

# OPERATOR'S MANUAL

# touch and go

the BEST  
beach Volley  
GAME

EASY PLAY  
with only  
ONE  
BUTTON

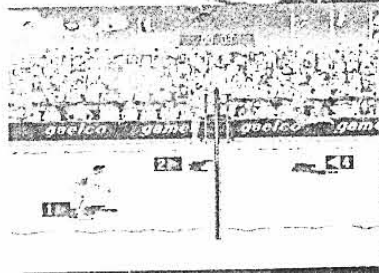
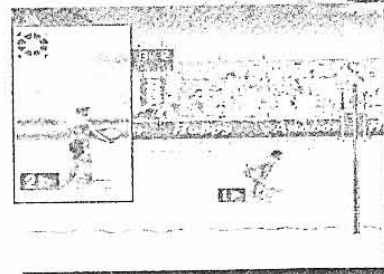
HIGHLY  
REALISTIC  
GRAPHICS

ONE PCB controls  
TWO independent  
SCREENS

500 MODS / SWITCH  
A 2 PLAYERS CABINET  
2 LINKED CABINET FOR 2 + 2  
A 4 PLAYERS CABINET

**gaelco**  
est. 1985

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# tollachi and go™

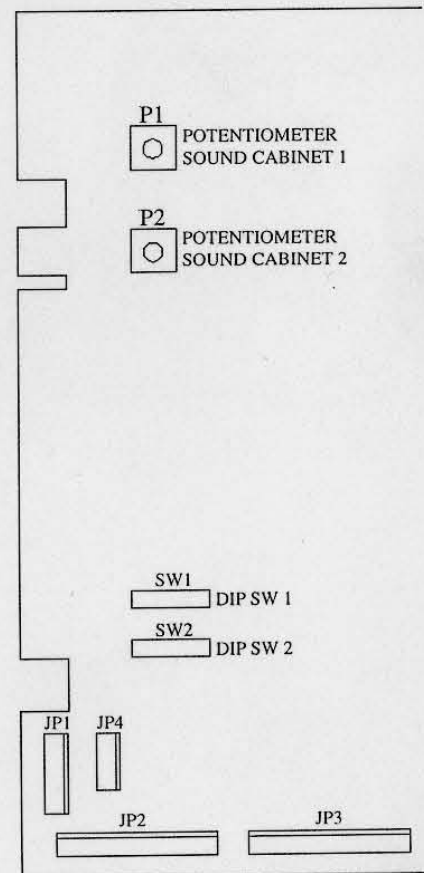
## TECHNICAL SPECIFICATION

- Standard Jamma connector.
- Power supply: +5V, - over 6 Amp.  
+12V.
- Each board controls two cabinets (see section how to link cabinets).
- Available for independent coin-slot: two for each machine or common coin-slot for both cabinets (by switch).
- Sound impedance for cabinet 8 Ohm. Power 15 Watts.
- Available set up through the monitor.
- Horizontal monitor.
- Synchronism: Input composite signals negative polarity (H/V).

## PCB CONECTOR JAMMA FOR CABINET 1 AND 2

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
	J	8	COIN COUNTER
	K	9	
SPEAKER (-)	L	10	SPEAKER (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN 2	T	16	COIN 1
2P START	U	17	1P START
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 SHOOT	Z	22	1P SHOOT
2P SHOOT	a	23	1P SHOOT
2P SHOOT	b	24	1P SHOOT
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

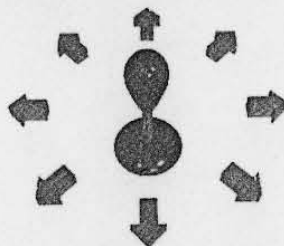
## SOUND CONTROLS



DO NOT CONNECT SPEAKER TO GND

## CONTROLS PANEL

CONTROL STICK

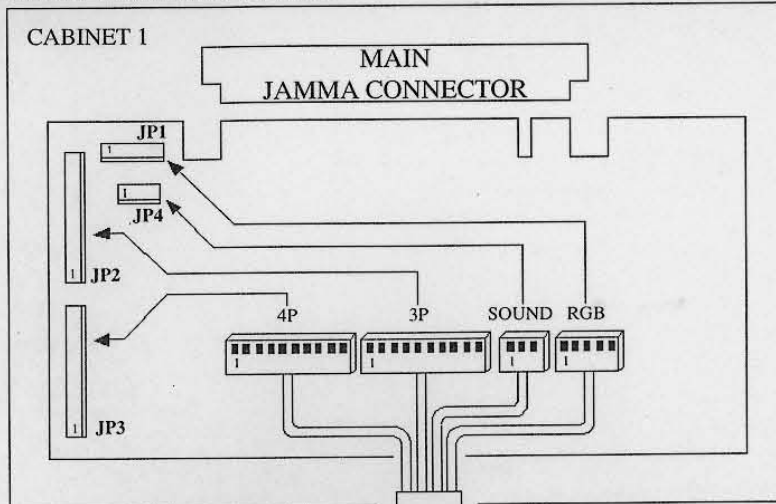


ONLY ONE BUTTON

# HOW TO LINK TWO CABINETS

link 2 cabinets as per the following

## CABINET FOR PLAYER 1 AND 2



### JP1

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

### JP2 (3P)

- 1 - COIN 3
- 2 -
- 3 - 3P LEFT
- 4 - 3P RIGHT
- 5 - 3P UP
- 6 - 3P DOWN
- 7 - 3P SHOOT
- 8 - 3P SHOOT
- 9 - 3P SHOOT
- 10 - 3P START
- 11 - 3P SERVICE
- 12 -
- 13 - COIN COUNTER 3
- 14 - GND
- 15 - GND

### JP3 (4P)

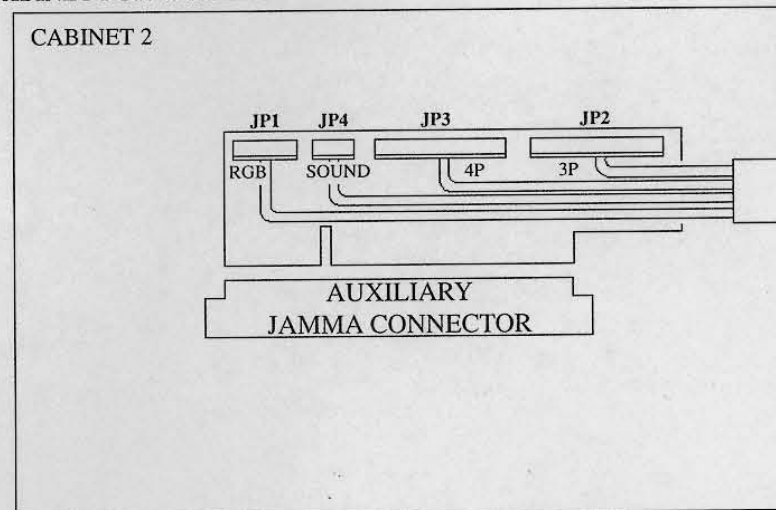
- 1 - COIN 4
- 2 -
- 3 - 4P LEFT
- 4 - 4P RIGHT
- 5 - 4P UP
- 6 - 4P DOWN
- 7 - 4P SHOOT
- 8 - 4P SHOOT
- 9 - 4P SHOOT
- 10 - 4P START
- 11 -
- 12 -
- 13 - COIN COUNTER 4
- 14 - GND
- 15 - GND

### JP4

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

CONNECTOR CABLE

## CABINET FOR PLAYER 3 AND 4



## PLAY MODE

Each player needs one start button, one 8-way joystick and ONLY ONE BUTTON to jump and spike.

There are three play modes (by switch):

- .Single cabinet/2 players.
- .Single cabinet/4 players.
- .Double cabinet/2+2 players (4 players game).

Play time of this game is basically 1 SET per credit. However, winners get one SET extended play.

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

You win the SET by obtaining 15 points with 2 points difference or 16 points.

For person vs person game, the winner is decided at the end of a full game (1, 3 or 5 sets).

For person vs computer game, your goal is to be the "Beach Volley Ball Champion" by tournament style.

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

1 - In single cabinet/2 players:

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

2 - In single cabinet/4 players:

The game is played between 1P/2P team and 3P/4P team.

3 - In Double cabinet/2+2 players (4 persons game):

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.

COIN/CREDIT OPTION SWITCH SETTING					DIP SW1				
OPTION		S1	S2	S3	S4	S5	S6	S7	S8
COIN 1 COIN 3	1 COIN 1 CREDIT	OFF	OFF	OFF	OFF				
	1 COIN 2 CREDITS	ON	OFF	OFF	OFF				
	1 COIN 3 CREDITS	OFF	ON	OFF	OFF				
	1 COIN 4 CREDITS	ON	ON	OFF	OFF				
	1 COIN 5 CREDITS	OFF	OFF	ON	OFF				
	1 COIN 6 CREDITS	ON	OFF	ON	OFF				
	2 COINS 1 CREDIT	OFF	ON	ON	OFF				
	2 COINS 3 CREDITS	ON	ON	ON	OFF				
	2 COINS 5 CREDITS	OFF	OFF	OFF	ON				
	3 COINS 1 CREDIT	ON	OFF	OFF	ON				
	3 COINS 2 CREDITS	OFF	ON	OFF	ON				
	3 COINS 4 CREDITS	ON	ON	OFF	ON				
	4 COINS 1 CREDIT	OFF	OFF	ON	ON				
	4 COINS 3 CREDITS	ON	OFF	ON	ON				
	4 COINS 5 CREDITS	OFF	ON	ON	ON				
	COIN 2 COIN 4	1 COIN 1 CREDIT					OFF	OFF	OFF
1 COIN 2 CREDITS						ON	OFF	OFF	OFF
1 COIN 3 CREDITS						OFF	ON	OFF	OFF
1 COIN 4 CREDITS						ON	ON	OFF	OFF
1 COIN 5 CREDITS						OFF	OFF	ON	OFF
1 COIN 6 CREDITS						ON	OFF	ON	OFF
2 COINS 1 CREDIT						OFF	ON	ON	OFF
2 COINS 3 CREDITS						ON	ON	ON	OFF
2 COINS 5 CREDITS						OFF	OFF	OFF	ON
3 COINS 1 CREDIT						ON	OFF	OFF	ON
3 COINS 2 CREDITS						OFF	ON	OFF	ON
3 COINS 4 CREDITS						ON	ON	OFF	ON
4 COINS 1 CREDIT						OFF	OFF	ON	ON
4 COINS 3 CREDITS						ON	OFF	ON	ON
4 COINS 5 CREDITS						OFF	ON	ON	ON
FREE PLAY		ON	ON	ON	ON	ON	ON	ON	ON

OPTION SWITCH SETTING					DIP SW2				
OPTION		S1	S2	S3	S4	S5	S6	S7	S8
GAME DIFICULTY	NORMAL	OFF	OFF						
	EASY	ON	ON						
	HARD	OFF	ON						
	HARDEST	ON	ON						
START 1 CREDIT/CONTINUE 1			OFF						
START 2 CREDITS/CONTINUE 1			ON						
COIN SLOT (*)	INDEPENDENT				OFF				
	COMMON				ON				
ADVERTISE SOUND	YES							OFF	
	NO							ON	
TEST MODE	NO								OFF
	YES								ON
INSTALLATION ON CABINET	2 PLAYERS					OFF	OFF		
	4 PLAYERS					ON	OFF		
	4 PLAYERS DOUBLE MONITOR					OFF	ON		
						ON	ON		

(\*) **INDEPENDENT** means that there is one coin slot for each cabinet.  
**COMMON** means that one coin slot controls two cabinets.

