



**ORIGINAL VIDEO GAME**

# **OPERATOR'S MANUAL**



Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.

Keep this manual carefully so as to be ready for use when necessary.

# About this product

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Thank you for purchasing this KONAMI product. This manual explains how to operate your game machine correctly and safely.



- **Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.**
- **Keep this manual carefully so as to be ready for use when necessary.**
- **If the machine remains in trouble or malfunctions, immediately turn OFF the machine's power switch, unplug the power cord, and contact your nearest dealer.**

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## • **This software product is compatible with JAMMA VIDEO Standards (JVS)<sup>\*1</sup> machines and JAMMA Standards (JS)<sup>\*2</sup> machines.**

The product can be used in KONAMI's general-purpose "Windy II™ (JVS<sup>\*1</sup>-compatible)" as well as "Windy™ (JS<sup>\*2</sup>-compatible)" machines.

### **\*1: JAMMA VIDEO Standard (JVS)**

This standard was set up by Japan Amusement Machinery Manufacturers Association (JAMMA) to follow the technical guidelines of the Electrical Appliances Control Law and to establish the technical requirements of main PC boards that are used in general video game machines.

### **\*2: JAMMA Standard (JS)**

This standard was set up by Japan Amusement Machinery Manufacturers Association (JAMMA) to follow the technical guidelines of the Electrical Appliances Control Law and to establish the technical requirements of main PC boards as well as edge connectors that are used in general video game machines.

- The specifications of this product are subject to change without notice for reasons such as improving the performance.
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# ■ Precautions for use




The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to prevent other people's injuries and property damages.

## Be sure to read the following

- The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.

 <b>WARNING</b>	Indicates a situation where disregarding the suggestions could result in death or serious injury.
 <b>CAUTION</b>	Indicates a situation where disregarding the suggestions could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.

	Indicates a matter of which care should be taken.
	Indicates a matter which is forbidden.
	Indicates a matter which should be performed without fail.

- Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.

•In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

### Qualified in-shop maintenance persons

·A qualified in-shop maintenance person must have experiences in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

### Jobs handled by qualified in-shop maintenance persons

·Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

### Industry specialists

·An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

### Jobs handled by industry specialist

·Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

## Setting Up



### WARNING

- **Failure to handle this product correctly may result in malfunction or accidents. Before setting it up, be sure to carefully read the this manual. For setting up this product, ask a qualified industry specialist or contact your nearest dealer. (You will be charged.)**
- **Handle this product with due care when installing it.**
  - Wrong handling may cause kit trouble or accident.
  - Parts inside this product get hot structurally. Do not touch them until completely cooled down.
  - This product has some projections inside. Do not put your hand in the kit because otherwise you may get injured.
- **This product is for indoor use. Do not install it in any machines that are used outdoors.**
  - Outdoor use may cause an accident or kit trouble.
- **Do not leave this product in any of the following places.**
  - Otherwise an accident or malfunction may result.
    - In a place exposed to rain or moisture.
    - In a place exposed to strong vibration.
    - In a place exposed to direct sunlight.
    - In a place exposed to excessive dust.
    - In a place exposed to direct heat from air-conditioning and heating equipment, etc..
    - Near equipment generating strong magnetism or electric waves.
    - Near hazardous flammable substances such as thinner and kerosene.
- **Do not place containers holding chemicals or water on or near this product.**
  - Electrical shock or damage could be caused by water or foreign matter entering the inside of the kit.
- **Be sure to turn OFF the machine's power switch before mounting and dismantling this product.**
  - Otherwise, a machine trouble or electric shock may result.
- **Before installing this product, clean up the inside of the machine using a vacuum cleaner or the like.**
  - If the electrical components are left covered with dust, an electric shock or fire may result.
- **This product card edge connector conform to the JAMMA standard requirements. Never connect any other types of connectors than specified.**
  - Otherwise, a machine trouble or fire may be caused.
- **In setting up this product, identify all the connectors and connect them properly. Never handle them with wet hands.**
  - Otherwise, an electric shock, machine trouble or fire may be caused.
- **Before setting the DIP switches of this product as well as those of the machine, be sure to turn OFF the machine's power switch. Wear a grounding band or the like to prevent static electricity.**
  - Static electricity may damage the electronic component parts of this product.



## Operation



### WARNING

- **If by any chance smoke, unusual smell or noise comes out of this product, immediately turn OFF the machine's power switch and unplug the power cord. Do not operate the kit.**



·Using the kit in abnormal conditions could result in fire or accidents.

#### In case of abnormality

- 1 Turn OFF the machine's power switch.
- 2 Unplug the machine's power cord from the receptacle.
- 3 Contact your nearest dealer.

- **Make sure all the connectors are tightly connected and not covered with dust.**

·Doing so could result in electrical shock or fire, so inspect the power cord periodically.



- **Do not touch this product with wet hands.**

·Otherwise, an electric shock may be caused.



- **Never disassemble, repair or modify any section other than those specified in this manual.**

·Doing so could result in fire, malfunction or equipment failure.

·Ask your nearest dealer to perform repairing, etc..

·We do not assume any responsibility for any damages that would be caused by tampering with the kit.



### CAUTION

- **Do not use this product anywhere other than industrial areas.**

·Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..



- **Ask those who come under any of the following conditions not to play this game.**

·Doing so could cause accidents or illness.

- Those under the influence of alcohol.
- Those suffering from or being treated for arm or wrist ailments.

- **Never connect and disconnect the connectors to and from the machine with wet hands.**

·Doing so could result in electrical shock.



- **In handling the cables of the machine and this product, follow the instructions below.**

·Otherwise an electric leak, fire or electric shock may result. The machine may fail to function too.

- Do not damage the cables.
- Do not bend the cables excessively.
- Do not heat the cables.
- Do not bind the cables.
- Do not sandwich the cables.
- Do not modify the cables.
- Do not twist the cables.
- Do not pull the cables.
- Do not tread on the cables.
- Do not drive a nail into the cables.

- **If by any chance any of the machine connectors or any of the cables is found damaged, immediately stop using the machine and contact your nearest dealer.**

·Using a damaged connectors and cables could result in fire or electrical shock.

## Inspection and cleaning



### WARNING

- **Before inspecting or maintaining this product, be sure to turn OFF the machine's power switch and unplug the power cord.**

·Failure to do so could result in electrical shock.



- **When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.**

·Using improper parts could result in fire or equipment failure.



- **Never disassemble, repair or modify any section other than those specified in this manual.**

·Doing so could result in fire, malfunction or equipment failure.

·Ask your nearest dealer to perform repairing, etc..

·We do not assume any responsibility for any damages that would be caused by tampering with the kit.



## Moving and transportation



### CAUTION

- **Use due care in transporting and handling this kit, which is a precision device.**
- **To transport this product, be sure to put it in the dedicated case and handle it with care.**

### PRECAUTION IN HANDLING

- When setting up, handling, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

# 1 Names of parts and specifications

## 1-1 Names of parts

**▲注意 (ちゅうい) CAUTION**

**① 故障禁止**  
 故障以外は絶対に分解しないでください。けがや故障の原因になります。  
 This product should be disassembled by qualified industry specialists only. Failure to obey this warning could result in product damage, accident and injury.

**②**  
 基板を取り出す前に、必ず電源を切り、基板に接続されているコネクタを強いてください。故障や感電の原因になります。  
 Turn the power OFF and disconnect the power supply from the PCB before removing the PCB cage. Failure to do so could result in machine failure and electrical shock.

**③**  
 使用直後に基板カバーを開ける際は、基板上の部品が熱くなっていることがあります。  
 Pay careful attention when opening the PCB cage soon after play, because the contents will be hot.

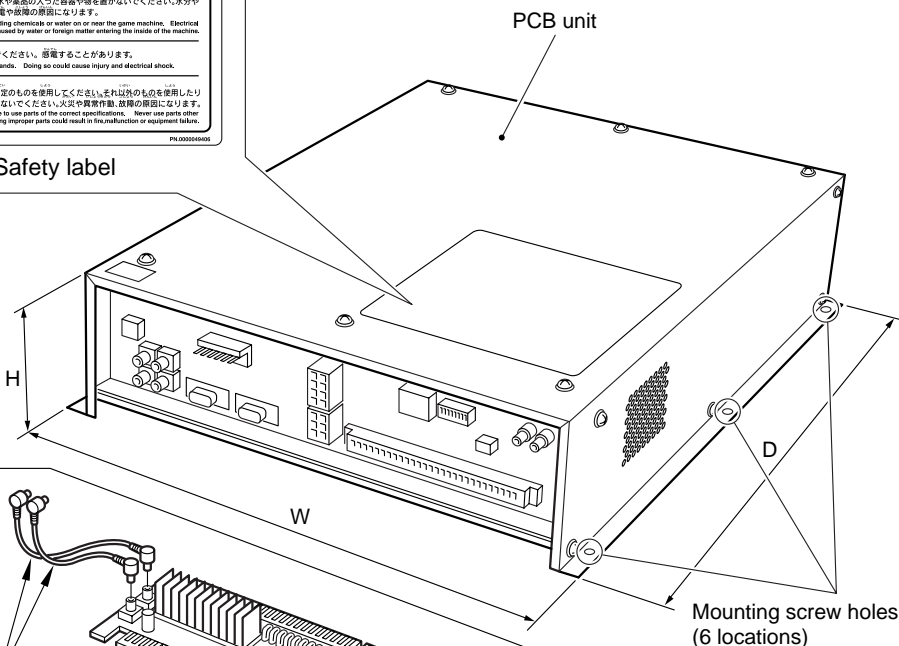
**④ 禁止**  
 ケースの上や近くには、水や薬液の入った容器や物を置かないでください。水分や雑物が内部に入ると、故障や感電の原因になります。  
 Do not place containers holding chemicals or water on or near the game machine. Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.

**⑤ 禁止**  
 濡れた手では触らないでください。感電することがあります。  
 Do not touch this with wet hands. Doing so could cause injury and electrical shock.

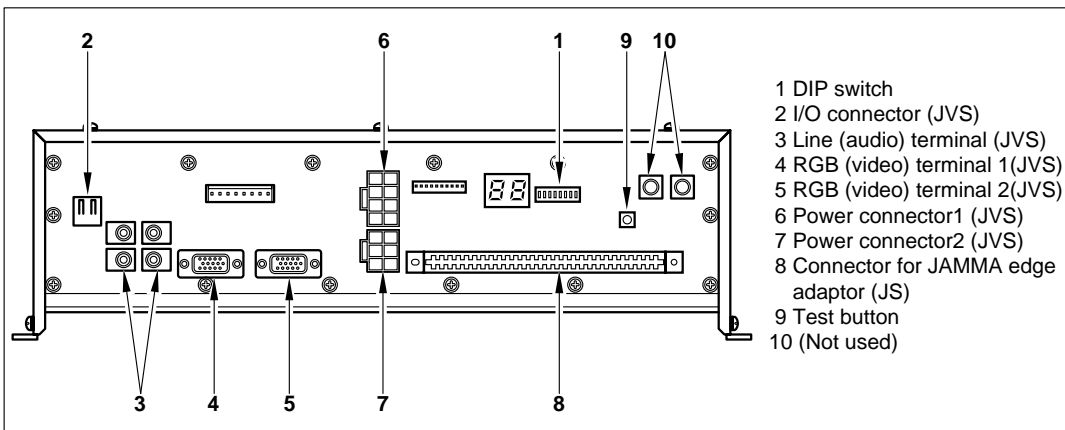
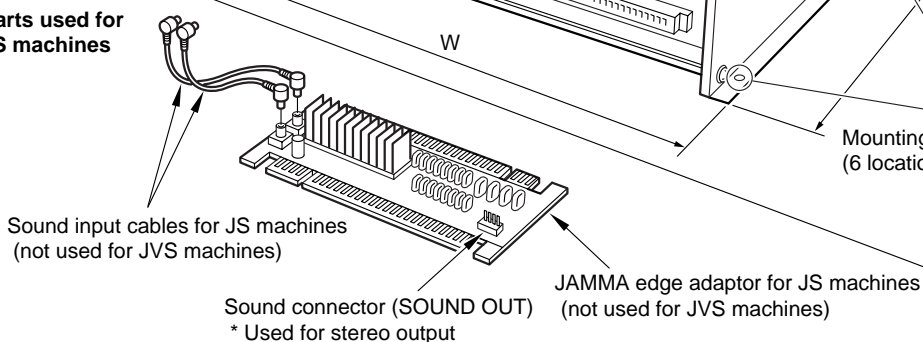
**⑥ 禁止**  
 部品の交換は、必ず当社指定のものを使用してください。それ以外のものを使用したり適用することは絶対にしないでください。火災や故障作動、故障の原因になります。  
 When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones. Using improper parts could result in fire, malfunction or equipment failure.

PN000000000

Safety label



### Parts used for JS machines





## 1-2 Specifications



- Use the 1P and 2P control sections arranged side by side.  
Use the simultaneous-play type with the start button, 8-way joystick and 3 play buttons for each control section.
- Use the monitors arranged side by side.
- No sound volume control is provided on the PCB unit. Adjust the sound volume on the “SOUND OPTIONS” screen in the test mode. (See page 15.)  
For stereo setting with JS machines, make connection between the SOUND OUT connector and the machine’s speaker terminal. Then select “STEREO” on the “SOUND OPTIONS” screen on page 18.  
The speaker terminals of cabinets by manufacturers other than KONAMI may be incompatible in the specifications.

### Specifications

Name	NBA PLAY BY PLAY (NBA ALL THE WAY)
Dimensions	See the figure at left. W:354mm(13.9in) / D:439mm(17.3in) / H:99mm(3.9in)
Weight	PCB unit : Approx. 6.5 kg (14.3lb)
Power	GND-Vcc 5V, over 10A; GND- (+12V, over 2A)
Monitor Horizontal frequency	24 kHz (factory-set), switchable to 15 kHz
Service condition	Temperature 5 to 50°C (41 to 122°F), Humidity 20 to 80% (No dewing is allowed)
Kit's supplies	<ul style="list-style-type: none"> <li>·I nstruction manual ..... This manual</li> <li>·PCB unit..... 1</li> <li>·J AMMA edge adaptor (JS) ..... 1</li> <li>·Sound input cable (JS) ..... 2</li> <li>·I nstruction card ..... 1</li> <li>·“ How to play” guide ..... 1</li> </ul>

- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

## 2 Setting the kit in the machine

### 2-1 Switching the monitor horizontal frequency

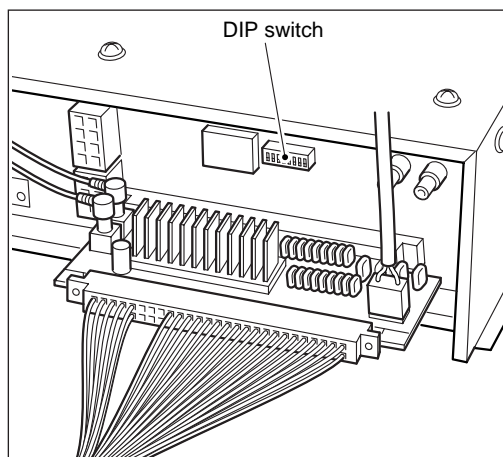
- The monitor horizontal frequency of this product has been factory-set at 24kHz. When your machine's monitor has the 15kHz horizontal frequency, change the setting in the following way.



- For making the DIP switch settings, be sure to ask a qualified industry specialist or contact your nearest dealer. (You will be charged.)
- Before setting the DIP switches, be sure to turn OFF the machine's power switch. Wear a grounding band or the like to prevent static electricity.

#### ■ Switching the monitor horizontal frequency

Make the DIP switch settings (bit No. 8) on the PCB unit.



Monitor horizontal frequency	DIP switches (bit No.)							
	1	2	3	4	5	6	7	8
24-kHz machine	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
15-kHz machine	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON

- The DIP switch settings include not just the monitor horizontal frequency but also other factors. For details, refer to “DIP SWITCH CHECK” on page 13.

- In making the DIP switch settings on the PCB unit, preferably use a thin flatblade screwdriver or the tip of a ball - point pen.
- KONAMI's general-purpose “Windyll™” machines are equipped with a 24kHz monitor.

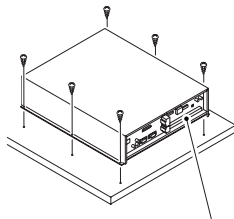
**MEMO**

## 2-2 Setting up the PCB unit

Using wood screws, attach the PCB unit tightly on the wooden board in any of the positions shown below. Then fix the wooden board in the machine. (Prepare the screws yourself because the kit does not come with those wood screws.)

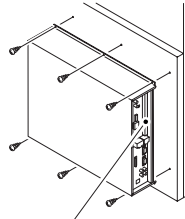


- Before installing the PCB unit, ask an industry specialist or contact your nearest dealer. (You will be charged.)
- Before installing the PCB unit, be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.
- Before installing the PCB unit, clean up the inside of the machine using a vacuum cleaner or the like.
- Never mount the PCB unit facing downward. The game may fail to work or the machine may get in trouble.



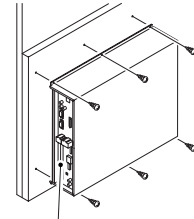
JAMMA connector

Horizontal setup



JAMMA connector

Vertical setup



JAMMA connector

## 2-3 Connecting the connectors

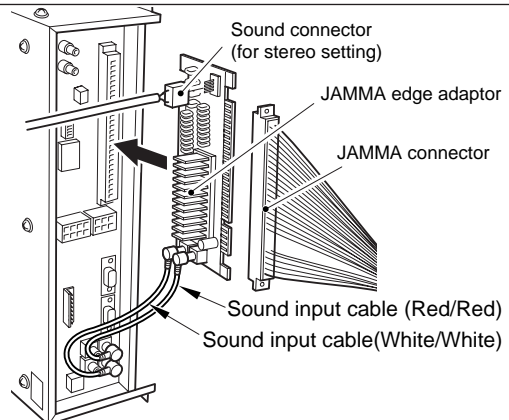
Connect the connectors tightly into position. See the figures below for the different types of machines.



- Before connecting the connectors, be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.
- For connecting the connectors, be sure to ask a qualified industry specialist or contact your nearest dealer. (You will be charged.)
- Never handle the connectors with wet hands in disconnecting and reconnecting them from and to the machine.

### ■ For a "Windy™" machine

- First attach the JAMMA edge adaptor to the PCB unit. Then connect the JAMMA connector.



# 3 Setting up the game

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## 3-1 Checking the game performance

When this kit has been set up, turn ON the machine's power switch. The PCB unit will be automatically checked for its performance. The test results will be displayed on the screen.



- Before use, be sure to check the performance of the PCB unit.
- If an abnormality persists or the machine does not operate properly, immediately turn OFF the machine's power switch, unplug the power cord from the receptacle and contact your nearest dealer.

### ■ Result of test — — — — —

#### — If test is OK —

- “OK” appears on the screen and the machine goes to the game mode. The demonstration game gets started.

#### — If any abnormality is detected —

- “BAD” appears on the screen, and the checking is repeated.

When the machine has been installed or the PCB unit has been repaired or replaced, hold down the machine's test button or the PCB unit test button and turn ON the machine's power switch. The settings will be back to the factory ones.

Hold down the test button until “ALL SETTING HAS INITIALIZED” shows up on the screen. (Returns all the settings to factory ones)

If any indication other than above shows up or the machine does not work, immediately turn OFF the machine's power switch, unplug the power cord from the receptacle and contact your nearest dealer.

## 3-2 Testing and adjusting the game settings

Manually check and change the settings for the screen displays and game contents.

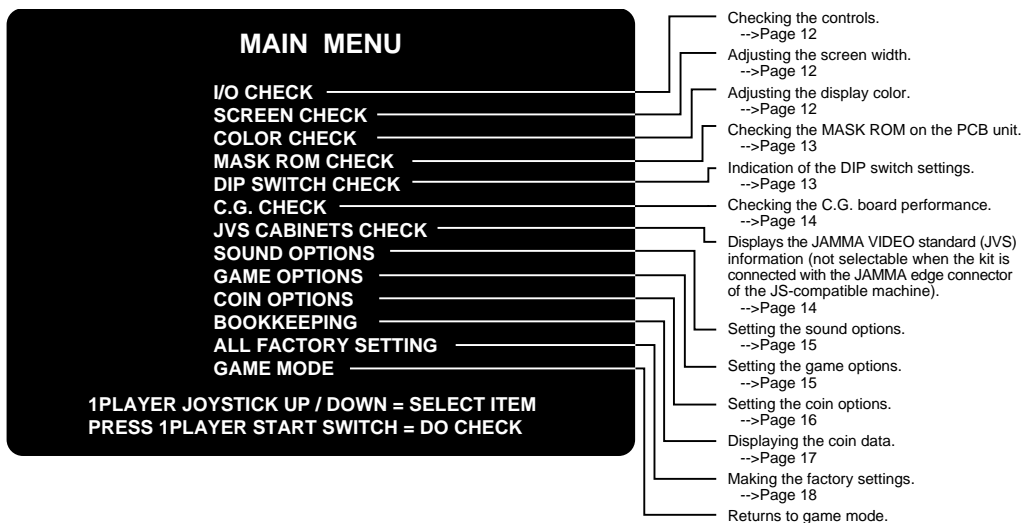
### Starting the test mode

- 1 Turn ON the machine's power switch.
- 2 During the demonstration game, press the machine's test button or the PCB unit's test button.  
(If the power switch is turned on with the test button down, the current settings will be erased and replaced by the factory settings.)
  - The main menu appears on the screen.

### Quit the test mode

- 1 Move up and down the 1P joystick to select "GAME MODE" on the main menu screen.
- 2 Press the 1P start button.
  - The screen goes back to the game mode.

### Main menu screen (basic items)



### Selecting each mode

How to select each mode from the main menu

·SELECT-----> Move up and down the 1P joystick.

·SET -----> Press the 1P start button.

•The machine is now in the selected mode.

After selecting a mode, refer to the page on which that mode is described in details.

## 3-3 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red. Move the 1P joystick up and down to select an item to be modified, and move it right and left to change its setting.
  - After the settings have been modified, select “SAVE AND EXIT” and press the 1P start button. The new settings are saved automatically and the screen returns to the main menu.
  - If “EXIT” is selected after the settings have been changed, the message “YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO” will appear. Move the 1P joystick right or left to select “YES” or “NO” and press the 1P start button.
    - If “YES” is selected, the message “NOW SAVING” will appear, the modified settings will be saved and the screen will return to the main menu.
    - If “NO” is selected, the message “NO MODIFICATION” will appear. The modified settings will not be saved, but the main menu will show up again on the screen.

- If “FACTORY SETTINGS” is selected and the start button is pressed, all the settings of the mode will be back to the factory ones.
- For initializing the “BOOKKEEPING” and “ALL FACTORY SETTING”, the “YES/NO” prompt appears twice for two YES's.

**MEMO**

### I/O CHECK

#### Checking the controls

- Mode for checking the performance of each control.
  - When any control switch is pressed, “ON” appears on the screen.
  - To return to the main menu screen, press the 1P start button and the 1P button A (PUSH 1) at once.

### SCREEN CHECK

#### Adjusting the screen width

- Mode for checking the screen display.
  - Adjust the width and factors of the monitor screen while watching the crosshatch pattern. Use the machine’s monitor adjustment PCB to make the adjustments.
  - To return to the main menu screen, press the 1P start button.

### COLOR CHECK

#### Adjusting the display color

- Mode for checking the display color.
  - Make the adjustment using the machine’s monitor adjustment PCB so that the colors of the color bars should appear properly graduated and background should become black sufficiently.
  - To return to the main menu screen, press the 1P start button.

# MASK ROM CHECK

## Checking the MASK ROMs

- Mode for checking the MASK ROMs.

The MASK ROMs are checked one after another. When it functions, "OK" appears on the screen. If it malfunctions, "BAD" appears instead. Once in this mode, this checking gets started automatically.

To return to the main menu, press the 1P start button.

- If "BAD" appears on the screen, immediately turn OFF the machine's power switch, unplug the power cord from the receptacle and contact your nearest dealer.

# DIP SWITCH CHECK

## Indication of the DIP switch settings

- Mode for indicating the DIP switch settings.

To change the DIP switch settings, use the DIP switches on the PCB unit (see page 8).

To return to the main menu screen, press the 1P start button.



• Before making the DIP switch settings, be sure to turn OFF the machine's power switch. Wear a grounding band or the like to prevent static electricity.

### DIP SWITCH CHECK

ON  
OFF

1 2 3 4 5 6 7 8

SW 1 SYSTEM RESERVED (ALWAYS OFF) SW 2 SCREEN HORIZ. FLIP ON / OFF SW 3 SCREEN VERT. FLIP ON / OFF SW 4 NO USE SW 5 NO USE SW 6 CABINET TYPE JAMMA/JAMMA TYPE2 (JVS) SW 7 PLAY MODE 4P / 2P SW 8 DISPLAY RESOLUTION LOW (15KHZ) / MID (24KHZ)	DIP switch 1 is not used. Keep it at OFF position. Indicates the horizontal normal/reverse status of the screen.(Horizontal reverse) •REVERSE .....ON (Revers) •NORMAL .....OFF(Normal) Indicates the vertical normal/reverse status of the screen.(Vertical reverse) •REVERSE .....ON (Revers) •NORMAL .....OFF(Normal) DIP switches 4 and 5 are not used. Keep them at OFF position. Indicates whether the machine is JS type or JVS type. •JAMMA (JS) .....ON •JAMMA TYPE2 (JVS)...OFF Indicates how many players can join the game. •4P .....ON •2P .....OFF Indicates the monitor horizontal frequency. •15 kHz .....ON •24 kHz .....OFF
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

PRESS 1PLAYER START SWITCH = EXIT

• This screen is just an example.

• In making the DIP switch settings on the PCB unit, preferably use a thin flatblade screwdriver or the tip of a ball - point pen.

MEMO

## C.G. CHECK

### Checking the C.G. board performance

- Mode for checking the C.G. board performance.

Watch the monitor screen in this mode to see if the on-screen movement is as specified.

To return to the main menu screen, press the 1P start button.



Two cubes are turning and interlocked each other.

•This screen is just an example.

## JVS CABINETS CHECK

### Displaying the JVS information

- Mode for displaying the JAMMA VIDEO standard (JVS) information.

This is not selectable when the PCB unit is used in the "Windy™" (JS-compatible general-purpose) machine.

To return to the main menu screen, press the 1P start button.



# SOUND OPTIONS

## Setting the sound options

■ Mode for setting and checking the sound options.

Select an item by moving up and down the 1P joystick and change its setting by moving it right and left. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P start button.

**SOUND OPTIONS**

SOUND OUTPUT STEREO  
 SOUND IN ATTRACT MODE ALL THE TIME  
 SOUND VOLUME 20  
 SOUND SCALE CHECK  
 FACTORY SETTINGS  
 SAVE AND EXIT  
 EXIT

1PLAYER JOYSTICK UP / DOWN = SELECT ITEM  
 1PLAYER JOYSTICK LEFT / RIGHT = MODIFY SETTING

- Selects the stereo or monaural mode.
- Turns on and off the demo play sound.
  - ALL THE TIME .....Sound always on.
  - ONCE EVERY 4 CYCLES...Sound on every 4 cycles.
  - COMPLETELY OFF....Sound always off.
- Adjusts the volume from the level 0 (mute) to 31 (maximum).
  - To turn up the sound level, tilt the 1P joystick to the right.
  - To turn down the sound level, tilt the 1P joystick to the left.
- You will hear a do-re-mi...do musical scale from the right and left speakers.
- Press the 1P start button to return all the settings in this mode to factory ones.

•This screen is just an example.

# GAME OPTIONS

## Setting the game options

■ Mode for setting and checking the game options.

Select an item by moving up and down the 1P joystick and change its setting by moving it right and left. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P start button.

**GAME OPTIONS**

DIFFICULTY LEVEL 4: MEDIUM  
 LOOP SETTING 1 LOOP END  
 PLAY TIME <CPU> 2 MIN  
 PLAY TIME <VS> 2 MIN  
 CONTINUE AFTER LOSS IN FINALS YES  
 WINNER PLAYS FREE  
 ROUND QUARTER  
 CPU VS CPU VS  
 YES YES YES YES  
 FACTORY SETTINGS  
 SAVE AND EXIT  
 EXIT

1PLAYER JOYSTICK UP / DOWN = SELECT ITEM  
 1PLAYER JOYSTICK LEFT / RIGHT = MODIFY SETTING

- Sets a difficulty level (from the 8 levels).
  - 1 / EASIEST Easier
  - 2 / VERY EASY
  - 3 / EASY
  - 4 / MEDIUM.....Standard
  - 5 / MEDIUM HARD
  - 6 / HARD
  - 7 / VERY HARD
  - 8 / HARDEST Harder
- Sets the number of loops.
  - ENDLESS ..... No limit.
  - 1LOOP END .... The game goes on for 1 loop and is over at the ending.
  - 2LOOP END .... The game goes on for 2 loops and is over at the ending.
- Sets a one-quarter play time (1 to 8 minutes) in the player vs CPU mode.
- Sets a one-quarter play time (1 to 8 minutes) in the player vs player mode.
- Sets whether the game can be continued and retried in case of a loss in the final.
  - YES ..... Game retried.
  - NO ..... Game not retried.
- Sets whether the game can be continued without added credit in the case of a win.
  - ROUND (after winning at each round)
  - QUARTER (after winning at each quarter)
  - CPU (player vs CPU)
  - VS (player vs player)
  - YES .... Continued without added credit.
  - NO ..... Not continued.
- Press the 1P start button to return all the settings in this mode to factory ones.

•This screen is just an example.

# COIN OPTIONS

## Setting the coin options

■ Mode for setting and checking the coin options.

Select an item by moving up and down the 1P joystick and change its setting by moving it right and left. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the 1P start button.



•The coin setting options are not displayed when "FREE PLAY" is set to "YES". In such case, remember, the games will be free.

COIN OPTIONS

FREE PLAY	OFF		
COIN MECHANISM	COMMON		
COIN SLOT1	1 COIN	1 CREDIT	
COIN SLOT2	1 COIN	1 CREDIT	
START	1 CREDIT	TO START	
CONTINUE	1 CREDIT	TO CONTINUE	
FACTORY SETTINGS			
SAVE AND EXIT			
EXIT			
1PLAYER JOYSTICK UP / DOWN = SELECT ITEM			
1PLAYER JOYSTICK LEFT / RIGHT = MODIFY SETTING			

Selects a free play.  
 •YES ... Available for free play.  
 •NO ..... Not available for free play.

COMMON only  
 •COMMON ..... Common credit for each coin slot.  
 •INDEPENDENT ... Independent credit for each coin slot.

Sets the number of credits for coins.  
 (See the table "Relationship between coins and credits" below)

Sets the number of credits that is required to start the game.  
 (See the table "Relationship between coins and credits" below)

Sets the number of credits that is required to continue the game.  
 (See the table "Relationship between coins and credits" below)

Press the 1P start button to return all the settings in this mode to factory ones.

•This screen is just an example.

## ■ Relationship between coins and credits

Setting	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	6	6
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5	1	2	1	5

Setting	21	22	23	24	25	26	27	28	29	30	31	32
COIN(S)	7	7	8	8	9	10	11	12	13	14	15	16
CREDIT(S)	1	2	1	3	1	1	1	1	1	1	1	1

## BOOKKEEPING

### Displaying the coin data

■ Mode for displaying the total data of coins in the machine.

If the time is preset in this mode, the total data on the number of coins put into the machine can be viewed by coin slot.

Move up and down the 1P joystick to select an item, and press the 1P start button.

To return to the main menu screen, select "EXIT" and press the 1P start button.

**BOOKKEEPING**

- VIEW BOOKKEEPING INFORMATION** — Displays the coin data for each coin slot.
- CLEAR BOOKKEEPING INFORMATION** — Clears the coin data.
- ADJUST SYSTEM CLOCK** — Sets the system clock.
- DATE 1998 / 10 / 14 WED** — Displays the current date and time in the 24-hour system. (The display denotes October 14, 1998, Wednesday, 6 hours 52 minutes 49 seconds)
- TIME 6 : 52 : 49**
- EXIT**

1PLAYER JOYSTICK UP / DOWN = SELECT ITEM  
PRESS 1PLAYER START SWITCH = DO CHECK

•This screen is just an example.

### ■ VIEW BOOKKEEPING INFORMATION

In this mode, the total data of coins is displayed. For each item, the total data of coins by coin slot appears on the screen. To return to the "BOOKKEEPING" menu screen, press the 1P start button.

**VIEW BOOKKEEPING INFORMATION**

TOTAL COIN DATA	SLOT1	SLOT2	
	0	0	Total number of coins after the time being set.
COIN DATA OF LAST 7 DAYS	SLOT1	SLOT2	
TODAY	0	0	Number of coins of today.
YESTERDAY	0	0	Number of coins of yesterday.
-2 DAY	0	0	Number of coins of 2 days ago.
-3 DAY	0	0	Number of coins of 3 days ago.
-4 DAY	0	0	Number of coins of 4 days ago.
-5 DAY	0	0	Number of coins of 5 days ago.
-6 DAY	0	0	Number of coins of 6 days ago.
LAST 7 DAYS AVERAGE	0.0	0.0	Average number of coins of last 7 days.

1PLAYER JOYSTICK LEFT / RIGHT = CHANGE VIEW PAGE  
PRESS 1PLAYER START SWITCH = EXIT

•This screen is just an example.

Move the 1P joystick to the right and left to display the past 51-week coin data in 10-week units.

**■ CLEAR BOOKKEEPING INFORMATION**

This mode is used to clear the coin total data. To clear the data, the “YES/NO” prompt appears twice for two YES’s. Once cleared, the “BOOKKEEPING” menu screen comes back again.

**■ ADJUST SYSTEM CLOCK**

This mode is used to set and adjust the system clock. Set the time difference from the Greenwich Mean Time (GMT). Make entries for HOUR, MINUTE and SECOND, and select “SAVE AND EXIT”. The time is now set and the “BOOKKEEPING” screen comes back again.

The screenshot shows the 'ADJUST SYSTEM CLOCK' menu with the following text:

```

ADJUST SYSTEM CLOCK

TIME DIFFERENCE
  HOUR  + 00
  MIN   + 00
  SEC   + 00
DATE 1998 / 10 / 14 WED
TIME 11 : 20 : 58
DATE 1998 / 10 / 14 WED (GMT)
TIME 02 : 20 : 58

SAVE AND EXIT
EXIT

NOW SAVING

1PLAYER JOYSTICK UP / DOWN = SELECT ITEM
1PLAYER JOYSTICK LEFT / RIGHT = MODIFY SETTING
    
```

Callouts on the right side of the screenshot:

- Time difference from GMT (enter the time difference between your local time and GMT.)
- Displays the current date and time in the 24-hour system. (The display denotes October 14, 1998, Wednesday, 11 hours 20 minutes 58 seconds)
- Displays the date and time in the 24-hour Greenwich mean time. (not adjustable)

•This screen is just an example.

**Time setting**

•If the system clock is not set (just after the kit has been installed or the “ALL FACTORY SETTING” have been saved, for example), the “ADJUST SYSTEM CLOCK” screen is automatically called up. Set the system clock on this screen, select “SAVE AND EXIT”, and press the 1P start button to save the time setting. Also select “EXIT” and press the 1P start button to see if the time setting has been saved.

• If any time setting has never been made or if a time setting has not been saved, the coins put into the machine are not totaled nor displayed.

**MEMO**

**ALL FACTORY SETTING**

**Making the factory settings**

■ Mode for returning all the settings to the factory settings.

Using the 1P joystick, select “YES” or “NO”. Press the 1P start button to save the settings. (Is “YES” is selected, you are asked to confirm it.)

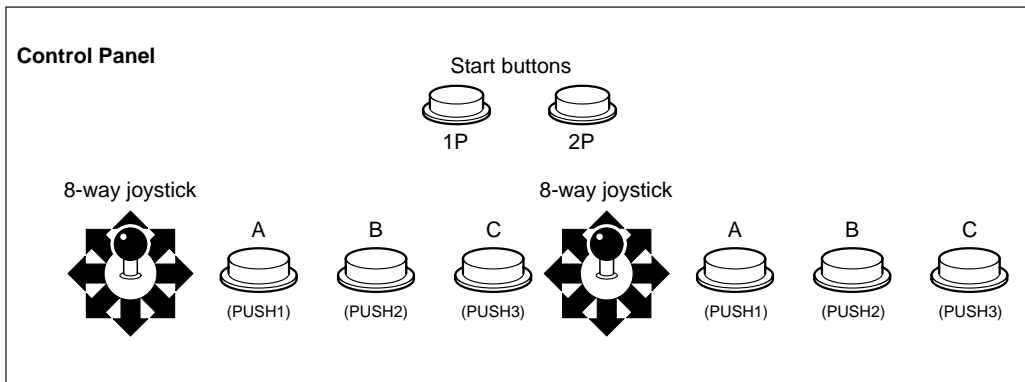
If “YES” is selected, “NOW SAVING” is displayed and all the factory settings but the up-to-date total coin data are saved. The main menu screen shows itself again.

If “NO” is selected, the main menu screen shows itself again.

# 4 How to Play

---

The “NBA PLAY BY PLAY (NBA ALL THE WAY)” is an NBA-approved basket ball game in which you can play against the CPU or with your friends (up to 4 players in two 2-player teams). The virtual-reality 3D video as well as the real basket ball players and teams will feel yourself playing the game in the NBA basket ball court. Win all the play-off games and reach the final game.



## ■ How to play

---

- 1 Put coin(s) in the coin slot. Press the start button to get the game started.
- 2 Select your favorite team from the 29 basket ball teams in existence.
- 3 Now the game starts.
  - Maneuver the players of your selected team by the basic basket ball rules.
  - A superplay will be replayed in a dramatic manner.

## ■ Joining the game halfway

---

You can join the game anytime during the play.

## ■ Continuing the game

---

This game can be continued by modifying the “GAME OPTIONS” settings on page 15. You can also continue if you take the procedure within about 20 seconds before the game is over.

## ■ Operation — — — — —

Use the joystick to move the players. A player you are now maneuvering has a marker on his head. For offense and defense, the buttons are used in different ways.

### • OFFENSE

Button A ..... Pressed to shoot the ball.

- Push this button in good timing and you can catch the rebound.

Button B ..... Pressed to pass the ball.

- Push this button in good timing and you can catch the rebound.

Button C ..... Pressed to change the receiver and your player.

### • DEFENCE

Button A ..... Pressed in sync with the opponent's shooting to block the ball.

- Push this button in good timing and you can catch the rebound.

Button B ..... Pressed to steal the opponent's ball.

- Push this button in good timing and you can catch the rebound.

Button C ..... Pressed to change your player.

### • SPECIAL PLAYS

Using the joystick and the buttons together, you can produce various special plays.

#### ALLEY OOP

With your player facing your side's player near the basket, hit the buttons A and B at once and the latter player will receive the ball in the air and make a dunk shot.

#### DUNK FAKE

Hit the button B while attempting a dunk shot, and your player will avoid the opponent's block and pass the ball to your side's player.

#### REBOUND DUNK

Hit the button A just when the ball rebounds, your player will catch the ball in the air and make a dunk shot.

#### DOUBLE CLUTCH

Hit the button A while attempting a dunk shot, and your player will make a feint and avoid the opponent's block.

#### FAKE

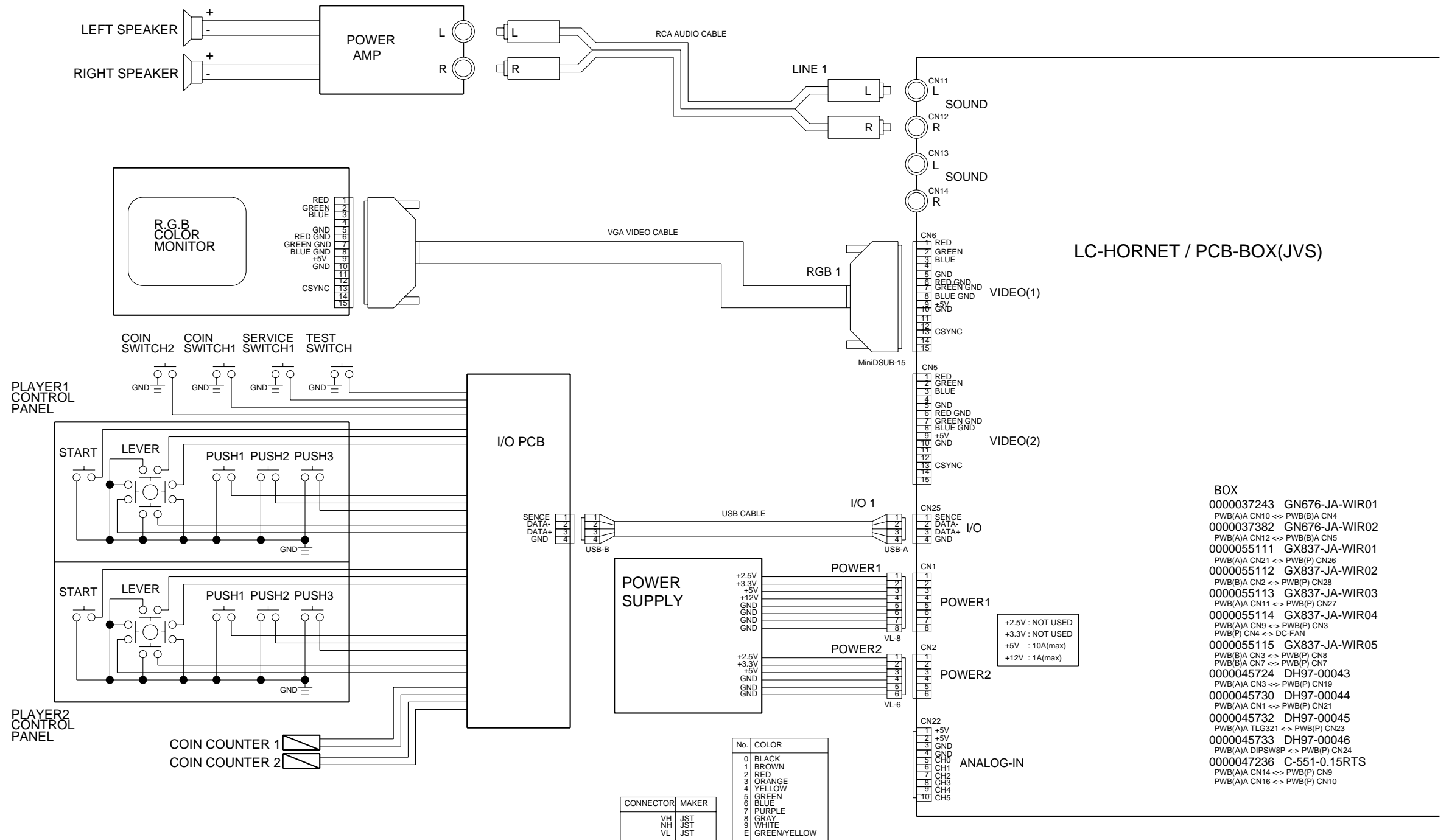
With the ball being held, gently press the button A and your player will pretend to shoot the ball and make a feint.

#### FADE AWAY SHOT / HOOK SHOT

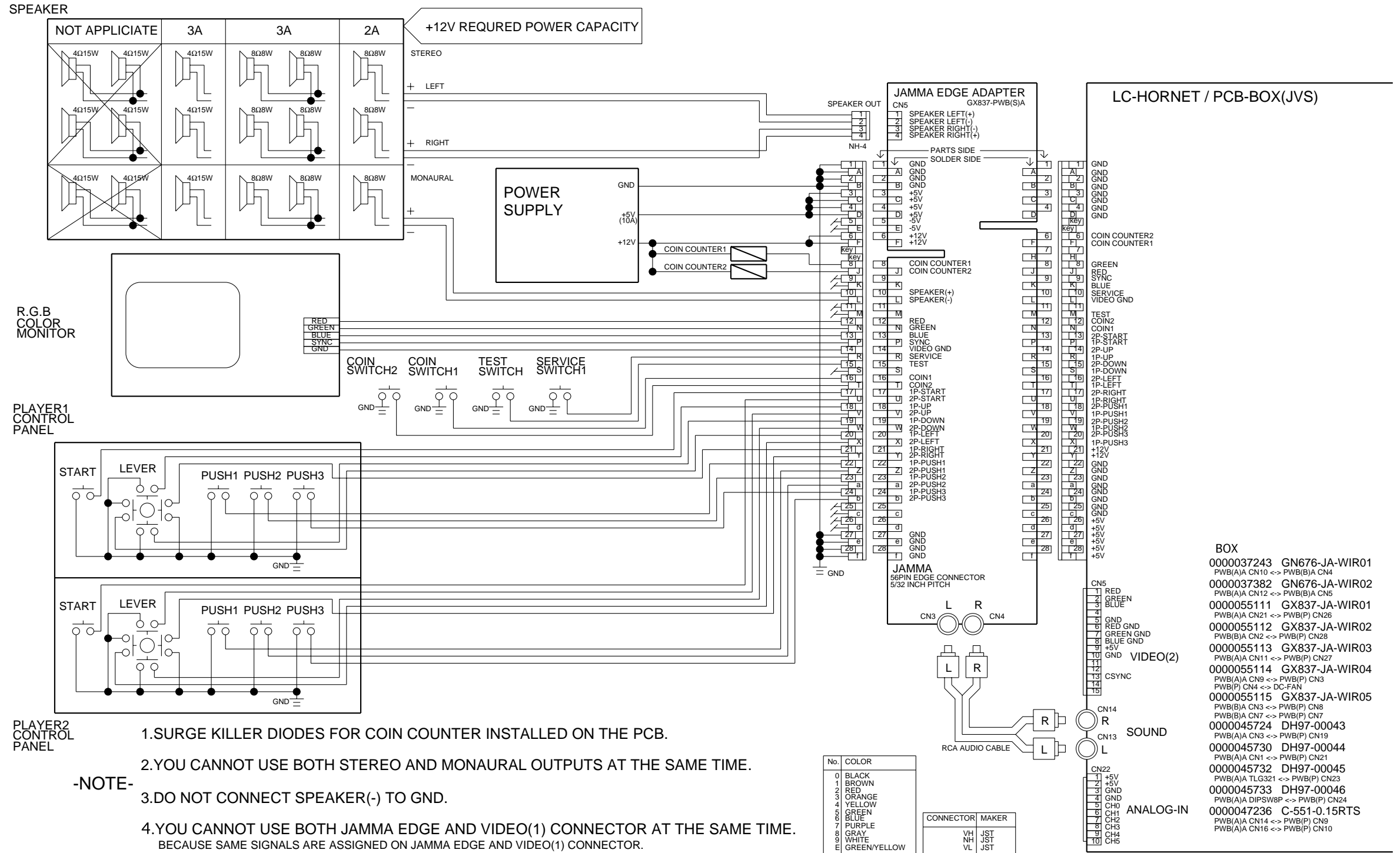
Move the joystick in the opposite direction of the basket and hit the button A, and your player avoid the opponent's block and shoot the ball.

# 5 Wiring diagram

## JVS-compatible machines



# JS-compatible machines



No.	COLOR
0	BLACK
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE
7	PURPLE
8	GRAY
9	WHITE
E	GREEN/YELLOW

CONNECTOR	MAKER
VH	JST
NH	JST
VL	JST



