## OPERATOR'S MANUAL

**NEMESIS** 

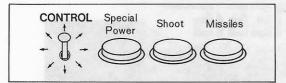
# Konami

#### WARNING

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#### HOW TO PLAY

Move your spaceship by 8-way joystick. Destroy enemies by "Shoot" button.



- Capture special capsules to increase your powers.
- 2. Press the Special Power Button to obtain features illuminated on power meter.

Feature changes for each capsule you take.

#### (POWER METER)

#### SPEED UP MISSILE DOUBLE LASER MULTIPLE ?

- You can obtain multiple special powers but you can not have DOUBLE as well as LASER.
- ★SPEED UP·····Five Speed levels. Travel faster each time.
- ★MISSILE .....Press the missile button to launch the missiles.
- ★DOUBLE .....Fire rockets upwards as well as forwards.
- ★LASER·····Your forward rockets turn to deadly lasers.
- ★MULTIPLE......Increase your fire power by upto 4 times as much.
- ★? ·····Protect your spaceship with special force field barriers.

#### Self Test

- a How to start
  - 1) Turn on the SW3 of the DIP SW3.
- (b) Test Items
  - 1) Conditioning of Picture Contortion
  - 2 Color Conditioning
  - 3 Control Check
  - 4 Coin Counter Check
  - (5) DIP SW SET
  - (6) Sound Check
  - % To change items, push 1P start button.

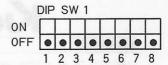
#### DIP SWITCH SETTINGS

### DIP SWITCH NO.1 SETTINGS COIN 1

SW	4	3	2	1	COIN	PLAY
0	OFF	OFF	OFF	OFF	1	1
				ON	1	2
			ON	0FF	1	3
				ON	1	4
		ON	OFF	OFF	1	5
				ON	1	6
		7,11	ON	OFF	1	7
4 100				ON	2	1
	ON	0FF	OFF	OFF	2	3
	,		BIN	ON	2	5
			ON	OFF	3	1
				ON	3	2
		ON	OFF	OFF	3	4
				ON	4	1
			ON	OFF	4	3
				ON	FREE	PLAY

#### COIN 2

SW	8	7	6	5	COIN	PLAY
0	OFF	0FF	0FF	OFF	1	1
				ON	1	2
			ON	OFF	1	3
				ON	1	4
		ON	0FF	OFF	1	5
	a.			ON	1	6
			ON	OFF	1	7
				ON	2	1
	ON	OFF	OFF	OFF	2	3
				ON	2	5
			ON	OFF	3	1
		Burg		ON	3	2
		ON	OFF	0FF	3	4
1				ON	4	1
4.31				OFF	4	3
				ON	INVAL	IDITY



#### DIP SWITCH NO.2 SETTINGS

#### 1. THE NUMBER OF PLAYER'S LIFE

SW	2	1	NUMBER
	OFF	OFF	2
0		ON	3
	ON	0FF	5
		ON	7

#### 2. CHANGE OF TABLE OR UPRIGHT

SW	3	TYPE
	0FF	TABLE
0	ON	UPRIGHT

#### 3. BONUS SET

SW	5	4	FIRST	SECOND AND ON
(	DFF	OFF	20000	EVERY 70000
0		ON	30000	EVERY 80000
	ON	OFF	20000	
		ON	30000	

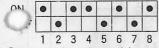
#### 4. DIFFICULTY OF THE GAME

SW	7	6	DIFFICULTY
	OFF	OFF	EASY
0	95	ON	NORMAL
	ON	OFF	DIFFICULT
		ON	VERY DIFFICULT

#### 5. SOUND IN ATTRACTIVE MODE

SW	8	SOUND	
V/ =	OFF	OFF	
0	ON	ON	

#### DIP SW2



**\***⊚Turn sw 3 on for upright use.

#### DIP SWITCH NO.3 SETTINGS

#### 1. VIDEO SCREEN FLIP

SW	1	FLIP
0	OFF	NORMAL
	ON	UPSIDE DOWN

#### 2. SINGLE/DUAL CONTROL UPRIGHT

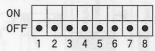
SW	2	TYPE
0	OFF	SINGLE UPRIGHT CONTROL
	ON	DUAL UPRIGHT CONTROL

#### 3. CHANGE OF MODE

SW	3	MODE
0	0FF	GAME MODE
	ON	CHECK MODE

SW4:NOT USED SW5:NOT USED SW6:NOT USED SW7:NOT USED SW8:NOT USED

#### DIP SW3



#### \* SHOWS RECOMMENDED SETTING

The level of difficulty of this game was set as it is by KONAMI, on the ground of meeting the average player's skill.

Therefore the level should remain as it is and if there should be a necessity to alter it, it should be done with enough consideration.

# WIRING DIAGRAM

