



ORIGINAL VIDEO GAME

OPERATOR'S MANUAL

■ NAGANO WINTER OLYMPICS'98 ■

NAGANO WINTER '98 OLYMPICS '98

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NAOC L-395

- 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

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.**

- The specifications of this product are subject to change without notice for reasons such as improving the performance.
- The contents of this game, its main data and design are protected by copyright law and industrial property law.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

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■ Precautions for use

In this manual, the precautions to be followed without fail in order to prevent damage to persons to install, use or maintain "NAGANO WINTER OLYMPICS '98" or other persons or to properties are shown as follows.

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.



WARNING

Indicates a situation where disregarding the suggestions could result in death or serious injury.



CAUTION

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.

Setting Up



WARNING

•**Handle this kit with due care when installing it.**

- Wrong handling may cause kit trouble or accident.
- Parts inside the kit get hot structurally. Do not touch them until completely cooled down.
- This kit has some projections inside. Do not put your hand in the kit because otherwise you may get injured.

•**This kit is designed for indoor use. Do not place it outdoors.**

- Outdoor use may cause an accident or kit trouble.

•**Do not set up the game machine:**

- Otherwise an accident or malfunction may result.
 - in a place exposed to rain or moisture.
 - in a place exposed to direct sunlight.
 - in a place exposed to direct heat from air-conditioning and heating equipment, etc..
 - near hazardous flammable substances such as thinner and kerosene.
 - in a place exposed to strong vibration.
 - in a place exposed to excessive dust.
 - near equipment generating strong magnetism or electric waves.

•**Do not place containers holding chemicals or water on or near the kit.**

- 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 the kit.**

- Otherwise, a machine trouble or electric shock may result.

•**The kit card edge connectors 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 the kit, identify all the connectors and connect them properly.**

- Otherwise, a machine trouble or fire may be caused.

Operation



WARNING

•If by any chance smoke, unusual smell or noise comes out of the kit, 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.

•Do not leave the power cord plugged improperly or covered with dust.

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



•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.



•Do not touch the kit with wet hands.

·Otherwise, an electric shock may be caused.



Operation



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..



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.

■ MEMO

安全使用注意事項

本書說明為防止危害“NAGANO WINTER OLYMPICS '98”的設置、使用、維護等人員及他人和財產的安全注意事項，本書內容務請遵守。

務請閱讀

●本書使用如下標注，區分無視表示內容、錯誤使用時產生的危險和損害程度。



警告

該項標注表示“有可能造成死亡或身負重傷”的內容。



注意

該項標注表示“有可能造成傷害或物品損壞”的內容。

●本書使用如下圖標，說明務請遵守的內容種類。



本圖標表示“提請注意”的內容。



本圖標表示“禁止”的內容。



本圖標表示“強制實行”的內容。

設置時

警告

- 設置本機時，應充分進行處置。
 - ▶ 否則，可造成故障或事故。
 - ▶ 在結構上，本機使用的部件會發熱，到完全冷卻為止不可觸摸。
 - ▶ 在結構上，本機有突起的部分。如將手伸進內部可能會受傷。

- 本機為室內用機器，不可在室外設置。
 - ▶ 否則，可造成故障、事故。

- 本機尚不得設置在以下場所。
 - ▶ 否則，可造成事故或故障。
 - 漏雨或潮濕結露的場所
 - 陽光直射的場所
 - 直接受到取暖裝置的熱氣吹拂的場所
 - 煤油、信那水等有引火性的危險物附近
 - 晃動劇烈的場所
 - 多灰塵的場所
 - 產生強大磁場或電波的設備附近

- 本機上面或周圍不得放置盛水或藥劑的容器或物品。
 - ▶ 水份或異物進入內部，可致觸電或故障。

- 設置或拆除本機時，務請先關閉機體的電源開關后再進行。
 - ▶ 否則，可致觸電或故障。

- 本機的卡槽接頭以JAMMA規格(JS)為標準。請勿使用JAMMA規格以外的接頭。
 - ▶ 否則，可致故障或火災。

- 設置本機時，請正確連接各種接頭。
 - ▶ 否則，可致本機故障或火災。



禁止



禁止



禁止



禁止

使用時

警告

- 萬一從本機中冒煙、發出氣味或異常聲響時，應立即關閉機體上的電源開關，并從插座上拔下電源插頭，停止使用。

▶在異常狀態下使用，可造成火災或事故。



拔下電源插頭

判斷為異常時

- 1 斷開本體電源
- 2 從插座上拔下本體電源插頭
- 3 通知當地的經銷店

- 不得在電源插頭未正確插入插座中或積滿灰塵的狀態下放置不管。

▶否則，可造成觸電或火災，應定期檢查。



禁止

- 千萬不得拆除、修理或改造本書未指示的部位。

▶否則，可造成火災、異常工作或故障。

需要修理等時，請委托當地的經銷店。

因改造本機而造成損害，本公司概不負責。



禁止拆卸

- 請不要用濕手碰觸本機。

▶否則，可造成觸電。



禁止

使用時

注意

- 本機不得在工商業地區以外使用。

▶在住宅區或其鄰接處使用，會妨礙電視機、收音機、電話機等接受信號。



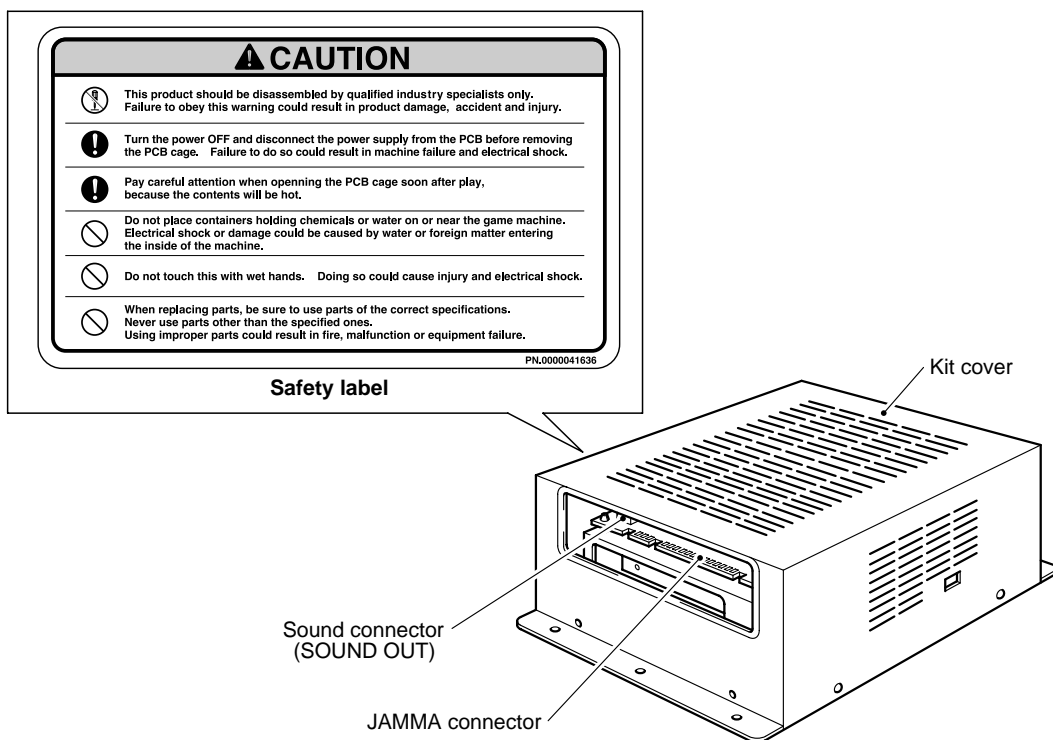
禁止

請留意

- 本機的設置、操作、檢查、打掃、移動及搬運，請遵照本書所載步驟及內容進行，確保安全。
- 不要揭下貼在本機上的“警告”“注意”等標籤。
- 不要在相當於間接性警告或注意的狀態下，設置、操作、檢查、打掃、移動及搬運等。
- 因轉讓等，本機的所有者發生變化時，務必將本書轉交給新的所有者。

1 Names of parts and specifications

1-1 Names of parts



1-2 Specifications

- Specifications of PCB power supply .GND-Vcc, more than 5V/5A
.GND-(more than +12V) *See "5 Wiring diagram" on page 19.

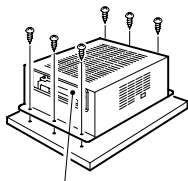


- Use a simultaneous play type that has two sets of a start button, an 8-way joy stick and a button, or a 4-button control type.
- Use the monitors arranged side by side.
- No sound volume control is provided on this kit. Adjust the sound volume, referring to "SOUND OPTIONS" on page 14.
The speaker terminals of cabinets by manufacturers other than KONAMI may be in compatible in the specifications.
- Use due care in transporting and handling this kit, which is a precision device. For transport, be sure to place the kit in its specific package.

2 Setting the KIT in the machine

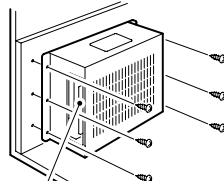
2-1 Setup procedure

Place the kit in any of the following directions in the machine. Use screws to secure the kit in position. (Prepare the screws yourself because the kit does not come with those screws.)



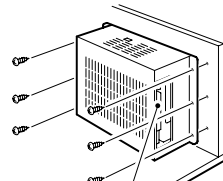
JAMMA connector

Horizontal setup



JAMMA connector

Vertical setup

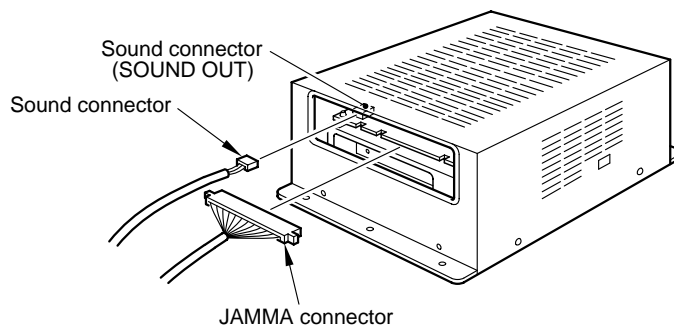


JAMMA connector

Note: Never mount the kit in any positions other than shown above. The game may fail to work or the machine may get in trouble.

2-2 Connecting the connectors

- Connect the JAMMA edge connector and the sound connector in their specified directions.



3 PCB settings

3-1 PCB start-up check (self test)

When this kit has been set up, turn ON the machine's power switch. The game Printed Circuit Boards (PCB) 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 kit (PCB).**
- **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

- The machine goes to the game mode and the demonstration game gets started.

If any abnormality is detected

- "BAD" appears on the screen, and the checking is repeated.
If "25C MBAD" appears, turn OFF the power switch, hold down the machine's test switch, and turn ON the power switch again. Keep the test switch down until "TEST SWITCH IS STILL ON PLEASE RELEASE IT" appears on the screen. (The settings in the manual test mode will be back to the factory ones.)

When the machine has been installed or any of the PCBs has been repaired or replaced, hold down the machine's test switch and turn ON the power switch. The settings will be back to the 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 Adjusting the game environment (manual test)

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

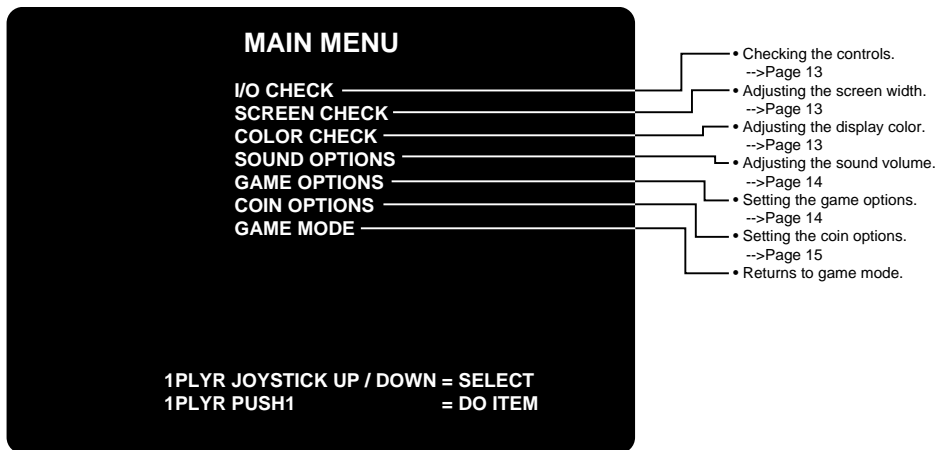
■ Starting the manual test mode

- 1 Turn ON the machine's power switch.
- 2 While the demo game is on, press the machine's test switch. (If the power switch is turned on with the test switch down, the current settings will be erased and replaced by the factory settings.)
 - The manual test mode is called and the main menu appears on the screen.

■ Quit the manual test mode

- 1 Using the 1P joystick, 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.....➤ Moving up / down the 1P joy stick.
- SET➤ Press the 1P start button.

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 and the modified settings will not be saved.

● If "FACTORY SETTINGS" is selected and the 1P start button is pressed, all the settings will return to the factory ones.

MEMO

I/O CHECK

Checking the controls

- Mode for checking the performance of each control.
 - When any control switch is pressed, "1" appears on the screen.
 - To return to the main menu, press the 1P and 2P start buttons 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 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 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.

SOUND OPTIONS

Adjusting the sound volume

■ This screen is used to make sound settings and to check them.

Select an item by moving up and down the 1P joy stick 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 IN ATTRACT MODE
 ALL THE TIME
 MONAURAL

SOUND OUTPUT
 SOUND VOLUME = 20
 SOUND SCALE CHECK 1
 SOUND SCALE CHECK 2

FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

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

- Turns on and off the demo play sound.
 -ALL THE TIMESound always on.
 -ONCE EVERY 4 CYCLES.....Sound on every 4 cycles.
 -COMPLETE OFFSound 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.
- Start the checking operation by moving the 1P joystick right or left.
 You will hear a do-re-mi...do musical scale from the right and left speakers, which is repeated twice. Check both the sound sources.
- Press the 1P start button to return all the settings to factory ones.

•This screen is just an example.

GAME OPTIONS

Setting the game options

■ This screen is used to make game settings and to check them.

Select an item by moving up and down the 1P joy stick 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

FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

1PLYR JOYSTICK UP / DOWN = SELECT OPTION
 1PLYR 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
- Press the 1P start button to return the settings to factory ones.

•This screen is just an example.

COIN OPTIONS

Setting the coin options

■ This screen is used to make coin settings and to check them.

Select an item by moving up and down the 1P joy stick 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.



•Note that the coin setting options are not displayed when "FREE PLAY" is set to "YES".

COIN OPTIONS

FREE PLAY	NO	•Selects a free play. (YES or NO)
COIN MECHANISM	COMMON	•Selects the specification of the machine's coin mechanism -Common type -Independent type
COIN SLOT1	1COIN 1CREDIT	•Sets the number of credits for a coin. (See "Table of Coin Settings" shown below.)
COIN SLOT2	1COIN 1CREDIT	
PREMIUM START	NO	•Sets the premium start. The premium start can be selected among "NO" or "YES 1 to 4". (See the explanation below for how to set.)
1CREDIT	TO START	
1CREDIT	TO CONTINUE	
FACTORY SETTINGS		•Press the 1P start button to return all the settings to factory ones.
SAVE AND EXIT		
EXIT		

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

•This screen is just an example.

■ Relationship between coins and credits

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

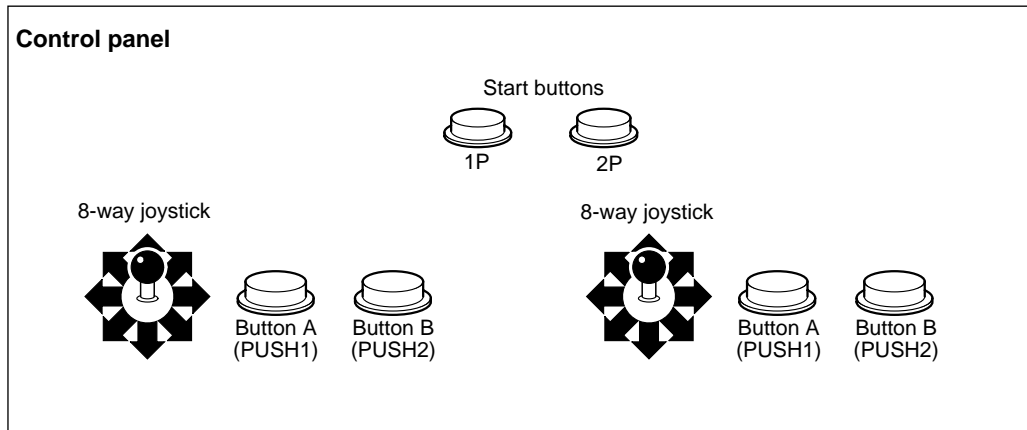
■ "PREMIUM START" Setting

•It is possible to set the different numbers of credits for the start of the game and for its continuation. First, select a difference in the number of credits between the start and the continuation among "YES1" to "YES4", and set the number of credits for continuation. The number of credits for start is automatically set as the addition of the number of credits for continuation and the above selected difference. When "PREMIUM START" is not set, the number of credits required for start and that for continuation become the same.

Example: "PREMIUM START YES1" selected
Credit 1 at continuation + Difference in the number 1 = Credit 2 at start

4 How to Play

The "NAGANO WINTER OLYMPICS '98" game challenges you to go through 13 different winter sports events. Go for the gold medals in all the events.



■ How to play — — — — —

- 1 Put a coin in the slot. Press the start button.
- 2 Select one of the 16 national teams to play with.
Use the joystick to select and press Button A to enter.
- 3 Select one of the 13 events.
Use the joystick to select and press Button A to enter.
- 4 The brief advice of a selected event shows up on the screen, in which the rules and points are explained. Then its "PLAY INSTRUCTION" procedure appears instead.
- 5 Press Button A and the game gets started.

■ Joining the game halfway — — — — —

You can join the game at any time. However, just before one stage of the game is over, you can join the game at the beginning of the next stage.

■ Continuing the game — — — — —

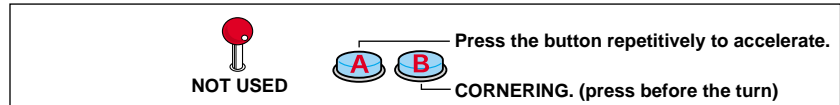
You can continue the game if you take the procedure within about 15 seconds before the game is over.

Rules and how to play

•Speed skating 500 m

Players skate one lap around the 400m track plus 100m to decide ranking.

(A player who makes a false start twice will be disqualified.)



•Short track races 500 m

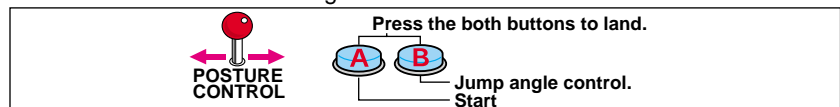
Players skate four and a half laps around the 111.12m track to decide ranking. Skaters may pass each other along the track.

(A player who makes a false start twice will be disqualified.)



•Ski jumping Large hill

Each player ski-jumps twice. Two flying distances and two flying form points are all added to decide ranking.



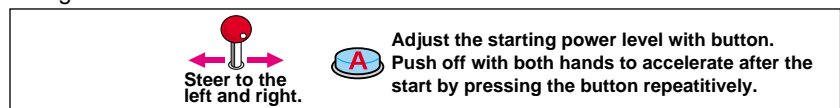
•Bobsleigh

This is a race against time from the 15m clock-in point to the finish line. (A team will be disqualified if all the four riders fail to get on the sled until passing the 50m point.)



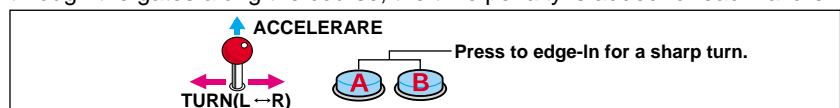
•Luge

This is a race against time from the starting line to the finish line. The one-rider sled glides down the course.



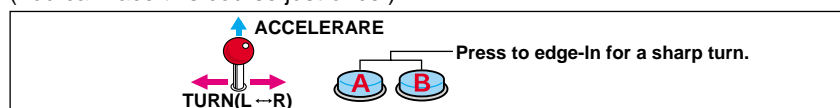
•Snow boarding/Giant slalom

This is a race against time down an about 936 m course. If you fail to pass through the gates along the course, the time penalty is added for each failure.



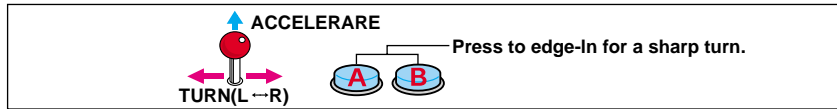
•Super-G

This is a race against time down an about 2423 m course. If you fail to pass through the gates along the course, the time penalty is added for each failure. (You can race this course just once.)



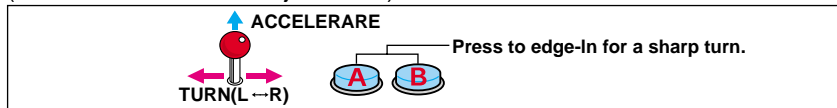
•Giant slalom

This is a race against time down an about 1487 m course. If you fail to pass through the gates along the course, the time penalty is added for each failure. (You can race this course just once.)



•Downhill

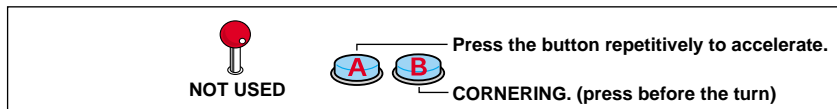
This is a race against time down an about 2923 m course. If you fail to pass through the gates along the course, the time penalty is added for each failure. (You can race this course just once.)



•Speed skating 1500 m

Players skate three laps around the 400m track plus 300m to decide ranking.

(A player who makes a false start twice will be disqualified.)



•Short track races 1000 m

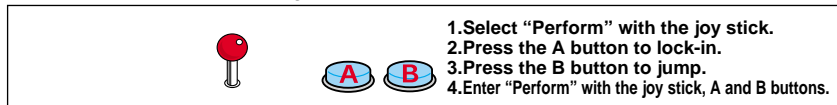
Players skate nine laps around the 111.12m track to decide ranking. Skaters may pass each other along the track.

(A player who makes a false start twice will be disqualified.)



•Free style skiing Aerials

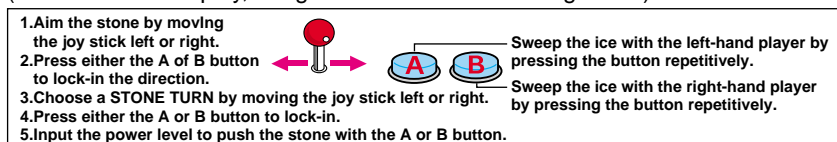
Players perform in the air over a specially set up ramp. Two performance points are added to decide ranking.



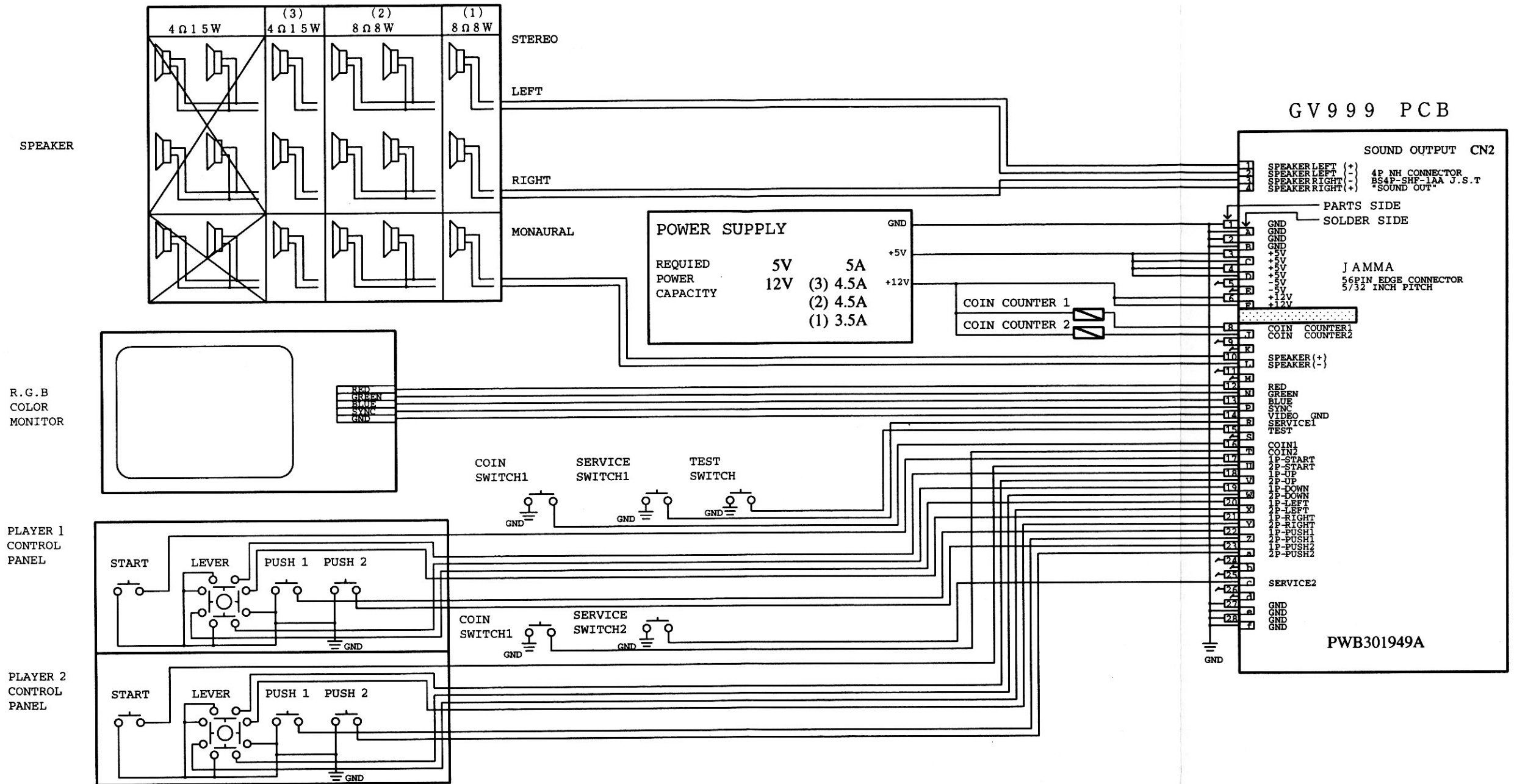
•Curling

A coin is tossed to decide the playing order. Each team delivers two stones. A team who slides its stone nearer the center of a circle, called the house, will be winners. The game is over, however, if both teams fail to deliver their stones within the house.

(For the 1P vs 2P play, the game is over for the losing team.)



5 Wiring diagram



1. SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE PCB.
2. YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME.
3. DO NOT CONNECT SPEAKER (-) TO GND.

