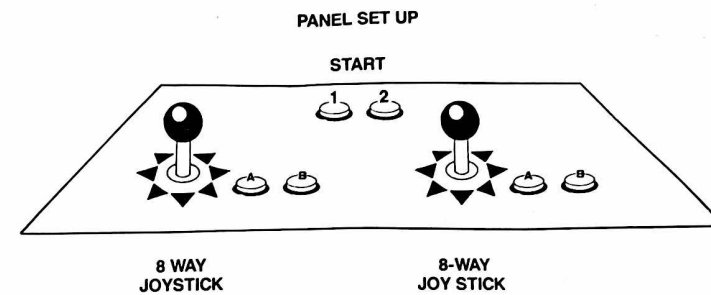


# CHAMPION WRESTLER



TAITO AMERICA CORP.  
390 Holbrook Dr.  
Wheeling, IL 60090

## OPERATIONS MANUAL

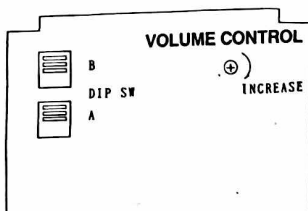


## CHAMPION WRESTLER

### PARTS LISTS

QTY.	DESCRIPTION
1	Marquee with Artwork
1	Monitor Bezel with Game Instructions
1	Control Panel Overlay
2	8-way Joystick
4	Color Pushbuttons Assembly (Game)
1	Wiring Harness (Standard Jamma Type)
1	Main Logic PCB
1	Operating Manual

# DIPSWITCH LOCATIONS



▽ JAMMA

\* SOUND VOLUME TO BE LOUDER WHEN TURNING CLOCKWISE AND QUIETER, COUNTER CLOCKWISE

## (DIP SW—A)

		1	2	3	4	5	6	7	8
Screen Inversion	Normal *		OFF						
	Inversion								
Test Mode	Normal Game *			OFF					
	Test Mode			ON					
Demo Sound	Yes *	OFF			OFF				
	No				ON				
Play Pricing COIN A	1Coin 1Play				OFF				
	1Coin 2Play				ON	OFF			
	2Coin 1Play				OFF				
	2Coin 3Play				ON	ON			
Play Pricing CONTINUE	1Coin 1Play						OFF		
	1Coin Continue						ON	OFF	
	2Coin Continue						OFF		
	2Coin Continue						ON	ON	

## (DIP SW—B)

		1	2	3	4	5	6	7	8
Difficulty Level Easy = A Hard = D	Rank B *	OFF							
	Rank A	ON	OFF						
	Rank C	OFF							
	Rank D	ON	ON						
Timer	3:00 *			OFF					
	2:00			ON	OFF				
	4:00			OFF					
	5:00			ON	ON				
Time of Play	50/60 Sec Normal *					OFF			
	60/60 Sec Longer					ON	OFF		
	40/60 Sec Shorter					OFF			
	30/60 Sec Much Shorter					ON	ON		
Continue	Yes *							OFF	
	No							ON	

(\*Factory Settings)

## "CHAMPION WRESTLER" GAME MANUAL

This is a super-real professional wrestling simulation designed for 1 or 2 players in 3 available configurations.

- 1P vs CPU Single Match (for 1 player)
- 1P vs 2P Matching Single (for 2 players)
- 1P & 2P vs CPU Tag-Team Match (for 2 players)

2 start buttons are required for game selection (\*For items (2) and (3), 2 credits are required.)

A 2nd player can join the match at any time during playing!

• Wrestlers can be selected from field of 8. For the profile of each wrestler, see separate rate sheet!

### • Game Rules

#### 1) "1 Fall in 3 Minutes" Match!

The match can be won by a pin fall, disqualification out of ring (a count of 20) or a give-up. If the player did not win the match, he cannot play the next match! Ending in a draw is the same result as a loss! In case of the 2P matches, however, a draw can be judged to be a win or loss by special rule!

2) Fight-money can be obtained by winning a match! By earning \$10,000,000-, the player becomes the champion, and the game ends.

3) Never give-up even if a match is lost. A return match can be played as a continued game.









### • A Surprising Special Match!!

#### CAGE DEATH MATCH!!!

As the wrestlers cannot use rope-work, they will smash into a fence if they carelessly run randomly! Be careful. (Match #3 & Match #6)

**TAITO**  
TAITO CORPORATION

# • How To Control

Control	Joystick
Walk! Run. 	Wrestler moves in the same direction as the joystick. By pushing the joystick twice, wrestler dashes! 
Use Tricks! <b>A</b> <b>B</b> 	A-BUTTON/PUNCH! Tricks using arms can be done! B-BUTTON/KICK! Tricks using feet can be done! A + B PIN OR BIG TRICKS. 
Grappling! 	Swing the opponent to the rope by using the joystick twice. With the button pressed, throw the opponent by pushing the joystick! 
Use The Power 	POWER PUTS LIFE INTO THE PROFESSIONAL WRESTLING!!! PINNING WITHOUT POWER IS EASILY REPELLED! Rattle the joystick to build power!
Climb Corner Posts 	When the lever is moved diagonally, the wrestler climbs on a post. After he has climbed up, he launches a destructive attack.

# • To turn the tide in match, make use of illegal weapons!

During match, attack opponent with illegal weapons which are thrown into the ring!

# • To lift the opponent from his fallen position.

The fallen opponent can be lifted by pressing the button when the mark is positioned toward the head. Indirect tricks can be done by pressing the button when the mark is positioned toward the feet.

# • There are 60 tricks or more in total! Also, there are many hidden tricks!

Making use of these tricks is a shortcut to become the champion wrestler!!!

# JAMMA CONNECTOR

GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
-5V	5	E	-5V
+12V	6	F	+12V
Post	7	H	Post
Coin Meter A	8	J	Coin Meter B
Coin Lockout A	9	K	Coin Lockout B
Speaker (+)	10	L	Speaker (-)
	11	M	
Red	12	N	Green
Blue	13	P	SYNC
Video GND	14	R	Service
	15	S	Tilt
Coin A	16	T	Coin B
Sel-1P	17	U	Sel-2P
1P Up	18	V	2P Up
1P Down	19	W	2P Down
1P Left	20	X	2P Left
1P Right	21	Y	2P Right
1P A-Button (Punch)	22	Z	2P A-Button (Punch)
1P B-Button (Kick)	23	a	2P B-Button (Kick)
	24	b	
	25	c	
	26	d	
GND	27	e	GND
GND	28	f	GND

# WRESTLER™

## R-U-L-E

- The player who wins all eight rounds becomes the champion.
- When a player loses or there is a draw, the game ends.

Decisions by:

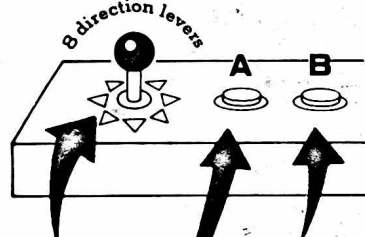
- 3-count pin fall
- 20-count ring out
- Giving up
- Time out

Test your fighting skills with eight direction levers and buttons **A** & **B**

### ● Fight Money

The fight money varies depending on the match.

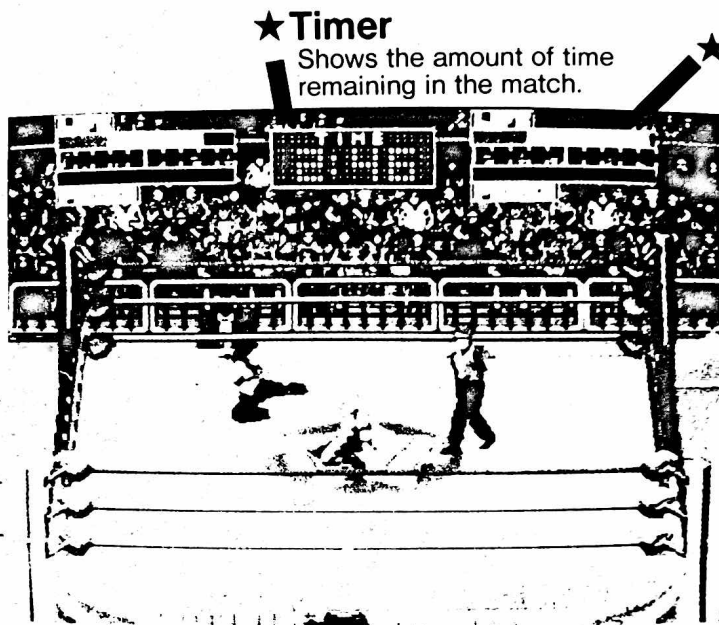
### BASIC OPERATION



Movements of the wrestlers

- Punch
- Throwing onto ropes
- Combined technique

- Kick
- Trick
- Combined technique



### ★ Timer

Shows the amount of time remaining in the match.

### ★ Life Gauge

Shows the wrestlers' remaining physical strength. It's recovered with time.

### ★ Power Gauge

The power for when testing your skills. Press the button repeatedly and raise the lever noisily! You recover your strength also!

### ● Free-for-alls outside the ring

The wrestlers can also move around outside the ring

### ● Attacks with dangerous weapons

By operating the buttons, wrestlers can be made to attack with chairs, sticks and bamboo swords.

### ● Attacks from corner posts

Wrestlers climb onto corner posts and fly through the air.

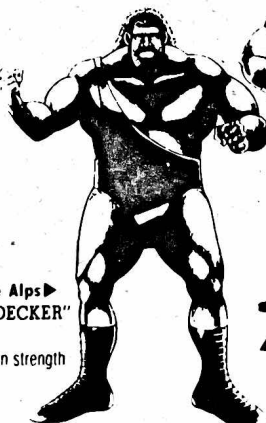
## 8 TOUGH FIGHTERS

Fighters are chosen from among the 8 wrestlers.

▲ Crazy heavy tank ▶  
"NITRO BANKUS"  
Speedy and powerful giant.



▲ Great Giant of the Alps ▶  
"MATTERHORN DECKER"  
Moves sluggishly but has superhuman strength



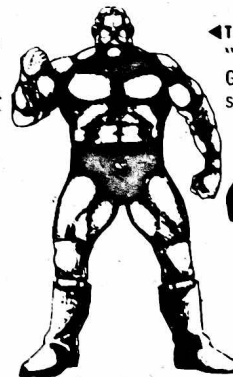
▲ Legendary warrior  
"MIRACLE RASTAN"  
Powerful flying attacks



▲ Invulnerable wild jungle beast  
"BLACK MACHINE"  
Flesh of steel



▲ Japanese mystery  
"THE SAMURAY"  
Karate leaps



▲ The fierce Kansas eagle  
"ROCKY GARNER"  
Good balance and sharp control



▲ The poisonous snake of the Nile  
"BLOODY COBRA JOE"  
Brutal, foul-play attacker

◆ Double control panel used

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