



Instruction Manual





Invites you to use
our PHONE or FAX numbers
for SERVICE INFORMATION concerning this game.

Call us for prompt, courteous answers
to your problems.



WWF WRESTLEFEST™
©1991 TECHNOS JAPAN CORPORATION

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WARRANTY AND RETURN POLICY

REPLACEMENT PARTS

AMERICAN TECHNOS maintains a stock of replacement parts for our products. When placing an order for parts, please supply a complete description of the items, quantity required, P.O. number, and shipping information. We attempt to ship orders the day they are received. Orders received after 12:00 noon will ship the following work day. We do not have a minimum order requirement at this time, however, we certainly appreciate your efforts to consolidate your orders whenever possible.

Payment Terms are NET 30.

RETURN MATERIAL AUTHORIZATION

Material can be returned to AMERICAN TECHNOS only in the following situations:

1. Parts -- return for credit. A parts order was processed incorrectly, i.e.; wrong items were shipped, wrong quantity was shipped, etc.
2. PCB -- return for credit. A PCB is being returned for credit to satisfy an Advance Exchange transaction.
3. Other -- parts returned for engineering analysis, etc., only with prior consent of Customer Service of Sales departments.

To obtain a Return Material Authorization, please contact AMERICAN TECHNOS' Customer Service department. Describe the transaction and request RMA number. The outside of the package must be clearly marked with the transaction RMA number. Packages not displaying an RMA number will be returned un-opened.

WARRANTY REPAIRS

During the initial 90-day warranty, customers whose accounts are current are eligible for an Advance Exchange PCB. When calling for an Advance Exchange PCB, please supply a complete description of the item needed, game serial number for warranty verification, P.O. number, and shipping information. You will be issued an RMA number for the return of the defective PCB.

Terms for Advance Exchanges are NET 15. If the defective PCB is not returned within 30 days, no additional Advance Exchange will be issued until the offending PCB is returned, or the invoice is paid in full. If the PCB is not returned until after 90 days, the warranty will be voided, and the customer will be liable for all repair charges.

It is our goal to constantly improve and better our service to you. Your cooperation with the above stated policy will help us greatly to reach this goal. If you have any comments or questions, please telephone our Customer Service department. We will make every attempt to tailor our services accordingly.

LIMITED WARRANTY

AMERICAN TECHNOS, INC. ("Seller"), warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty period specified:

- | | |
|---------------------------|---------|
| A. Printed Circuit Boards | 60 days |
| B. Electronic Components | 30 days |
| C. Television Monitors | 30 days |

No other parts of the Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from the Seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty periods specified, provided:

- A. Seller is notified promptly upon discovery by buyer that the stated products are defective.
- B. Such products are properly packaged and then returned, prepaid to Seller's plant.

This warranty does not apply to any parts damaged during shipping or handling, or due to improper installation or usage, or alteration. In no event shall Seller be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of AMERICAN TECHNOS, INC. product.

Warranty Disclaimer

Except as specifically provided in a written contract between seller and purchaser, there are no other warranties, expressed or implied, including any implied warranties of merchantability or fitness for a particular purpose.

GENERAL INFORMATION

CONTENTS OF KIT

| <u>Description</u> | <u>Quantity</u> |
|---------------------------------------|-----------------|
| WWF WrestleFest printed circuit board | 1 |
| WWF WrestleFest game marquee | 1 |
| WWF WrestleFest control panel overlay | 1 |
| WWF WrestleFest monitor card | 1 |
| WWF WrestleFest Side Decals | 2 |
| Standard JAMMA harness | 1 |
| Extra player harnesses | 2 |
| 8-way joysticks | 4 |
| Red (action) push-button | 2 |
| Yellow (action) push-button | 2 |
| Blue (action) push-button | 2 |
| Green (action) push-button | 2 |
| Colored start buttons (1,2,3, & 4) | 4 |
| I.D. tags (A) | 4 |
| I.D. tags (B) | 4 |
| Service Manual | 1 |
| FCC Compliance Sticker | 1 |
| 2-player game feature sticker | 1 |
| 3-player game feature sticker | 1 |

FORMATS

WWF WrestleFest is offered in 2 different formats:

1. 4-player dedicated game with 25" horizontal mount monitor.
2. Horizontal conversion kit with operator selectable dip switch selections to make the game convert 2, 3, or 4 player cabinets.

SET UP

INSTALLATION REQUIREMENTS

Following are the electrical and mechanical specifications required to install the WWF WrestleFest conversion kit:

- A. Monitor: horizontal mount, RGB, negative composite sync.
- B. Power Supply: +5VDC @ 3 AMPRE and +12 VDC @ 1 AMPRE
It is very important that your power supply is in top operating condition.
- C. Control Panel: Depending on the version of this game you are converting, make sure that you allow space for one joystick and two action buttons for each player (see diagram for Control Panel Layout, page 12, 13 or 14).

Make sure that all mechanical and electrical parts/ components are functioning properly before installing the kit.

KIT CAPACITY

The conversion kit includes graphics and hardware necessary to convert all multi-player and oversized video game cabinets.

GAME PLAY

NUMBER OF PLAYERS

WWF WrestleFest is offered as a 4-player dedicated game or as a 4, 3, or 2-player conversion kit (operator selectable by dip switch). In the conversion kit form, contents allow for a conversion of most multi-player game cabinets.

TYPES OF PLAY

WWF WrestleFest is a follow-up to the highly successful game *WWF Superstars*. WWF WrestleFest now has two different play selections for the players:

- A. Tag Team Challenge
- B. Battle Royal

Players insert their coins and first select their desired play mode. After that selection is made, the player then proceeds in selecting their preferred wrestler(s).

WRESTLERS TO CHOOSE FROM

Following are the wrestlers to choose from:

- ☆ Hulk Hogan
- ☆ Ultimate Warrior
- ☆ Ted Dibiase
- ☆ Big Boss Man
- ☆ Earthquake (new)
- ☆ Mr. Perfect (new)
- ☆ Crush of Demolition (new)
- ☆ Smash of Demolition (new)
- ☆ Jake Roberts (new)
- ☆ Sgt. Slaughter (new)
- ☆ Animal of Legion of Doom (new)
- ☆ Hawk of Legion of Doom (new)

NEW TRADEMARK MOVES

Each wrestler has new and exciting moves never before seen in a video game. By using a combination of the action buttons, duplicate some of the special trademark moves:

| <u>Wrestlers</u> | <u>Trademark Move</u> |
|-----------------------|-----------------------------------|
| ☆ Hulk Hogan | Legdrop |
| ☆ Big Boss Man | Boss Man Slam |
| ☆ Jake Roberts | DDT |
| ☆ Smash of Demolition | Suplex |
| ☆ Crush of Demolition | Back-breaker |
| ☆ Ultimate Warrior | Gorilla Press |
| ☆ Earthquake | Vertical Splash |
| ☆ Ted Dibiase | Million Dollar Dream Sleeper Hold |
| ☆ Sgt. Slaughter | Cobra Clutch |
| ☆ Mr. Perfect | Perfect Plex |
| ☆ Legion of Doom | Clothesline Off Turnbuckle |

COMPLETE DIP SWITCH SETTINGS

DIP SWITCH - 1

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ITEM |
|---------------------------|-----|-----|-----|-----|-----|-----|-----|------------------------|
| COIN 1 & 2 | | | | | | | | |
| off | off | | | | | | | * 1 coin 1 play |
| on | off | | | | | | | 1 coin 2 play |
| off | on | | | | | | | 2 coin 1 play |
| on | on | | | | | | | 3 coin 1 play |
| CONTINUE PRICE | | | | | | | | |
| | | | | on | | | | without continue price |
| | | | | off | | | | * with continue price |
| SOUND FOR DEMO | | | | | | | | |
| | | | | | off | | | * sound |
| | | | | | on | | | no sound |
| SCREEN INVERT | | | | | | | | |
| | | | | | | off | | * normal |
| | | | | | | on | | invert |
| F.B.I. LOGO | | | | | | | | |
| | | | | | | | off | * yes |
| | | | | | | | on | no |
| REGAIN POWER PRICE | | | | | | | | |
| | | | on | | | | | no |
| | | | off | | | | | * yes |
| BUY-IN PRICE | | | | | | | | |
| | | on | | | | | | without buy-in price |
| | | off | | | | | | * with buy-in price |

* FACTORY SETTING

1. WITHOUT CONTINUE PRICE, the continue price for the game is the same as the starting price for the game. (ON)
2. WITH CONTINUE PRICE, the continue price for the game is always one coin. (OFF)*
3. REGAIN POWER, (ON) the price to regain power is the same as the starting price for the game.
4. REGAIN POWER (OFF), the price to regain power is always one coin.*
5. WITHOUT BUY-IN PRICE (ON), the buy-in price for the game is the same as the starting price for the game.
6. WITH BUY-IN PRICE (OFF), the price to buy-in is always one coin.*

*Recommended Factory Setting

DIP SWITCH - 2

**Clear stage power-up gives players additional points when stage is cleared.*

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ITEM |
|-----------------------------|-----|-----|-----|---|-----|-----------------|-----|--------------------|
| DEGREE OF DIFFICULTY | | | | | | | | |
| off | off | | | | | | | * normal (2) |
| on | off | | | | | | | easy (1) |
| off | on | | | | | | | difficult (3) |
| on | on | | | | | | | most difficult (4) |
| SETTING SELECT | | | | | | | | |
| | | off | off | | | | | *4-play setting |
| | | on | off | | | | | 3-play setting |
| | | off | on | | | | | 2-play setting |
| CLEAR STAGE POWER UP | | | | | | | | |
| | | | | | off | off | | *24 |
| | | | | | on | off | | 32 |
| | | | | | off | on | | 12 |
| | | | | | on | on | | 0 |
| CHAMPIONSHIP GAMES | | | | | | | | |
| | | | | | | | off | * 5th |
| | | | | | | | on | 4th |
| | | | | | off | NOT USED | | |

* FACTORY SETTING

CONNECTING DIAGRAM

| SOLDER SIDE | | PARTS SIDE | |
|---------------------|---|------------|---------------------|
| GND | A | 1 | GND |
| GND | B | 2 | GND |
| +5V | C | 3 | +5V |
| +5V | D | 4 | +5V |
| | E | 5 | |
| +12V | F | 6 | +12V |
| protection key | H | 7 | protection key |
| coin counter 2 | J | 8 | coin counter 1 |
| | K | 9 | |
| speaker (-) | L | 10 | speaker (+) |
| | M | 11 | |
| video green | N | 12 | video red |
| video sync | P | 13 | video blue |
| service switch | R | 14 | video GND |
| | S | 15 | |
| coin switch 2 | T | 16 | coin switch 1 |
| start switch 2 | U | 17 | start switch 1 |
| 2P control 1 up | V | 18 | 1P control 1 up |
| 2P control 2 down | W | 19 | 1P control 2 down |
| 2P control 3 left | X | 20 | 1P control 3 left |
| 2P control 4 right | Y | 21 | 1P control 4 right |
| 2P control 5 push A | Z | 22 | 1P control 5 push A |
| 2P control 6 push B | a | 23 | 1P control 6 push B |
| | b | 24 | start 2P (vs) CPU* |
| | c | 25 | |
| | d | 26 | |
| GND | e | 27 | GND |
| GND | f | 28 | GND |

START BUTTON CONNECTIONS (2-PLAYER CONVERSION)

(#17) 1 player (vs) CPU:
Start Button #1

(U) 1 player (vs) 2nd
player: Start Button #2

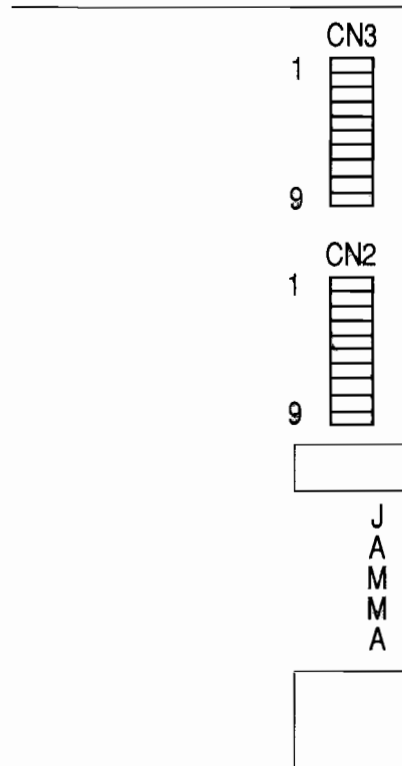
(#24) 2 players (vs)
CPU: Start Button #3

* #24 - use when doing
2-player conversion only

DIAGRAM (A)

MOLEX CONNECTOR FOR THIRD AND FOURTH PLAYERS

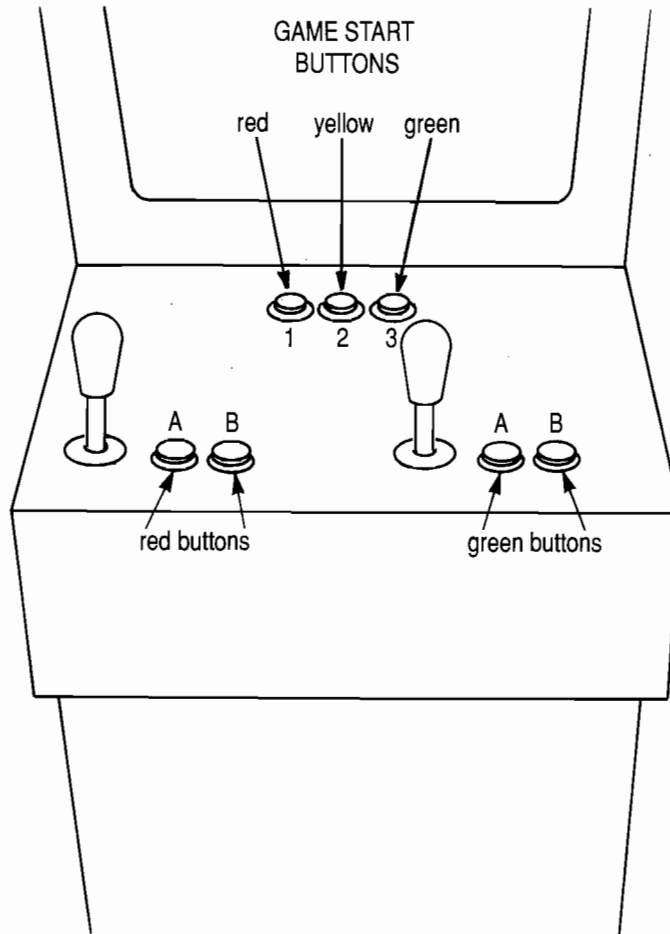
| <u>CN2</u> (third player) | | | <u>CN3</u> (fourth player) | | |
|---------------------------|-----------------|-------------------|----------------------------|-----------------|-------------------|
| PIN | <u>ACTION</u> | <u>WIRE COLOR</u> | PIN | <u>ACTION</u> | <u>WIRE COLOR</u> |
| 1 | 3P right | yellow | 1 | 4P right | yellow |
| 2 | 3P left | green | 2 | 4P left | green |
| 3 | 3P up | violet | 3 | 4P up | violet |
| 4 | 3P down | blue | 4 | 4P down | blue |
| 5 | 3P push A | orange | 5 | 4P push A | orange |
| 6 | 3P push B | red | 6 | 4P push B | red |
| 7 | <u>not used</u> | brown | 7 | <u>not used</u> | brown |
| 8 | 3P START | grey | 8 | 4P start | grey |
| 9 | GND | black | 9 | GND | black |



INSTRUCTIONS FOR CONNECTING THIRD AND FOURTH PLAYER:

Simply follow the above wiring instructions **carefully** for connecting both the third and/or the fourth players to the necessary joystick, button, etc.

2 - PLAYER CONTROL PANEL LAYOUT (for conversion kit)



When doing a 2-player conversion, be sure to use the 2-player game feature sticker and affix on the monitor card.

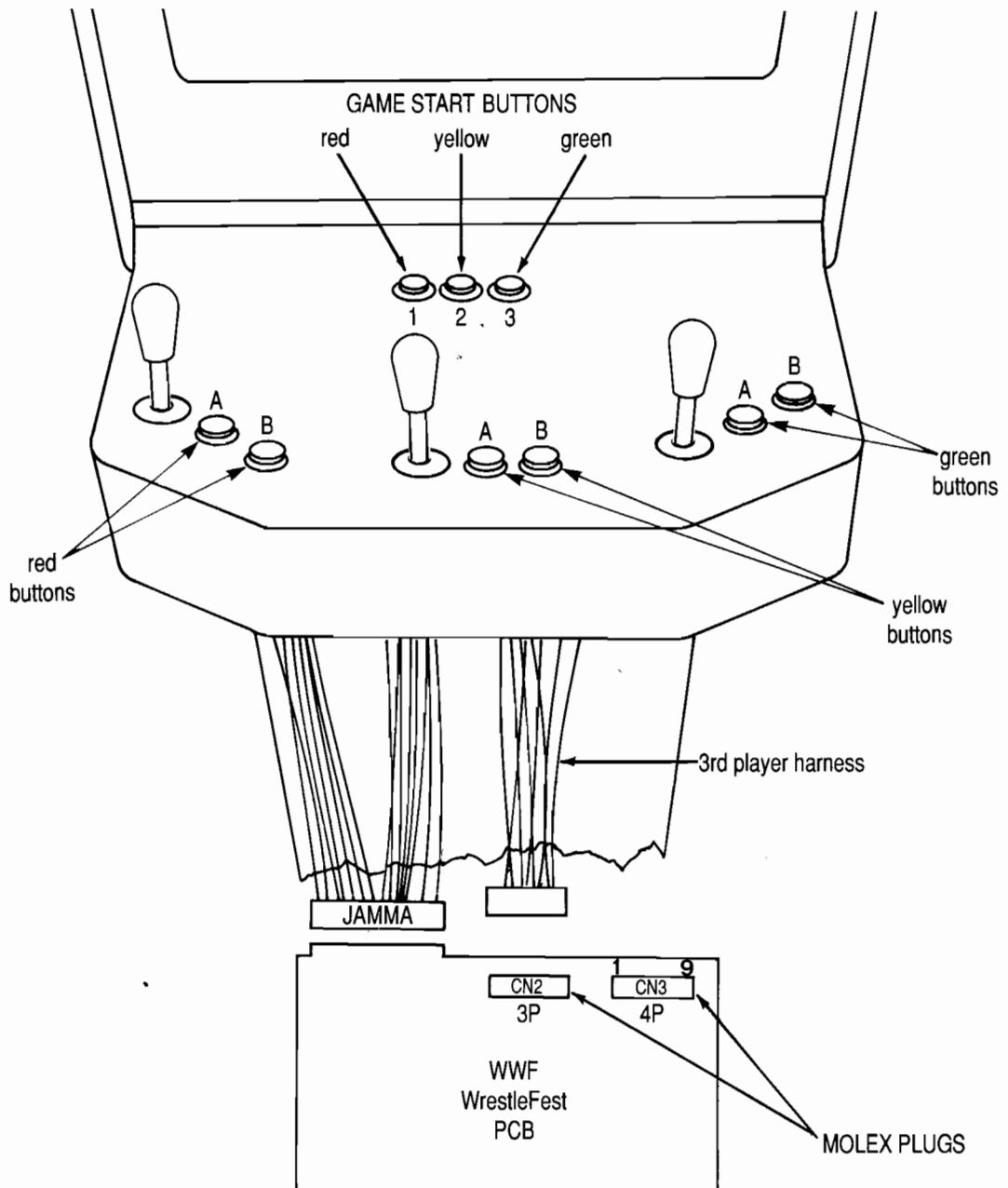
*1 player (vs) CPU:
Start Button #1*

*1 player (vs) 2nd
player: Start Button #2*

*2 players (vs) CPU:
Start Button #3*

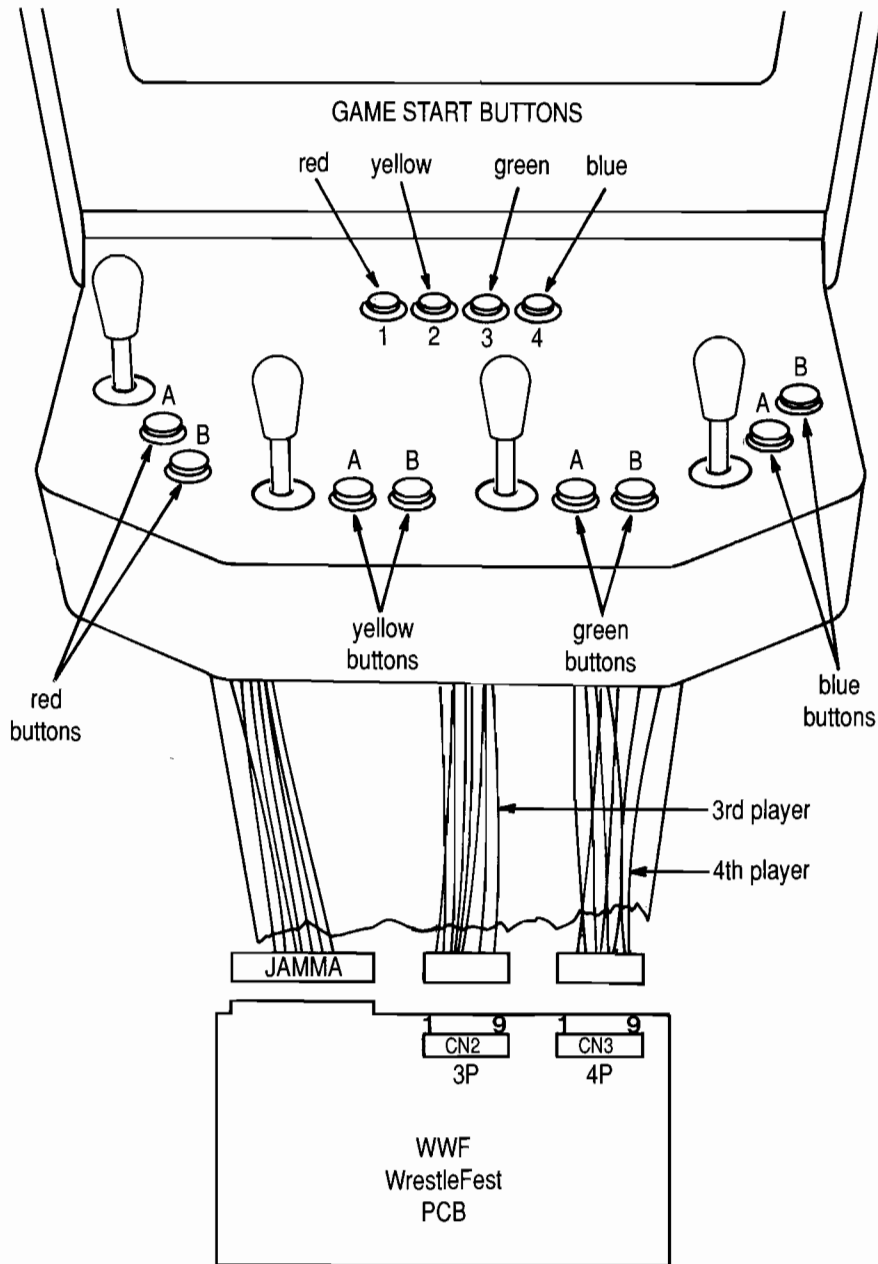
When making this 2-player conversion, only the standard JAMMA harness is necessary. Be certain to follow the connecting diagram carefully. Also, be certain that dip switch bank number 2 has switch #3 OFF and switch #4 ON.

3 - PLAYER CONTROL PANEL LAYOUT (for Conversion Kit)



When making this 3-player conversion, you must use the 3rd player harness that has been supplied. Refer to earlier Diagram (A) on page 10 for connecting information. Make certain that dip switch bank number 2 has switch #3 ON and #4 OFF.

4 - PLAYER CONTROL PANEL (for Conversion Kit)



When doing a 3-player conversion, be sure to use the 3-player "game feature" sticker and affix on the monitor card.

When making this 4-player conversion, you must use the 3rd and 4th player harnesses that have been supplied. Refer to earlier Diagram (A) on page 10 for connecting information. Also, make certain that dip switch bank number 2 has switch #3 OFF and #4 OFF.

SUGGESTED CABINET CONVERSIONS

1. ALL 2-player cabinets
2. ALL 3-player cabinets
 - Rampage™
 - Xenophobe™
 - Mercs™
 - Moonwalker™
 - others
3. ALL 4-player cabinets
 - Gauntlet™
 - Main Event™
 - Crime Fighters™
 - Dark Adventure™
 - TMNT™
 - Simpsons™
 - Desert Assault™
 - others

Rampage and Xenophobe are trademarks of Bally Manufacturing. Mercs is a trademark of Capcom U.S.A. Gauntlet is a trademark of Atari Games Corp. Moonwalker is a trademark of Sega Enterprises Ltd. Main Event, Crime Fighters, Dark Adventure, TMNT and Simpsons are trademarks of Konami. Desert Assault is a trademark of Data East U.S.A.

FCC LABEL REQUIREMENT

DEAR KIT PURCHASER:

Enclosed in your kit is an FCC Compliance Label that you must place on the cabinet immediately after your conversion is complete and prior to placing the kit game on location. The FCC label indicates that the kit was manufactured to meet FCC standards.

The failure to display the FCC label is a violation of FCC47 CFR 15.19 and could result in your being fined up to \$2,000 per violation per day.

If you have any questions, contact your manufacturer.

The contents of the kit provides the necessary sizes of graphics to do cabinet conversions for all multi-player cabinets

Be sure to measure carefully when doing your conversion.

WARNINGS

WARNING

This game must be grounded, failure to do so may result in destruction to electronic components.

Warning: This equipment generates, uses, and can radiate radio frequency energy and if not used in accordance with the instructions manual, may cause interference to radio communications. 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 measure may be required to correct the inconvenience.



“WINNERS DON'T USE DRUGS”

William S. Sessions, Director, FBI

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You may void the game warranty if you do any of the following:

- Substitute non-AMERICAN TECHNOS electronic parts in the game.
- Modify or alter any circuits in the game by using kits or parts not supplied by AMERICAN TECHNOS.



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