HYPER OLYMPIC

OPERATOR'S MANUAL

100m DASH
LONG JUMP
JAVELIN THROW
110m HURDLES
HAMMER THROW
HIGH JUMP
FOR MORE EXCITING PLAY. FOR MORE EXCELLENT INCOME.

(1) The biggest feature of this game is that it can be played by four people simultaneously. This guarantees exciting play as well as excellent income.

(2) High scores of two hundred people and the best records of three players in each game will be kept for a long period of time even after the power is turned off. Accordingly players can confirm improvement of their own skills by comparing with past records. This serves to prolong their interest in the game.

(3) KEY SWITCHES are required to have the following characteristics.
- Capability of quick repetition
- Light key touch
- Safety for fingertips
- Long life
- Clicking sound which makes the game more exciting

If necessary, Konami can supply such key switches.

(4) In order to keep the game played by two or more players, the following disposition is recommended.

There are two RUN BUTTONS so that the player may use either his/her either right or left hand.

Be careful enough when handling the P.C. Boards in order to avoid DANGER and/or DAMAGE.

(1) Whatever kind of maintenance should be started after pulling the power cord off the AC-line outlet.

(2) Confirm the right side and the other side of the cardedge connector.

(3) Electro-static is apt to destroy circuit components, especially CMOS IC. So be careful when it touches your fingers or a circuit tester. Val–Vol cannot be used.

(4) There is a battery(button type) on the P.C. Board to keep the players' data even during blackout.

Be careful not to short it.
Technical Information

(1) Ranking data should be initiated as follows.
   1) POWER OFF
   2) Take out the P.C. Board.
   3) Turn on the 5th of DIP SWITCH No.2.
   4) Set the P.C. Board.
   5) POWER ON
   6) Confirm that all ranking displays show '10000'
   7) POWER OFF
   8) Take out the P.C. Board.
   9) Turn off the 5th of DIP SWITCH No.2.
   10) Set the P.C. Board.

(2) Required Power Capacity
   1) GND–VCC 5V 5A or more
   2) GND–(+12) 12V 2A or more

(3) Output
   R(red) analog, positive
   G(green) analog, positive
   B(blue) analog, positive
   Sync. H–V complexed, negative

(4) Wiring of the key Switch ‘RUN’
   Wiring should be done with the left one of the two RUN keys as RUN1 and the
   right one as RUN2.
   Refer wiring Diagram.

(5) Adjusting Volume
   Turn the volume right and it becomes louder.

PLAY INSTRUCTION

* Tap [RUN], and the player will run.
* Push [JUMP], and the player will jump or throw.

1) 100m DASH
* You will be disqualified by flying 3 times!
* Keep pressing [JUMP]!

2) LONG JUMP
* Tap [RUN], and then push [JUMP].
* The angle is determined by how long you press [JUMP]

3) JAVELIN THROW
* Accelerate the player with [RUN].
* Press [JUMP] and release it at the desired angle.

4) 100m HURDLE
* Keep tapping [RUN] and then push [JUMP], and the player will jump.

5) HAMMER THROW
* Push [RUN] and start!
* Press [JUMP] at the right moment, and release it at the desired angle.
* Be careful not to make the angle too high.

6) HIGH JUMP
* Push [RUN] once and start.
* FOUL is limited to 3 times.
* Only in HIGH JUMP, you can change the angle by pushing [JUMP] as often as you like.
### DIP SWITCH 1

#### 1. COIN 1 SW SET

<table>
<thead>
<tr>
<th>SW</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>COIN PLAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>1 1</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>1 2</td>
</tr>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>1 3</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td>1 4</td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>1 5</td>
</tr>
<tr>
<td></td>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>1 6</td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>1 7</td>
</tr>
<tr>
<td></td>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
<td>1 8</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>2 1</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>2 2</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>3 1</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>3 2</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>4 1</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>4 2</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>5 1</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>5 2</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>6 1</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>6 2</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>7 1</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>7 2</td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>8 1</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td>8 2</td>
</tr>
</tbody>
</table>

(ATTENTION) FREE PLAY MEANS THE SITUATION, YOU CAN PLAY WITHOUT PUTTING ANY COINS IN.

### DIP SWITCH 2

#### OFF

- 1 Athlete given.
- No extended round permitted
- No bonus player
- Effect at Power ON: Data remained
- OFF: Easy
- OFF: Difficult
- At attractive mode, no music

#### ON

- 2 Athlete given.
- Extended round permitted
- First at 100,000
- Effect at Power ON: All data initialized
- ON: Normal
- ON: very difficult
- At attractive mode, sounds

Upper setting of Dip switch shows normal condition. When changing the difficulty, give your enough consideration.

---

**NOTE**

1. 1P: No.1 player
2. 2P: No.2 player
3. 3P: No.3 player
4. 4P: No.4 player

**3) RUN**: Left side key of 'JUMP KEY'

**RUN**: Right side key of 'JUMP KEY'

**3) FOR UP-RIGHT TYPE CONSOLE WIRING.**

Not needed wiring for 3P and 4P controls at all because No.3 and No.4 players can use 1P and 2P controls while UP-RIGHT type determined by Dip switch.