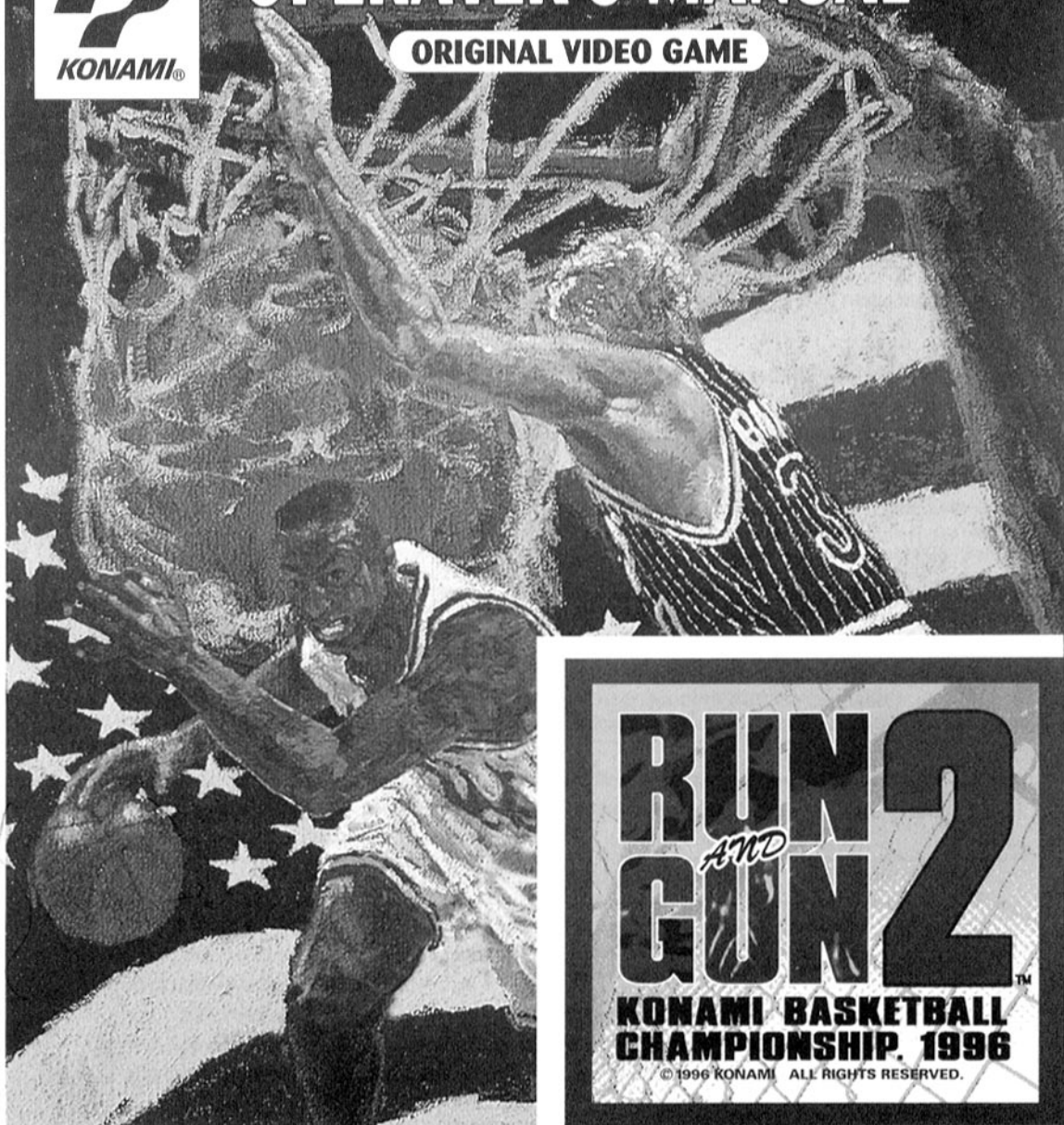




OPERATER'S MANUAL

ORIGINAL VIDEO GAME



**RUN
AND
GUN 2**TM

**KONAMI BASKETBALL
CHAMPIONSHIP. 1996**

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WARNING

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PN.900082

TECHNICAL INFORMATION

PCB power specifications: GND—Vcc 5V7A or greater

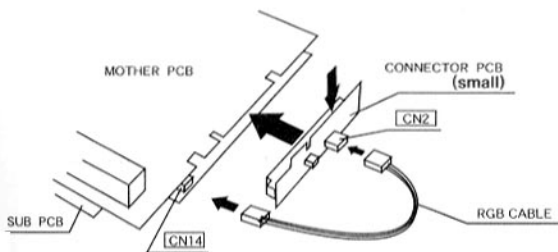
GND—(+12V)

* See the Wiring Diagram.

1. It is possible to install the PCB in a universal cabinet (horizontal monitor) with a universal monitor.
2. Use a control panel in which the player 1 and player 2 buttons are side by side.
3. There is no sound knob on the PCB. Sound level should be adjusted in the manual test.

If setting the game for stereo sound, set the dip switches to stereo, and connect the cabinet speaker jack to the sound output jack on the PCB.

4. The game PCB is a highly delicate product and should be handled with care when being transported.
5. Be careful not to force the connectors on the MOTHER PCB or the sub PCB, or bend them.
6. Connect the connector PCB (small) to the JAMMA edge connector, making sure to attach it in the correct direction.



- You cannot see the correct game picture on the screen without using the CONNECTOR PCB and RGB CABLE.
- Do not connect the MOTHER PCB direct with the JAMMA CONNECTOR on the cabinet no picture will be displayed on the screen.
- Plug the RGB CABLE in the CN14 of the SUB PCB & the CN2 of the CONNECTOR PCB (SMALL).

Note: Be sure to turn on the power to the 1P cabinet first, then turn on the power to the 2P cabinet. Be sure to attach the connector PCB in the correct direction.

INSTALLATION IN CABINET

This game can be played by up to 4 people at a time, depending on the size of the cabinet. Set the PCB dip switches to match the cabinet used.

[Installation in a 2-player cabinet]

Use a cabinet with a Start button, an 8-way joystick, and a set of 3 buttons on each side. Set dip switch 4 to one monitor (OFF) when installing. You can set the 2P cabinet to [1 player vs CPU], [1 player vs 1 player], or [2 players vs CPU].

	SW1	SW2	SW3	SW4
ON	STEREO	REVERSE	-	-
OFF	MONAURAL	NORMAL	-	○

*SW1 is for sound setting;
set as your cabinet requires.

*SW2 is for monitor setting;

*SW3 is not used.

*SW4 is vs. play setting;

In the above, 1 player vs. CPU, 1 player vs.

[Installation in two 2-player cabinets for a 4-player game]

You can connect two 2-player cabinets with the supplied connector to allow 4 players to play the game at the same time. (Please see p.9 of this manual for instructions on how to connect the cabinets.) Set dip switch 4 to two monitors (ON).

	SW1	SW2	SW3	SW4
ON	-	REVERSE	REVERSE	○
OFF	○	NORMAL	NORMAL	-

- *SW1 is the speaker setting;
- *SW2 is the monitor (1) setting;
- *SW3 is the monitor (2) setting;
- *SW4 is vs. play setting;

For cooperative play, both players use the same cabinet. For versus play, they use separate cabinets. Two 2-player games can be played independently, with two players to each cabinet.

* When the game is set for two monitors, the sound will be monaural. In this case, stereo cabinets should be set to monaural sound.

SELF TEST

After assembly, power up the game board. The PCB will perform an automatic check and display the results on the screen.

If the system is normal: The message "OK" will be displayed, followed by the game mode screen.

If an error is detected: The message "BAD" will be displayed, and the check will be repeated.

MANUAL TEST

Checking and adjustment of settings relating to the screen display and the game are conducted in manual test mode. When two cabinets are connected, the manual test screen appears on both monitors, but the 1P controller should be used to conduct the test. Items displayed in gray on the main menu screen and sub-menu screens indicate items that are not used in this game.

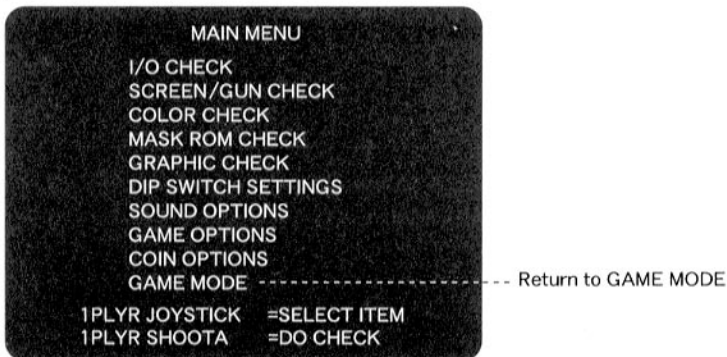
1) Starting up

Press the test switch during normal display mode to go into test mode. The main menu screen will be displayed.

*Note: Switching on the power with the test switch held down returns all EEPROM settings to factory default settings.

2) Quitting

Select "Game Mode" from the main menu and press the 1P button (PUSH 1) to return to the game screen. When doing the I/O check, press both the 1P and 2P buttons to return to the game screen.



3) Selecting an item

Select an item with the 1P joystick. Push the 1P button (PUSH 1) to bring up the screen for the item selected.

4) Saving data

From the list of items on the screen, choose an item you want to change by moving the 1P joystick up or down. Change the selected setting by moving the 1P joystick left or right. When you are finished, select "Save and Exit" and push the 1P button (PUSH 1). Your changes will be saved and you will automatically be returned to the main menu.

"If you select "Exit" after making changes, rather than "Save and Exit," the computer will check to see if you want to save or not, displaying the message "You did not save. Do you want to save? Yes / No." If you choose "Yes," the message "Now Saving" will be displayed as your changes are being saved, and you will be returned to the main menu. If you choose "No," the message "No modification" will be displayed and your changes will not be saved.

5) An explanation of each item

A. I/O check

The operations of all controls are checked here. If any of the I/O controls are not functioning properly, they will interfere with game play. If there is a problem with an I/O control, first check the wiring and parts, then make any necessary adjustments. If everything is normal, a "1" will be displayed when the switch is turned on. To return to the main menu, push both the 1P and 2P buttons (PUSH 1) at the same time.

B. Screen/gun check

This mode is for testing the screen display. Adjust the monitor controls for focus, distortion, and size until the bars on the screen appear normal.

C. Color check

This mode is for checking the color display. Adjust the monitor so that each color in the color bar is displayed vividly and so that the background is sufficiently black.

D. Mask ROM check

This mode checks all ROM in order, displaying either "OK" or "BAD." An error in ROM may interfere with the game.

E. Graphic check

F. Dip switch settings

The state of the dip switch settings are displayed on the screen. Refer to the following table when changing the settings to dip switch 1.

G. Sound options

When sound options is selected, the following screen is displayed:

SOUND OPTIONS

SOUND IN ATTRACT MODE ALL THE TIME

VOLUME 10 [Slider bar]

SOUND SCALE CHECK
FACTORY SETTINGS

SAVE AND EXIT
EXIT

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

Select one from the following 3 types "ALL THE TIME", "ONCE EVERY 4 CYCLES" and "COMPLETELY OFF"

Volume adjustment (0-30)

"Do, Re, Mi...Do" will sound in one cabinet stereo setting, the speaker sounds 「Do, Do, Re, Re..」 right and left alternatively. In two cabinet setting, speaker in the main cabinet sounds 「Do, Do, Re, Re..」 and then the one in the sub cabinet makes the same sound in monoral sound.

Return to the factory setting.

*The above settings are an example only. The factory default settings may be different.

H. Game options

When game options is selected, the following screen is displayed:

GAME OPTIONS

DIFFICULTY LEVEL 4/MEDIUM

LOOP SETTING 1 ROUND END

PLAY TIME (CPU) 1 MIN. 30 SEC.

PLAY TIME (VS) 2 MIN.

CONTINUE PLAY FOR FINAL NO

FREE CONTINUE PLAY BY WINNING CPU PLAY YES / VS PLAY YES

FACTORY SETTINGS

SAVE AND EXIT
EXIT

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

Difficulty level setting. there are 8 levels to select.

Loop setting. Play time setting in CPU mode. (1 min. 45 sec. - 8 min.)

Play time setting in VS. mode. (1 min. 45 sec. - 8 min.)

Continue play for final. ("YES" or "NO")

Free continue play by winning. (CPU YES / VS YES) (CPU YES / VS NO) (CPU NO / VS NO)

Return to the factory settings.

* The above settings are an example only. The factory default settings may be different.

I. Coin options

When coin options is selected, the following screen is displayed. There are two coin slot settings, "Common" and "Independent", and the content of the settings depends on which is selected.

[In the case of INDEPENDENT]

COIN OPTIONS		
FREE PLAY	NO	----- FREE PLAY setting.
COIN MECHANISM	INDEPENDENT	----- INDEPENDENT setting.
COIN SLOT S	1 COIN 1 CREDIT	----- INDEPENDENT COIN SLOT setting.
PREMIUM START	NO	----- PREMIUM START setting.
		select one from "NO", "YES 1"
	1 CREDIT TO START	----- to "YES 4"
	1 CREDIT TO CONTINUE	----- Set the number of credits for start
		and continue.
FACTORY SETTINGS		----- CREDIT depends on PREMIUM START setting
SAVE AND EXIT		In the case of PREMIUM START "NO",
EXIT		see below COIN SETTING OPTION.
		----- Return to factory settings.
1PLYR JOYSTICK UP/DOWN =SELECT OPTION		
1PLYR JOYSTICK LEFT/RIGHT=MODIFY SETTING		

*The above settings are just one example. The factory default settings may be different.

[In the case of COMMON]

COIN OPTIONS		
FREE PLAY	NO	----- FREE PLAY setting.
COIN MECHANISM	COMMON	----- COMMON setting.
COIN SLOT 1	1COIN 1 CREDIT	----- Setting for coin slot 1.
COIN SLOT 2	1COIN 1 CREDIT	----- Setting for coin slot 2.
PREMIUM START	NO	----- PREMIUM START setting.
		Select one from "NO", "YES 1"
	1 CREDIT TO START	----- to "YES 4"
	1 CREDIT TO CONTINUE	----- Set the number of credits for
		start and continue.
FACTORY SETTINGS		----- CREDIT depends on PREMIUM START setting
SAVE AND EXIT		
EXIT		----- Return to factory settings.
1PLYR JOYSTICK UP/DOWN =SELECT OPTION		
1PLYR JOYSTICK RIGHT/LEFT=MODIFY SETTING		

*The above settings are just one example. The factory default settings may be different.

COIN SETTING OPTION

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

Please note that how to count is different depending on the setting:

<When the setting is COMMON>

== When the settings of slot 1 & 2 is the same ==

- All the coins put in any slot will be counted by counter 1 of cabinet A.

== When the settings of slot 1 & 2 is different ==

- Coins put in slot 1 of will be counted by counter 1 of cabinet A .

- Coins put in slot 2 of will be counted by counter 2 of cabinet A .

<When the setting is INDEPENDENT>

-All the coins put in any slot will be counted by counter 1 of cabinet A .

* PREMIUM START Setting

With this function you can change the number of credit in START and CONTINUE.

Select number of credits required to start from "YES1" to "YES4" and then set the number of credits for CONTINUE. This leads that the total number of credit for PREMIUM START and CONTINUE is equal to the number of credit for START.

If you do not want PREMIUM START, select "NO". (In this case the number of credit for START and CONTINUE is the same.)

PLAY INSTRUCTION

- In this game, the player continues on to play another quarter if s/he wins the first quarter. After the first quarter, quarters are awarded to the player free as long as s/he keeps winning.
- If the player loses the first quarter, s/he can continue playing if Continue is selected before the countdown ends.
- The player selects a player in his/her team to control, and plays the game according to normal basketball rules, except that there are no fouls. If the player doesn't shoot within 24 seconds, the opposing team wins possession of the ball. The out of bounds rule is applied in this game.
- Each basket is worth 2 points, except those thrown from behind the 3-point line, which are worth 3 points.
- In 2-player and 4-player versus games when the game is set to one monitor, the teams switch ends at half time. In games against the CPU and when two monitors are connected this does not occur.
- In games against the computer, the player plays tournament-style with the aim of becoming the World Champion.
- Versus games between players are played over 4 quarters.
- Another player can join in mid-way through games against the computer. The method depends on the type of cabinet being used.

1) 2-player cabinet

The player joining in inserts a coin, and presses the Start button. "Versus play" and "Team play against CPU" then appear on screen, and the player chooses the appropriate option.

* Use one supplied licensing mark and one supplied "Explanation of technique" for "How to play".

2) Two 2-player cabinets joined together

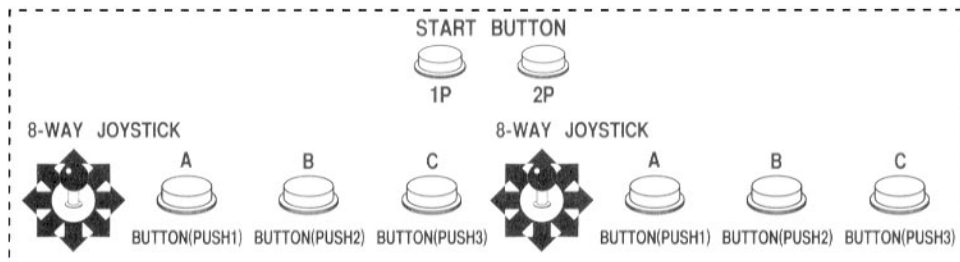
When joining in to play co-operatively with another player, the player joining in inserts a coin into the same cabinet and presses the Start button. When joining in to play against another player, the player joining in inserts a coin into the opposite cabinet. The message "Play a networked game?" will appear on both monitors, and the players choose "Yes" or "No". You can only play a versus game if both players select "Yes".

* Use 1 set of "How to play" in each cabinet.

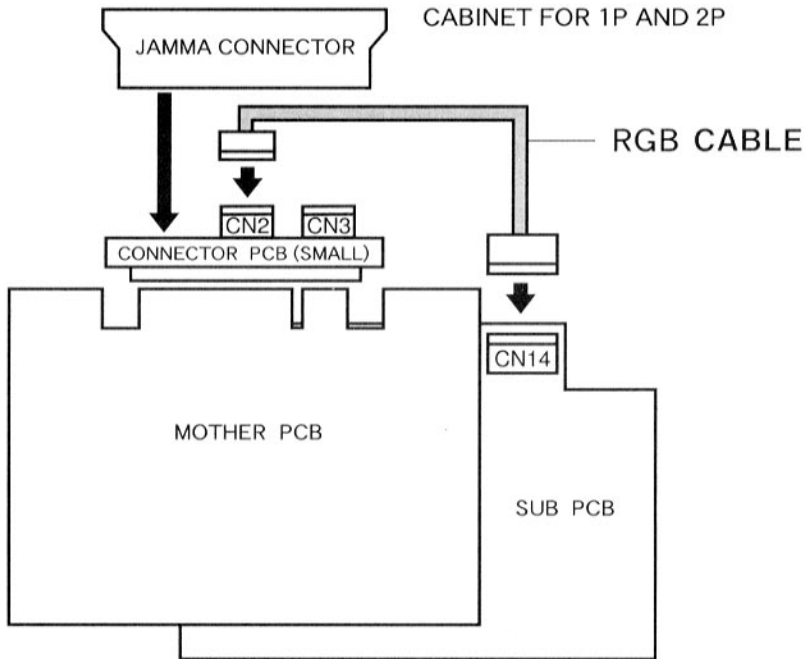
HOW TO CONTROL

- Use the joystick to move your player. A mark appears above his head to indicate that he is your player, and he is also colored more brightly than the other players.
- Button controls are different when playing defense and when playing offense.
- Offense:
 - Button A (PUSH 1) . . . Shoot/Rebound
 - Button B (PUSH 2) . . . Pass/Rebound
 - Button C (PUSH 3) . . . Choose player to pass ball to when controlling your team alone. Pass to your friend's player when controlling the team co-operatively. Select player to control when not in possession of the ball.
- Defense:
 - Button A (PUSH 1) . . . Block/Rebound
 - Button B (PUSH 2) . . . Intercept pass/Steal/Rebound
 - Button C (PUSH 3) . . . Select player to control

You can use a combination of joystick movement and button controls to do dunk shots and dunk passes. Please see "How to play" for more details.

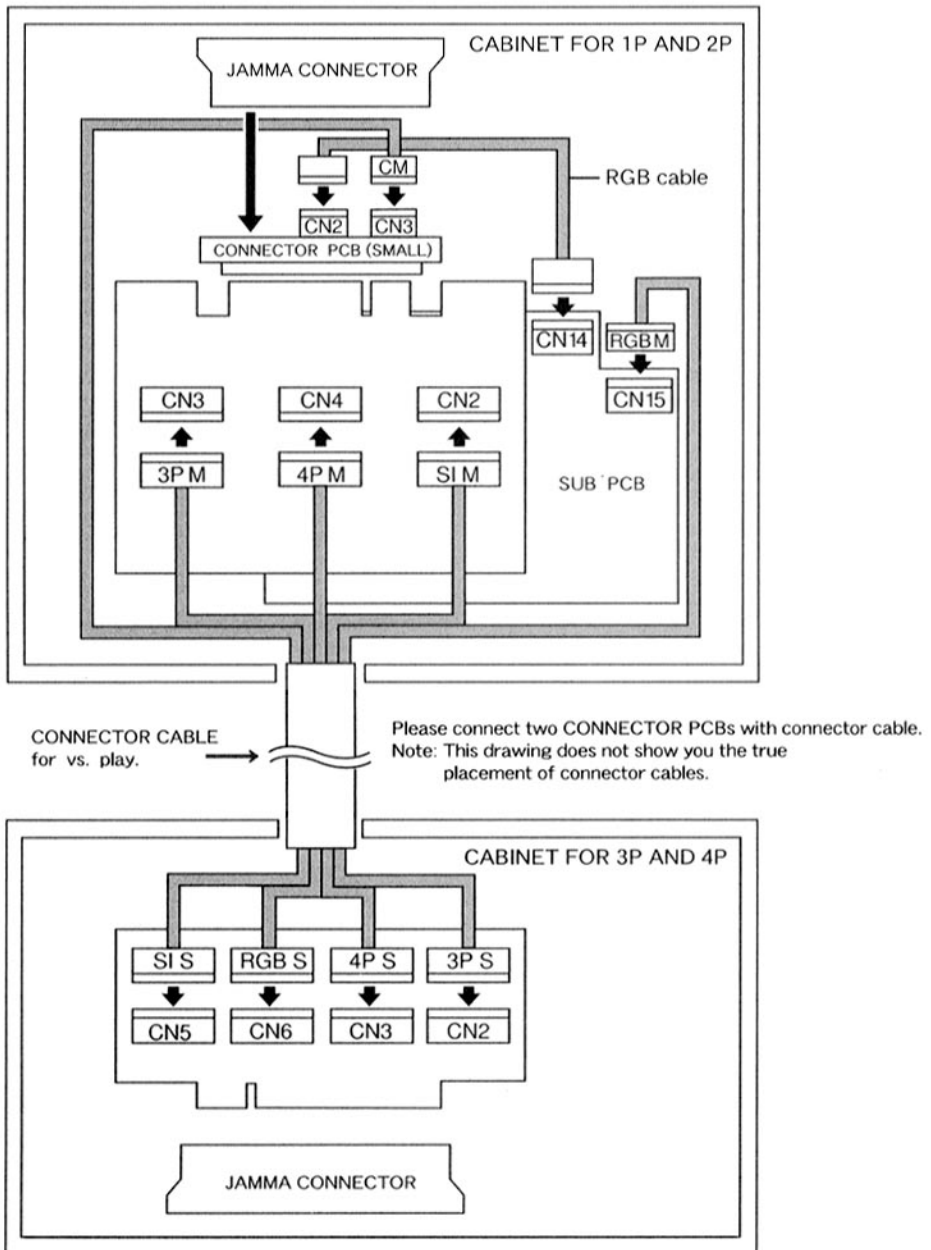


HOW TO CONNECT THE PCB FOR A SINGLE CABINET



- Note 1: Be sure to connect the RGB CABLE to the CONNECTOR PCB (SMALL) according to the above illustration even for a single monitor. A proper game display will not be given with the said cable and the PCB unconnected.
- Note 2: Do not reverse the CONNECTOR PCB(SMALL) and the JAMMA CONNECTOR when plugged in.

HOW TO LINK 2 CABINETS



Note: Be sure to turn on the power to the 1P cabinet first, then turn on the power to the 2P cabinet.

WARNING

