TAITO®

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Taito Power Goal ™

INSTRUCTION MANUAL

TAITO CORPORATION®
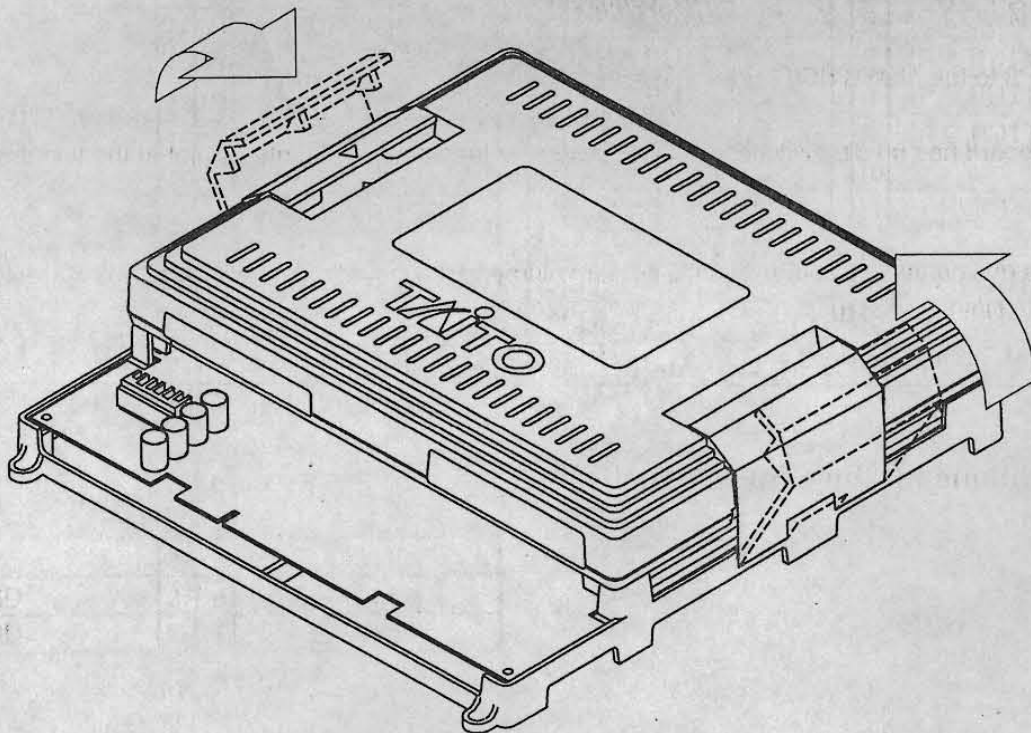
✳ Cautions

- Prior to executing the alternation work, make sure to turn OFF the power.
- Use a JAMMA standard connector (56 pin edge connector having 3.96 mm pitch) for the edge connector of the mother PC board.
- After turning on the power, adjust the power supplied to the mother PC board that its level becomes the rated voltage at the mother PC board connector section.
- After the modification work, make sure to execute the "factory setting" selection in the test mode. Without executing the "factory setting" selection after exchanging the ROM package, the machine may malfunction.
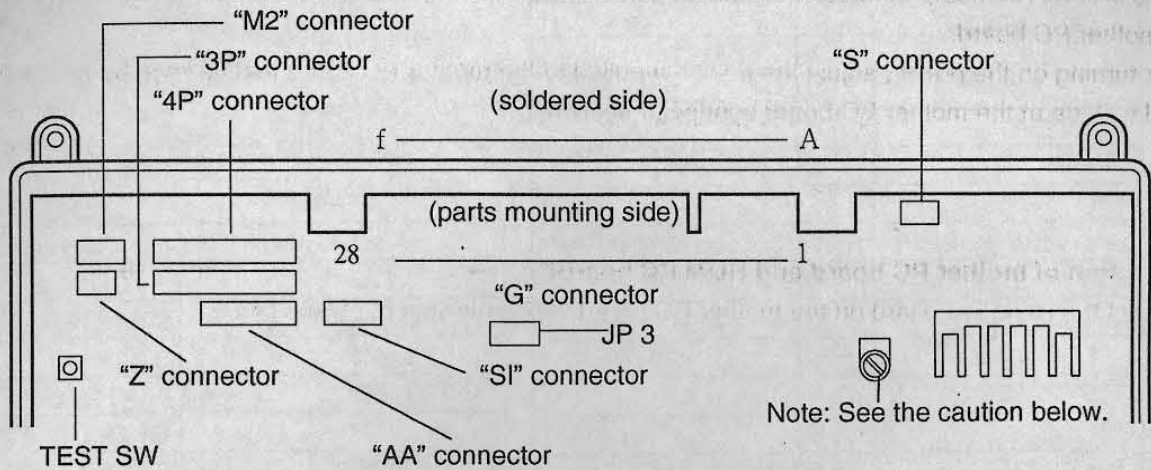
[Connection of mother PC board and ROM PC board]

- Connect the ROM PC board on the mother PC board while referring the figure below.

✳ Be careful about direction of the ROM PC board.

1

[Mother PC board]

```
            "M2" connector
          "3P" connector                                    "S" connector
        "4P" connector          (soldered side)
                          f ─────────────────── A
                          (parts mounting side)

                   28  ──────────────────────  1
                              "G" connector
                              ┌──┐──JP 3
        "Z" connector         "SI" connector
                                                    Note: See the caution below.
   TEST SW           "AA" connector
```
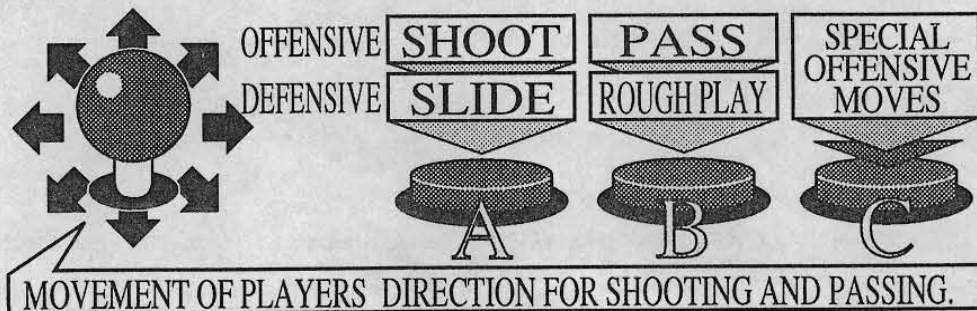
* Set the JP3 to the "JOYSTICK" side.

• This PC board has no dip switches. For selecting play fee and game contents, set at the test mode.

*Caution:
There is a dial on the PC board which is not for volume loudness adjustment. This dial is correctly adjusted at delivery. Never touch it.

[Specifications for the control panel]

	OFFENSIVE	SHOOT	PASS	SPECIAL OFFENSIVE MOVES
	DEFENSIVE	SLIDE	ROUGH PLAY	
		A	B	C

MOVEMENT OF PLAYERS DIRECTION FOR SHOOTING AND PASSING.

[Connector terminal list]

G connector			JAMMA
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
	5	E	
+12V	6	F	+12V
POST	7	H	POST
METER1	8	J	METER2
LOCKOUT1	9	K	LOCKOUT2
SPEAKER(+)	10	L	SPEAKER(-)
	11	M	
VIDEO R	12	N	VIDEO G
VIDEO B	13	P	SYNC
VIDEO GND	14	R	SERVICE
TEST	15	S	TILT
COIN 1	16	T	COIN 2
SELECT 1	17	U	SELECT 2
1P UP	18	V	2P UP
1P DOWN	19	W	2P DOWN
1P LEFT	20	X	2P LEFT
1P RIGHT	21	Y	2P RIGHT
1P A BUTTON	22	Z	2P A BUTTON
1P B BUTTON	23	a	2P B BUTTON
1P B BUTTON	24	b	2P B BUTTON
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND

	3P-connector			4P-connector
1	COIN 3		1	COIN 4
2	3P SELECT		2	4P SELECT
3	3P LEFT		3	4P LEFT
4	3P RIGHT		4	4P RIGHT
5	3P UP		5	4P UP
6	3P DOWN		6	4P DOWN
7	3P A BUTTON		7	4P A BUTTON
8	3P B BUTTON		8	4P B BUTTON
9	3P C BUTTON		9	4P C BUTTON
10			10	
11	SERVICE		11	SERVICE
12	COIN METER 3		12	COIN METER 4
13	LOCKOUT 3		13	LOCKOUT 4
14	GND		14	GND
15	GND		15	GND

By connecting two speakers to the S connector as shown below, you can get realistic stereo sound.

"S" connector
[In the case of applying a stereo system]

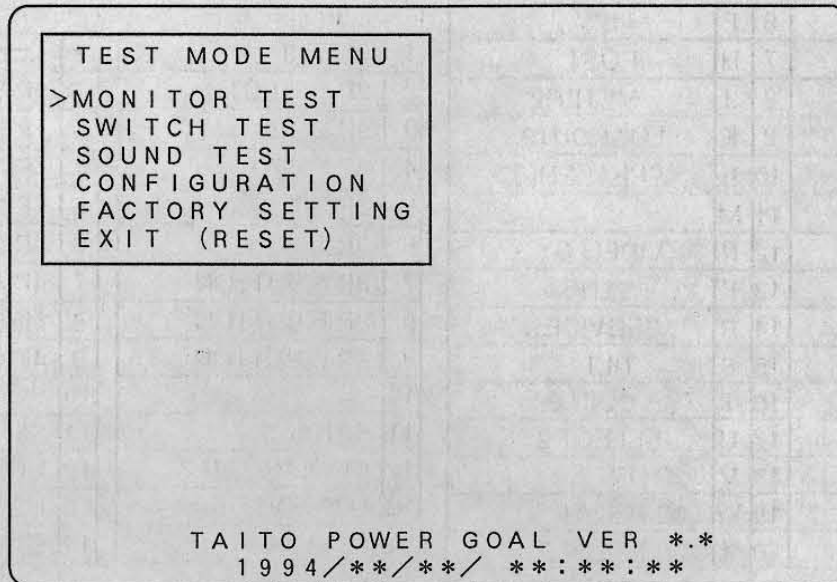| 1	S P E A K E R (+)
2	S P E A K E R (−)
3	G N D
4	G N D

L ⊕ ⊖   R ⊕ ⊖
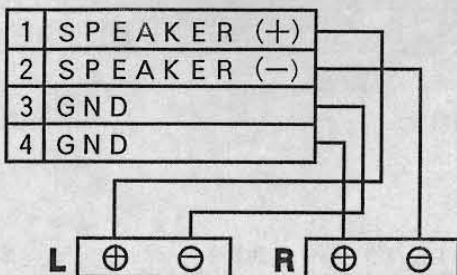
"S" connector
[In the case of applying a monaural system]

1	S P E A K E R (+)
2	S P E A K E R (−)
3	G N D
4	G N D

⊕ ⊖

3
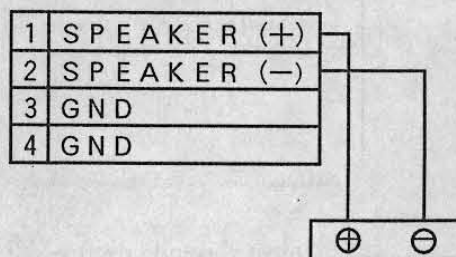
[Description of test mode]

[Test mode]

- Press the test switch on the PC mother board (or connect a line of the test switch in the G connector No. 15 with the GND), the game mode halts and the monitor changes to "Test mode."
- When you enter the test mode while having credits, the machine clears the credits.

```
┌────────────────────────────────────────────┐
│  ┌─────────────────────────────┐            │
│  │ T E S T   M O D E   M E N U │            │
│  │ >MON I TOR   TEST           │            │
│  │  SWI TCH   TEST             │            │
│  │  SOUND   TEST               │            │
│  │  CONF I GURAT I ON          │            │
│  │  FACTORY   SETT I NG        │            │
│  │  EX I T   (RESET)           │            │
│  └─────────────────────────────┘            │
│                                             │
│                                             │
│                                             │
│        TA I TO   POWER   GOAL   VER  *.*    │
│          1994/**/**/  **:**:**              │
└────────────────────────────────────────────┘
```
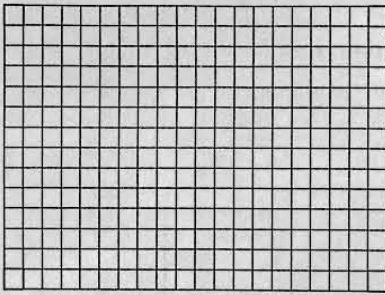
(Test mode main menu)

- Move the cursor vertically by shifting the 1P side lever up and down, and press the A button. The machine initiates the test of the selected item.
- To end the test mode, select "EXIT" on the main menu and press the A button or start button.
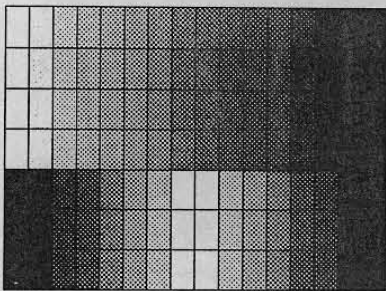
[Monitor test]
Cross hatch
- Check distortion of image.

- Select the monitor test and the cross hatch screen will appear on the monitor.

Color bar
- Check hue of image.

- Each press of the "A" button changes the display between the cross hatch screen and the color bar screen.

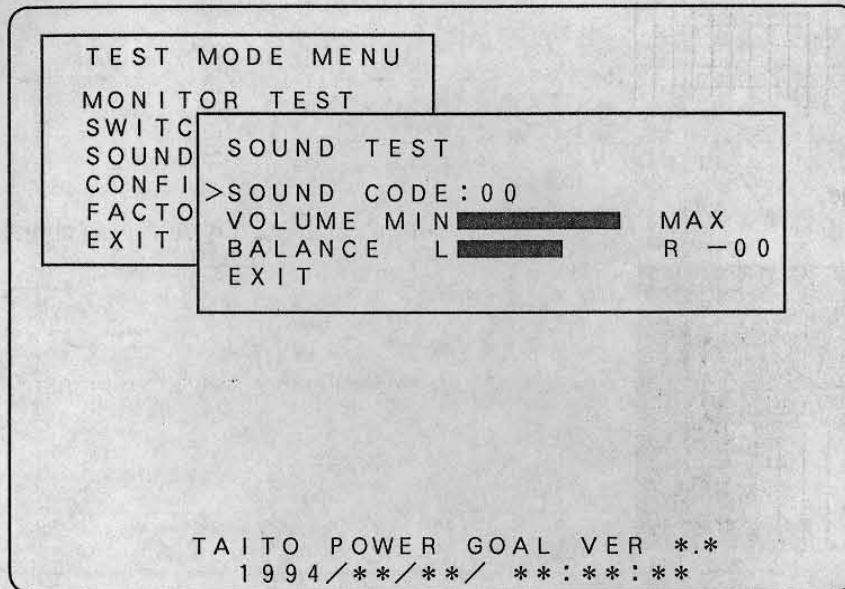- Press the test switch to return to the main menu.

[Switch test]
- This function checks the input of each switch.

```
                   SWITCH  TEST
            COIN—A:OFF       COIN—B:OFF
            COIN—C:OFF       COIN—D:OFF

         SERVICE  1:OFF    SERVICE  2:OFF
         SERVICE  3:OFF          TILT:OFF

   1P—CONT      1P—CONT    1P—CONT     1P—CONT

   SLCT:OFF   SLCT:OFF   SLCT:OFF   SLCT:OFF
   SW 1:OFF   SW 1:OFF   SW 1:OFF   SW 1:OFF
      2:OFF      2:OFF      2:OFF      2:OFF
      3:OFF      3:OFF      3:OFF      3:OFF

   LH U:OFF   LH U:OFF   LH U:OFF   LH U:OFF
      D:OFF      D:OFF      D:OFF      D:OFF
      L:OFF      L:OFF      L:OFF      L:OFF
      R:OFF      R:OFF      R:OFF      R:OFF

       SWITCH  A:OFF      SWITCH  B:OFF

       PUSH  TEST  SW  TO  RETURN  MENU
```
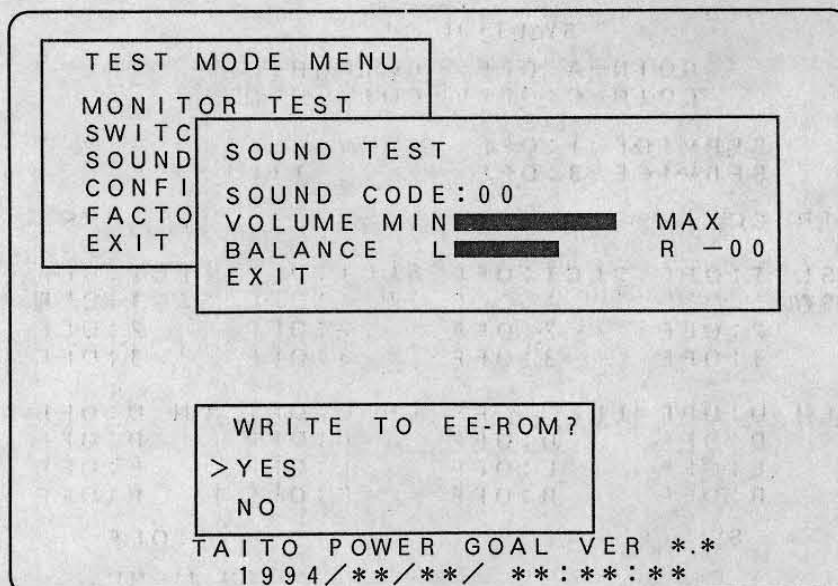
- Turn ON a switch and when the corresponding display on the screen changes from "OFF" to "ON," the switch is normal.
- Press test switch, the monitor will return to the main menu.

[Sound test]

- This function adjusts the sound level during play of the game.
- Select a required item by shifting the 1P side lever up and down, and change the level by shifting the same lever left and right.
- Press the 1P side A button at the "SOUND CODE item, attractive sound and BGM sound emit for your checking.
- Adjust the sound level with "VOLUME" item.

```
TEST  MODE  MENU

MONITOR  TEST
SWITC
SOUND    SOUND  TEST
CONFI   >SOUND  CODE : 0 0
FACTO    VOLUME  MIN ▮▮▮▮▮▮      MAX
EXIT     BALANCE    L ▮▮▮▮▮      R  − 0 0
         EXIT




         TAITO  POWER  GOAL  VER  *.*
           1994/**/**/  **:**:**
```

- Select "EXIT" and the machine asks whether or not to write the set data as below. If you want to store the data just set, select "YES." If you do not want to change the settings, select "NO." Then press the A button.

```
TEST  MODE  MENU

MONITOR  TEST
SWITC
SOUND    SOUND  TEST
CONFI
FACTO    SOUND  CODE : 0 0
EXIT     VOLUME  MIN ▮▮▮▮▮▮      MAX
         BALANCE    L ▮▮▮▮▮      R  − 0 0
         EXIT




         WRITE  TO  EE-ROM?

        >YES

         NO
         TAITO  POWER  GOAL  VER  *.*
           1994/**/**/  **:**:**
```

6

[CONFIGURATION]

• This function sets the play fee and game contents.

• Select a required item by shifting the 1P side lever up and down, and change the contents by shifting the same lever left and right.

* For the contents of the configuration, see the next page.

```
┌─────────────────────────────────────────────────┐
│            C O N F I G U R A T I O N             │
│ TEST    > GAME  STYLE     : D  (2P)              │
│ MONI      MONITOR         : NORMAL               │
│ SWIT      ATRACT  SOUND   : WITH                 │
│ SOUN      DIFFICULTY      : NORMAL               │
│ CONF      WIN  THROUGH    : WITHOUT              │
│ FACT      TIMER           : 1 : 30               │
│ EXIT      GK  CONTROL     : AUTO                 │
│           ENTRY  MODE     : SETTLE               │
│           CHEEERS         : WITHOUT              │
│           TEAM  EDITOR    : WITH                 │
│           SPCIAL  MENU    : WITH                 │
│           STREAKING       : WITH                 │
│           COIN  A : 1  COIN                      │
│                    1  CREDIT                     │
│           COIN  B : 1  COIN                      │
│                    2  CREDIT                     │
│           EXIT                                   │
│     TAITO  POWER  GOAL  VER  *.*                 │
│     1994／**／**／  **:**:**                     │
└─────────────────────────────────────────────────┘
```

• Select "EXIT" and the machine asks whether or not to write the set data as below. If you want to store the data just set, select "YES." If you do not want to change the settings, select "NO." Then press the A button.
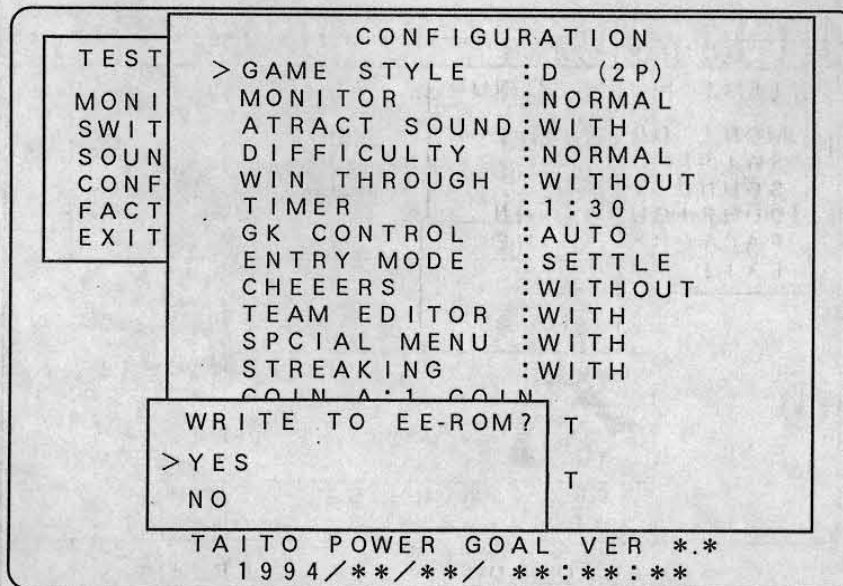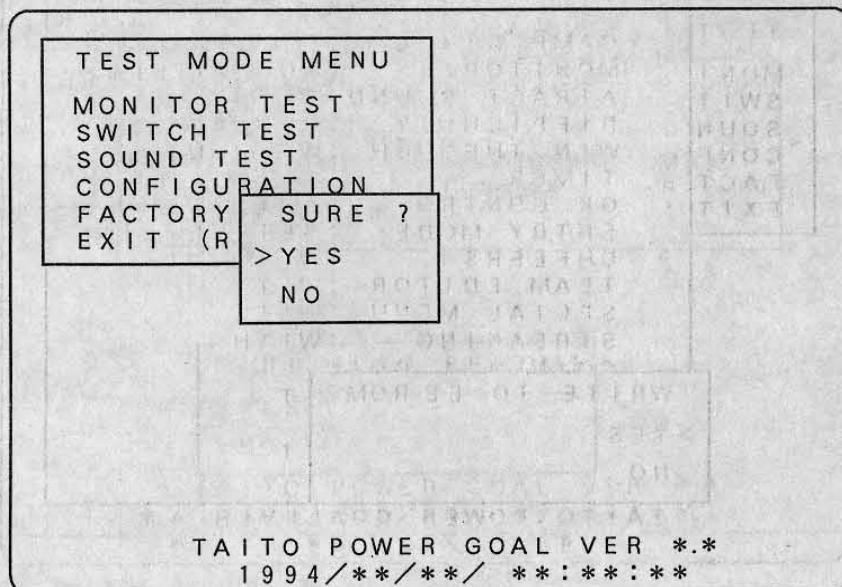
```
┌─────────────────────────────────────────────────┐
│            C O N F I G U R A T I O N             │
│ TEST    > GAME  STYLE     : D  (2P)              │
│ MONI      MONITOR         : NORMAL               │
│ SWIT      ATRACT  SOUND   : WITH                 │
│ SOUN      DIFFICULTY      : NORMAL               │
│ CONF      WIN  THROUGH    : WITHOUT              │
│ FACT      TIMER           : 1 : 30               │
│ EXIT      GK  CONTROL     : AUTO                 │
│           ENTRY  MODE     : SETTLE               │
│           CHEEERS         : WITHOUT              │
│           TEAM  EDITOR    : WITH                 │
│           SPCIAL  MENU    : WITH                 │
│           STREAKING       : WITH                 │
│           COIN  A : 1  COIN                      │
│  ┌──────────────────────────┐ T                 │
│  │ WRITE  TO  EE-ROM?        │                   │
│  │ > YES                     │ T                 │
│  │   NO                      │                   │
│  └──────────────────────────┘                   │
│     TAITO  POWER  GOAL  VER  *.*                 │
│     1994／**／**／  **:**:**                     │
└─────────────────────────────────────────────────┘
```

7

* Factory setting

GAME STYLE	*D (2P)		G (4P 4SLOT)
	E (1P)		H (4P 2SLOT)
	F (2P+2P)		
MONITOR	*NORMAL		INVERT
DIFFICULTY	EASY		HARD
	*NORMAL		VARY HARD
WIN THROUGH The setting for a continuation play in the VS-GAME	WITH The winner can play continuation play		*WITH OUT The game for the both player is over
TIMER	*1:30		2:00
	2:30		3:00
GK CONTROL	*AUTO		MANUAL
ENTRY MODE The setting for the number of playrs who can join a team	*SETTLE Up to 2 players can join a team		FREE Up to 4 players can join a team
CHEERS	WITH		*WITH OUT
TEAM EDITOR	*WITH		WITH OUT
SPECIAL MENU	*WITH		WITH OUT
STREAKING	*WITH		WITH OUT

COIN A		COIN B	
*1COIN	*1CREDIT	*1COIN	1CREDIT
2COINS	2CREDITS	2COINS	*2CREDITS
3COINS	3CREDITS	3COINS	3CREDITS
4COINS	4CREDITS	4COINS	4CREDITS
	5CREDITS		5CREDITS
	6CREDITS		6CREDITS

[Factory setting]

• This function sets all the settings to the factory setting conditions.

```
TEST MODE MENU

MONITOR TEST
SWITCH TEST
SOUND TEST
CONFIGURATION
FACTORY      SURE ?
EXIT (R
             >YES

             NO




    TAITO POWER GOAL VER *.*
    1994/**/**/ **:**:**
```

• If you want to set all the settings to the factory set conditions, select "YES." If you do not want to change the current settings, select "NO." Then press the 1P side A button.

• When you have replaced ROMs with other versions, make sure to execute the "factory setting" selection.

VS.PLAY&TEAM-UP PLAY AVAILABLE!

OFFENSIVE **SHOOT** | **PASS** | **SPECIAL OFFENSIVE MOVES**

DEFENSIVE **SLIDE** | **ROUGH PLAY**

A   B   C

MOVEMENT OF PLAYERS   DIRECTION FOR SHOOTING AND PASSING.

SMASH!

ROUGH PLAY
PRESS THE B-BUTTON WHEN THE PLAYER KEEPS NO BALL.

B

- PLAYER NO.
- THE DIRECTION OF THE ENEMY GOAL.
- PLAYER'S UNIFORM NUMBER TO WHICH THE CURSOR IS SET.
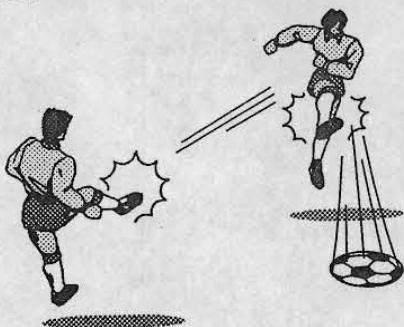
1P

7

USE TO SELECT& EXECUTE SPECIAL OFFENSIVE MOVES

1P SELECT

NEW FUNCTION:TEAM EDITOR!

WHEN CLEARING 2 ROUNDS,UNIFORM COLORS CAN BE FREELY SET!

WHEN YOU WON AGAINST THE CHAMPION TEAM BY USING YOUR OWN ORIGINAL TEAM, YOUR TEAM WILL BE REGISTERED AS A NEW CHAMPION TEAM.

SUCCESIVE PASSES

Send passes by keeping the A- or B-button pressed.

PASS TECHNIQUE

By using the joystick,passes can be curved!

Long passes are made by keeping the button pressed long.

Short passes are made by keeping the button pressed short.

9
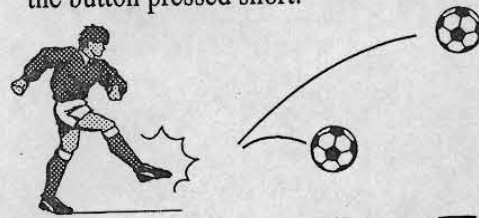
VORSICHTSMASSNAHMEN ZUR HANDHABUNG

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

1. Vermeiden Sie die Benutzung und Aufbewahrung dieses Behälters in der Nähe von Gegenständen oder Komponentendie 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.

PRECAUTIONS DE MANIPULATION

Ce produit contient des composants électroniques de préision.
Faites particuliérement attention lorsque vous manipulez ce conteneur.

1. Evitez d'utiliser ou de ranger la boîte prés d'objets ou de composants éhautes 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.

●RECAUCIONES

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.

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 umiditàe di oggetti estranei
4. Non bloccate i fori di ventilazione.
5. Alla sostituzione delle cartucce, seguite le istruzioni fornite nelmanuale 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.

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。

취급상의 주의

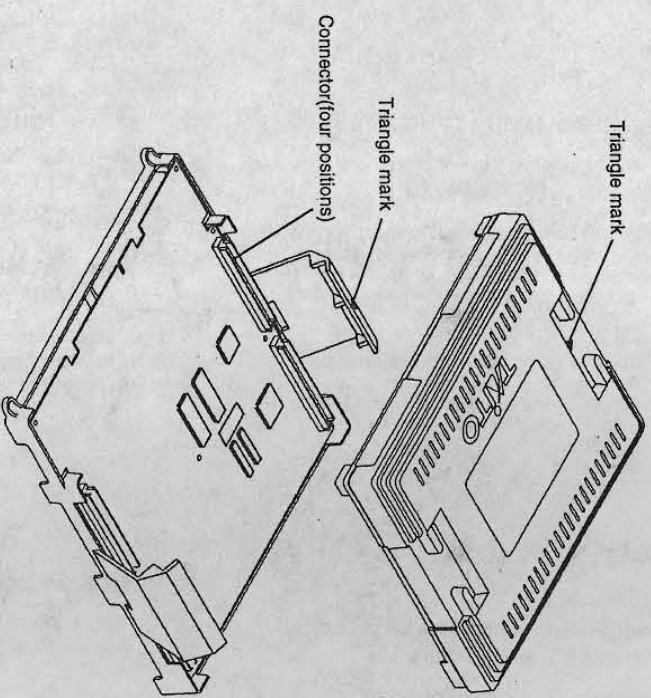본 제품은 정밀한 전자부품으로 만들어져 있습니다.
다음과 같은 취급상의 주의 사항을 지켜 주시기 바랍니다.

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.
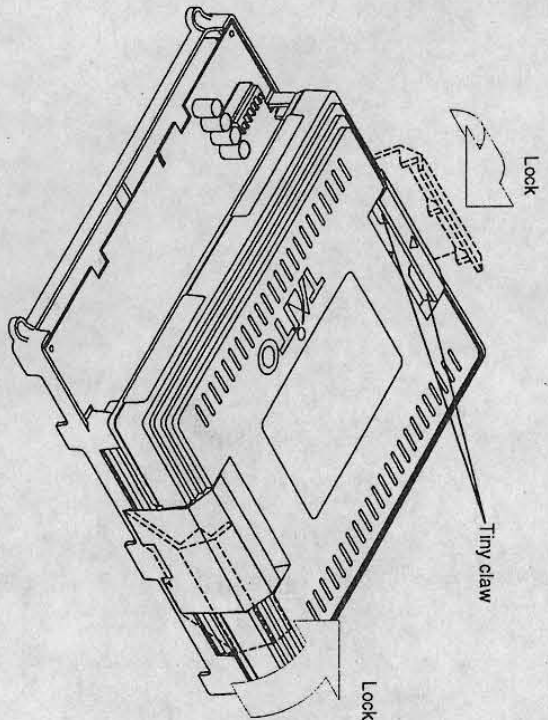
TΛiTO ®

G9500848A

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.

Triangle mark

Connector(four positions)

Triangle mark

Triangle mark

(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. Comfirm that these claws are appropriately locked by hearing a "click" sound.

Lock

Tiny claw
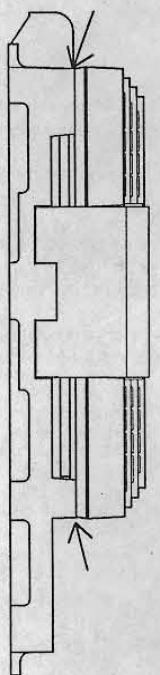
Lock

(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.

G2500749A