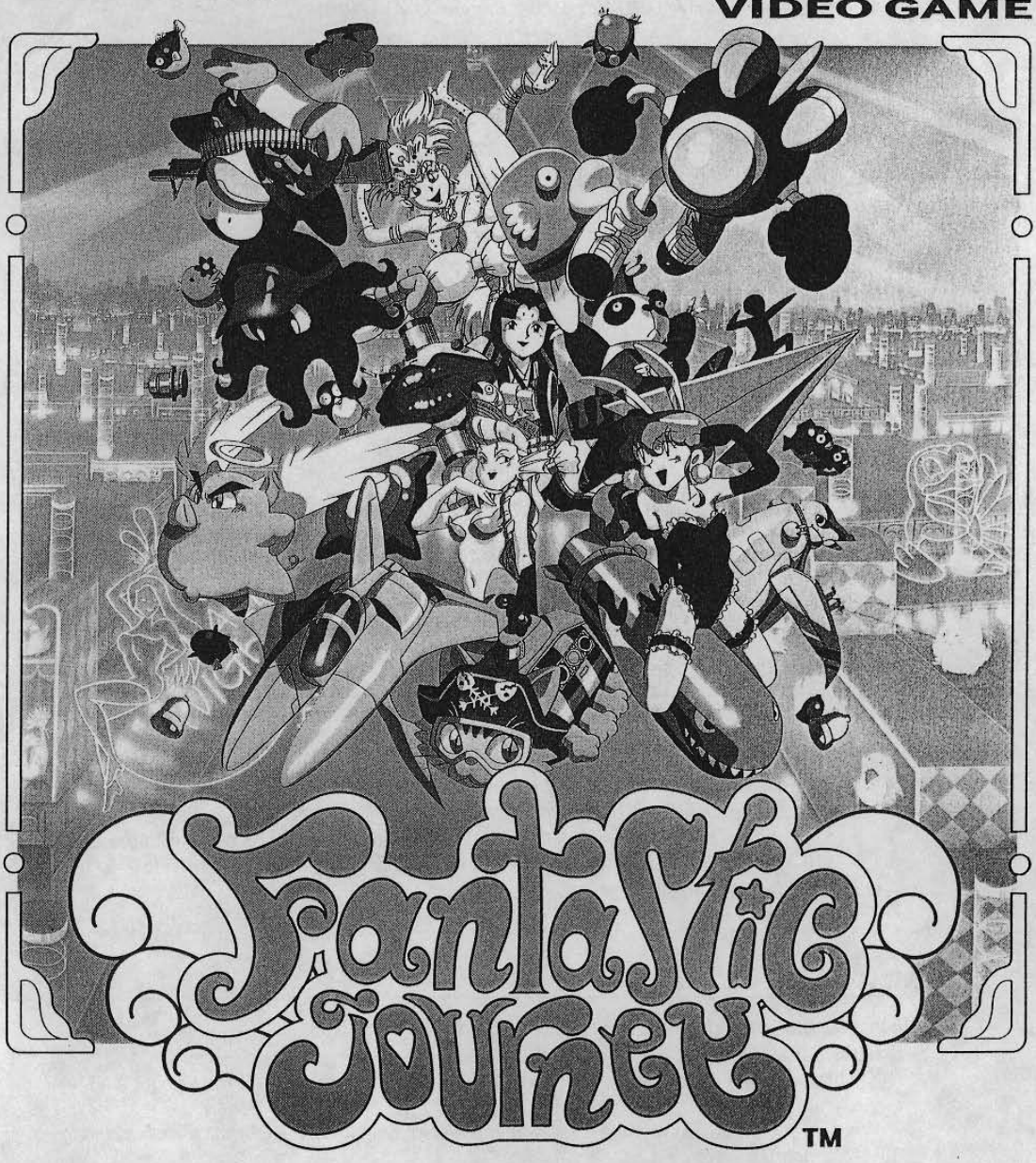
KONAMI®

ORIGINAL
VIDEO GAME



TM

OPERATOR'S MANUAL

WARNING

SYSTEM GX™

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PN.950516

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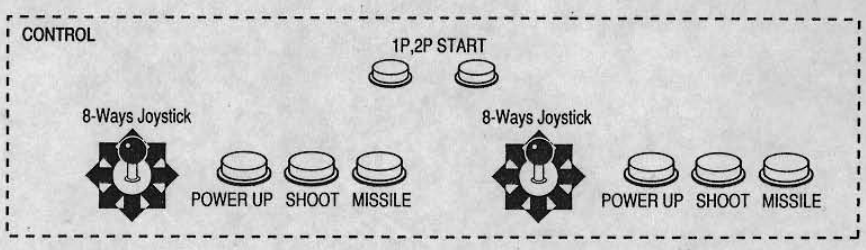
1 TECHNICAL INFORMATION

Required power capacity: GND-Vcc 5V 6A or more GND-(+12V)
NB; Please see the Wiring Diagram.

2 INSTALLATION IN CABINET

1) You should install the PCB in a universal cabinet with a universal monitor.
   NB: I/O for 1P and 2P should be side by side.
2) Horizontal monitor.
3) There is no sound volume control on the PCB. Volume is adjustable in the MANUAL TEST mode.(Please see the SOUND OPTIONS.)
4) Handle with care.



3 SELF TEST

After you install the PCB in the cabinet and switch on the power, self test is automatically done and its result appears on the screen.

Correct case : "OK" will be displayed and the game mode will start.
Incorrect case: "BAD" will be displayed and self test will repeat.
If "22D/M BAD" is displayed, switch off and switch on again with the Test Switch on the PCB pressed. In this case all the settings are initialised to default.

4 MANUAL TEST

In the Manual Test mode, you can confirm or change the setting.

1) HOW TO START

After switching on, press the Test Switch during the game mode, and you will get the Main Menu.

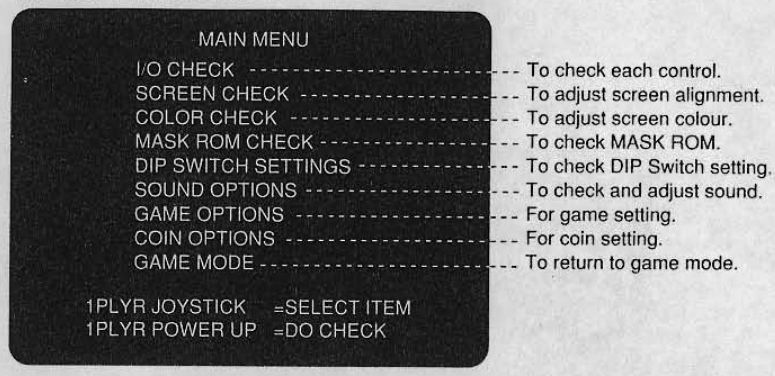
NB: If you switch on with the Test Switch pressed, data in EEP ROM will be initialised to default.

2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" in the Main Menu then press the power up button for Player 1 to return to the game mode.

(1) HOW TO SELECT ITEM

Choose the desired item with the joystick for Player 1 and press the power up button for Player 1 to enter the item.



(2) HOW TO SAVE DESIRED DATA

After you enter the desired item, you can choose the desired point by moving the joystick up or down and change the setting by moving the joystick right or left. Ex-factory setting is displayed in green and if you change the setting it will be displayed in red.After you change the setting, choose "SAVE AND EXIT" and press the power up button for player 1. Then the changed data will be saved and the Main Menu will automatically appear.

NB: If you choose "EXIT", not "SAVE AND EXIT", after you change the setting, the message "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO " will appear. If you choose "YES", the data will be saved with the message "NOW SAVING" and the Main Menu will appear. If you choose "NO", the data will not be saved with the message "NO MODIFICATION".

(3) EXPLANATION OF EACH ITEM

1. I/O CHECK

The sign "1" should be shown according to joystick move or button pressed. Press the power up button for Player 1 and 2 simultaneously to return to the Main Menu.

2. SCREEN CHECK

Adjust focus, alignment, size, etc. on the cross-hatch screen.

3. COLOR CHECK

Adjust colour so that each coloured bar is shown with proper colour and brightness and the background is black.

4. MASK ROM CHECK

Each ROM will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

5. DIP SWITCH SETTING

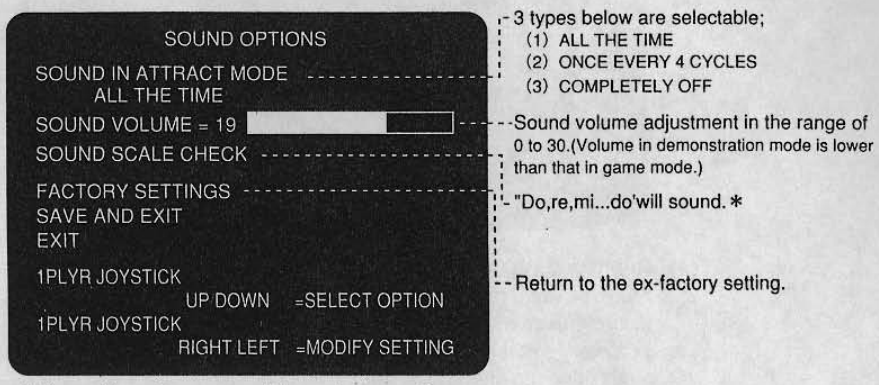
Details of the DIP Switch setting will be shown. You can change the setting with the Dip Switch 1 on the PC Board according to the description below .

DIP SW1	DESCRIPTION	O N	OFF
SW 1	SOUND OUTPUT	STEREO	MONAURAL
SW 2	VIDEO SCREEN FLIP	UPSIDE DOWN	NORMAL
SW 3	NOT USED	*	*
SW 4	NOT USED	*	*

* DIP Switch 2 is not used.

6. SOUND OPTIONS

The following screen will appear:

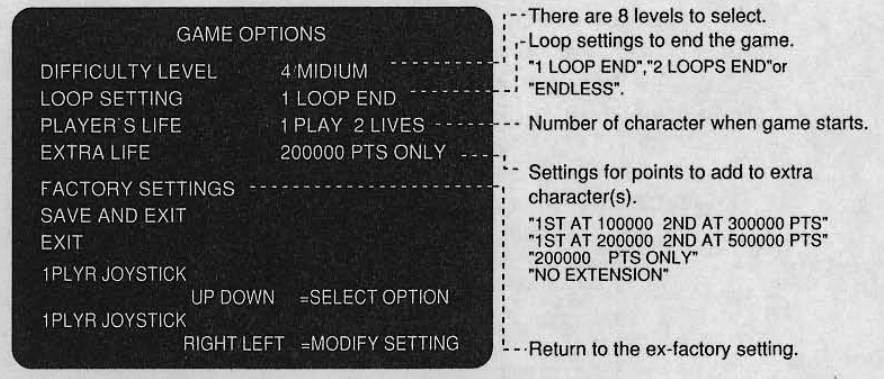


All the settings above are not the ex-factory settings.

*In stereo setting, "do" from left speaker, "do" from right speaker, "re" from left, "re" from right,... will sound.

7. GAME OPTIONS

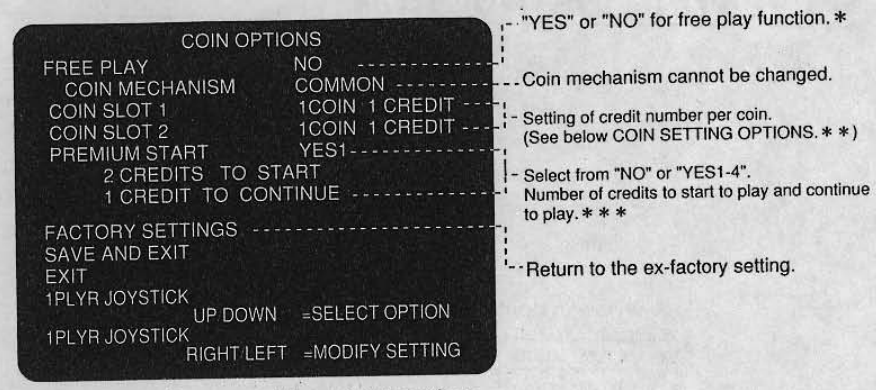
The following screen will appear.



All the settings above are not the ex-factory settings.

8. COIN OPTIONS

The following screen will appear:



All the settings above are not the ex-factory settings.

*If you select "YES" for FREE PLAY, setting for COIN OPTIONS will disappear on the screen.

**COIN SETTING OPTIONS

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

***Regarding PREMIUM START:

You can set number of credit to start to play and that to continue to play separately. When you want "PREMIUM START" settings,choose the number of extra credits from 1-4 (a figure after"YES" indicate this number),then decide the number of credits for continuation. The number of credits for starting will be the sum of both number. If you do not set premium start(e.g.choose "NO" which means "YES 0".), the number of credits necessary for starting and continuation will be the same.

5 PLAYING INSTRUCTION

●Game Start

- After depositing coin(s), by pressing start button you will have player select screen in the monitor. Choose a character you would like and select with the power up button.
- After you selected a character then choose one way of how to control your character out of 3 ways of it, by pressing the power up button. The geme play will start after this.

●How to Control

<table>
<tr><th>POWER UP MODE</th><th>JOY-STICK</th><th>POWER UP BUTTON</th><th>SHOOT BUTTON</th><th>MISSILE BUTTON</th></tr>
<tr><td>AUTOMATIC</td><td rowspan="3">8-ways</td><td colspan="3">Used for Shoot & Missile & Bell-Power.
(Capsule Power Up is made automatically.)</td></tr>
<tr><td>SEMI-AUTOMATIC</td><td>Used to select Capsule Power Up.</td><td colspan="2">Used for Shoot & Missile & Bell-Power.
(Capsule Power Up is made automatically.)</td></tr>
<tr><td>MANUAL</td><td>Used to select Capsule Power Up.</td><td>Used for Shoot .</td><td>Used for Missile & Bell-Power.</td></tr>
</table>

●How to Play

- Use 8-way joystick to move your character.
- Make appropriate use of 3 buttons,"Power Up","Shoot" and "Missile" in the game play.
- Some enemies will change into Bell or Power Up Capsule when they are shoot. By catching Bell, your character gains Bell Power Up and with Power Up Capsule, Capsule Power Up is gained.
- When you lose all characters you have, the game is over.
- 2 players can play at the same time. Buy-In available and players can continue to play as many times as they want.

●How to Power up

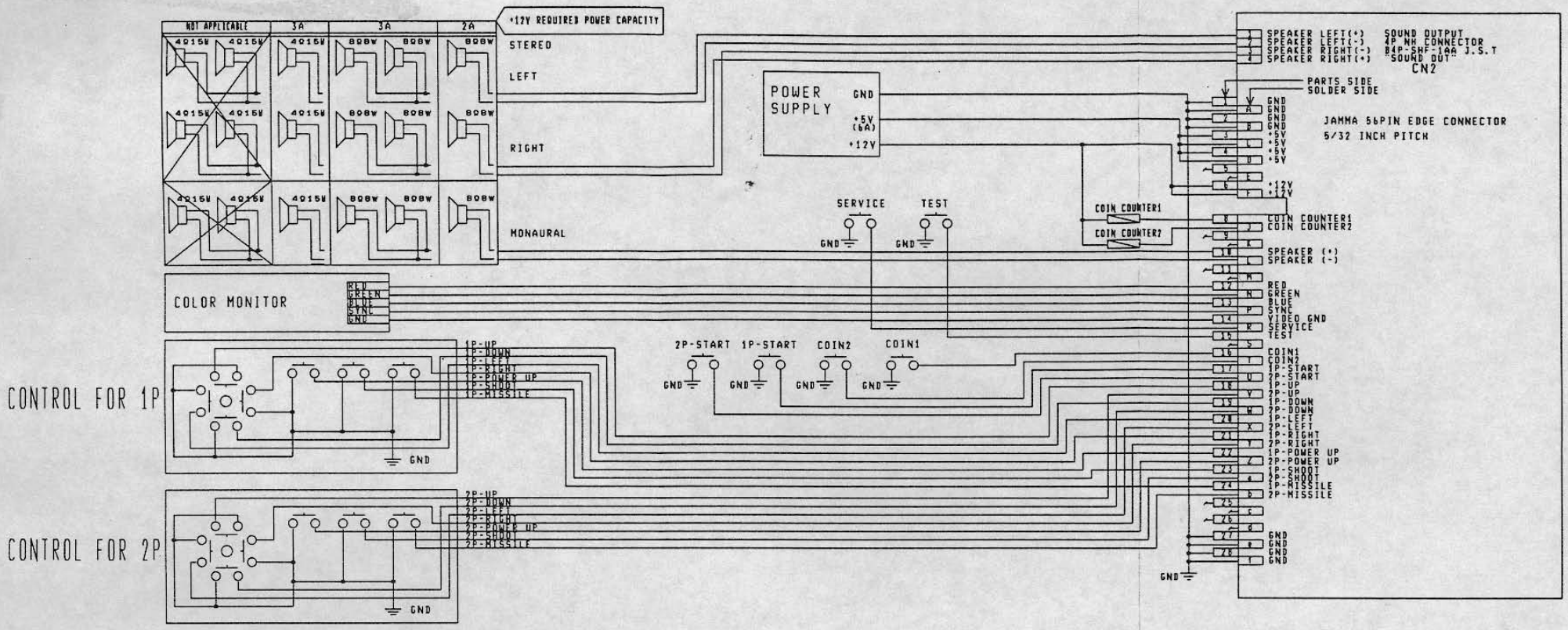
〈Bell Power Up〉

- Bells will appear when some enemies are shot. The character can do special attack when they catch Bells. Bells have 6 colours which change every time they are shot.

〈Power Up Capule〉

- Power Up Capsules will appear when some enemies are shot. When you catch a capsule, the power up meter lights up. Press the Power Up Button to choose the power up you would like.(See below.)

WIRING DIAGRAM



- NOTE -

(1) 1P:NO.1 PLAYER 2P:NO.2 PLAYER

(2) SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE PCB.

(3) YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME.

(4) DO NOT CONNECT SPEAKER(-) TO GND.