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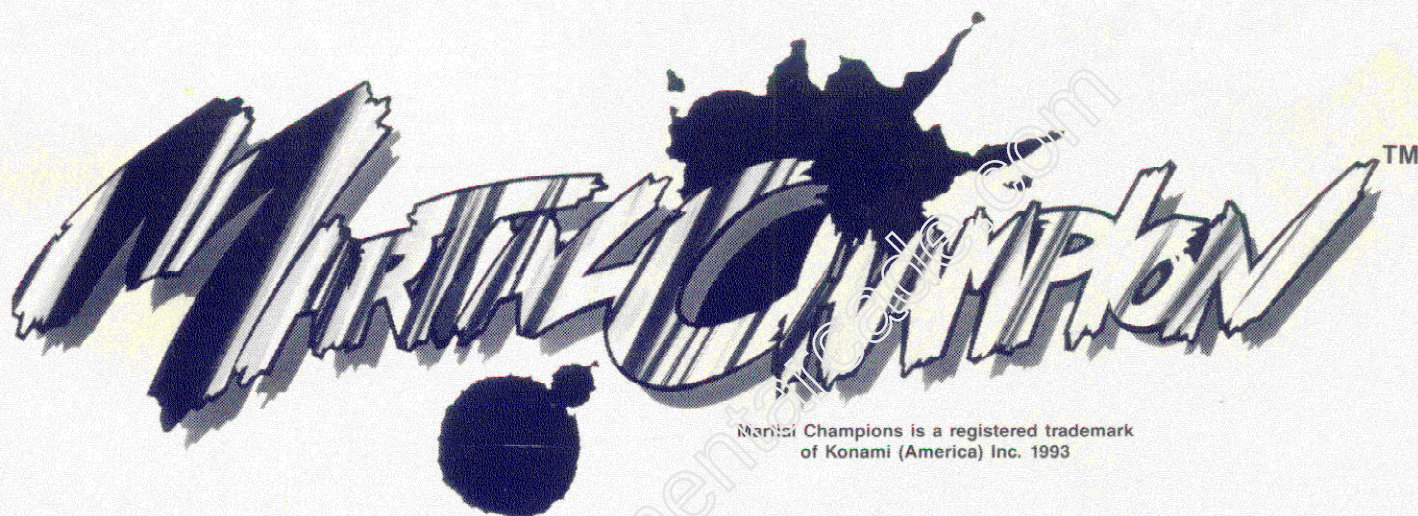
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Service & Parts #

708-215-5100

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

INSTRUCTION MANUAL

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MARTIAL CHAMPION™: PARTS LIST

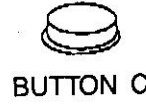
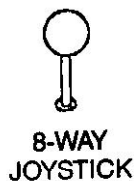
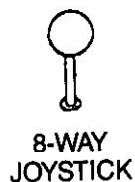
Part #	Description
234003	Martial Champion PCB
234100	Control Panel Overlay
234101	Player Instructions
234200	Marquee
234300	Upper Right Decal
234301	Upper Left Decal
234302	Middle Right Decal
234303	Middle Left Decal
234304	Lower Right Decal
234305	Lower Left Decal
30254	White Button
30255	Red Button
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™: 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.

☐ START ☐
1 PLAYER 2 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

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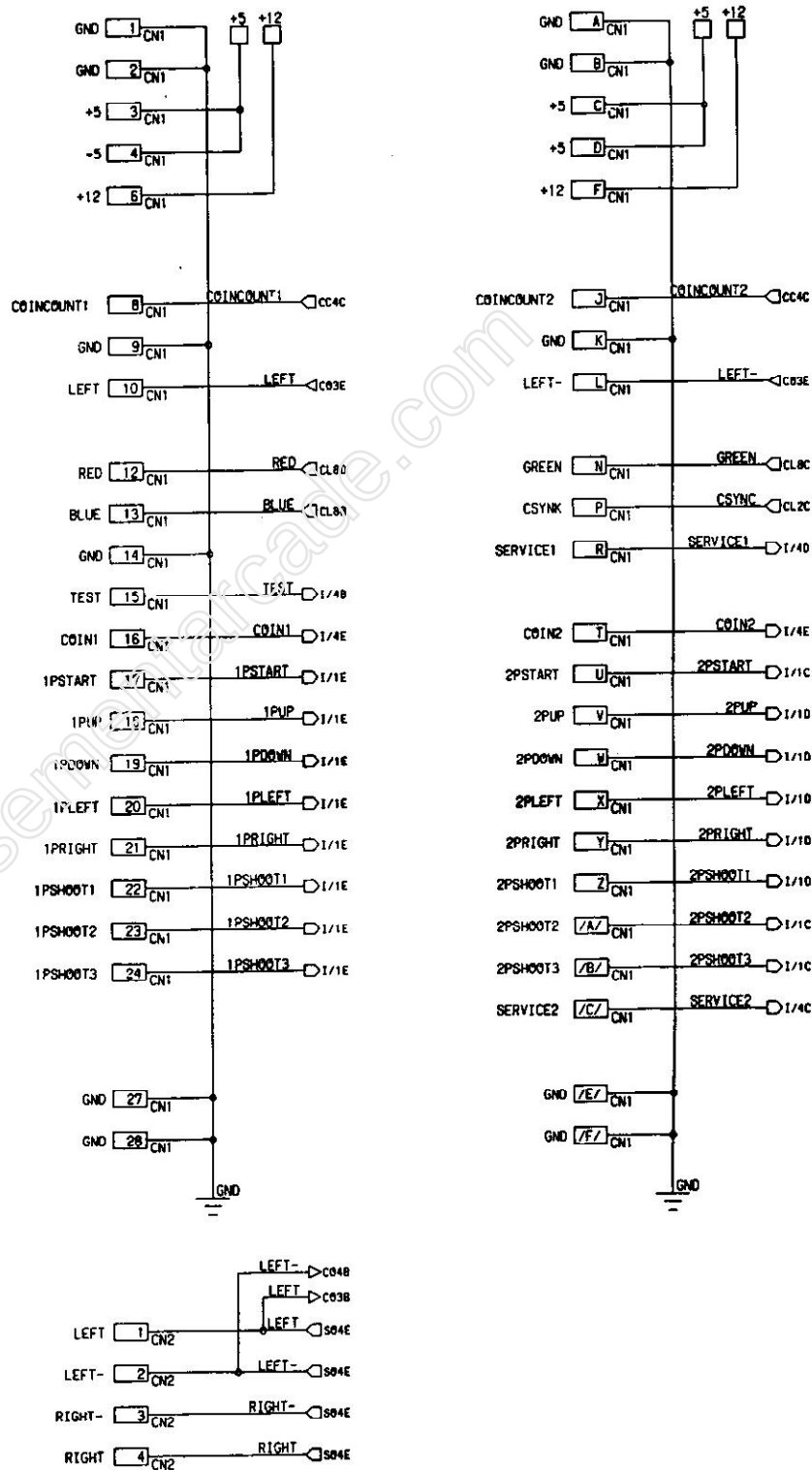
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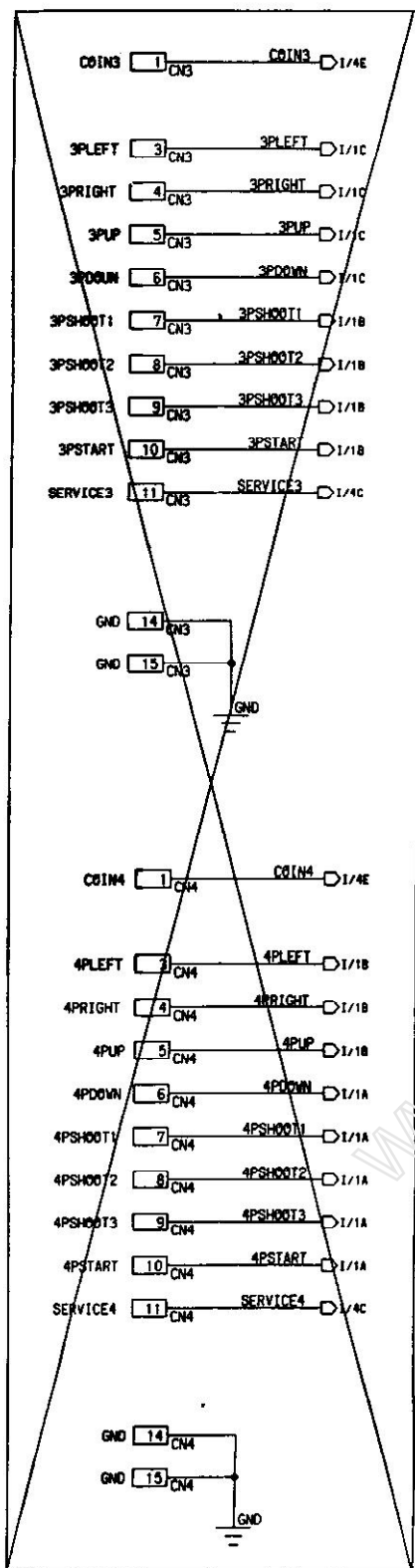
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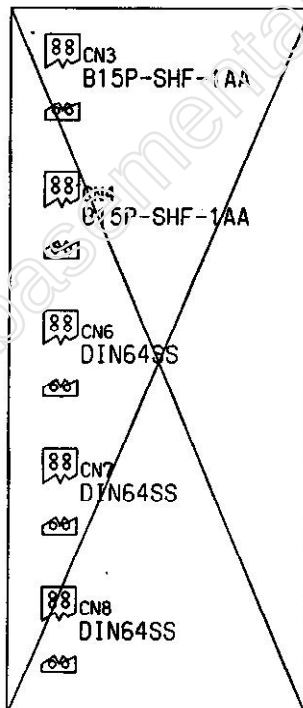
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JAMMA

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B4P-SHF-1AA



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B15P-SHF-1AA

88 CN4
B15P-SHF-1AA

88 CN6
DIN64SS

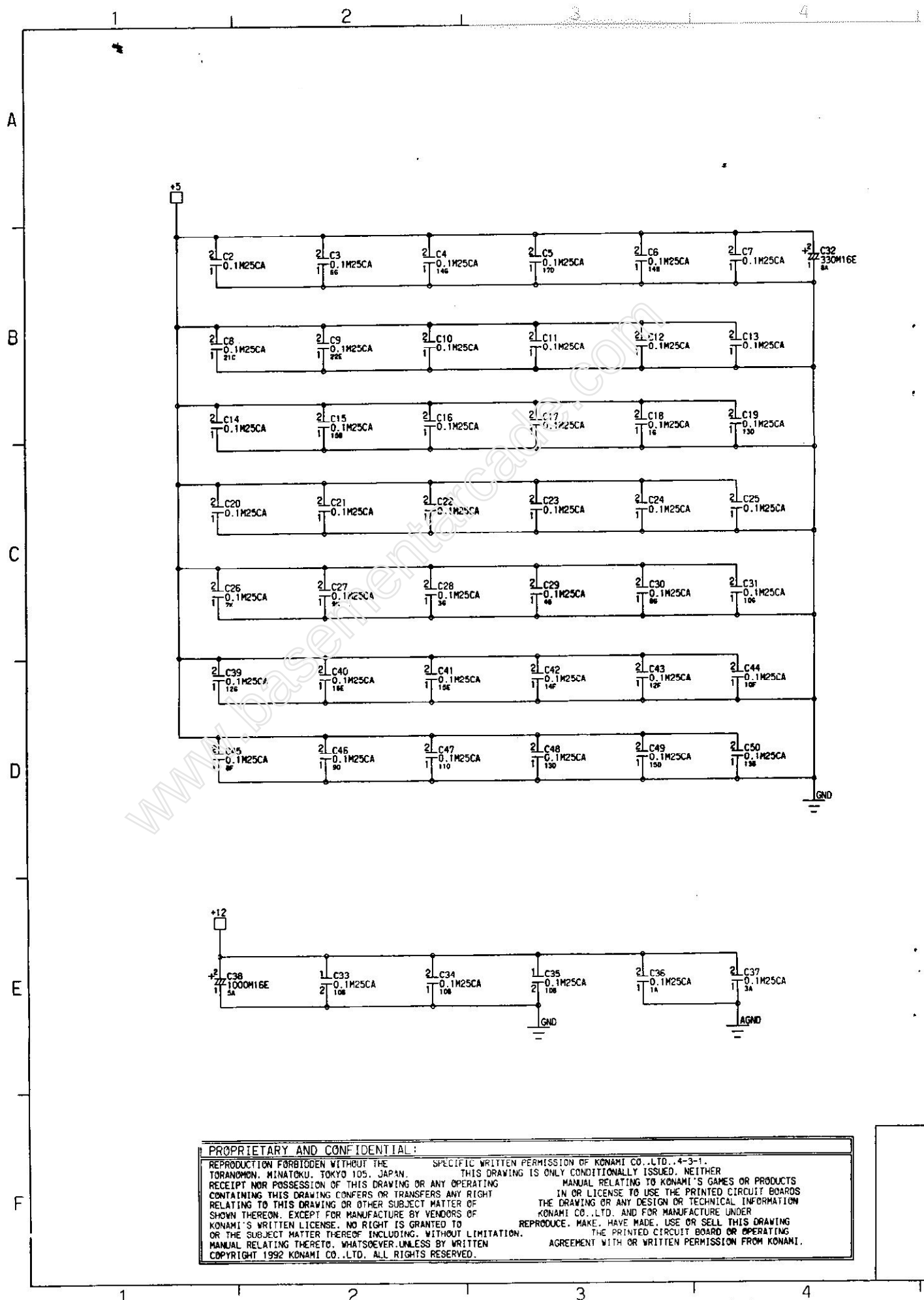
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-- NOTES --

 : VCC (+5V)

 : VCC (+12V)

 : GND

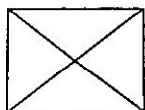
JP2-JP12



01: NARROW JUMPER
02: WIDE JUMPER

CNT  : JAMMA EDGE 56P

CN2  : 4P NH CONNECTOR



: NOT USED

KINDS OF CAPACITOR

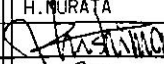
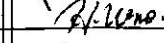
1000M16E : 1000UF16V ELEC.AL

330M16E : 330UF16V ELEC.AL

0.1M25CA : 0.1UF25V CERAMIC

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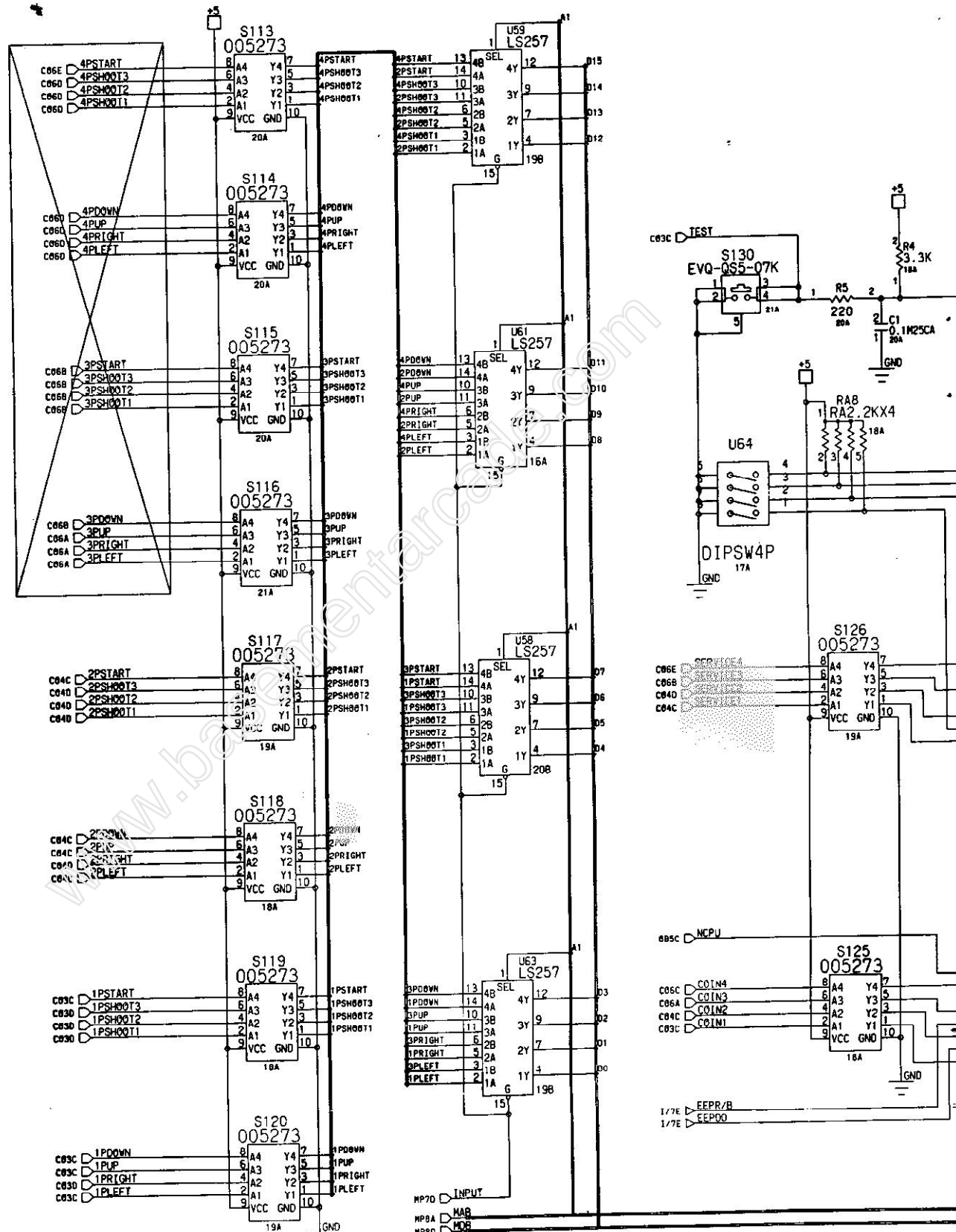
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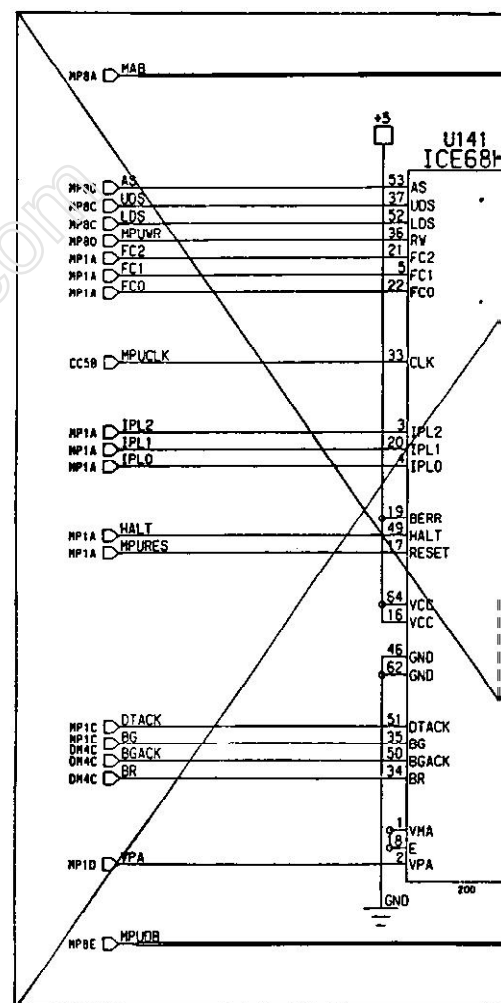
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21	45	A21
20	44	A20
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18	42	A18
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13	37	AB13
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11	35	AB11
10	34	AB10
09	33	AB9
08	32	AB8
07	31	AB7
06	30	AB6
05	29	AB5
04	28	AB4
03	27	AB3
02	26	AB2
01	25	AB1
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02	22	D14
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04	20	D12
05	19	D11
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09	15	D7
10	14	D6
11	13	D5
12	12	D4
13	11	D3
14	10	D2
15	09	D1
16	08	D0

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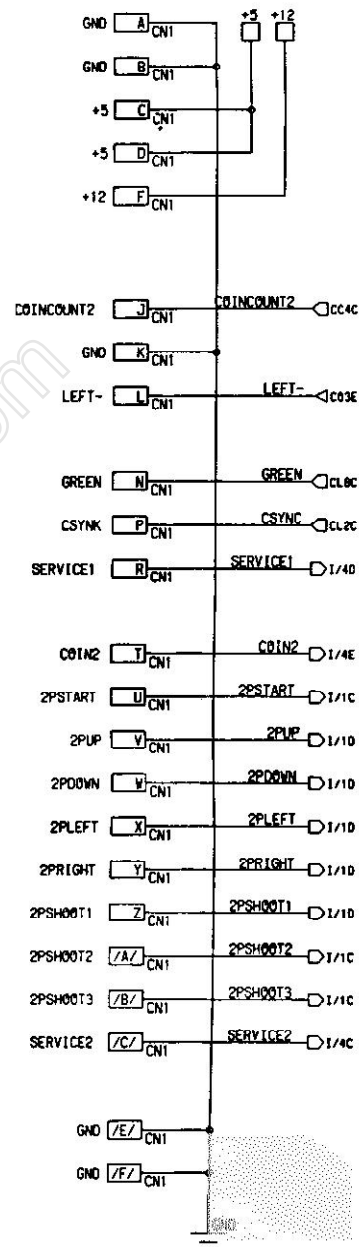
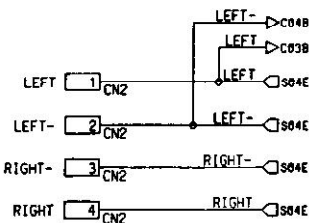
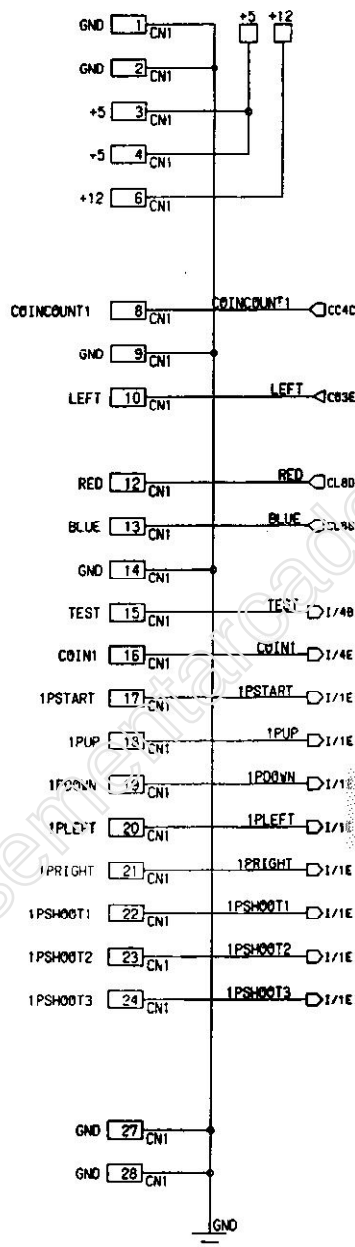
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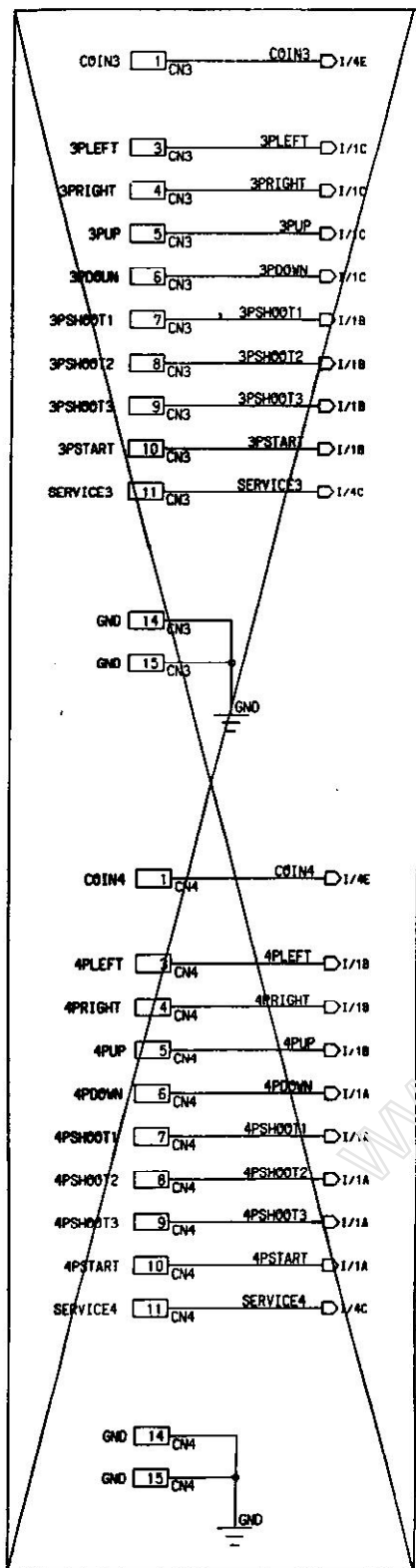
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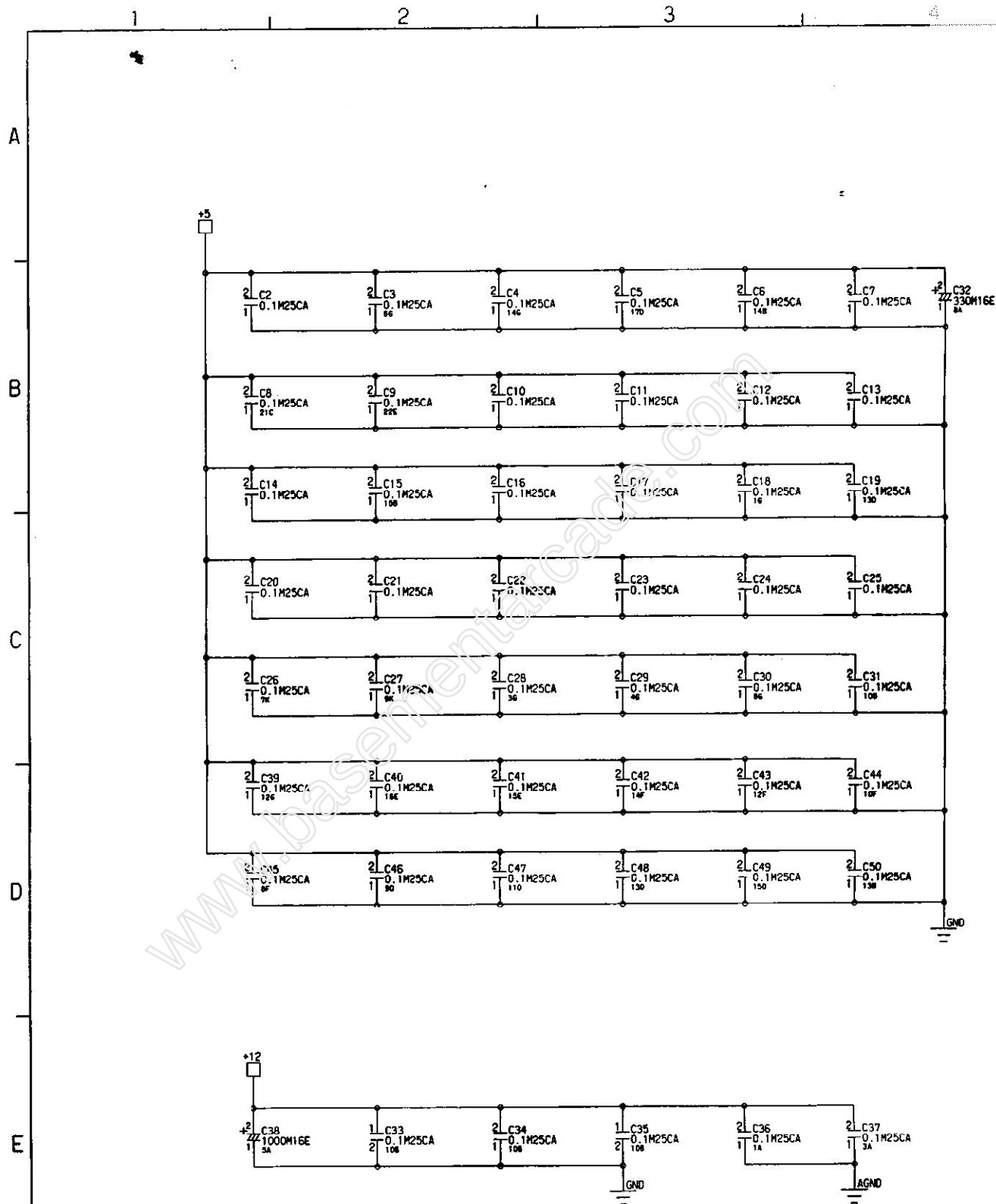
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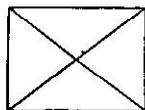
JP2-JP12



01: NARROW JUMPER
02: WIDE JUMPER

CNT  : JAMMA EDGE 56P

CN2  : 4P NH CONNECTOR



: NOT USED

KINDS OF CAPACITOR

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330M16E : 330UF16V ELEC.AL

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MARTIAL CHAMPION™: TECHNICAL INFORMATION (cont.)

(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.)

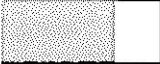
6. SOUND OPTIONS

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 PLJR JOYSTICK UP/DOWN=SELECT OPTION
1 PLJR 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 (0-20)

... 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 PLJR JOYSTICK UP/DOWN=SELECT OPTION
1 PLJR 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

MARTIAL CHAMPION™: TECHNICAL INFORMATION (cont.)

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
COIN SLOT 1	1 COIN 1 CREDIT
COIN SLOT 2	1 COIN 1 CREDIT
PREMIUM START	NO
	1 CREDIT TO START
	1 CREDIT TO CONTINUE
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	
1 PLYR JOYSTICK UP/DOWN=SELECT OPTION	
1 PLYR JOYSTICK RIGHT/LEFT=MODIFY SETTINGS	

...Choice of Free Play (YES/NO)

} Set the number of credit per coin. (See below *COIN SETTING OPTIONS.)

... "NO" or "YES 1" to "YES 4"
(The number means the EXTRA coins necessary.)

} Set the number of credit for Start and Continue (1-8).

} Same as above "GAME OPTIONS."

*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