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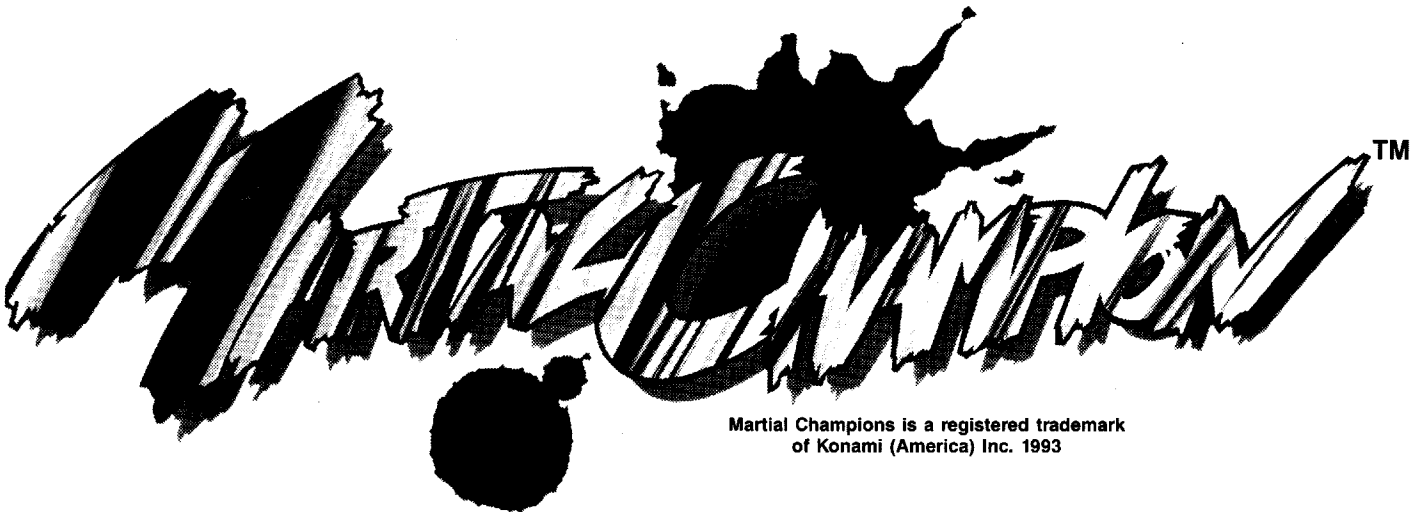

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Service & Parts #

708-215-5100

Jerry Korbecki (Service Manager) Ext. 122
George Limonez (Parts) Ext. 123

INSTRUCTION MANUAL

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MARTIAL CHAMPION™: PARTS LIST

Part #	Description
234003	Martial Champion PCB
234100	Control Panel Overlay
234101	Player Instructions
234200	Marquee
234300	Upper Right Decal
234301	Upper Left Decal
234302	Middle Right Decal
234303	Middle Left Decal
234304	Lower Right Decal
234305	Lower Left Decal
30254	White Button
30255	Red Button
30256	Yellow Button
30258	Blue Button
30261	Microswitch
30262	Palnut
30335	Joystick
35205	ISO Transformer
35407	Power Supply
40101	Coin Door with Meter
40209	Marquee Bracket
40356	Monitor Glass
40357	Marquee Glass
40525	Monitor Glass
40611	25″ Plastic Bezel

MARTIAL CHAMPION™: WIRING HARNESS

Solder Side				Parts Side	
BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+12V DC	F	6	+12V DC	ORANGE
	*KEY	H	7	*KEY	
	(EMPTY)	J	8	COIN COUNTER	GREEN/GRAY
	(EMPTY)	K	9	(EMPTY)	
	(EMPTY)	L	10	(EMPTY)	
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	(EMPTY)	
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
RED/GREEN	2 START	U	17	1P START	RED/YELLOW
BLUE/YELLOW	2P UP	V	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	W	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	X	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Y	21	1P RIGHT	GRAY/WHITE
BLACK/YELLOW	2P UPPER ATTACK	Z	22	1P UPPER ATTACK	RED/WHITE
ORANGE/GRAY	2P MIDDLE ATTACK	a	23	1P MIDDLE ATTACK	GREEN/BROWN
ORANGE	2P LOWER ATTACK	b	24	1P LOWER ATTACK	RED/BLUE
	NOT USED	c	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

MARTIAL CHAMPION™: TECHNICAL INFORMATION

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

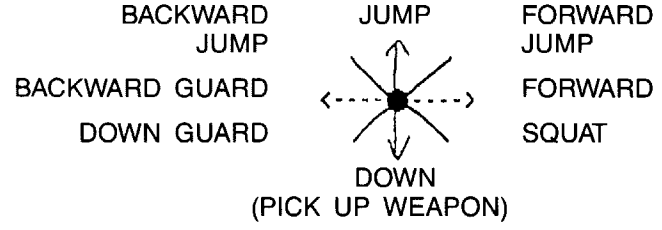
PLAY INSTRUCTIONS

- You can choose "PLAYER 1 vs COMPUTER (CPU)" or "PLAYER 1 vs PLAYER 2."
- Buy-in available. Continue available.
- When the player is damaged, his/her "Life" decreases. When "Life" totally runs out, the player loses a 'round.'
- The game is of tournament style. One match consists of three rounds (90 counts per round). If the player wins two rounds in three rounds, he/she will go to the next stage (match).
- If there is a draw round, the player will fight in an additional round. If the additional round ends up with a draw, the player loses the game (GAME OVER).
- In the case of "PLAYER 1 vs PLAYER 2," both players can play with the same character.

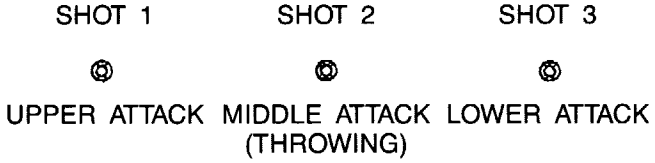
(HOW TO PLAY)

- Control your character with joystick and three buttons.
- You can make UPPER ATTACK with the button SHOT 1, MIDDLE ATTACK with the SHOT 2 and LOWER ATTACK with the SHOT 3.
- There are several special moves and attack for each character. These are accomplished by using different combinations of the joystick and buttons.
- If your opponent has dropped a weapon, you can pick it up by positioning your character over it and pulling joystick down.

JOYSTICK



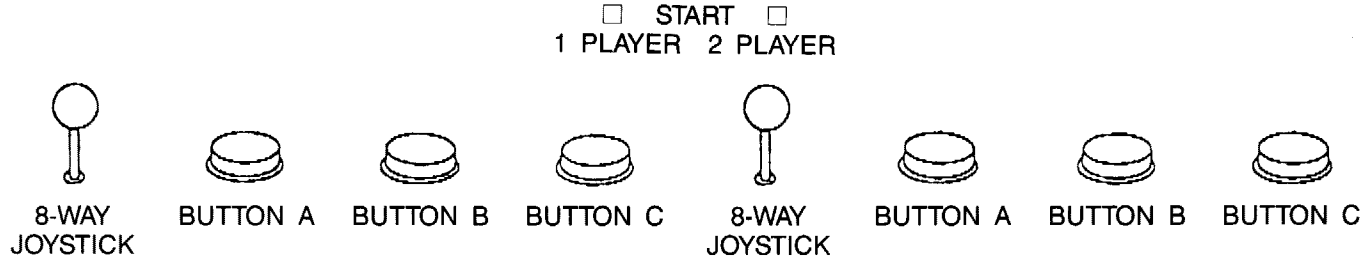
BUTTONS



MARTIAL CHAMPION™: TECHNICAL INFORMATION (cont.)

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 "15B BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed. Switching on with TEST SWITCH pressed causes the settings of the manual test to be initialized 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.

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 START BUTTON to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Use Player 1 JOYSTICK to select the 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.

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 = DO CHECK

(4) ITEMS IN MAIN MENU

Use Player 1 Joystick to select the item 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 "SAVE 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 SAVINGS" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.

1. I/O CHECK
   Check all the joysticks and buttons to see "1" when switched on. Press Player 1 and 2 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. MASK ROM CHECK
   Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.
5. DIP SWITCH SETTING
   You can check the settings of DIP SWITCH at this item. You can change the settings with DIP SWITCH as per the following:

DIP SW	CONTENTS	DIP SW/ON	DIP SW/OFF
SW1	SOUND OUTPUT	STEREO	MONAURAL
SW2	VIDEO SCREEN FLIP	UP SIDE DOWN	NORMAL
SW3	UNUSED		
SW4			

MARTIAL CHAMPION™: TECHNICAL INFORMATION (cont.)

6. SOUND OPTIONS
The following screen will appear:

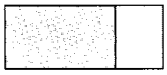
```
SOUND OPTIONS

   SOUND IN ATTRACT MODE
   ALL THE TIME

   SOUND SCALE CHECK
   SOUND VOLUME = 25

   FACTORY SETTINGS
   SAVE AND EXIT
   EXIT

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



. . .Select out of the following 3 types for the sound for demonstration play.
. . .''ALL THE TIME,'' ''ONCE EVERY 2-8 CYCLES'' and ''COMPLETELY OFF''

. . .Do, re, mi. . .do will sound.
. . .Sound volume adjustment (0-30)

. . .Returned to factory settings

7. GAME OPTIONS
Following screen will appear:

```
GAME OPTIONS

   DIFFICULTY LEVEL          4/MEDIUM
   VIOLENT MODE              BLOODY

   FACTORY SETTINGS
   SAVE AND EXIT
   EXIT

1 PLYR JOYSTICK UP/DOWN=SELECT OPTION
1 PLYR JOYSTICK RIGHT/LEFT=MODIFY SETTINGS
```

. . .Select out of 8 levels for play

. . .Difficulty level.
. . .With ''BLOODY,'' player characters spurt blood when damaged.
. . .Returned to Factory Settings

8. COIN OPTIONS

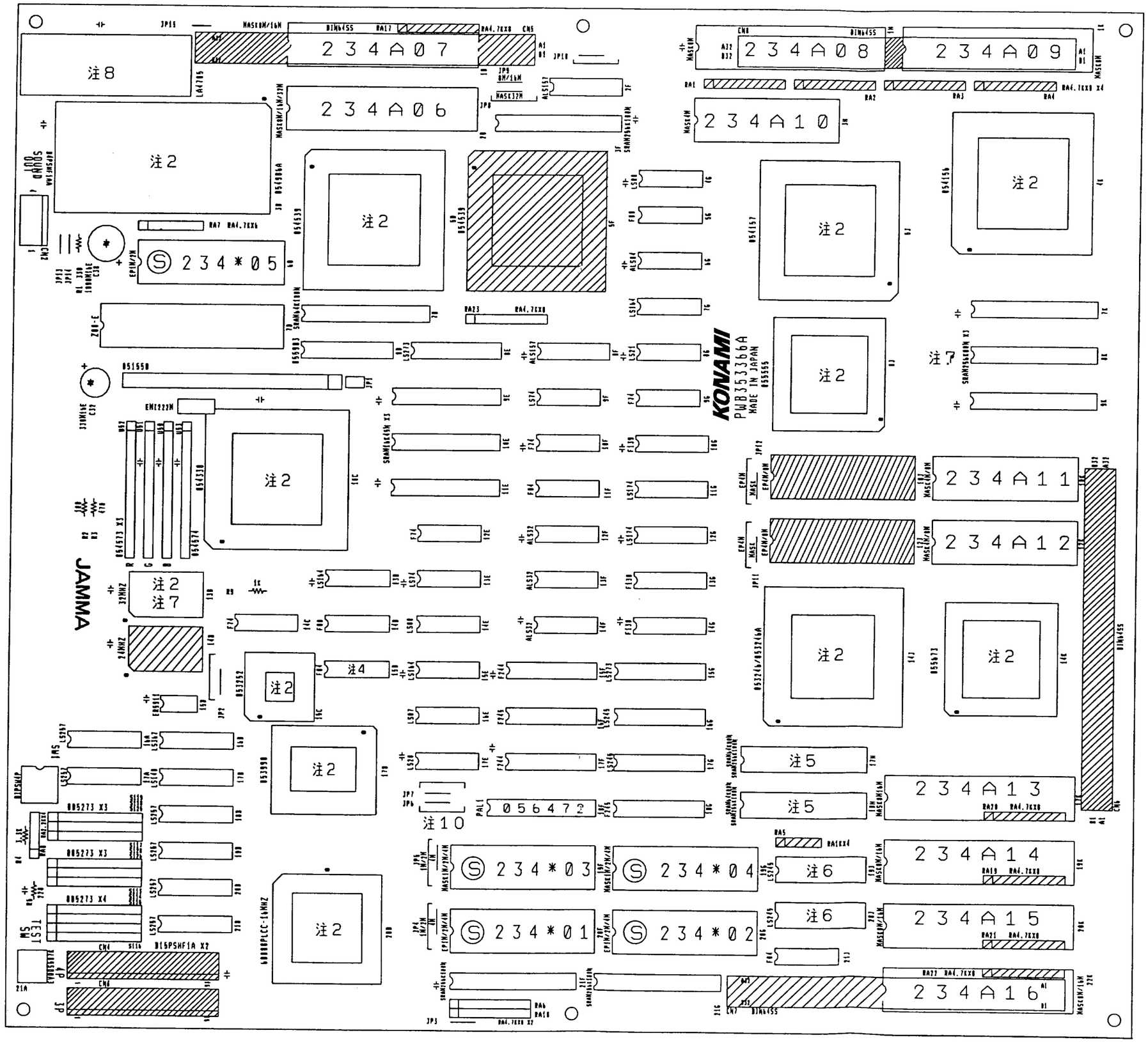
Following screen will appear. The specification is for COMMON coin slot only without coin. If there are 2 COMMON coin slots, the coin option setting must be done for each coin slot.

COIN OPTIONS		
FREE PLAY	NO	. . .Choice of Free Play (YES/NO)
COIN SLOT 1	1 COIN 1 CREDIT	Set the number of credit per coin. (See below *COIN SETTING OPTIONS.)
COIN SLOT 2	1 COIN 1 CREDIT	
PREMIUM START	NO	. . .“NO” or “YES 1” to “YES 4” (The number means the EXTRA coins necessary.)
	1 CREDIT TO START	Set the number of credit for Start and Continue (1-8).
	1 CREDIT TO CONTINUE	
FACTORY SETTINGS		Same as above “GAME OPTIONS.”
SAVE AND EXIT		
EXIT		
1 PLYR JOYSTICK UP/DOWN=SELECT OPTION		
1 PLYR JOYSTICK RIGHT/LEFT=MODIFY SETTINGS		

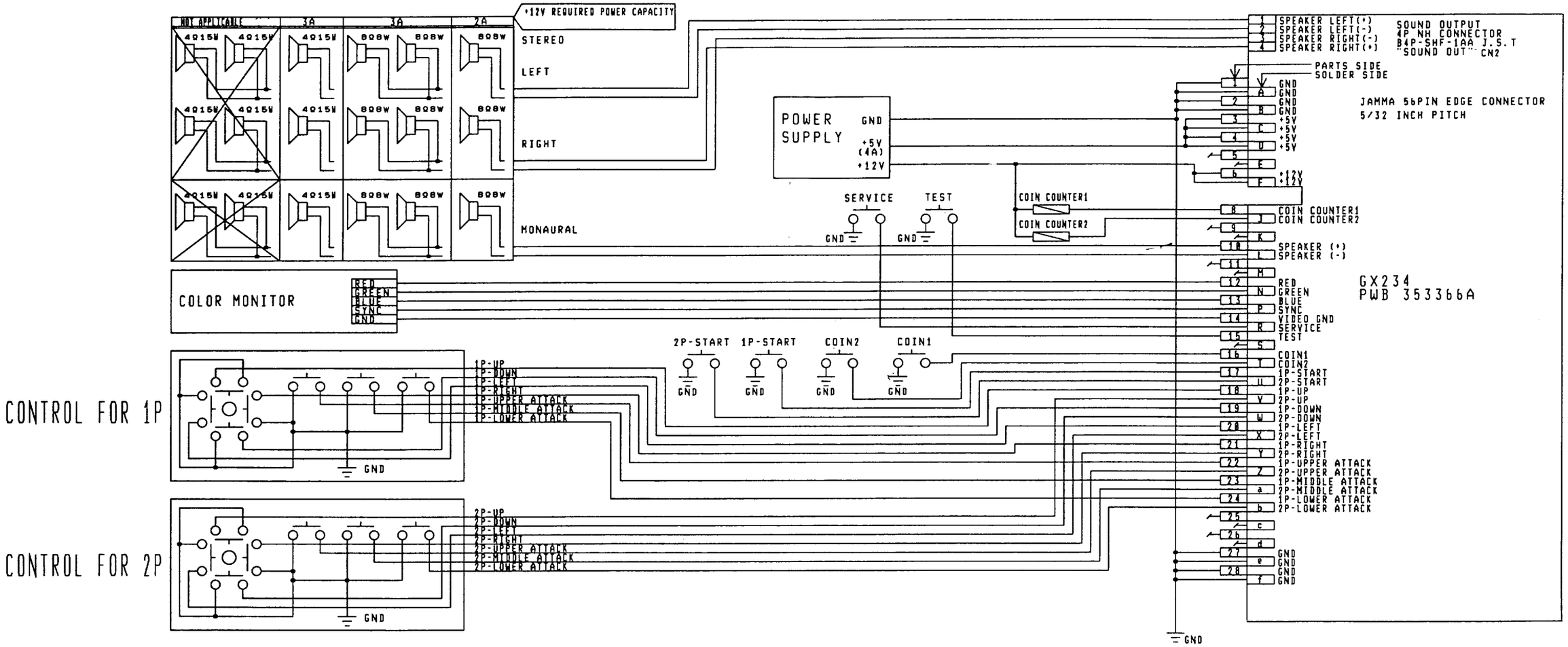
*COIN SETTING OPTIONS

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

MARTIAL CHAMPION™: PCB LAYOUT



MARTIAL CHAMPION™: WIRING DIAGRAM



- NOTE -

(1) 1P:NO.1 PLAYER 2P:NO.2 PLAYER

(2) SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE PCB.

(3) YOU CANNOT USE BOTH STEREO AND MONAURAL OUTPUTS AT THE SAME TIME.

(4) DO NOT CONNECT SPEAKER(-) TO GND.
SPEAKER(-)

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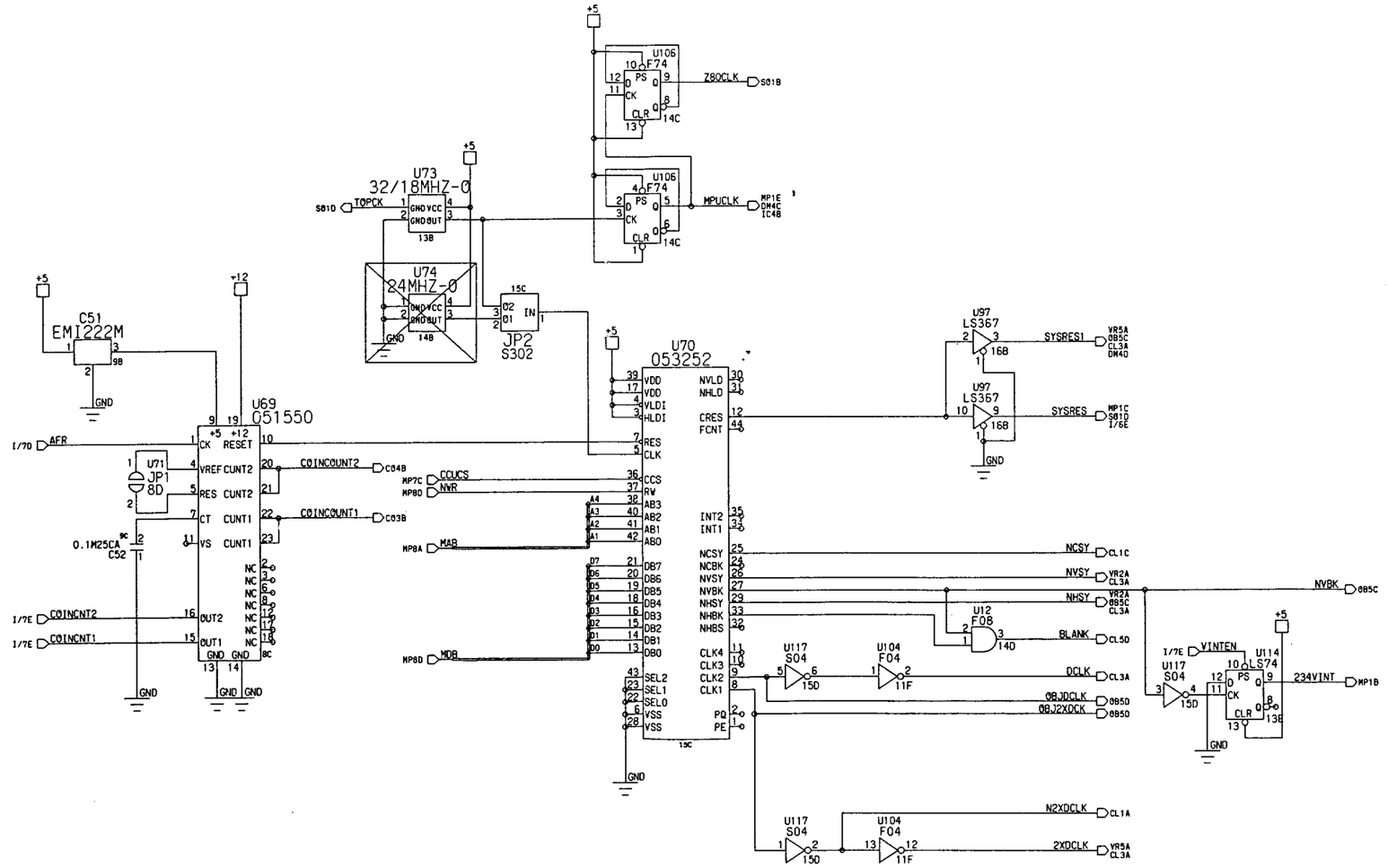

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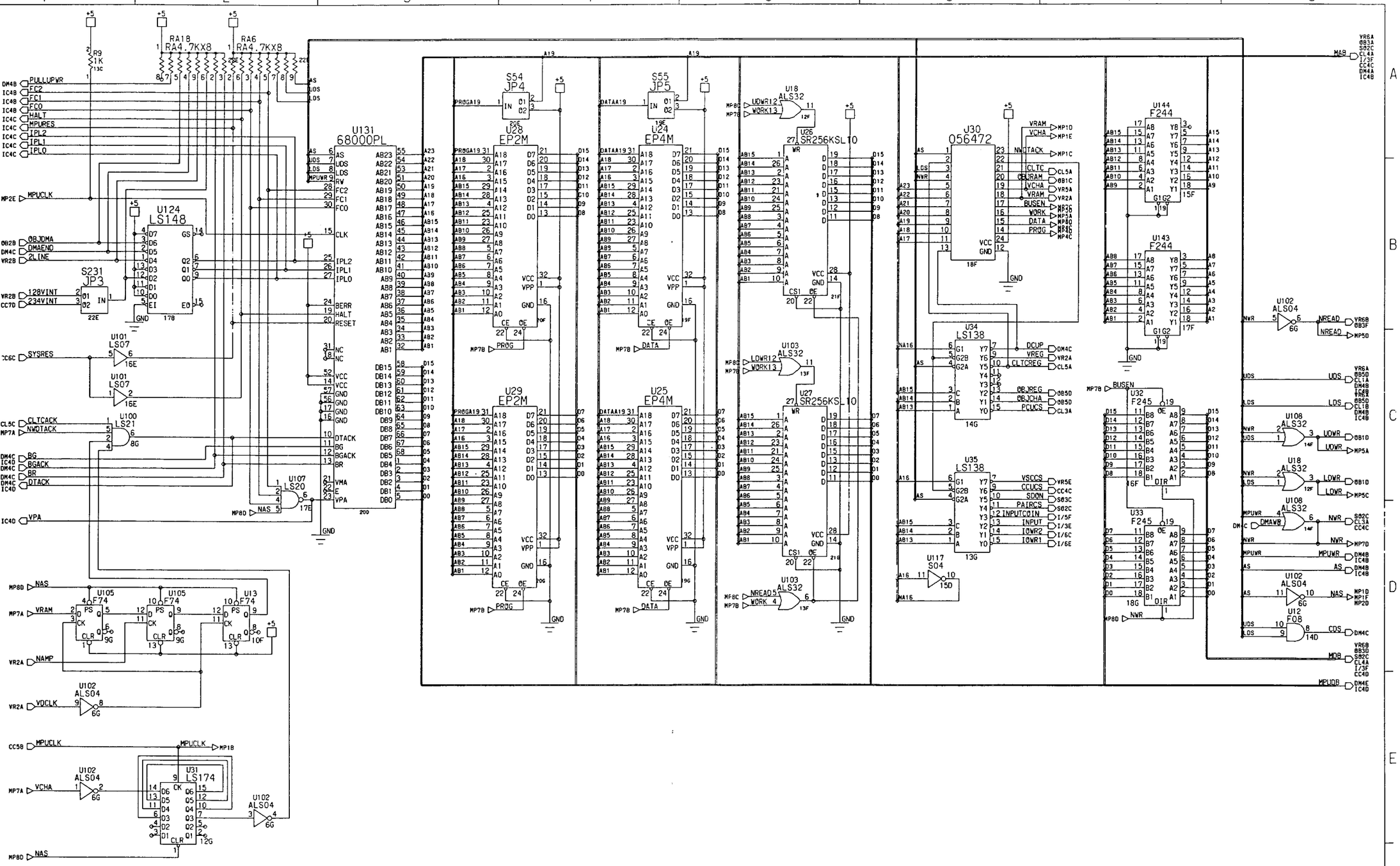

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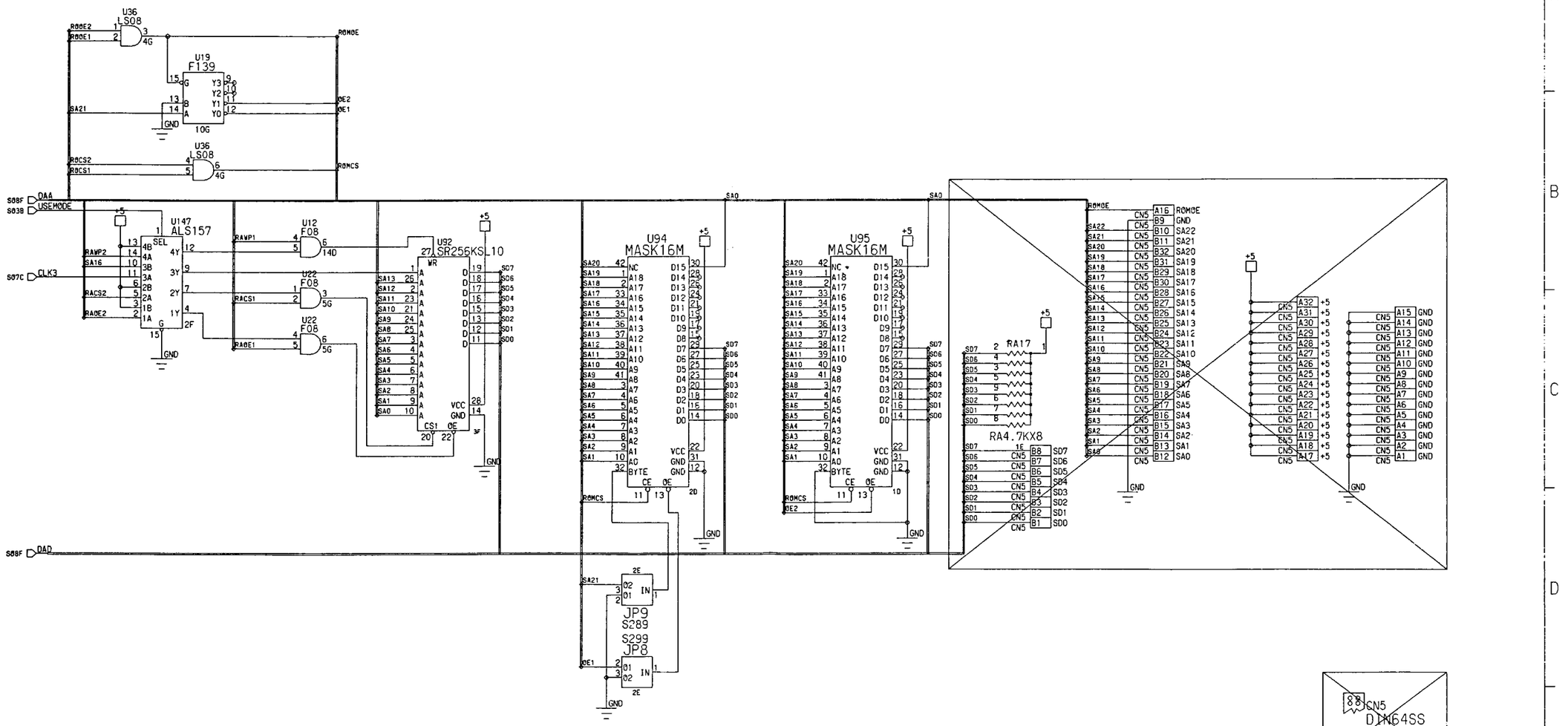

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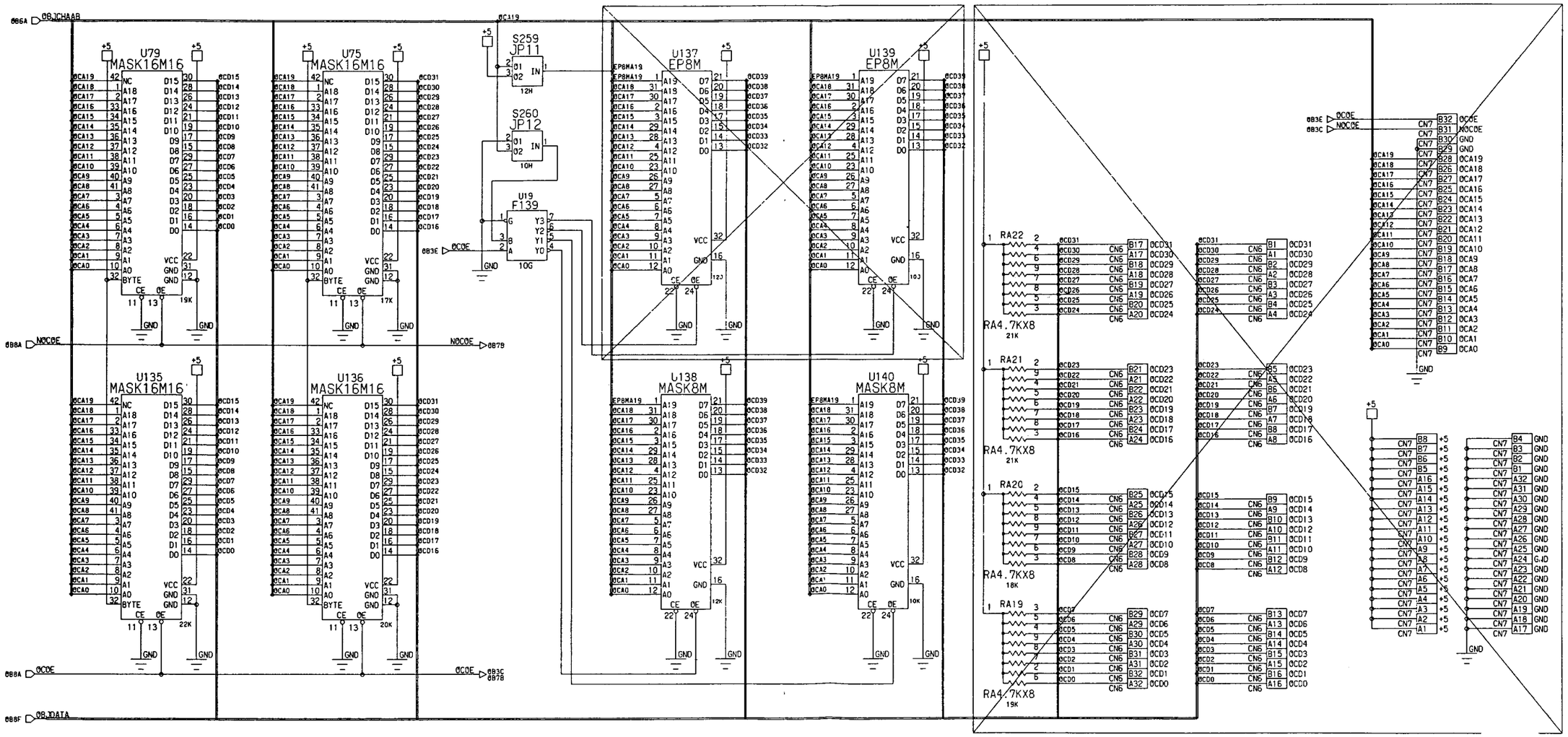

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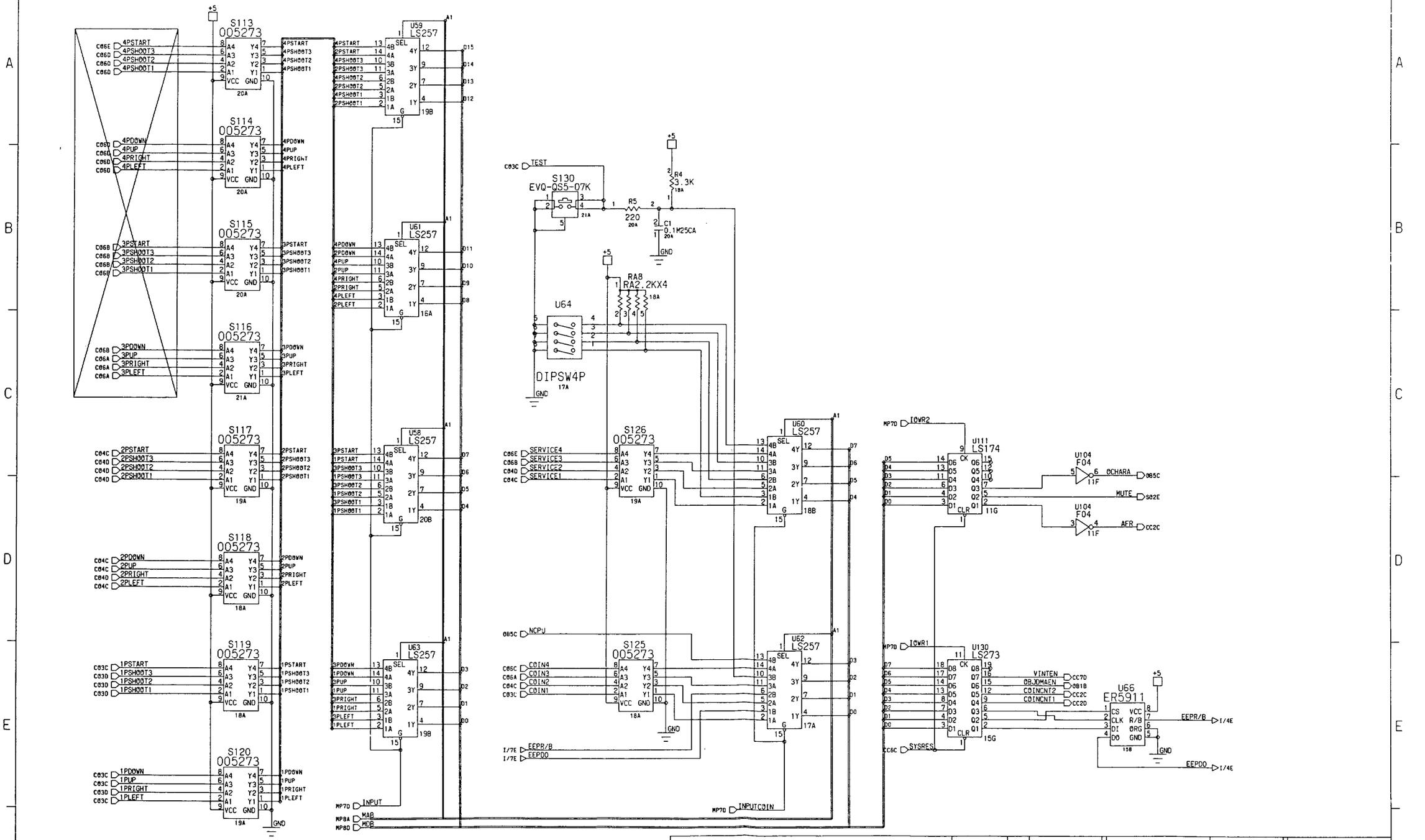

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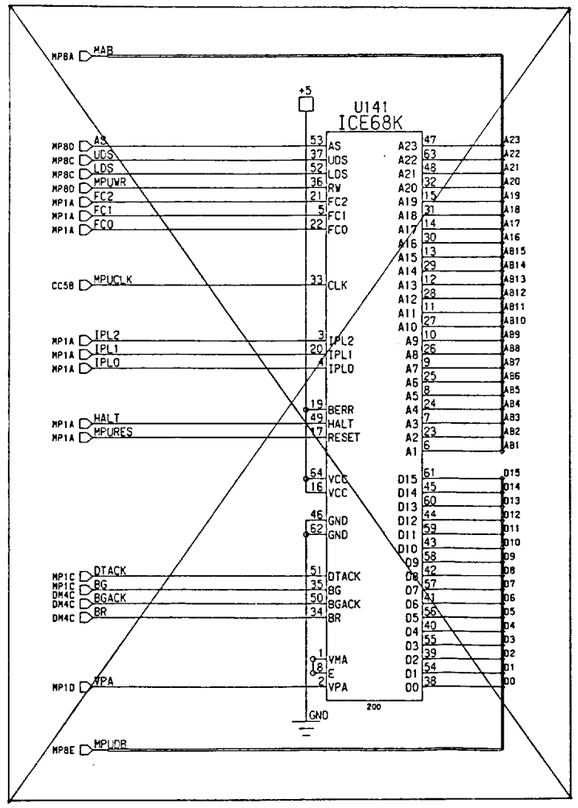

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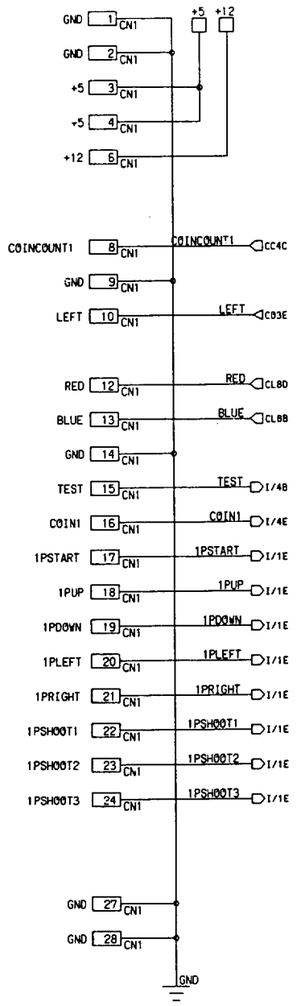

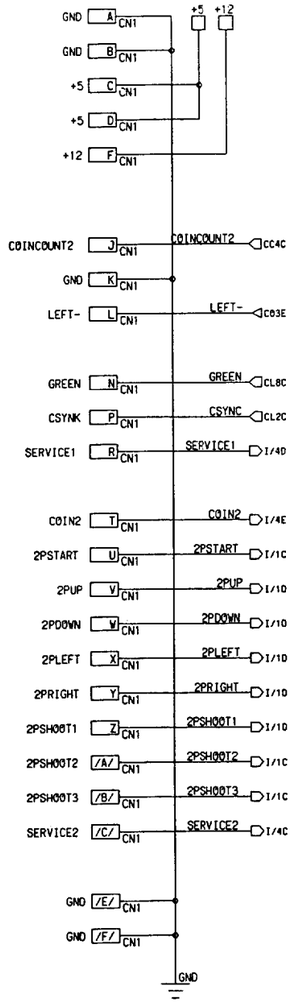

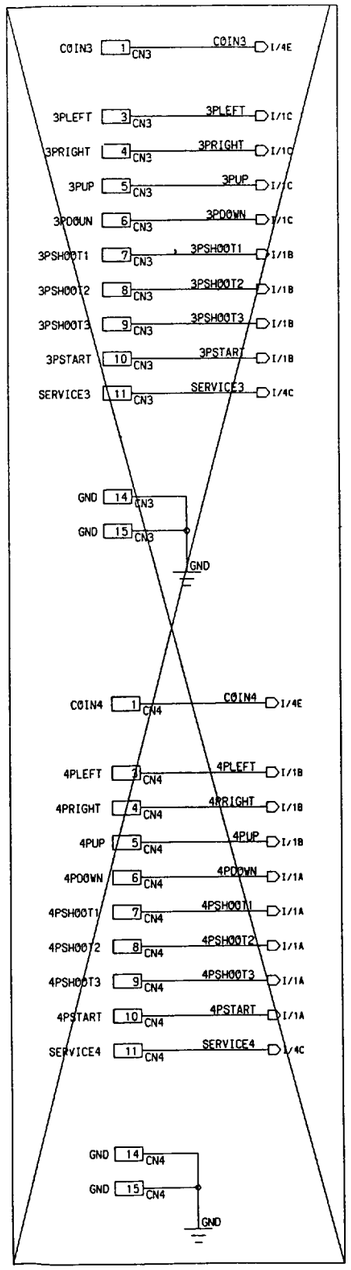

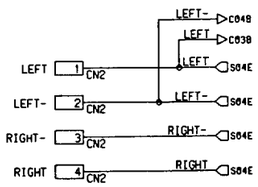

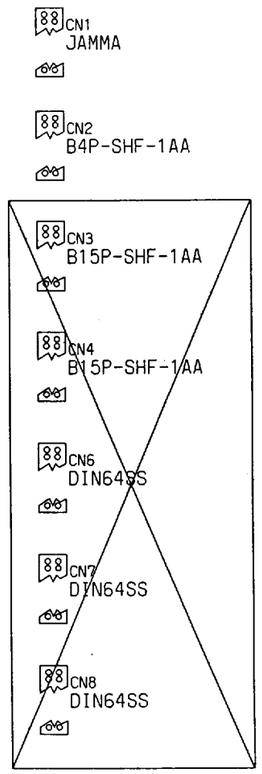

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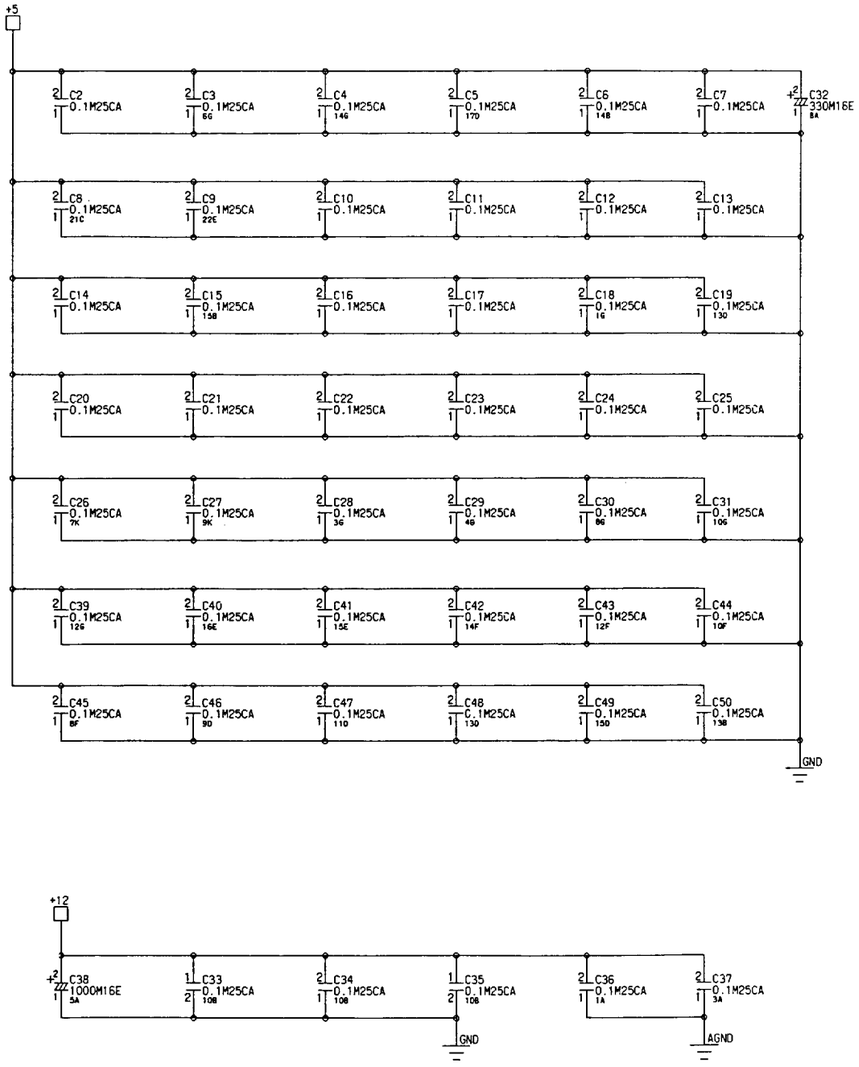

-- NØTES --

+5 : VCC (+5V)

+12 : VCC (+12V)

GND : GND

JP2-JP12

01: NARRØW JUMPER
02: WIDE JUMPER

CN1 : JAMMA EDGE 56P

CN2 : 4P NH CØNNECTØR

: NØT USED

KINDS ØF CAPACITØR

1000M16E : 1000UF16V ELEC.AL
330M16E : 330UF16V ELEC.AL
0.1M25CA : 0.1UF25V CERAMIC

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