

GAME MANUAL

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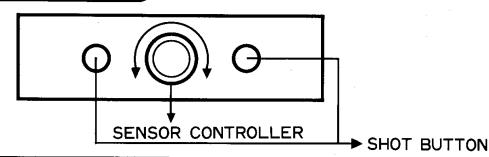
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STORY

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

- I) 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	Н	200	OBSTACLES DISAPPEAR
BLUE	L	200	SPRINGER LENGTHEN
GREY	R	200	BALL SPEED DOWN
PINK	S	100	SUPER BALL
GREEN	В	100	7 USABLE SHOOTING
LIGHT GREEN	F	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	777 BOARD	100
MONSTER (HEAD) (MOUTH)	100 300	BONUS (ACCORDANCE OF NUMBER)	10000

WHEN THE NUMBERS OF PLATES THE PICTURES FOR BONUS GAME. (ALL 16 SCENES)

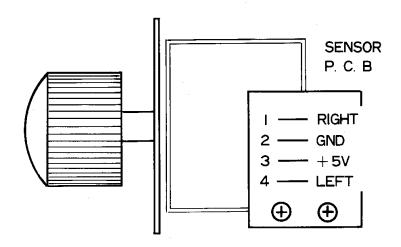


ACCORD, YOU CAN SEE

GOLNDOL

* WIRING DIAGRAM

SOLDER SIDE		PART SIDE				
GND	<u> </u>	GND				
GND	2	GND				
+5V	3	+ 5V				
+5V	4	+5V				
	5					
+ I 2V	6	+ I2V				
	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 I				
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				



GOINDOL DIP SW. I

ITEM	DESCRIPTION	l	2	3	4	5	6	7	8
NUMBER OF PLAYER	5 4 3 2	ON OFF ON OFF							
DIFFICULTY	DIFFICULT 8 7 6 NORMAL 5 4 3 2 EASY			OFF ON OFF ON	ON OFF OFF ON ON OFF	ON OFF OFF			
DEMO SOUND	YES NO						ON OFF		
GAME TEST	AUTO-PLAY NORMAL PLAY							ON OFF	
DIP SW. TEST	TEST MODE NORMAL								ON OFF

DIP SW. 2

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ITEM	DESCRIPTION	l	2	3	4	5	6	7	8
BONUS	NO BONUS 10000 ONLY 30000 ONLY 50000 ONLY 30000, EVERY 50000 50000, EVERY 100000 50000, EVERY 200000 100000, EVERY 200000	ON OFF ON OFF ON OFF	OFF ON ON OFF	ON OFF OFF					
COIN	ICOIN ICREDIT ICOIN 2CREDIT ICOIN 3CREDIT ICOIN 4CREDIT 2COIN ICREDIT 3COIN ICREDIT 1COIN 5CREDIT 1COIN 6CREDIT				OFF ON OFF ON	ON OFF OFF ON	ON ON OFF OFF OFF		
GAME STYLE	TABLE UPRIGHT							ON OFF	
PICTURE REVERSE	REVERSE NORMAL								ON OFF