

© TAITO CORP. 1990

8-WAY JOYSTICK







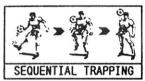
	DEFENSE	OFFENSE
A-BUTTON	SHOOT	SLIDING
B-BUTTON	PASS	ROUGH PLAY (PUNCH, KICK, etc.)



# SUPER TECHNIQUES



USE THIS FOR AVOIDING AUTO-MATICALLY OPPONENTS SLIDING!!



KEEP THE A-BUTTON PRESSED WITHOUT TURNING THE JOYSTICK!!



PRESS THE B-BUTTON IN FRONT OF AN OPPONENT!!



TURN THE JOYSTICK TO THE RIVERSE DIRECTION AND PRESS THE B-BUTTON!!



# VARIOUS KINDS OF SHOOTINGS

IT CHANGES DEPENDING OF THE TURNING DIRECTION OF THE JOY-STICK! MAKE SURE OF THE OTHER SHOOTING BY YOURSELF!!



SHOOT THE BALL TO THE BACK DIRECTION!!



DIRECTLY VOLLEY-KICK, WHILE JUMPING HOROZONTALLY!!

# SELECTION METHOD WHEN A MULTI-PLAYER GAME IS PLAYED

★WHEN SELECTING DIFFERENT NATIONAL FLAGS,
A PLAYER-AGAINST-PLAYER GAME CAN BE PLAYED!

★WHEN SELECTING A SAME NATIONAL FLAG,

A COMPETING-AGAINST-COMPUTER GAME CAN BE PLAYED!



# 3P CONNECTOR

### 4P CONNECTOR

# G-CONNECTOR (JAMMA)

11	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 A-BUTTON	7	4P A-BUTTON
8	3P B-BUTTON	8	4P B-BUTTON
9		9	
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
М	2 CONNECTOR		S-CONNECTOR
11	VIDEO-RED		SOUND (+)
2	VIDEO-GREEN	2	SOUND (-)
3	VIDEO-BLUE	3	
4	VIDEO-SYNC		
5	VIDEO-GND		

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	В	2	GND
+5V	С	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
POST	Н	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	
COIN 2	T	16	COIN 1
2P SELECT	U	17	1P SELECT
2P UP	٧	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Υ	21	1P RIGHT
2P A-BUTTON	Z	22	1P A-BUTTON
2P B-BUTTON	а	23	1P B-BUTTON
	b	24	
	С	25	3
	d	26	-
GND	е	27	GND
GND	f	28	GND

3P CONNECTOR 1 # G-CONNECTOR ←4P CONNECTOR

←M2 CONNECTOR S-CONNECTOR 1 SOUND VR INCREASE -

☆ CONTROL OF THIS GAME USES ONE 8-WAY JOYSTICK AND TWO BUTTONS.

NOTE) BEFORE CHANGING THE SETTING OF DIP SWITCH, TURN THE POWER OFF.

SETTING OF DIP SW	ITCH	A						(*):FAC	TORY S	EIIING
SETTINGS		POSITIONS	1	2	3	4	5	6	7	8
GAME OVER-TYPE	*	BOTH TEAMS' GAME ARE OVER	0FF							
IN VS GAME		LOST TEAM'S GAME IS OVER	ON							
SCREEN ROTATION	*	NORMAL REVERSE		OFF ON						
TEST MODE	*	NORMAL GAME TEST MODE			OFF					
ATTRACT SOUND	*	WITH WITHOUT				OFF ON				
PLAY PRICING COIN A	*	1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY					OFF ON OFF	0FF 0N		
PLAY PRICING COIN B	*	1 COIN 2 PLAYS 1 COIN 3 PLAYS 1 COIN 4 PLAYS 1 COIN 6 PLAYS							OFF ON OFF ON	OFF ON

# SETTING OF DIP SWITCH B

SETTINGS		POSITIONS	1	2	3	4	5	6	7	8
	*	RANK B	OFF	OFF	1					
GAME DIFFICULTY		RANK A	ON	011						
EASY (A) →		RANK C	OFF	ON			1			
DIFFICULT (D)		RANK D	ON	7 014						
	*	2 MIN.			0FF	OFF	1			
LENGTH OF		3 MIN.			ON	011				
PERIOD		2.5 MIN.			OFF	ON			1	1
		1.5 MIN.			ON	UN	L			1
	*	2P GAME					OFF	OFF		
CAME TYPE		4 SLOTS 4P GAME					ON	011	]	1
GAME TYPE		2P GAME × 2					OFF	ON	1	l
		2 SLOTS 4P GAME					ON	1 011	- 0	l
CONTINUE	*	WITH							OFF	
		WITHOUT							ON	
TYPE OF		WITH EURO.								OFF
GAME-TYTLE	*	WITHOUT EURO.								ON