WWF WrestleFest ™

Instruction
Manual

TECHNŌS
aMERICan TECHnōs Inc.™

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GENERAL INFORMATION

CONTENTS OF KIT

Description	Quantity
WWF WrestleFest printed circuit board	1
WWF WrestleFest game marquee	1
WWF WrestleFest control panel overlay	1
WWF WrestleFest monitor card	1
WWF WrestleFest Side Decals	2
Standard JAMMA harness	1
Extra player harnesses	2
8-way joysticks	4
Red (action) push-button	2
Yellow (action) push-button	2
Blue (action) push-button	2
Green (action) push-button	2
Colored start buttons (1,2,3, & 4)	4
I.D. tags (A)	4
I.D. tags (B)	4
Service Manual	1
FCC Compliance Sticker	1
2-player game feature sticker	1
3-player game feature sticker	1

FORMATS

WWF WrestleFest is offered in 2 different formats:

1. 4-player dedicated game with 25" horizontal mount monitor.

2. Horizontal conversion kit with operator selectable dip switch selections to make the game convert 2, 3, or 4 player cabinets.

SET UP

INSTALLATION REQUIREMENTS

Following are the electrical and mechanical specifications required to install the WWF WrestleFest conversion kit:

A. Monitor: horizontal mount, RGB, negative composite sync.

B. Power Supply: +5VDC @ 3 AMPRE and +12 VDC @ 1 AMPRE
   It is very important that your power supply is in top operating condition.

C. Control Panel: Depending on the version of this game you are converting, make sure that you allow space for one joystick and two action buttons for each player (see diagram for Control Panel Layout, page 12, 13 or 14).

Make sure that all mechanical and electrical parts/ components are functioning properly before installing the kit.

KIT CAPACITY

The conversion kit includes graphics and hardware necessary to convert all multi-player and oversized video game cabinets.

GAME PLAY

NUMBER OF PLAYERS

WWF WrestleFest is offered as a 4-player dedicated game or as a 4, 3, or 2-player conversion kit (operator selectable by dip switch). In the conversion kit form, contents allow for a conversion of most multi-player game cabinets.

TYPES OF PLAY

WWF WrestleFest is a follow-up to the highly successful game *WWF Superstars*. WWF WrestleFest now has two different play selections for the players:

> A. Tag Team Challenge
> B. Battle Royal

Players insert their coins and first select their desired play mode. After that selection is made, the player then proceeds in selecting their preferred wrestler(s).

WRESTLERS TO CHOOSE FROM

Following are the wrestlers to choose from:

☆ Hulk Hogan   ☆ Crush of Demolition (new)
☆ Ultimate Warrior   ☆ Smash of Demolition (new)
☆ Ted Dibiase   ☆ Jake Roberts (new)
☆ Big Boss Man   ☆ Sgt. Slaughter (new)
☆ Earthquake (new)   ☆ Animal of Legion of Doom (new)
☆ Mr. Perfect (new)   ☆ Hawk of Legion of Doom (new))

NEW TRADEMARK MOVES

Each wrestler has new and exciting moves never before seen in a video game. By using a combination of the action buttons, duplicate some of the special trademark moves:

Wrestlers	Trademark Move
☆ Hulk Hogan	Legdrop
☆ Big Boss Man	Boss Man Slam
☆ Jake Roberts	DDT
☆ Smash of Demolition	Suplex
☆ Crush of Demolition	Back-breaker
☆ Ultimate Warrior	Gorilla Press
☆ Earthquake	Vertical Splash
☆ Ted Dibiase	Million Dollar Dream Sleeper Hold
☆ Sgt. Slaughter	Cobra Clutch
☆ Mr. Perfect	Perfect Plex
☆ Legion of Doom	Clothesline Off Turnbuckle

COMPLETE DIP SWITCH SETTINGS

DIP SWITCH - 1

1	2	3	4	5	6	7	8	ITEM
								COIN 1 & 2
off	off							* 1 coin 1 play
on	off							1 coin 2 play
off	on							2 coin 1 play
on	on							3 coin 1 play
								CONTINUE PRICE
				on				without continue price
				off				* with continue price
								SOUND FOR DEMO
					off			* sound
					on			no sound
								SCREEN INVERT
						off		* normal
						on		invert
								F.B.I. LOGO
							off	* yes
							on	no
								REGAIN POWER PRICE
			on					no
			off					* yes
								BUY-IN PRICE
		on						without buy-in price
		off						* with buy-in price

* FACTORY SETTING

1. WITHOUT CONTINUE PRICE, the continue price for the game is the same as the starting price for the game. (ON)
2. WITH CONTINUE PRICE, the continue price for the game is always one coin. (OFF)*
3. REGAIN POWER, (ON) the price to regain power is the same as the starting price for the game.
4. REGAIN POWER (OFF), the price to regain power is always one coin.*
5. WITHOUT BUY-IN PRICE (ON), the buy-in price for the game is the same as the starting price for the game.
6. WITH BUY-IN PRICE (OFF), the price to buy-in is always one coin.*

*Recommended Factory Setting

DIP SWITCH - 2

Clear stage power-up gives players additional points when stage is cleared.

1	2	3	4	5	6	7	8	ITEM
								DEGREE OF DIFFICULTY
off	off							∗ normal (2)
on	off							easy (1)
off	on							difficult (3)
on	on							most difficult (4)
								SETTING SELECT
		off	off					∗ 4-play setting
		on	off					3-play setting
		off	on					2-play setting
								CLEAR STAGE POWER UP
				off	off			∗ 24
				on	off			32
				off	on			12
				on	on			0
								CHAMPIONSHIP GAMES
						off		∗ 5th
						on		4th
			off					**NOT USED**

∗ FACTORY SETTING

CONNECTING DIAGRAM

SOLDER SIDE			PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
protection key	H	7	protection key
coin counter 2	J	8	coin counter 1
	K	9	
speaker (-)	L	10	speaker (+)
	M	11	
video green	N	12	video red
video sync	P	13	video blue
service switch	R	14	video GND
	S	15	
coin switch 2	T	16	coin switch 1
start switch 2	U	17	start switch 1
2P control 1 up	V	18	1P control 1 up
2P control 2 down	W	19	1P control 2 down
2P control 3 left	X	20	1P control 3 left
2P control 4 right	Y	21	1P control 4 right
2P control 5 push A	Z	22	1P control 5 push A
2P control 6 push B	a	23	1P control 6 push B
	b	24	start 2P (vs) CPU*
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

START BUTTON CONNECTIONS (2-PLAYER CONVERSION)

(#17) 1 player (vs) CPU: Start Button #1
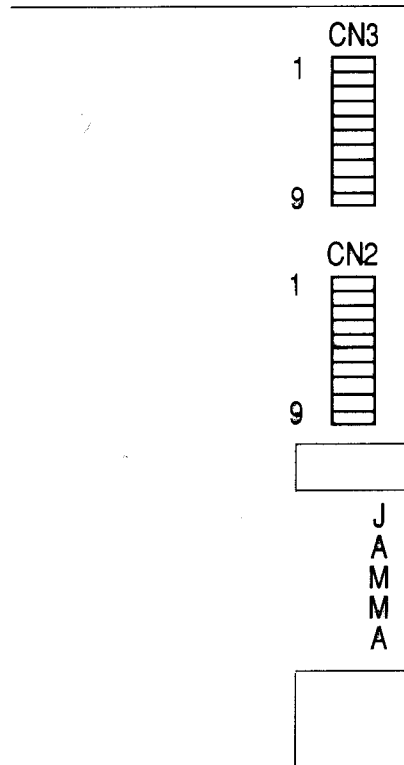
(U) 1 player (vs) 2nd player: Start Button #2

(#24) 2 players (vs) CPU: Start Button #3

* #24 - use when doing 2-player conversion only

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DIAGRAM (A)

## MOLEX CONNECTOR FOR THIRD AND FOURTH PLAYERS

CN2   (third player)   CN3   (fourth player)

PIN	ACTION	WIRE COLOR	PIN	ACTION	WIRE COLOR
1	3P right	yellow	1	4P right	yellow
2	3P left	green	2	4P left	green
3	3P up	violet	3	4P up	violet
4	3P down	blue	4	4P down	blue
5	3P push A	orange	5	4P push A	orange
6	3P push B	red	6	4P push B	red
7	not used	brown	7	not used	brown
8	3P START	grey	8	4P start	grey
9	GND	black	9	GND	black

```
        CN3
   1  ▭
   9  ▭
        CN2
   1  ▭
   9  ▭
        J
        A
        M
        M
        A
```

INSTRUCTIONS FOR CONNECTING
THIRD AND FOURTH PLAYER:

Simply follow the above wiring
instructions **carefully** for connecting
both the third and/or the fourth players
to the necessary joystick, button, etc.

2 - PLAYER CONTROL PANEL LAYOUT
(for conversion kit)

GAME START
BUTTONS

red   yellow   green

1   2   3

A   B   A   B

red buttons   green buttons
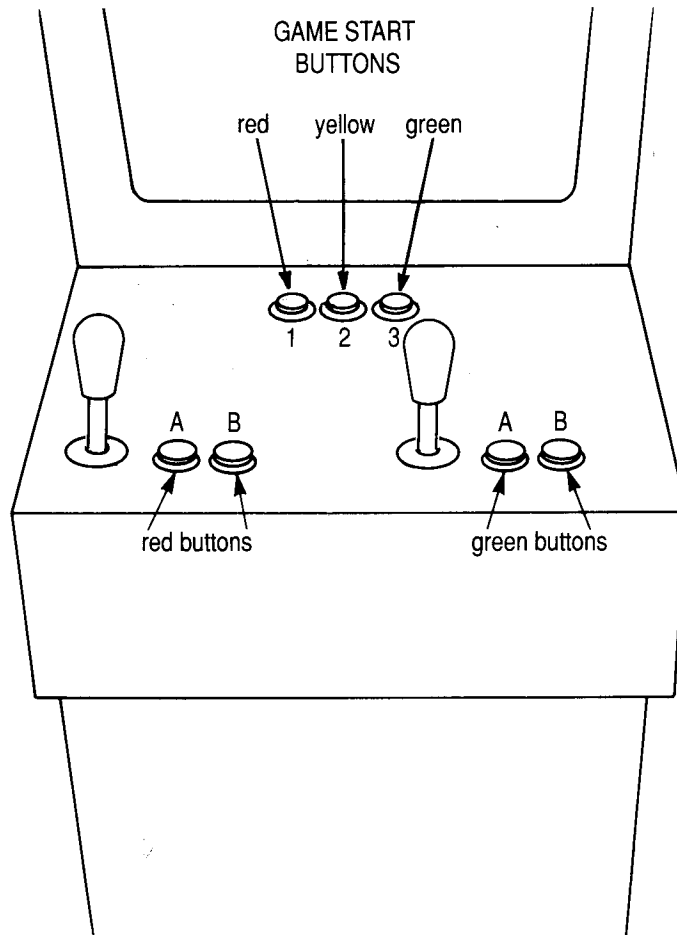
When doing a 2-player conversion, be sure to use the 2-player game feature sticker and affix on the monitor card.
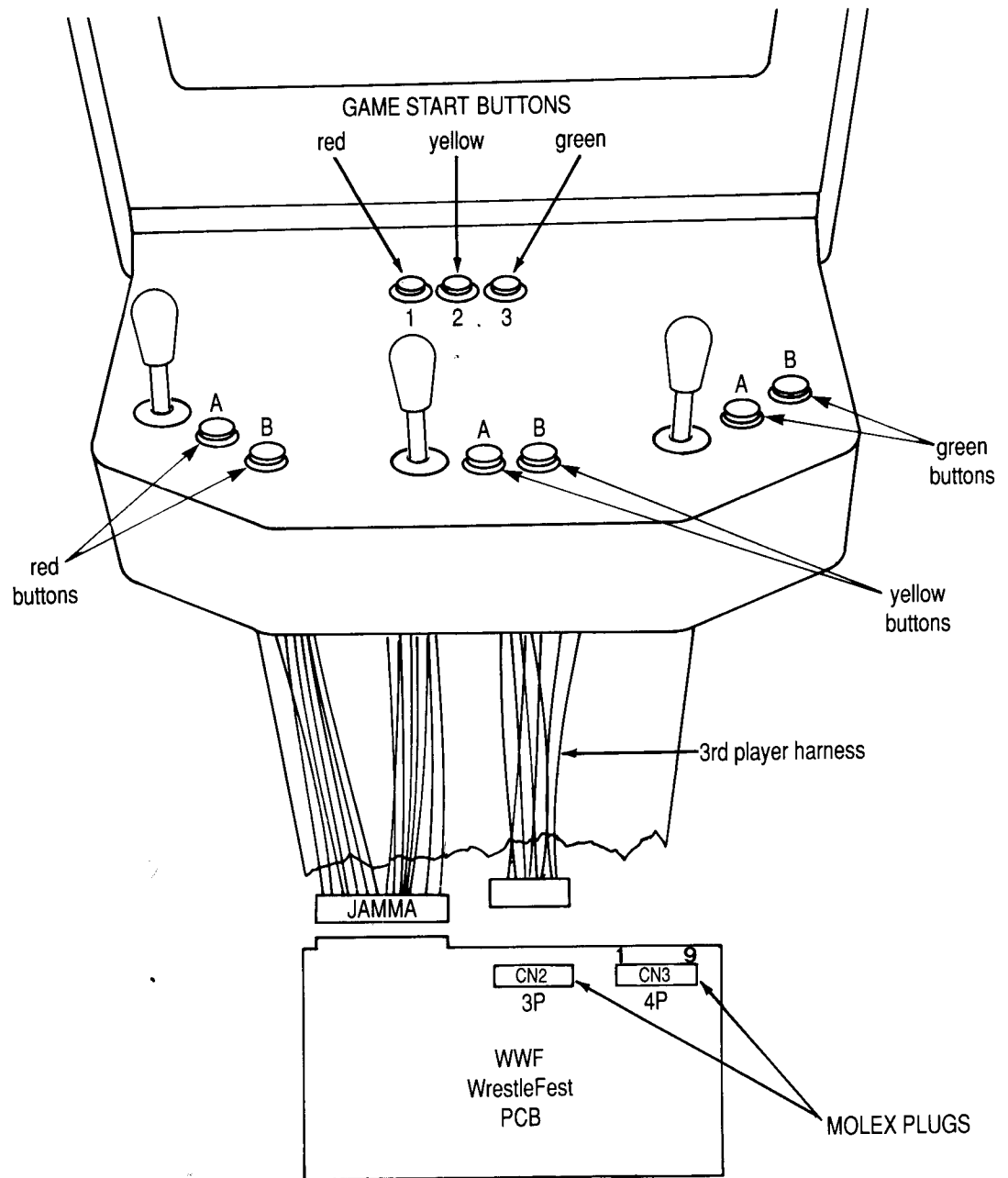
1 player (vs) CPU:
Start Button #1

1 player (vs) 2nd player: Start Button #2

2 players (vs) CPU:
Start Button #3

When making this 2-player conversion, only the standard JAMMA harness is necessary. Be certain to follow the connecting diagram carefully. Also, be certain that dip switch bank number 2 has switch #3 OFF and switch #4 ON.

3 - PLAYER CONTROL PANEL LAYOUT
(for Conversion Kit)

GAME START BUTTONS

red   yellow   green

1   2 . 3

A

B

B
A

green
buttons

A   B

red
buttons

yellow
buttons

3rd player harness

JAMMA

1   9
CN2   CN3
3P   4P

WWF
WrestleFest
PCB

MOLEX PLUGS

When making this 3-player conversion, you must use the 3rd player harness that has been supplied. Refer to earlier Diagram (A) on page 10 for connecting information. Make certain that dip switch bank number 2 has switch #3 ON and #4 OFF.

4 - PLAYER CONTROL PANEL
(for Conversion Kit)

GAME START BUTTONS

red   yellow   green   blue

1   2   3   4

A   B

yellow buttons

green buttons

red buttons

blue buttons

3rd player

4th player

JAMMA

CN2   CN3

3P   4P

WWF
WrestleFest
PCB
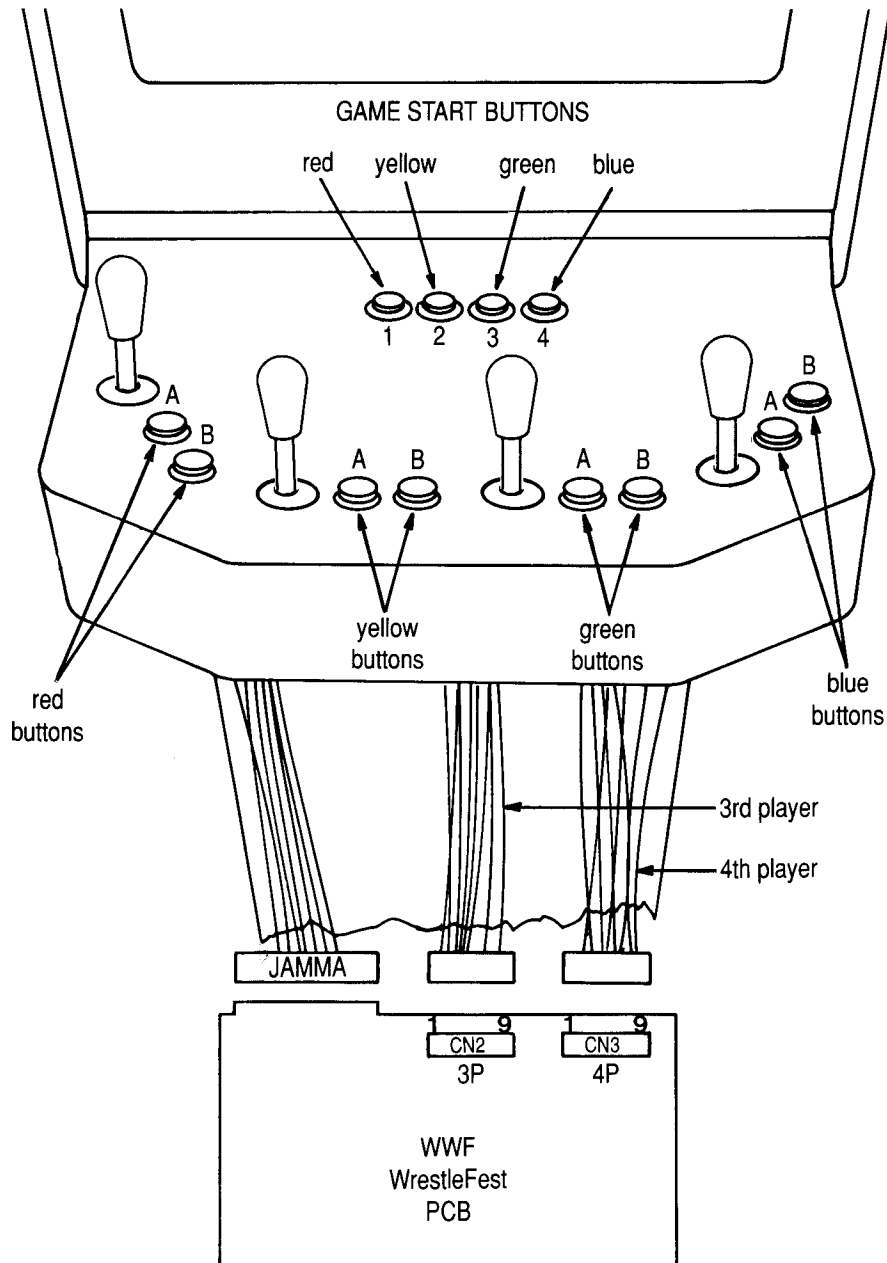
When doing a 3-player conversion, be sure to use the 3-player "game feature" sticker and affix on the monitor card.

When making this 4-player conversion, you must use the 3rd and 4th player harnesses that have been supplied. Refer to earlier Diagram (A) on page 10 for connecting information. Also, make certain that dip switch bank number 2 has switch #3 OFF and #4 OFF.

SUGGESTED CABINET CONVERSIONS

1. ALL 2-player cabinets

2. ALL 3-player cabinets
    - Rampage™
    - Xenophobe™
    - Mercs™
    - Moonwalker™
    - others

3. ALL 4-player cabinets
    - Gauntlet™
    - Main Event™
    - Crime Fighters™
    - Dark Adventure™
    - TMNT™
    - Simpsons™
    - Desert Assault™
    - others

Rampage and Xenophobe are trademarks of Bally Manufacturing. Mercs is a trademark of Capcom U.S.A. Gauntlet is a trademark of Atari Games Corp. Moonwalker is a trademark of Sega Enterprises Ltd. Main Event, Crime Fighters, Dark Adventure, TMNT and Simpsons are trademarks of Konami. Desert Assault is a trademark of Data East U.S.A.

CONNECTING DIAGRAM

(CN1)

半田面　Solder Side			部品面　Parts Side
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N/C	E	5	N/C
+12V	F	6	+12V
	H	7	
Coin Counter 2	J	8	Coin Counter 1
N/C	K	9	N/C
Speaker (−)	L	10	Speaker (+)
N/C	M	11	N/C
Video Green	N	12	Video Red
Video Sync	P	13	Video Blue
Service	R	14	Video GND
N/C	S	15	N/C
Coin 2	T	16	Coin 1
※　2P Start	U	17	1P Start
2P Up	V	18	1P Up
2P Down	W	19	1P Down
2P Left	X	20	1P Left
2P Right	Y	21	1P Right
2P Push S/W 1	Z	22	1P Push S/W 1
2P Push S/W 2	a	23	1P Push S/W 2
N/C	b	24	※　Start 2P vs CPU　協力プレー
N/C	c	25	N/C
N/C	d	26	N/C
GND	e	27	GND
GND	f	28	GND

※Use only when doing 2P conversion.

(CN2)

3P Right	1
3P Left	2
3P Up	3
3P Down	4
3P Push S/W 1	5
3P Push S/W 2	6
N/C	7
3P Start	8
GND	9

(CN3)

4P Right	1
4P Left	2
4P Up	3
4P Down	4
4P Push S/W 1	5
4P Push S/W 2	6
N/C	7
4P Start	8
GND	9

2P用筐体の場合：2P Startは、対戦プレースタート
　　　　　　　　 CN1. 24 は、協力プレースタート

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DIP SWITCH SETTINGS
(WWF WRESTLEFEST)

DIP SWITCH 1

1	2	3	4	5	6	7	8	ITEM
								● Coin-1 and 2
OFF	OFF						※	1 Coin 1 Play
ON	OFF							1 Coin 2 Play
OFF	ON							2 Coin 1 Play
ON	ON							3 Coin 1 Play
								● Continue Price
				ON				※ 無し（ゲームスタートと同じ）　Without Continue Price　〈Note 1〉
				OFF				有り（1コイン）　With Continue Price　〈Note 2〉
								● Sound for Demonstration
					OFF			※　可　Sound
					ON			不可　No Sound
								● 画面反転　Screen Invert
						OFF		※　通常　Normal
						ON		反転　Invert
								● F.B.I. Logo　表示
							OFF	※　有り　Yes
							ON	無し　No
								● Regain Power Price
		ON						無し（ゲームスタートと同じ）　No　〈Note 3〉
		OFF						※　有り（1コイン）　Yes　〈Note 4〉
								● Buy-in Price
			ON					無し（ゲームスタートと同じ）　Without Buy-in Price　〈Note 5〉
			OFF					※　有り（1コイン）　With Buy-in Price　〈Note 6〉

※**Recommended Factory Setting.**（標準設定）
〈Note 1〉 The continue price for the game is the game as the starting price for the game.
〈Note 2〉 The continue price is always one coin.
〈Note 3〉 The regain power price for the game is the same as the starting price for the game.
〈Note 4〉 The regain power price is always one coin.
〈Note 5〉 The Buy-in price for the game is the same as the starting price for the game.
〈Note 6〉 The Buy-in price is always one coin.

DIP SWITCH 2

1	2	3	4	5	6	7	8	ITEM
								● 難度　Degree of Difficulty
OFF	OFF							※　普通　Normal
ON	OFF							やさしい　Easy
OFF	ON							ややむずかしい　Difficult
ON	ON							むずかしい　Most Difficult
								● セッティング切り替え　Setting Select
		OFF	OFF					※　4人用　4 Play Setting
		ON	OFF					3人用　3 Play Setting
		OFF	ON					2人用　2 Play Setting
								● クリア時体力回復　Clear Stage Power Up　〈Note 7〉
					OFF	OFF		※　24
					ON	OFF		32
					OFF	ON		12
					ON	ON		0
								● チャンピオンシップ戦は何試合目　Championship Game
							OFF	※　5試合目　5th
							ON	4試合目　4th
				OFF				● Not used

※**Recommended Factory Setting.**（標準設定）
〈Note 7〉　Gives Players additional points when stage is cleared.