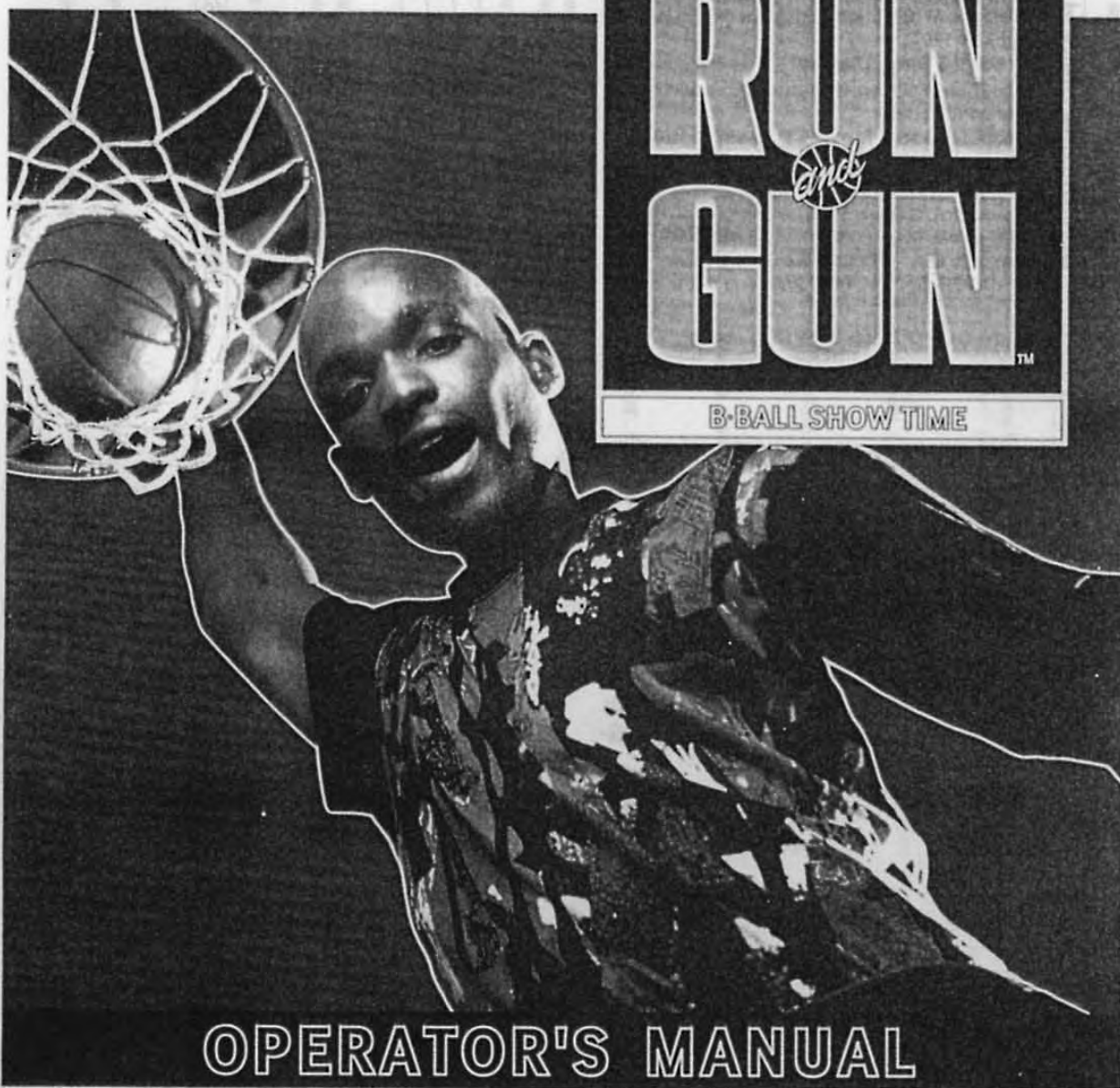# KONAMI®

RUN and GUN™
B-BALL SHOW TIME

OPERATOR'S MANUAL

WARNING

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PN.950489

TECHNICAL INFORMATION

1) Required power capacity
   GND-Vcc 5V 6A or more
   GND-(+12V)
   * See the Wiring Diagram.
2) The PCB should be installed in Konami's cabinet or a standard cabinet.
3) Horizontal screen.
4) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test Mode. (See the item "MANUAL TEST").
5) Handle with care.

INSTALLATION IN CABINET

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

...In the Case of Single 2-Person Cabinet ---
Use a cabinet with a start button, an 8-way joystick and 3 buttons for each person. Set the Dip Switch 1 and 2 for 2-P setting as follows;

	SW1	SW2	SW3	SW4
ON	O	O	STEREO	---
OFF			MONAURAL	---

● SW3 is for sound setting; set as your cabinet button.
● SW4 is not used.

...In the Case of Single 4-Person Cabinet ---
Use a cabinet with a start button, an 8-way joystick and 3 buttons for each person. Set the Dip Switch 1 and 2 for 4-P setting as follows;

	SW1	SW2	SW3	SW4
ON	O		STEREO	---
OFF		O	MONAURAL	---

● SW3 is for sound setting; set as your cabinet requires.
● SW4 is not used.

...In the Case of Double 2-Person Cabinets (4-Person game)---
By linking 2 2-person cabinets with the attached connector unit, up to 4 persons can play. (See HOW TO LINK CABINETS.)

...In the above, 1 person vs CPU, 1 person vs 1 person, 1 person vs 2 persons, 2 persons vs 2 persons are available.

Set the Dip Switch 1 and 2 for 4-P with double monitor setting.

	SW1	SW2	SW3	SW4
ON	O	O	STEREO	---
OFF			MONAURAL	---

● SW3 is for sound setting; set as your cabinet requires.
● SW4 is not used.

...In the above, 1 person vs CPU, 2 persons vs CPU, 1 person vs 1 person, 2 persons vs 2 persons are available.

When cooperative play, the players shall play in the same cabinet. When interactive play, the players shall play in the 2 cabinets separately controlling different teams. Also it is possible to play 2 person game in each cabinet respectively.

PLAYING INSTRUCTION

● Play time of this game is basically 1 quarter per credit. However, winners get one quarter extended play.
● Even if you loses a quarter, you can continue the match if you insert coin during the countdown.
● The game play is according to basic rules of basketball. However, the penalty is only "Shot-time Violation" (in case the player does not shoot within 30 seconds) and "Out of Bounds" (in case the player throws the ball out of bounds).
● One goal counts for 2 points. However, there are also 3-point shots if you make the shot from outside the 3-point line.

● There is a court-change after two quarters have finished (halftime) if the game is played in single monitor. 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--4 quarters.
● 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-Person Cabinet:
   You can buy in the game by choosing "VS PLAYER" or "VS CPU" after inserting coin and pressing the start button.
2) In Single 4-Person Cabinet:
   The game is played between 1P/2P team and 3P/4P team.
3) In Double 2-Person Cabinets:
   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.

HOW TO CONTROL :

● Move your character with the joystick. Character to be controlled is signed above the head and its colour is brighter than other characters.
● Offence control and defence control are different as per the following;

Offence:Button A---Shoot and rebound.
        Button B---Pass.
        Button C---Not in cooperative play: You can select character you want to control.
   In cooperative play : You can select character to pass the ball.
        If you have the ball, you can pass it to your teammate. If you do not have the ball, you can select character you want to control.

Defence:Button A---Shoot block and rebound.
        Button B---Pass intercept and steal.
        Button C---Select character you want to control.

Many other types of shots and passes can be performed by combination of joystick and buttons or by the timing of control.
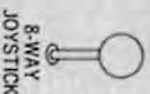
8-WAY JOYSTICK   BUTTON A   BUTTON B   BUTTON C

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 "EEP ROM 35E BAD" is displayed, switch off and switch on again 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. If double cabinets are linked, contents of the Manual Test are displayed on the both screens, however, you have to control the setting only with controllers for Player 1.
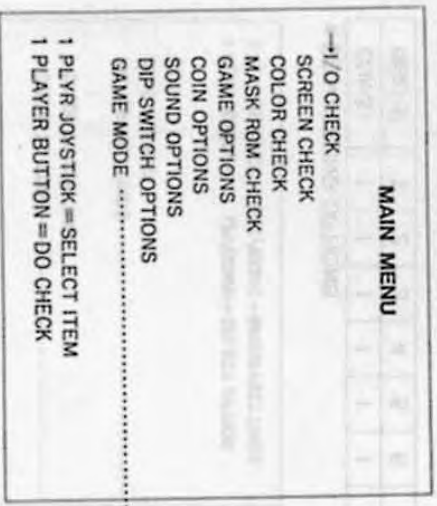
(1)HOW TO START
After switching on, press the Test Switch during the game mode, and you will get the Main Menu.
<N.B.>If you switch on with the Test Switch pressed, data in EEP ROM will be initialised to default.
(2)HOW TO RETURN TO THE GAME MODE
Select "GAME MODE" on the Main Menu then press button A for Player 1 to return to the game mode.

MAIN MENU

I/O CHECK
SCREEN CHECK
COLOR CHECK
MASK ROM CHECK
GAME OPTIONS
COIN OPTIONS
SOUND OPTIONS
DIP SWITCH OPTIONS
GAME MODE ·········· ······· Return to GAME MODE

1 PLYR JOYSTICK = SELECT ITEM
1 PLAYER BUTTON = DO CHECK

(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 in green, and modified results in red.
To complete the modification, select "SAVE AND EXIT" and press the button A for Player 1. Then the modified data are 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 returns 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 start buttons 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
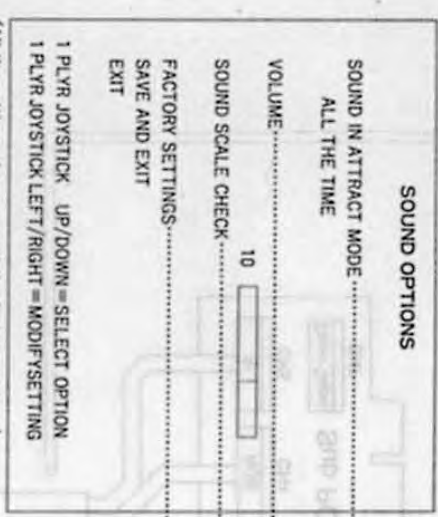Adjust colour brightness so that the specified area is colourless.

4. MASK ROM CHECK
ROMs 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.
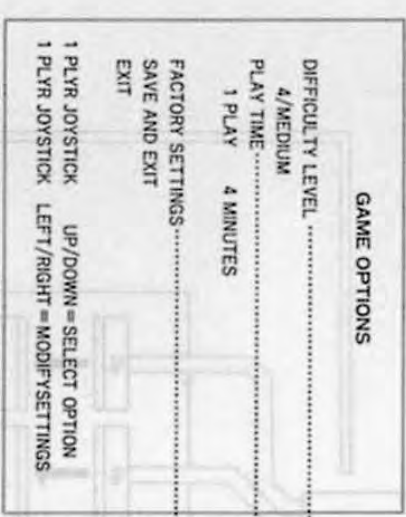
6. SOUND OPTIONS
The following screen will appear;

SOUND OPTIONS

SOUND IN ATTRACT MODE ············· Select one of the following 3 types
ALL THE TIME   "ALL THE TIME", "ONCE EVERY 4 CYCLES" and
                                    "COMPLETELY OFF".

VOLUME ············· ·············Sound volume adjustment in the range of 0 to 29.
10

SOUND SCALE CHECK ············· "Do, re, mi...do" will sound.

FACTORY SETTINGS ············· Returned to the factory setting.

SAVE AND EXIT

EXIT

1 PLYR JOYSTICK   UP/DOWN = SELECT OPTION
1 PLYR JOYSTICK LEFT/RIGHT = MODIFYSETTING

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

7. GAME OPTIONS
The following screen will appear.

GAME OPTIONS

DIFFICULTY LEVEL ············· Difficulty level setting.
4/MEDIUM   There are 8 levels to select.
PLAY TIME ············· ·······Playing time per credit.
1 PLAY   4 MINUTES   1 to 12 minutes to select.

FACTORY SETTINGS ············· Returned to factory settings.
SAVE AND EXIT
EXIT

1 PLYR JOYSTICK   UP/DOWN = SELECT OPTION
1 PLYR JOYSTICK LEFT/RIGHT = MODIFYSETTINGS

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

8. COIN OPTIONS

The setting for COMMON coin slot and that for INDEPENDENT coin slot are different.

In the case of INDEPENDENT:

COIN OPTIONS		
FREE PLAY	NO	
COIN MECHANISM	INDEPENDENT	INDEPENDENT setting.
PREMIUM START	NO	PREMIUM START setting. Select the one from "NO", "YES 1" to "YES 4".
1 CREDIT TO START		Set the number of credit for Start and Continue.
1 CREDIT TO CONTINUE		(See below COIN SETTING OPTION)
FACTORY SETTINGS		Return to the factory settings.
SAVE AND EXIT		
EXIT		

1 PLYR JOYSTICK   UP/DOWN = SELECT OPTION
1 PLYR JOYSTICK   LEFT/RIGHT = MODIFY SETTINGS

In the case of COMMON:

COIN OPTIONS		
FREE PLAY	NO	
COIN MECHANISM	COMMON	COMMON setting.
COIN SLOT 1	1 COIN 1 CREDIT	Setting for the coin slot 1.
COIN SLOT 2	1 COIN 1 CREDIT	Setting for the coin slot 2.
PREMIUMSTART	NO	PREMIUM START setting. Select the one from "NO", "YES 1" to "YES 4".
1 CREDIT TO START		Set the number of credit for Start and Continue.
1 CREDIT TO CONTINUE		(See below COIN SETTING OPTION.)
FACTORY SETTINGS		Return to the factory settings.
SAVE AND EXIT		
EXIT		

1 PLYR JOYSTICK   UP/DOWN = SELECT OPTION
1 PLYR JOYSTICK   LEFT/RIGHT = MODIFY SETTINGS

*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

* Note for the Coin Counter

In the use of two cabinets linked, if the number of coin slot in each cabinet is one, you have to set the Coin Mechanism as COMMON. Provided the both cabinets are linked with the attached special connector cable, each coin counter will work. If there is a coin slot for each player, you have to set the Coin Mechanism as INDEPENDENT. In this case only one coin counter will counter for all inserted coins.

You cannot link together a cabinet for COMMON coin mechanism and a cabinet for INDEPENDENT coin mechanism.

HOW TO LINK 2 CABINETS

Link 2 cabinets as per the following.

Cabinet for 1P&2P

JAMMA CONNECTOR

Main PCB — CN8, CN10, CN7, CN4, CN3 Stereo Output
(3P, 4P, RGB, SI)

← Connector Cable

Sub PCB (Connector PCB) — CN5 SI, CN4 RGB, CN3 4P, CN2 3P, CN7 Stereo Output

JAMMA CONNECTOR

Cabinet for 3P&4P

WIRING DIAGRAM