

OPERATOR'S MANUAL

touch and go

the BEST
beach Volley
GAME

EASY PLAY
with only
ONE
BUTTON

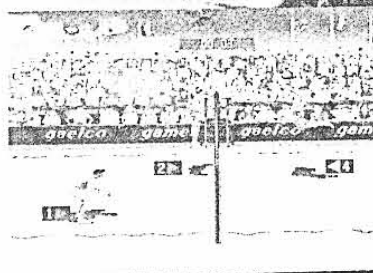
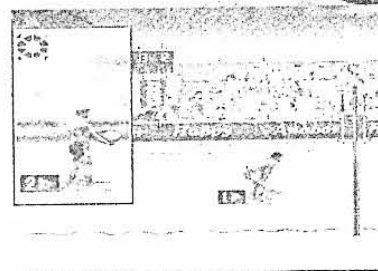
HIGHLY
REALISTIC
GRAPHICS

ONE PCB c/c
TWO independent
screens

SHOOTER SWITCH
A 2 PLAYERS CABINET
2 LINKED CABINET FOR 2 + 2
A 4 PLAYERS CABINET

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tollachi and go™

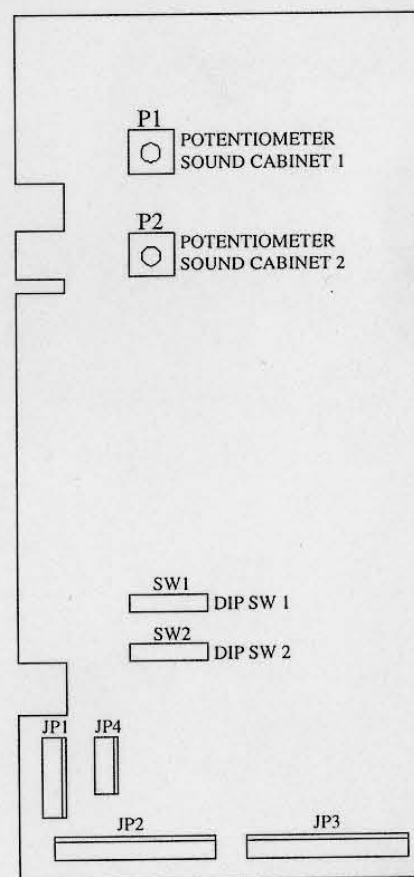
TECHNICAL SPECIFICATION

- Standard Jamma connector.
- Power supply: +5V, - over 6 Amp.
+12V.
- Each board controls two cabinets (see section how to link cabinets).
- Available for independent coin-slot: two for each machine or common coin-slot for both cabinets (by switch).
- Sound impedance for cabinet 8 Ohm. Power 15 Watts.
- Available set up through the monitor.
- Horizontal monitor.
- Synchronism: Input composite signals negative polarity (H/V).

PCB CONECTOR JAMMA FOR CABINET 1 AND 2

| SOLDER SIDE | | | COMPONENTS SIDE |
|-------------|---|----|-----------------|
| GND | A | 1 | GND |
| GND | B | 2 | GND |
| +5V | C | 3 | +5V |
| +5V | D | 4 | +5V |
| N.C. | E | 5 | N.C. |
| +12V | F | 6 | +12V |
| | H | 7 | |
| | J | 8 | COIN COUNTER |
| | K | 9 | |
| SPEAKER (-) | L | 10 | SPEAKER (+) |
| N.C. | M | 11 | N.C. |
| VIDEO GREEN | N | 12 | VIDEO RED |
| VIDEO SYNC | P | 13 | VIDEO BLUE |
| SERVICE SW | R | 14 | VIDEO GND |
| N.C. | S | 15 | TEST SW |
| COIN 2 | T | 16 | COIN 1 |
| 2P START | U | 17 | 1P START |
| 2P UP | V | 18 | 1P UP |
| 2P DOWN | W | 19 | 1P DOWN |
| 2P LEFT | X | 20 | 1P LEFT |
| 2P RIGHT | Y | 21 | 1P RIGHT |
| 2P SHOOT | Z | 22 | 1P SHOOT |
| 2P SHOOT | a | 23 | 1P SHOOT |
| 2P SHOOT | b | 24 | 1P SHOOT |
| N.C. | c | 25 | N.C. |
| N.C. | d | 26 | N.C. |
| GND | e | 27 | GND |
| GND | f | 28 | GND |

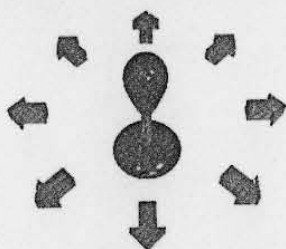
SOUND CONTROLS



DO NOT CONNECT SPEAKER TO GND

CONTROLS PANEL

CONTROL STICK

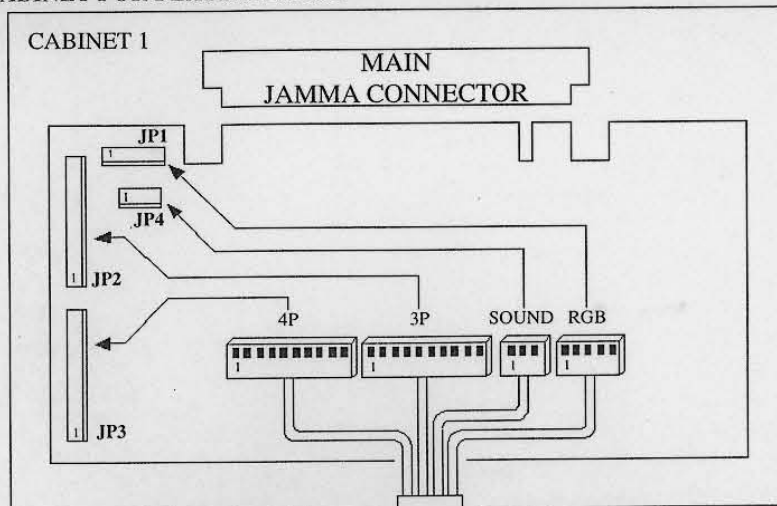


ONLY ONE BUTTON

HOW TO LINK TWO CABINETS

link 2 cabinets as per the following

CABINET FOR PLAYER 1 AND 2



JP1

- 1 - VIDEO SYNC
- 2 - N C
- 3 - VIDEO GND
- 4 - VIDEO BLUE
- 5 - VIDEO GREEN
- 6 - VIDEO RED

JP2 (3P)

- 1 - COIN 3
- 2 -
- 3 - 3P LEFT
- 4 - 3P RIGHT
- 5 - 3P UP
- 6 - 3P DOWN
- 7 - 3P SHOOT
- 8 - 3P SHOOT
- 9 - 3P SHOOT
- 10 - 3P START
- 11 - 3P SERVICE
- 12 -
- 13 - COIN COUNTER 3
- 14 - GND
- 15 - GND

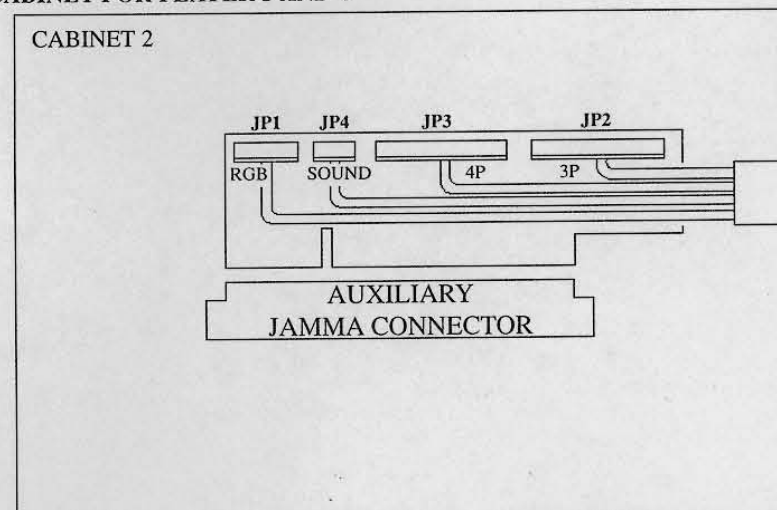
JP3 (4P)

- 1 - COIN 4
- 2 -
- 3 - 4P LEFT
- 4 - 4P RIGHT
- 5 - 4P UP
- 6 - 4P DOWN
- 7 - 4P SHOOT
- 8 - 4P SHOOT
- 9 - 4P SHOOT
- 10 - 4P START
- 11 -
- 12 -
- 13 - COIN COUNTER 4
- 14 - GND
- 15 - GND

JP4

- 1 - SPEAKER (+)
- 2 - SPEAKER (-)
- 3 -
- 4 - GND AUDIO

CABINET FOR PLAYER 3 AND 4



PLAY MODE

Each player needs one start button, one 8-way joystick and ONLY ONE BUTTON to jump and spike.

There are three play modes (by switch):

- .Single cabinet/2 players.
- .Single cabinet/4 players.
- .Double cabinet/2+2 players (4 players game).

Play time of this game is basically 1 SET per credit. However, winners get one SET extended play.

Even if you lose a SET, you can continue the match if you insert coin during countdown.

You win the SET by obtaining 15 points with 2 points difference or 16 points.

For person vs person game, the winner is decided at the end of a full game (1, 3 or 5 sets).

For person vs computer game, your goal is to be the "Beach Volley Ball Champion" by tournament style.

Buy-in is available. How to buy-in is as per the following:

1 - In single cabinet/2 players:

You can buy in the game by choosing "VS PLAYER" or "VS CPU" after inserting coin and pressing button.

2 - In single cabinet/4 players:

The game is played between 1P/2P team and 3P/4P team.

3 - In Double cabinet/2+2 players (4 persons game):

You can buy in and make cooperative play with the same monitor/screen as the player you want to cooperate with. You can buy in and make match play: provided you choose the other monitor/screen, respond with "YES" to the question "DO YOU CHALLENGE THE OTHER SCREEN?" and the opponent "ACCEPT" your challenge. Even if you respond with "YES", you cannot make match play if the opponent "REFUSE" your challenge. In this case or if you respond "NO", you play in another different game.

| COIN/CREDIT OPTION SWITCH SETTING | | | | | DIP SW1 | | | | | | | |
|-----------------------------------|-------------------|--|--|--|---------|-----|-----|-----|-----|-----|-----|-----|
| OPTION | | | | | S1 | S2 | S3 | S4 | S5 | S6 | S7 | S8 |
| COIN 1 COIN 3 | 1 COIN 1 CREDIT | | | | OFF | OFF | OFF | OFF | | | | |
| | 1 COIN 2 CREDITS | | | | ON | OFF | OFF | OFF | | | | |
| | 1 COIN 3 CREDITS | | | | OFF | ON | OFF | OFF | | | | |
| | 1 COIN 4 CREDITS | | | | ON | ON | OFF | OFF | | | | |
| | 1 COIN 5 CREDITS | | | | OFF | OFF | ON | OFF | | | | |
| | 1 COIN 6 CREDITS | | | | ON | OFF | ON | OFF | | | | |
| | 2 COINS 1 CREDIT | | | | OFF | ON | ON | OFF | | | | |
| | 2 COINS 3 CREDITS | | | | ON | ON | ON | OFF | | | | |
| | 2 COINS 5 CREDITS | | | | OFF | OFF | OFF | ON | | | | |
| | 3 COINS 1 CREDIT | | | | ON | OFF | OFF | ON | | | | |
| | 3 COINS 2 CREDITS | | | | OFF | ON | OFF | ON | | | | |
| | 3 COINS 4 CREDITS | | | | ON | ON | OFF | ON | | | | |
| | 4 COINS 1 CREDIT | | | | OFF | OFF | ON | ON | | | | |
| | 4 COINS 3 CREDITS | | | | ON | OFF | ON | ON | | | | |
| | 4 COINS 5 CREDITS | | | | OFF | ON | ON | ON | | | | |
| COIN 2 COIN 4 | 1 COIN 1 CREDIT | | | | | | | | OFF | OFF | OFF | OFF |
| | 1 COIN 2 CREDITS | | | | | | | | ON | OFF | OFF | OFF |
| | 1 COIN 3 CREDITS | | | | | | | | OFF | ON | OFF | OFF |
| | 1 COIN 4 CREDITS | | | | | | | | ON | ON | OFF | OFF |
| | 1 COIN 5 CREDITS | | | | | | | | OFF | OFF | ON | OFF |
| | 1 COIN 6 CREDITS | | | | | | | | ON | OFF | ON | OFF |
| | 2 COINS 1 CREDIT | | | | | | | | OFF | ON | ON | OFF |
| | 2 COINS 3 CREDITS | | | | | | | | ON | ON | ON | OFF |
| | 2 COINS 5 CREDITS | | | | | | | | OFF | OFF | OFF | ON |
| | 3 COINS 1 CREDIT | | | | | | | | ON | OFF | OFF | ON |
| | 3 COINS 2 CREDITS | | | | | | | | OFF | ON | OFF | ON |
| | 3 COINS 4 CREDITS | | | | | | | | ON | ON | OFF | ON |
| | 4 COINS 1 CREDIT | | | | | | | | OFF | OFF | ON | ON |
| | 4 COINS 3 CREDITS | | | | | | | | ON | OFF | ON | ON |
| | 4 COINS 5 CREDITS | | | | | | | | OFF | ON | ON | ON |
| FREE PLAY | | | | | ON | ON | ON | ON | ON | ON | ON | ON |

| OPTION SWITCH SETTING | | | | | DIP SW2 | | | | |
|----------------------------|--------------------------|-----|---------------|-----|---------|-----|-----|-----|-----|
| OPTION | | S1 | S2 | S3 | S4 | S5 | S6 | S7 | S8 |
| GAME DIFICULTY | NORMAL | OFF | OFF | | | | | | |
| | EASY | ON | ON | | | | | | |
| | HARD | OFF | ON | | | | | | |
| | HARDEST | ON | ON | | | | | | |
| START 1 CREDIT/CONTINUE 1 | | | | OFF | | | | | |
| START 2 CREDITS/CONTINUE 1 | | | | ON | | | | | |
| COIN SLOT (*) | INDEPENDENT | | | | OFF | | | | |
| | COMMON | | | | ON | | | | |
| ADVERTISE SOUND | YES | | | | | | | OFF | |
| | NO | | | | | | | ON | |
| TEST MODE | NO | | | | | | | | OFF |
| | YES | | | | | | | | ON |
| INSTALLATION ON CABINET | 2 PLAYERS | | | | | OFF | OFF | | |
| | 4 PLAYERS | | | | | ON | OFF | | |
| | 4 PLAYERS DOUBLE MONITOR | | | | | OFF | ON | | |
| | | | | | | ON | ON | | |

(*) **INDEPENDENT** means that there is one coin slot for each cabinet.
COMMON means that one coin slot controls two cabinets.