Martial Champion

KONAMI®

MARTIAL CHAMPION™

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OPERATOR'S MANUAL

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PN.950458

Technical Information

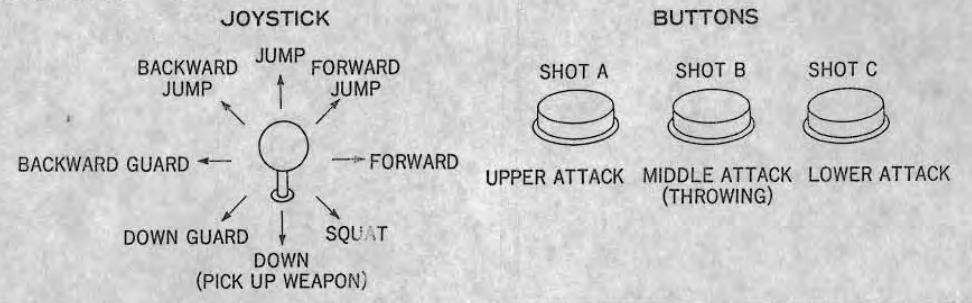
(1)Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
*See the Wiring Diagram.
(2)Output
R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive
SYNC. H-V complexed, negative
(3)The monitor should be installed horizontally.
(4)There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode. (See next page.)
(5)Handle with care.

Play Instruction

- 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.

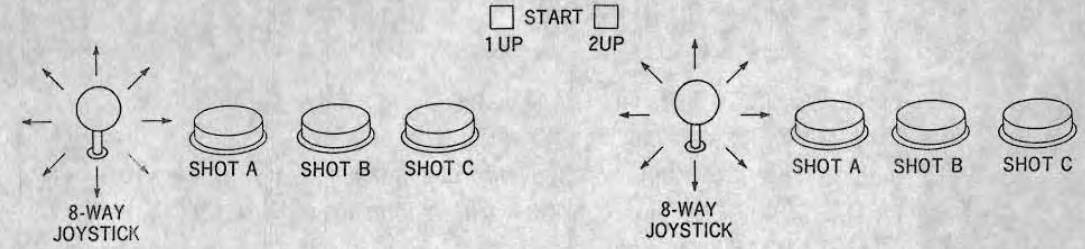
<HOW TO PLAY>

- 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.



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 initialised 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 PLYR JOYSTICK = SELECT ITEM
1 PLYR START    = DO CHECK
```

(4)ITEMS IN MAIN MENU

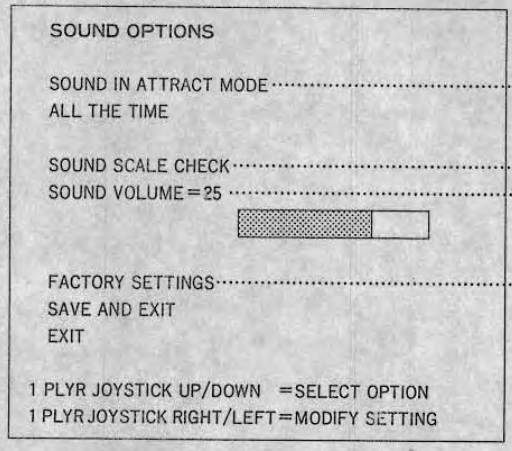
Use player 1 Joystick to select the item and move Joystick right/left to modify setting. Factory settings are shown in green, and modified results in red. (Setting below are not always the factory settings.)
After modification is completed, select "SAVE AND EXIT" and press player 1 START button to save 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 SAVING" 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 SWITCH	CONTENTS	DIP SW/ON	DIP SW/OFF
SW1	SOUND OUTPUT	STEREO	MONAURAL
SW2	VIDEO SCREEN FLIP	UP SIDE DOWN	NORMAL
SW3	UNUSED		
SW4			

6. SOUND OPTIONS
   The following screen will appear;



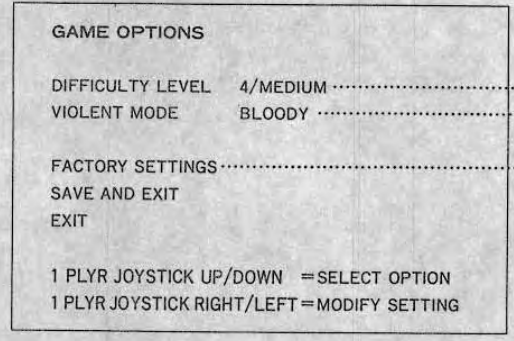
Select out of the following 3 types for the sound for demonstration play.
"ALL THE TIME", "ONCE EVERY 2-8 CYCLES" AND "COMPLETELY OFF"

Do, re, mi ...do will sound.

Sound volume adjustment (0-30)

Returned to factory settings

7. GAME OPTIONS
   Following screen will appear.

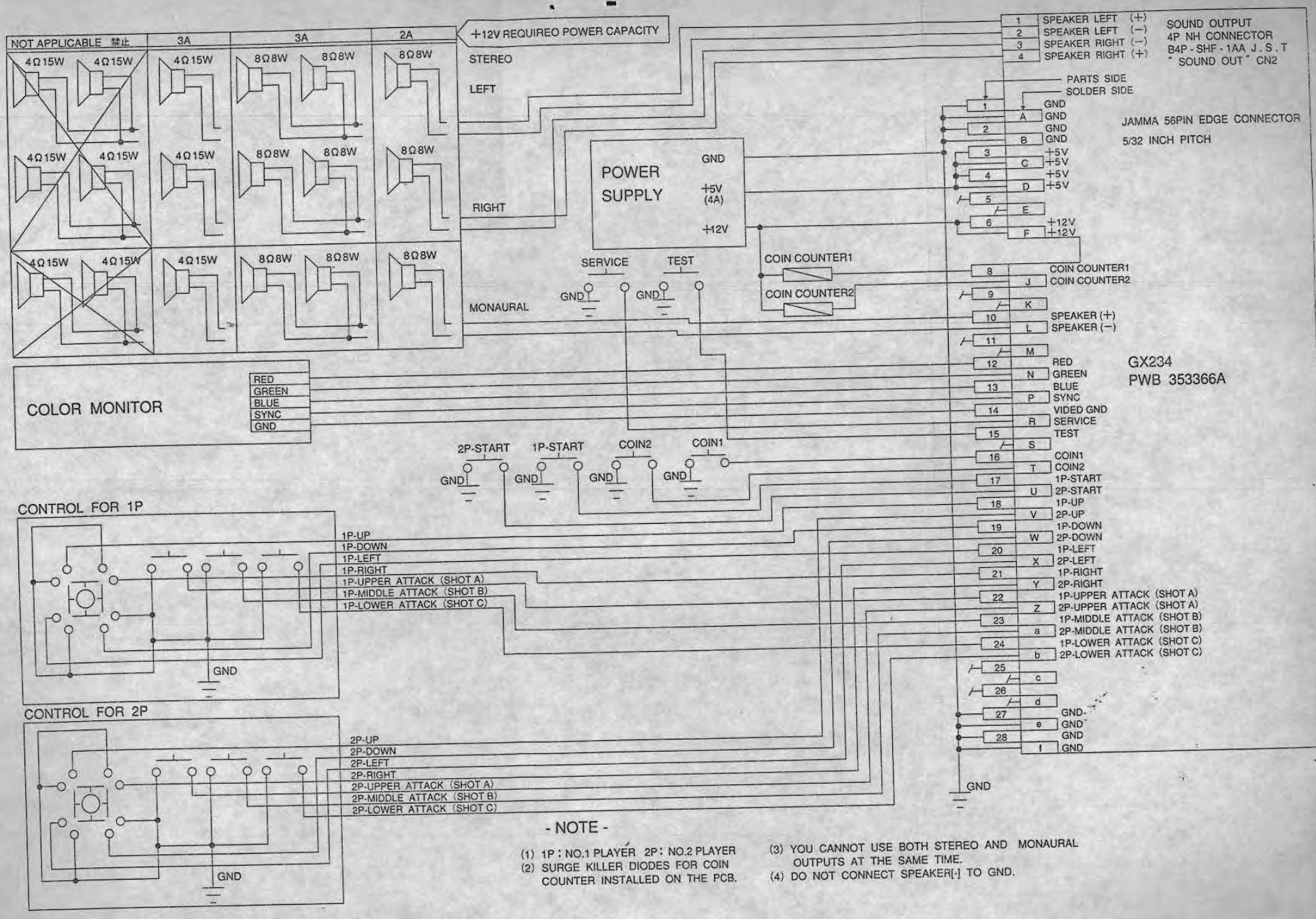


Select out of 8 levels for play difficulty level.

With "BLOODY", player characters spurt blood when damaged.

Returned to factory·settings.

WIRING DIAGRAM

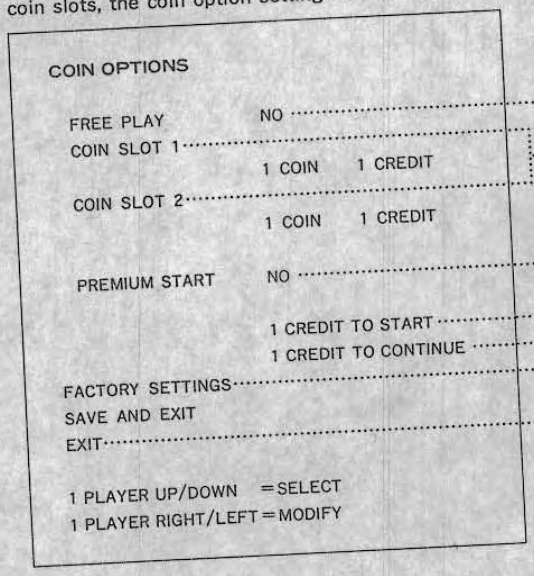


- NOTE -

(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.

8. COIN OPTIONS

Following screen will appear. The specification is for COMMON coin slot only. wo coin If there are 2 COMMON coin slots, the coin option setting must be done for each coin slot.



* 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