

SUN[®]


GOINDOL

GAME MANUAL

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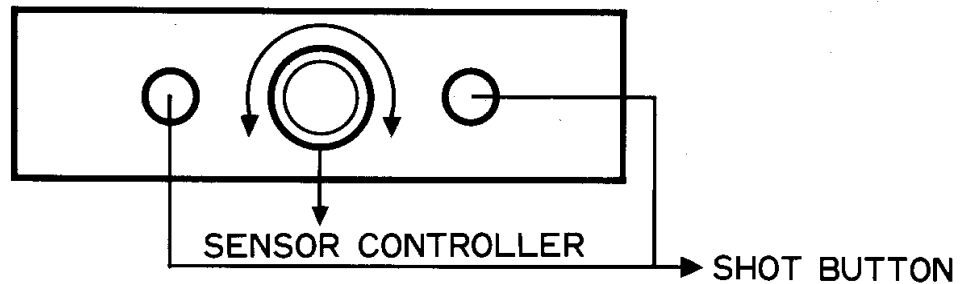
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STORY



GOINDOL GUARDING A BLOCK IN PRIMITIVE AGE COMES INTO A CIVILIZED WORLD BEYOND TIME AND SPACE. SPRINGER , THE NEWEST WEAPON, COMES OUT TO THE LINE OF DEFENSE TO BREAK BLOCKS.










AS YOU COMPLETE TO BREAK 100 STAGES, THE PRIMITIVE MAN WILL YIELD TO YOU.


CONTROL PANEL



PLAY INSTRUCTION

- 1) BREAK BLOCK AND CAPTURE GOINDOL BY CONTROLLING MEGA BALL  AND SPRINGER 
- 2) CHANGE INTO SEVERAL FORMS BY CATCHING THE DROPPING PLATES IN BREAKING OF BLOCKS.
- 3) POINT TABLE

COLOR	PLATE	POINTS	FUNCTION
LIGHT BLUE		100	BACK STAGE
LIGHT BLUE		100	NEXT STAGE
RED		200	OBSTACLES DISAPPEAR
BLUE		200	SPRINGER LENGTHEN
GREY		200	BALL SPEED DOWN
PINK		100	SUPER BALL
GREEN		100	USABLE SHOOTING
LIGHT GREEN		100	 BLOCK CAPTURE

PICTURE	POINTS	PICTURE	POINTS
NORMAL BLOCK	100	GOINDOL	100
LARGE BLOCK	200	BLACK HOLE	500
GOLDEN BLOCK	100	PLATE OF NUMBER	100
OBSTACLES	100	 BOARD	100
MONSTER (HEAD)	100	BONUS (ACCORDANCE	10000
(MOUTH)	300	OF NUMBER)	

WHEN THE NUMBERS OF PLATES    ACCORD, YOU CAN SEE THE PICTURES FOR BONUS GAME. (ALL 16 SCENES)

GOIN DOL

* WIRING DIAGRAM

SOLDER SIDE		PART SIDE	
GND	1	GND	
GND	2	GND	
+5V	3	+5V	
+5V	4	+5V	
	5		
+12V	6	+12V	
	7		
2P PILOT LAMP	8	IP PILOT LAMP	
	9		
SPEAKER (-)	10	SPEAKER (+)	
	11		
VIDEO G	12	VIDEO R	
VIDEO SYNC	13	VIDEO B	
	14	VIDEO GND	
	15		
COIN 2	16	COIN 1	
2P START	17	IP START	
	18		
	19		
	20		
	21		
2P SHOT	22	IP SHOT	
	23		
2P SENSOR (LEFT)	24	IP SENSOR (LEFT)	
2P SENSOR (RIGHT)	25	IP SENSOR (RIGHT)	
	26		
GND	27	GND	
GND	28	GND	

