KONAMI®

CONTROL

Move character and the cursor.

8 WAY JOYSTICK

Fire at the targeted object.

SHOOT

Launch a powerful missile at the locked-on object. 3 missiles at the beginning.

SUPER WEAPON

N 452820

GI JOE

A REAL AMERICAN HERO ®

Buy-in & Continuation available

B RAPID FIRE

...you can fire consecutively for a limited time.

SUPER WEAPON

...add one more missile.

FIRST-AID KIT

...restore your energy.

POWER UP ITEMS

KONAMI®

GI JOE

A REAL AMERICAN HERO ®

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No

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 horizontally installed.
(4) There is no sound volume knob on the PCB. Sound level should be adjusted in the "GAME OPTIONS" in the Manual Test mode. (See page 3.)
(5) Handle with care.

Dip Switch Settings and Cabinets Available

This game is equipped with a 4-bit DIP SWITCH on the PCB (position 18C); Switching a 4-player game to a 2-player game and other changes will easily be done with this DIP switches.

	CONTENTS	ON	OFF
SW1	SOUND OUTPUT	STEREO	MONAURAL
SW2	COIN MECHANISM	INDEPENDENT	COMMON
SW3	NUMBER OF PLAYERS	4-PLAYER	2-PLAYER
SW4	NOT USED. TO BE SET AT "OFF".	---	---

Eample: If you are using a 4-player upright with a "multi coin mechanism", set SW2 and SW3 at "ON" (coin mechanism should be "INDEPENDENT"). If your cabinet does not have a multi coin mechanism and has only one or two coin slots, set SW2 at "OFF" (coin mechanism should be "COMMON"). In the latter case, four start buttons must be equipped.

Note: 1) A single control upright or a cocktail table type cabinet cannot be used for this game.
2) On the STEREO cabinet, set SW1 at "ON" so that you can get better music and sound effects.
3) Regarding other game options and coin options, refer to "Manual Test" on the page 3.

Control Panel Information

Use a multi or dual control panel with an 8-way joystick and two function buttons for each player.

8-WAY JOYSTICK

SHOOT BUTTON

SUPER WEAPON BUTTON

Play Instruction

<STARTING 2-PLAYER GAME>
- 1 or 2 players can play at the same time. Second player can join in at any time.
- Choose the character you want to control out of the four individual characters: DUKE, SNAKE-EYES, SCARLETT, ROADBLOCK.
- Deposit coins and press start button, and the select screen will appear. Use joystick to select character and press SHOOT or SUPER WEAPON button to decide and start the game.

<STARTING 4-PLAYER GAME>
- 1 to 4 players can play at the same time. Any player can join in at any time.
- Choose the character you want to control out of the four individual characters: DUKE, SNAKE-EYES, SCARLETT, ROADBLOCK.
- Deposit coins, and the select screen will appear. Use joystick to select character and press SHOOT or SUPER WEAPON button to decide and start the game. When four players start to play at the same time, characters will be decided automatically.

<HOW TO PLAY>
- Move the cursor right and left using the 8-way joystick, and your character moves accordingly. Move the cursor aiming at the enemy soldiers and arms and press SHOOT button to fire at the targeted object. Aim at arms and armories and then press SUPER WEAPON button to launch a missile at the locked-on object.
- When you successfully attack the enemies, power up items will appear. Shoot or crash into them, and you can get one of the three power ups:
  SUPER WEAPON ... Add one more missile. Missiles can be stored up to a maximum of 9.
  RAPID FIRE ... You can fire consecutively for a limited time.
  FIRST-AID KIT ... Restore your energy.
- Your energy will be consumed when attacked by enemies. When it is used up, you will lose one life. The game is over when you have lost all the lives.
- There are 3 missions and each mission consists of 2 stages. When you defeat the boss enemy in each stage, you can go on to the next stage. Continuation is available as many times as you want.

Self Test

Normal: "OK" will be displayed. Then the game will start.
Abnormal: "BAD" will be displayed and self test will repeat. If "7D BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

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.
<NOTE> 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 SHOOT(or 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 SHOOT(If start buttons are equipped, they also are available.) button to initiate testing. Press player 1 SHOOT(or START) button during or at the end of each test to return to the MAIN MENU.

```
        MAIN MENU

    I/O CHECK
    SCREEN CHECK
    COLOR CHECK
    SOUND CHECK
    MASK ROM CHECK
    GAME OPTIONS
    COIN OPTIONS
    DIP SWITCH SETTINGS
    GAME MODE

1PLAYER JOYSTICK=SELECT ITEM
1PLAYER SHOOT OR START=DO CHECK
```

(4) EXPLANATION OF THE ITEMS

1. I/O CHECK
Check all the joysticks and buttons to see "1" when switched on.
Press player 1 and 2 SHOOT (or 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. SOUND CHECK
When "SOUND SCALE CHECK" is selected, a music scale sounds.
At "SOUND CODE", push player 1 JOYSTICK right/left to change sound code.

5. MASK ROM CHECK
Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

6. GAME OPTIONS
Following screen will appear. Use player 1 JOYSTICK up/down to select the item and push 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 "SAVE AND EXIT" and press player 1 SHOOT (or START) button to save and return to MAIN MENU.

```
          GAME OPTIONS

PLAYER'S LIFE          1 CREDIT  2 LIVES
DIFFICULTY LEVEL       4/MEDIUM
LOOP SETTING           GAME OVER AFTER
                           SECOND ROUND
VIDEO SCREEN FLIP      NORMAL
STAGE MUSIC            ON
SOUND IN ATTRACT MODE  ALL THE TIME


SOUND VOLUME         MIN ---------- MAX

 FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

 1PLAYER JOYSTICK
          UP/DOWN=SELECT OPTION
          RIGHT/LEFT=MODIFY SETTING
```

... Select from 1 to 9 lives.
... Select out of 8 levels.
... "GAME OVER AFTER FINAL STAGE", "GAME OVER AFTER SECOND ROUND" or "ENDLESS"
... "NORMAL" or "UPSIDE DOWN"
... "ON" or "OFF"
... Select out of the following 6 types: "ALL THE TIME", "COMPLETELY OFF" or "ONCE EVERY 2, 4, 6 OR 8 CYCLES"

... All the settings return to default.
... Save the modified settings.

*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.

7. COIN OPTIONS

①When the COIN MECHANISM is set at "COMMON" on the DIP SWITCH on the PCB (SW2 is "OFF"), the screen shows following options. On the cabinet with two coin slots, coin setting must be done for each coin slot.

```
        COIN OPTIONS

  COIN SLOT 1    1 COIN   1 CREDIT
  COIN SLOT 2    1 COIN   1 CREDIT

 FACTORY SETTINGS
 SAVE AND EXIT
 EXIT

 1PLAYER JOYSTICK
            UP/DOWN=SELECT OPTION
            RIGHT/LEFT=MODIFY SETTING
```

Same as "GAME OPTIONS"

②When the COIN MECHANISM is set at "INDEPENDENT" on the DIP SWITCH on the PCB (SW2 is "ON"), the left coin slot will be for player 1, the right one for player 2. On this setting, "PREMIUM START" setting is available; you can set the play fee for

starting higher than the play fee for continuation (2 coin start and 1 coin continue, for example).

```
          COIN OPTIONS

PREMIUM START      YES 1                    ... "NO" or "YES 1" to "YES 4"

  STARTING         2 COINS   1 CREDIT
  CONTINUATION     1 COIN    1 CREDIT

FACTORY SETTINGS
SAVE AND EXIT                               Same as "GAME OPTIONS"
EXIT

1PLAYER JOYSTICK
              UP/DOWN=SELECT OPTION
              RIGHT/LEFT=MODIFY SETTING
```

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for starting and continuation will be the same.

*COIN SETTING OPTIONS

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

8. DIP SWITCH SETTINGS

The present settings will be shown on the screen. To modify settings, turn ON/OFF the actual DIP switches on the PCB (position 18C). After modifying the settings, press player 1 SHOOT (or START) to return to the MAIN MENU and then select "GAME MODE" to start the game on the revised settings.

<EXAMPLE>

```
        DIP SWITCH SETTINGS

 ON      TO MODIFY SETTINGS,
 OFF     OPERATE THE RELEVANT
         DIP SWITCH ON THE PCB.
 1 2 3 4

SW1 SOUND OUTPUT          STEREO
SW2 COIN MECHANISM        INDEPENDENT
SW3 NUMBER OF PLAYERS     4 PLAYERS
SW4 -----

1PLAYER START OR SHOOT BUTTON = EXIT
```