

KONAMI®

ORIGINAL VIDEO GAME

SOCCER SUPER STARS



OPERATOR'S MANUAL

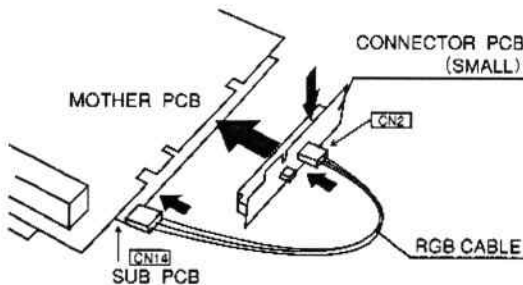
WARNING

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TECHNICAL INFORMATION

- (1) Required power capacity
 GND-Vcc 5V 7A or more
 GND-(+12v)
 *See the Wiring Diagram.
 - (2) The PCB should be installed in a Konami cabinet or a standard cabinet.
 - (3) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test Mode. (See the item "MANUAL TEST".)
 - (4) Handle with care.
 - (5) Put the CONNECTOR PCB(SMALL) in JAMMA CONNECTOR noting the direction of the CONNECTOR PCB is correct.
- Put JAMMA CONNECTOR in from the top.



- You cannot see the correct game picture on the screen without using the CONNECTOR PCB and RGB CABLE.
- Do not connect the MOTHER PCB direct with the JAMMA CONNECTOR on the cabinet no picture will be displayed on the screen.
- Plug the RGB CABLE in the CN14 of the SUB PCB & the CN2 of the CONNECTOR PCB(SMALL).

INSTALLATION IN CABINET

Up to 4 players can play, depending on the cabinet you use. Set the Dip Switch on the PCB in accordance with the cabinet as per the following.

---In the case of single two-player cabinet---

Use a cabinet with a start button, an 8-way joystick and 3 buttons for each player. Set the Dip Switch 4 (OFF) for 2P with single monitor setting as follows;

*SW1 is for sound setting; set as

| | SW1 | SW2 | SW3 | SW4 |
|-----|----------|---------|-----|-----|
| ON | STEREO | REVERSE | - | - |
| OFF | MONAURAL | NORMAL | - | ○ |

your cabinet requires.

*SW2 is for monitor setting;

*SW3 is not used.

*SW4 is vs. play setting;

In the above, 1player vs. CPU, 1player vs.

1 player, and 2 players vs. CPU are available for game play.

---In the case of two single cabinets linked together for 4 players---
 Set the dip switch 4(ON) for 4-P with twin monitor setting.

| SW1 | SW2 | SW3 | SW4 |
|-----|---------|---------|--------|
| ON | REVERSE | REVERSE | ○ |
| OFF | ○ | NORMAL | NORMAL |

- *SW1 is the speaker setting;
- *SW2 is the monitor(1) setting;
- *SW3 is the monitor(2) setting;
- *SW4 is vs. play setting;

If two cabinets are Linked,when cooperative play, the players shall play in the same cabinet. When interactive play, the players shall play on the two monitors controlling different teams. Also it is possible to play 2 player game at each monitor respectively.

SELF TEST

After switch on, self test is automatically done and its result appears on the screen.

Correct case: "OK" will be displayed and the game will start.

Incorrect case: "BAD" will be displayed and self test will repeat.

If "22D/M BAD" is displayed, switch off and switch on with the test switch on the PCB pressed. In this case, the setting of the manual test is initialised to default.

MANUAL TEST

In the manual test mode, you can confirm the setting or change it.

When two cabinets are linked, contents of the manual test are displayed on both screens, however all adjustments are made using player 1 controls only.

(1)How To Start

After switching on press the test switch during the same mode, and you will get the main menu. *If you switched on with the test switch pressed, data in EEP rom will be initialised to default.

(2)How To Return To The Game Mode

Select "Game Mode" on the main menu then press button A for player 1 to return to the game mode.



(3)Item And How To Select

Select the item with the player 1 joystick and press button A for Player 1 to initiate testing. Press button A for player 1 during or at the end of each test to return to the Main Menu.

(4>About The Items

Select the item to modify by moving Player 1 joystick up/ down and modify the setting by moving the joystick right/left. Factory settings are shown green and modified settings are shown in red.

To complete the modification, select "save and exit" and press the button A for player 1. Then the modified data will be saved and you will return to the Main Menu.

*If you select "Exit", instead of "Save and Exit", the message appears;"YOU DID NOT SAVE. DO YOU WANT TO SAVE?YES/NO". When you choose "YES", the screen shows "NOW SAVING" and return to the main menu. If you select "NO", "NO MODIFICATION" is shown, the modification is not completed and the main menu appears again.

1)I/O CHECK

Check mode for controllers. When each controller is switched on, the sign "1" is shown. Press the start button for player 1 and 2 at the same time to return to the main menu.

2)SCREEN CHECK

Adjust focus, alignment, size, etc. on the cross hatch screen.

3)COLOR CHECK

Adjust color balance to achieve correct shading.

4) MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

5) GRAPHIC CHECK

6) DIP SWITCH SETTINGS

Details of dip switch setting will be shown. You can change the setting with the dip switch checking the details on the screen.

7) SOUND OPTIONS

The following screen will appear;

SOUND OPTIONS
SOUND IN ATTRACT MODE
ALL THE TIME
VOLUME
SOUND SCALE CHECK
FACTORY SETTINGS
SAVE AND EXIT
*PLAY JOYSTICK *UP DOWN *SELECT OPTION
*LEFT RIGHT *MODIFY SETTING

Select one from the following 3 types "ALL THE TIME", "ONCE EVERY 4 CYCLES" and "COMPLETELY OFF".
Volume adjustment (0-30)
"DO, Re, Mi, Do" will sound in one cabinet stereo setting, the speaker sounds [Do, Do, Re, Re...] right and left alternatively.
In two cabinet setting, speaker in the main cabinet sounds [Do, Do, Re, Re...] and then the one in the sub cabinet makes the same sound in monoral sound.
Return to the factory setting.

(All the settings above are not the factory settings.)

8) GAME OPTIONS

The following screen will appear.

GAME OPTIONS
DIFFICULTY LEVEL 4 MEDIUM
LOOP SETTING ROUND END
PLAY TIME CPU 1 MIN, 30 SEC
PLAY TIME VS 2 MIN
CONTINUE PLAY FOR FINAL NO
FREE CONTINUE PLAY BY WINNING
CPU PLAY YES VS PLAY YES
PENALTY KICK YES ONLY FOR VS
*ACTORY SETTINGS
SAVE AND EXIT
*UP DOWN *SELECT OPTION
*LEFT RIGHT *MODIFY SETTING

Difficulty level setting there are 8 levels to select.
Loop setting.
Play time setting in CPU mode. (45 sec.-3 min.)
Play time setting in vs. mode (1 min.-5 min.)
Continue play for final. ("YES" or "NO")
Free continue play by winning. (CPU YES / VS YES)
(CPU YES / VS NO)
(CPU NO / VS NO)
Penalty kick ("YES ONLY FOR VS" or "NO")
* No penalty kick available in CPU mode.
Return to the factory settings.

(All the settings are not the factory settings.)

9) COIN OPTIONS

The setting for COMMON coin slot and that for INDEPENDENT coin slot are differ

<In the case of INDEPENDENT>

FREE PLAY
COIN MECHANISM INDEPENDENT
COIN SLOT 1 COIN 1 CREDIT
PREMIUM START NO
1 CREDIT TO START
1 CREDIT TO CONTINUE
FACTORY SETTINGS
SAVE AND EXIT
*UP DOWN *SELECT OPTION
*LEFT RIGHT *MODIFY SETTING

FREE PLAY setting
INDEPENDENT setting.
INDEPENDENT COIN SLOT setting.
PREMIUM START setting.
select one from "NO", "YES 1" to "YES 4".
Set the number of credits for start and continue.
CREDIT depends on PREMIUM START setting.
in the case of PREMIUM START "NO", see below COIN SETTING OPTION.
Return to factory settings.

<In the case of COMMON>

FREE PLAY
COIN MECHANISM COMMON
COIN SLOT 1 COIN 1 CREDIT
COIN SLOT 2 COIN 1 CREDIT
PREMIUM START NO
1 CREDIT TO START
1 CREDIT TO CONTINUE
FACTORY SETTINGS
SAVE AND EXIT
*UP DOWN *SELECT OPTION
*LEFT RIGHT *MODIFY SETTING

FREE PLAY setting
COMMON setting.
Setting for coin slot 1.
Setting for coin slot 2.
PREMIUM START setting.
Select one from "NO", "YES 1" to "YES 4".
Set the number of credits for start and continue.
CREDIT depends on PREMIUM START setting.
Return to factory settings.

COIN SETTING OPTION

| | | | | | | | | | | | | | | | | | | | | | | |
|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| COIN(S) | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | | | |
| CREDIT(S) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 3 | 5 | 1 | 2 | 4 | 1 | 3 | 5 | 1 | 2 | 4 | 1 | 3 | 5 |

Please note that how to count is different depending on the setting:
<When the setting is COMMON>

- == When the settings of slot 1 & 2 is the same ==
- All the coins put in any slot will be counted by counter 1 of cabinet A.
- == When the settings of slot 1 & 2 is different ==
- Coins put in slot 1 of will be counted by counter 1 of cabinet A.
- Coins put in slot 2 of will be counted by counter 2 of cabinet A.

<When the setting is INDEPENDENT>

- All the coins put in any slot will be counted by counter 1 of cabinet A.

* PREMIUM START Setting

With this function you can change the number of credit in START and CONTINUE. Select number of credits required to start from "YES1" to "YES4" and then set the number of credits for CONTINUE. This leads that the total number of credit for PREMIUM START and CONTINUE is equal to the number of credit for START. If you do not want PREMIUM START, select "NO". (In this case the number of credit for START and CONTINUE is the same.)

PLAY INSTRUCTION

- * Play time of this game is basically a full game per credit. However, winners get one extended play (this is optional).
- * Even if you lose a game, you can continue the match if you insert coin during the countdown.
- * The game play is according to basic rules of the game. However, " Off-side " is not applicable.
- * There is a court-change after halftime if the game is played in single monitor between 2 persons at vs mode. When two cabinets are linked, there is no court-change if the game is played between 1 person and the computer or in double monitors.
- * For person vs person game, the winner is decided at the end of a full game --- 2 halves. (For person vs computer game, only 1 half is provided.)
- * For person vs computer game, your goal is to be the " World Champion " by tournament style.
- * Buy-in is available. How to buy-in is as per the following :
 - 1) In single 2-player cabinet :

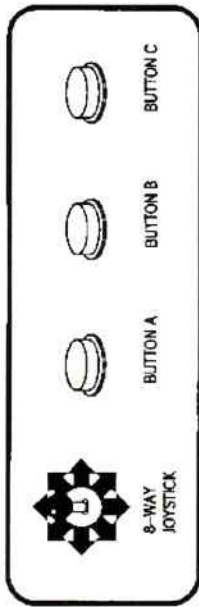
You can buy-in the game by choosing " VS PLAYER " or " VS CPU " after inserting coin and pressing the start button.
 - 2) In two single cabinets linked together for 4 players :

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.
- * PK Match;

If you play interactive play and you have got the same number of goals as the opponent at the end of the match, you will go on to the penalty kick match (this is optional). If you play against CPU, you will not go on to penalty kick match---you can continue the game.
- To decide the direction of the shoot, press the button A, B or C watching the shooting point displayed in the goal.

HOW TO CONTROL

* Move your character with the joystick. Character to be controlled is signed above the head.



* Offence control and defence control are different as per the following :

Offence : Button A ... Shoot and Volley

Button B ... Short pass and Header

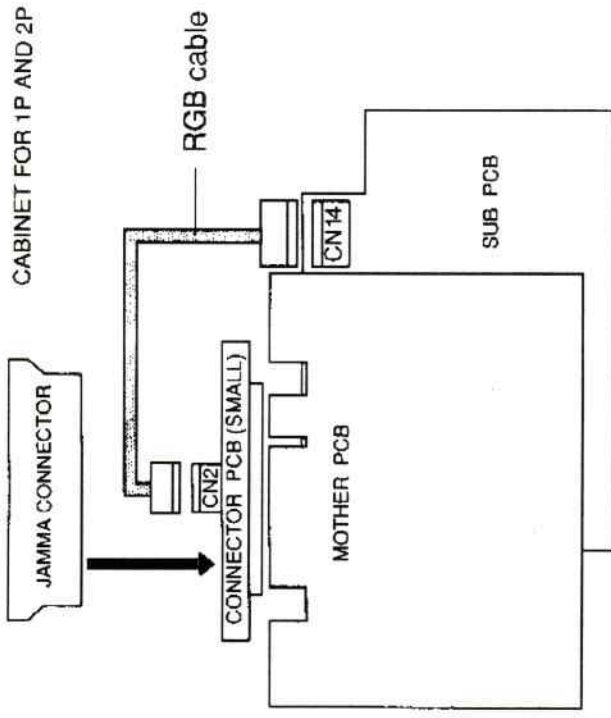
Button C ... Centering, Long pass and Running header

Defence : Button A ... Sliding tackle and Volley

Button B ... Shoulder charge and Jumping header

Button C ... Control of keeper

HOW TO CONNECT THE PCB FOR A SINGLE CABINET



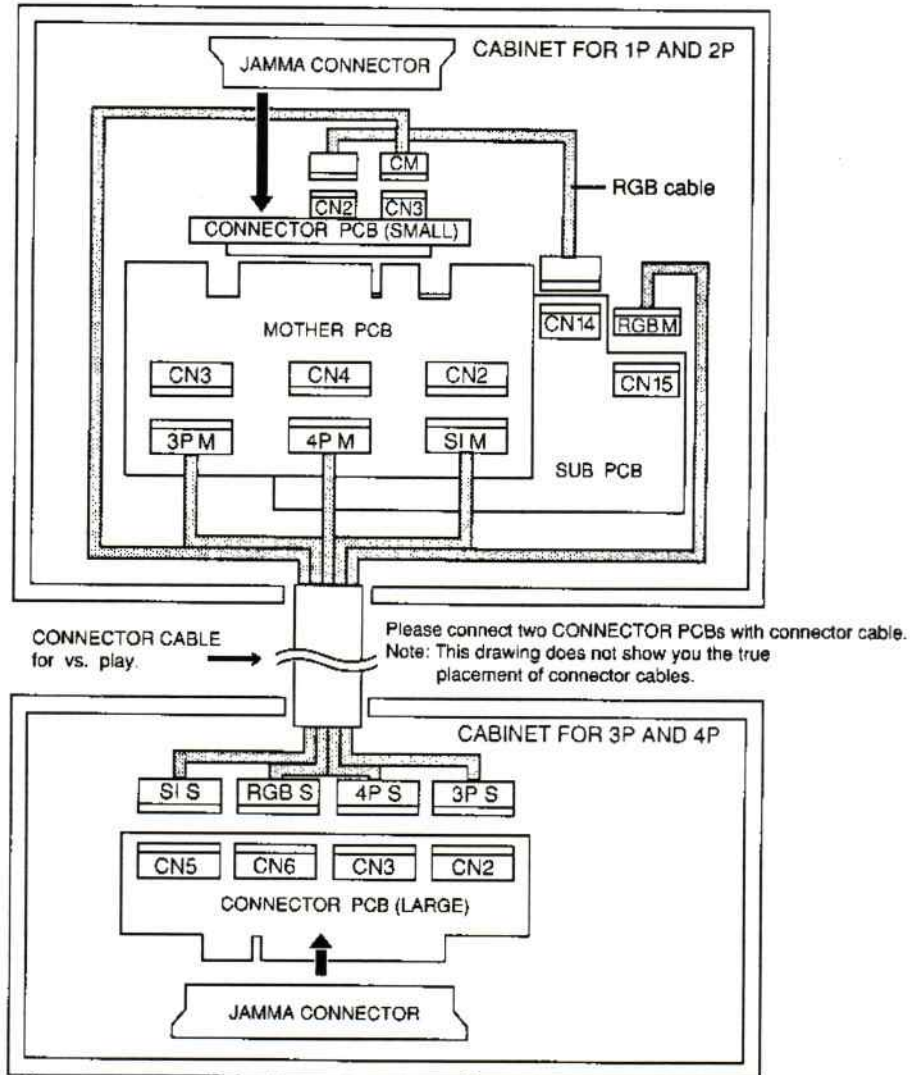
Note 1: Be sure to connect the RGB cable to the CONNECTOR PCB (SMALL) according to the above illustration even for a single monitor. A proper game display will be given with the said cable and the PCB unconnected.

Note 2: Do not reverse the CONNECTOR PCB(SMALL) and the JAMMA connector when plugged in.

DIP SW SETTINGS

| | SW1 | SW2 | SW3 | SW4 |
|-----|----------|---------|-----|-----|
| ON | STEREO | REVERSE | - | - |
| OFF | MONAURAL | NORMAL | - | ○ |

HOW TO LINK 2 CABINETS



DIP SW SETTINGS

| | SW1 | SW2 | SW3 | SW4 |
|-----|-----|---------|---------|-----|
| ON | - | REVERSE | REVERSE | ○ |
| OFF | ○ | NORMAL | NORMAL | - |

