

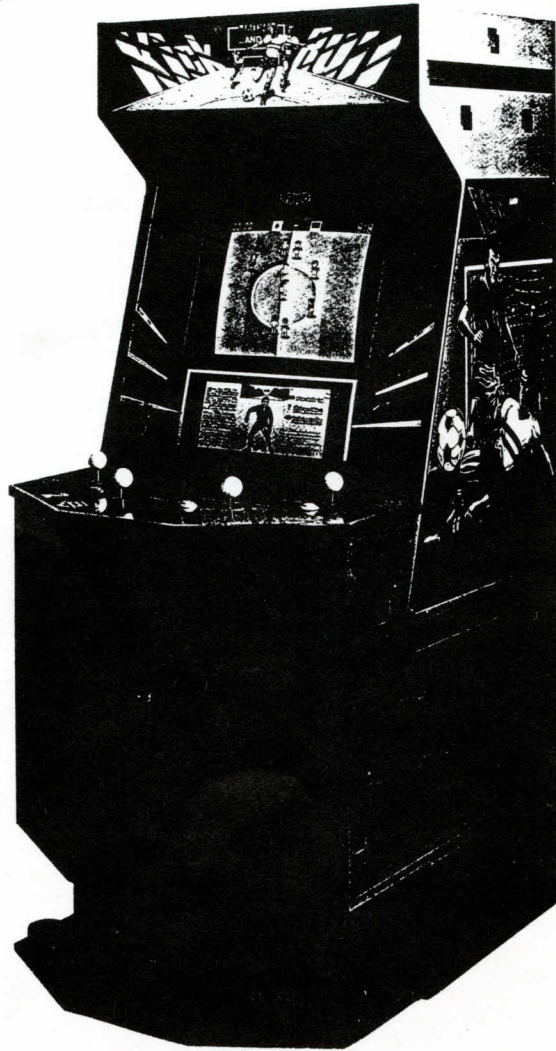


**PARTS**

TAITO AMERICA CORPORATION

TM

# KICK AND RUN



## SERVICE INSTRUCTIONS

TAITO AMERICA CORPORATION  
660 Wheeling Rd. Wheeling, IL 60090  
(312) 520-9280. Telex 25-3290. FAX (312) 520-1309

## INTRODUCTION

KICK AND RUN is a realistic soccer game. It contains every aspect of the actual game, dribbling, passing, heading the ball, shooting, throw-ins. The game may be played by one to four players.

With one coin you play against the computer, with two coins two players play against the computer, or each other. With three coins two players play against one player, with four coins two players play against two other players.

You can select which international team you wish to be, and play against the others. Each team has its own individual style of play and level of skill. Some are great passing teams, others are hard shooters, yet others have great play making skills, some play fast, others slow.

There are three basic controls for each player, JOYSTICK, PUSHBUTTON and a KICK SWITCH.

During play one or more must be used, some at the same time to provide action. The following table shows which to use and when.

	JOYSTICK	PUSHBUTTON	KICK SWITCH
PLAYER MOVEMENT	*		
LINE PASS	*		X
FLY PASS	*	0	
OVERHEAD PASS		0	X
SHOOT	*		X
HEADER	*	0	
SLIDING TACKLE			X
GOALIE JUMP	*	0	
GOALIE KICK	*		X
GOALIE THROW	*	0	
THROW-IN	*	0	
FREE KICK (FLY)	*	0	
FREE KICK (LINE)		0	X
GOAL KICK	*	0	X
CORNER KICK	*		X

## GAME INSPECTION

KICK AND RUN is ready to play when received. You should however carefully inspect the game. This is to insure that the game is in perfect condition. Be sure to verify the following before turning the game on.

Examine external cabinet for chips, dents or broken parts.

Open rear access door and check:

Plug-in connectors to see that they are firmly seated.

Speaker connections.

All player control connections.

For loose components on P.C. boards.

Fuses, making sure they are firmly in holders.

Coin mechanisms.

For loose foreign objects, especially metal, screws or parts which might cause electrical problems.

The video monitor is properly adjusted before shipping, if there are any adjustments necessary, refer to our video monitor manual (72-00016-001).

If problems occur or technical assistance is required, contact our customer service department at (312) 520-9280.

## POWER REQUIREMENTS

The game is shipped ready for operation at 120VAC, 60Hz with a power consumption of approximately 250 watts, foreign shipped games operate at 220VAC 50Hz.

### CAUTION

FOR SAFE OPERATION IT IS RECOMMENDED THE CABINET BE GROUNDED. THIS GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE. THE THIRD CONDUCTOR IS THE GROUND CONDUCTOR AND WHEN THE CABLE IS PLUGGED INTO AN APPROPRIATE RECEPTACLE, THE GAME IS GROUNDED. THE OFFSET PIN ON THE POWER CABLE'S THREE-PRONG CONNECTOR IS THE GROUND CONNECTION

## LOCATION SPACE REQUIREMENTS

DEPTH 39½"

WIDTH 29"

HEIGHT 70-¾"

WEIGHT 300 pounds

## GAME INSTALLATION

The following precautions should be followed when installing the game.

Avoid rough handling of game, the picture tube is fragile. Game must be installed level, as the players will be stepping hard on the kick switch.

Avoid installing the game where it may receive excessive sunlight or heat, to prevent a rising internal temperature.

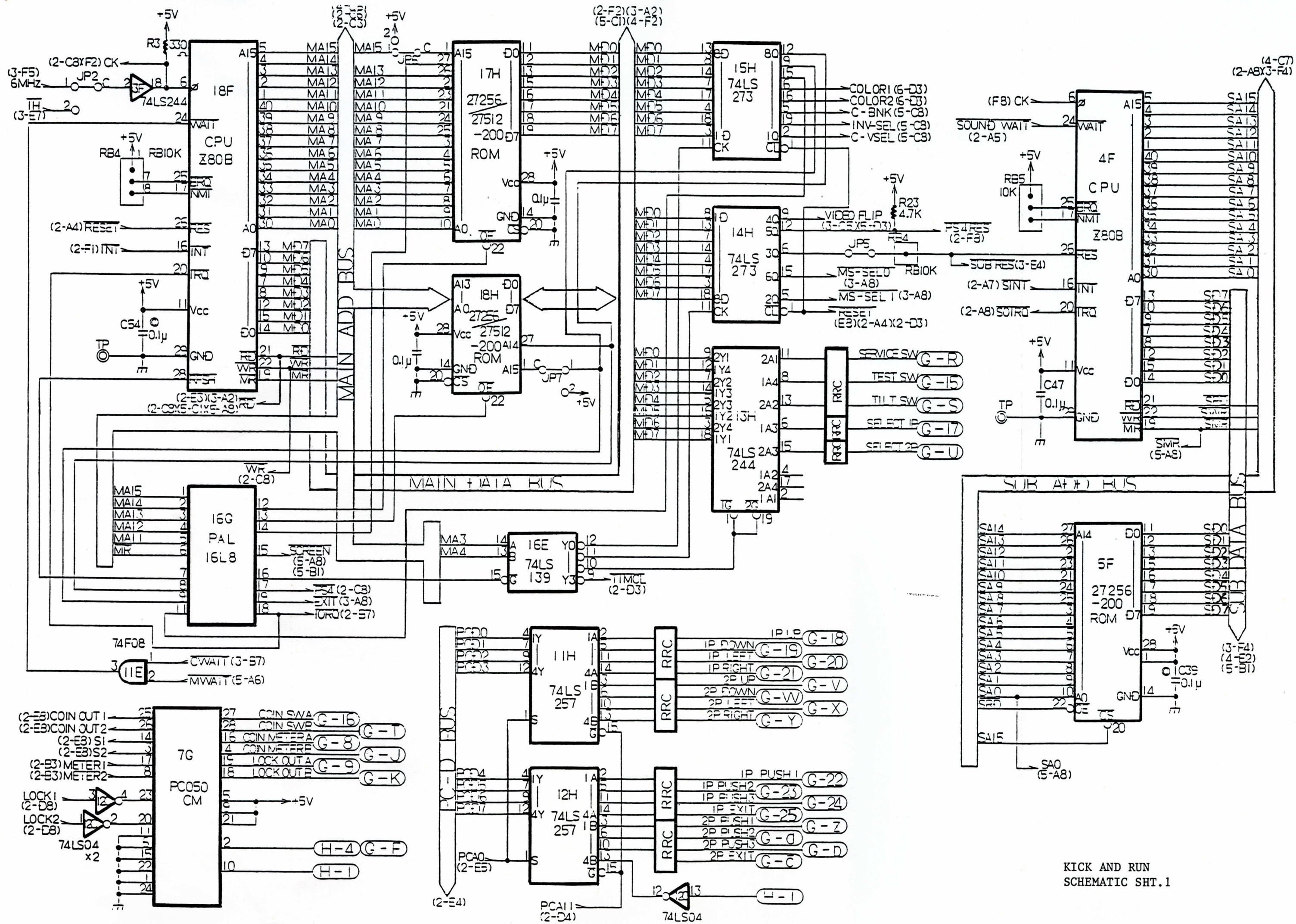
Do not install in a damp or dusty location.

DIP SWITCH SETTINGS  
SWITCH A

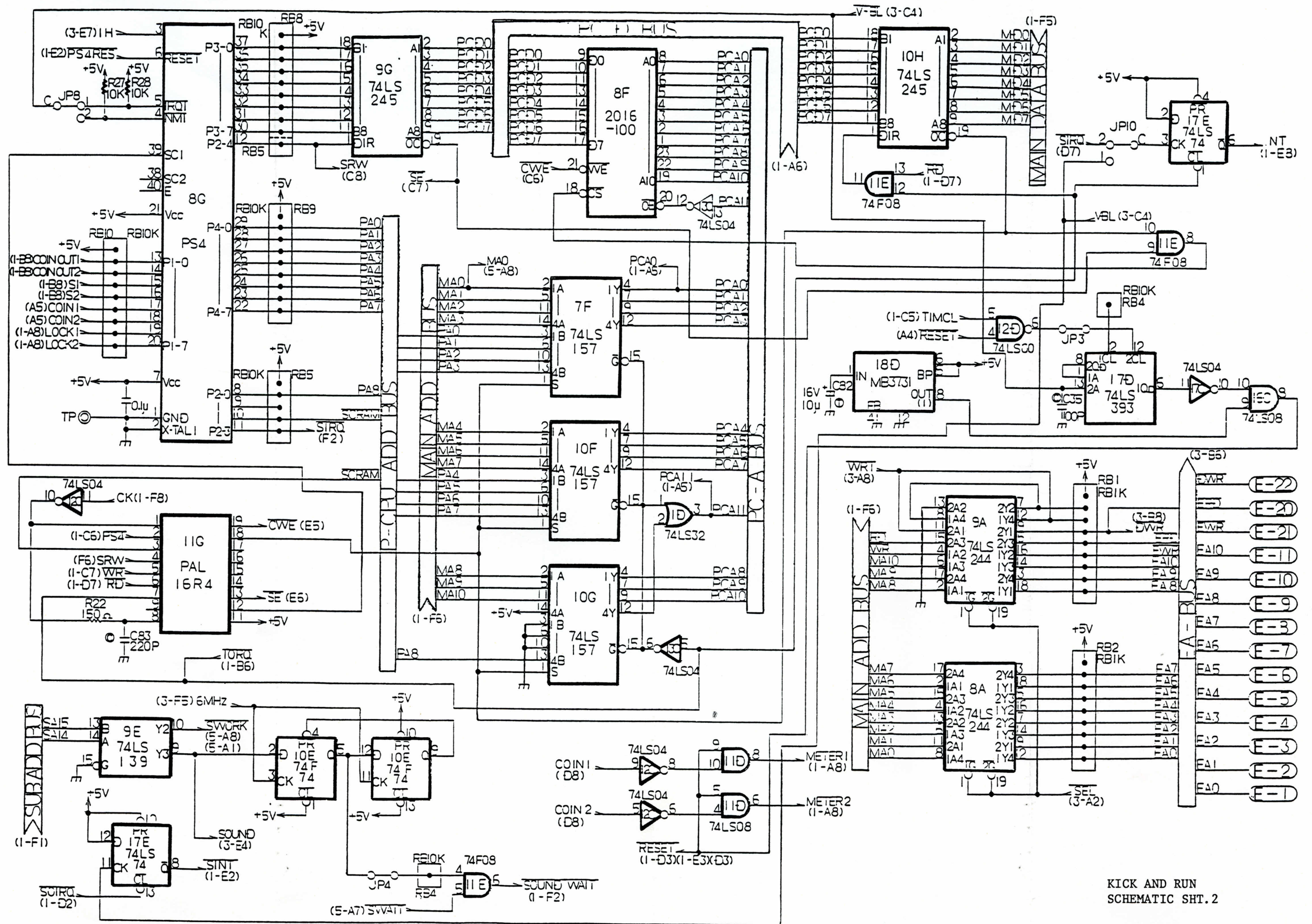
TITLE		1	2	3	4	5	6	7	8
SYSTEM SELECTION		OFF							
SCREEN INVERSION	CORRECT		OFF ON						
TEST MODE	NORMAL TEST			OFF ON					
SOUND	PRODUCED NOT PRODUCED				OFF ON				
COINS	1 COIN, 1 PLAY					OFF	OFF	OFF	OFF
	1 COIN, 2 PLAY					ON	OFF	OFF	OFF
	1 COIN, 3 PLAY					OFF	ON	OFF	OFF
	1 COIN, 4 PLAY					ON	ON	OFF	OFF
	1 COIN, 5 PLAY					OFF	OFF	ON	OFF
	1 COIN, 6 PLAY					ON	OFF	ON	OFF
	2 COINS, 3 PLAY					OFF	ON	ON	OFF
	3 COINS, 2 PLAY					ON	ON	ON	OFF
	1 COIN, 1 PLAY					OFF	OFF	OFF	ON
	2 COINS, 1 PLAY					ON	OFF	OFF	ON
	3 COINS, 1 PLAY					OFF	ON	OFF	ON
	4 COINS, 1 PLAY					ON	ON	OFF	ON
	5 COINS, 1 PLAY					OFF	OFF	ON	ON
	6 COINS, 1 PLAY					ON	OFF	ON	ON
1 COIN, 1 PLAY					OFF	ON	ON	ON	
1 COIN, 1 PLAY					ON	ON	ON	ON	

SWITCH B

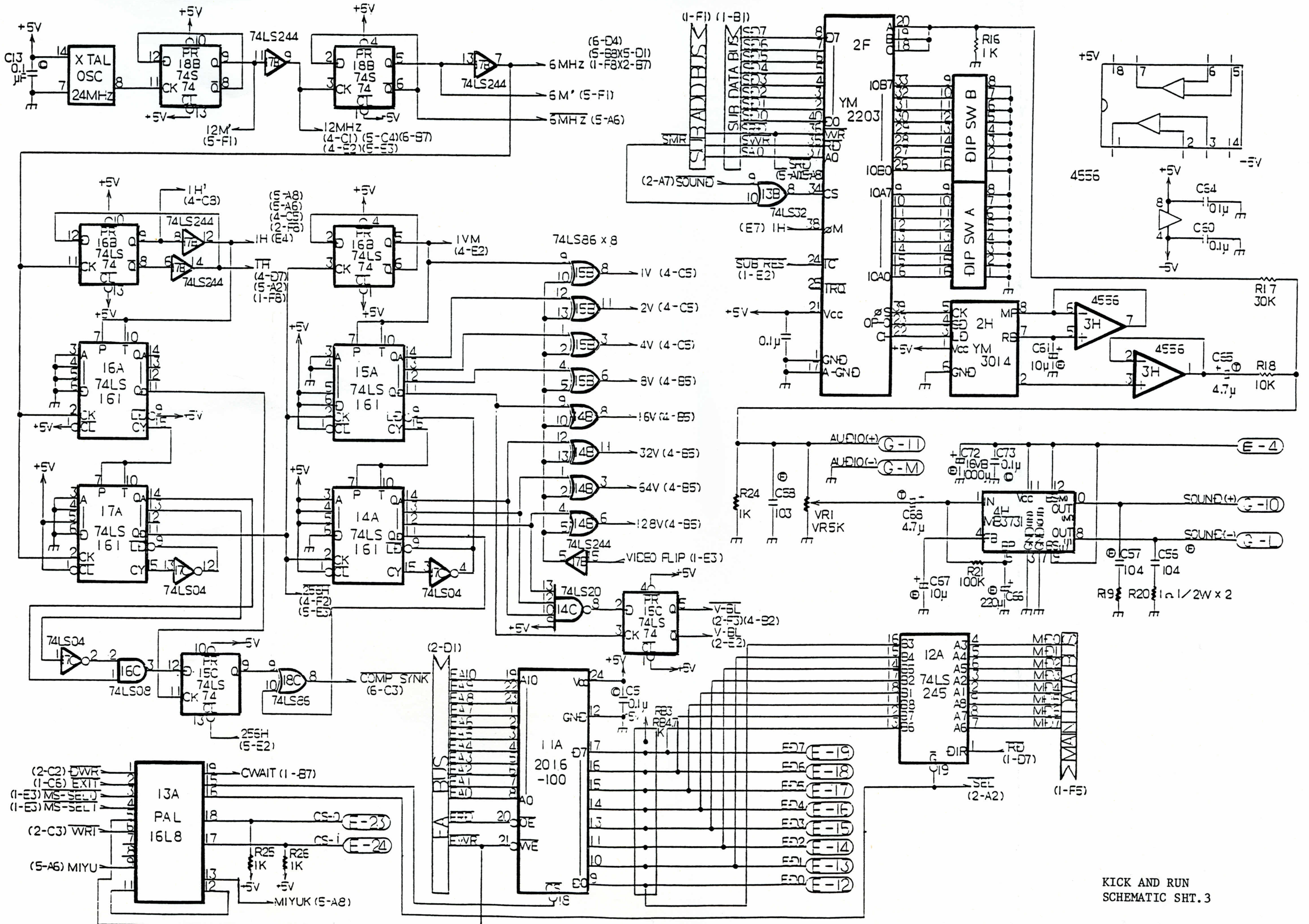
TITLE		1	2	3	4	5	6	7	8
DIFFICULTY	LEVEL B	OFF							
	LEVEL A	ON	OFF						
	LEVEL C	OFF							
	LEVEL D	ON	ON						
PLAYING TIME	ONE MINUTE			OFF					
	ONE MINUTE & 20SEC.			ON	OFF				
	ONE MINUTE & 40SEC.			OFF					
	40 SECONDS			ON	ON				
PLAYER KICK	TWO					OFF			
	FOUR					ON			
SYSTEM SELECTION							OFF		
NUMBER OF MATCHES	6 TEAMS							OFF	
	2 TEAMS							ON	
SYSTEM SELECTION									ON



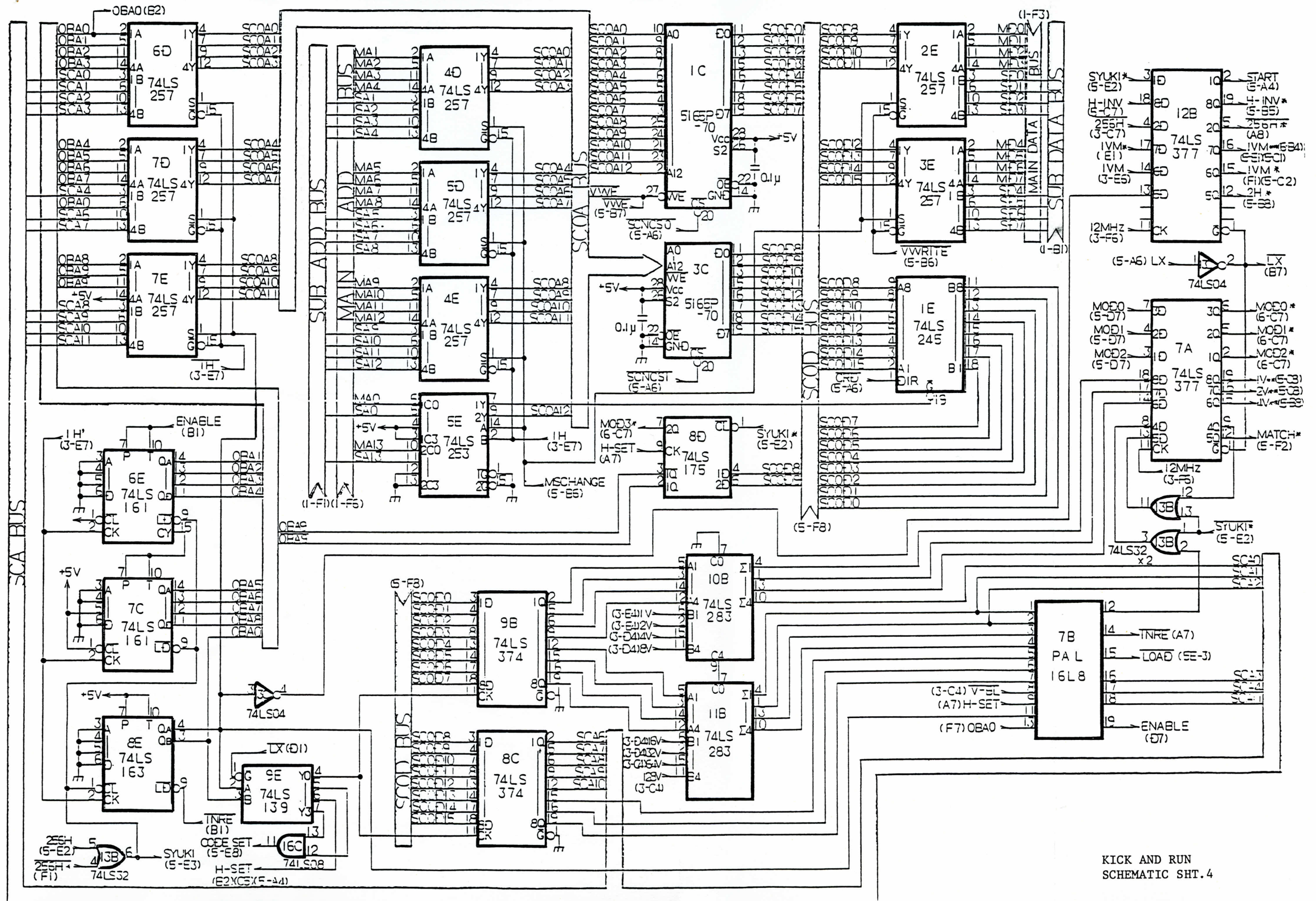
KICK AND RUN SCHEMATIC SHT.1



KICK AND RUN SCHEMATIC SHT. 2

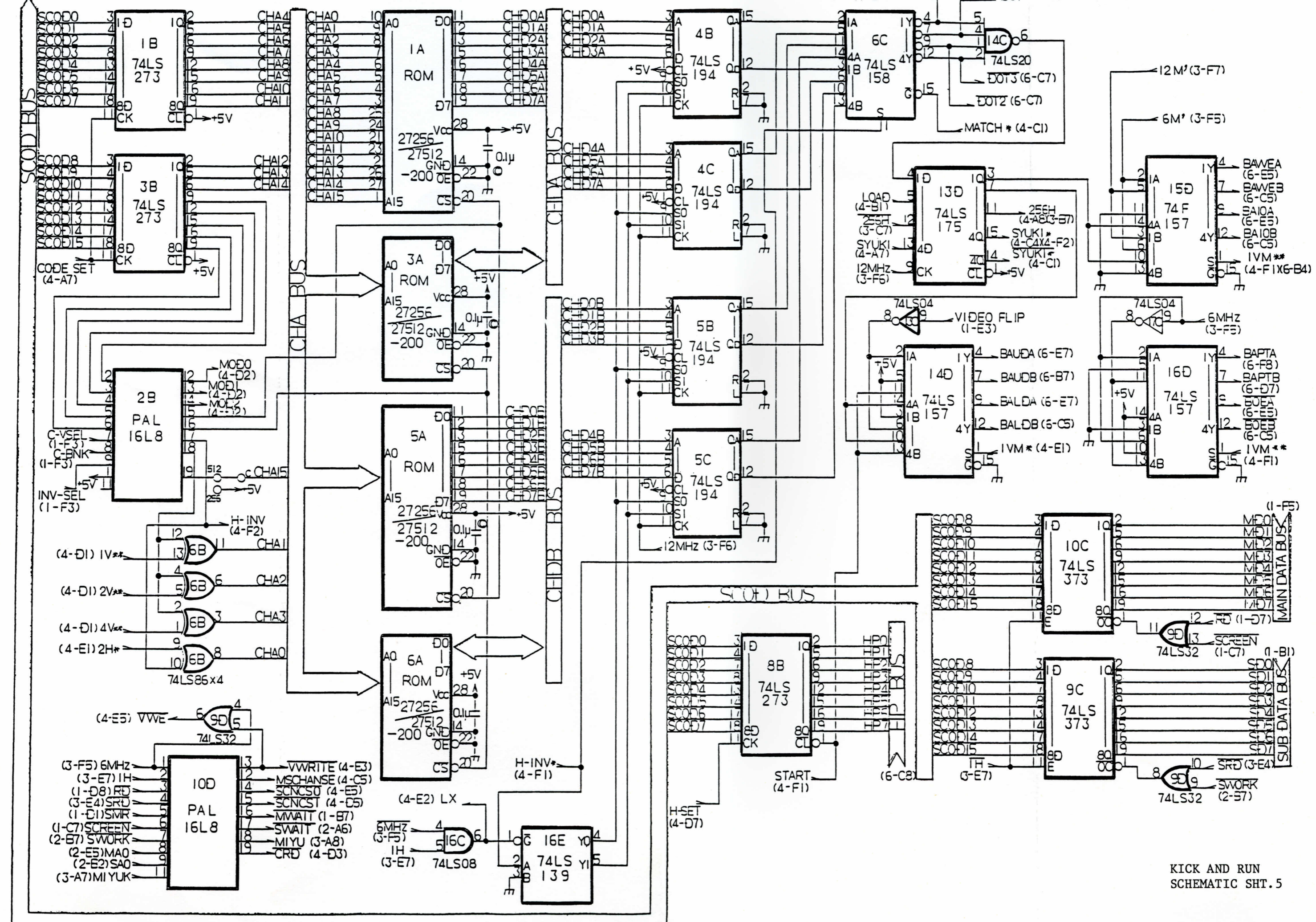


KICK AND RUN  
SCHEMATIC SHT. 3

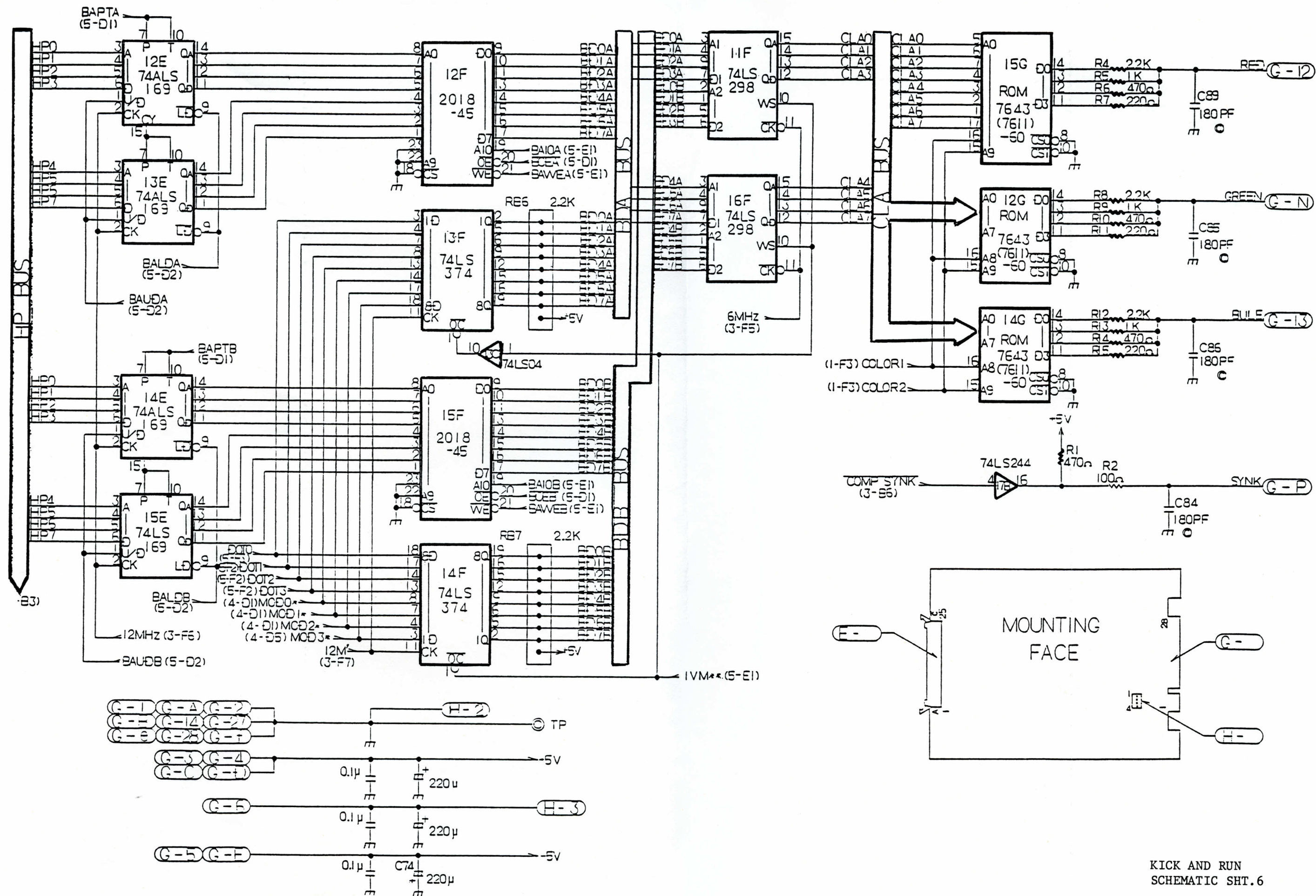


KICK AND RUN  
SCHEMATIC SHT. 4



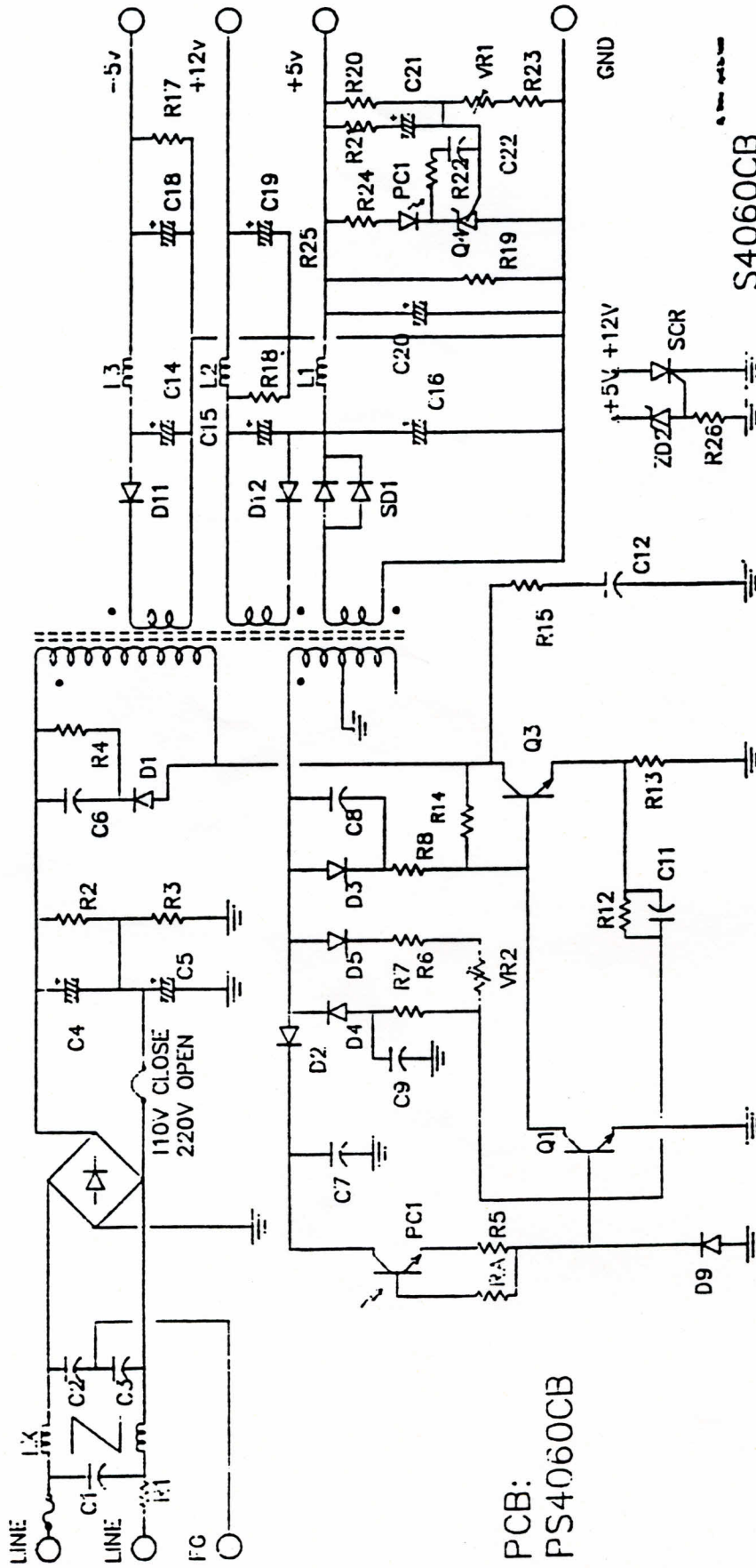


KICK AND RUN SCHEMATIC SHT.5



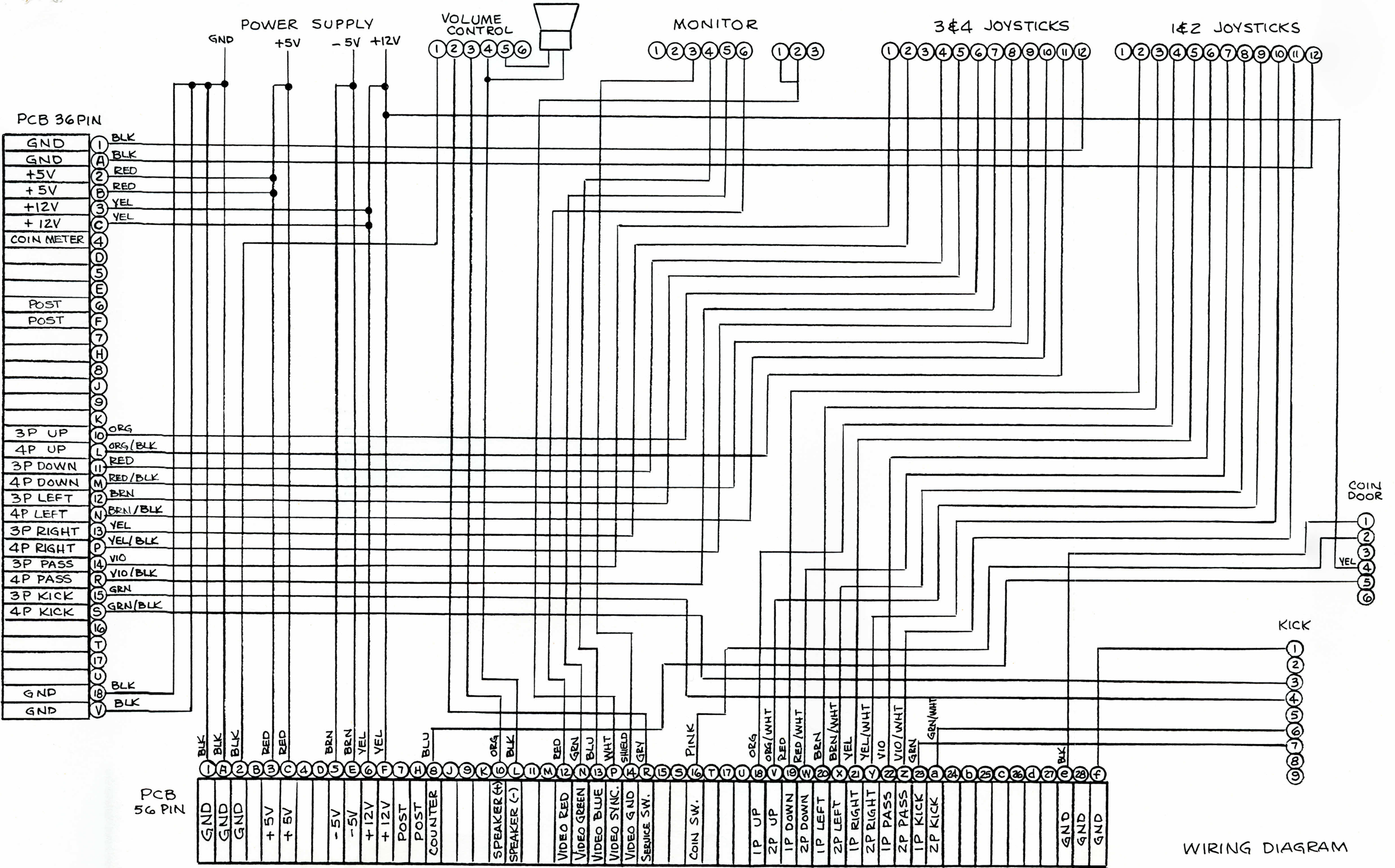
KICK AND RUN  
SCHEMATIC SHT. 6





PCB:  
PS4060CB

KICK AND RUN  
POWER SUPPLY SCHEMATIC



WIRING DIAGRAM