




GOINDOL

GAME MANUAL

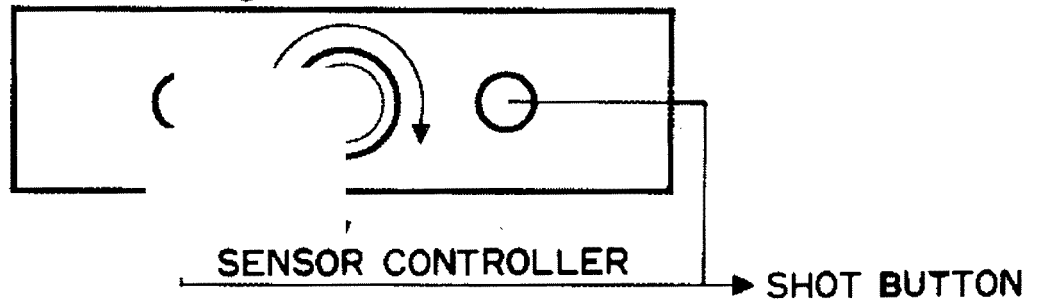
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GOINDOL GUARDING A BLOCK IN PRIMITIVE AGE COMES INTO A CIVILIZED WORLD BEYOND TIME AND SPACE. SPRINGER  THE NEWEST WEAPON, COMES OUT TO THE LINE OF DEFENSE TO BREAK BLOCKS.

AS YOU COMPLETE TO BREAK 100 STAGES, THE PRIMITIVE MAN WILL YIELD TO YOU.

CONTROL PANEL



PLAY INSTRUCTION

- 1: BREAK BLOCK AND CAPTURE GOINDOL BY CONTROLLING MEGA BALL  AND SPRINGER 
- 2: CHANGE INTO SEVERAL FORMS BY CATCHING THE DROPPING PLATES IN BREAKING OF BLOCKS
- 3: POINT TABLE

COLOR	PLATE	POINTS	FUNCTION
LIGHT BLUE	-	100	BACK STAGE
LIGHT BLUE	+	100	NEXT STAGE
RED	H	200	OBSTACLES DISAPPEAR
BLUE	L	200	SPRINGER LENGTHEN
GREY	R	200	BALL SPEED DOWN
PINK	S	100	SUPER BALL
GREEN	B	100	↑ USABLE SHOOTING
LIGHT GREEN	F	100	* BLOCK CAPTURE

PICTURE	POINTS	PICTURE	POINTS
NORMAL BLOCK	100	GOINDOL	100
LARGE BLOCK	200	BLACK HOLE	500
GOLDEN BLOCK	100	PLATE OF NUMBER	100
OBSTACLES	100	777 BOARD	100
MONSTER HEAD (MOUTH)	100 300	BONUS ACCORDANCE (OF NUMBER)	10000

WHEN THE NUMBERS OF PLATES    ACCORD, YOU CAN SEE THE PICTURES FOR BONUS GAME (ALL IS SCENES)

70INDOL

WIRING DIAGRAM

SOLDER SIDE		PART SIDE	
GND		1	GND
GND		2	GND
+5V		3	+5V
+5V		4	+5V
		5	
+12V		6	+12V
		7	
2P PILOT LAMP	5-Pew	8	6-Pew, 1P PILOT LAMP
		9	
SPEAKER (-)	1	10	4 SPEAKER (+)
		11	
VIDEO G	3	12	5 VIDEO R
VIDEO SYNC	5	13	6 VIDEO B
		14	7 VIDEO GND
		15	
COIN 2	8	16	9 COIN 1
2P START	10	17	11 IP START
		18	
		19	
		20	
		21	
2P SHOT	14	22	13 IP SHOT
		23	
2P SENSOR (LEFT)	11	24	14 IP SENSOR LEFT
2P SENSOR (RIGHT)	10	25	15 IP SENSOR RIGHT
		26	
GND		27	GND
GND		28	GND

