

© 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]

```

TEST MODE MENU
>MONITOR TEST
SWITCH TEST
SOUND TEST
CONFIGURATION
FACTORY SETTING
EXIT(RESET)
    
```

<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
>CONF
FACT
EXIT
CONFIGURATION
>GAME STYLE :D NORMAL
MONITOR SOUND :WITH
DIFFICULTY :NORMAL
ATTRACT SOUND :WITH
SPECIAL MENU :WITHOUT
TIMER :1:30
STRECKING :WITHOUT
CHEERS A :1COIN
COIN B :1CREDIT
EXIT
    
```

```

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MONITOR TEST
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FACT
EXIT
CONFIGURATION
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MONITOR SOUND :WITH
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DIFFICULTY :NORMAL
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TIMER :1:30
STRECKING :WITHOUT
CHEERS A :1COIN
COIN B :1CREDIT
EXIT
    
```

※ 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.

<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 SETTINGS

SETTINGS	POSITIONS	SETTINGS	POSITIONS	SETTINGS	POSITIONS
GAME STYLE	* D (2P) E (1P) F (2P+2P) G(4P 4SLOTS) H(4P 2SLOTS)	* 1 COIN 1 CREDIT 1 COIN 2 CREDITS 1 COIN 3 CREDITS 1 COIN 4 CREDITS 1 COIN 5 CREDITS 1 COIN 6 CREDITS	1 COIN 1 CREDIT 1 COIN 2 CREDITS 1 COIN 3 CREDITS 1 COIN 4 CREDITS 1 COIN 5 CREDITS 1 COIN 6 CREDITS	* 1 COIN 1 CREDIT 1 COIN 2 CREDITS 1 COIN 3 CREDITS 1 COIN 4 CREDITS 1 COIN 5 CREDITS 1 COIN 6 CREDITS	1 COIN 1 CREDIT 1 COIN 2 CREDITS 1 COIN 3 CREDITS 1 COIN 4 CREDITS 1 COIN 5 CREDITS 1 COIN 6 CREDITS
MONITOR	* NORMAL REVERSE	1 COIN 1 CREDIT 2 COINS 2 CREDITS	2 COINS 1 CREDIT 2 COINS 2 CREDITS	1 COIN 1 CREDIT 2 COINS 1 CREDIT	2 COINS 1 CREDIT 2 COINS 2 CREDITS
ATTRACT SOUND	* WITH WITHOUT EASY	2 COINS 3 CREDITS 2 COINS 4 CREDITS 2 COINS 5 CREDITS	2 COINS 3 CREDITS 2 COINS 4 CREDITS 2 COINS 5 CREDITS	2 COINS 3 CREDITS 2 COINS 4 CREDITS 2 COINS 5 CREDITS	2 COINS 3 CREDITS 2 COINS 4 CREDITS 2 COINS 5 CREDITS
DIFFICULTY	* NORMAL HARD VERY HARD	2 COINS 6 CREDITS 3 COINS 1 CREDIT 3 COINS 2 CREDITS	2 COINS 6 CREDITS 3 COINS 1 CREDIT 3 COINS 2 CREDITS	2 COINS 6 CREDITS 3 COINS 1 CREDIT 3 COINS 2 CREDITS	2 COINS 6 CREDITS 3 COINS 1 CREDIT 3 COINS 2 CREDITS
BUY-IN	* WITH WITHOUT	3 COINS 3 CREDITS 3 COINS 4 CREDITS 3 COINS 5 CREDITS	3 COINS 3 CREDITS 3 COINS 4 CREDITS 3 COINS 5 CREDITS	3 COINS 3 CREDITS 3 COINS 4 CREDITS 3 COINS 5 CREDITS	3 COINS 3 CREDITS 3 COINS 4 CREDITS 3 COINS 5 CREDITS
SPECIAL MENU	* WITH WITHOUT	4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS	4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS	4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS	4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS
TIMER	* 1min.30sec. 1min. 2min.	4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS	4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS	4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS	4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS
STRECKING	* NOTHING FEW MANY	4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS	4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS	4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS	4 COINS 1 CREDIT 4 COINS 2 CREDITS 4 COINS 3 CREDITS
CHEERS	* WITH WITHOUT	4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS	4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS	4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS	4 COINS 4 CREDITS 4 COINS 5 CREDITS 4 COINS 6 CREDITS

<FACTORY SETTING>

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

TABLE OF CONNECTOR TERMINALS

G-CONNECTOR

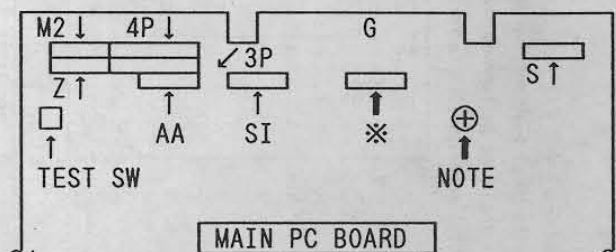
SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
POST	H	7	POST
COIN METER 2	J	8	COIN METER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
SOUND GND	M	11	SOUND
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	TEST SW
COIN 2	T	16	COIN 1
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P A BUTTON	Z	22	1P A BUTTON
2P B BUTTON	a	23	1P B BUTTON
2P C BUTTON	b	24	1P C BUTTON
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

3P-CONNECTOR

1	COIN 3
2	3P SELECT
3	3P LEFT
4	3P RIGHT
5	3P UP
6	3P DOWN
7	3P ATTACK
8	3P JUMP
9	3P MAGIC
10	
11	SERVICE
12	COIN METER 3
13	LOCKOUT 3
14	GND
15	GND

4P-CONNECTOR

1	COIN 4
2	4P SELECT
3	4P LEFT
4	4P RIGHT
5	4P UP
6	4P DOWN
7	4P ATTACK
8	4P JUMP
9	4P MAGIC
10	
11	
12	COIN METER 4
13	LOCKOUT 4
14	GND
15	GND



* FACTORY SETTING: JOYSTICK SIDE

Z, AA, SI-connector are not used.

M2-CONNECTOR

1	VIDEO-RED
2	VIDEO-GREEN
3	VIDEO-BLUE
4	VIDEO-SYNC
5	VIDEO-GND

S-CONNECTOR () [NOTE]

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

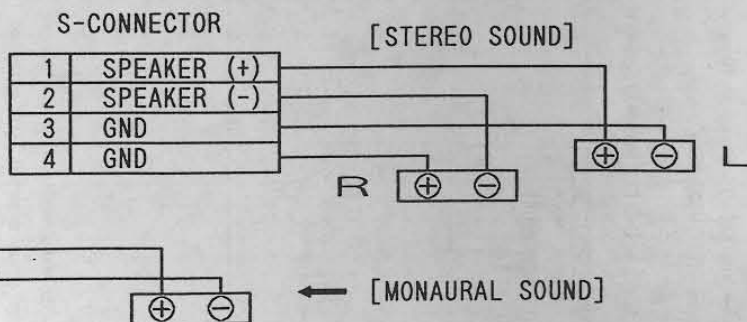
The potentiometer mounted on the PCB is not for controlling the sound volume.

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

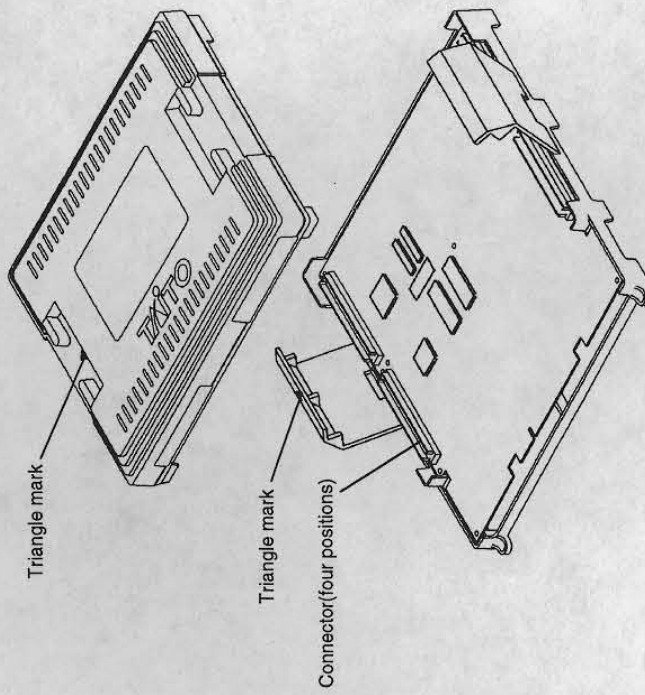


NO DIP SWs are mounted on the PCB of this game .

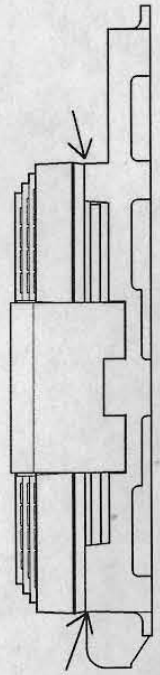
Settings of the difficulty level and the coinage should be done on the test mode of the screen.

Connection of the mother PC board and ROM PC board

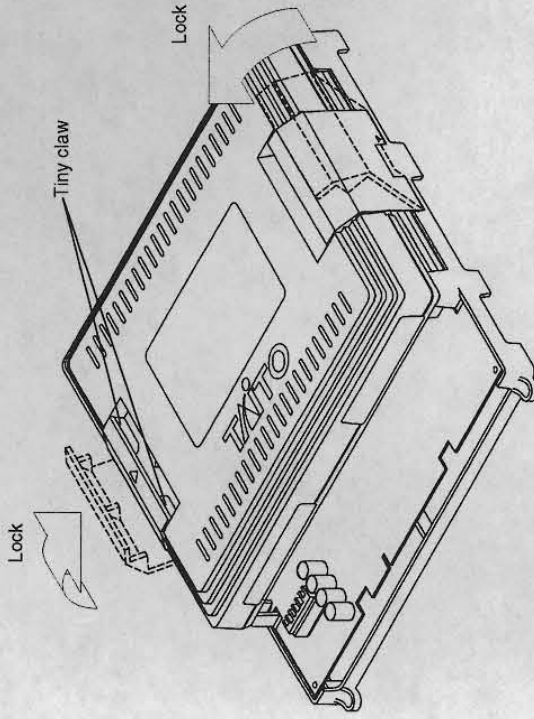
- (1) Match both triangle marks (shown below) of the mother PC board and ROM PC board. Then insert the connector.



- (2) Set the ROM PC board on the mother PC board so that there is no gap at the four corners. (→)



- (3) Lock the two fixing holders of the mother PC board on the ROM PC board. Each fixing holder has two tiny claws to lock onto the ROM PC board. Confirm that these claws are appropriately locked by hearing a "click" sound.



- (4) When taking of the ROM PC board from the mother PC board, follow the reverse procedure of item (1) to (3) above. However, when removing the fixing holders which are locking onto the ROM PC board, take out the claws one by one to release locking. Then follow the procedure of item (1) to (3) above.

VORSICHTSMASSNAHMEN ZUR HANDHABUNG

Dieses Produkt beinhaltet Präzisionselektronik-Komponenten. Behandeln Sie diesen Behälter mit äußerster Sorgfalt.

1. Vermeiden Sie die Benutzung und Aufbewahrung dieses Behälters in der Nähe von Gegenständen oder Komponenten die eine hohe Wärmeabstrahlung haben.
2. Lassen Sie den Behälter nicht fallen und rütteln Sie nicht an ihm.
3. Halten Sie das innere des Behälters trocken und frei von fremdartigen Gegenständen.
4. Blockieren Sie die Ventilatoren nicht.
5. Folgen Sie beim Austausch von Patronen den Beschreibungen in der Bedienungsanleitung.
6. Versuchen Sie nicht, die Patrone zu zerlegen, da sämtliche Garantien erlöschen, wenn die Patrone zerlegt und der Siegel nicht mehr unversehrt ist.

PRECAUCIONES

Este producto contiene componentes electrónicos de precisión. Tenga mucho cuidado al manipular este recipiente.

1. Evite usar o almacenar la caja cerca de objetos o componentes de alta temperatura.
2. No deje caer ni sacuda el recipiente.
3. Mantenga el interior del recipiente libre de humedad y de materias extrañas.
4. No bloquee los ventiladores.
5. Para reemplazar el cartucho, siga el procedimiento descrito en el manual de instrucciones.
6. No intente desarmar el cartucho. Todas las garantías quedarán nulas si el cartucho es desarmado o si el sello es roto.

操作注意事項

本產品配有精密電子元件。操作和護理要格外小心。

1. 避免靠近高溫物體或零件使用或存放此盒。
2. 不可跌下或撞擊。
3. 保持盒內乾燥，無外來雜物。
4. 勿堵塞通風孔。
5. 換卡盒時須遵照使用說明書所述步驟操作。
6. 勿拆開卡盒。卡盒一經拆開或封條撕破，一切保用資格也隨着喪失和無效。

PRECAUTIONS DE MANIPULATION

Ce produit contient des composants électroniques de précision. Faites particulièrement attention lorsque vous manipulez ce conteneur.

1. Evitez d'utiliser ou de ranger la boîte près d'objets ou de composants à hautes températures.
2. Ne pas laisser tomber ou secouer.
3. Préservez l'intérieur du conteneur de l'humidité et des corps étrangers.
4. Ne pas bloquer les ventilateurs.
5. Lors du remplacement des cartouches, suivez la procédure de fonctionnement du manuel d'instructions.
6. N'essayez pas de démonter la cartouche. Si elle est démontée ou si le scellement est cassé toutes les garanties seront nulles et sans effet.

PRECAUZIONI SULL'USO

Questo prodotto contiene dei componenti elettronici ad alta precisione. Maneggiate quest'unità con molta attenzione.

1. Evitate di usare o riporre la custodia nelle vicinanze di oggetti o componenti che generano alte temperature.
2. Fate attenzione a non far cadere o esporre l'unità ad urti.
3. Assicuratevi di mantenere sempre la parte interna della custodia priva di umidità di oggetti estranei.
4. Non bloccate i fori di ventilazione.
5. Alla sostituzione delle cartucce, seguite le istruzioni fornite nel manuale dell'unità.
6. Non cercate mai di smontare la cartuccia. Nel caso in cui venisse smontata oppure se il sigillo fosse spezzato, la garanzia non sarà più valida.

취급상의 주의

본 제품은 정밀한 전자부품으로 만들어져 있습니다. 다음과 같은 취급상의 주의 사항을 지켜 주시기 바랍니다.

1. 극단적으로 고온인 부품 가까이에서는 사용하지 마십시오.
2. 충격을 가하지 않도록 하여 주십시오.
3. 물이나 이물질이 들어가지 않도록 하여 주십시오.
4. 통풍 구멍이 막히지 않도록 하여 주십시오.
5. 카트리지를 교환할 때는 취급 설명서의 지시에 따라 주십시오.
6. 카트리지를 분해하지 마십시오. 만일 분해한 경우 또는 봉인 실(seal)을 파손시킨 경우, 수리 할 수 없습니다.

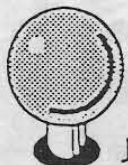
TAITO®

G9500848A

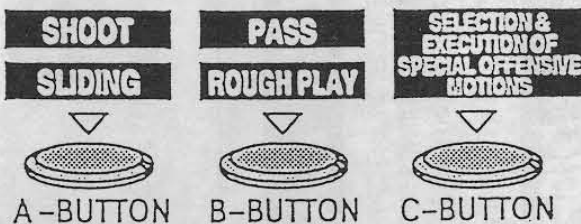
CONTROL

PLAYERS' ACTIONS CHANGE DEPENDING ON WHETHER THEY HAVE THE BALL AT A OFFENSIVE TIME OR THEY HAVENT THE BALL AT A DEFENSIVE TIME.

- ☆ OFFENSIVE TIME
- ☆ DEFENSIVE TIME



JOYSTICK ◀



FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING.

ROUGH PLAY!!



SCREEN DISPLAY

THE POSITION OF SELECTED PLAYER IS DISPLAYED WITH "S" MARK!

DEPENDING ON CONDITIONS, VARIOUS KINDS OF TECHNIQUES ARE SHOWN! BE CAREFUL SO THAT NO FOULS WILL BE COUNTED!!



SPECIAL OFFENSIVE MOTIONS

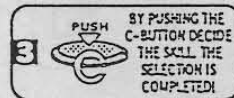
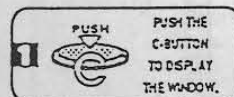
★ PLAYERS CAN DO SPECIAL OFFENSIVE MOTIONS SO FAR AS HAVING THE "UNIT" VALUE!! BUT HE CANNOT SELECT BETTER SKILLS THAN THAT OF THE UNIT VALUE.. (THE REMAINING VALUE IS DISPLAYED ON THE LOWER LEFT PART OF THE SCREEN.)

★ BY MEANS OF THE FOLLOWING METHOD, THE "UNIT" VALUE CAN BE INCREASED AS SHOWN FOLLOW.

≡ DURING VS. PLAYING :

WHENEVER INSERTING A COIN
... IT IS INCREASED BY UNIT VALUE +3, AND
WHENEVER INSERTING 2ND COIN OR MORE
... IT IS INCREASED BY UNIT VALUE +4

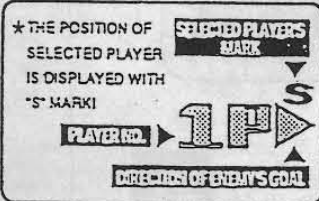
THESE UNIT VALUES ARE CLEARED AT THE TIME OF GAME-OVER, RETURNING TO THE ORIGINAL SETTING.



NO SOONER THAN THE C-BUTTON IS PUSHED, THE SELECTED SPECIAL OFFENSIVE MOTION STARTS! DON'T MISS ANY CHANCES!

WINDOW FOR SELECTING SPECIAL OFFENSIVE MOTIONS

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



EXCELLENT PLAYERS

SELECTED CHARACTERS' ABILITIES WILL BE THE TOTAL ABILITIES OF YOUR TEAM! MAKE UP YOUR OWN TEAM.



HE HAS OUTSTANDING LEADERSHIP TO RISE THE TOTAL ABILITIES OF HIS TEAM.



HE WILL BE NEVER TIRED. HE IS A TOUGH GUY OF ZERO EXHAUSTION.



HE IS PROUD OF THE HIGHEST STRENGTH OF HIS LEGS AND IS GOOD AT SURPRISE ATTACKS.



HE IS EXCELLENT IN MORTAL TECHNIQUES AND HAS THE HIGHEST POSSIBILITY TO SHOOT SUPER SHOTS.



BY PLAYING WITH HIS WHOLE HEART, HE CAN INCREASE THE TOTAL ABILITIES OF HIS TEAM.



HE IS GOOD IN ROUGH PLAY. IT IS VERY SELDOM THAT HIS FOUL IS COUNTED.



BY USING MIRACLE FOOTWORK, HE TAKES THE BALL BY FORCE. HIS DEFENSIVE POWER IS ALSO HIGH.



FOR SOME UNKNOWN REASON, HE WILL CAUSE SOME HAPPNINGS ONCE A GAME.

★ THE MAXIMUM CREDITS FOR THIS GAME IS 9.

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.

※ DURING VS. -PLAYING (ONLY NORTH AMERICA)
 WHENEVER INSERTING A COIN ... IT IS INCREASED BY UNIT VALUE +3, 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

1 PUSH THE C-BUTTON TO DISPLAY THE WINDOW.



2 BY USING THE JOYSTICK, SELECT A DESIRED SKILL.



3 BY PUSHING THE C-BUTTON DECIDE THE SKILL THE SELECTION IS COMPLETED!



NO SOONER THAN THE C-BUTTON IS PUSHED, THE SELECTED SPECIAL OFFENSIVE MOTION STARTS! DON'T MISS ANY CHANCES!

1P UNITS SELECT

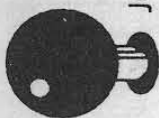
SUPER DASH	1
SUPER SLIDING	1
OVER RUN	2
SUPER GUARD	2
BANANA SHOOT	3
SUPER SHOOT	4
HYPER SHOOT	6
EXIT	

THE NUMBER OF CONSUMED UNITS

PLAYERS' ACTIONS CHANGE DEPENDING ON WHETHER THEY HAVE THE BALL AT A OFFENSIVE TIME OR THEY HAVEN'T THE BALL AT A DEFENSIVE TIME.

CONTROL

- ☆ OFFENSIVE TIME
- ☆ DEFENSIVE TIME



JOYSTICK ◀

SELECTION & EXECUTION OF SPECIAL OFFENSIVE MOTIONS

PASS

ROUGH PLAY

SHOOT

SLIDING

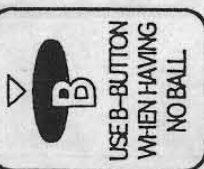
A -BUTTON

B -BUTTON

C -BUTTON

FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING.

USE B-BUTTON WHEN HAVING NO BALL



ROUGH PLAY!!

TAKE THE BALL BY MEANS OF ROUGH PLAY !! IF THE JUDGE FINDS SUCH A ROUGH PLAY, HE COUNTS A FOUL. BE CAREFUL!!

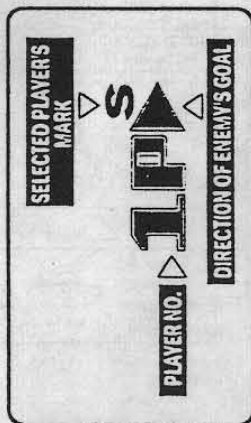
SCREEN DISPLAY

THE POSITION OF SELECTED PLAYER IS DISPLAYED WITH "S" MARK I

SELECTED PLAYERS MARK

PLAYER NO. 1 2 3 4 5 6

DIRECTION OF ENEMY'S GOAL




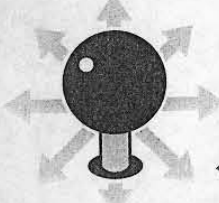
SUPER DASH THE NUMBER OF CONSUMED UNITS: 1, THIS IS EFFECTIVE FOR A GIVEN TIME!
SUPER SLIDING THE NUMBER OF CONSUMED UNITS: 1, THIS IS EFFECTIVE FOR A GIVEN TIME!
OVER RUN THE NUMBER OF CONSUMED UNITS: 2, THIS IS EFFECTIVE ONLY FOR ONCE!
SUPER GUARD THE NUMBER OF CONSUMED UNITS: 2, THIS IS EFFECTIVE 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: 4, 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 THE 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 SHOOT WHICH AN ORDINARY GOAL KEEPER CANNOT CATCH IN ANY WAYS. BY DOING THIS DEATHBLOW SHOOT, THE BALL REACHES THE GOAL BY 100% POSSIBILITY.


INTERNATIONAL CUP 94™

BASIC CONTROLS

☆ OFFENSE ☆	SHOOT	PASS	DASH
☆ DEFENSE ☆	SLIDING	ROUGH PLAY	DASH



FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING

DASH !!	ROUGH PLAY !!
 BY RUNNING 1.5 TIMES FASTER THAN NORMAL, YOU CAN MAKE A FOOL OF OPPONENTS!	 SMASH!! KNOCK DOWN OTHER PLAYERS !!
PUSH  PRESS C-BUTTON REPEATEDLY.	PUSH  WHEN NOT IN POSSESSION OF BALL, PRESS B BUTTON FOR ROUGH PLAY.