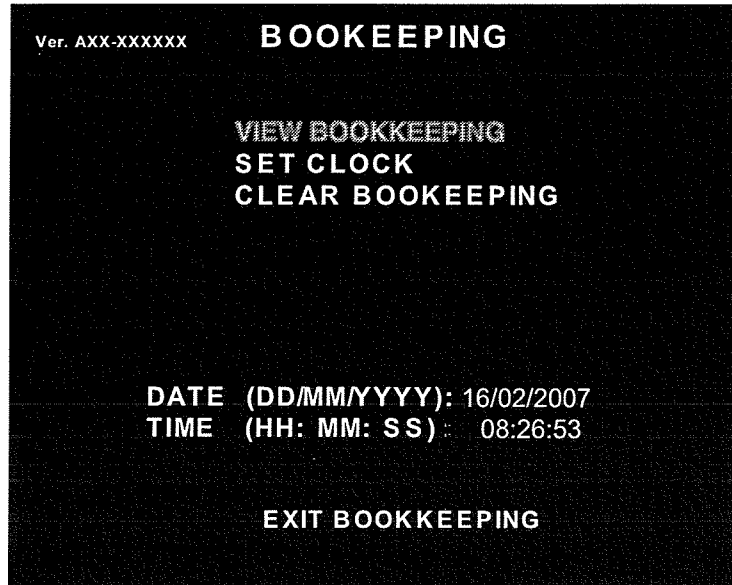
CONTINUE CREDITS = The number of credits needed to continue the game

CREDITS per COIN = The number of credits given per coin inserted.

Nb. Depending on type of coin acceptor fitted,(electronic or mechanical) different settings may apply when determining the CREDITS per COIN if an electronic "totaliser" mech is used.

Bookkeeping

Use this screen to view the machines history/performance & check/change time & date.



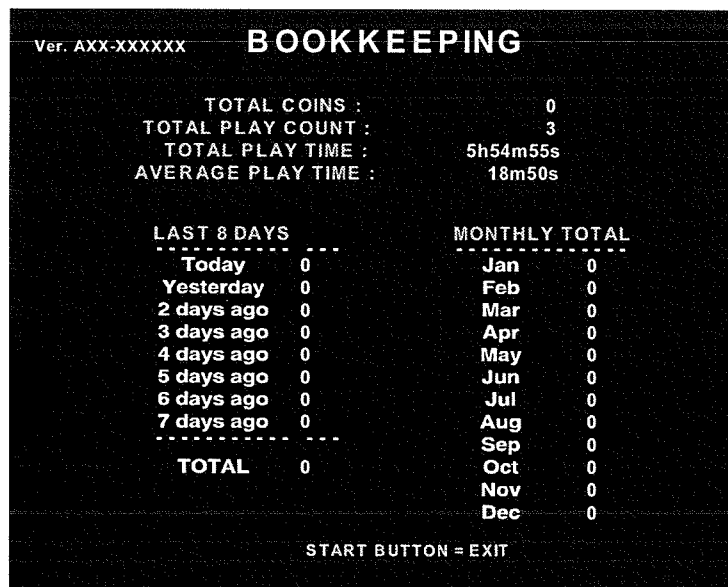
This screen is just an example

View Bookkeeping = Shows the machines weekly & monthly statistics

Set Clock = Use this to set the machines clock & date to the current time & date

Clear Bookkeeping = Clears the machines history of ALL coins in/time played.

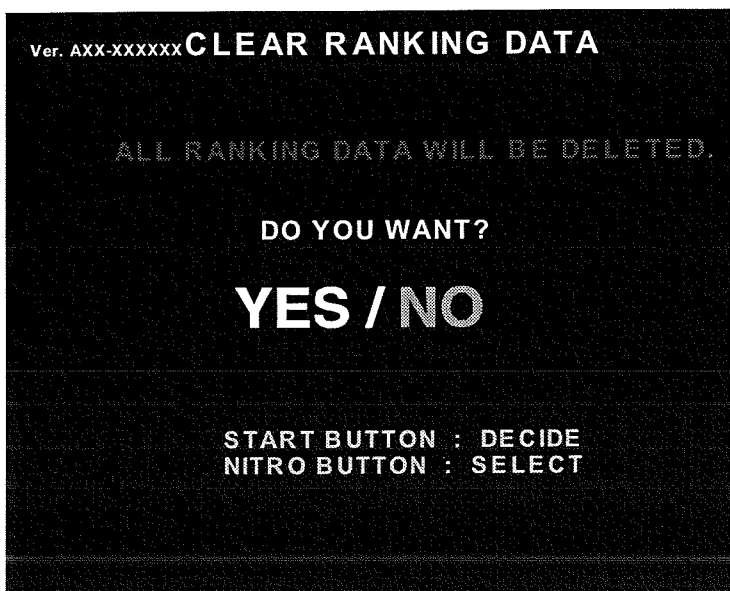
Bookkeeping Screen:



This screen is just an example

Clear Ranking Data

Use this screen to clear the current Ranking Data of players entered scores/names.



This screen is just an example

Once you have decided "YES" & selected that option, ALL current names & scores will be deleted & the factory names & scores will be displayed in attract-mode.

Reset All Settings

This screen should only be accessed & selected if you are sure that all settings entered (e.g. "Credit to Start", Game Difficulty" etc....) are not required. Once the decision is made to Reset ALL Settings, ALL changes made to ANY of the game parameters WILL BE LOST & will need to be re-entered should the factory defaults not be acceptable.



This screen is just an example

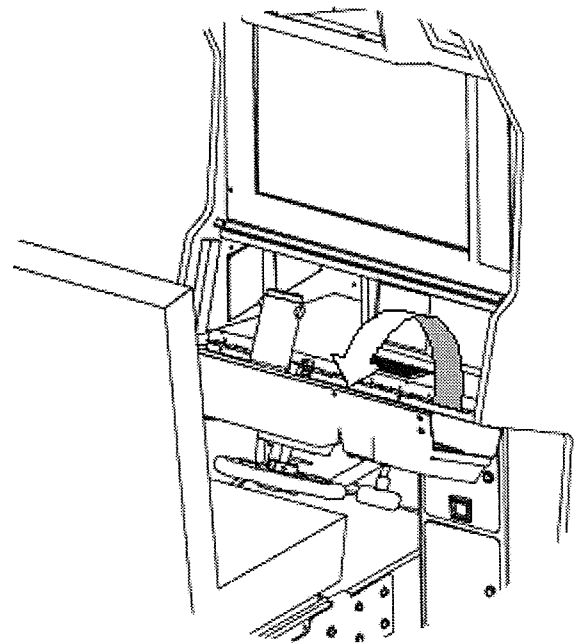
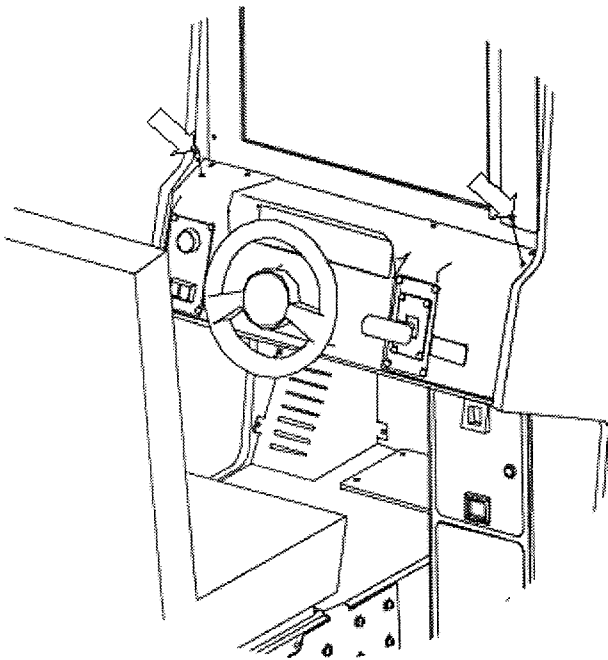
Accessing the machine

Any access to the machine whether front or rear, should be made by qualified personnel only. Danger exists from hazardous voltages & moving parts (steering) which can cause injury or even death. Always follow the procedures set out in this manual for making adjustment(s) or replacing parts.

Accessing the Steering

Remove the two hex screws that secure the steering fascia. This will allow the assembly to be tilted forward for servicing.

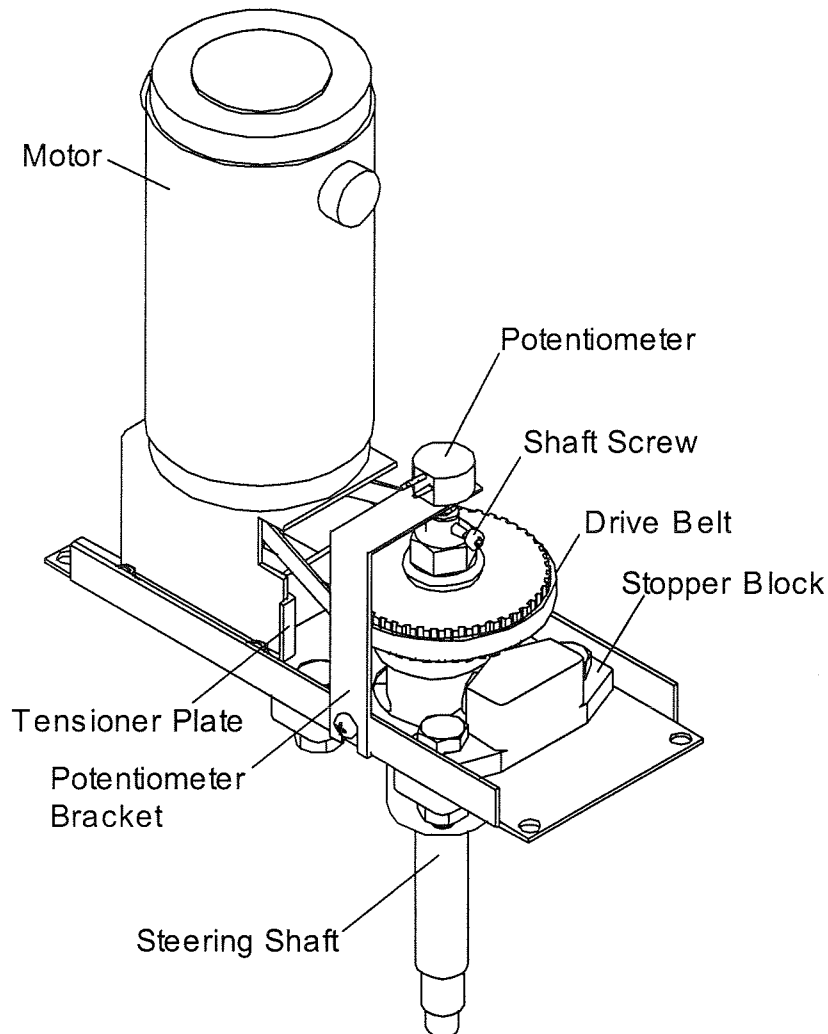
NOTE: Support the fascia before removing the screws to prevent damage.



Accessing the Steering (cont.)

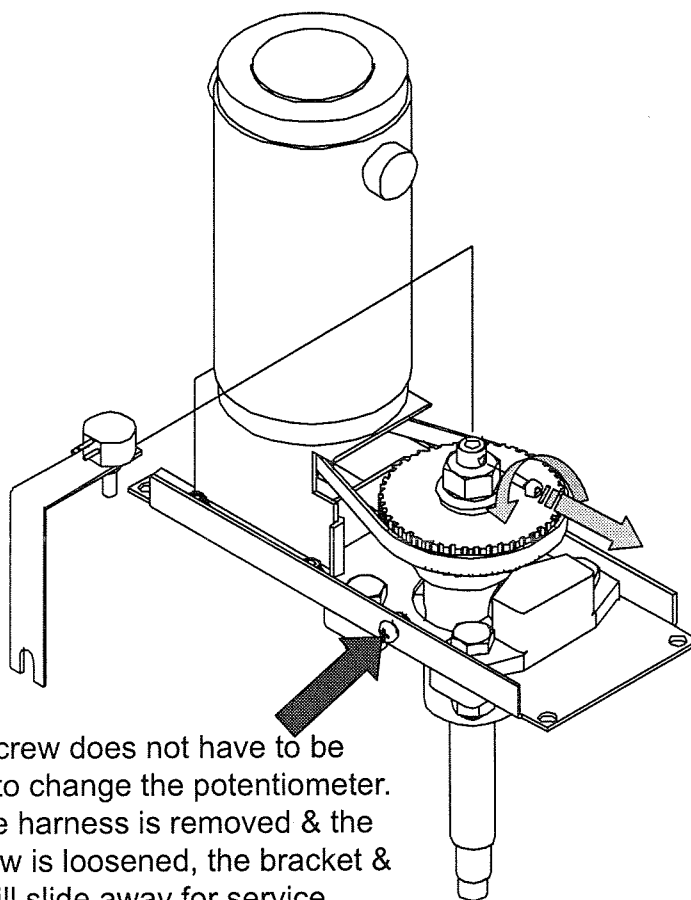
Once the fascia is open items such as the drive belt, potentiometer & steering motor can be serviced. The most likely cause of problems on the majority of driving games is caused by potentiometer failure. This is easily replaced by removing the harness connector & loosening the shaft screw which holds the potentiometer in place. This will allow the complete assembly to be slid out & a new potentiometer fitted.

It is important to note that when fitting a new potentiometer that the main steering wheel is central & that the flat on the pot spindle is realigned with the shaft screw which holds it in place. Failure to do this will cause the spindle to "over-rotate" through its designated stops & cause damage to the internal contact & wiper.



The items listed above, are probably the most susceptible to wear & tear & may need adjusting or replacing over the life of the machine. Spare part numbers can be found at the rear of this manual.

Accessing the Steering (cont.)



This screw does not have to be removed to change the potentiometer. Once the harness is removed & the shaft screw is loosened, the bracket & pot will slide away for service.

Note: Remember to secure the harness to the potentiometer back onto the potentiometer bracket after any service or replacement. If the harness is not secured, it may come into contact with moving parts causing damage and erratic play.

Changing other items on the machine like the main game unit, PCB's, lamps & monitor has been made easier by modular design & is deemed not necessary to be covered by this manual. It is believed that only trained service personnel will attempt any such maintenance or servicing on parts not covered by this manual & are qualified to open any access doors for such purpose. Parts not covered by this manual are therefor non-serviceable items & should be returned without any attempt to repair or modify them.

Any item/procedure not covered by this manual can be obtained from Namco.

Common faults & remedies

Problem	Likely cause	Remedy
On-screen car does not respond correctly to steering.	During power-up, steering wheel calibration was interrupted	Switch machine OFF then on again to auto-calibrate
	Potentiometer failure	Replace potentiometer
	Harness damage/not securely connected.	Check/repair, secure harness to connection
	Incompatible potentiometer fitted	Fit correct potentiometer
	Drive belt loose/broken	Tension correctly/replace
On-screen car does not accelerate/brake correctly	I/O PCB failure	Replace I/O PCB
	Pedal calibration data lost	Enter test & recalibrate pedals as per page 12
	Potentiometer failure	Replace potentiometer(s)
	Harness damage/bad connection(s)	Check/repair harness/reconnect securely
	Incompatible potentiometer fitted	Fit correct potentiometer(s)
Poor or no coin acceptance	I/O PCB failure	Replace I/O PCB
	Dirty coin validator path	Clean coin acceptor path
	Coin validator not connected/poorly connected	Check harness connector onto coin acceptor
Machine shows calibration errors on initialisation	Coin validator failure	Replace validator
	During power-up, steering wheel calibration was interrupted	Switch machine OFF then on again to auto-calibrate
	Peripheral controls not securely connected	Check connections to steering & pedal assembly
	Potentiometer failure	Replace potentiometer(s)
	I/O PCB failure	Replace I/O PCB
	Main game unit losing calibration data	Replace main game unit(Type-X)
	Potentiometer(s) not calibrated after replacement	Enter test & calibrate all controls
Machine shows I/O errors on initialisation	I/O PCB connection to main game unit not connected	Check USB cable for secure connection
	Main I/O connector not connected securely	Check main harness I/O connection
	No power to I/O PCB	Check +Ve from power supply
	I/O PCB failure	Replace I/O PCB
	Main game unit failure	Replace main game unit(Type-X)

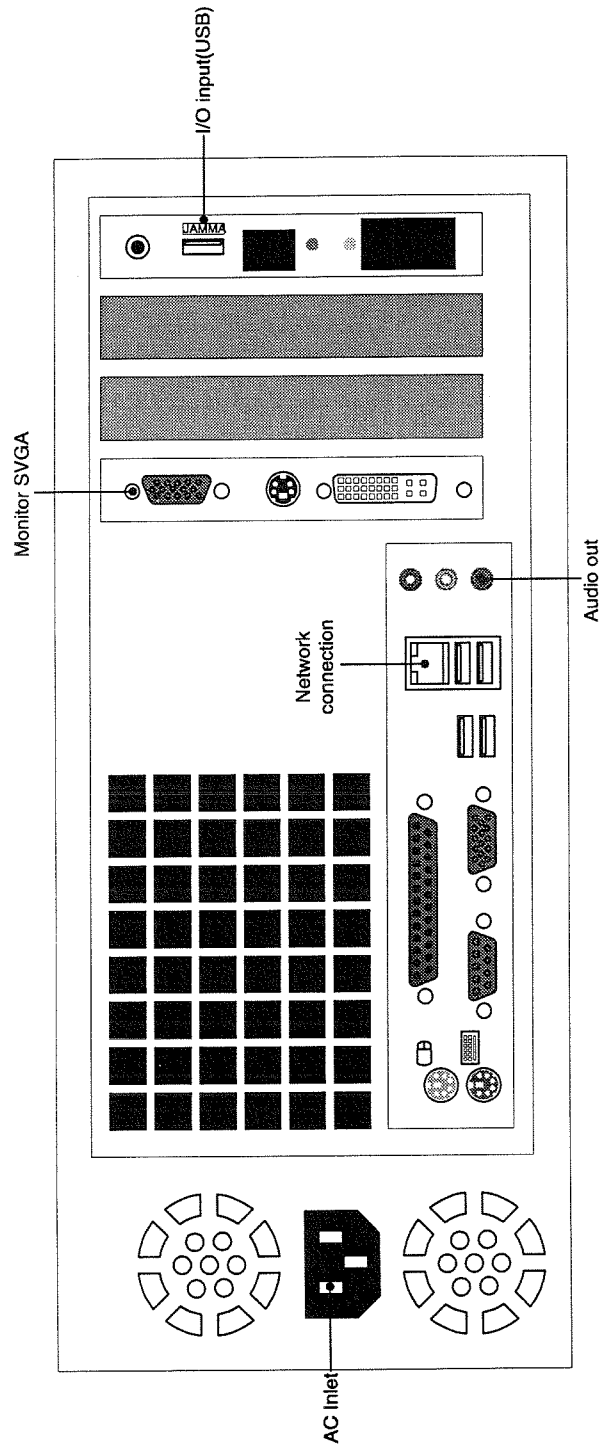
Common faults & remedies (cont.)

Problem	Likely cause	Remedy
Machine fails to come on	Fuse in plug lead open circuit	Replace with same rating
	Fuse(s) in IEC AC inlet open circuit	Replace with same rating
	Power supply unit failure	Replace ATX power supply
	Site circuit breaker open	Check supply from site outlet
	Power lead open circuit	Replace power lead
	AC connection(s) from AC inlet loose/poorly connected	Remove power lead & check all AC connections in machine
No sound/poor sound	Sound turned down too low	Enter test scroll to Sound Test & adjust volume as per page 13
	Amplifier PCB not securely connected	Check power-in & audio out connections
	Connections on speakers not secure	Check connections on speakers Left, right & seat speakers
	Harness from main game unit to amplifier PCB not secure	Check harness plugs are secure both ends(3.5mm jack)
	Amplifier PCB failure	Replace amplifier PCB
	Audio out on main game unit failure	Replace main game unit(Type-X)
Machines(2) will not link together	Both machines set to node ID.1	Enter test scroll to Network Test & change one machine ID to 2
	Networking cable not compatible	Only use RJ45 crossover UTP Category 5 network cable
	Network cable not securely connected	Check both ends of network cable are secure in main game unit
	Network cable open circuit	Replace network cable

I/O Wiring Detail

FROM	COLOR	FUNCTION
PIN-1	NOT USED	
PIN-2	NOT USED	
PIN-3	NOT USED	
PIN-4	NOT USED	
PIN-5	WHITE	STEERING SIGNAL
PIN-6	WHITE/BLUE	BRAKE PEDAL SIGNAL
PIN-7	WHITE/GRAY	GAS PEDAL SIGNAL
PIN-8	NOT USED	
PIN-9	NOT USED	
PIN-10	NOT USED	
PIN-11	BLUE	COIN SWITCH
PIN-12	NOT USED	
PIN-13	RED/WHITE	TEST SWITCH
PIN-14	VIOLET	SERVICE SWITCH
PIN-15	WHITE/BLACK	START/VIEW SWITCH
PIN-16	WHITE/RED	PATROL LAMP SWITCH
PIN-17	WHITE/ORANGE	GEARSHIFT UP
PIN-18	WHITE/VIOLET	NITRO SWITCH
PIN-19	NOT USED	
PIN-20	NOT USED	
PIN-21	NOT USED	
PIN-22	NOT USED	
PIN-23	NOT USED	
PIN-24	NOT USED	
PIN-25	NOT USED	
PIN-26	NOT USED	
PIN-27	GREEN	METER
PIN-28	NOT USED	
PIN-29	NOT USED	
PIN-30	NOT USED	
PIN-31	NOT USED	
PIN-32	NOT USED	SOUND MUTE
PIN-33	BROWN	DIR. STEERING
PIN-34	NOT USED	
PIN-35	WHITE/BROWN	TORQUE CONTROL_0
PIN-36	ORANGE/WHITE	TORQUE CONTROL_1
PIN-37	WHITE/YELLOW	TORQUE CONTROL_2
PIN-38	WHITE/GREEN	TORQUE CONTROL_3
PIN-39	RED/BLUE	PATROL LAMP RED_1
PIN-40	VIOLET/BLUE	PATROL LAMP RED_2
PIN-41	NOT USED	
PIN-42	BLUE/WHITE	PATROL LAMP BLUE_1
PIN-43	VIOLET/BLUE	PATROL LAMP BLUE_2
PIN-44	NOT USED	
PIN-45	BROWN/WHITE	START/VIEW LAMP SINK
PIN-46	RED/ORANGE	SIREN/PATROL LAMP SINK
PIN-47	NOT USED	
PIN-48	NOT USED	
PIN-49	NOT USED	
PIN-50	NOT USED	

Game Unit Connection Detail



Important!

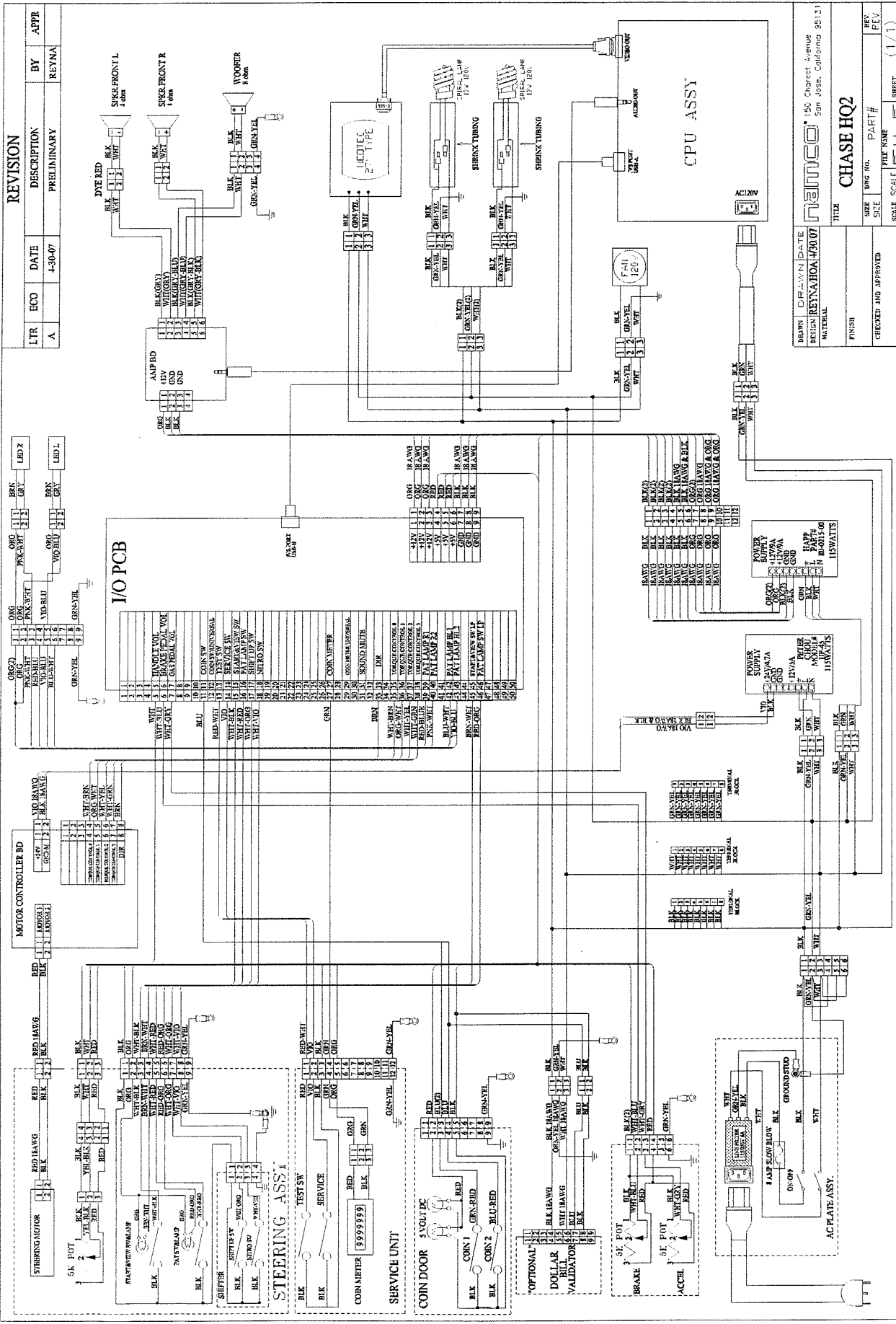
Any connection that has no ID reference on this picture is not used & therefor should not have anything connected to it. The connection of non-approved items to the main game unit will cause undesired operation & will invalidate the warranty.

Replacement Parts

Chase HQ2 Sit-Down	
Part Number	Description
CH03-11800-00	MAIN GAME UNIT (TYPE -X)
CH85-11792-00	27" DIGITAL MONITOR
VG05-11852-00	AUDIO PCB
CH05-11799-00	I/O PCB
CH05-11796-00	STEERING PCB
R580-09704-00	STEERING ASSY
CH80-11797-00	GEAR SHIFTER W/NITRO BUTTON
VG80-11112-00	START BUTTON - RED
VG54-03210-01	SPEAKER TOP (2)
VG54-04630-00	SPEAKER SEAT
CH90-11819-00	SEAT - BLACK
VG88-07763-00	POWER SUPPLY SWITCHING 24V
VG88-10064-00	POWER SUPPLY SWITCHING 12V
CH40-11790-00	CABINET DECAL LEFT
CH40-11790-01	CABINET DECAL RIGHT
CH40-11791-00	INSTRUCTION DECAL MONITOR
CH40-11788-00	TOP RED/ POLICE/BLUE MARQUEE PLEX
CH40-11789-00	TOP RED MARQUEE PLEX
CH40-11789-01	TOP BLUE MARQUEE PLEX
CH40-11787-00	CHASE HQ2 MARQUEE PLEX
CH08-11794-00	DASHBOARD PLEX
CH08-11795-00	ASSEMBLY PEDALS (GAS & BRAKE)
CH90-11785-00	MONITOR BEZEL
CH40-11818-00	SEAT BASE DECAL LEFT
CH40-11818-01	SEAT BASE DECAL RIGHT
CH40-11817-00	SEAT BASE DECAL REAR
CH40-11820-00	SEAT BACK DECAL
0051-169-110	LAN CABLE(CROSSOVER)

REVISION

LTR	ECO	DATE	DESCRIPTION	BY	APPR
A		4-30-07	PRELIMINARY	REYNA	



DESIGN	REYNALHOA43007
TITLE	CHASE HQ2
DATE	4-30-07
SCALE	1:1
CHECKED AND APPROVED	
FINISH	
MATERIAL	
DESIGN	REYNALHOA43007
DATE	4-30-07
SCALE	1:1
CHECKED AND APPROVED	
FINISH	
MATERIAL	

REYNALHOA43007 150 Chacort Avenue
San Jose, California 95121

CHASE HQ2

SIZE: 11.5" x 17.0" x 1.0"

PART #

PRICE RANGE

SHEET (1/1)

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.

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Hours: 7:00 am - 4:00 pm PDT

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Reorder number: CH45-11853-00

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