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.

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 1 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

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.

<table>
<thead>
<tr>
<th>GAME OPTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>PLAYER'S ENERGY LEVEL: 100</td>
</tr>
<tr>
<td>DIFFICULTY LEVEL: 4/MEDIUM</td>
</tr>
<tr>
<td>VIOLENT MODE: NORMAL</td>
</tr>
<tr>
<td>LOOP SETTING: GAME OVER AFTER SECOND ROUND</td>
</tr>
<tr>
<td>FACTORY SETTINGS:</td>
</tr>
<tr>
<td>SAVE AND EXIT:</td>
</tr>
<tr>
<td>EXIT:</td>
</tr>
<tr>
<td>1 PLVR JOYSTICK</td>
</tr>
<tr>
<td>UP/DOWN = SELECT OPTION</td>
</tr>
<tr>
<td>RIGHT/LEFT = MODIFY SETTING</td>
</tr>
</tbody>
</table>

(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>

<table>
<thead>
<tr>
<th>COIN OPTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN MECHANISM: INDEPENDENT</td>
</tr>
<tr>
<td>PREMIUM START: NO</td>
</tr>
<tr>
<td>STARTING CONTINUATION: 1 COIN 1 CREDIT</td>
</tr>
<tr>
<td>FACTORY SETTINGS:</td>
</tr>
<tr>
<td>SAVE AND EXIT:</td>
</tr>
<tr>
<td>EXIT:</td>
</tr>
<tr>
<td>1 PLVR JOYSTICK</td>
</tr>
<tr>
<td>UP/DOWN = SELECT OPTION</td>
</tr>
<tr>
<td>RIGHT/LEFT = MODIFY SETTING</td>
</tr>
</tbody>
</table>

—3—

*Indication for INDEPENDENT setting. Modified with Dip switch. |
*Set for PREMIUM START. "NO" or "YES 1" to "YES 4" |
*Set the number of credit for Start and Continue. (1-8) |
*Same as above "GAME OPTION".
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", "ONE EVERY 3 CYCLES"
- "ONE 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:

<table>
<thead>
<tr>
<th>DIP SWITCH</th>
<th>CONTENTS</th>
<th>DIP SW/ON</th>
<th>DIP SW/OFF</th>
</tr>
</thead>
<tbody>
<tr>
<td>SW1</td>
<td>SOUND OUTPUT</td>
<td>STEREO</td>
<td>MONOAURAL</td>
</tr>
<tr>
<td>SW2</td>
<td>COIN MECHANISM</td>
<td>INDEPENDENT</td>
<td>COMMON</td>
</tr>
<tr>
<td>SW3</td>
<td>NUMBER OF PLAYERS</td>
<td>4 PLAYERS</td>
<td>2 PLAYERS</td>
</tr>
<tr>
<td>SW4</td>
<td>CONTINUOUS ENERGY INCREMENT</td>
<td>YES</td>
<td>NO</td>
</tr>
</tbody>
</table>