

KONAMI®

**OPERATOR'S
MANUAL**



WARNING

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PN.950460

Technical Information

(1) Required power capacity

GND-Vcc 5V 4A or more

GND-(+12V)

* See the Wiring Diagrams.

(2) Output

R(red) analog, positive

G(green) analog, positive

B(blue) analog, positive

SYNC. H-V complexed, negative

(3) The monitor should be installed horizontally.

(4) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode. (See next page.)

(5) Handle with care.

Play Instruction

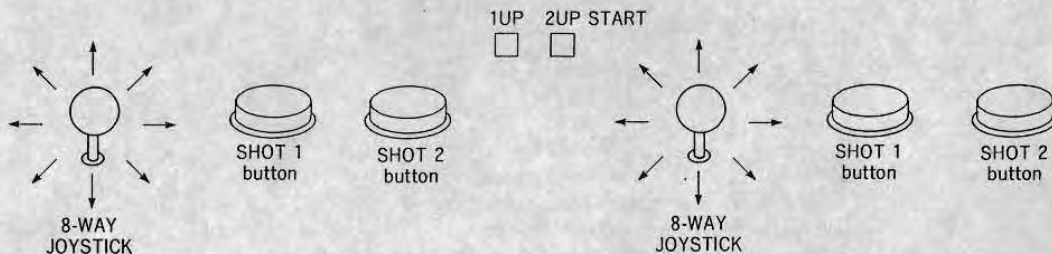
- This game can be adjusted for both 2P simultaneous play mode or 4P one. Choose which mode you would like with Dip switch, when installed on site. (See page 6 on Dip switch setting)
 - Select a character you want to control on the screen, when 2P mode. On 4P mode, where your control panel against the cabinet is dictates your character you will control.
 - Player(s) can join in at any time, and also can continue to play by depositing additional coin(s), when the game is over.
 - Damaged by enemy's attack, character's energy decreases. Watch your energy points not to reach 0, so you don't have the game be over. The initial energy level is 100. You can get additional 5 energy by depositing another coin, 10 energy for 2 coins, and so on.
 - By getting item(s) appearing during the game, you can have some special bonus, like regaining energy, etc.
 - The biggest feature of this game is that characters can make metamorphoses into Beasts by getting statues. And also, at this point, they can become the strongest golden beast, by getting additional Statue.
 - When changed into beasts, there appear "Beast energy meter". Beast energy meter hitting the bottom, or character's death (In case you deposite additional coin to continue to play) makes your character human again.
-

How to control

- Control your character's movements using 8-way Joystick.
 - Attack enemies with SHOT 1 button. Combination of movement of Joystick and SHOT 1 button or timing of pressing button make each character attack in specific special way.
 - Pressing SHOT 2 button make your character jump. By pressing both button, your character make special attack, which will damage enemies while some energy is consumed.
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Control Panel Information

Use control panel with sufficient sets(2 or 4) of an 8-way Joystick and 2 buttons for each player. If the setting is COMMON coin slot mode, SHOT button can be used as START button.



Self Test

Normal : "OK" will be displayed. Then the game will start.

Abnormal : "BAD" will be displayed and self test will repeat. If "VERSION ERROR" is displayed, switch off and switch on again while continually pressing down on the TEST SWITCH on the PCB.

Switching on with TEST SWITCH pressed causes the settings of the manual test to be initialized to default.

Manual Test

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test Mode.

<N.B.>Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU then press Player 1's SHOT 1 BUTTON to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Use Player 1 Joystick to move arrow to desired test and press Player 1's SHOT BUTTON to initiate testing. Press Player 1's SHOT BUTTON during or at the end of each test to return to the MAIN MENU.

MAIN MENU

I/O CHECK
SCREEN CHECK
COLOR CHECK
MASK ROM CHECK
GAME OPTIONS
COIN OPTIONS
SOUND OPTIONS
DIP SWITCH SETTINGS
GAME MODE

1 PLYR JOYSTICK = SELECT ITEM
1 PLYR SHOOT 1 = DO CHECK

...Return to GAME MODE

(4) EXPLANATION OF THE ITEMS

The following screen below will appear. Select item to be modified with player 1 Joystick up/down and move Joystick right/left to modify setting. Factory settings are shown in green, and modified results in red. After modification is completed, select "SAVE AND EXIT" and press player 1 START BUTTON to save and return to MAIN MENU.

* If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears; "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO". When you choose "YES", the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO", "NO MODIFICATION" is shown and then MAIN MENU appears.

1. I/O CHECK

Check the Joystick and buttons to see "1" when switched on.

Press player 1 and 2 START BUTTONS at the same time to return to MAIN MENU.

2. SCREEN CHECK

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

3. COLOR CHECK

Adjust color brightness so that the specified area will be colorless.

4. MASK ROM CHECK

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

5. GAME OPTIONS

The following screen bellow will appear.

GAME OPTIONS		
PLAYER'S ENERGY LEVEL	100	...Player's energy level for 1 coin(50 to 400)
DIFFICULTY LEVEL	4/MEDIUM	...Select out of 8 levels
VIOLENT MODE	NORMAL	... "NORMAL" or "UP SIDE DOWN"
LOOP SETTING	GAME OVER AFTER SECOND ROUND	... "GAME OVER AFTER FINAL STAGE" or "ENDLESS"
FACTORY SETTINGS		...Returned to Factory Settings.
SAVE AND EXIT		
EXIT		
1 PLYR JOYSTICK		
UP/DOWN = SELECT OPTION		
RIGHT/LEFT = MODIFY SETTING		

(Settings above are not always the factory settings.)

6. COIN OPTIONS

When you select this item, the following screen will appear. The specifications are for COMMON coin slot (DIP SW2 off) and for INDEPENDANT coin slot (DIP SW2 ON).

<INDEPENDANT>

COIN OPTIONS		
COIN MECHANISM	INDEPENDENT	...Indication for INDEPENDENT setting. Modified with Dip switch.
PREMIUM START	NO	...Set for PREMIUM START. "NO" or "YES 1" to "YES 4"
STARTING CONTINUATION	1 COIN 1 CREDIT	...Set the number of credit for Start and Continue. (1-8)
FACTORY SETTINGS		Same as above "GAME OPTION".
SAVE AND EXIT		
EXIT		
1 PLYR JOYSTICK		
UP/DOWN = SELECT OPTION		
RIGHT/LEFT = MODIFY SETTING		

<COMMON>

COIN OPTIONS

FREE PLAY NO

COIN MECHANISM COMMON

COIN SLOT 1 1 COIN 1 CREDIT

COIN SLOT 2 1 COIN 1 CREDIT

FACTORY SETTINGS

SAVE AND EXIT

EXIT

1 PLYR JOYSTICK

UP/DOWN=SELECT OPTION

1 PLAYER RIGHT/LEFT=MODIFY SETTING

...Set for Free Play, "YES" or "NO"

...Indication for COMMON setting. Modified with Dip Switch.

...Set the number of credit for Start and Continue. (1-8)

Same as above "GAME OPTIONS".

*** 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

7. SOUND OPTIONS

The following screen below will appear;

SOUND OPTIONS

SOUND IN ATTRACT MODE ALL THE TIME

SOUND VOLUME □□□□□□□□□□

SOUND SCALE CHECK

FACTORY SETTINGS

SAVE AND EXIT

EXIT

1 PLYR JOYSTICK

UP/DOWN=SELECT OPTION

RIGHT/LEFT=MODIFY SETTING

...Select out of the following 4 types
"ALL THE TIME", "ONCE EVERY 3 CYCLES"
"ONCE EVERY 5 CYCLES", "COMPLETELY OFF"

...Sound Volume adjustment (0-29)
...Do re mi ...do" will sound.

...Returned to Factory Settings

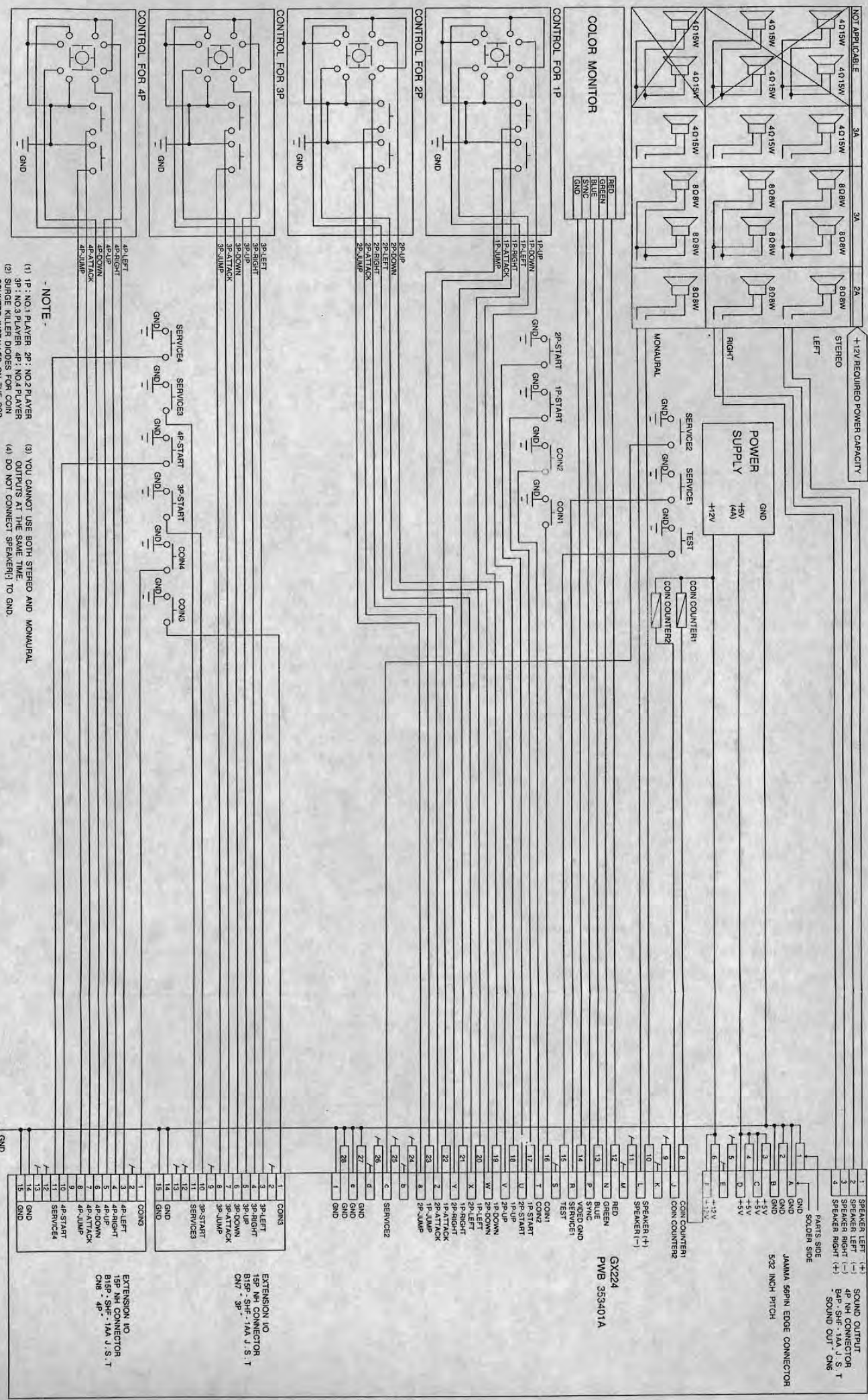
(Settings above are not always the factory settings.)

8. DIP SWITCH SETTING

You can check the settings of DIP SWITCH at this item. You can change the settings with DIP SWITCH as per the following;

DIP SWITCH	CONTENTS	DIP SW/ON	DIP SW/OFF
SW 1	SOUND OUTPUT	STEREO	MONAURAL
SW2	COIN MECHANISM	INDEPENDENT	COMMON
SW3	NUMBER OF PLAYERS	4 PLAYERS	2 PLAYERS
SW4	CONTINUOUS ENERGY INCREMENT	YES	NO

WIRING DIAGRAM



- NOTE -**
- (1) 1P: NO.1 PLAYER 2P: NO.2 PLAYER
 - 3P: NO.3 PLAYER 4P: NO.4 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 SPEAKERS TO GND.

1 SPEAKER LEFT (+)
 2 SPEAKER LEFT (-)
 3 SPEAKER RIGHT (-)
 4 SPEAKER RIGHT (+)
 SOUND OUTPUT CN6

PARTS SIDE
 SOLDER SIDE
 JAMMA 56PIN EDGE CONNECTOR
 532 INCH PITCH

GX224
 PWB 353401A

1	COIN1
2	COIN2
3	TEST
4	VIDEO GND
5	SYNC
6	GREEN
7	RED
8	COIN METER
9	COIN COUNTER2
10	COIN COUNTER1
11	SPEAKER (-)
12	SPEAKER (+)
13	VIDEO GND
14	R. SERVICE1
15	TEST
16	S. COIN1
17	S. COIN2
18	1P START
19	2P START
20	3P START
21	4P START
22	1P DOWN
23	2P DOWN
24	3P DOWN
25	4P DOWN
26	1P LEFT
27	2P LEFT
28	3P LEFT
29	4P LEFT
30	1P RIGHT
31	2P RIGHT
32	3P RIGHT
33	4P RIGHT
34	1P ATTACK
35	2P ATTACK
36	3P ATTACK
37	4P ATTACK
38	1P JUMP
39	2P JUMP
40	3P JUMP
41	4P JUMP
42	1P SERVICE4
43	2P SERVICE3
44	3P SERVICE2
45	4P SERVICE1
46	GND
47	GND
48	GND
49	GND
50	GND
51	GND
52	GND
53	GND
54	GND
55	GND
56	GND
57	GND
58	GND
59	GND
60	GND
61	GND
62	GND
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68	GND
69	GND
70	GND
71	GND
72	GND
73	GND
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78	GND
79	GND
80	GND
81	GND
82	GND
83	GND
84	GND
85	GND
86	GND
87	GND
88	GND
89	GND
90	GND
91	GND
92	GND
93	GND
94	GND
95	GND
96	GND
97	GND
98	GND
99	GND
100	GND

EXTENSION NO.
 1 4P NH CONNECTOR
 B1SP - SHF. 1A4 J. S. T
 CN7 - 3P.
 CN8 - 4P.

EXTENSION NO.
 1 4P NH CONNECTOR
 B1SP - SHF. 1A4 J. S. T
 CN7 - 3P.
 CN8 - 4P.