

KONAMI

ORIGINAL VIDEO GAME

SOCCER SUPER STARS



SYSTEM
GX

OPERATOR'S MANUAL

▶ WARNING

[SOCCER SUPER STARS] IS AN ORIGINAL GAME DEVELOPED BY KONAMI CO.,LTD.
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TECHNICAL INFORMATION

(1) Required power capacity

GND-Vcc 5V 7A or more

GND-(+12v)

*See the Wiring Diagram.

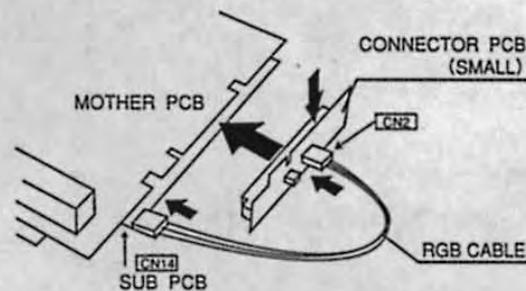
(2) The PCB should be installed in a Konami cabinet or a standard cabinet.

(3) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test Mode. (See the item "MANUAL TEST".)

(4) Handle with care.

(5) Put the CONNECTOR PCB (SMALL) in JAMMA CONNECTOR noting the direction of the CONNECTOR PCB is correct.

Put JAMMA CONNECTOR in from the top.



- You cannot see the correct game picture on the screen without using the CONNECTOR PCB and RGB CABLE.
- Do not connect the MOTHER PCB direct with the JAMMA CONNECTOR on the cabinet no picture will be displayed on the screen.
- Plug the RGB CABLE in the CN14 of the SUB PCB & the CN2 of the CONNECTOR PCB (SMALL).

INSTALLATION IN CABINET

Up to 4 players can play, depending on the cabinet you use. Set the Dip Switch on the PCB in accordance with the cabinet as per the following.

---In the case of single two-player cabinet---

Use a cabinet with a start button, an 8-way joystick and 3 buttons for each player. Set the Dip Switch 4 (OFF) for 2P with single monitor setting as follows;

*SW1 is for sound setting; set as

	SW1	SW2	SW3	SW4
ON	STEREO	REVERSE	-	-
OFF	MONAURAL	NORMAL	-	○

your cabinet requires.

*SW2 is for monitor setting;

*SW3 is not used.

*SW4 is vs. play setting;

In the above, 1player vs. CPU, 1player vs.

1 player, and 2 players vs. CPU are available for game play.

case of two single cabinets linked together for 4 players---
 ip switch 4(ON) for 4-P with twin monitor setting.

SW1	SW2	SW3	SW4
-	REVERSE	REVERSE	○
○	NORMAL	NORMAL	-

- *SW1 is the speaker setting;
- *SW2 is the monitor(1) setting;
- *SW3 is the monitor(2) setting;
- *SW4 is vs. play setting;

cabinets are Linked,when cooperative play, the players shall play in the same
 When interactive play, the players shall play on the two monitors controlling
 teams. Also it is possible to play 2 player game at each monitor respectively.

SELF TEST

itch on, self test is automatically done and its result appears on the screen.

t case: "OK" will be displayed and the game will start.

t case: "BAD" will be displayed and self test will repeat.

If "22D/M BAD" is displayed, switch off and switch on with the
 test switch on the PCB pressed. In this case, the setting of
 the manual test is initialised to default.

MANUAL TEST

manual test mode, you can confirm the setting or change it.

wo cabinets are linked, contents of the manual test are displayed on both
 s, however all adjustments are made using player 1 controls only.

To Start

switching on press the test switch during the same mode, and you will get the
 menu. *If you switched on with the test switch pressed, data in EEP rom will be
 ed to default.

To Return To The Game Mode

st "Game Mode" on the main menu then press button A for player 1 to return to
 ne mode.



(3)Item And How To Select

Select the item with the player 1 joystick and press button A for Player 1
 to initiate testing. Press button A for player 1 during or at the end of each test to return
 to the Main Menu.

(4)About The Items

Select the item to modify by moving Player 1 joystick up/ down and modify the setting
 by moving the joystick right/left. Factory settings are shown green and modified results
 in red.

To complete the modification, select "save and exit" and press the button A for player
 1.Then the modified data will be saved and you will return to the Main Menu.

*If you select "Exit", instead of "Save and Exit", the message appears;"YOU DID NOT
 SAVE. DO YOU WANT TO SAVE?YES/NO". When you choose "YES", the
 screen shows "NOW SAVING" and return to the main manu. If you select "NO",
 "NO MODIFICATION" is shown, the modification is not completed and the main menu
 appears again.

1)I/O CHECK

Check mode for controllers. When each controller is switched on, the sign "1" is
 shown. Press the start button for player 1 and 2 at the same time to return to the
 main menu.

2)SCREEN CHECK

Adjust focus, alignment, size, etc. on the cross hatch screen.

3)COLOR CHECK

Adjust color balance to achieve correct shading.

Forms will be checked one after another, and the message "C" or "BAD" will be displayed on the screen.

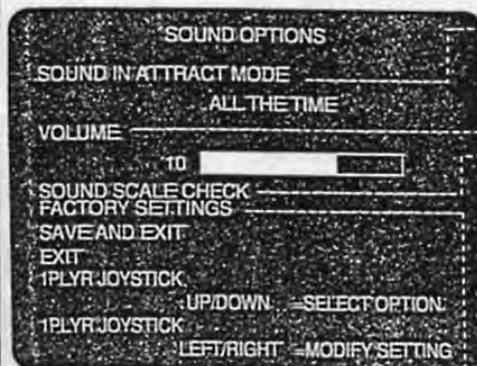
5) GRAPHIC CHECK

6) DIP SWITCH SETTINGS

Details of dip switch setting will be shown. You can change the setting with the dip switch checking the details on the screen.

7) SOUND OPTIONS

The following screen will appear;

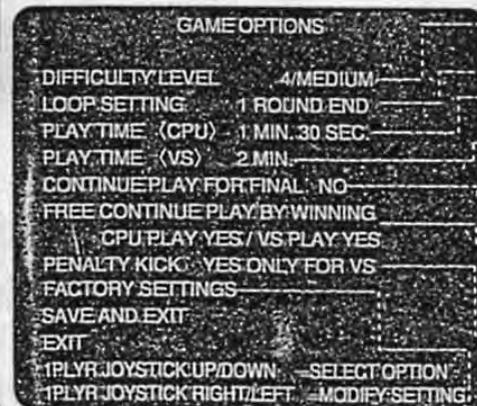


Select one from the following 3 types "ALL THE TIME", "ONCE EVERY 4 CYCLES" and "COMPLETELY OFF"
 Volume adjustment (0-30)
 "DO, Re, Mi...Do" will sound in one cabinet stereo setting, the speaker sounds [Do, Do, Re, Re...] right and left alternatively.
 In two cabinet setting, speaker in the main cabinet sounds [Do, Do, Re, Re...] and then the one in the sub cabinet makes the same sound in monoral sound.
 Return to the factory setting.

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

8) GAME OPTIONS

The following screen will appear.

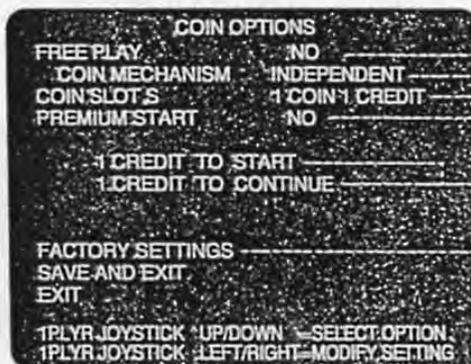


Difficulty level setting. there are 8 levels to select.
 Loop setting.
 Play time setting in CPU mode. (45 sec.-3 min.)
 Play time setting in vs. mode. (1 min.-5 min.)
 Continue play for final. ("YES" or "NO")
 Free continue play by winning. (CPU YES / VS YES)
 (CPU YES / VS NO)
 (CPU NO / VS NO)
 Penalty kick ("YES ONLY FOR VS" or "NO")
 * No penalty kick available in CPU mode.
 Return to the factory settings.

(All the settings are not the factory settings.)

The setting COMMON coin slot and that for INDEPENDENT coin slot are different.

<In the case of INDEPENDENT>



FREE PLAY setting.
 INDEPENDENT setting.
 INDEPENDENT COIN SLOT setting.
 PREMIUM START setting. select one from "NO", "YES 1" to "YES 4"
 Set the number of credits for start and continue.
 CREDIT depends on PREMIUM START setting. In the case of PREMIUM START "NO", see below COIN SETTING OPTION.
 Return to factory settings.

<In the case of COMMON>



FREE PLAY setting.
 COMMON setting.
 Setting for coin slot 1.
 Setting for coin slot 2.
 PREMIUM START setting. Select one from "NO", "YES 1" to "YES 4"
 Set the number of credits for start and continue.
 CREDIT depends on PREMIUM START setting.
 Return to factory settings.

COIN SETTING OPTION

COIN(S)	1	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5	

Please note that how to count is different depending on the setting;

When the setting is COMMON>

- When the settings of slot 1 & 2 is the same ==

All the coins put in any slot will be counted by counter 1 of cabinet A.

- When the settings of slot 1 & 2 is different ==

Coins put in slot 1 of will be counted by counter 1 of cabinet A .

Coins put in slot 2 of will be counted by counter 2 of cabinet A .

When the setting is INDEPENDENT>

All the coins put in any slot will be counted by counter 1 of cabinet A .

PREMIUM START Setting

With this function you can change the number of credit in START and CONTINUE.

Select number of credits required to start from "YES1" to "YES4" and then set the

number of credits for CONTINUE. This leads that the total number of credit for

PREMIUM START and CONTINUE is equal to the number of credit for START.

If you do not want PREMIUM START, select "NO". (In this case the number of

credit for START and CONTINUE is the same.)

PLAY INSTRUCTION

* Play time of this game is basically a full game per credit. However, winners get one extended play (this is optional).

* Even if you lose a game, you can continue the match if you insert coin during the countdown.

* The game play is according to basic rules of the game. However, " Off-side " is not applicable.

* There is a court-change after halftime if the game is played in single monitor between 2 persons at vs mode. When two cabinets are linked, there is no court-change if the game is played between 1 person and the computer or in double monitors.

* For person vs person game, the winner is decided at the end of a full game --- 2 halves. (For person vs computer game, only 1 half is provided.)

* For person vs computer game, your goal is to be the " World Champion " by tournament style.

* Buy-in is available. How to buy-in is as per the following :

1) In single 2-player cabinet :

You can buy-in the game by choosing " VS PLAYER " or " VS CPU " after inserting coin and pressing the start button.

2) In two single cabinets linked together for 4 players :

You can buy in and make cooperative play with the same monitor/screen as the player you want to cooperate with. You can buy-in and make match play, provided you choose the other monitor/screen, respond with " YES " to the question " DO YOU CHALLENGE THE OTHER SCREEN ? " and the opponent " ACCEPT " your challenge. Even if you respond with " YES ", you cannot make match play if the opponent " REFUSE " your challenge. In this case or if you respond " NO ", you play in another different game.

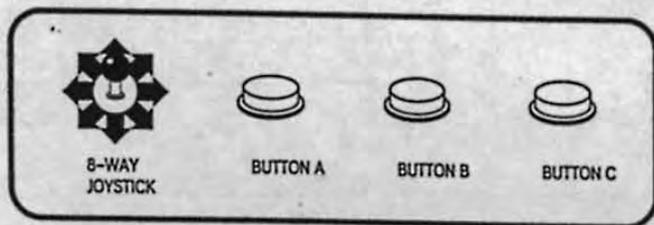
*PK Match;

If you play interactive play and you have got the same number of goals as the opponent at the end of the match, you will go on to the penalty kick match (this is optional). If you play against CPU, you will not go on to penalty kick match---you can continue the game.

To decide the direction of the shoot, press the button A, B or C watching the shooting point displayed in the goal.

HOW TO CONTROL

Move your character with the joystick. Character to be controlled is assigned above the pad.



Offence control and defence control are different as per the following :

Offence : Button A ... Shoot and Volley

Button B ... Short pass and Header

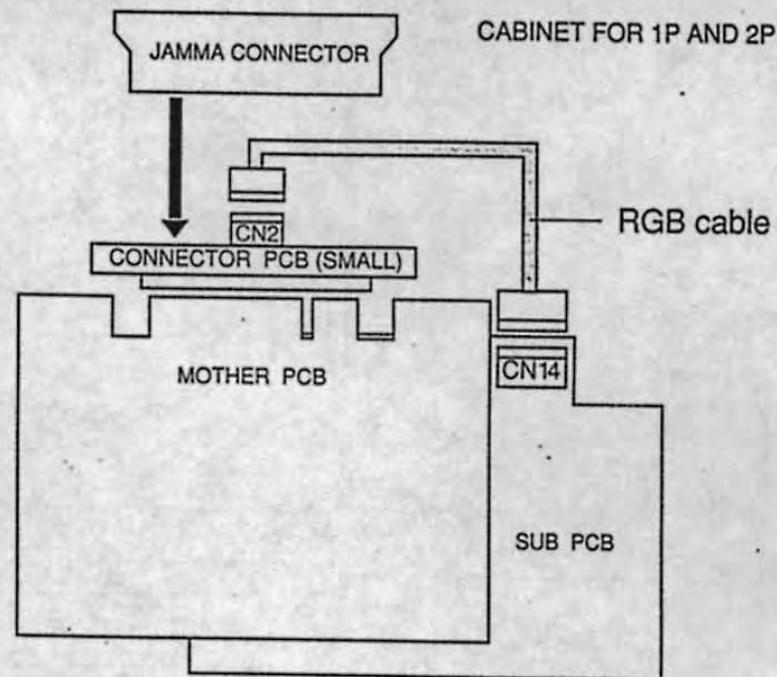
Button C ... Centering, Long pass and Running header

Defence : Button A ... Sliding tackle and Volley

Button B ... Shoulder charge and Jumping header

Button C ... Control of keeper

HOW TO CONNECT THE PCB FOR A SINGLE CABINET



Note 1; Be sure to connect the RGB cable to the CONNECTOR PCB (SMALL) according to the above illustration even for a single monitor. A proper game display will not be given with the said cable and the PCB unconnected.

Note 2; Do not reverse the CONNECTOR PCB (SMALL) and the JAMMA connector when plugged in.

DIP SW SETTINGS

	SW1	SW2	SW3	SW4
ON	STEREO	REVERSE	-	-
OFF	MONAURAL	NORMAL	-	○

