USER INFORMATION

WARNING
F.C.C. REGULATION COMPLIANCE

THIS KIT IS INTENDED FOR USE ONLY ON COIN-OPERATED VIDEO GAMES MANUFACTURED AFTER OCTOBER 1, 1983 WHICH HAVE BEEN VERIFIED FOR COMPLIANCE WITH REQUIREMENTS IN PART 15 OF F.C.C. RULES FOR A CLASS A COMPUTING DEVICE.

IMPROPER CONNECTION OF THIS KIT OR CONNECTION TO ANY OTHER GAME NOT SO MANUFACTURED OR VERIFIED FOR COMPLIANCE MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV. RECEPTION, REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

THE P.C. BOARD CAGE SUPPLIED WITH THIS CONVERSION KIT MUST BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.

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For Technical Assistance Call Toll Free (800) 222-6181 (Outside Illinois)

INSTRUCTION MANUAL

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*** IMPORTANT NOTICE ***

The Japanese Amusement Machine Manufacturers Association (JAMMA) has introduced a new standard in video game PCB’s. It was decided that all new products from any JAMMA member will use the same pin print-out on the edge connector. The edge connector will have 56 pin outs, 28 per side.

Konami Inc. will offer a 56 to 36 pin adaptor PCB available through your distributor. This new adapter PCB will enable the new 56 pin out to adapt to Konami’s old standard 36 pin out.

PUTTING YOUR BEST GAME FORWARD

PREPARATION:
For best results, all old graphics should be removed completely from the cabinet. “Stick-on” graphics can be removed by using a hairdryer or hot air device. The heat from the dryer will loosen the adhesive, allowing you to easily peel them off—any adhesive residue can be cleaned off with acetone and a soft dry cloth. (DO NOT USE ACETONE ON SURFACES PAINTED WITH FLAT PAINT).

TOOLS YOU NEED:
1. Foaming Aerosol (such as “Windex”).
2. Soft Squeegee.
3. X-Acto Knife.

SIDE PANEL DECALS
1. Spray area of cabinet where Side Panel decals are to be applied with foaming aerosol or a mild soap solution.
2. Remove protective backing from decals.
3. Position decals into place.
4. With a soft squeegee, beginning from the center of the decal, slowly and evenly press out excess foam until you achieve a smooth finish.
5. Allow to set approximately 2 to 3 hours before handling. Maximum adherence is achieved in 48 to 72 hours.

6. Trim side decal to fit your cabinet.

CONTROL PANEL OVERLAY:
1. Refer to Recommended Control Panel Layout on page 1.
2. Drill any new holes needed.
3. Plug any holes that will not be used. (A permanent epoxy-filler works well for this step.)
4. Pre-position the overlay prior to removing the backing.
5. Slowly apply the overlay—inch by inch on the control panel, removing the backing as you apply it.
6. Once it's in place, by using an X-Acto knife, cut around the button and joystick placements.

INSTRUCTION/BUTTON DECALS:
Apply the Player Instruction, Button and 1 Player2 Player decals in their respective positions. Apply pressure liberally. Allow to set as long as possible before putting game on location.

NOTE: Maximum adherence is achieved in 48 to 72 hours.

MARQUEE
(WEAR PROTECTIVE GLASSES WHILE TRIMMING MARQUEE)

1/8” Acrylic Marquee should be cut to fit your game. DO NOT remove protective mask until this is done. One way of cutting your Marquee is as follows: (Be sure to protect painted side of Marquee from any surface which may scratch or mar finish).

CUTTING WITH A KNIFE OR SCRIBER:
Acrylic sheet up to 3/16” thick may be cut by a method similar to that used for cutting window glass. Use a scriber of some kind—a scribing knife such as the one pictured, a metal scriber, an awl, or even a sturdy craft knife—to score the sheet. Draw the scriber several times (7 or 8 times for a 3/16” thick piece) along a straight edge held firmly in place. It is best not to remove the protective masking. Make the cut carefully using firm, even pressure. For best results make each stroke cleanly off the edge of the sheet.

Then clamp the acrylic sheet or hold it rigidly under a straight edge with the scribe mark hanging just over the edge of a table. Protect your hands with a cloth, and apply a sharp downward pressure to the other side of the sheet. It will break along the scratch. Scrape the edges to smooth any sharp corners. This method is not recommended for long breaks or thick material.

PC.B. CAGE INSTALLATION

Konami, Inc. now supplies a new style PC.B. cage which is superior to old style cages because of ease of installation. The cage is made of a 32 point stem-stock which is fire retardant.

TO INSTALL THE CAGE:
1. Open cage bottom and secure to desired PC.B. position.
2. Install printed circuit board inside cage using wood screws, screwed through the cage bottom into cabinet side.
3. Close the cage over printed circuit board and secure with latch on cage.
DIP SWITCH SETTINGS

1. COIN SWITCH NO. 1 SETTINGS

<table>
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<th>4</th>
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FREEPLAY: You can play games without coins.

2. COIN SWITCH NO. 2 SETTINGS

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DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

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2. CHANGE OF MODE

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<tr>
<td>ON</td>
<td>ON</td>
<td>TEST</td>
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</tbody>
</table>

SW3, SW4 and SW5 are not used.

FREEPLAY: You can play games without coins.

TECHNICAL INFORMATION

1. Required power capacity
   GND-Vcc 5V 6A 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 horizontally installed.
   (4) Use the volume knob on the PCB to adjust sound level.
   (5) Turn the knob clockwise and it becomes louder.
   (5) Handle with care.

PLAY INSTRUCTION

2 players can play interactively.
*Decide the ratio of your boxer’s SPEED, PUNCH POWER
   and STAMINA. Choose the arrow using the FACE PUNCH
   button and decide the percentage using the joystick.
   Press the Body/Punch button when you’re ready to enter
   the ring.
*Use the 8-way joystick to produce skillful footwork, attac,
   and defense. Depending on the position of your oppo
   nent, you can move anywhere in the ring.
*Use the BODY PUNCH button for straight, jab and hook to
   the face. Use BODY PUNCH button for straight, jab, hook
   to the body and upper-cut to the face. BODY PUNCH
   reduces opponent’s power and the upper-cut will always
   knock him out!
*Press Guard button to protect yourself: the body and
   face are protected alternately by pressing the button.
   When close-in, the guard used depends on the punch
   of your opponent. When using the guard, always watch
   for the chance to counter and knock your opponent out.

TRAINING MODE

You can go training after every two bouts you win. There
are three training modes to finely tune each element of
your skill. Before the title bout with the Champ, you can
train a maximum of three times but you can skip these
training sessions if you want.
*There are 8 stages. You can continue the game by in
   setting additional coins and press start button within
   the given time.

MANUAL TEST

(1) How to start
   Turn on the power with SW3 of the DIP SWITCH No. 3 on.
   Push player 1 start button to change items.

(2) Test items
   1. ROM check
   2. Picture distortion
   3. Color check
   4. I/O check
   5. Sound check
   6. Dip switch settings
   *Push any of the function buttons for player 1 to change sound code.

RECOMMENDED CONTROL PANEL LAYOUT

1P START  2P START

CONTROL PANEL INFORMATION

B/WAY FACE BODY BLOCK
B/WAY FACE BODY BLOCK
JOYSTICK PUNCH PUNCH PUNCH JOYSTICK PUNCH PUNCH