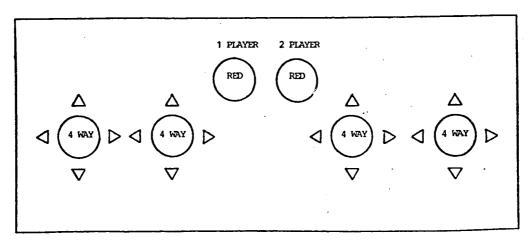
b. Karate Champ player vs player

			
SOLDER SIDE	PIN NUMBERS	COMPONENT SIDE]
2P CONTROL R DOWN	A 1	1P CONTROL R DOWN 6RG	
2P CONTROL R UP	B 2	1P CONTROL R UP	ie
2P CONTROL R LEFT	C 3	1P CONTROL R LEFT OR	809R
2P CONTROL R RIGHT	D 4	1P CONTROL R RIGHT	
2P CONTROL L DOWN	E 5	1P CONTROL L DOWN Gr	ty ,
2P CONTROL L UP	F 6	1P CONTROL L UP 17/	1 - Mari
2P CONTROL L LEFT	н 7	1P CONTROL L LEFT Pac.	1- Light
2P CONTROL L RIGHT	J 8	1P CONTROL L RIGHT /5/	a - Light
	K 9		_
	L 10		_
2P START SWITCH	M 11	1P START SWITCH	_
COIN SWITCH 2	N 12	COIN SWITCH 1	1
COIN COUNTER 2	P 13	COIN COUNTER 1	1
VIDEO BLUE	R 14	VIDEO GREEN	_]
VIDEO SYNC	S 15	VIDEO RED	_]
	T 16		
SPEAKER (-)	บ 17	SPEAKER (+)	_
- 5 VOLTS	V 18	+ 12 VOLTS	_
+ 5 VOLTS	W 19	+ 5 VOLTS	<u> </u>
+ 5 VOLTS	X 20	+ 5 VOLTS]
GROUND	Y 21	GROUND	_
GROUND	Z 22	GROUND	1

HARNESS CONNECTOR PIN-OUT



CONTROL PANEL LAYOUT

b. Karate Champ player vs player (continued)

OPTION TABLE

DIPSWITCH 1				1	2	3	4	5	6	7	8
DIL 2 WII CU I		COIN = 1	CREDIT:	OFF	OFF		- 4	 _			-
20711 1	1										
COIN 1	T	COIN = 2		ON	OFF						
	2	COIN = 1	L CREDIT	OFF	ON						
	3_	COIN = 1	L CREDIT:	ON	ON			_			
	1	COIN = 1	CREDIT:	-		OFF	OFF				
COIN 2	1	COIN = 2	CREDIT:			ON	OFF				
	2	COIN = 1	CREDIT:			OFF	ON				
	_3	COIN = 1	L CREDIT:			ON	ON				
DIFFICULTY		•	EASY:					OFF	OFF		
LEVEL			MEDIUM:					ON	OFF		
	HARD:						OFF	ON			
		VE	ERY HARD:					ON	ON		
ATTRACT MOD	E		YES:							OFF	
SOUND			NO:							ON	
GAME MODE			NORMAL:				•				OFF
FREE PLAY:										ON	

b. Karate Champ player vs player (continued)

OPTION TABLE

DIPSWITCH 1					1	2	3	4	5	6	7	8
!	1	COIN	= 1	CREDIT:	OFF	OFF		·	,			
COIN 1	1	COIN	= 2	CREDIT:	ON	OFF						
	2	COIN	= 1	CREDIT	OFF	ON						
	3	COIN	= 1	CREDIT:	ON	ON						
	1	COIN	= 1	CREDIT:			OFF	OFF				
COIN 2	1	COIN	= 2	CREDIT:			ON	OFF				
	2	COIN	= 1	CREDIT:			OFF	ON				
	3_	COIN	= 1	CREDIT:			ON	ON			····	
DIFFICULTY				EASY:					OFF	OFF		
LEVEL				MEDIUM:					ON	OFF		
				HARD:					OFF	ON		
			VE	RY HARD:					ON	ON		
ATTRACT MOD	E			YES:							OFF	
SOUND				NO:							ON	
GAME MODE				NORMAL:								OFF
			FR	EE PLAY:								ON