

HARD HEAD2 1991

HARD HEADTM

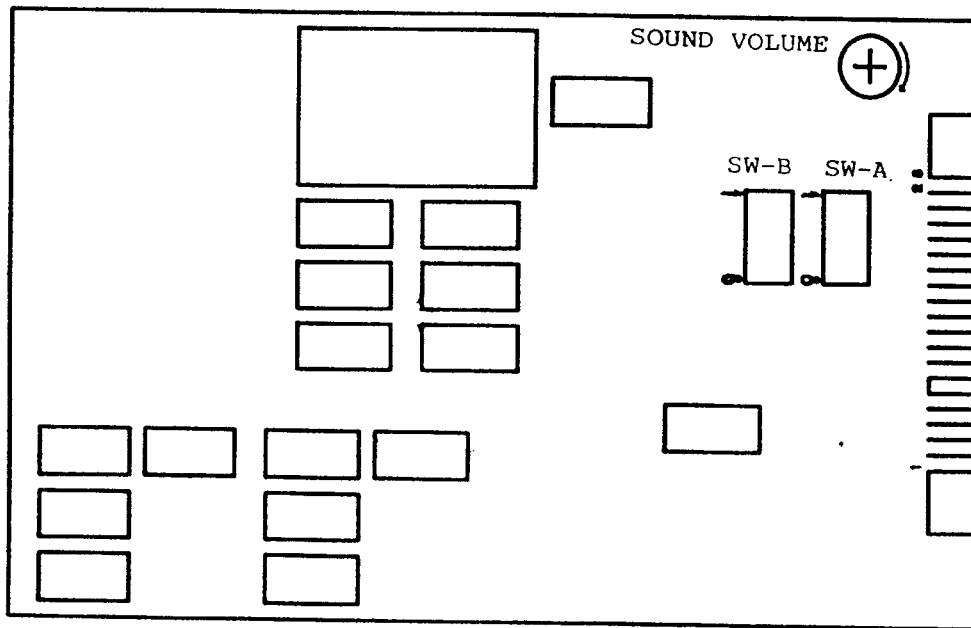
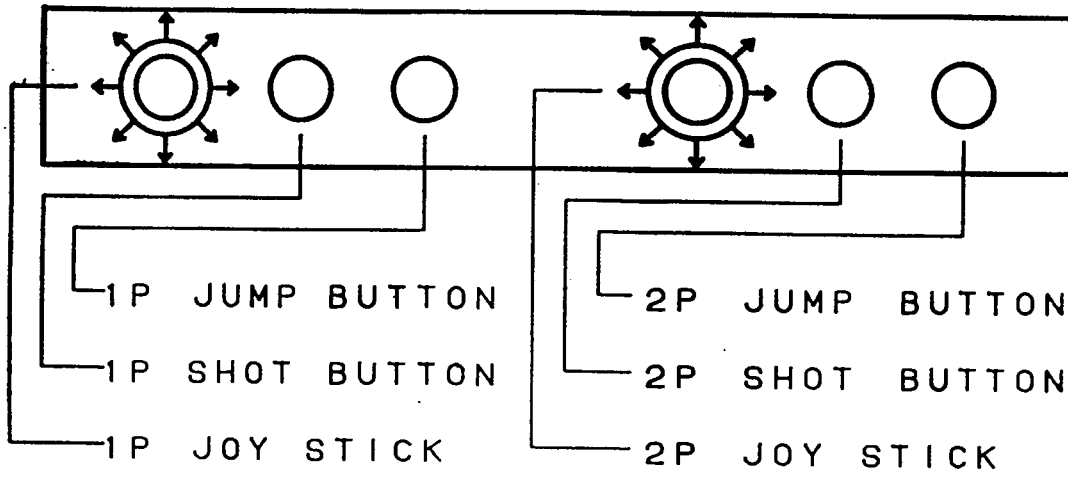
SUNA[®]

GAME MANUAL

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CONTROL PANEL















HOW TO PLAY

1. HOW TO ATTACK THE ENEMY

1-1. JUMP AND TREAD THEM DOWN

1-2. HIT WITH THE DUKES OR THE FEET

1-3. USE 3 KINDS OF WEAPONS AS FOLLOWS;

- MALLET  : POWER UP IN CASE OF TAKING A NUMBERING
PANEL  TO  OR 
- IRON-
HAMMER  : POWER UP IN CASE OF TAKING A NUMBERING
PANEL  TO  OR 
- TRUMPET-
GUN  : CHANGE TO WEAPONS OF VARIOUS KINDS
WHEN A NUMBERING PANEL  TO  IS TAKED.
- WINGS  : POSSIBLE TO FLY IN THE AIR IN CASE
OF THE BUTTON FOR JUMP IS PRESSED
CONTINUOUSLY.

2. THE SCORE OF POINTS



- 2-1. ATTACKING THE ENEMY : 100 OR 200 POINTS
- 2-2. KILLING OFF THE ENEMY : 500 POINTS
- 2-3. KILLING OFF A BIG BOSS : 3000 POINTS
- 2-4. CATCHING ALL SORTS OF ITEMS : 100,300 OR 500 POINTS

3. BONUS FOR SCORE

(THE BONUS FOR SCORE IS MARKED EVERYTIME FINISHING EACH STAGES.)

- 3-1. HIT BONUS : ONE ENEMY X 500 POINTS
- 3-2. GOLD BONUS : ONE GOLD X 200 POINTS
- 3-3. TIME BONUS : REMAINING TIME X 100 POINTS

4. BONUS FOR NUMBER OF PLAYER

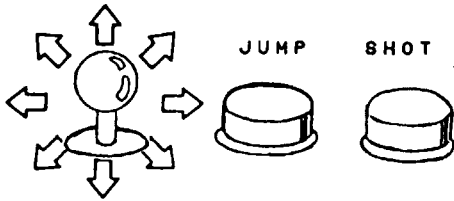
- 4-1. GOLD : ADDED TO ITS AND THEN STORED ITS IN A SAVINGS BOX EVERYTIME CATCHING THE NUMBER OF GOLD  OR 
- 4-2. THE NUMBER OF PLAYER IS ADDED ONE WHEN GOLD IS STORED MORE THAN TOTAL 50 PIECES.

WIRING DIAGRAM

SOLDER SIDE	PIN	PARTS SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
BLANK	7	BLANK
2P START LAMP	8	1P START LAMP
	9	COIN COUNTER
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	1P START
2P UP	18	1P UP
2P DOWN	19	1P DOWN
2P LEFT	20	1P LEFT
2P RIGHT	21	1P RIGHT
2P SHOT	22	1P SHOT
2P JUMP	23	1P JUMP
	24	
	25	
	26	
GND	27	GND
GND	28	GND

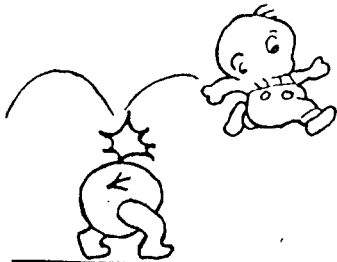
HARD HEAD™

1. CONTROL PANEL



2. HOW TO ATTACK

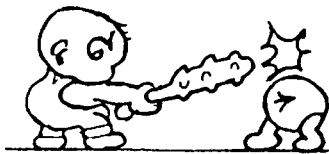
JUMP AND ATTACK







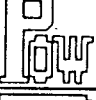
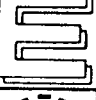




HIT WITH DUKES OR FEET



ATTACK WITH WEAPONS



3. KINDS OF ITEMS

	MALLET	CHANGE TO WEAPONS BY NUMBERING PANEL OR POWER
	IRON-HAMMER	
	TRUMPET-GUN	FLY IN THE AIR IN CASE OF PRESSING THE BUTTON
	WING	
	POWER	POWER UP THE WEAPON
	ENERGY	PUT ON CLOTHES
	CLEAR	DESTROY ALL ENEMIES
	NUMBERING PANEL (1-8)	CHANGE TO WEAPONS
	GOLD (1 OR 5)	ONE PLAYER IS ADDED IF IT HAS MORE THEN 50 PIECES
	KINDS OF WEAPONS	WEAPON'S CHOICE

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