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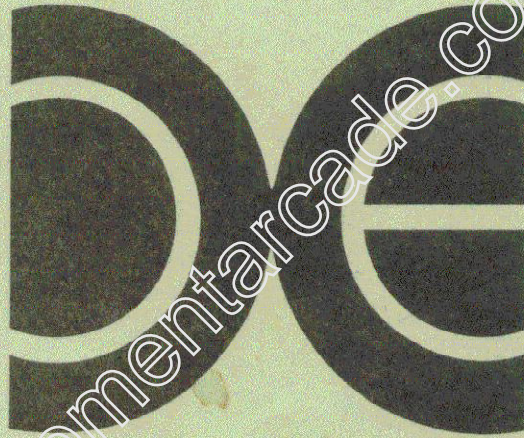
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==MARK==

KARATE CHAMP™

PLAYER vs PLAYER



INSTALLATION INSTRUCTIONS

 **DATA EAST USA, INC.**
470 Gianni Street, Santa Clara, CA 95050
Telephone: (408) 727-4490
Toll Free: (800) 538-5129
Telex: 172163 DATA EAST SNTA

WARNING

This equipment generates and uses radio frequency energy and if not installed and used properly, i.e., in strict accordance with the instructions manual, may cause harmful interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment.

Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

CAUTION

EMI Shield must be securely installed in order to protect against undesirable radio interference.

Karate Champ

Game instructions

1. Training

- Use this session to learn and to practice the various moves. You can enter directly into game play by pressing either 1 or 2 player start button.
- Left Joystick controls player's direction of movement
- Right joystick controls player's choice of attack
- Both must be used together to execute the different moves.

2. MATCH

- Maneuver YOUR PLAYER to fight against your opponent.
- Move joysticks to execute the various moves (see move chart)
- First fighter to score 2 points wins match
- Player advances to next level for each match won.

3. BONUS INTERVAL

- After each match, play bonus rounds to score additional points.

KARATE CHAMP

LEVER INSTRUCTIONS

WHITE PLAYER

RIGHT LEVER LEFT LEVER					
		BACK KICK	FRONT KICK MIDDLE REVERSE PUNCH	ROUND KICK	LOW KICK
	WITHDRAW BLOCK	BACK KICK	BACK ROUND KICK	UPPER PUNCH	LOW KICK
	FORWARD	CHANGE DIRECTION BACK KICK	MIDDLE LUNGE PUNCH FRONT KICK	UPPER LUNGE PUNCH ROUND KICK	LOW KICK
	JUMP	JUMPING BACK KICK	JUMPING SIDE KICK	BACK WARD SOMERSAULT	FORWARD SOMERSAULT
	SQUAT	BACK FOOT SWEEP	FRONT FOOT SWEEP	SQUATTING REVERSE LUNGE PUNCH	FRONT FOOT SWEEP

RED PLAYER

RIGHT LEVER LEFT LEVER					
		BACK KICK	FRONT KICK MIDDLE REVERSE PUNCH	ROUND KICK	LOW KICK
	WITHDRAW BLOCK	BACK KICK	BACK ROUND KICK	UPPER PUNCH	LOW KICK
	FORWARD	CHANGE DIRECTION BACK KICK	MIDDLE LUNGE PUNCH FRONT KICK	UPPER LUNGE PUNCH ROUND KICK	LOW KICK
	JUMP	JUMPING BACK KICK	JUMPING SIDE KICK	BACK WARD SOMERSAULT	FORWARD SOMERSAULT
	SQUAT	BACK FOOT SWEEP	FRONT FOOT SWEEP	SQUATTING REVERSE LUNGE PUNCH	FRONT FOOT SWEEP

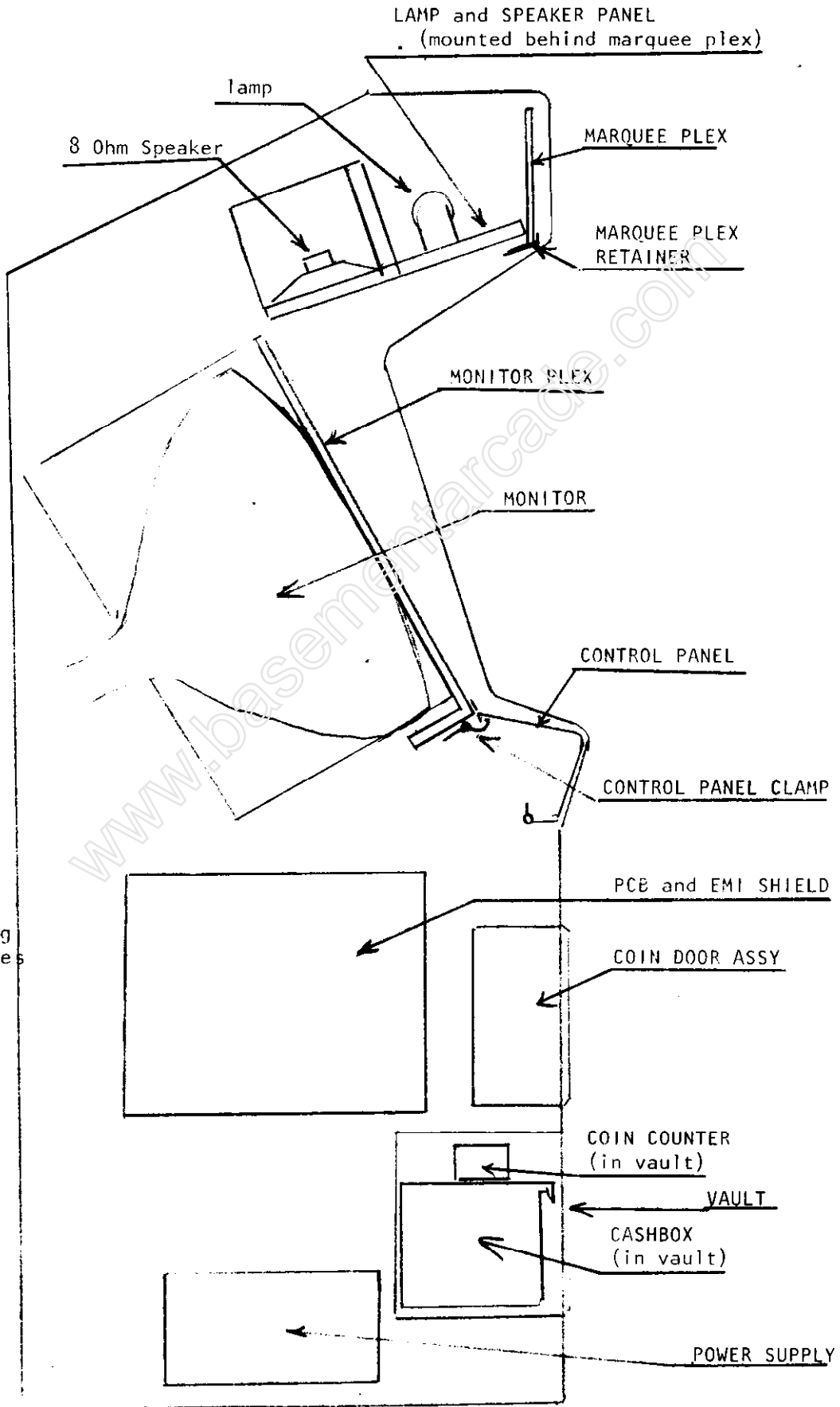
KARATE CHAMP

Player Vs Player

OPTION SWITCH SETTINGS

1 2	OFF OFF	ON OFF	OFF ON	ON ON	right coin acceptor
	1 Coin 1 play	1 coin 1 play	2 coin 1 play	3 coin 1 play	
3 4	OFF OFF	ON OFF	OFF ON	ON ON	left coin acceptor
	1 coin 1 play	1 coin 2 play	2 coin 1 play	3 coin 1 play	
5 6	OFF OFF	ON OFF	OFF ON	ON ON	DIFFICULTY SETTING
	EASIEST	HARD	HARDER	HARDEST	
7	OFF		ON		Attract mode sound on?
	NO		YES		
8	OFF		ON		TEST/GAME MODE
	NORMAL		FREE PLAY		

MAJOR CABINET COMPONENT LOCATIONS



Note:
Cabinets may have minor variations in component placement due to manufacturing procedure changes

POWER SUPPLY REQUIREMENTS

+5V	$\pm 2\%$	5A
+12V	$\pm 2\%$	1A
-5V	$\pm 2\%$	0.1A

OPERATING ENVIRONMENT

	Temperature	Humidity
Operation	5~35° C	20~80%
Storage	-15~65° C	10~90%

RASTER SCAN MONITOR SIGNALS

(1) Color Signals R.G.B. Separate

Black 0 - +2V

Image Signal +2.5V - +4V

(2) Synchronize Signal Composite

0 0 - 0.5V

1 +3V - +5V

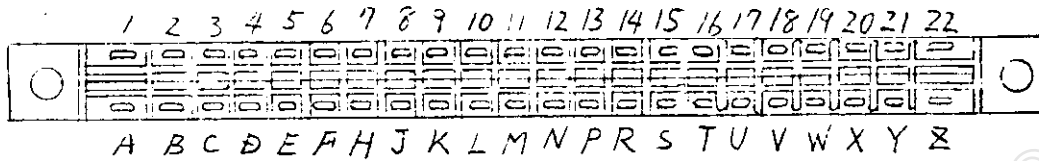
(3) Screen Image Size

Image can be shrunk both horizontally and vertically by 10%.

KARATE CHAMP

Signal Assignment Table

Connector CR7E-44DA-3.96E (HIROSE) Terminal Numbering



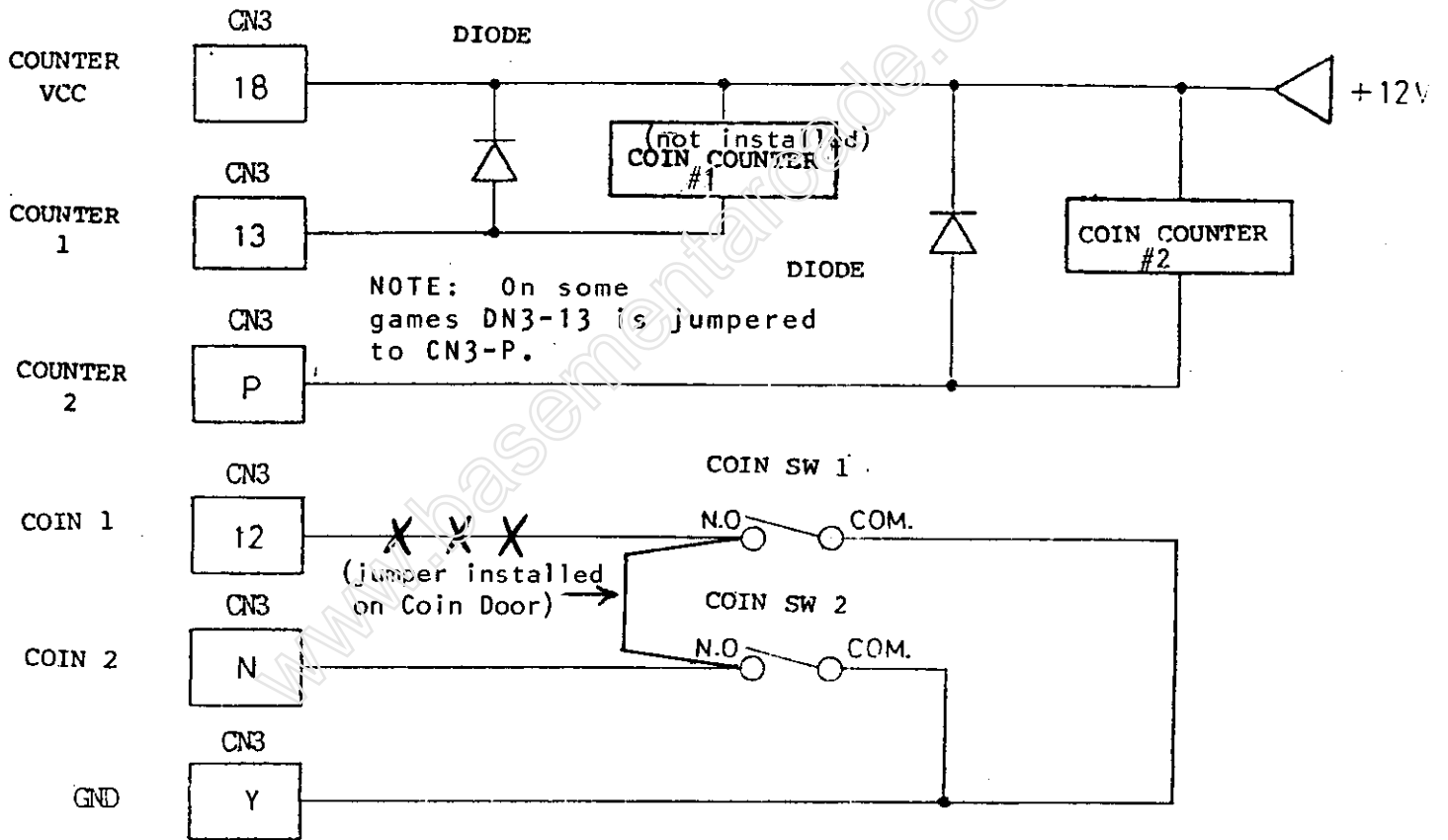
Signal Assignment

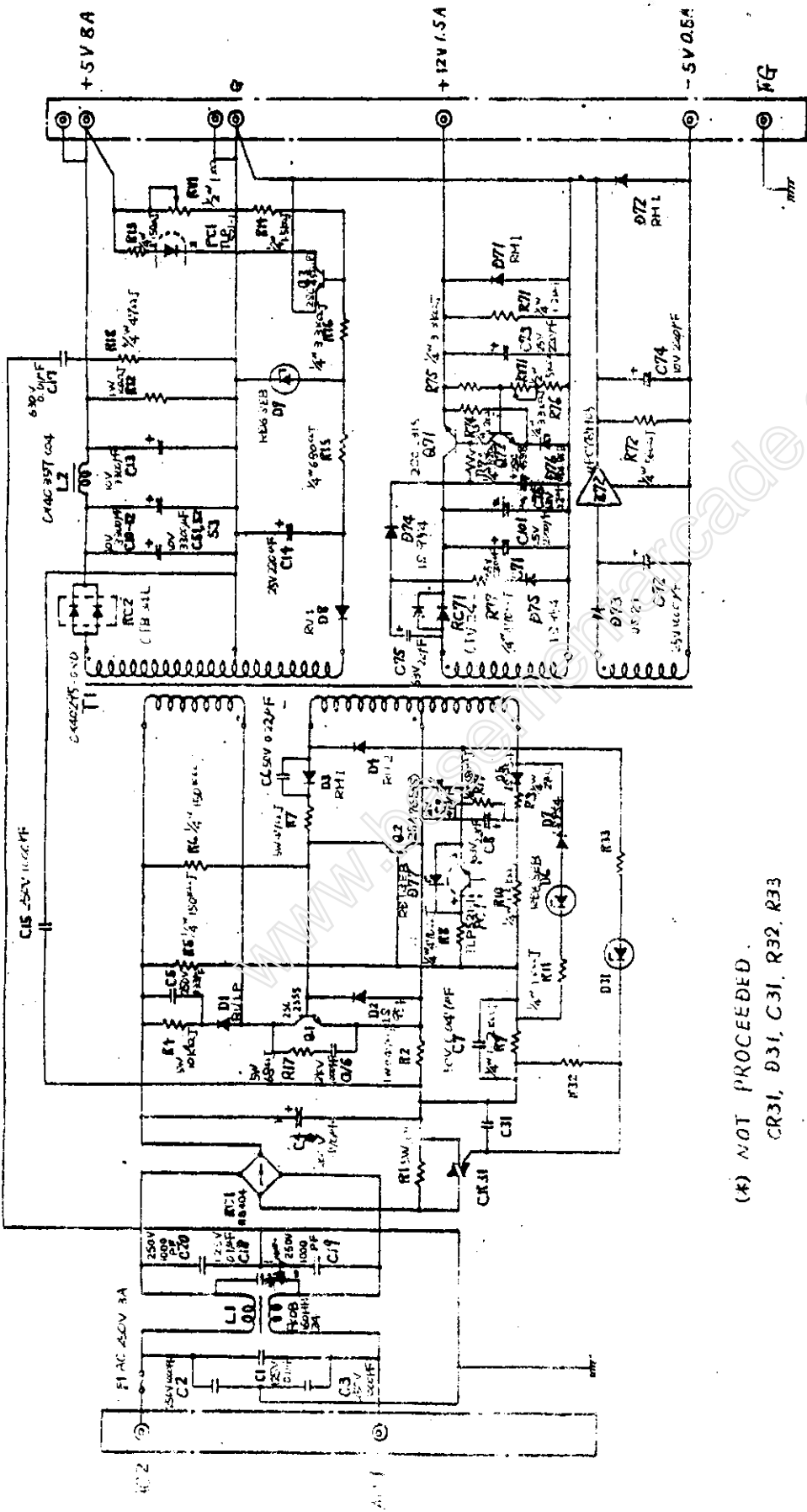
Pin Nos	Signal		Pin Nos	Signal	
1	1P	Right Down	A	2P	Right Down
2	1P	Right Up	B	2P	Right Up
3	1P	Right Left	C	2P	Right Left
4	1P	Right Right	D	2P	Right Right
5	1P	Left Down	E	2P	Left Down
6	1P	Left Up	F	2P	Left Up
7	1P	Left Left	H	2P	Left Left
8	1P	Left Right	J	2P	Left Right
9			K		
10			L		
11	1P	Game Select	M	2P	Game Select
12		Coin Switch 1	N		Coin Switch 2
13		Coin Counter 1	P		Coin Counter 2
14		Video B	R		Video G
15		Sync.	S		Video R
16			T		
17		Sound +	U		Sound -
18		+ 12V	V		-5V
19		+ 5V	W		+5V
20		+5V	X		+5V
21		GND	Y		GND
22		GND	Z		GND

PCB DFV-01

COIN COUNTER CIRCUIT

NOTE: Only Coin Counter #2 is installed at factory.





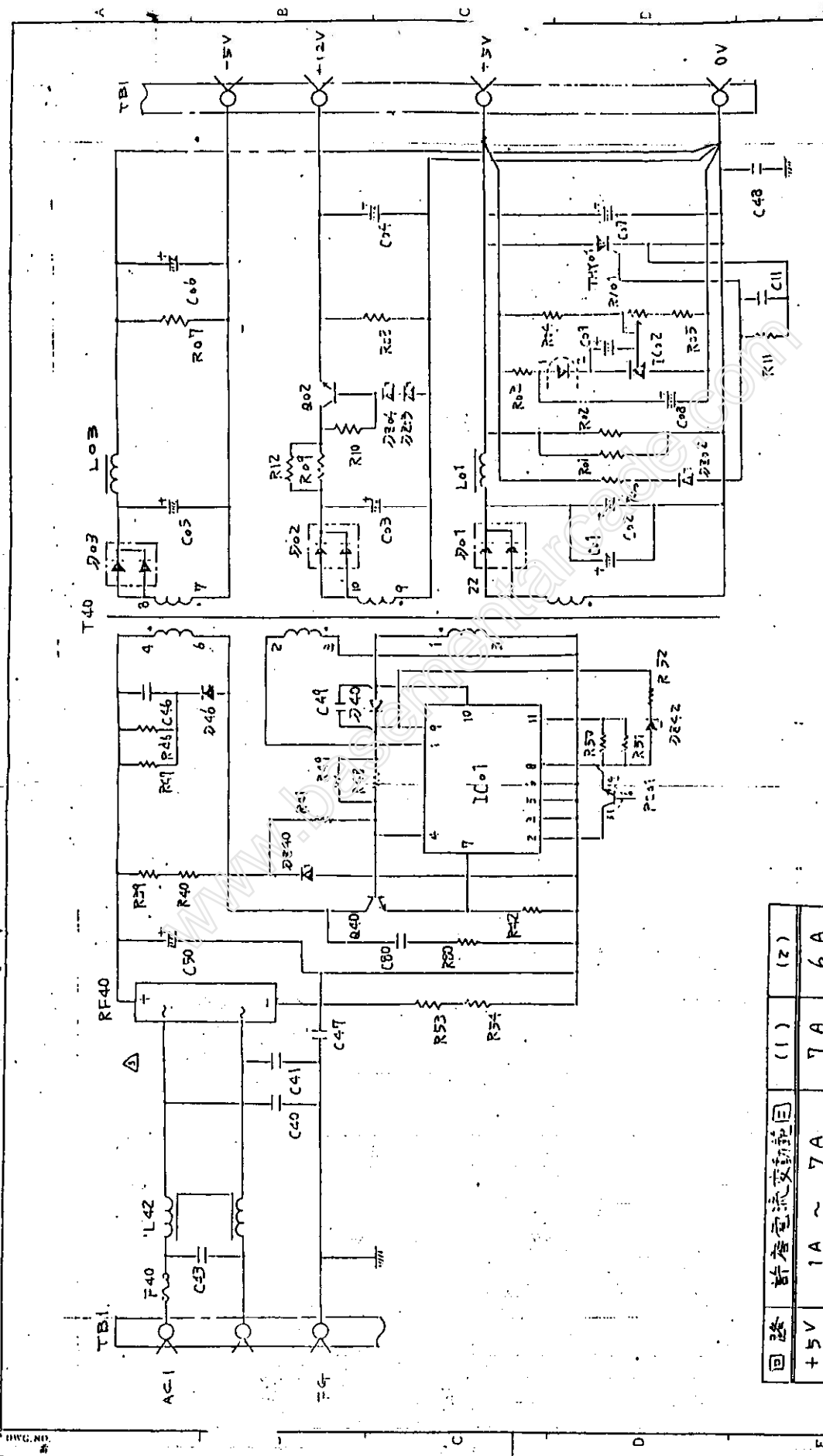
(*) NOT PROCEEDED.
CR31, D31, C31, R32, R33

材質	處理	公差	名稱
規格	種類	單位	數量
		備註	
		備註	

名稱 **SANKEN SWS-608**
SWITCHING REGULATOR
 圖面 **K-10505**

第3角法

アサヒ電子工業株式会社



回路	許容電流変動範囲	(1)	(2)
+5V	1A ~ 7A	7A	6A
+12V	0.2A ~ 1.5A	1.0A	1.5A
-5V	0.2A ~ 0.5A	0.5A	0.5A

但L出力容量は Total 7.50W

C49は実装文にはなし。

: 012 SW. Designer KAGA

APPD. 承認	DATE 1981.7	FIG. 1
CHKD. 検出	DATE 1981.7	FIG. 1
DATE 1981.7	DISCUSSION	UNIT mm

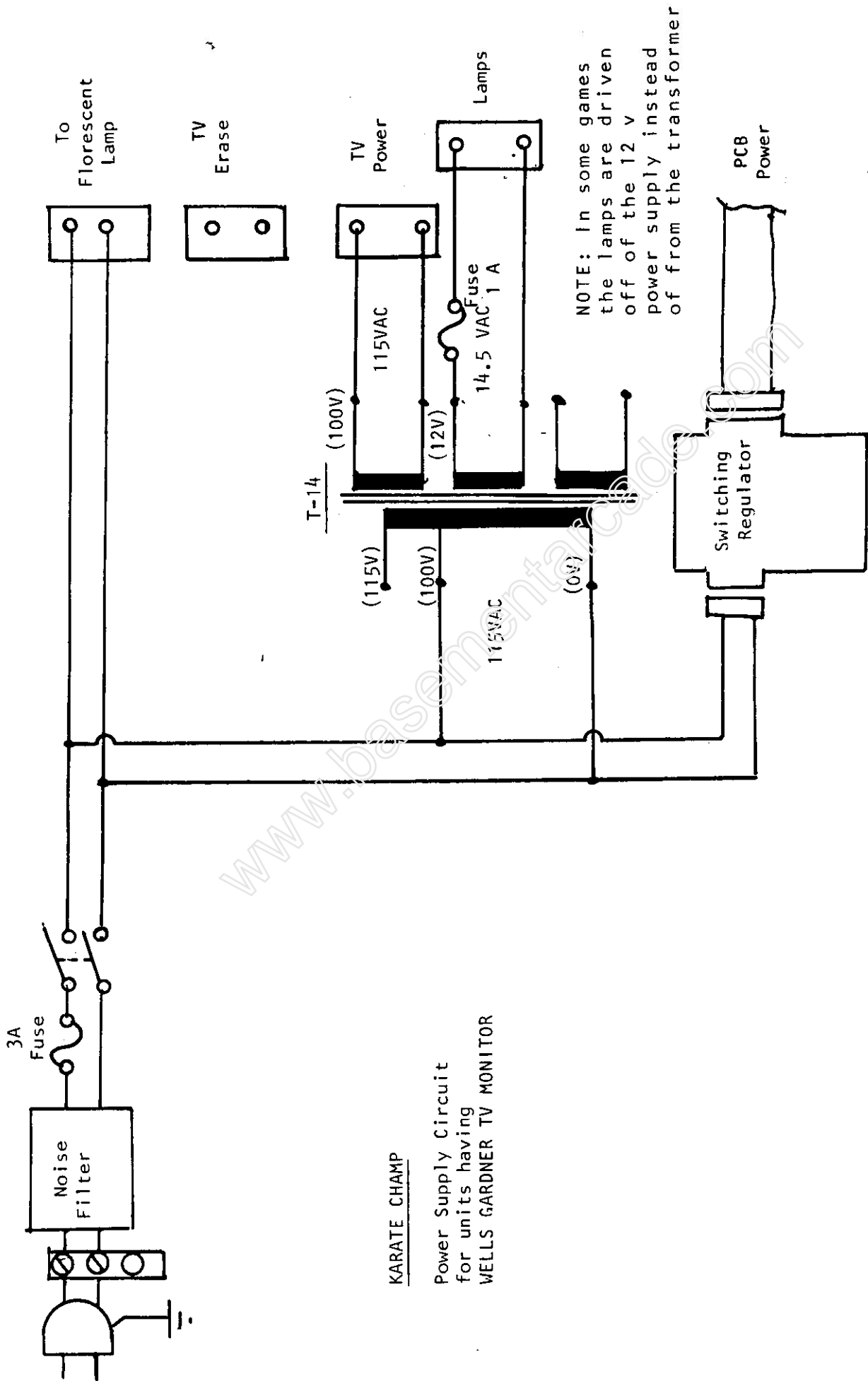
SHINDENGEN ELECTRIC MFG. CO., LTD. 新電元工業株式会社

DRAWING NO. KGD23SMKII-3ch
PAGE NO. 3/3

POWER SUPPLY Model KGD23SMK-II
 =====

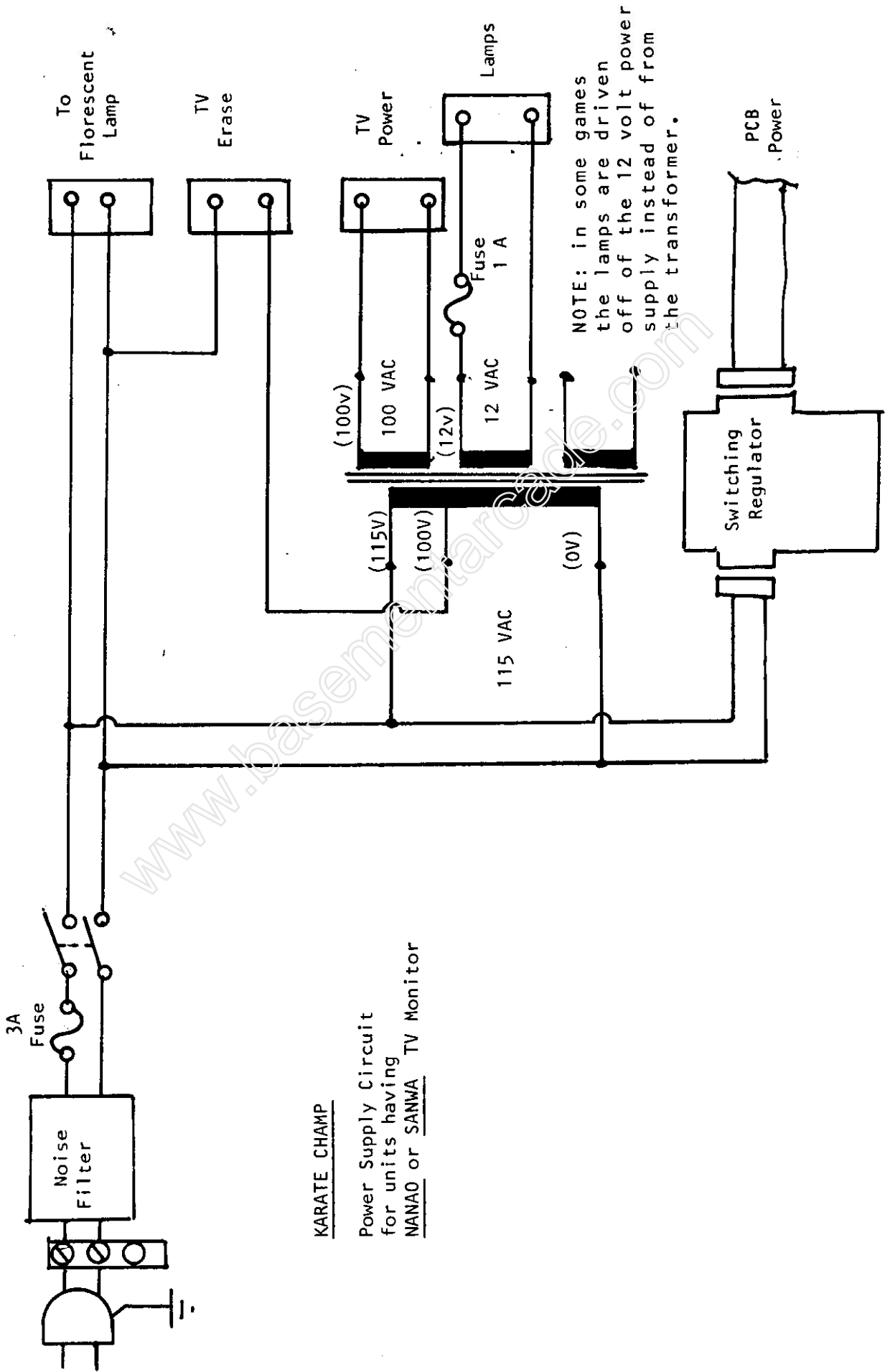
Item	Parts Nos	Description	Specification	Q'ty	Manufacturer
1.	F4o	Fuse	GHS 5	1	Nagasawa
2.	T4o	Transformer		1	Shindengen
3.	L42	Common Mode Choke	UF327S 6o2YIRO	1	TDK
4.	Q4o	Transistor	2SC33o6	1	Toshiba
5.	RF4o	Bridge Rectifier	S3WB 4o	1	Shindengen
6.	D4o	Diode	V19C	1	Hitachi
7.	D46	Diode	V19G	1	Hitachi
8.	DZ4o	Zener Diode	HZ16-1	1	Hitachi
9.	ICo1	HE IC	RHDo1-2	1	Nichi-con
1o.	PCo1	Photo Coupler	PS 2o18	1	Nichiden(NEC)
11.	C4o, 41	Seramic Capacitor	DE7o9oB 1o2KVA1 125V 1,ooopf	2	Murata
12.	C47	Seramic Capacitor	- ditto -	1	Murata
13.	C8o	Seramic Capacitor	DEo7o7B 681K 2KV DC 68op	1	Murata
14.	C42	Film Capacitor			
15.	C43	Film Capacitor	QX2G 1o4KT 4ooV o.1pf	1	Nichi-con
16.	C46	Film Capacitor	ECQ-E2 1o4KS 2ooV o.1pf	1	Matsushita
17.	C48	Film Capacitor	ECQ-E6 473KZ 4ooV o.o47pf	1	Matsushita
18.	C5o	Electrode Capacitor	LJA2D471 THSCBV 2ooV 47opf	1	Nichi-con
19.	R37, 4o	Resistor	ERG-1SJ 393H	2	Matsushita
2o.	R47, 46	Resistor	ERG-2SJ 223H	2	Matsushita
21.	R48, 49	Resistor	ERG-3SJ 56oH	2	Matsushita
22.	R8o	Resistor	ERG-2SJ 33oH	1	Matsushita
23.	R42	Metal Plate Resistor	MFC 7o o.22 ohm	1	Fukushima Futaba
24.	R53, 54	Coil Resistor	MNS o5N 1ROJ	2	Micron
25.	R41	Carbon Resistor	1/4W 1oK ohm	1	
26.	R5o	Carbon Resistor	1/4W 68o ohm	1	
27.	R51	Carbon Resistor	1/4W 12K ohm	1	
28.	R52	Carbon Resistor			

Item	Parts Nos	Description	Specification	Q'ty	Manufacturer
29.	Lo1	Choke	RD1113A 3J 3uH 10A	1	Hokkoh
30.	Lo3	Choke	RD810A 3F 3uH 5A	1	Hokkoh
31.	Qo2	Transistor	2SD1022 or 2SD1308	1	Shindengen
32.	Do1	Diode	ESAC 83-004	1	Fuji Denki
33.	Do2	Diode	5CH2M or ESAC25-020	1	Fuji Denki or NEC
34.	Do3	Diode	- ditto -	1	Fuji Denki
35.	DZo2	Zener Diode	HZ 6B-2	1	Hitachi
36.	DZo3	Zener Diode	HZ 12B-1L	1	Hitachi
37.	THYo1	Thyristor	5P1M or SF5B41	1	NEC or Toshiba
38.	ICo2	I.C.	TL431 CLP	1	T.I.
39.	Co1, o2	Capacitor	SXA 16VB 2200	2	Nichi-Chemi
40.	Co3, o5	Capacitor	CEUSM 1V 47u 35V 470pf	2	Nichi-con
41.	Co4	Capacitor	CEUSM 1E 331 25V 330pf	1	Nichi-con
42.	Co7, o6	Capacitor	CEUSM 1E 331 25V 330pf	2	Nichi-con
43.	Co8	Capacitor	CEUSM 1H 010	1	Nichi-con 50V 1pf
44.	Co9	Capacitor	CEUSM 1V 4R7 35V 4.7uf	1	Nichi-con
45.	C11	Film Capacitor	TDY1H/2A 104K 50V 0.1pf	1	Nichi-con
46.	Ro1, 13	Resistor	ERG 3SJ 680H	2	Matsushita 3W 68Ω
47.	Ro8	Resistor	ERG3SJ 271H	1	Matsushita 3W 270Ω
48.	Ro9	Resistor	ERG 2SJ R68 2W 0.68 ohm	1	Matsushita
49.	R10	Resistor	ERG 1SJ 271 1W 270 ohm	1	Matsushita
50.	RVo1	Volume	EVM38GA 00B52 500 ohm	1	Matsushita
51.	Ro3	Carbon Resistor	1/4W 68 ohm	1	
52.	Ro4, 11	Carbon Resistor	1/4W 560 ohm	2	
53.	Ro5	Carbon Resistor	1/4W 390 ohm	1	
54.	Ro6	Carbon Resistor	1/4W 15 ohm	1	
55.	Ro2				
56.		P.C. Board		1	
57.	TB1	Terminal Strip		1	
58.		Terminals	Faston	7	



KARATE CHAMP

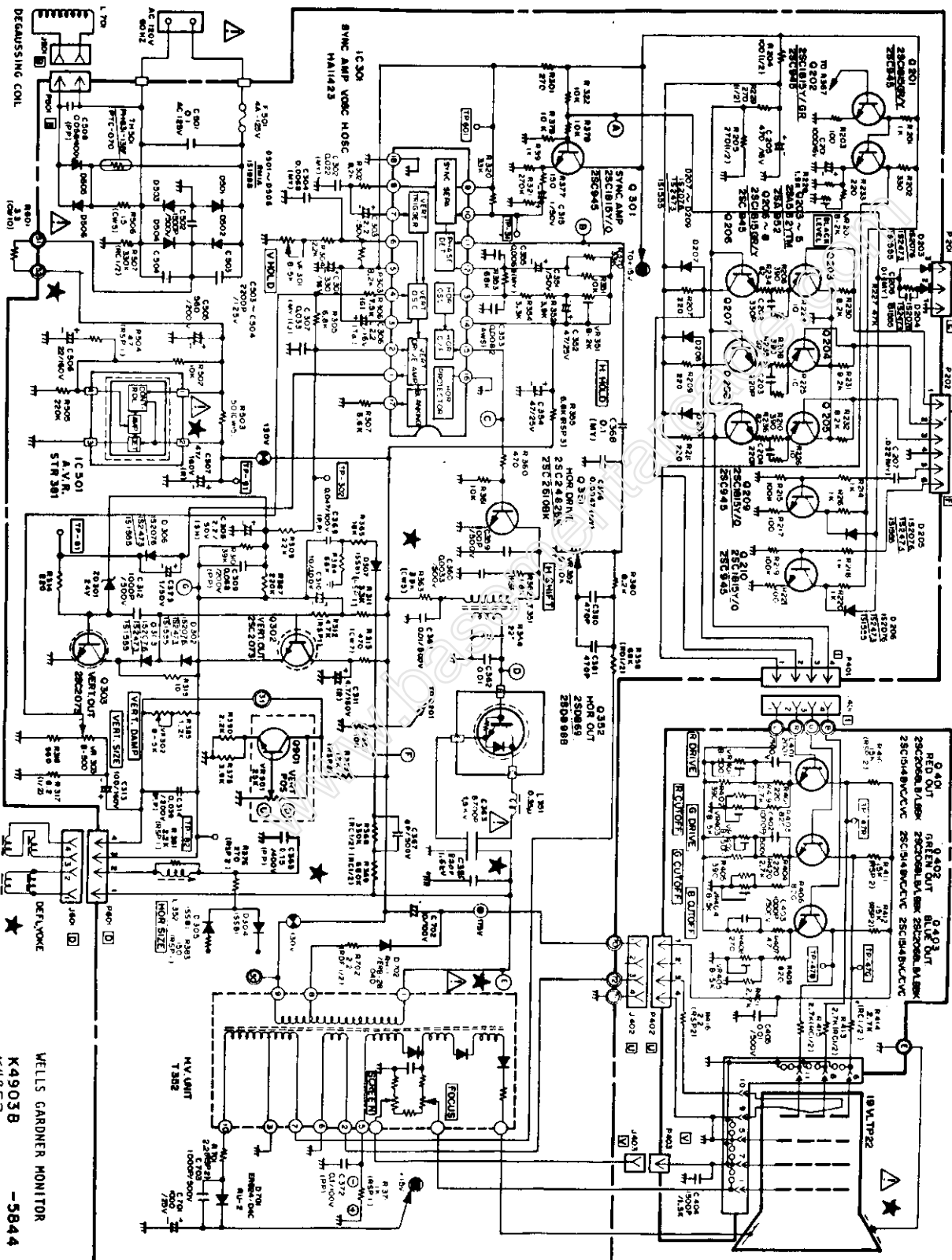
Power Supply Circuit
for units having
WELLS GARDNER TV MONITOR



NOTE: in some games the lamps are driven off of the 12 volt power supply instead of from the transformer.

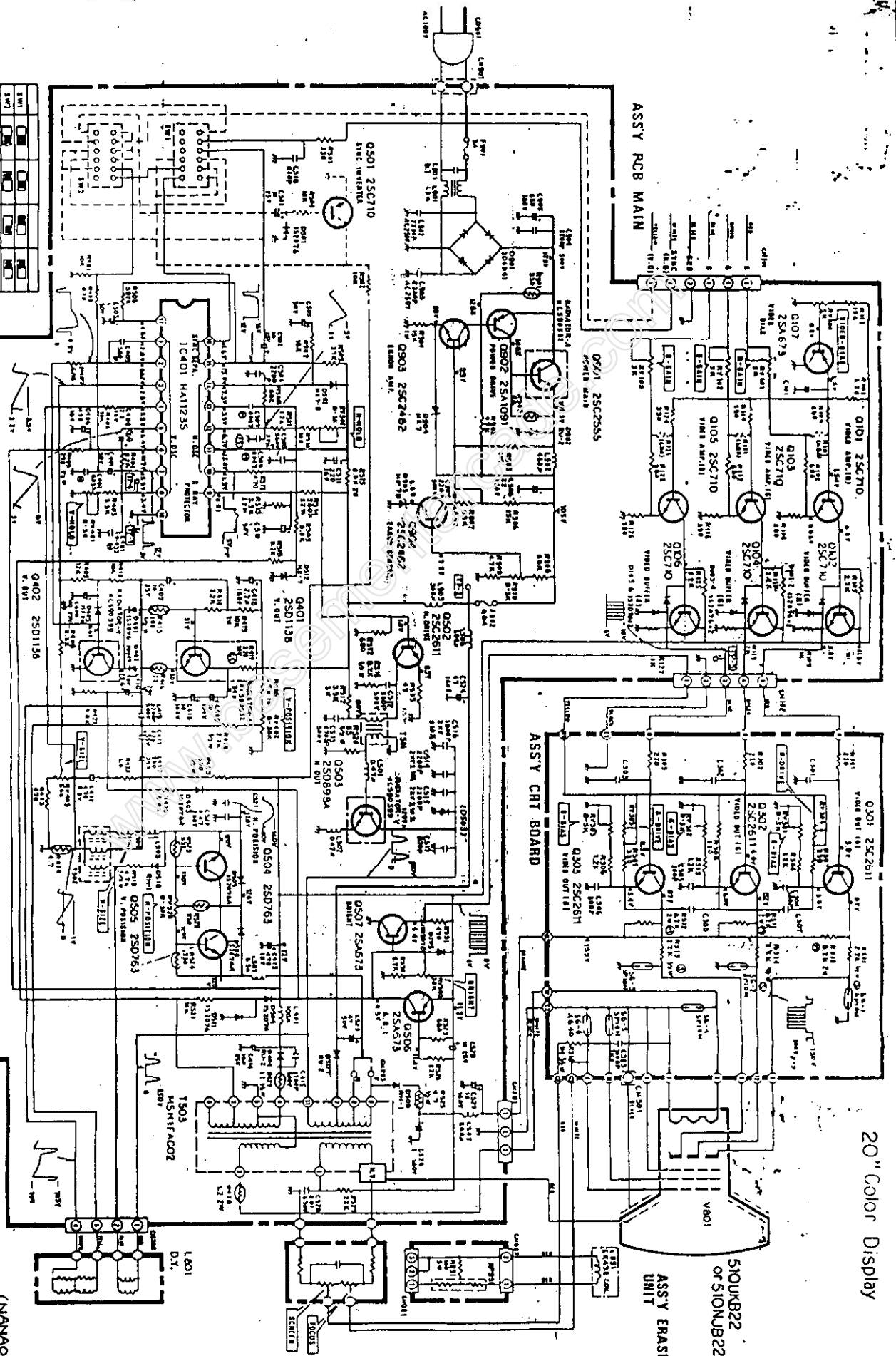
KARATE CHAMP
 Power Supply Circuit
 for units having
 NANA0 or SANWA TV Monitor

19" COLOR GAME MONITOR SCHEMATIC DIAGRAM



WELLS GARDNER MONITOR
 K4903B
 K4953
 -5844
 P.L. 3-33-84

Model	Component	Quantity	Location	Notes
341	341	1	341	
342	342	1	342	
343	343	1	343	
344	344	1	344	
345	345	1	345	
346	346	1	346	
347	347	1	347	
348	348	1	348	
349	349	1	349	
350	350	1	350	



20" Color Display

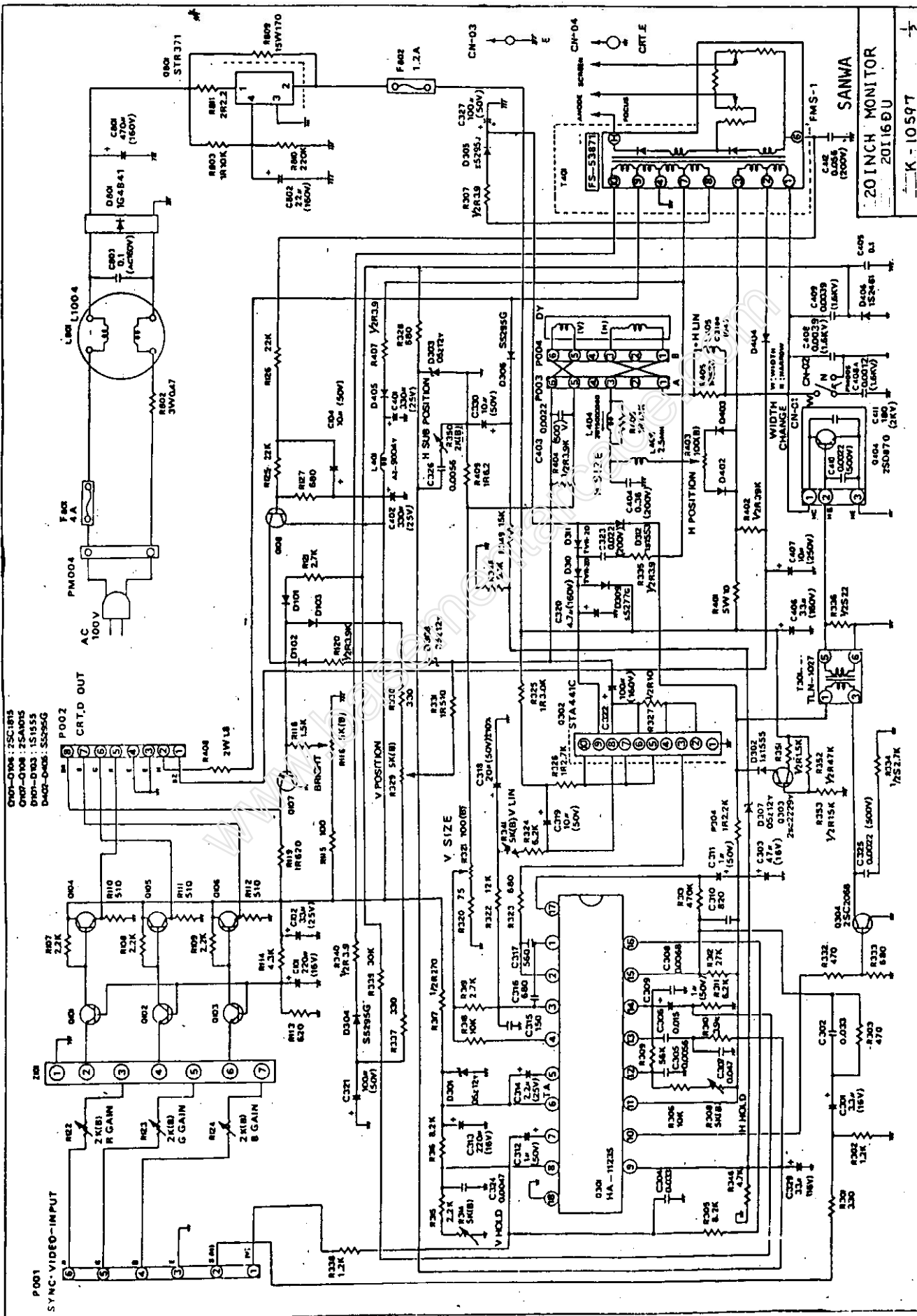
ASSY RGB MAIN

ASSY CRT BOARD

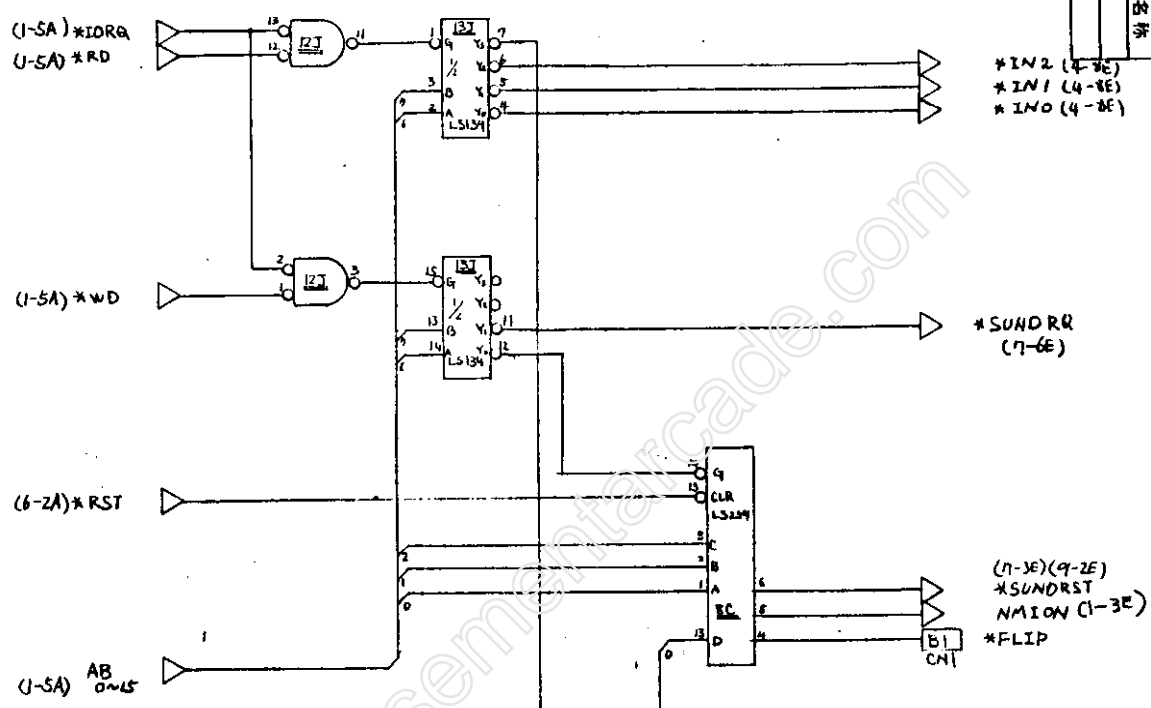
ASSY ERASE UNIT
510UB22
or 510NB22

20 INCH MONITOR KZ-20BN-B
(NANA0)
K-10364

107022171000



回路番号 仕様、名称



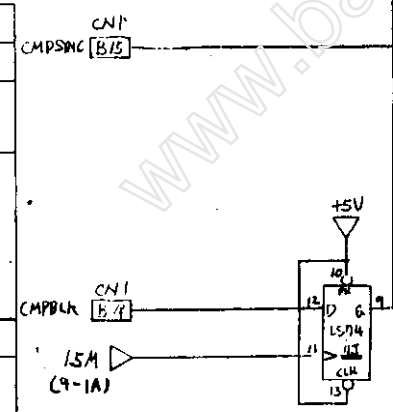
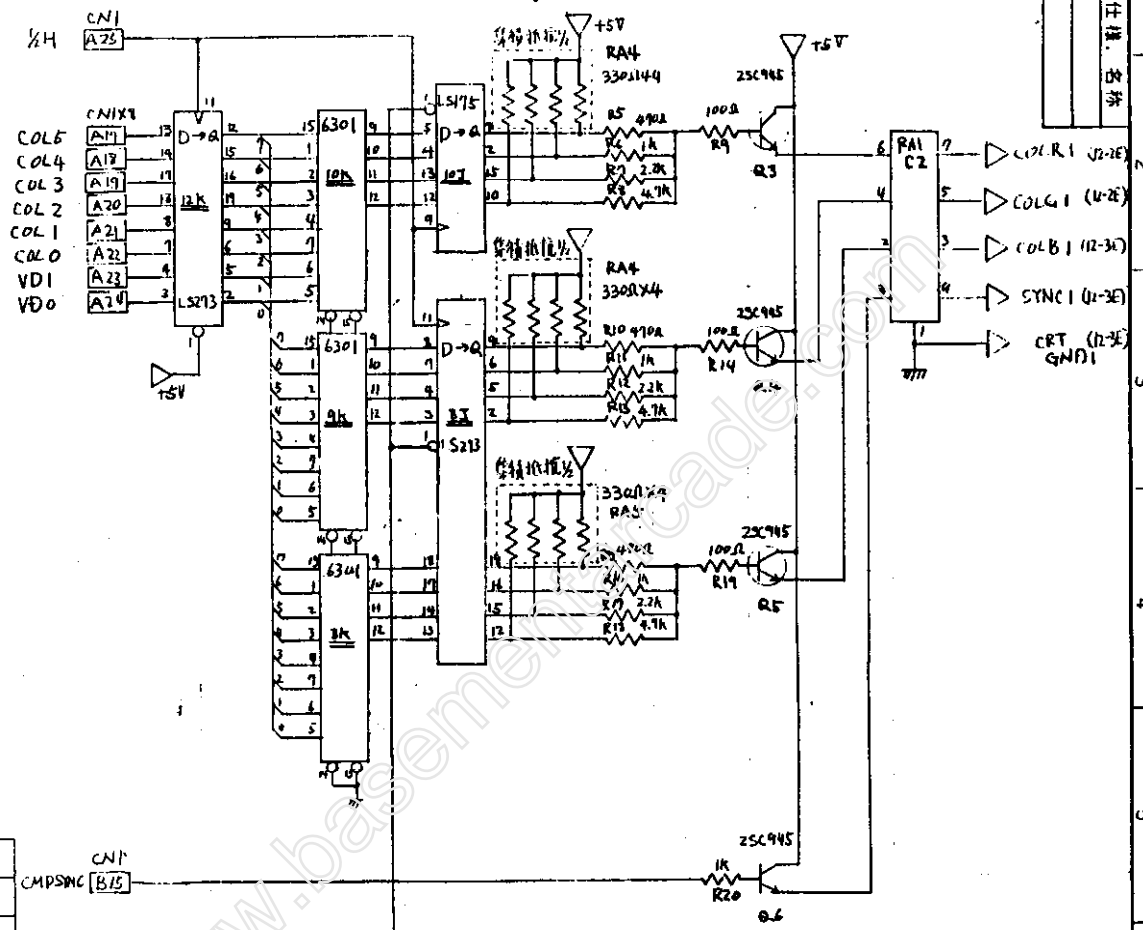
記号

材料	年月日	改訂箇所	工号	部品、図面番号	名称
12					101-80 図Y8A
12					K-10805

第3角法

株式会社

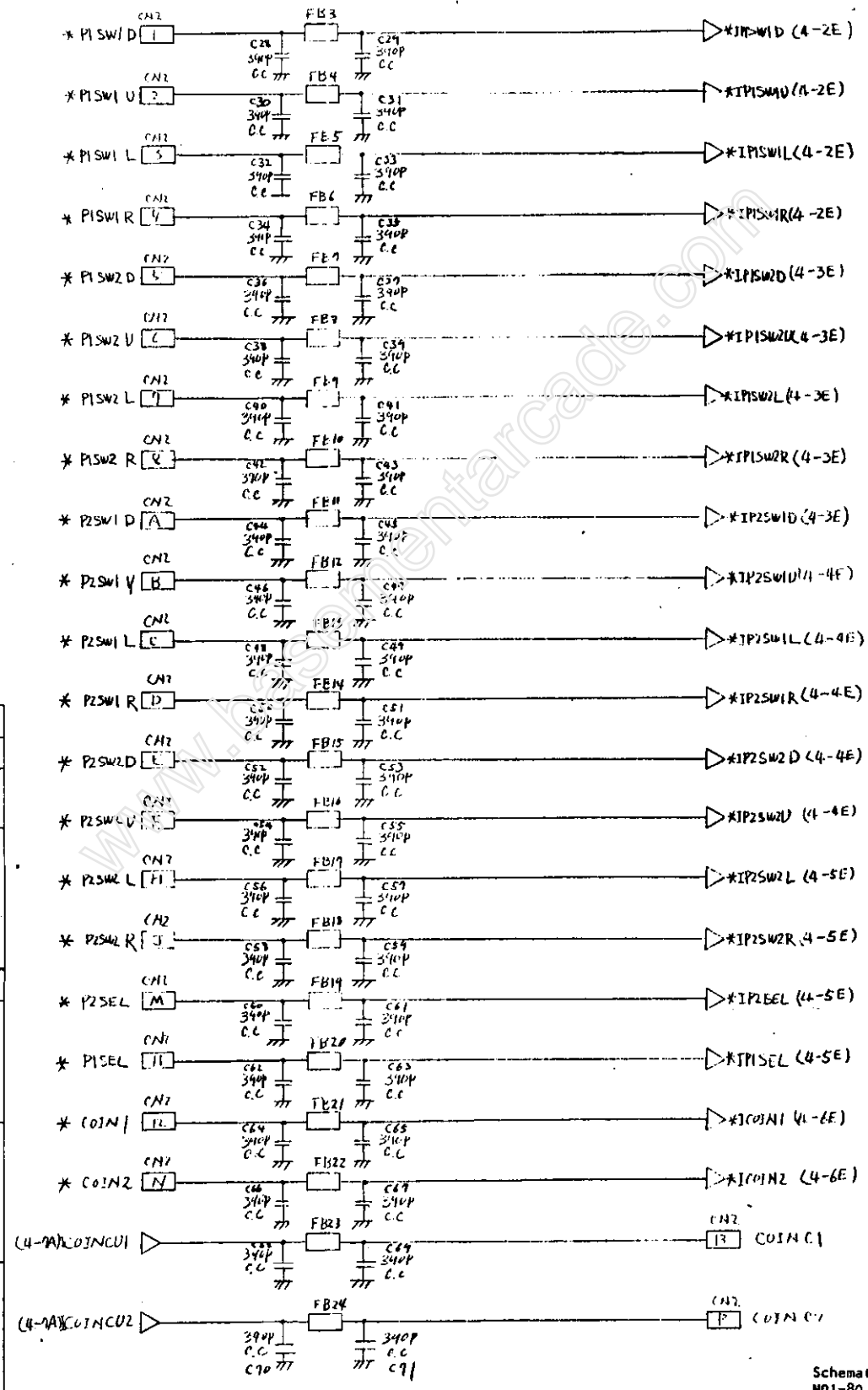
图号	任务名称



记录

材料	起号日期	年月日	改订场所	序号	部品	原图番号	名称	仕様	材質
							NOI-80 回路図		
54731							K-10805		

1	開通番号
2	仕様、名称



1	開通番号
2	仕様、名称
3	
4	
5	
6	
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8	
9	

Schematic Set
 NO1-80 PCB
 Page 11 of 12

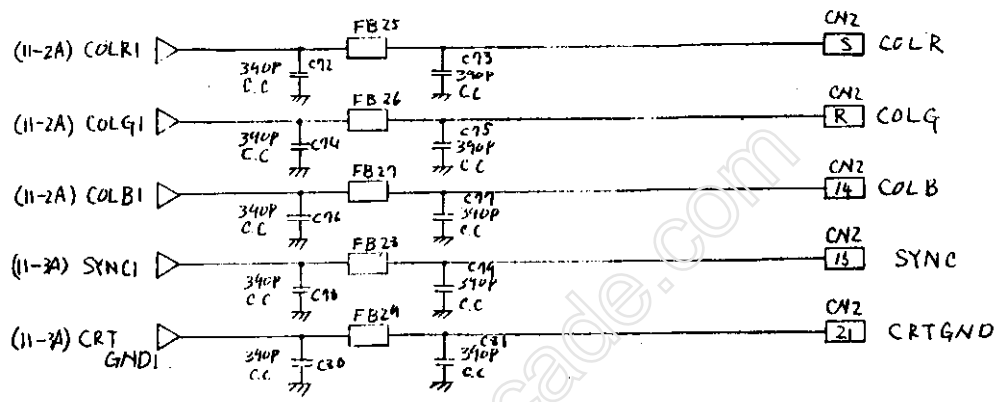
記事

記号	担当	年月日	改訂箇所	符号	部品、図面番号	名称	仕様、材質
材料			処理				
NO1-80							

第3巻

NO1-80 PCB

関連番号	仕様、名称



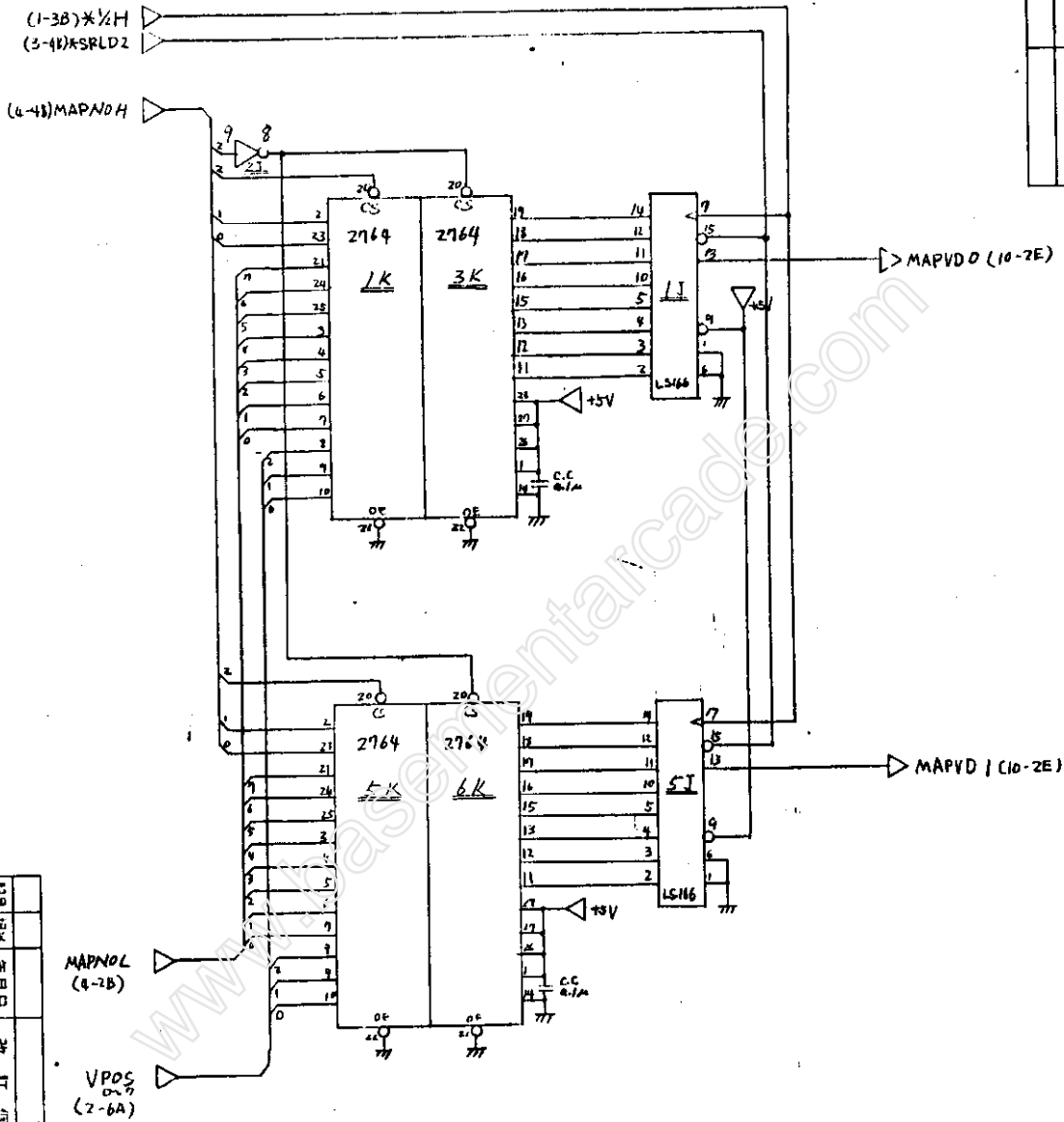
記事

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							K-10805	

第3角法

NOI-SC K-10805

圖號	任務、名稱



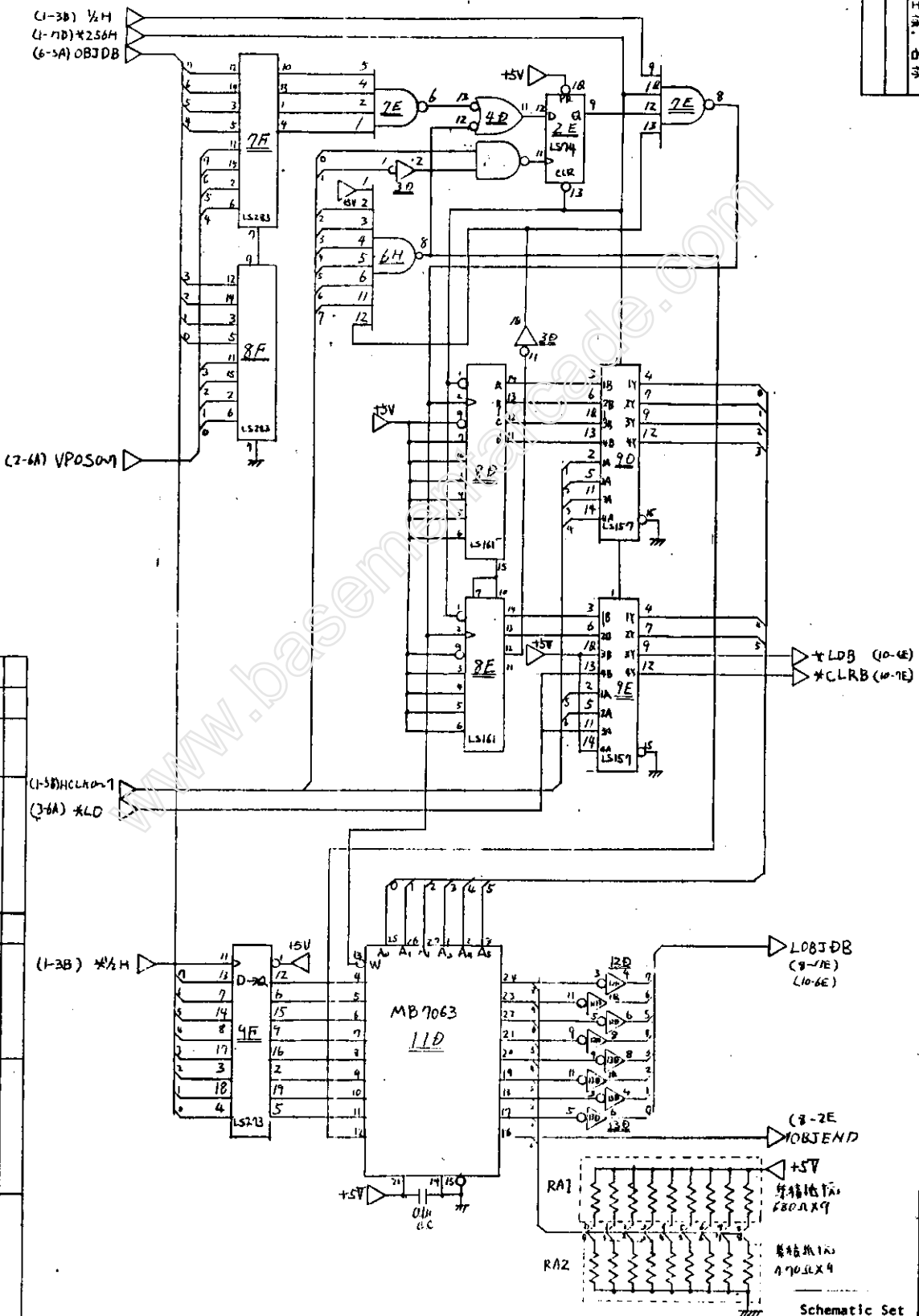
記事

記号	年月日	改訂	理由	所	符号	部品	数量	面番号	名称	仕様、材質

材料										

第3巻

製造番号 仕様、名称



記号

(1-3B) 1/2 H
(1-7D) *2.56H
(6-5A) OBJDB

(2-6A) VPOSOM

(1-5B) HCLL00-1
(3-6A) *LD

(1-3B) *1/2 H

LOBJDB
(9-7E)
(10-6E)

(8-2E)
OBJEND

Schematic Set
NRI-80 PCB
Page 7 of 11

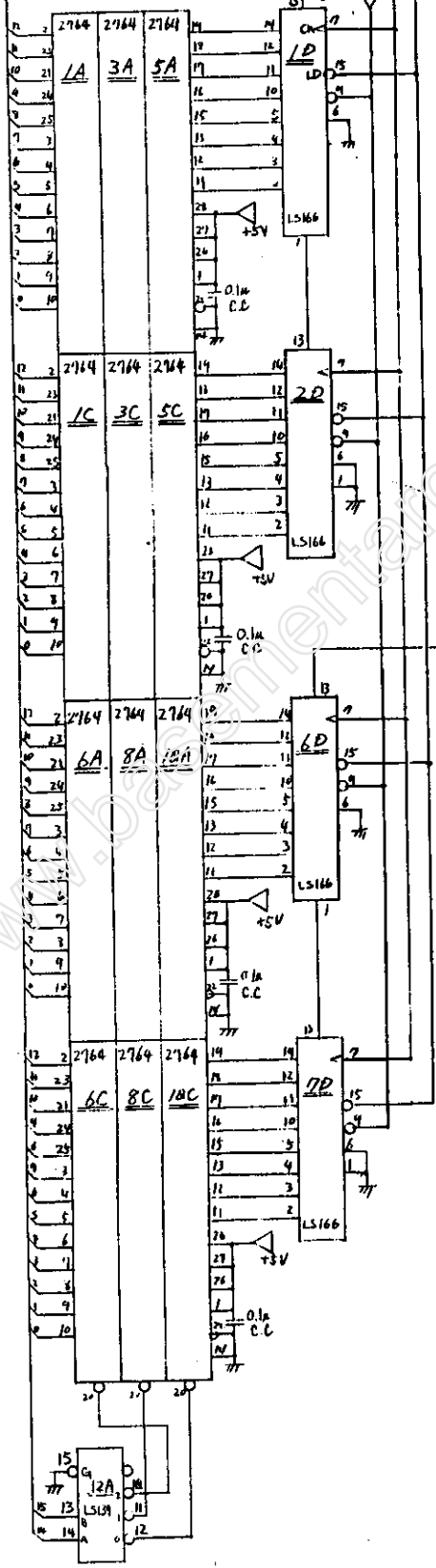
第 7 頁

材料	記号	担当者	年月日	改訂	個所	符号	部品	図面番号	名称	仕様	材質
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承認 野野	承認 野野	承認 野野	承認 野野	承認 野野	承認 野野	承認 野野	承認 野野	承認 野野	K-10806		

(7-7B) *03LD
 (1-2B) *030
 (3-2B) 03CG

OBJVDO
 (10-2E)

OBJVDI
 (10-2E)

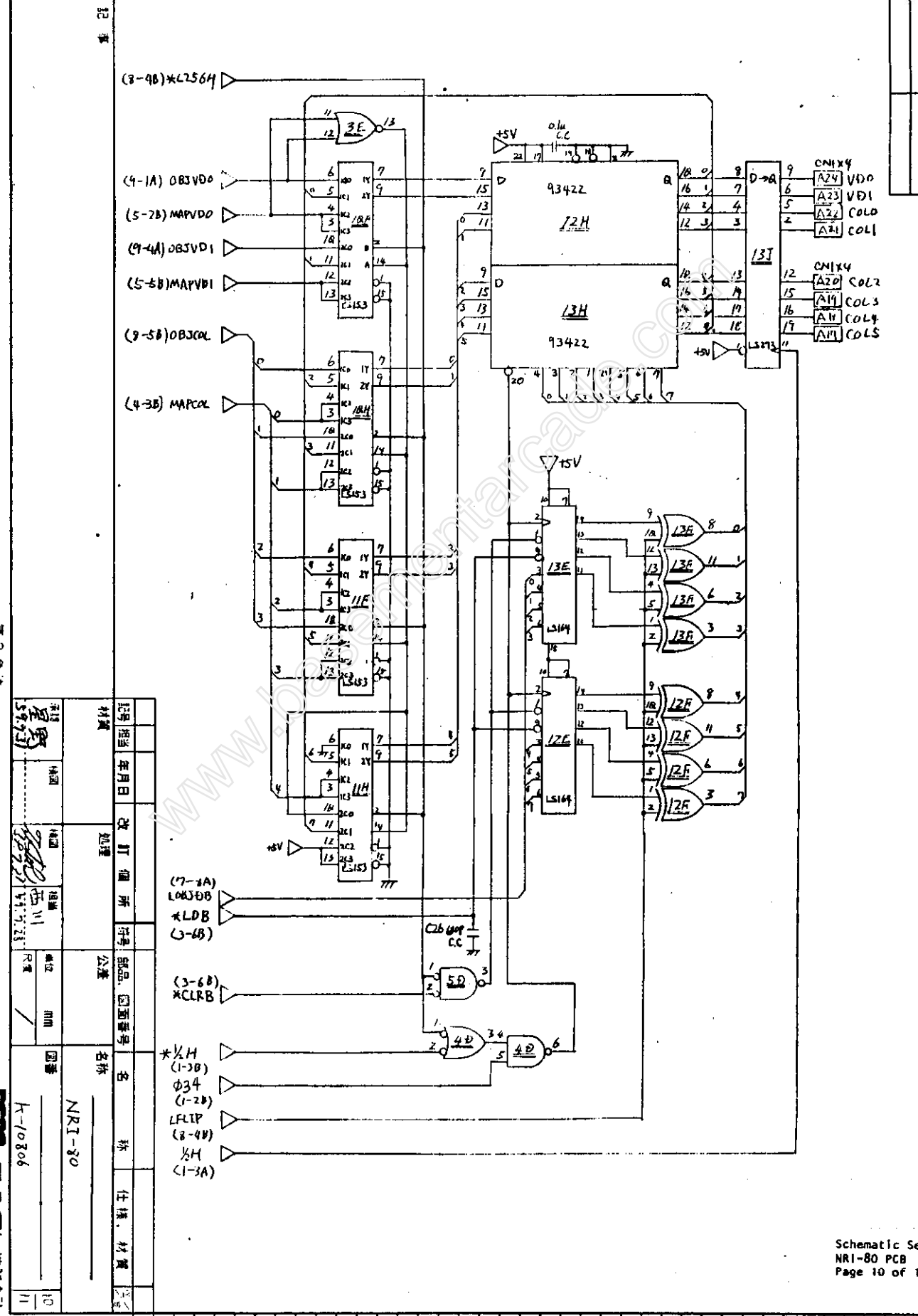


回路番号	仕様、名称
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材料	記号	年月日	改訂	個所	品番	部品	図面番号	名称
星野 隆夫	星野 隆夫	星野 隆夫	星野 隆夫	星野 隆夫	星野 隆夫	星野 隆夫	星野 隆夫	NRI-80
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第3角法

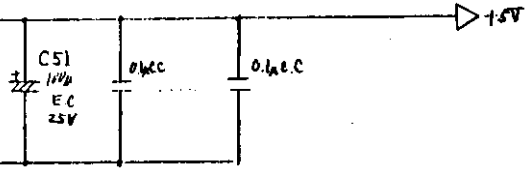
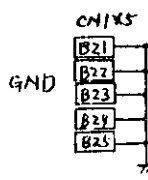
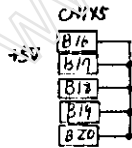
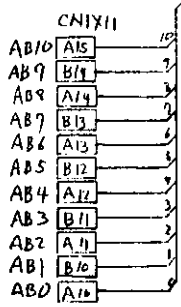
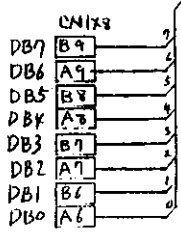
图号: NRI-80
 名称: 逻辑图



材料	记号	担当者	年月日	改訂	場所	符号	部品	図面番号	名称	仕様	材質
									NRI-80		
承認	星野	承認	五月	承認	五月	承認	五月	承認	K-10306		
承認	五月	承認	五月	承認	五月	承認	五月	承認			

A B C D E

回路番号	仕様、名称



* B22: 付帯行列等.

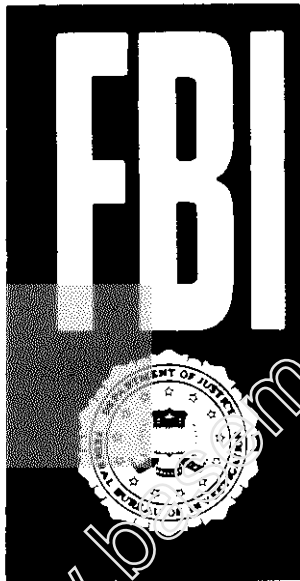
記号

記号	年月日	改訂	箇所	品番	部品	図面番号	名称
材料							

発注	納期	検出	場所	単位	数量	図番

第3号法

NEC 株式会社



WARNING

Federal law provides severe civil and criminal penalties for the unauthorized reproduction, distribution, or exhibition of copyrighted audiovisual works and video games.

The Federal Bureau of Investigation investigates allegations of criminal copyright infringement.