KONAMI'S OPEN GOLF CHAMPIONSHIP™ OPERATOR'S MANUAL

WARNING
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TECHNICAL INFORMATION

Required power capacity:  GND-Vcc 5V 5A or more
  GND-(+12V)
  NB: Please see the Wiring Diagram.

INSTALLATION IN CABINET

1) You should install the PCB in a universal cabinet with a universal monitor.
   NB: One button, one joystick and one start button are necessary per player.
2) Horizontal monitor.
3) There is no sound volume control on the PCB. Volume is adjustable in the
   MANUAL TEST mode. (Please see the SOUND OPTIONS.)
4) Handle with care.

SELF TEST

After you install the PCB in the cabinet and switch on the power, self test is
automatically done and its result appears on the screen.
Correct case : "OK" will be displayed and the game mode will start.
Incorrect case: "BAD" will be displayed and self test will repeat.
   If "22D/B BAD" is displayed, switch off and switch on again with
   the Test Switch on the PCB pressed. In this case all the settings
   are initialised to default.

MANUAL TEST

In the Manual Test mode, you can confirm or change the setting.

1) HOW TO START
   After switching on, press the Test Switch during the game mode, and you will get the Main
   Menu.
   NB: If you switch on with the Test Switch pressed, data in EEPROM will be initialised to
   default.
2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" in the Main Menu then press the shot button for Player 1 to return to the game mode.

3) HOW TO SELECT ITEM

Choose the desired item with the joystick for Player 1 and press the shot button for Player 1 to enter the item.

![MAIN MENU]

<table>
<thead>
<tr>
<th>ITEM</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>I/O CHECK</td>
<td>To check each control.</td>
</tr>
<tr>
<td>SCREEN CHECK</td>
<td>To adjust screen alignment.</td>
</tr>
<tr>
<td>COLOR CHECK</td>
<td>To adjust screen colour.</td>
</tr>
<tr>
<td>MASK ROM CHECK</td>
<td>To check MASK ROM.</td>
</tr>
<tr>
<td>DIP SWITCH SETT</td>
<td>To check DIP Switch setting.</td>
</tr>
<tr>
<td>SOUND OPTIONS</td>
<td>To check and adjust sound.</td>
</tr>
<tr>
<td>GAME OPTIONS</td>
<td>For game setting.</td>
</tr>
<tr>
<td>COIN OPTIONS</td>
<td>For coin setting.</td>
</tr>
<tr>
<td>GAME MODE</td>
<td>To return to game mode.</td>
</tr>
</tbody>
</table>

1 PLAYER JOYSTICK = SELECT ITEM
1 PLAYER SHOOT = DO CHECK

4) HOW TO SAVE DESIRED DATA

After you enter the desired item, you can choose the desired point by moving the joystick up or down and change the setting by moving the joystick right or left. Ex-factory setting is displayed in green and if you change the setting it will be displayed in red.

After you change the setting, choose "SAVE AND EXIT" and press the shot button for player 1. And the changed data will be saved and the Main Menu will automatically appear.

NB: If you choose "EXIT", not "SAVE AND EXIT", after you change the setting, the message "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO " will appear.

If you choose "YES" by the joystick for Player 1, the data will be saved with the message "NOW SAVING" and the Main Menu will appear. If you choose "NO", the data will not be saved with the message "NO MODIFICATION".
5) EXPLANATION OF EACH ITEM

1. I/O CHECK
Check mode for controllers. If there is any controller which does not work correctly please adjust it by checking the wiring, parts, etc..
With regard to joystick, the sign "1" should be shown according to joystick move.
If there is any problem, "ERROR" will be shown. With regard to the button, the sign "1" should be shown when you press it. Press the shot button for Player 1 and 2 simultaneously to return to the Main Menu.

2. SCREEN CHECK
Adjust focus, alignment, size, etc. on the cross-hatch screen.

3. COLOR CHECK
Adjust colour so that each coloured bar is shown with proper colour and brightness and the background is enough black.

4. MASK ROM CHECK
Each ROM will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.
5. DIP SWITCH SETTING
Details of the DIP Switch setting will be shown. You can change the setting with the Dip Switch checking the details on the screen.

DIP SW1

<table>
<thead>
<tr>
<th>DIP SW</th>
<th>DESCRIPTION</th>
<th>ON</th>
<th>OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>SW 1</td>
<td>SOUND OUT PUT</td>
<td>STEREO</td>
<td>MONAURAL</td>
</tr>
<tr>
<td>SW 2</td>
<td>COIN MECHANISM</td>
<td>INDEPENDENT</td>
<td>COMMON</td>
</tr>
<tr>
<td>SW 3</td>
<td>NUMBER OF PLAYERS</td>
<td>4P</td>
<td>2P</td>
</tr>
<tr>
<td>SW 4</td>
<td>*NOT USED</td>
<td>*</td>
<td>*</td>
</tr>
</tbody>
</table>

NB: DIP Switch 2 is not used.

6. SOUND OPTIONS
The following screen will appear:

3 types below are selectable; "ALL THE TIME", "ONCE EVERY 4 CYCLES" and "COMPLETELY OFF"

[Diagram of sound options]

Sound volume adjustment in the range of 0 to 30. (Volume in demonstration mode is lower than in game mode.)
"Do, re, mi...do" will sound.*

Returned to the ex-factory setting.

(All the settings above are not the ex-factory settings.)

*In stereo setting, "do" from left speaker, "do" from right speaker, "re" from left, "re" from right,... will sound.
7. GAME OPTIONS

The following screen will appear.

<table>
<thead>
<tr>
<th>GAME OPTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIFFICULTY LEVEL</td>
</tr>
<tr>
<td>PLAYERS LIFE</td>
</tr>
<tr>
<td>EXTRA LIFE</td>
</tr>
<tr>
<td>2ND AT 2 UNDER</td>
</tr>
<tr>
<td>LENGTH/VELOCITY DISPLAY</td>
</tr>
<tr>
<td>FACTORY SETTINGS</td>
</tr>
<tr>
<td>SAVE AND EXIT</td>
</tr>
<tr>
<td>EXIT</td>
</tr>
<tr>
<td>1 PLAYER JOYSTICK UP/DOWN</td>
</tr>
<tr>
<td>1 PLAYER JOYSTICK RIGHT/LEFT</td>
</tr>
</tbody>
</table>

(There are 8 levels to select.
Number of playable hole(s) per credit.
(1-4 holes available.)
Conditions to get bonus holes.
(5 conditions are selectable.)
Units to be displayed on screen.
Return to ex-factory setting.

(All the settings above are not the ex-factory settings.)

8. COIN OPTIONS

The following screen will appear:

<table>
<thead>
<tr>
<th>COIN OPTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>FREE PLAY</td>
</tr>
<tr>
<td>COIN MECHANISM</td>
</tr>
<tr>
<td>COIN SLOT 1</td>
</tr>
<tr>
<td>COIN SLOT 2</td>
</tr>
<tr>
<td>PREMIUM START</td>
</tr>
<tr>
<td>2 CREDIT TO START</td>
</tr>
<tr>
<td>1 CREDIT TO CONTINUE</td>
</tr>
<tr>
<td>FACTORY SETTINGS</td>
</tr>
<tr>
<td>SAVE AND EXIT</td>
</tr>
<tr>
<td>EXIT</td>
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<td>1 PLAYER JOYSTICK UP/DOWN</td>
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</tr>
</tbody>
</table>

"YES" or "NO" for free play function."
"INDEPENDENT" for coinslot type of 1 slot a player. "COMMON" for different type.
Setting of credit number per coin.
(See below COIN SETTING OPTIONS.**)
Number of credits to start to play and continue to play.***

(The left are not all ex-factory settings.)

*If you select "YES" for FREE PLAY, setting for COIN MECHANISM will disappear on the screen.
*If you select "YES" for FREE PLAY, setting for COIN MECHANISM will disappear on the screen.

**COIN SETTING OPTIONS

<table>
<thead>
<tr>
<th>COIN(S)</th>
<th>1 1 1 1 1 1 2 2 2 3 3 3 4 4 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>CREDIT(S)</td>
<td>1 2 3 4 5 6 7 1 3 5 1 2 4 1 3 5</td>
</tr>
</tbody>
</table>

***Regarding PREMIUM START:
You can set number of credit to start to play and that to continue to play separately.
PLAYING INSTRUCTION

- After you insert the coin, select the play mode and number of players.

- Up to 4 people can play. Set this with the DIP Switch.
STROKE PLAY and TOURNAMENT PLAY are available for 1 player play. For 2 to 4 player play, these plus MATCH PLAY are available. Below is the explanation for these:

STROKE PLAY: The winner is the player who holes his ball in the fewest strokes over the course. You will get a bonus if you get a good score.
Number of holes per credit and bonus conditions can be set in the GAME OPTIONS.
TOURNAMENT PLAY: When you fall below 10th position, the game is over as you lose qualification.
MATCH PLAY: The winner is the player who wins the most individual holes.

- The player should hit the ball bearing in mind not only clubs or hitting power but also wind, conditions of fairway and everything.
As per the following, you can adjust setting for the best shot;

DIRECTION: Choose "DIR." by moving the joystick up or down and you can adjust the direction of shot by moving the joystick right or left.

CLUB: Choose "CLUB" by moving the joystick up or down and you can select the desired club by moving the joystick right or left.

STANCE: Choose "STANCE" by moving the joystick up or down and you can adjust the stance by moving the joystick right or left.

ADVICE: If you choose "ADVICE" by moving the joystick up or down, you can get a caddy's advice. And if you move the joystick right or left, you can see the hole from different angle.

- After you fix the direction of the shot, club, stance and caddy's advice if necessary, now you adjust the hitting power. Hold the shot button until the power gauge reaches the desired level. Release the button to stop the gauge.

- After you fix the power, now you hit the ball. Press the shot button when the ball is in the best shot area -- you can hit a top-spin ball and a backspin ball whichever you want.

- You can continue the game if you insert the coin within the countdown for continue function.

- If you buy in the game, you can start the game from the next hole.
NOTE:

1. IP.NO. 1 PLAYER 2P.NO. 2 PLAYER 3P.NO. 3 PLAYER 4P.NO. 4 PLAYER

2. SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE PCB.

3. YOU CANNOT USE BOTH STEREOS AND MONOURAL OUTPUTS AT THE SAME TIME.

4. DO NOT CONNECT SPEAKER TO GND.