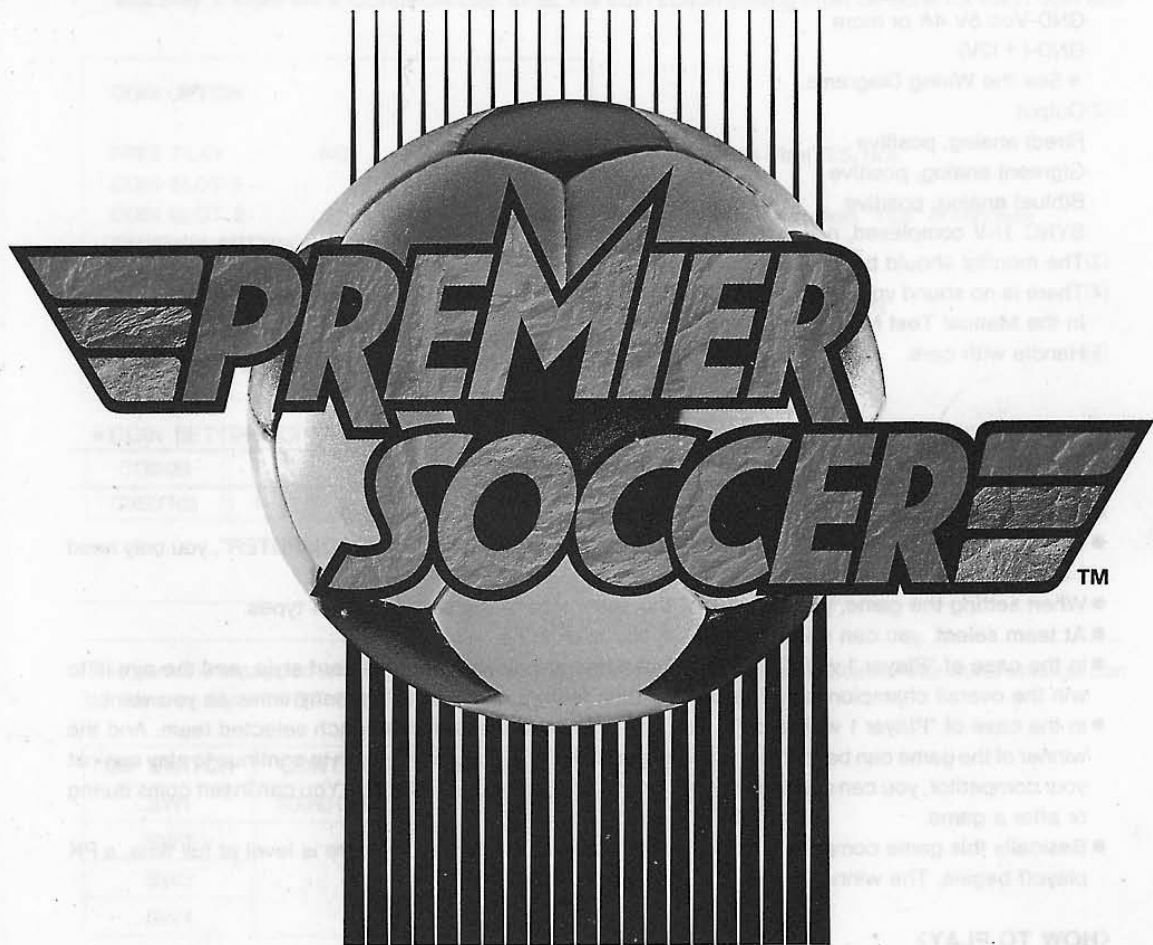


KONAMI®



OPERATOR'S MANUAL

WARNING

「PREMIER SOCCER™」 is an original game developed by KONAMI Co., Ltd.
KONAMI Co., Ltd., Reserves all the copyrights, trademarks and other industrial
property rights with respect to this game.

PREMIER SOCCER™ and KONAMI® are trademarks of KONAMI Co., Ltd.

©1993 KONAMI All rights reserved.

Technical Information

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
* See the Wiring Diagrams.
- (2) Output
R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive
SYNC. H-V complexed, negative
- (3) The monitor should be installed horizontally.
- (4) There is no sound volume knob on the PCB. Sound level should be adjusted on the "GAME OPTION" in the Manual Test Mode. (See page 4)
- (5) Handle with care.

Play Instruction

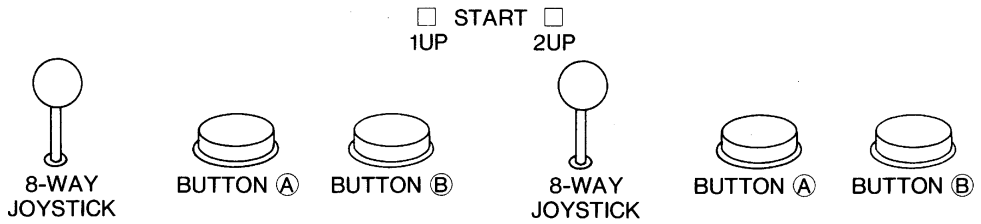
- You can choose "Player 1 vs COMPUTER (CPU)" or "Player 1 vs Player 2".
- To play "Player 1 vs Player 2", you need 2 credits and to play "Player 1 vs COMPUTER", you only need 1 credit.
- When setting the game, you can select the zoom size of the screen from 4 types.
- At team select, you can choose the team you wish to be.
- In the case of "Player 1 vs COMPUTER", matches are played in tournament style, and the aim is to win the overall championship. The continuation feature is available as many times as you want.
- In the case of "Player 1 vs Player 2", you can enjoy matches between each selected team. And the winner of the game can be matched against the COMPUTER. But if you wish to continue to play against your competitor, you can continue the match by inserting additional coins. You can insert coins during or after a game.
- Basically this game complies with the general rules of soccer. If the score is level at full time, a PK playoff begins. The winner is the team who gets more goals.

<HOW TO PLAY>

- Control your player indicated by an arrow with the 8-way Joystick.
- When in possession of the ball, press BUTTON A to shoot and BUTTON B to pass. The same controls are used for both throw-ins and corner kicks. When you are not in possession, press BUTTON A to do a sliding tackle and BUTTON B to do a shoulder charge. Use joystick to control your direction of shot or pass.
- Using a combination of the Joystick and Button, you can play various techniques, such as overhead kick, volley kick, heading, etc.
- In PK, you can decide the direction of the shot using the Joystick. You can adjust the strength of your shot with a gage on the screen. When the opposing team is shooting, move the Joystick in the direction the ball is flying to send the goalkeeper towards the ball.

Control Panel Information

Use a dual (for 2-player) panel with an 8-way Joystick and two function buttons for each player.



Self Test

Normal : "OK" will be displayed. Then the game will start.

Abnormal : "BAD" will be displayed and self test will repeat. If "15A BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

Switching on with TEST SWITCH pressed causes the settings of the manual test to be initialized to default.

Manual Test

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test Mode.

<N.B.> Switching on with TEST SWITCH pressed causes the problem in the EPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU then press Player 1 START BUTTON to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Use player1 Joystick to move arrow to desired test and press player1 START BUTTON to initiate testing. Press player 1 START BUTTON during or at the end of each test to return to the MAIN MENU.

MAIN MENU

I/O CHECK
SCREEN CHECK
COLOR CHECK
SOUND CHECK
MASK ROM CHECK
GAME OPTIONS
COIN OPTIONS
DIP SWITCH SETTINGS
GAME MODE

1/PLAYER JOYSTICK = SELECT ITEM
1/PLAYER JOYSTICK = DO CHECK

1. I/O CHECK

Check all Joystick and Buttons to see "1" when switched on.

Press player 1 and 2 START BUTTONS at the same time to return to MAIN MENU.

2. SCREEN CHECK

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

3. COLOR CHECK

Adjust color brightness so that the specified area will be colorless.

4. SOUND CHECK

When "SOUND SCALE CHECK" is selected, a music scale sounds.

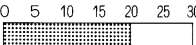
5. MASK ROM CHECK

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

6. GAME OPTION

The following screen below will appear. Use player 1 Joystick and Buttons at the utility and move Joystick right / left to modify setting. Factory settings are shown in green, and modified results in red. (Setting below are not always the factory settings.)

After modification is completed, select "SAVE AND EXIT" and press player 1 START BUTTON to save and return to MAIN MENU.

GAME OPTIONS	
PLAY TIEM	3min 30sec
DIFFICULTY LEVEL	5.MEDIUM HARD
VIDEO SCREEN FILP	NORMAL
SOUND VOLUME	
SOUND IN ATTRACT MODE	All the time
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	
1PLYR JOY UP/DOWN=SELECT OPTION	
1PLYR JOY RIGHT/LEFT=MODIFY SETTING	

...Select from 1min to 5min
(no 4min 30sec)

...Select out of 8 levels

... "NORMAL" or "UP SIDE DOWN"

...Sound Volume adjustment (0-30)

... Slect out of the following 4 types:

"ALL THE TIME", "COMPLETELY OFF",

"ONCE EVERY 3 CYCLES", AND

"ONCE EVERY 5 CYCLES"

...Returned to Factory Settings

* If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears; "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO". When you choose "YES", the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO", "NO MODIFICATION" is shown and then MAIN MENU appears.

7. COIN OPTIONS

When you select this item, the following screen will appear. The specification is for COMMON coin slot only. If there are 2 COMMON coin slots, the coin option setting must be done for each coin slot.

COIN OPTION			
FREE PLAY	NO		...Choice of Free Play(YES/NO)
COIN SLOT 1	1 COIN	1 CREDIT] Not to be shown when "YES" is choosen
COIN SLOT 2	1 COIN	1 CREDIT	
FACTORY SETTINGS] Same as "GAME OPTION"
SAVE AND EXIT			
EXIT			
1PLYR JOY UP/DOWN=SELECT OPTION			
1PLYR JOY RIGHT/LEFT=MODIFY SETTING			

*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

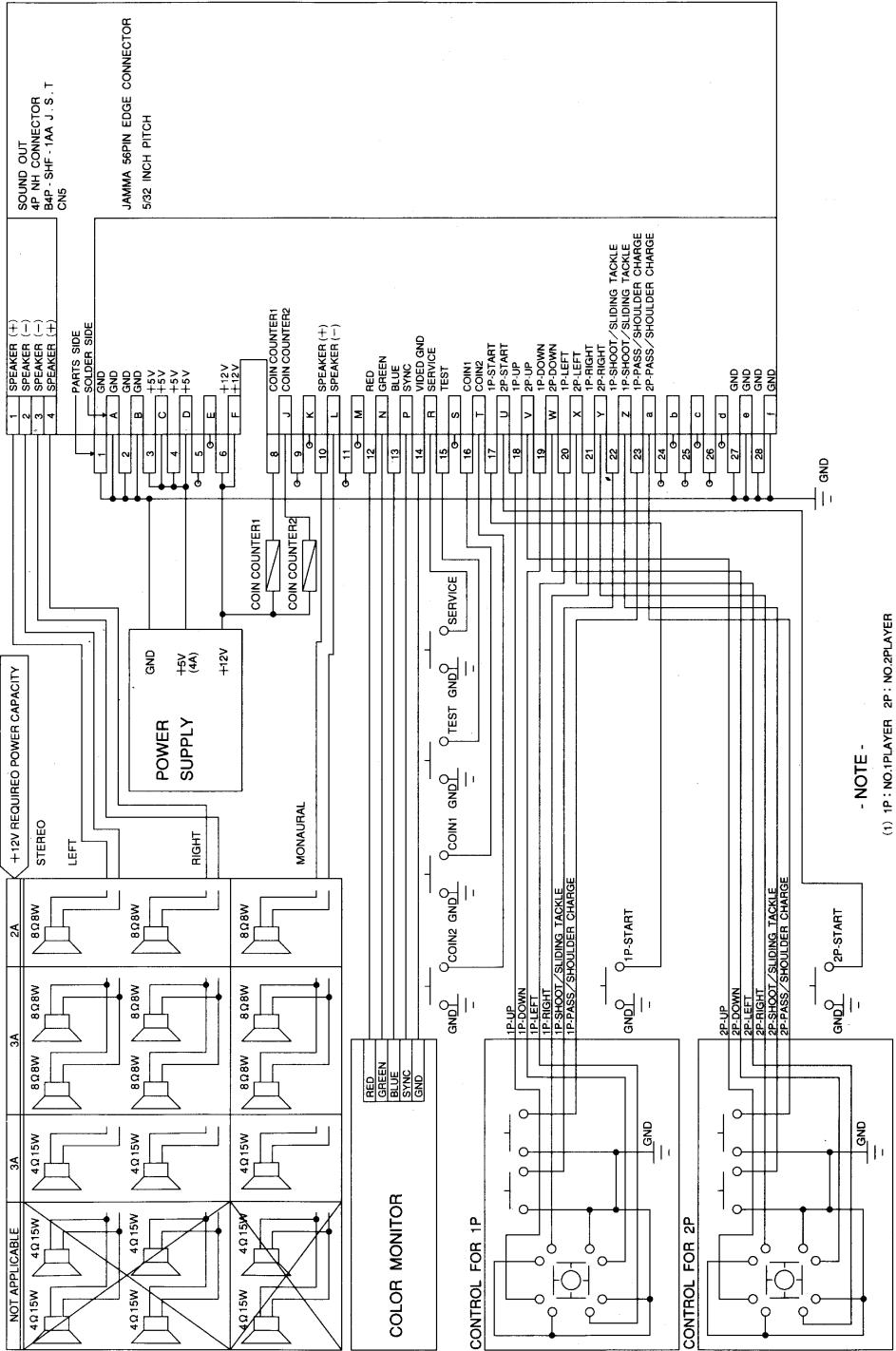
Dip Switch Setting

This game is equipped with DIP SWITCH on the PCB; Switching between Stereo/Monaural change can be done easily with DIP SWITCH.

DIP SWITCH	CONTENTS	DIP SW/ON	DIP SW/OFF
SW1	SOUND OUTPUT	STEREO	MONAURAL
SW2	UNUSED		
SW3			
SW4			

you can also check the settings of DIP SWITCH at "DIP SWITCH SETTINGS" in Manual Test.

WIRING DIAGRAM



- NOTE -

- (1) 1P : NO.1PLAYER 2P : NO.2PLAYER
- (2) SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P. C. B.
- (3) YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME