Field Goal

Service Instructions and Parts Catalog

TAITO

TAITO CORPORATION
5. Playing Instructions

- 1 or 2 player game.
- 1 coin; 1 game (1 player). . . 3 balls (adjustable to 5 balls)
- 2 coins; 2 games (1 player) or 1 game (2 players)

- After inserting Coin(s), press either one two player button to start game.

- After finish game—start music, helmets (blue, yellow, and red ones), the paddle and the ball will appear on the screen.

- Turn the control knob to move the paddle right or left and strike the ball.

- Two players alternate play.

- Scoring:
  
  A goal ................ 300 pts.
  A blue helmet ........ 40 pts.
  A yellow helmet ..... 30 pts.
  A red helmet ........ 20 pts.

  (BONUS)
  A complete row of blue helmets ........ 1,500 pts.
  A complete row of yellow helmets ...... 1,000 pts.
  A complete row of red helmets .......... 500 pts.

- One free game when the score of "TOP THIS SCORE FOR CREDIT" displayed on the screen is reached.
Functional Description of Game:

- When the ball hits the player image running on the screen, the points (the player uniform number x100) will be added to the points displayed on the goal.

- When the points displayed on the goal reach 1,000 or more, these points and the word "EXTRA" are displayed alternately on the screen. If the player gets a goal when the word "EXTRA" is displayed, he will be awarded one free-ball play.

- The speed of the ball will change at random.

- The size of the paddle becomes small if the player continues to hit helmets. If he misses a ball the size of the paddle becomes as large as before.

- If the ball hits the head of the player's image sunning on the screen, he will be down and disappear.

- In 5-ball game, the scoring for helmets changes as follows:
  
  A blus helmet ....... 30 pts.
  A yellow helmet .... 20 pts.
  A red helmet ....... 10 pts.

- From the top to the 3rd HI-SCORE'S will be displayed on the screen at the time of the attract mode (game-over).
7. Adjustments on Game & Sound PC Board
(See Fig. 4 and Tables 1 & 2)

To decrease the sound, turn each pot counterclockwise.

Fig. 4

- VR1 ... Pot for adjusting the movement of the paddle.
  (If the paddle does not touch either side of the wall, adjust it by turning this pot.)
- VR2 ... Pot for adjusting the sound volume of the ball bouncing.
- VR3 ... Pot for adjusting the music at the game start and the game-over.
- VR4 ... Pot for adjusting the forward-hit sound when the ball is passed to the player-image.
- VR5 ... Pot for adjusting the sound volume of "Do•Do•Do"
- VR6 ... Pot for adjusting the sound volume when the player-image falls down.
- VR7 ... Pot for adjusting the tone when the player-image falls down.
- VR8 ... Pot for adjusting total sound.
DIP Switch NO.1:

- SW1 - SW3 ... Switches for the change-over of the replay scores (See Fig. 4 and Table 1)

The replay scores are shown at the rate of 30% and 20%, and they become higher and higher as the number of replays are increased.

<table>
<thead>
<tr>
<th>SW</th>
<th>REPLAY SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>30%</td>
</tr>
<tr>
<td>a</td>
<td>ON</td>
</tr>
<tr>
<td>b</td>
<td>OFF</td>
</tr>
<tr>
<td>c</td>
<td>ON</td>
</tr>
<tr>
<td>d</td>
<td>OFF</td>
</tr>
<tr>
<td>e</td>
<td>ON</td>
</tr>
<tr>
<td>f</td>
<td>OFF</td>
</tr>
<tr>
<td>g</td>
<td>ON</td>
</tr>
<tr>
<td>h</td>
<td>OFF</td>
</tr>
</tbody>
</table>

Table 1

Note: The Replay score is preset at "f" at the factory.

- SW4 ... Switch for the change-over of the replay
  When this switch is set at the "ON" position, no replay will be awarded.
  This switch is preset at the "OFF" position at the factory.

- SW5 ... Switch for factory-adjusting the solid-state modules This switch should be always set at "OFF" position.

- SW6 ... Switch for the change-over of the ball number

<table>
<thead>
<tr>
<th>SW6</th>
<th>Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>ON</td>
<td>3</td>
</tr>
<tr>
<td>OFF</td>
<td>5</td>
</tr>
</tbody>
</table>

Table 2

This switch is preset at the "ON" position (3 balls) at the factory.
o SW7 ... Switch for displaying "ONE PLAYER 1 COIN, TWO PLAYERS 2 COINS" on the screen
When the switch is set at the "ON" position, these words are not displayed.

Normally, this switch is set at the "OFF" position.

DIP Switch NO.2:

o SW1 ... Switch for rotating the screen images
When the switch is set at the "OFF" position
the screen images will be rotated. (for Cocktail Version) In the upright version, this switch should be set at the "ON" position.

o SW2 ... Switch for the change-over 1 COIN - 1 PLAYER or 1 COIN - 2 PLAYERS (See Fig. 4 and Table 3)

<table>
<thead>
<tr>
<th>SW2</th>
<th>COIN</th>
<th>PLAYER(S)</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>ON</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

Table 3
This switch is preset at the "OFF" position at the factory.

o SW3 ... Switch for the change-over the instruction languages (See Fig. 4 and Table 4)

<table>
<thead>
<tr>
<th>SW3</th>
<th>LANGUAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>ENGLISH</td>
</tr>
<tr>
<td>ON</td>
<td>JAPANESE</td>
</tr>
</tbody>
</table>

Table 4
This switch is preset at the "OFF" position (ENGLISH) at the factory.

o SW4 - SW7 ... Switches for factory-adjusting the solid-state modules
These switches should be always set at the "OFF" positions.
9. Adjustments of Supply Voltage (See Fig. 6)

If the voltage of the power supply is low, the picture on the screen sometimes flickers. In that case, change the connection of the power transformer terminals in the cabinet. This adjustment is obtained by using the change-over switch.

![Diagram showing voltage options](image)

Fig. 6

10. Typical Picture During Play (See Fig. 7)

![Diagram showing game screen](image)

Fig. 7