ADJUSTMENT ON GAME PC BOARD (EURO CHAMP G25 00679A)

3P CONNECTOR 4P CONNECTOR

G-CONNECTOR (JAMMA)

1 7 6679 6	4P CONNECTOR	G-CONNECTOR (JAMMA)							
1 COIN 3	1 COIN 4		SOLDER SIDE		Ε		COMPONENTS SIDE		
2 3P SELECT	2 4P SELECT		ND		Α		GNI		
3 3P LEFT	3 4P LEFT		ND		В				
4 3P RIGHT	4 4P RIGHT		<u>5V</u>		C				
5 3P UP 6 3P DOWN	5 4P UP 6 4P DOWN		5V 5V						
6 3P DOWN 7 3P A-BUTTON	7 4P A-BUTTON		127		F				
8 3P B-BUTTON	8 4P B-BUTTON		OST		T H		POS		
9	9	C	OIN ME		J	8		IN METE	
10	10		OIN LO					N LOCK	
11 SERVICE	11		PEAKER		<u> </u>			EAKER	(+)
12 COIN METER 3	12 COIN METER 4		OUND G		M N			JND DEO R	
13 LOCKOUT 3	13 LOCKOUT 4 14 GND		IDEO G		P			DEO B	
15 GND	15 GND		ERVICE		R			EO GNI)
	· · · · · · · · · · · · · · · · · · ·		ILT SW		S				
M2 CONNECTOR	S-CONNECTOR	0	OIN 2		Ţ			[N 1	
1 VIDEO-RED	1 SOUND (+)		P SELE	CT	U			SELECT	
2 VIDEO-GREEN	2 SOUND (-)		PUP		V			UP	
3 VIDEO-BLUE	3		P DOWN		W X			DOWN LEFT	
4 VIDEO-SYNC 5 VIDEO-GND			P RIGH		- Ŷ			RIGHT	
O 1 ATDEA-GAD	I		P A-BU					A-BUT	TON
	G-CONNECTOR		P B-BU		a			B-BUT	
3P CONNECTOR I					Ь				
— 4P CON					c	: 25	<u> </u>		
→ M2 CONNECT		l	N.O.			27	GN	1	
-	SOUND VR		IND IND		e f		GNI		
	300 ND VK		110			1 20	, 0,,,	<u> </u>	
DID CW	INCREASE		CONTRO	. or T		иг не	CC ONE	0 - W A V	JOYSTIC
		¥	CONTRO	LUFI	HI2 GA	ME US	E2 ONE	8-WAT	1012110
ا تا		}	AND TW	O BUTT	ONS.				
		NOT	.c) BEE	OBE CH	ANGING	THE	SETTIN	3 OF D	P SWITC
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			TUR	N THE	POWER	OFF.			
L		L _.							
SETTING OF DIP SWI	TCH-A								
05777400							(*):FA	CTORY S	SETTING
	POSITIONS	1	2	3	4	T:	` 	1	1
SETTINGS		1	2	3	4	5	(*):FA	TORY :	SETTING 8
	BOTH TEAMS' GAME		2	3	4	T:	` 	1	1
GAME OVER-TYPE	ROTH TEAMS' GAME	1 0FF	2	3	4	T:	` 	1	1
	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME	0FF	2	3	4	T:	` 	1	1
GAME OVER-TYPE	* BOTH TEAMS' GAME ARE OVER			3	4	T:	` 	1	1
GAME OVER-TYPE IN VS GAME	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL	0FF	0FF	3	4	T:	` 	1	1
GAME OVER-TYPE	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE	0FF			4	T:	` 	1	1
GAME OVER-TYPE IN VS GAME	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME	0FF	0FF	OFF	4	T:	` 	1	1
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE	0FF	0FF			T:	` 	1	1
GAME OVER-TYPE IN VS GAME SCREEN ROTATION	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH	0FF	0FF	OFF	4 OFF	T:	` 	1	1
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE	0FF	0FF	OFF	0FF	T:	6	1	1
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT	0FF	0FF	OFF	0FF	5 0FF 0N	` 	1	1
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY	0FF	0FF	OFF	0FF	OFF	6	1	1
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 4 COINS 1 PLAY	0FF	0FF	OFF	0FF	5 0FF 0N	6 OFF	7	1
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY	0FF	0FF	OFF	0FF	OFF	6 OFF	7 OFF	1
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A PLAY PRICING	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 5 COIN 2 PLAYS 1 COIN 3 PLAYS	0FF	0FF	OFF	0FF	OFF	6 OFF	7 OFF	0FF
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY	0FF	0FF	OFF	0FF	OFF	6 OFF	7 OFF	8
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A PLAY PRICING	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 1 COIN 2 PLAYS 1 COIN 3 PLAYS 1 COIN 4 PLAYS 1 COIN 6 PLAYS	0FF	0FF	OFF	0FF	OFF	6 OFF	7 OFF	0FF
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A PLAY PRICING COIN B	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 1 COIN 2 PLAYS 1 COIN 3 PLAYS 1 COIN 4 PLAYS 1 COIN 6 PLAYS	0FF	0FF	OFF	0FF	OFF	6 OFF	7 OFF	0FF
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A PLAY PRICING COIN B SETTING OF DIP SWI	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 1 COIN 2 PLAYS 1 COIN 3 PLAYS 1 COIN 4 PLAYS 1 COIN 6 PLAYS TCH-B	OFF	OFF ON	OFF	OFF ON	OFF ON OFF ON	6 OFF	OFF ON OFF	OFF ON
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A PLAY PRICING COIN B	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 1 COIN 2 PLAYS 1 COIN 2 PLAYS 1 COIN 3 PLAYS 1 COIN 4 PLAYS 1 COIN 6 PLAYS TCH-B POSITIONS * RANK B	0FF 0N	OFF	OFF	OFF ON	OFF ON OFF ON	6 OFF	OFF ON OFF	OFF ON
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A PLAY PRICING COIN B SETTING OF DIP SWI	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 1 COIN 2 PLAYS 1 COIN 2 PLAYS 1 COIN 4 PLAYS 1 COIN 6 PLAYS TCH-B POSITIONS * RANK B RANK A	OFF ON	OFF ON	OFF	OFF ON	OFF ON OFF ON	6 OFF	OFF ON OFF	OFF ON
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A PLAY PRICING COIN B SETTING OF DIP SWI	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 1 COIN 2 PLAYS 1 COIN 2 PLAYS 1 COIN 3 PLAYS 1 COIN 6 PLAYS TCH-B POSITIONS * RANK B RANK A RANK C	OFF ON 1 OFF ON OFF	OFF ON	OFF	OFF ON	OFF ON OFF ON	6 OFF	OFF ON OFF	OFF ON
GAME OVER-TYPE IN VS GAME SCREEN ROTATION TEST MODE ATTRACT SOUND PLAY PRICING COIN A PLAY PRICING COIN B SETTING OF DIP SWI SETTINGS GAME DIFFICULTY EASY (A) →	* BOTH TEAMS' GAME ARE OVER LOST TEAM'S GAME IS OVER * NORMAL REVERSE * NORMAL GAME TEST MODE * WITH WITHOUT * 1 COIN 1 PLAY 2 COINS 1 PLAY 3 COINS 1 PLAY 4 COINS 1 PLAY 4 COINS 1 PLAY 1 COIN 2 PLAYS 1 COIN 2 PLAYS 1 COIN 4 PLAYS 1 COIN 6 PLAYS TCH-B POSITIONS * RANK B RANK A	OFF ON	OFF ON	OFF	OFF ON	OFF ON OFF ON	6 OFF	OFF ON OFF	OFF ON

0FF

0 N

0FF

ON

OFF

ON

OFF

ON

0FF

ON

OFF

ON

OFF

2 MIN.

3 MIN.

2.5 MIN.

1.5 MIN.

2P GAME

WITH

WITHOUT

4 SLOTS 4P GAME

2 SLOTS 4P GAME

2P GAME × 2

*

LENGTH OF

GAME TYPE

CONTINUE

PERIOD

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8-WAY JOYSTICK

A-BUTTON



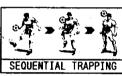
	DEFENSE	OFFENSE
A-BUTTON	SHOOT "	SLIDING
B-BUTTON	PASS	ROUGH PLAY (PUNCH, KICK, etc.)



SUPER TECHNIQUES



USE THIS FOR AVOIDING AUTO-MATICALLY OPPONENTS SLIDING!!



KEEP THE A-BUTTON PRESSED WITHOUT TURNING THE JOYSTICK!!



PRESS THE B-BUTTON IN FRONT OF AN OPPONENT!!



TURN THE JOYSTICK TO THE RIVERSE DIRECTION AND PRESS THE B-BUTTON!!



VARIOUS KINDS OF SHOOTINGS

IT CHANGES DEPENDING OF THE TURNING DIRECTION OF THE JOY-STICK! MAKE SURE OF THE OTHER SHOOTING BY YOURSELF!!



SHOOT THE BALL TO THE BACK DIRECTION!!



DIRECTLY VOLLEY-KICK, WHILE JUMPING HORIZONTALLY!!

SELECTION METHOD WHEN A MULTI-PLAYER GAME IS PLAYED

★WHEN SELECTING DIFFERENT NATIONAL FLAGS,

A PLAYER-AGAINST-PLAYER GAME CAN BE PLAYED!

★WHEN SELECTING A SAME NATIONAL FLAG.

A COMPETING-AGAINST-COMPUTER GAME CAN BE PLAYED!

