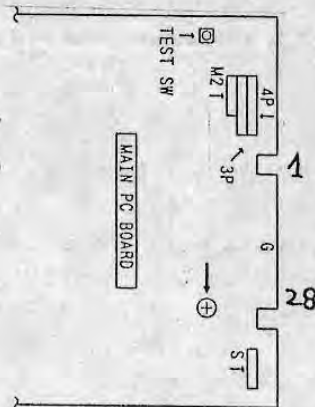


TAITO CUP FINALS

PARTS SIDE				R SIDE
GND	1			GND
GND	2			GND
	3			
	4			
1P BUTTON C	5			2P BUTTON C
1P BUTTON B	6			2P BUTTON B
1P BUTTON A	7			2P BUTTON A
1P RIGHT	8			2P RIGHT
1P LEFT	9			2P LEFT
1P DOWN	10			2P DOWN
1P UP	11			2P UP
1P START	12			2P START
COIN 1	13			COIN 2
TEST	14			TIPT
GND	15			SERVICE
BLUE	16			SYNC
RED	17			GREEN
	18			
SPEAKER (+)	19			SPEAKER (-)
	20			
COUNT 1	21			COUNT 2
	22			
+ 12V	23			+ 12V
	24			
+ 5V	25			+ 5V
+ 5V	26			+ 5V
GND	27			GND
GND	28			GND

3P-CONNECTOR		4P-CONNECTOR	
1	COIN 3	1	COIN 4
2	3P SELECT	2	4P SELECT
3	3P LEFT	3	4P LEFT
4	3P RIGHT	4	4P RIGHT
5	3P UP	5	4P UP
6	3P DOWN	6	4P DOWN
7	3P ATTACK	7	4P ATTACK
8	3P JUMP	8	4P JUMP
9	3P MAGIC	9	4P MAGIC
10		10	
11	SERVICE	11	
12	COIN METER 3	12	COIN METER 4
13	LOCKOUT 3	13	LOCKOUT 4
14	GND	14	GND
15	GND	15	GND



M2-CONNECTOR		S-CONNECTOR (P)	
1	VIDEO-RED	1	SPEAKER (+)
2	VIDEO-GREEN	2	SPEAKER (-)
3	VIDEO-BLUE	3	GND
4	VIDEO-SYNC	4	GND
5	VIDEO-GND		

N.B.: LA SCHEDA ASSORBE 3 A SU 5V

TV ORIZZONTALE

CONTROL

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

- ☆ OFFENSIVE TIME
- ☆ DEFENSIVE TIME

SHOOT PASS SELECTION & EXECUTION OF SPECIAL OFFENSIVE ACTIONS

SLIDING ROUGH PLAY



JOYSTICK

A-BUTTON B-BUTTON C-BUTTON

FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING.

CONTROL

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

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JOYSTICK

A-BUTTON B-BUTTON C-BUTTON

FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING.

SPECIAL OFFENSIVE MOTIONS !

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 dopodichè 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 dopodichè spostarsi su EXIT e premere il 1° pulsante.

A questo punto ripremere il pulsante in corrispondenza di YES per salvare la programmazione.

Portarsi su EXIT per tornare in gioco.

SPECIAL OFFENSIVE MOTIONS !

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:

IP UNITS SELECT	1
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 sta giocando dopo-dichè 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%.

MODIFICA DA ESEGUIRE SUL MONITOR
 DEFETTO REGISTRATO: A VOLTE, SCAIUCIA PER UN'UNITA' DI SINCRONISMO

PIN. N. 13012595 C. 327 (D. A. F.)
 CORTOCIRCUITATO
 A GND

OPPURE

PIN. N. 11012593 CORT. A GND

IL POLO NON HA BISOGNO DI MODIFICHE

SETTING INSTRUCTIONS (TAITOCUP FINALS G25 00710A)

© 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)

HAT TRICK HERO '93 VER 1.00
1993/02/28 00:00:00
    
```

※ By turning the joystick up and down to move the cursor for selecting the test items, and when the A button is pressed, the selected test starts.

<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.

<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.

```

TEST MODE MENU
MONITOR TEST
>SOUND
>CONF
>FACT
>EXIT

CONFIGURATION
>GAME STYLE :D NORMAL
MONITOR :NORMAL
ATTRACT SOUND :NORMAL
DIFFICULTY :NORMAL
BUY-IN :OFF
SPECIAL MENU :ON
TIMER :2:00
COIN A :1 COIN :1 CREDIT
COIN B :1 COIN :1 CREDIT
EXIT

HAT TRICK HERO '93 VER 1.00
1993/02/28 00:00:00
    
```

SETTINGS	POSITIONS	SETTINGS	POSITIONS	SETTINGS	POSITIONS
GAME STYLE	* D (2P) E (1P) F (2P+2P) G (4P 4SLOTS) H (4P 2SLOTS) * NORMAL REVERSE	* 1 COIN 1 CREDIT 1 COIN 2 CREDITS 1 COIN 3 CREDITS 1 COIN 4 CREDITS 1 COIN 5 CREDITS 1 COIN 6 CREDITS 2 COINS 1 CREDIT 2 COINS 2 CREDITS 2 COINS 3 CREDITS 2 COINS 4 CREDITS 2 COINS 5 CREDITS 2 COINS 6 CREDITS 3 COINS 1 CREDIT 3 COINS 2 CREDITS 3 COINS 3 CREDITS 3 COINS 4 CREDITS 3 COINS 5 CREDITS 3 COINS 6 CREDITS 4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS 4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS	COIN A	COIN B	
MONITOR	* ON OFF				
ATTRACT SOUND	* NORMAL HARD VERY HARD ON				
DIFFICULTY	* OFF * ON OFF				
BUY-IN	1min. 30sec. 2min. 30sec. 3min.				
SPECIAL MENU	* : FACTORY SETTINGS				

<FACTORY SETTING>

- Use this mode when return the data to factory settings.

TABLE OF CONNECTOR TERMINALS

G-CONNECTOR

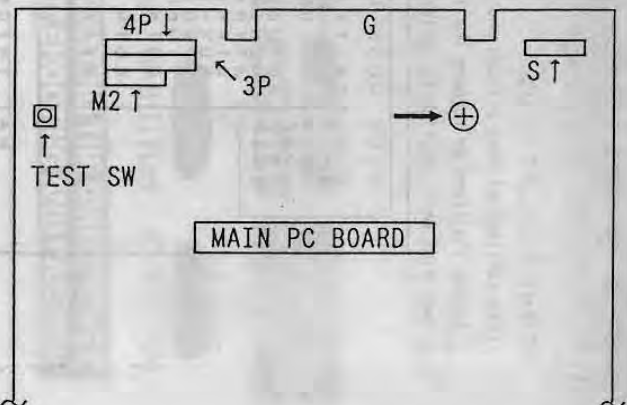
SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
POST	H	7	POST
COIN METER 2	J	8	COIN METER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
SOUND GND	M	11	SOUND
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	TEST SW
COIN 2	T	16	COIN 1
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P A BUTTON	Z	22	1P A BUTTON
2P B BUTTON	a	23	1P B BUTTON
2P C BUTTON	b	24	1P C BUTTON
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

3P-CONNECTOR

1	COIN 3
2	3P SELECT
3	3P LEFT
4	3P RIGHT
5	3P UP
6	3P DOWN
7	3P ATTACK
8	3P JUMP
9	3P MAGIC
10	
11	SERVICE
12	COIN METER 3
13	LOCKOUT 3
14	GND
15	GND

4P-CONNECTOR

1	COIN 4
2	4P SELECT
3	4P LEFT
4	4P RIGHT
5	4P UP
6	4P DOWN
7	4P ATTACK
8	4P JUMP
9	4P MAGIC
10	
11	
12	COIN METER 4
13	LOCKOUT 4
14	GND
15	GND



M2-CONNECTOR

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

S-CONNECTOR (♣) [NOTE]

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

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

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

S-CONNECTOR

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

[STEREO SOUND]



← [MONAURAL SOUND]

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.

ROUGH PLAY!!



SCREEN DISPLAY

THE POSITION OF SELECTED PLAYER IS DISPLAYED WITH "S" MARK I

CONTROL

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

☆ OFFENSIVE TIME

☆ DEFENSIVE TIME



JOYSTICK

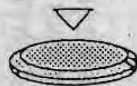
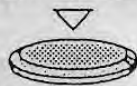
SHOOT

PASS

SELECTION & EXECUTION OF SPECIAL OFFENSIVE MOTIONS

SLIDING

ROUGH PLAY



A-BUTTON

B-BUTTON

C-BUTTON

FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING.

DEPENDING ON CONDITIONS, VARIOUS KINDS OF TECHNIQUES ARE SHOWN! BE CAREFUL SO THAT NO FOULS WILL BE COUNTED!!



SPECIAL OFFENSIVE MOTIONS

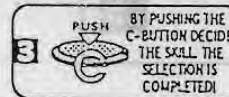
★ PLAYERS CAN DO SPECIAL OFFENSIVE MOTIONS SO FAR AS HAVING THE "UNIT" VALUE!! BUT, HE CANNOT SELECT BETTER SKILLS THAN THAT OF THE UNIT VALUE.. (THE REMAINING VALUE IS DISPLAYED ON THE LOWER LEFT PART OF THE SCREEN.)

★ BY MEANS OF THE FOLLOWING METHOD, THE "UNIT" VALUE CAN BE INCREASED AS SHOWN FOLLOW.

★ DURING PLAYING:

WHENEVER INSERTING A COIN
... IT IS INCREASED BY UNIT VALUE +3, AND
WHENEVER INSERTING 2ND COIN OR MORE
... IT IS INCREASED BY UNIT VALUE +1

THESE UNIT VALUES ARE CLEARED AT THE TIME OF GAME-OVER, RETURNING TO THE ORIGINAL SETTING.



NO SOONER THAN THE C-BUTTON IS PUSHED, THE SELECTED SPECIAL OFFENSIVE MOTION STARTS! DON'T MISS ANY CHANCES!

WINDOW FOR SELECTING SPECIAL OFFENSIVE MOTIONS

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	THE NUMBER OF CONSUMED UNITS



EXCELLENT PLAYERS

SELECTED CHARACTERS' ABILITIES WILL BE THE TOTAL ABILITIES OF YOUR TEAM! MAKE UP YOUR OWN TEAM.



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 PROUD OF THE HIGHEST STRENGTH OF HIS LEGS AND IS GOOD AT SURPRISE ATTACKS.



HE IS EXCELLENT IN MORTAL TECHNIQUES AND HAS THE HIGHEST POSSIBILITY TO SHOOT SUPER SHOTS.



BY PLAYING WITH HIS WHOLE HEART, HE CAN INCREASE THE TOTAL ABILITIES OF HIS TEAM.



HE IS GOOD IN ROUGH PLAY. IT IS VERY SELDOM THAT HIS FOUL IS COUNTED.



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.

★ THE MAXIMUM CREDITS FOR THIS GAME IS 9.



"CAMPEÓN DE FÚTBOL" COMPETITIVE & COOPERATIVE PLAYER GAME

THE MAXIMUM CREDITS FOR THIS GAME IS 9.

CONTROL

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

- ☆ OFFENSIVE TIME
- ☆ DEFENSIVE TIME

- SHOOT**
- PASS**
- SELECTION & EXECUTION OF SPECIAL OFFENSIVE MOTIONS**



JOYSTICK



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 !



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 +3 AND WHENEVER INSERTING 2ND COIN OR MORE IT IS INCREASED BY UNIT VALUE +4.

THESE UNIT VALUES ARE CLEARED AT THE TIME OF GAME-OVER, RETURNING TO THE ORIGINAL SETTING.

WINDOW FOR SELECTING SPECIAL OFFENSIVE MOTIONS



NO SOONER THAN THE C-BUTTON IS PUSHED, THE SELECTED SPECIAL OFFENSIVE MOTION STARTS ! DON'T MISS ANY CHANCES !

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	

(THE NUMBER OF CONSUMED UNITS)

SUPERDASH THE NUMBER OF CONSUMED UNITS:1, THIS IS EFFECTIVE FOR A GIVEN TIME! DURING PUSHING THE C-BUTTON, THE PLAYER CAN RUN FASTER THAN USUAL.

SUPERSLIDING THE NUMBER OF CONSUMED UNITS:1, THIS IS EFFECTIVE FOR A GIVEN TIME! THE SLIDING LENGTH BECOMES LONGER THAN USUAL. ALSO THE OPPONENT'S BALL CAN BE EASILY TAKEN.

OVER RUN THE NUMBER OF CONSUMED UNITS:2, THIS IS EFFECTIVE ONLY FOR ONCE!! ALL OTHER PLAYERS EXCEPT THE GOAL KEEPER CAN BE GATHERED AROUND THE PLAYER.

SUPER GUARD THE NUMBER OF CONSUMED UNITS:2, THIS IS EFFECTIVE FOR A GIVEN TIME! SUPPORTS GUARD ON THE BOTH SIDES OF THE PLAYER, BLOCKING AUTOMATICALLY OPPONENT PLAYERS.

BANANA SHOOT THE NUMBER OF CONSUMED UNITS:3, THIS IS EFFECTIVE ONLY FOR ONCE!! BY PUSHING THE C-BUTTON, THE BALL IS SHOT, AND THE DIRECTION OF THE BALL CAN BE CONTROLLED WITH THE JOYSTICK.

SUPER SHOOT THE NUMBER OF CONSUMED UNITS:4, THIS IS EFFECTIVE ONLY FOR ONCE!! THIS IS A SPECIAL SHOOT WHICH AN ORDINARY GOAL KEEPER CANNOT CATCH IN ANY WAYS.

HYPER SHOOT THE NUMBER OF CONSUMED UNITS:6, THIS IS EFFECTIVE ONLY FOR ONCE!! BY DOING THIS DEATHBLOW SHOOT, THE BALL REACHES THE GOAL BY 100% POSSIBILITY.