

RING RAGE (G35 0049A)

***** BASIC CONTROL *****

BIG TECHNIQUES

THE OTHER TECHNIQUES THAN THE BEING-IN-HOLDING TECHNIQUE GAINING A FALL

MIDDLE TECHNIQUES



SMALL TECHNIQUES
MOVING OF PLAYER
SELECTION OF TECHNIQUES

PUNCH
POWER BUTTON



KICK
POWER BUTTON

GAINING A FALL

WHERE THE OPPONENT IS LYING PRESS THE A - AND - B BUTTONS AT ONCE.



LIFE GAUGE

IT IS A CHANCE OF HOLDING TECHNIQUES WHEN THIS GAUGE IS FULL.

DASHING

TURN THE JOYSTICK TWICE TO THE DIRECTION OF GOING.



RETURNING TO THE RING FROM THE OUTSIDE

TURN THE JOYSTICK TO THE DIRECTION OF THE RING AND PRESS THE A - AND - B BUTTONS AT ONCE.



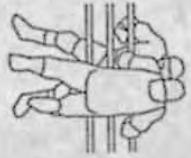
SWINGING OF AN OPPONENT TO THE ROPE

TURN THE JOYSTICK TWICE TO THE DIRECTION TO WHICH YOU WANT TO SWING AN OPPONENT.



TOUCHING

APPROACH THE RARINER TO WHOM YOU WANT TO TOUCH, AND TURN THE JOYSTICK TO THE DIRECTION OF HIM, THEN PRESS EITHER A- OR B- BUTTON.



***** FAVORITE TECHNIQUES *****

B. B. SCORPION

CANAODIAN BACK-BREAKER

BE IN HOLD, AND TURN THE JOYSTICK UP, THEN INCREASE THE POWER UP TO THE MAXIMUM VALUE.



RODIE

SCHWIDI-TYPE BACK-BREAKER

BE IN HOLD, AND TURN THE JOYSTICK UP, THEN INCREASE THE POWER UP TO THE MAXIMUM VALUE.



K. O. JOE

SUPER UPPERCUT

BE IN HOLD, AND TURN THE JOYSTICK UP, THEN INCREASE THE POWER UP TO THE MAXIMUM VALUE.



BY TURNING THE JOYSTICK

TWICE AND PRESSING EITHER A- OR B-BUTTON, TECHNIQUES FORM DASHING CAN BE DOWN.



THE MAXIMUM DEDITS FOR THIS GAME IS 9.

YASHA

KARATE-CHOP

BE IN HOLD, AND TURN THE JOYSTICK LEFT OR RIGHT, THEN INCREASE THE POWER UP TO 50%.



SHADDAN

CAMEL CLUTCH

APPROACH THE OPPONENT WHO FALLED DOWN, AND PRESS THE A-BUTTON.



DECKERD

SIDE HOLD

BE IN HOLD, AND TURN THE JOYSTICK DOWN.



Table of Connector Terminals (RING RAGE G25 00701A)

G CONNECTOR

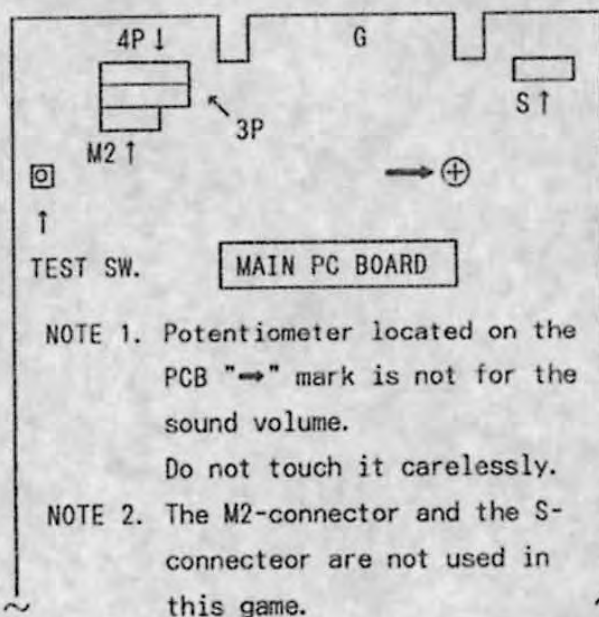
COMPONENTS SIDE		SOLDER SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
POST	H	7	POST
COIN METER 2	J	8	COIN METER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN 2	T	16	COIN 1
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
2P PUSH 3	b	24	1P PUSH 3
	c	25	
	d	26	
	e	27	GND
GND	f	28	

3P CONNECTOR

1	COIN 3
2	3P SELECT
3	3P LEFT
4	3P RIGHT
5	3P UP
6	3P DOWN
7	3P PUSH 1
8	3P PUSH 2
9	3P PUSH 3
10	
11	
12	COIN METER 3
13	LOCKOUT 3
14	GND
15	GND

4P CONNECTOR

1	COIN 4
2	4P SELECT
3	4P LEFT
4	4P RIGHT
5	4P UP
6	4P DOWN
7	4P PUSH 1
8	4P PUSH 2
9	4P PUSH 3
10	
11	
12	COIN METER 4
13	LOCKOUT 4
14	GND
15	GND



Explanation for Settings (RING RAGE G25 00693A)

When the test SW located on the main PCB is pressed, the game mode on the TV monitor stops, and the test mode menu is displayed.

[Test Mode Menu Screen]

TEST MODE MENU	
> MONITOR TEST	MONITOR ADJUSTING SCREEN.....See E71
SWITCH TEST	SWITCH CHECKING SCREEN.....See E72
SOUND TEST	SOUND VOLUME ADJUSTING SCREEN.....See E73
CONFIGURATION	GAME-MODE ADJUSTING SCREEN.....See E74
OPTION	DISPLAY MODE SELECTING SCREEN.....See E75
FACTORY SETTINGS	RETURNING TO FACTORY SETTINGS SCREEN
EXIT (RESET)	TEST MODE FINISHING.....See E76

MONITOR ADJUSTING SCREEN.....See E71
SWITCH CHECKING SCREEN.....See E72
SOUND VOLUME ADJUSTING SCREEN.....See E73
GAME-MODE ADJUSTING SCREEN.....See E74
DISPLAY MODE SELECTING SCREEN.....See E75
RETURNING TO FACTORY SETTINGS SCREEN
TEST MODE FINISHING.....See E76

*1 When selecting each item, use the joystick up and down to move the cursor () and decide it by pressing the punch button.
 *2 In each test mode, when the test SW is pressed, the screen returns to the "Test Mode Menu".
 *3 When finishing the test mode, select "EXIT" on the test mode menu screen.

E71 <MONITOR TEST>

- Crosshatched pattern and Color bars are displayed for checking screen stops and brightness.
 - Crosshatched pattern and Color bars can be changed alternatively by using the punch button.

E72 <SWITCH TEST>

- This is used for the test of the input of each switch, etc. (OFF-10H)

E73 <SOUND TEST>

- This is used for adjusting the sound volume.

E74 <CONFIGURATION>

- See the attached table on the left side.

E75 <OPTION>

- By this, "With or Without" the screen display of "POWER DISP & INST TEACH" can be set. ("POWER DISP" means "Power Gauge" and "INST TEACH" means "Display of Advice for Joystick Controls.")

E76 <FACTORY SETTINGS>

- This is used for changing the settings of DIP SW back to the same setting as that set at the factory.

E77 <EXIT (RESET)>

- This is used to finish the test mode.

Changing Method of Data (SOUND TEST, CONFIGURATION, OPTION)

When changing the present data, it is necessary to rewrite the ROM (NOTE: In case that the data is not changed, choose "YES").
 Select "EXIT" in each test and choose "YES" in "WRITE TO EEPROM" or "SURE?" of the rewriting screen for rewriting the data.

E74 <CONFIGURATION>

On this screen, the settings of the play pricing and the gameplay are done. Turn the joystick up and down to move the cursor for selecting the items, and left and right to change the selection.

CONFIGURATION	
> GAME STYLE: 1 (AP 15.00)	GAME STYLES (4 STYLES).....See E7A
MONITOR: NORMAL	SCREEN INVERSION (NORMAL, INVERT).....See E7B
ATTRACT SOUND: WITH	WITH OR WITHOUT ATTRACT MODE SOUNDS.....See E7C
DIFFICULTY: NORMAL	SETTINGS OF DIFFICULTY LEVELS (4 STEPS).....See E7D
GAME TIME: 3:00 (5:00)	SETTINGS OF GAME TIME (3 STEPS).....See E7E
COIN A: 1 COIN	SETTINGS OF THE NUMBER OF COINS (1-4) AND THE NUMBER OF CREDITS (1-8).....See E7F
COIN B: 1 COIN	
CONTINUE: WITH	
BUY-IN : WITH	
EXIT	

WITH OR WITHOUT CONTINUE PLAY.....See E7G
 WITH OR WITHOUT LIVES BY ADDING COINS.....See E7H
 TEST MODE FINISHING

E7A GAME STYLE

ITEMS	SETTINGS
D = FOR 2P GAME	
F = FOR 2P X 7P GAME	
G = 4P-4 COIN SLOTS	
H = 4P-1 COIN SLOT	

E7B DIFFICULTY

ITEMS	SETTINGS
EASY	
* NORMAL	
HARD	
VERY HARD	

E7C ATTRACT SOUND

ITEMS	SETTINGS
* NORMAL = NORMAL SCREEN	
* INVERT = SCREEN INVERSION	

E7D GAME TIME

ITEMS	SETTINGS
* 3:00 (5:00)	
2:30 (4:30)	
4:00 (6:00)	
3:30 (5:30)	

E7E ATTRACT MODE

ITEMS	SETTINGS
* NORMAL = NORMAL SCREEN	
* INVERT = SCREEN INVERSION	

E7F COIN A

ITEMS	SETTINGS
* 1 COIN	
2 COINS	
3 COINS	
4 COINS	
5 COINS	
6 COINS	

E7G CONTINUE

ITEMS	SETTINGS
* 3:00 (5:00)	
2:30 (4:30)	
4:00 (6:00)	
3:30 (5:30)	

E7H BUY-IN

ITEMS	SETTINGS
* 1 COIN	
2 COINS	
3 COINS	
4 COINS	
5 COINS	
6 COINS	

E7A GAME STYLE

ITEMS	SETTINGS
D = FOR 2P GAME	
F = FOR 2P X 7P GAME	
G = 4P-4 COIN SLOTS	
H = 4P-1 COIN SLOT	

E7G CONTINUE = WITH OR WITHOUT CONTINUE GAME (NOTE: ONLY IN THE PROGRAMMER MODE)
 E7H BUY-IN = WITH OR WITHOUT RECOVERY OF LIVES BY ADDING COINS ("WITH" THE FACTORY SETTINGS)