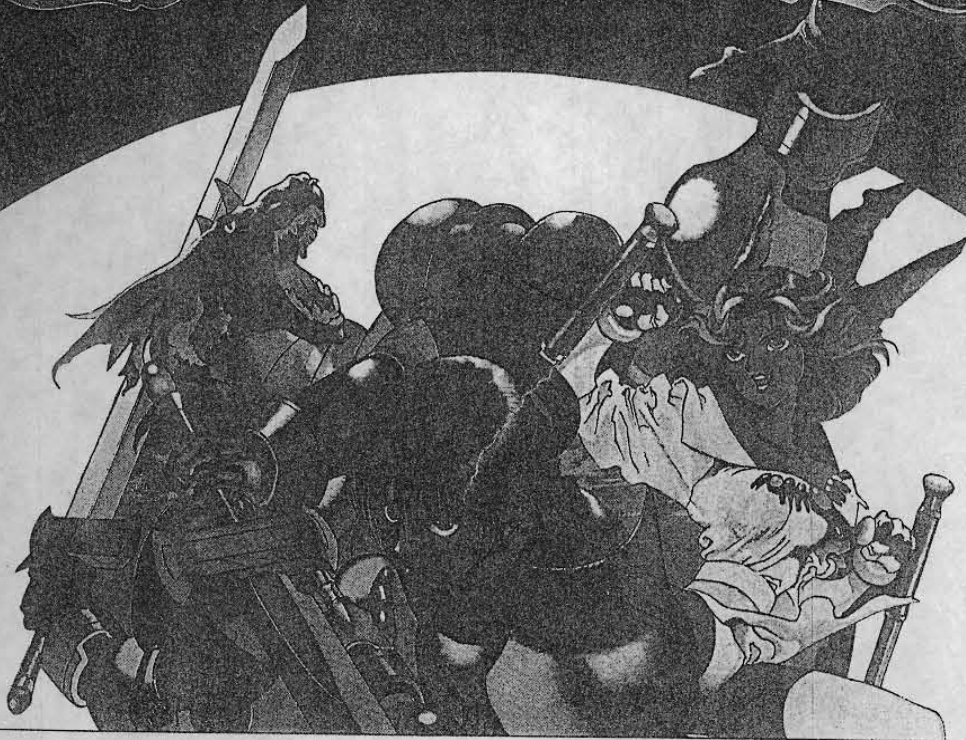


KONAMI®

GAIAPOLIS™



OPERATOR'S MANUAL

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PN.950457

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.

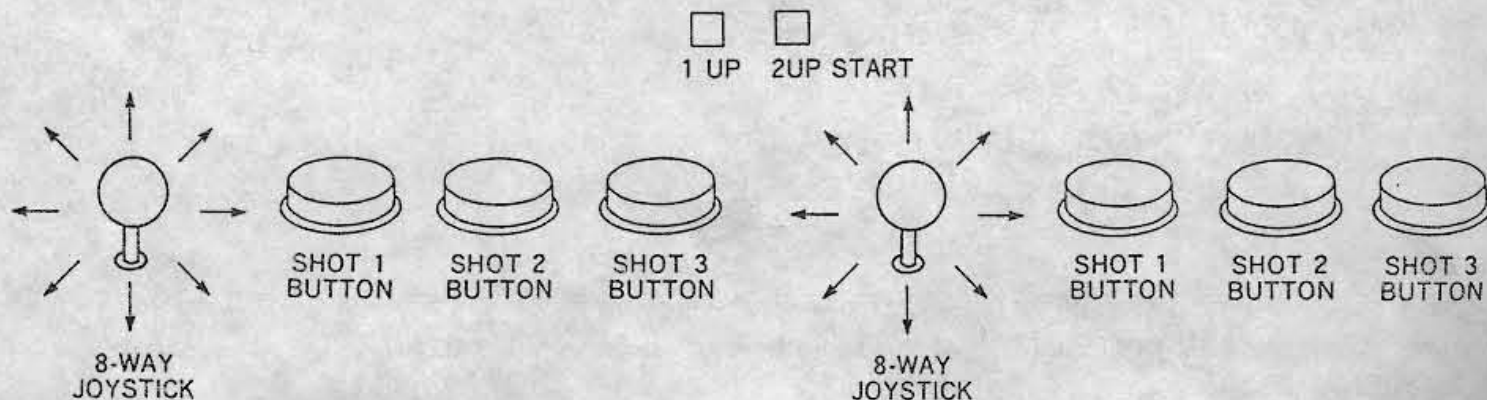
Press Shot 3 Button to use magic. Magic power changes as you collect jewels. You can use magic only one time. If you have used magic, you can not use another till you get a new jewel.

If you input a password, you can start the game at the same stage as you left it. Password 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 EEP ROM 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 "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.

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 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

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;

DIP SWITCH	CONTENTS	DIP SW/ON	DIP SW/ON
SW1	SOUND OUTPUT	STEREO	MONAURAL
SW2	VIDEO SCREEN FLIP	UPSIDE DOWN	NORMAL
SW3	NOT USED	—	—
SW4	NOT USED	—	—

6. SOUND OPTIONS


The following screen below will appear.

SOUND OPTIONS

→SOUND IN ATTRACT MODE ALL THE TIME Select out of the following 3 types
 "ALL THE TIME", "COMPLETELY OFF",
 "ONCE EVERY 4 CYCLES"

SOUND SCALE CHECK "Do re mi ...do" will sound

SOUND VOLUME = 25 Sound Volume adjustment (0-29)



FACTORY SETTINGS Returned to Factory Settings

SAVE AND EXIT

EXIT

1 PLAYER UP/DOWN = SELECT

1 PLAYER RIGHT/LEFT = MODIFY

(Settings above are not always the factory settings.)

7. GAME OPTIONS

The following screen below will appear.

GAME OPTIONS

→DIFFICULTY LEVEL 4/MEDIUM Select out of 8 levels

FACTORY SETTINGS Returned to 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.)

COIN OPTIONS

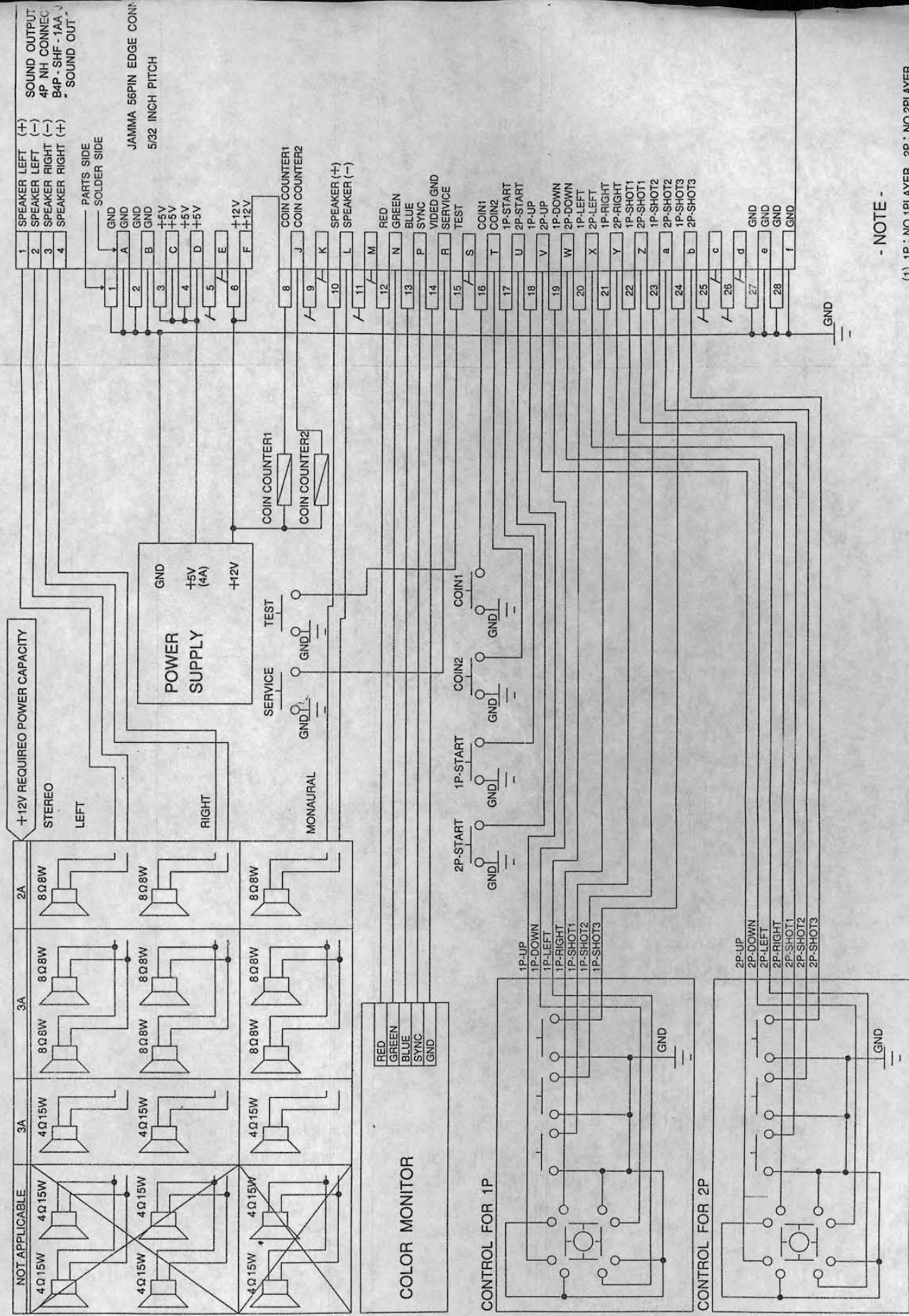
When you select this item, the following screen will appear. The specification is for COMMON coin slot only. If there are 2 COMMON coin slots, the coin option setting must be done for each coin slot.

FREE PLAY	NO	Choice of free play (Yes/No)
COIN SLOT 1			
1 COIN	1 CREDIT	Set the number of credit per coin.
COIN SLOT 2			(See * COIN SETTING OPTION below.)
1 COIN	1 CREDIT		
PREMIUM START	NO	"No" or "Yes 1" to "Yes 4"
1 CREDIT TO START		Set the number of credit for
1 CREDIT TO CONTINUE			Start and Continue. (1-8)
FACTORY SETTINGS		Same as above "Game Option"
SAVE AND EXIT			
EXIT			
1 PLAYER	UP/DOWN	=SELECT	
1 PLAYER	RIGHT/LEFT	=MODIFY	

COIN SETTING OPTIONS

(S)	1	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
IT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5	

WIRING DIAGRAM



- NOTE -

- (1) 1P: NO.1PLAYER 2P: NO.2PLAYER
- (2) SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P. C. B.
- (3) YOU CANNOT USE BOTH STEREO AND MONO OUTPUTS AT THE SAME TIME.
- (4) DO NOT CONNECT SPEAKER TO GND.