MODEL MR RACING

Dribbling

SERVICE INSTRUCTIONS
AND PARTS CATALOG
dribbling

INSTRUCTIONS AND DESCRIPTION OF THE GAME

This game differs from the traditional video, which matches a single player against the ma-
machine until he assimilates all the various combinations programmed and eventually repeats
himself over and over.

In this game the machine is the only mean through which two players compete one against the
other expressing all their skill by creating new tactical situation and by directly controlling the
game play after play.

After inserting the coin, after pressing the start button, the two teams of seven players each
come into the field from the two opposite sides accompanied by realistic cheers of a imma-
ginary crowd.

After the presentation of the two teams, and the choice of the team colors (by pressing the
shooting button on the right handle) the players automatically position themselves on the
field.

The referee brings the ball to the starting point and whistles the start of the game.
At this point only you have the control of the players.

The players are controlled by two hands, of which (the right one) controls the three forward
and (the left one) controls the three defenders plus the goal keeper.

The players can move in eight directions: four orthogonal (vertical and horizontal movement)
and four oblique (45° degree angle).

Each group of players can move toward a precise part of the field in order not to create confu-
sion and not to create « dead zones » when going for the ball.

The controls are automatically shut off in order to allow the players to take their programmed
positions when: the game starts, after a score, during a corner kick and during a penalty
shot).

The goal keeper can only be controlled vertically even though is controlled by the same
handle that control the defense.

In order to facilitate the goal keeper movements, his control has been set on semiautomatic.
The players hook the ball automatically unless the shooting button is pressed when the player
reaches the ball.

When any player hooks the ball he can dribble with it for a set time of three and a half
seconds. Then he looses it automatically.

If the player is moving in any directions, the hooked ball will follow him anywhere he moves
and he will then be able to kick it in any direction he chooses to.

When the goal keeper blocks the ball he can hold on to it for one and a half second and
then he looses it automatically. When instead he dives to block it with his fists, the ball
bounces away.

When the player has the ball and the shooting button is pressed, there are two way for the
trajectory: if the player is standing still the ball will have a horizontal trajectory, if the player
is moving with the ball, the trajectory will be opposite to the way the player is moving. (ba-
se speed for the ball is about 9.5 cm. or 3½ inches per second).

Ball speed also depends on the time the player has kept the ball while dribbling it.
When the ball collides with any player while the shooting button is pressed, depending on
the collision course the ball can take the different directions.

In this case if the ball is kicked backwards, it could cause a corner kick or even a self-score.
When the forward players kick the ball from the lateral sides of the field, the ball takes a 45°
age up toward the goalnet.

A player with possession of the ball may defend it by stopping and the player of the op-
posite team is so unable to take it away. If the player with the ball is moving, a contrast with
another player will send the ball away from the two.

When the centre forward is moving inside the penalty area and is fouled by a defender with-
out touching the ball first the result is a penalty shot: at this point the ball is automatically
placed on the penalty disc, when the referee whistles the player kicked will have the option
on shooting straight or at 45° angles on the both side of the goalnet.

The goal keeper in this case operates alone and only the intuition of the player can make
him block the penalty shot.

In the case of a corner kick the ball, is automatically placed in the corner disc and the players
are automatically placed in a programmed position.

The ball may take two different trajectories:
A) One directly toward the centre forward.

B) The other one with a parabolic shot (curve ball) that will reach the forward wing closer to
the corner disc.

By having the shooting button pressed the kick resulting will have a higher speed. The defense
may intercept the corner kick or may leave the goal keeper to block the shot.

There is a high percentage of scoring from a corner kick. The goal is valid when the ball
passes the goal net line (a point is then awarded). When the play is resumed it is possible
to open the action to the forward wing in order to cross the opposite team and go to the net
for scoring.

The time of the game is monitored and decreases from the time set to zero; at that point the
referee whistles twice for the end unless there is a penalty to be kicked off a cornerkick, in
this case the game stops after the completion of the action.
VR - A = TONO CALCIO A
VR - B = TONO CALCIO B
VR - C = VOLUME GENERALE

REGOLAZIONE PER LA DURATA DELLA PARTITA.
SW 2 DEL DIP SWITCH MONTATO SUL CS 284

<table>
<thead>
<tr>
<th>SW</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>DURATA PARTITA</td>
<td>1',50&quot;</td>
</tr>
<tr>
<td>DURATA PARTITA</td>
<td>2',30&quot;</td>
</tr>
</tbody>
</table>
OPZIONE DEL COIN D’ABBUONO:

Per impostare questa OPZIONE bisogna prima agire sul dip SW del CS 284:

<table>
<thead>
<tr>
<th>SW</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>OPZIONE INSERITA</td>
<td>OFF</td>
</tr>
<tr>
<td>OPZIONE NON INSERITA</td>
<td>ON</td>
</tr>
</tbody>
</table>

Impostare sul CS 277, piastra gettoniera, la combinazione 1 COIN - 1 PLAY nelle due sezioni:

<table>
<thead>
<tr>
<th>SW</th>
<th>1</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 COIN 1 PLAY</td>
<td>ON</td>
<td>ON</td>
</tr>
</tbody>
</table>

tutti gli altri SW devono essere impostati ad «OFF».

Una volta impostate queste regolazioni, quando la partita finisce con la vittoria di uno dei giocatori, sullo schermo dalla parte del perdente compare la scritta:

«INSERT ONLY ONE COIN! TIME LIMIT 10 SECONDS»,
ed il giocatore ha la possibilità di prendere un’altra partita con una sola moneta, purchè lo faccia nel tempo indicato.
### COUNTER DRIVE

**REGOLAZIONI DIP SWITCH CON 2 GETTONIERE CS 277**

**DIP SWITCH ADJUSTMENTS ON CREDIT BOARD CS 277**

*N.B. - LA SELEZIONE VA EFFETTUATA SEMPRE A MACCHINA SPENTA.*

*B.S. - BEFORE ADJUSTMENT TURN MACHINE OFF.*

<table>
<thead>
<tr>
<th>GETTONEIRA 1</th>
<th>SWITCH B2</th>
<th>GETTONEIRA 2</th>
<th>SWITCH C2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Coin 1 Play</td>
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<td>1 Coin 1 Play</td>
<td>ON</td>
</tr>
<tr>
<td>1 Coin 2 Play</td>
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<td>1 Coin 2 Play</td>
<td>OFF</td>
</tr>
<tr>
<td>1 Coin 3 Play</td>
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<td>1 Coin 3 Play</td>
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</tr>
<tr>
<td>1 Coin 4 Play</td>
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<tr>
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<td>2 Coin 1 Play</td>
<td>ON</td>
</tr>
<tr>
<td>3 Coin 1 Play</td>
<td>ON</td>
<td>4 Coin 1 Play</td>
<td>ON</td>
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</table>