"Campeón de Fútbol" Competitive & Cooperative Player Game

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
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!! 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 1, 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.

Window for selecting special offensive motions

1P Units Select

Super Dash
Super Sliding
Over Run
Super Guard
Banana Shoot
Super Shoot
Hyper Shoot
Exit

The number of consumed units:

Super Dash: The number of consumed units: 1, this is effective for a given time.
Super Sliding: The number of consumed units: 1, this is effective for a given time.
Over Run: The number of consumed units: 2, this is effective only for once.
Super Guard: The number of consumed units: 2, this is effective for a given time.
Banana Shoot: The number of consumed units: 3, this is effective only for once.
Super Shoot: The number of consumed units: 3, this is effective only for once.
Hyper Shoot: The number of consumed units: 6, this is effective only for once.

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 both sides of the player, blocking automatically opponent players.

By pushing the C-button, the ball is shot and the direction of the ball can be controlled with the joystick.

This is a special shot which an ordinary goal keeper cannot catch in any ways.

By doing this death blow shot, the ball reaches the goal by 100% possibility.
**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**
- Shoot
- Pass
- Sliding
- Rough Play

**DEVELOPMENT TIME**
- A-BUTTON
- B-BUTTON
- C-BUTTON

**FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING.**

**Screen Display**
- The position of selected player is displayed with "$" 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.**

  - Whenever inserting a coin, it is increased by Unit Value +3.
  - 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.

**EXCELLENT PLAYERS**

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

- **Gustavus**
  - 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.

- **Alex**
  - He is good in ROUGH PLAY.
  - It is very seldom that his foul is counted.

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

- **E. Kumanawa**
  - By shooting, he has the highest possibility to shoot super shots.

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

- **Guy**
  - 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>G-CONNECTOR</th>
<th>3P-CONNECTOR</th>
<th>4P-CONNECTOR</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SOLDER SIDE</strong></td>
<td><strong>COMPONENTS SIDE</strong></td>
<td><strong>SOLDER SIDE</strong></td>
</tr>
<tr>
<td>GND</td>
<td>A 1 GND</td>
<td>1 COIN 3</td>
</tr>
<tr>
<td>GND</td>
<td>B 2 GND</td>
<td>2 3P SELECT</td>
</tr>
<tr>
<td>+5V</td>
<td>C 3 +5V</td>
<td>3 3P LEFT</td>
</tr>
<tr>
<td>+5V</td>
<td>D 4 +5V</td>
<td>4 3P RIGHT</td>
</tr>
<tr>
<td>+12V</td>
<td>E 5 +12V</td>
<td>5 3P UP</td>
</tr>
<tr>
<td>POST</td>
<td>F 6 POST</td>
<td>6 3P DOWN</td>
</tr>
<tr>
<td>COIN METER 2</td>
<td>G 7 COIN METER 1</td>
<td>7 3P ATTACK</td>
</tr>
<tr>
<td>COIN LOCKOUT 2</td>
<td>H 8 COIN LOCKOUT 1</td>
<td>8 3P JUMP</td>
</tr>
<tr>
<td>SPEAKER (-)</td>
<td>I 9 SPEAKER (+)</td>
<td>9 3P MAGIC</td>
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<tr>
<td>SOUND GND</td>
<td>J 10 SOUND</td>
<td>10 SERVICE</td>
</tr>
<tr>
<td>VIDEO G</td>
<td>K 11 VIDEO R</td>
<td>11 COIN METER 3</td>
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<td>L 12 VIDEO B</td>
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<td>SERVICE SW</td>
<td>M 13 VIDEO G ND</td>
<td>13 GND</td>
</tr>
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<td>TILT SW</td>
<td>N 14 TEST SW</td>
<td>14 GND</td>
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<tr>
<td>COIN 2</td>
<td>O 15 COIN 1</td>
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<tr>
<td>2P SELECT</td>
<td>P 16 1P SELECT</td>
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<td>GND</td>
<td>[27 GND]</td>
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**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**

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

[STEREO 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 (TAITO CUP 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.

<CONFIGURATION>
- 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.

<FACTORY SETTING>
- Use this mode when return the data to factory settings.

※ 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.