

CHAMPION WRESTLER™

2ND PLAYER CAN JOIN THE MATCH AT ANY TIME DURING PLAYING!

- 1P: SINGLE MATCH
- 2P: TAG-TEAM MATCH (FOR 2 PLAYERS)

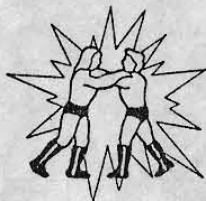


- A ·PUNCH
- THROWING TO ROPE
- LEG LOCK
- B ·KICK
- USING TRICKS
- LEG ROCK

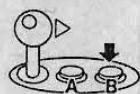
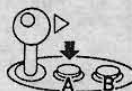


TRICKS CAN BE USED BY PRESSING THE BUTTONS.

<BASIC CONTROLS> WHEN GRAPPING:

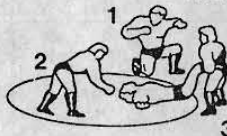


·THROWING TO ROPE:
THE THROWING DIRECTION CAN BE DECIDED BY USING THE 8-WAY JOYSTICK.



·USING TRICKS:
THE TYPE OF TRICKS IS CHANGED DEPENDING ON THE TURNING DIRECTION OF THE 8-WAY JOYSTICK.

WHEN THE OPPONENT IS LAID:



1; INJURING TRICKS:
CAN BE DONE BY PRESSING THE BUTTON WHEN THE WRESTLER NEARS THE OPPONENT'S BODY OR BY DASHING TO HIM.

2; LIFT THE OPPONENT:
BY PRESSING THE BUTTON WHEN THE WRESTLER NEARS THE OPPONENT'S HEAD.

3; LEG LOCK:
CAN BE DONE BY PRESSING BUTTON WHEN THE WRESTLER NEARS THE OPPONENT'S LEGS.

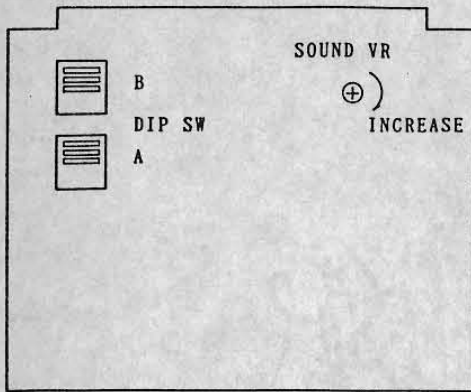
·IN CASE OF TAG-MATCH, A TOUCH CAN BE DONE BY PRESSING THE BUTTON WHEN THE WRESTLER NEARS THE CORNER ON HIS SIDE.

·OUTSIDE-THE-RING FREE FIGHT CAN BE DONE! BUT, "RING-OUT" IS CALLED IF THE WRESTLER CANNOT RETURN TO THE RING WITHIN 20 COUNTS.

TAITO
TAITO CORPORATION

G35 00391A

ADJUSTMENT ON GAME PC BOARD (CHAMPION WRESTLER G25 00536A)



☆ THE CONTROL OF THIS GAME USES ONE 8-WAY JOTSTICK AND 2 BUTTONS. (PAIR-CONTROL PANEL)

CONNECTOR (JAMMA)

SOLDER SIDE		COMPONENTS 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 (+13V)
POST	H	7	POST
COIN COUNTER (B)	J	8	COIN COUNTER (A)
COIN LOCKOUT (B)	K	9	COIN LOCKOUT (A)
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
(COIN B)	T	16	COIN A
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 A-BUTTON (PUNCH)	Z	22	1P A-BUTTON (PUNCH)
2P B-BUTTON (KICK)	a	23	1P B-BUTTON (KICK)
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

NOTE: BEFORE CHANGING THE SETTINGS OF DIP SWITCHES, TURN THE POWER OFF.

◇ SETTING OF DIP SWITCH A

(*) : FACTORY SETTING

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8	
SCREEN ROTATION	* NORMAL	OFF	OFF							
	REVERSE		ON							
TEST MODE	* NORMAL GAME				OFF					
	TEST MODE				ON					
ATTRACT SOUND	* WITH					OFF				
	WITHOUT					ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY						OFF			
	2 COINS 1 PLAY						ON		OFF	
	3 COINS 1 PLAY					OFF				
	4 COINS 1 PLAY					ON		ON		
PLAY PRICING COIN B	* 1 COIN 2 PLAYS							OFF		
	1 COIN 3 PLAYS							ON	OFF	
	1 COIN 4 PLAYS							OFF		
	1 COIN 6 PLAYS							ON	ON	

◇ SETTINGS OF DIP SWITCH B

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY (A) → DIFFICULT (D)	* RANK B	OFF	OFF						OFF
	RANK A	ON							
	RANK C	OFF	ON						
	RANK D	ON							
TIMER	* 3 : 00			OFF	OFF				
	2 : 00			ON					
	4 : 00			OFF	ON				
	5 : 00			ON					
LENGTH TO 1 SEC. FOR TIMER	* 50/60 sec.					OFF			
	60/60 sec.					ON		OFF	
	40/60 sec.					OFF			
	30/60 sec.					ON		ON	
CONTINUE	* WITH							OFF	
	WITHOUT							ON	