"CAMPEON DE FUTBOL"  COMPETITIVE & COOPERATIVE PLAYER GAME

THE MAXIMUM CREDITS FOR THIS GAME IS 9.

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

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 II 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!

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:

DURING PUSHING THE C-BUTTON, THE PLAYER CAN RUN FASTER THAN USUAL.
THE SLIDING LENGTH BECOMES LONGER THAN USUAL. ALSO THE OPPONENT'S BALL CAN BE EASILY TAKEN.
ALL OTHER PLAYERS EXCEPT THE GOAL KEEPER CAN BE GATHERED AROUND THE PLAYER.
SUPPORTS GUARD ON THE BOTH SIDES OF THE PLAYER, BLOCKING AUTOMATICALLY OPPONENT PLAYERS.
THIS IS A SPECIAL SHOOT WHICH AN ORDINARY GOAL KEEPER CANNOT CATCH IN ANY WAYS.
BY DOING THIS DEATHBLOW SHOOT, THE BALL REACHES THE GOAL BY 100% POSSIBILITY.
Players' actions change depending on whether they have the ball at an offensive time or they haven't the ball at a defensive time.

**Offensive Time**

- **Shoot**
- **Pass**
- **Sliding**
- **Rough Play**

**Defensive Time**

- **A-Button**
- **B-Button**
- **C-Button**

For Designating the direction of movement, shooting and passing.

**Control**

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 below.

- Push the C-button to display the window.
- Using the joystick, select a desired ball.
- Push the C-button one more time, the selection is completed.

No sooner than the C-button is pushed, the selected special offensive motion starts. Don't miss any chances!

**Rough Play!!**

**Screen Display**

The number of colored units.

**1P Units Select**

- Super Dash 1
- Super Sliding 1
- Over Run 2
- Super Guard 2
- Banana Shoot 5
- Super Shoot 4
- Hyper Shoot 6
- Exit

**Selecting Special Offensive Motions**

These unit values are cleared at the time of game over, returning to the original setting.

**Excellent Players**

Selected characters' abilities will be the total abilities of your team! Make up your own team.

- **K. MURMA**
  - He has outstanding leadership to rise the total abilities of his team.

- **GUSTAVS**
  - He will be never tired. He is a tough guy of zero exhaustion.

- **HERMAN**
  - He is proud of the highest strength of his legs and is good at surprise attacks.

- **GUY**
  - He is excellent in mortal techniques and has the highest possibility to shoot super shots.

- **SALVADOR**
  - By playing with his whole heart, he can increase the total abilities of his team.

- **ALEX**
  - He is good in rough play. It is very seldom that his foul is counted.

- **EIGAR**
  - By using miracle footwork, he takes the ball by force. His defensive power is also high.

- **K. KUNDERA**
  - For some unknown reason, he will cause some happenings once a game.

**The Maximum Credits for this game is 9.**
## TABLE OF CONNECTOR TERMINALS

<table>
<thead>
<tr>
<th>SOLDER SIDE</th>
<th>COMPONENTS SIDE</th>
</tr>
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<tbody>
<tr>
<td>GND</td>
<td>1 GND</td>
</tr>
<tr>
<td>GND</td>
<td>2 GND</td>
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<td>+5V</td>
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<td>+12V</td>
<td>5 +12V</td>
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<tr>
<td>POST</td>
<td>6 POST</td>
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<tr>
<td>12V COIN METER 2</td>
<td>7 12V COIN METER 1</td>
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<tr>
<td>COIN LOCKOUT 2</td>
<td>8 COIN LOCKOUT 1</td>
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<tr>
<td>SPEAKER (-)</td>
<td>L 10 SPEAKER (+)</td>
</tr>
<tr>
<td>SOUND GND</td>
<td>M 11 SOUND</td>
</tr>
<tr>
<td>VIDEO G</td>
<td>N 12 VIDEO R</td>
</tr>
<tr>
<td>VIDEO SYNC</td>
<td>P 13 VIDEO B</td>
</tr>
<tr>
<td>SERVICE SW</td>
<td>R 14 VIDEO GND</td>
</tr>
<tr>
<td>TILT SW</td>
<td>S 15 TEST SW</td>
</tr>
<tr>
<td>COIN 2</td>
<td>T 16 COIN 1</td>
</tr>
<tr>
<td>2P SELECT</td>
<td>U 17 1P SELECT</td>
</tr>
<tr>
<td>2P UP</td>
<td>V 18 1P UP</td>
</tr>
<tr>
<td>2P DOWN</td>
<td>W 19 1P DOWN</td>
</tr>
<tr>
<td>2P LEFT</td>
<td>X 20 1P LEFT</td>
</tr>
<tr>
<td>2P RIGHT</td>
<td>Y 21 1P RIGHT</td>
</tr>
<tr>
<td>2P A BUTTON</td>
<td>Z 22 1P A BUTTON</td>
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<td>a 23 1P B BUTTON</td>
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<td>2P C BUTTON</td>
<td>b 24 1P C BUTTON</td>
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<td>f 28 GND</td>
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### M2-CONNECTOR

<table>
<thead>
<tr>
<th>1</th>
<th>VIDEO-RED</th>
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<tbody>
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<tr>
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<td>4</td>
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### S-CONNECTOR

<table>
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### S-CONNECTOR

**[STEREO SOUND]**

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</tr>
<tr>
<td>4</td>
<td>GND</td>
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</table>

**[MONOURAL SOUND]**

**NOTE**

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**

**[STEREO SOUND]**

**[MONOURAL 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.
**Setting Instructions**

When test sw is located on the main PCB board is pressed, the game mode on the TV monitor stops and displays "TEST MODE MENU".

**Test Mode Menu Screen**

- **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**
  - GAME STYLE: NORMAL
  - ATRACT SOUND: OFF
  - DIFFICULTY: NORMAL
  - BUY-IN: OFF
  - SPECIAL MENU: ON
  - TIMER: 2:00

**Coin A**

- 1 COIN: 1 CREDIT

**Coin B**

- 1 COIN: 1 CREDIT

**Factory Settings**

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