**SETTING INSTRUCTIONS**

When test SW is located on the main PCB board is pressed, the game mode on the TV monitor stops and displays "TEST MODE MENU".

**[TEST MODE MENU SCREEN]**

- **MONITOR TEST**
  - TV monitor displays cross hatches and color bars.
  - This is a mode for adjusting the screen size and screen colors.
  - When the test SW is pressed, the screen returns back to the test mode menu.

- **SWITCH TEST**
  - The input test for each switch is done.
  - When the test SW is pressed, the screen returns back to the test mode menu.

- **SOUND TEST**
  - This is a mode for adjusting the sound volume.
  - When the cursor is moved to EXIT and the attack button is pressed, the screen returns back to the main menu.

<CONFIGURATION>

- The settings of play pricing and gameplay are done.
- Select the items by turning the joystick up and down, and the setting item is changed each time when joystick turns left and right.

**FACTORY SETTINGS**

- Use this mode when restoring the data to factory settings.
HATTRICK HERO '93: "CAMPEÓN DE FÚTBOL"  COMPETITIVE&COOPERATIVE PLAYER GAME

**CONTROL**

Players' actions change depending on whether they have the ball at an offensive time or they haven't the ball at a defensive time.

- **Offensive Time**
  - **Shoot**
  - **Pass**
- **Defensive Time**
  - **Sliding**
  - **Rough Play**

![Joystick](Image)

For designating the direction of movement, shooting and passing.

**ROUGH PLAY!!**

Take the ball by means of rough play!! If the judge finds such a rough play, he counts a foul. Be careful!!

**SCREEN DISPLAY**

The position of selected player is displayed with "S" mark.

![Screen Display](Image)

**SPECIAL OFFENSIVE MOTIONS!!**

- **Players can do special offensive motions so far as having the "unit" value!! But he cannot select better skills than that of the unit value. (The remaining value is displayed on the lower left part of the screen.)**
- **By means of the following method, the "unit" value can be increased as shown follow.**
  - Whenever inserting a coin, it is increased by unit value x3, and whenever inserting 2nd coin or more, it is increased by unit value x4.

These unit values are cleared at the time of game over, returning to the original setting.

![Special Offensive Motions](Image)

**1P UNITS SELECT**

- **Super Dash 1**
- **Super Sliding 1**
- **Over Run 2**
- **Super Guard 2**
- **Banana Shoot 3**
- **Super Shoot 4**
- **Hyper Shoot 6**

**EXTRA**

- During pushing the C-BUTTON, the player can run faster than usual.
- The sliding length becomes longer than usual. Also the opponent's ball can be easily taken.
- All other players except the goal keeper can be gathered around the player.
- Supports guard on the both sides of the player, blocking automatically opponent players.
- By pushing the C-BUTTON, the ball is shot and the direction of the ball can be controlled with the joystick.
- This is a special shoot which an ordinary goal keeper cannot catch in any ways.
- By doing this death blow shoot, the ball reaches the goal by 100% possibility.

*The maximum credits for this game is 9.*

![Company Logo](Image)

TAITO
### Table of Connector Terminals

<table>
<thead>
<tr>
<th>Connector</th>
<th>G-Connector</th>
<th>3P-Connector</th>
<th>4P-Connector</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Solder Side</strong></td>
<td>A</td>
<td>1</td>
<td><strong>GND</strong></td>
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<tr>
<td>GND</td>
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<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>C</td>
<td>3</td>
<td>+5V</td>
</tr>
<tr>
<td>+5V</td>
<td>D</td>
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<td>+5V</td>
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<td>POST</td>
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<td>7</td>
<td>POST</td>
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<tr>
<td>COIN METER 2</td>
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<td>8</td>
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<td>K</td>
<td>9</td>
<td>COIN LOCKOUT 1</td>
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<tr>
<td>SPEAKER (-)</td>
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<td>10</td>
<td>SPEAKER (+)</td>
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<tr>
<td>SOUND GND</td>
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<td>12</td>
<td>VIDEO R</td>
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<tr>
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<td>13</td>
<td>VIDEO B</td>
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### S-Connector

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<tr>
<td>VIDEO-GND</td>
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</tbody>
</table>

### M2-Connector

- **NOTES**: The potentiometer mounted on the PCB is not for controlling the sound volume. As this potentiometer is preset at the factory, don't touch it carelessly.

It is possible to obtain ambience sounds as stereo sounds by connecting two speakers into S-CONNECTOR as shown right.

### S-Connector - Stereo Sound

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<th>S-Connector</th>
<th>1</th>
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<th>4</th>
</tr>
</thead>
<tbody>
<tr>
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<td>SPEAKER (-)</td>
<td>GND</td>
<td>GND</td>
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</table>

### S-Connector - Monoaural Sound

<table>
<thead>
<tr>
<th>S-Connector</th>
<th>1</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPEAKER (+)</td>
<td>SPEAKER (-)</td>
<td></td>
</tr>
</tbody>
</table>

NO DIP SWs are mounted on the PCB of this game.
Settings of the difficulty level and the coinage should be done on the test mode of the screen.
**CONTROL**

Players' actions change depending on whether they have the ball at an offensive time or they haven't the ball at a defensive time.

**OFFENSIVE TIME**  
**DEFENSIVE TIME**

- **SHOOT**  
- **PASS**  
- **SLIDING**  
- **ROUGH PLAY**

A-BUTTON  
B-BUTTON  
C-BUTTON

For Designating the direction of movement, shooting and passing.

---

**ROUGH PLAY!!**

Screen display:
The position of selected player is displayed with "S" mark.

---

**SPECIAL OFFENSIVE MOTIONS**

* Players can do special offensive motions so far as having the "unit" value but he cannot select better skills than that of the unit value. (The remaining value is displayed on the lower left part of the screen.)

* By means of the following method, the "unit" value can be increased as shown follow.

  1. Push the C-button to display the window.
  2. By using the joystick, select a desired skill.
  3. By pressing the C-button, the skill is selected.

These unit values are cleared at the time of Game-over, returning to the original setting.

---

**EXCELLENT PLAYERS**

K. Medina  
Gustav  
Herman  
Guy  
Salvador  
Alex  
Eiguar  
Ekonider

- He has outstanding leadership to rise the total abilities of his team.
- He will be never tired. He is a tough guy of zero exhaustion.
- He is good in rough play. It is very seldom that his foul is counted.
- He is proud of the highest strength of his legs and is good at surprise attacks.
- By using miracle footwork, he takes the ball by force. His defensive power is also high.
- For some unknown reason, he will cause some happenings once a game.

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The maximum credits for this game is 9.