

KONAMI®

KONAMI'S OPEN GOLF CHAMPIONSHIP™



OPERATOR'S MANUAL

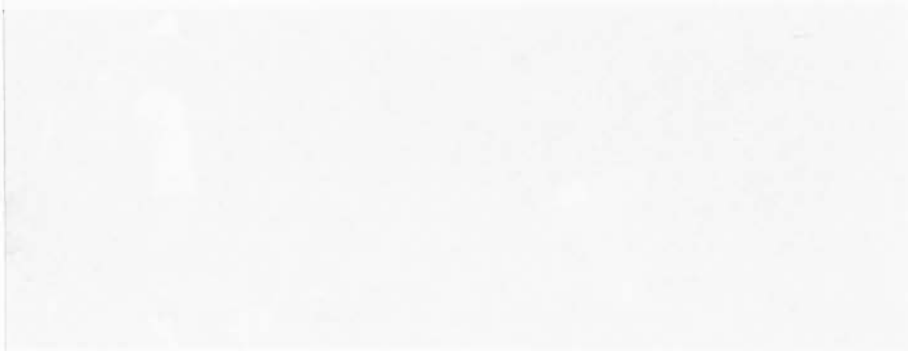
WARNING

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AND THEIR FUNCTIONS ARE DESCRIBED IN THE
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TECHNICAL INFORMATION

Required power capacity: GND-Vcc 5V 5A or more

GND-(+12V)

NB; Please see the Wiring Diagram.

INSTALLATION IN CABINET

- 1) You should install the PCB in a universal cabinet with a universal monitor.
NB: One button, one joystick and one start button are necessary per player.
- 2) Horizontal monitor.
- 3) There is no sound volume control on the PCB. Volume is adjustable in the **MANUAL TEST** mode. (Please see the **SOUND OPTIONS.**)
- 4) Handle with care.

SELF TEST

After you install the PCB in the cabinet and switch on the power, self test is automatically done and its result appears on the screen.

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

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

If "22D/B BAD" is displayed, switch off and switch on again with the Test Switch on the PCB pressed. In this case all the settings are initialised to default.

MANUAL TEST

In the Manual Test mode, you can confirm or change the setting.

1) HOW TO START

After switching on, press the Test Switch during the game mode, and you will get the Main Menu.

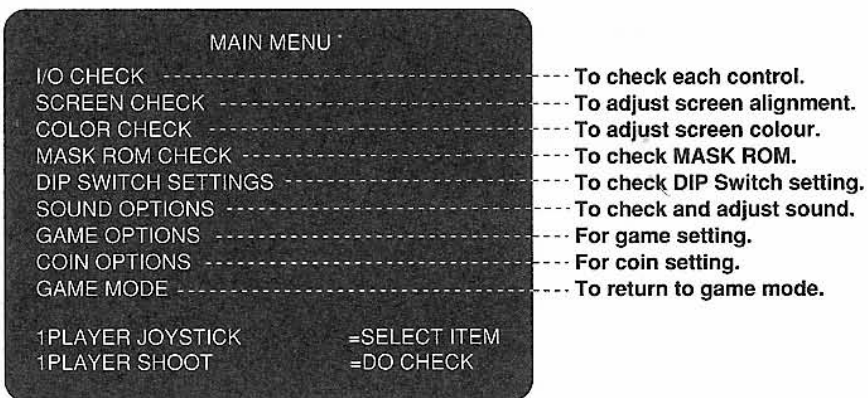
NB: If you switch on with the Test Switch pressed, data in EEP ROM will be initialised to default.

2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" in the Main Menu then press the shot button for Player 1 to return to the game mode.

3) HOW TO SELECT ITEM

Choose the desired item with the joystick for Player 1 and press the shot button for Player 1 to enter the item.



4) HOW TO SAVE DESIRED DATA

After you enter the desired item, you can choose the desired point by moving the joystick up or down and change the setting by moving the joystick right or left. Ex-factory setting is displayed in green and if you change the setting it will be displayed in red.

After you change the setting, choose "SAVE AND EXIT" and press the shot button for player 1. And the changed data will be saved and the Main Menu will automatically appear.

NB: If you choose "EXIT", not "SAVE AND EXIT", after you change the setting, the message "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO " will appear.

If you choose "YES" by the joystick for Player 1, the data will be saved with the message "NOW SAVING" and the Main Menu will appear. If you choose "NO", the data will not be saved with the message "NO MODIFICATION".

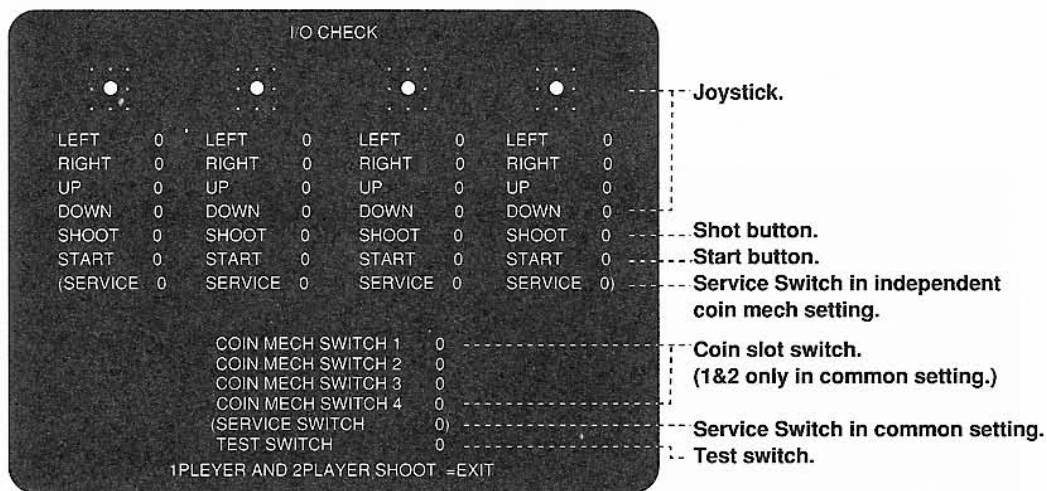
5) EXPLANATION OF EACH ITEM

1. I/O CHECK

Check mode for controllers. If there is any controller which does not work correctly please adjust it by checking the wiring, parts, etc..

With regard to joystick, the sign "1" should be shown according to joystick move.

If there is any problem, "ERROR" will be shown. With regard to the button, the sign "1" should be shown when you press it. Press the shot button for Player 1 and 2 simultaneously to return to the Main Menu.



2. SCREEN CHECK

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

3. COLOR CHECK

Adjust colour so that each coloured bar is shown with proper colour and brightness and the background is enough black.

4. MASK ROM CHECK

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

5. DIP SWITCH SETTING

Details of the DIP Switch setting will be shown. You can change the setting with the Dip Switch checking the details on the screen.

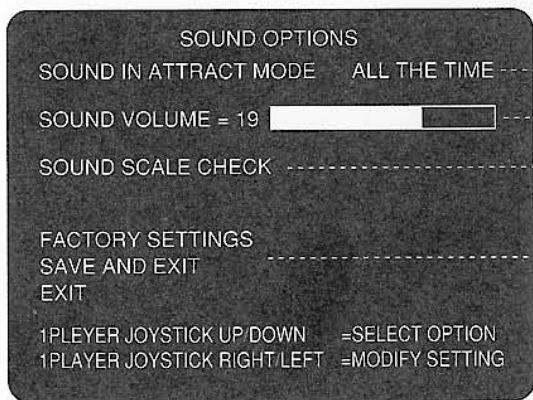
DIP SW1

DIP SW	DESCRIPTION	ON	OFF
SW 1	SOUND OUT PUT	STEREO	MONAURAL
SW 2	COIN MECHANISM	INDEPENDENT	COMMON
SW 3	NUMBER OF PLAYERS	4P	2P
SW 4	*NOT USED	*	*

NB: DIP Switch 2 is not used.

6. SOUND OPTIONS

The following screen will appear:



3 types below are selectable;

"ALL THE TIME", "ONCE EVERY 4 CYCLES" and "COMPLETELY OFF"

Sound volume adjustment in the range of 0 to 30. (Volume in demonstration mode is lower than in game mode.)

"Do, re, mi...do" will sound.*

Returned to the ex-factory setting.

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

*In stereo setting, "do" from left speaker, "do" from right speaker, "re" from left, "re" from right, ... will sound.

7. GAME OPTIONS

The following screen will appear.

GAME OPTIONS		
DIFFICULTY LEVEL	4/MIDIUM	There are 8 levels to select.
PLAYERS LIFE	1 PLAY 1HOLE	Number of playable hole(s)percredit. (1-4 holes available.)
EXTRA LIFE	1ST AT 1 UNDER	Conditions to get bonus holes. (5 conditions are selectable.)
	2ND AT 2 UNDER	
LENGTH/VELOCITY DISPLAY	MILE/YERD/INCH	Units to be displayed on screen.
FACTORY SETTINGS		Return to ex-factory setting.
SAVE AND EXIT		
EXIT		
1PLEYER JOYSTICK UP/DOWN	=SELECT OPTION	
1PLAYER JOYSTICK RIGHT/LEFT	=MODIFY SETTING	

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

8. COIN OPTIONS

The following screen will appear:

COIN OPTIONS		
FREE PLAY	NO	"YES" or "NO" for free play function.*
COIN MECANISM	COMMON	"INDEPENDENT" for coinslot type of 1 slot a player. "COMMON" for different type.
COIN SLOT 1	1COIN 1 CREDIT	Setting of credit number per coin. (See below COIN SETTING OPTIONS.**)
COIN SLOT 2	1 COIN 1 CREDIT	
PREMIUM START	YES1	Number of credits to start to play and continue to play.***
2 CREDIT TO START		
1 CREDIT TO CONTINUE		
FACTORY SETTINGS		
SAVE AND EXIT		
EXIT		
1PLEYER JOYSTICK UP/DOWN	=SELECT OPTION	
1PLAYER JOYSTICK RIGHT/LEFT	=MODIFY SETTING	

(The left are not all ex-factory settings.)

*If you select "YES" for FREE PLAY, setting for COIN MECANISM will disappear on the screen.

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****COIN SETTING OPTIONS**

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

*****Regarding PREMIUM START:**

You can set number of credit to start to play and that to continue to play separately.

PLAYING INSTRUCTION

-After you insert the coin, select the play mode and number of players.

-Up to 4 people can play. Set this with the DIP Switch.

STROKE PLAY and TOURNAMENT PLAY are available for 1 player play. For 2 to 4 player play, these plus MATCH PLAY are available. Below is the explanation for these:

STROKE PLAY ; The winner is the player who holes his ball in the fewest strokes over the course. You will get a bonus if you get a good score. Number of holes per credit and bonus conditions can be set in the GAME OPTIONS.

TOURNAMENT PLAY ; When you fall below 10th position, the game is over as you lose qualification.

MATCH PLAY; The winner is the player who wins the most individual holes.

-The player should hit the ball bearing in mind not only clubs or hitting power but also wind, conditions of fairway and everything.

As per the following, you can adjust setting for the best shot;

DIRECTION : Choose "DIR." by moving the joystick up or down and you can adjust the direction of shot by moving the joystick right or left.

CLUB : Choose "CLUB" by moving the joystick up or down and you can select the desired club by moving the joystick right or left.

STANCE: Choose "STANCE" by moving the joystick up or down and you can adjust the stance by moving the joystick right or left.

ADVICE : If you choose "ADVICE" by moving the joystick up or down, you can get a caddy's advice. And if you move the joystick right or left, you can see the hole from different angle.

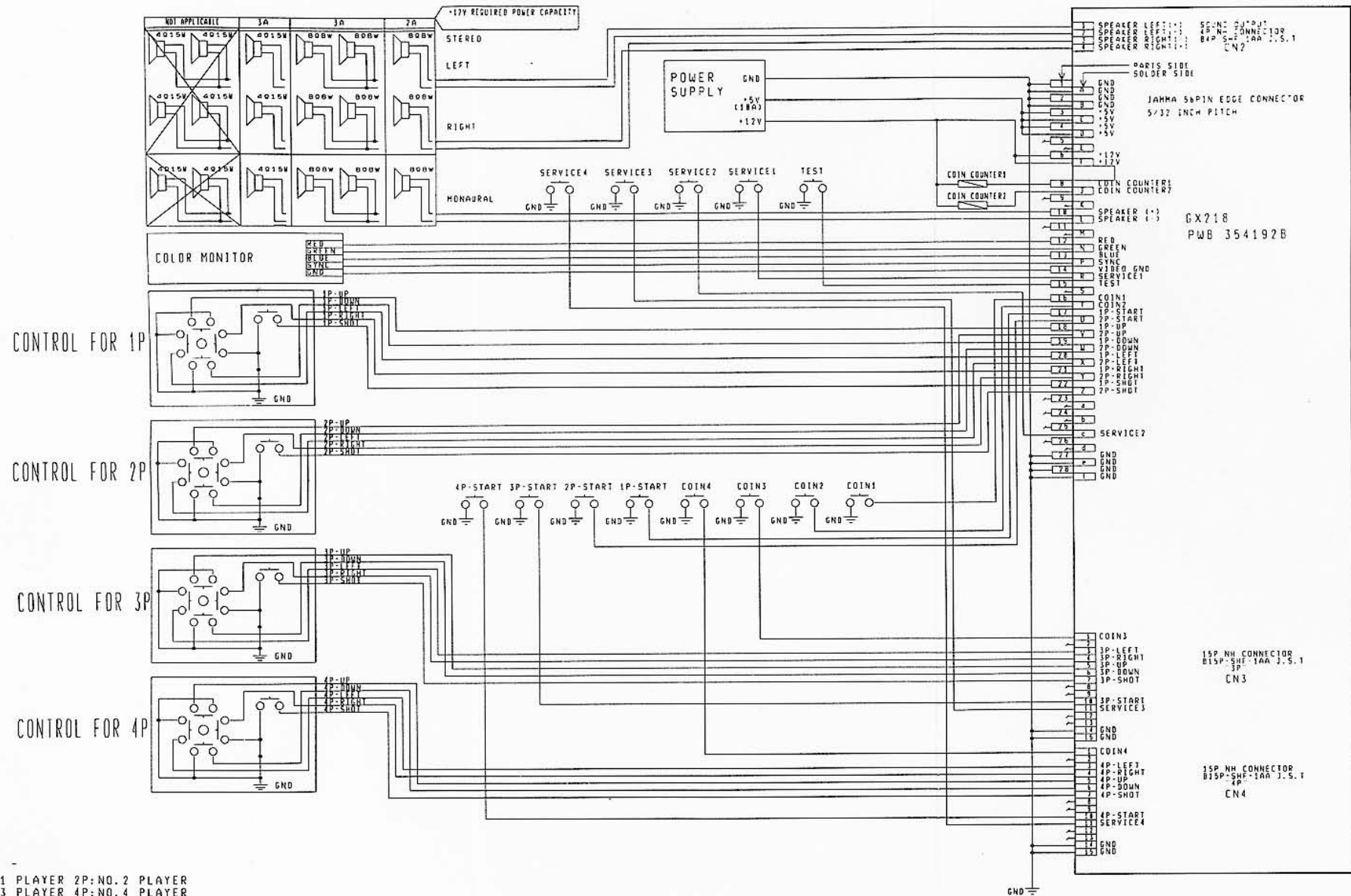
-After you fix the direction of the shot, club, stance and caddy's advice if necessary, now you adjust the hitting power. Hold the shot button until the power gauge reaches the desired level. Release the button to stop the gauge.

-After you fix the power, now you hit the ball. Press the shot button when the ball is in the best shot area --- you can hit a top-spin ball and a backspin ball whichever you want.

-You can continue the game if you insert the coin within the countdown for continue function.

-If you buy in the game, you can start the game from the next hole.

WIRING DIAGRAM



- NOTE -
- (1) 1P:NO.1 PLAYER 2P:NO.2 PLAYER
3P:NO.3 PLAYER 4P:NO.4 PLAYER
 - (2) SURGE KILLER DIODES FOR COIN COUNTER
INSTALLED ON THE PCB.
 - (3) YOU CANNOT USE BOTH STEREO AND MONAURAL
OUTPUTS AT THE SAME TIME.
 - (4) DO NOT CONNECT SPEAKER(-) TO GND.

GX218
PWB 354192B

