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**N.B.: LA SCHEMA ASSORBE A SU 5V**

**PLAYERS' ACTIONS CHANGE DEPENDING ON WHETHER THEY HAVE THE BALL AT A OFFENSIVE TIME OR THEY HAVEN'T THE BALL AT A DEFENSIVE TIME.**

**CONTROL**

**☆OFFENSIVE TIME**

**☆DEFENSIVE TIME**

**JOYSTICK**

**FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING.**
Durante la partita, ogni volta che il gioco viene interrotto, sul monitor compare la scritta "Push Button"; se si preme quindi il 3° pulsante compare sul monitor, per un periodo che varia dai 5 ai 10 secondi, una lista di mosse speciali come indicato qui di seguito:

1P UNITS SELECT
SUPER DASH 1
SUPER SLIDING 1
OVER RUN 2
SUPER GUARD 2
BANANA SHOOT 3
SUPER SHOOT 4
HYPER SHOOT 6
EXIT

Al fianco di ognuna di queste mosse è riportato il numero di punti necessario per eseguirle. Questi punti vengono così assegnati: 2 sono dati con la partita che si stà giocando dopo che si inserendo un credito e premendo lo start ne dà altri 3 e poi altri 4 per ogni credito che si inserisce (bisogna sempre premere lo START per immagazzinarli) con la leva quindi si può scegliere la mossa desiderata, che verrà confermata premendo il 3° pulsante.

SUPER DASH : Premendo il 3° pulsante aumenta la velocità
SUPER SLIDING : Aumenta la lunghezza della scivolata, ci si può impossessare della palla più facilmente.
OVER RUN : Tutti i giocatori tranne il portiere si riuniscono attorno al portatore di palla.
SUPER GUARD : 2 Difensori ai fianchi del conduttore di palla bloccano gli avversari.
BANANA SHOOT : Premendo il 3° pulsante si può controllare la direzione del passaggio con il joystick.
SUPER SHOOT : Tiro speciale che non può essere parato da un portiere normale.
HYPER SHOOT : Tiro che fa goal al 100%.

TEST MODE
Premere il pulsantino del TEST.
Sul monitor compare il menù principale, spostarsi su SOUND TEST per variare il volume o su CONFIGURATION per variare le caratteristiche di gioco. Queste ultime potranno essere modificate spostando la leva a destra o a sinistra dopo che si è premuto il 1° pulsante.
A questo punto ripremere il pulsante in corrispondenza di YES per salvare la programmazione.
Portarsi su EXIT per tornare in gioco.
Il Polo Nov A bisogno al Moletice.

PIN: 4.16.35.55 24/F. 4 GND.

OPPURE

COSTRUTTORI:

PIN: N. 13, 163.55 327 (6.10.)

Le scuse dell'ufficiale è solo una parola

Ho ricevuta la tua richiesta sul vento

Spero che tu sia soddisfatto.
When test sw is located on the main PC board is pressed, the game mode on the TV monitor stops and displays "TEST MODE MENU".

**[TEST MODE MENU SCREEN]**

- Test Mode Menu
  - Monitor Test
  - Switch Test
  - Sound Test
  - Configuration
  - Factory Setting
  - Exit (Reset)

**<CONFIGURATION>**

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

**<MONITOR TEST>**

- TV monitor displays cross hatch 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.

**<FACTORY SETTING>**

- Use this mode when return the data to factory settings.
## TABLE OF CONNECTOR TERMINALS

<table>
<thead>
<tr>
<th>G-CONNECTOR</th>
<th>3P-CONNECTOR</th>
<th>4P-CONNECTOR</th>
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<td><strong>COMPONENTS SIDE</strong></td>
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### M2-CONNECTOR

| 1 | VIDEO-RED |
| 2 | VIDEO-GREEN |
| 3 | VIDEO-BLUE |
| 4 | VIDEO-SYNC |
| 5 | VIDEO-GND |

### S-CONNECTOR

| 1 | SPEAKER (+) |
| 2 | SPEAKER (-) |
| 3 | GND |
| 4 | GND |

### S-CONNECTOR (STEREO SOUND)

\[
\text{GND} \rightarrow \text{R} \rightarrow \text{L}
\]

### S-CONNECTOR (MONOURAL SOUND)

\[
\text{GND} \rightarrow \text{MONOURAL SOUND}
\]

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### [NOTE]

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.

---

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

**OFFENSIVE TIME**
- Shoot
- Pass
- Special Offensive Motions

**DETECTIVE TIME**
- Slide
- Rough Play

For designating the direction of movement, shooting, and passing.

**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. Push the C-button decide the unit. The selection is completed.

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

**1P Units Select**
- Super Dash
- Super Sliding
- Over Run
- Super Guard
- Banana Shoot
- Super Shoot
- Hyper Shoot
- Exit

The number of consumed units.

**Excellent Players**
- **K. MIMURA**
  - He has outstanding leadership to rise the total abilities of his team.

- **Salvador**
  - By playing with his whole heart, he can increase the total abilities of his team.

- **Gustavus**
  - He will be never tired. He is a tough guy of zero exhaustion.

- **Alex**
  - He is good in rough play. It is very seldom that his soul is counted.

- **Eiguar**
  - By using miracle footwork, he takes the ball. By force, his defensive power is also high.

- **Herman**
  - He is proud of the highest strength of his legs and is good at surprise attacks.

- **Guy**
  - He is excellent in mortal techniques and has the highest possibility to shoot super shots.

- **E. Kunifer**
  - For some unknown reason, he will cause some happenings once a game.

*The maximum credits for this game is 9.*