SUPER CUP F I N A L S
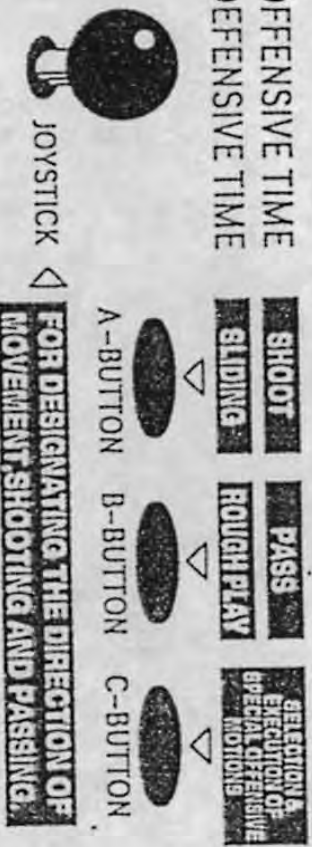
CONTROL

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

☆OFFENSIVE TIME
☆DEFENSIVE TIME

JOYSTICK △

FOR DESIGNATING THE DIRECTION OF
MOVEMENT,SHOOTING AND PASSING.

| SHOOT | PASS | SELECTION, EXECUTION OF SPECIAL OFFENSIVE MOTIONS |
| SLIDING | ROUGH PLAY | |

A-BUTTON   B-BUTTON   C-BUTTON

B
USED-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 !

PLAYER NO ▽ 1P ▽ S ◁ SELECTED PLAYER'S MARK

DIRECTION OF ENEMY'S GOAL

COMPETITIVE&COOPERATIVE PLAYER 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.

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

※ DURING VS. -PLAYING
(ONLY NORTH AMERICA)

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

WINDOW FOR SELECTING
SPECIAL OFFENSIVE MOTIONS

1
PUSH
C-BUTTON
TO DISPLAY
THE WINDOW.

2
BY USING
THE JOYSTICK,
SELECT A
DESIRED SKILL.

3
BY PUSHING
THE C-BUTTON
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	（ ）

SUPERDASH▐ THE NUMBER OF CONSUMED UNITS:1.THIS IS EFFECTIVE FOR'A GIVEN TIME! DURING PUSHING THE C-BUTTON,THE PLAYER CAN RUN FASTER THAN USUAL.
SUPERSLIDING▐ THE NUMBER OF CONSUMED UNITS:1.THIS IS EFFECTIVE FOR'A GIVEN TIME! THE SLIDING LENGTH BECOMES LONGER THAN USUAL. ALSO THE OPPONENT'S BALL CAN BE EASILY TAKEN.
OVERRUN▐ THE NUMBER OF CONSUMED UNITS:2.THIS IS EFFECTIVE ONLY FOR ONCE.! ALL OTHER PLAYERS EXCEPT THE GOAL KEEPER CAN BE GATHERED AROUND THE PLAYER.
SUPERGUARD▐ THE NUMBER OF CONSUMED UNITS:2.THIS IS EFFECTIVE FOR'A GIVEN TIME! SUPPORTS GUARD ON THE BOTH SIDES OF THE PLAYER,BLOCKING AUTOMATICALLY OPPONENT PLAYERS.
BANANASHOOT▐ THE NUMBER OF CONSUMED UNITS:3.THIS IS EFFECTIVE ONLY FOR ONCE.! BY PUSHING THE C-BUTTON,THE BALL IS SHOT,AND THE DIRECTION OF THE BALL CAN BE CONTROLLED WITH THE JOYSTICK.
SUPERSHOOT▐ THE NUMBER OF CONSUMED UNITS:4.THIS IS EFFECTIVE ONLY FOR ONCE.! THIS IS A SPECIAL SHOOT WHICH AN ORDINARY GOAL KEEPER CANNOT CATCH IN ANY WAYS.
HYPERSHOOT▐ THE NUMBER OF CONSUMED UNITS:6.THIS IS EFFECTIVE ONLY FOR ONCE.! BY DOING THIS DEATHBLOW SHOOT,THE BALL REACHES THE GOAL BY 100% POSSIBILITY.

TAITO

CONTROL

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

☆OFFENSIVE TIME
☆DEFENSIVE TIME

SHOOT	PASS	SELECTION & EXECUTION OF SPECIAL OFFENSIVE MOTIONS
SLIDING	ROUGH PLAY	
▽	▽	▽
A-BUTTON	B-BUTTON	C-BUTTON

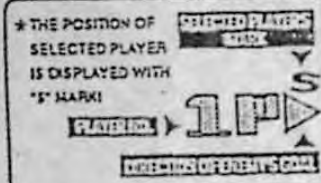JOYSTICK ◁ FOR DESIGNATING THE DIRECTION OF MOVEMENT, SHOOTING AND PASSING.

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!!

USE B-BUTTON WHEN HAVING NO BALL

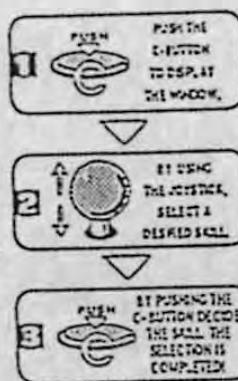★ THE POSITION OF SELECTED PLAYER IS DISPLAYED WITH "S" MARK!

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.

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.

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 BALL, THE SELECTION IS COMPLETED.

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	
HYPER SHOOT	
EXIT	THE NUMBER OF CONSUMED UNITS

EXCELLENT PLAYERS

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

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

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

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

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

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

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

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

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

★ THE MAXIMUM CREDITS FOR THIS GAME IS 9.

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

MAIN PC BOARD
TEST SW
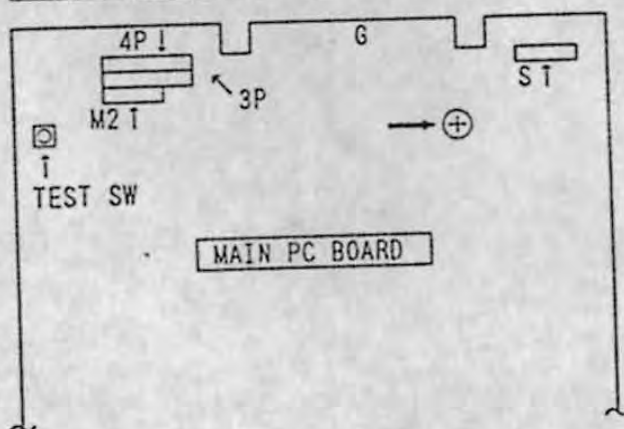
M2-CONNECTOR

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

S-CONNECTOR ( )

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

[NOTE]

The potentiometer mouted 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

[STEREO SOUND]

R   L

S-CONNECTOR

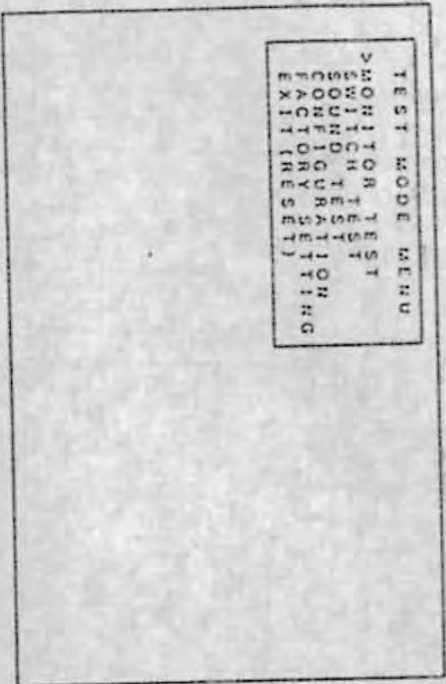| 1	SPEAKER (+)
2	SPEAKER (-)
3	GND
4	GND

← [MONAURAL SOUND]
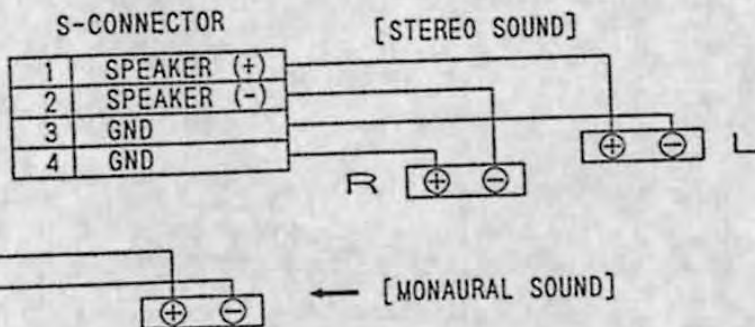
NO DIP SWs are mounted on the PCB of this game .
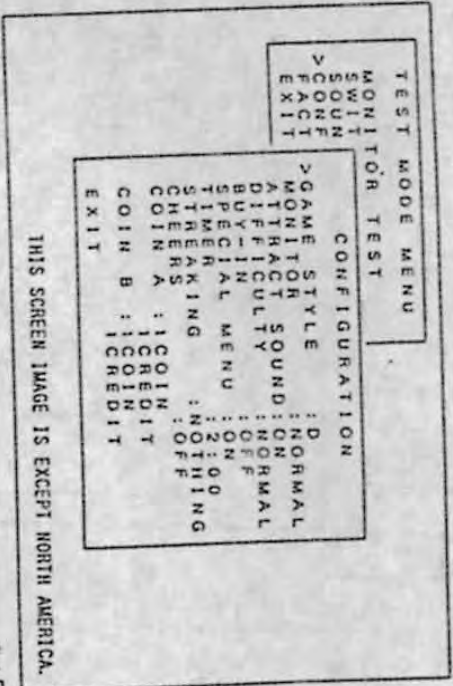Settings of the difficulty level and the coinage should be done on the test mode of the screen.

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)
```

<MONITOR TEST>

※ 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.

- 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.

SETTING INSTRUCTIONS (SUPER CUP FINALS)

<CONFIGURATION>
- The settings of play pricing and gameplay are done.
Select the settings of 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
>SWITCH TEST
 SOUND TEST
 CONFIGURATION
 EXIT
```

```
TEST MODE MENU

MONITOR TEST
CONFIGURATION

>GAME STYLE      :NORMAL
 MONITOR SOUND   :ON
 ATTRACT SOUND   :NORMAL
 DIFFICULTY      :NORMAL
 BUY-IN          :OFF
 SPECIAL MENU    :OFF
 TIMER           :2:00
 STREAKING       :NOTHING
 CHEERS          :OFF
 COIN A          :1COIN 1CREDIT
 COIN B          :1COIN 1CREDIT
 EXIT
```

THIS SCREEN IMAGE IS EXCEPT NORTH AMERICA.

* : FACTORY SETTINGS

SETTINGS	POSITIONS
GAME STYLE	* D (2P)
	E (1P)
	F (2P+2P)
	G (4P 4SLOTS)
	H (4P 2SLOTS)
MONITOR	* NORMAL
	REVERSE
ATTRACT SOUND	* ON
	OFF
DIFFICULTY	EASY
	* NORMAL
	HARD
	VERY HARD
BUY-IN	ON
	* OFF
SPECIAL MENU	ON
	* OFF
TIMER	1min.
	* 1min.30sec.
	2min.
	7min.
STREAKING ※1	* NOTHING
	FEW
	MANY
CHEERS ※2	ON
	* OFF

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

SETTINGS	POSITIONS
COIN B ※3	* 1 COIN 1 CREDIT
	1 COIN 2 CREDITS
	1 COIN 3 CREDITS
	1 COIN 4 CREDITS
	1 COIN 5 CREDITS
	1 COIN 6 CREDITS
	2 COINS 1 CREDIT
	2 COINS 2 CREDITS
	2 COINS 3 CREDITS
	2 COINS 4 CREDITS
	2 COINS 5 CREDITS
	2 COINS 6 CREDITS
	3 COINS 1 CREDIT
	3 COINS 2 CREDITS
	3 COINS 3 CREDITS
	3 COINS 4 CREDITS
	3 COINS 5 CREDITS
	3 COINS 6 CREDITS
	4 COINS 1 CREDIT
	4 COINS 2 CREDITS
	4 COINS 3 CREDITS
	4 COINS 4 CREDITS
	4 COINS 5 CREDITS
	4 COINS 6 CREDITS
※4 CONTINUE	* 1 COIN
	SAME AS PLAY

※1. ※2. ※3 ・・・ EXCEPT NORTH AMERICA
※4. ・・・・・・ FOR NORTH AMERICA

<FACTORY SETTING>
- Use this mode when return the data to factory settings.