

AMENDMENT FOR DIP SWITCH LIST

Please note that we have amended Dip Switch for "GOLD MEDALIST" as follows.

DIP SW NO.1

I T E M	SPECIFICATION	1	2	3	4	5	6	
GAME TYPE	NON SELECT	OFF	NOTE 1	A L W A Y S O F F				
	SELECT	O N	NOTE 2					
GAME STYLE	TABLE		OFF					OFF
	UPRIGHT 4P		O N					OFF
	UPRIGHT 2P		O N					O N
COMPUTOR DEMONSTRATION	WITH						OFF	
	WITHOUT			O N				
SPEED FOR 100M DASH	14 BEATS FOR MAX SPEED					OFF		
	10 BEATS FOR MAX SPEED					O N		

NOTE 1) Events are fixed in series.
Come to game over with 2 stage 18 events.

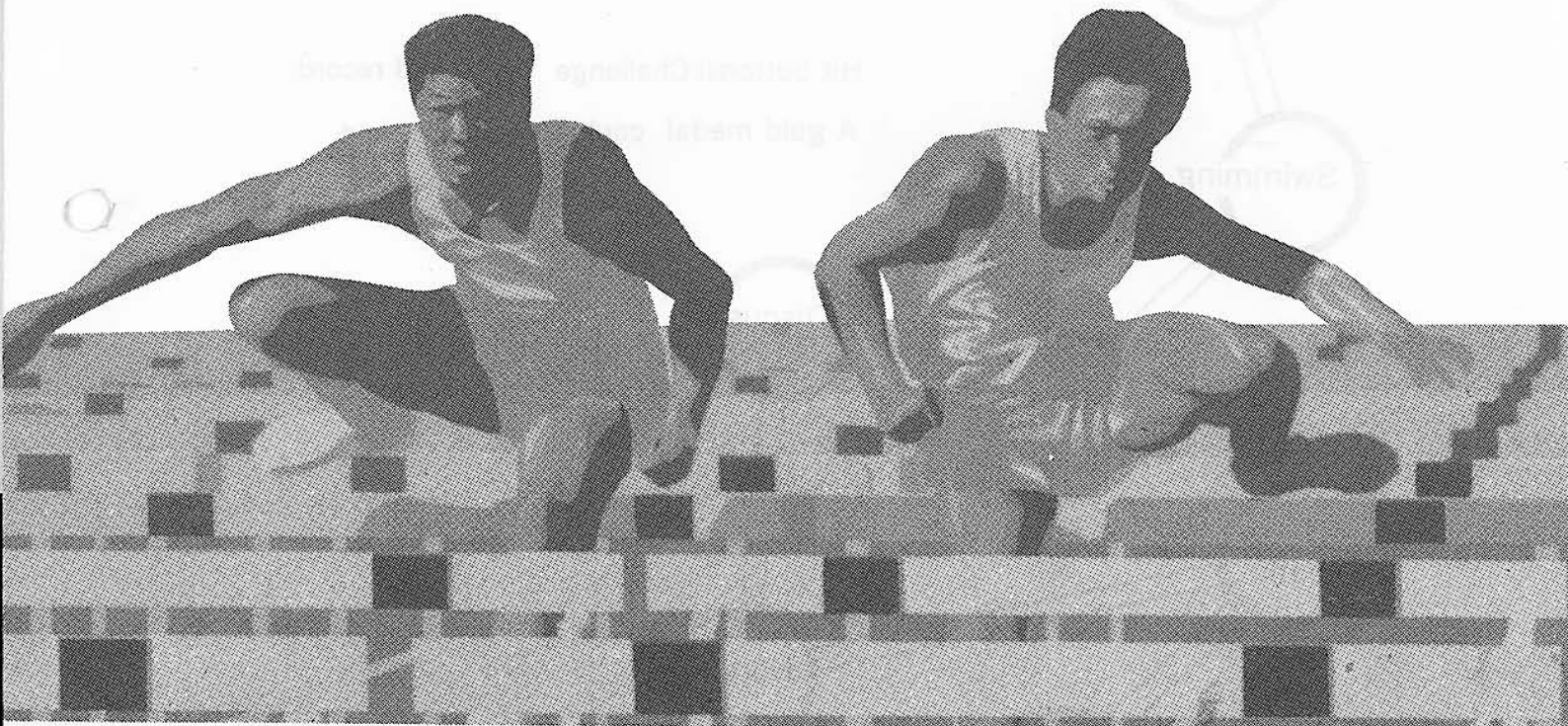
NOTE 2) Each stage can select 9 events freely.
Come to game over totally with 18 events.

(Events selection is made by left & right button for moving
and by center button for decision.)

* Since there are some mistakes on previous control wiring diagram,
please see the list on back side.

GOLD MEDALIST

INSTRUCTION MANUAL



**RUN! JUMP! SWIM! BE THE GOLD MEDALIST
BE THE CHAMPION AT THE SEOUL OLYMPICS.**

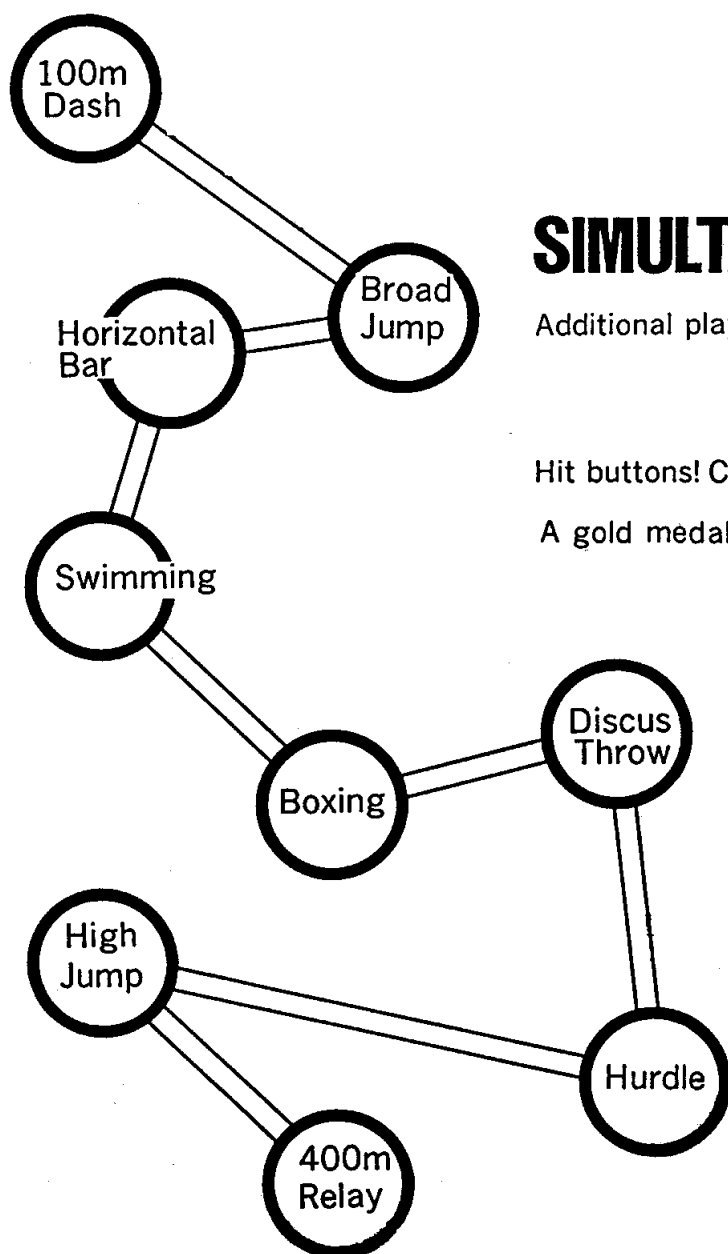
SNK

START A BATTLE AGAINST WELL TRAINED OPPONENTS.

Real simulation game programmed data of 192 players from 8 countries gives you presence of an Olympic Stadium. Can you defeat Louis or Ben?

CLEAR AND QUALIFY IN 9 EVENTS! BE THE SPORTS CHAMP!

Press the button repeatedly and test your skills to beat a numbers of rivals. Get a ticket to the next event.



SIMULTANEOUS 4 PLAYERS.

Additional players can join in during any of the events.

Hit buttons! Challenge the world record.

A gold medal could be in your hand.

DIP LIST FOR GOLD MEDALIST

DIP SW NO. 1

ITEM	CONTENTS	1	2	3	4	5	6
GAME TYPE	NON SELECT	OFF	‡ NOTE 2				
	SELECT	ON	‡ NOTE 1				
GAME STYLE	TABLE			OFF	OFF		
	UPRIGHT 4PLAYER			ON	OFF		OFF
	UPRIGHT 2PLAYER			ON	OFF		ON
	UN USED				ALLWAYS OFF		
DEMONSTRATION	WITH					OFF	
	WITHOUT					ON	

* NOTE 1 : EACH EVENT CAN BE SELECTED UPON 3 TIMES.
COME TO GAME OVER TOTALLY WITH 18 EVENTS.

* NOTE 2 : EVENTS ARE FIXED IN SERIES.
COME TO GAME OVER WITH 2 STAGE 18 EVENTS.

(EVENT SELECTION IS MADE BY LEFT & RIGHT BUTTON FOR MOVING AND BY CENTER BUTTON FOR DECISION.)

DIP SW NO. 2

ITEM	CONTENTS	1	2	3	4	5	6
ATTRACTION SOUND	WITH	ON					
	WITHOUT	OFF					
PLAY PRICING COIN / PLAY	1-1 / 1-1		OFF	OFF	OFF		
	1-2 / 2-1		OFF	OFF	ON		
	1-3 / 3-1		OFF	ON	OFF		
	1-4 / 4-1		OFF	ON	ON		
	1-5 / 5-1		ON	OFF	OFF		
	1-6 / 6-1		ON	OFF	ON		
	2-3 / 9-1		ON	ON	OFF		
	3-2 / 8-1		ON	ON	ON		
DIFFICULT. LEVEL	VERY SOFT					OFF	OFF
	SOFT					OFF	ON
	MIDDLE					ON	OFF
	HARD					ON	ON

DISPLAY TEST MODE

HARD DEBUGGER

PROGRAM ROMS
ROM 0 OK
ROM 1 OK
ROM 2 *
ROM 3 *

WORK RAMS
RAM 0 OK
RAM 1 OK

SPRITE RAMS
RAM 0 OK
RAM 1 OK
RAM 2 OK

PALETTE RAMS
RAM 0 OK
RAM 1 OK

FIX RAM
RAM 0 OK

CUSTOM OK

TO COLOR MON
PUSH 1PSW
RUN (R+L)

DIP SW
DSW1 100000
DSW2 100000

INPUT PORTS
A 00000000
B 00000000
C 00

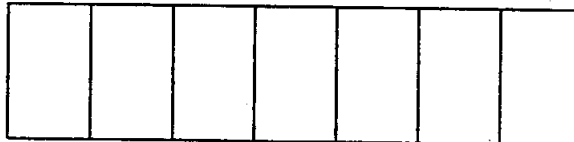
COIN PORTS
A 0
B 0

SOUND
NO . 00 H
SW PUSH

ON 1P ST + JP
OFF 2P ST + JP

COLOR MONITOR

WHI RED YEL GRE CYA BLU MAG



TO HARD DEBUGGER

PUSH 2P RUN BUTTON (R+L)

PCB LAYOUT

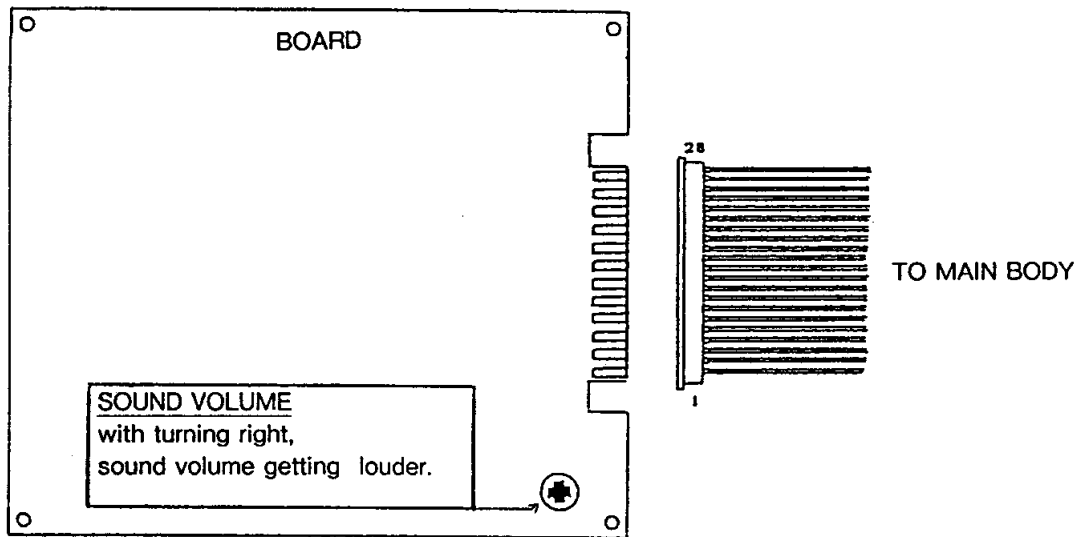
1-1) ADAPTION FOR EDGE CONNECTOR CR7E-56DA-3, 96E(56PIN): HRS

1-2) POWER SUPPLY:

SNK recommends the use of a switching type power supply with minimum current ratings as stated.

VOLTAGE	CURRENT
+5VDC	7 Amps
+12VDC	1 Amp
-5VDC	1 Amp

NOTE: Assure that the voltage on the PCB is in the range from +5.00V to +5.10V.
We have no responsibility for your any changes other than constructed.
This layout will be changed without notice.



- 1) Don't test the circuits with Testor etc., even if you find malfunction on solid state module.
The voltage inside Testor will break the IC.
- 2) Assure that the power is cut off when you replace parts or insert/disconnect the edge connector.
- 3) Make sure to pull off with plug, when you disconnect the power cord.
- 4) Always use caution to stay clear of the high voltage sections to avoid the possibility of electric shock.

GOLD MEDAL CONNECTER

SOLDER SIDE				PARTS SIDE	
	GND	A	1	GND	
	GND	B	2	GND	
	+5V	C	3	+5V	
	+5V	D	4	+5V	
		E	5		
	+12V	F	6	+12	
	NC	G	7	NC	
	COIN COUNTER 2	J	8	COIN COUNTER 1	
		K	9		
	SPEAKER (-)	L	10	SPEAKER (+)	
		M	11		
	G (MONITER)	N	12	R (MONITER)	
	SYN (MONITER)	P	13	B (MONITER)	
	SERVICE SW	R	14	GND (MONITER)	
		S	15	TEST	
	COIN 2	T	16	COIN 1	
	2P START	U	17	1P START	
RUN / SWIM	3P L SW	V	18	1P LEFT SW	RUN / SWIM
RUN / SWIM	3P R SW	W	19	1P RIGHT SW	RUN / SWIM
RUN / SWIM	4P L SW	X	20	2P L SW	RUN / SWIM
RUN / SWIM	4P R SW	Y	21	2P R SW	RUN / SWIM
JUMP / THROW	3P SW	Z	22	1P SW	JUMP/THROW
JUMP / THROW	4P SW	a	23	2P SW	JUMP/THROW
	4P START	b	24		
	3P START	c	25		
		d	26		
	GND	e	27	GND	
	GND	f	28	GND	



CONTROL WIRING DIAGRAM

