

TAITO CUP FINALS

"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



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.

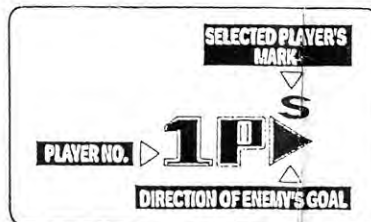
ROUGH PLAY!!

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 !

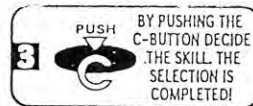
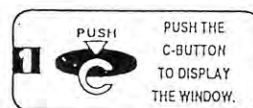


SPECIAL OFFENSIVE MOTIONS!!

- ★ 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.



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	
1	SUPER DASH
1	SUPER SLIDING
2	OVER RUN
2	SUPER GUARD
3	BANANA SHOOT
4	SUPER SHOOT
6	HYPER SHOOT
	EXIT (THE NUMBER OF CONSUMED UNITS)

SUPER DASH ■ 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.

SUPER SLIDING ■ 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.

TAITO

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.

ROUGH PLAY!!



SCREEN DISPLAY

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

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



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

SELECTED PLAYERS MARK

PLAYER NO. 1 **IP** ▶

DIRECTION OF ENEMY'S GOAL

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 VS. 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 +4

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

1 PUSH THE C-BUTTON TO DISPLAY THE WINDOW.

2 BY USING THE JOYSTICK, SELECT A DESIRED SKILL

3 BY PUSHING THE C-BUTTON DECIDE THE SKILL, THE SELECTION IS COMPLETED

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.

TABLE OF CONNECTOR TERMINALS

G-CONNECTOR

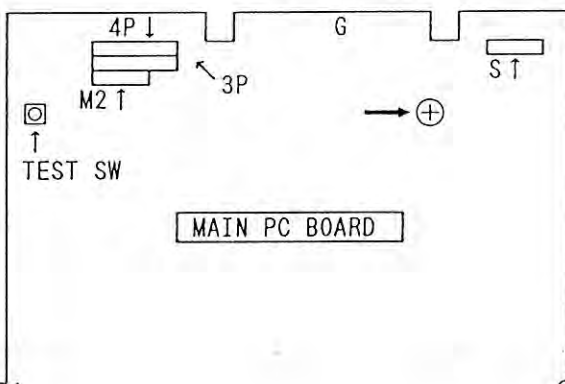
SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
POST	H	7	POST
COIN METER 2	J	8	COIN METER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
SOUND GND	M	11	SOUND
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT 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]

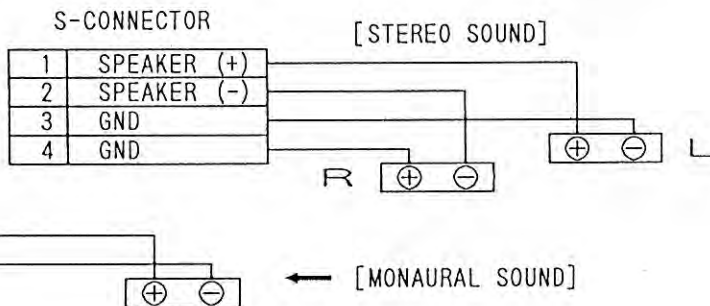
1	SPEAKER (+)
2	SPEAKER (-)
3	GND
4	GND

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



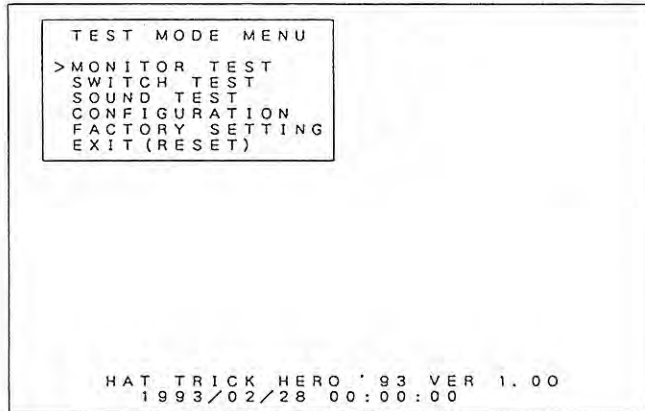
NO DIP SWs are mounted on the PCB of this game .

Settings of the difficulty level and the coinage should be done on the test mode of the screen.

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".

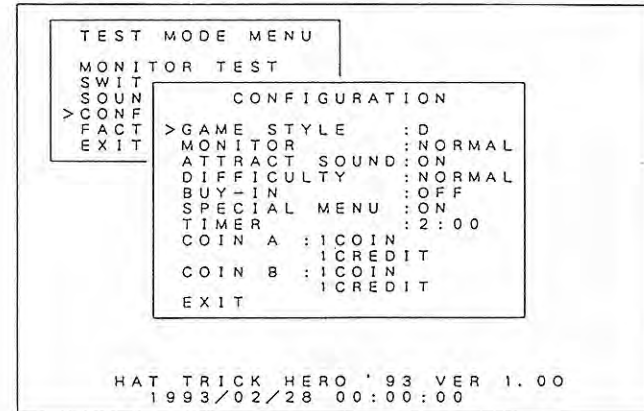
[TEST MODE MENU SCREEN]



<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.



※ 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.

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

<FACTORY SETTING>

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