WARNING GAIAPOLIS™ is an original game developed by KONAMI Co., Ltd.
KONAMI Co., Ltd. reserves all the copyrights, trademarks and other industrial property rights with respect to this game.
GAIAPOLIS™ and KONAMI® are trademarks of KONAMI Co., Ltd.
©1993 KONAMI All rights reserved.
Technical Information

(1) Required power capacity
   GND-Vcc 5V 4A or more
   GND-(+12V)
   * See the Wiring Diagram.

(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 vertically.

(4) There is no sound volume knob on the PCB. Sound level should be adjusted on the “GAME OPTION” in the Manual Test Mode. (See page 4)

(5) Handle with care.

Play Instruction

Up to 2 people can play simultaneously. Choose the character you want to control from three individual characters: Prince, Dragon, and Fairy.

Any player can join in at anytime. A continuation feature is available as many times as you want. Whenever you continue, you can change your character.

When you buy in, you are given minimum experience point necessary for game playing.

You will be damaged by enemy’s attack. A player will be out when he/she loses all his/her energy. The game will be over when all players lose their energies. Also the game will be over regardless of his/her energy, if you cannot defeat the boss of the stage within time limit.

Pick up eggs on the screen and a guardian will appear. The guardian will help you attack the enemies.

Gather various items on the screen, and you can use a magic or get a weapon or boost-up energy. You can level up by defeating enemies.

The story of this game depends on you. So gather as many items and information as you can.

Demonstration between stages is a clue to solve riddles. Read with care.

“How To Control”

Control your character with the 8-way Joystick. You can use special attack with rolling lever. (Clockwise or counterclockwise depends on characters.) Press shot 1 Button to attack enemies with weapon. You can use special Attack with combination of shot 1 Button and joystick.

Press Shot 2 Button for guardian to attack the enemies. If you press it again, the guardian will return.

Press Shot 3 Button to use magic. Magic power changes as you collect jewels. You can use magic only one time. If you use magic, you cannot use another till you get a new jewel.

If you input a password, you can start the game at the same stage as you left it. Pass word is indicated when the game is over. Remember it and when you start the game again, input the password.

However, if the password is wrong, you have to start the game from the beginning. Be careful.

Control Panel Information

Use a dual (for 2-player) panel with an 8-way Joystick and three function buttons for each player.
Self Test

Normal: "OK" will be displayed. Then the game will start.
Abnormal: "BAD" will be displayed and self test will repeat. If "28B BAD" 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 initiated 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 problem 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 START 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 START BUTTON to initiate testing.
Press player 1 START BUTTON during or at the end of each test to return to the MAIN MENU.

(4) EXPLANATION OF THE ITEMS
The following screen below will appear. Select modifying item 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. (Settings below are not always the factory settings)
After modification is completed, select "SAVED AND EXIT" and press player 1 START BUTTON to save and return to MAIN MENU.
* If you select "EXIT" instead of "SAVED 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.

MAIN MENU
→I/O CHECK
SCREEN CHECK
COLOR CHECK
MASK ROM CHECK
DIP SWITCH SETTINGs
SOUND OPTIONS
GAME OPTIONS
COIN OPTIONS
GAME MODE

1 PLAYER JOYSTICK = SELECT ITEM
1 PLAYER START = CHECK START

1. I/O CHECK
Check the Joystick and all Buttons to see "1" when switched on.
Press player 1 and 2 START BUTTON at the same time to return to MAIN MENU.

2. SCREEN CHECK
Adjust focus, alignment, size, etc. using the cross-hatch screen.
3. COLOR BLANK
   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. DIP SWITCH SETTING
   You can check the settings of DIP SWITCH at this item. You can change the settings with DIP SWITCH
   the following:

<table>
<thead>
<tr>
<th>DIP SWITCH</th>
<th>CONTENTS</th>
<th>DIP SW/ON</th>
<th>DIP SW/ON</th>
</tr>
</thead>
<tbody>
<tr>
<td>SW1</td>
<td>SOUND OUTPUT</td>
<td>STEREO</td>
<td>MONOAURAL</td>
</tr>
<tr>
<td>SW2</td>
<td>VIDEO SCREEN FLIP</td>
<td>UPSIDE DOWN</td>
<td>NORMAL</td>
</tr>
<tr>
<td>SW3</td>
<td>NOT USED</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SW4</td>
<td>NOT USED</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

6. SOUND OPTIONS
   The following screen below will appear.

   **SOUND OPTIONS**
   
   SOUND IN ATTRACT MODE ALL THE TIME
   Sound Scale Check
   Sound Volume = 25
   Factory Settings
   Save and Exit
   Exit

   Sound Volume adjustment (0-29)
   (Settings above are not always the factory settings.)

7. GAME OPTIONS
   The following screen below will appear.

   **GAME OPTIONS**
   
   Difficulty Level 4/MEDIUM
   Factory Settings
   Save and Exit
   Exit

   1 Player Up/Down = Select Option
   1 Player Right/Left = Modify Option

   (Settings above are not always the factory settings.)
If you select this item, the following screen will appear. The specification is for COMMON coin slot only.

There are 2 COMMON coin slots, the coin option setting must be done for each coin slot.

**COIN OPTIONS**

<table>
<thead>
<tr>
<th>FREE PLAY</th>
<th>NO</th>
<th>Choice of free play (Yes/No)</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN SLOT 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 COIN</td>
<td>1 CREDIT</td>
<td>Set the number of credit per coin. (See *COIN SETTING OPTION below.)</td>
</tr>
<tr>
<td>COIN SLOT 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 COIN</td>
<td>1 CREDIT</td>
<td></td>
</tr>
<tr>
<td>PREMIUM START</td>
<td>NO</td>
<td>&quot;No&quot; or &quot;Yes 1&quot; to &quot;Yes 4&quot;</td>
</tr>
<tr>
<td>1 CREDIT TO START</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 CREDIT TO CONTINUE</td>
<td>Set the number of credit for Start and Continue. (1-8)</td>
<td></td>
</tr>
</tbody>
</table>

**FACTORY SETTINGS**

SAVE AND EXIT

EXIT

1 PLAYER | UP/DOWN = SELECT |
1 PLAYER | RIGHT/LEFT = MODIFY |

**COIN SETTING OPTIONS**

<table>
<thead>
<tr>
<th>(S)</th>
<th>1</th>
<th>1</th>
<th>1</th>
<th>1</th>
<th>1</th>
<th>1</th>
<th>2</th>
<th>2</th>
<th>2</th>
<th>3</th>
<th>3</th>
<th>3</th>
<th>4</th>
<th>4</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNIT(S)</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>1</td>
<td>3</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>