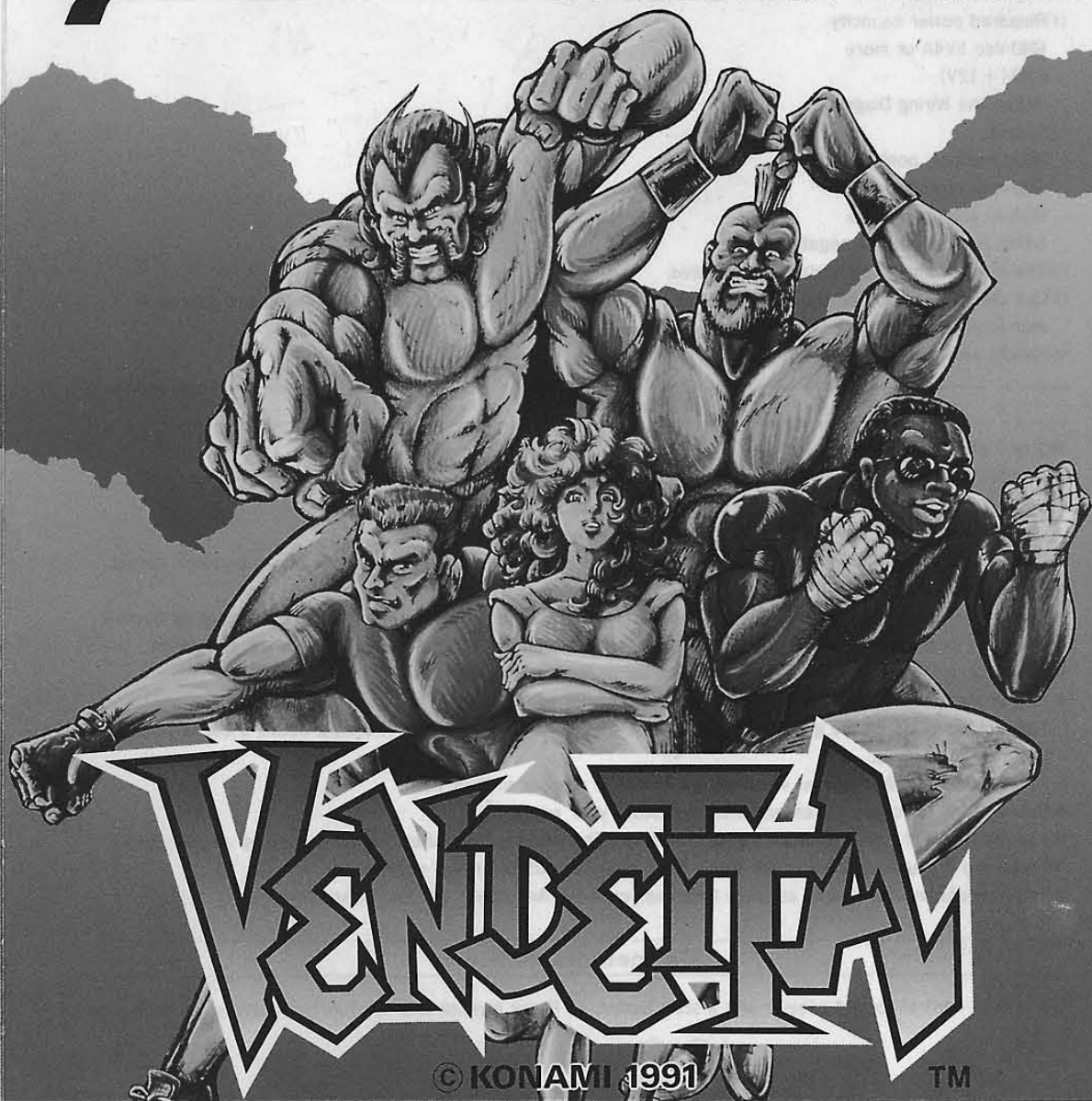




OPERATOR'S MANUAL



© KONAMI 1991

TM

2PLAYER-VERSION

WARNING

'VENDETTA' is an original game developed by KONAMI Co., Ltd..
KONAMI Co., Ltd. reserves all the copyrights, trademarks and
other industrial property rights with respect to this game.

Technical Information

(1) Required power capacity

GND-Vcc 5V4A 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) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise for increased volume. In monaural output mode, use the left volume knob.

(5) Handle with care.

Play Instruction

- 1 or 2 players.
 - Decide the character you want to control out of the four Cobras.
Deposit coin(s) and press your start button, and the screen displays four characters.
Use joystick to select and decide by the punch or kick button,
 - Control your character using the 8-way joystick and attack the enemies by using the punch and kick button.
 - Press the punch and kick button simultaneously for a stronger attack.
 - Waggle the joystick or press the button repeatedly to avoid enemy attack when you are captured or floored.
 - Press the punch and kick button on coming closer to the enemies to hold them for your advantageous attack. (e. g. -You can head-lock the enemies, throw them away and etc.)
 - Pick up weapons (a bat, a knife, a shotgun and etc.) for special attack.
And pick up items on the ground (a wooden box, a gasoline drum, a water bucket, a bottle, a barrel and etc.) to throw at enemies.
* Please note; All items as weapons are limited in number of their use.
 - Pick up food (a roast chicken and etc.) to restore your energy.
 - You will lose a life when your energy is exhausted. The game is over when you have used up all your lives.
 - There are 5 stages and one extra stage. Each stage has three or four scenes.
 - You may continue the game as many times as you want. Any player can join at any time.
-

Cabinet Information

Use a dual control upright cabinet with a start button, an 8-way joystick and two 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 it self. If "13B 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 MENU SCREEN 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 "EXIT" on the MENU SCREEN to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Move arrow with 1P JOYSTICK to desired test and press 1P PUNCH button to begin. Select "EXIT" to return to the MENU SCREEN.

1 .ROM CHECK
2 .SCREEN CHECK
3 .COLOR CHECK
4 .I/O CHECK
5 .MUSIC CHECK
6 .SOUND CHECK
7 .COIN MECHANISM INDEPENDENT/ COMMON
8 .COIN. GAME OPTIONS
EXIT

(4) EXPLANATION OF THE ITEMS

1. ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" and check-sums will be displayed on the screen.

In this test only, you cannot return to the MENU SCREEN until the test is through.

2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK

Adjust color brightness.

4. I/O CHECK

Check all the joysticks and buttons to see "1" when switched on.

5. MUSIC CHECK

Select "NEXT MUSIC" to change music.

6. SOUND CHECK

Next sound code is called automatically. Select "NEXT SOUND" to change it quicker.

7. COIN MECHANISM

· TWO INDEPENDENT COIN SLOTS — PREMIUM START AVAILABLE
○ · TWO COIN SLOTS FOR COMMON CREDITS — PREMIUM START NOT AVAILABLE
· EXIT

* ○ shows recommended setting.

8. COIN GAME OPTIONS

Following screen will appear. Use JOYSTICK to select the option to modify and press ATTACK button.

After modification is completed in the sub-screen, select "EXIT" to save and return to this screen.

8. COIN GAME OPTIONS
 8-1. COIN SETTING
 1P 1 COIN 1 CREDIT
 2P 1 COIN 1 CREDIT
 8-2. PLAYER LIFE
 2 LIVES
 8-3. DIFFICULTY
 NORMAL
 8-4. SOUND IN ATTRACT MODE
 ON
 8-5. VIDEO SCREEN FLIP
 NORMAL
 8-6. SOUND OUTPUT
 MONAURAL
 8-7. FACTORY SETTING
 EXIT

.....OR, 8-1 COIN SETTING
 STARTING 1 COIN 1 CREDIT
 CONTINUE 1 COIN 1 CREDIT

8-1. COIN SETTING

Ⓐ If "7. COIN MECHANISM" is set at "COMMON", the screen shows as follows:

8-1. COIN SETTING
 → 1P 1 COIN 1 CREDIT
 2P 1 COIN 1 CREDIT

On "COMMON" coin mechanism, coin setting should be done for each player.

Also, premium start is not available on this setting.

Ⓑ If "7. COIN MECHANISM" is set at "INDEPENDENT", the screen shows as follows:

→ 8-1. COIN SETTING
 STARTING 1 COIN 1 CREDIT
 CONTINUE 1 COIN 1 CREDIT

Selecting this item, the screen shows following options.

① When "PREMIUM START OFF" is selected, the number of coins necessary for starting and continuation will be the same.

After modifying coin setting, select "EXIT" and return to the original screen.

PREMIUM START SETTING		
	<input type="radio"/> OFF	
	<input type="radio"/> ON	
	<input type="radio"/> EXIT	
COINS		CREDITS
<input type="radio"/> 1		1
1		2
1		3
1		4
1		5
1		6
1		7
2		1
2		3
2		5
3		1
3		2
3		4
4		1
4		3
4		5

② When "PREMIUM START ON" is selected, choose the number of extra coins for premium start, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers.

PREMIUM START SETTING		
	<input type="radio"/> OFF	
	<input type="radio"/> ON	
	<input type="radio"/> EXIT	
NUMBER OF EXTRA COINS FOR PREMIUM START	COINS	CREDITS
<input type="radio"/> 1	1	1
1	1	2
1	1	3
<input type="radio"/> 2	1	4
2	1	5
3	1	6
4	2	7
5	2	1
	2	3
	2	5
	3	1
	3	2
	3	4
	4	1
	4	3
	4	5

* shows recommended setting for PREMIUM START.

8.2. PLAYER LIFE

- 1 LIFE
- 2 LIVES
- 3 LIVES
- 4 LIVES
- 5 LIVES
- 6 LIVES
- 7 LIVES
- EXIT

8.3. DIFFICULTY

- EASY
- NORMAL
- DIFFICULT
- VERY DIFFICULT
- EXIT

8.4. SOUND IN ATTRACT MODE

- OFF
- ON
- EXIT

8.5. VIDEO SCREEN FLIP

- NORMAL
- UPSIDE DOWN
- EXIT

8.6. SOUND OUTPUT

- MONAURAL
- STEREO
- EXIT

* Shows recommended settings.

8.7. FACTORY SETTING

All the settings returns to default by selecting "FACTORY SETTING".

