MIDWAY

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DEDICATED GAME

Operations Manual Includes

o Operation & Adjustments o Testing & Problem Diagnosis o Parts Information o Cabinet Wiring

Midway Manufacturing Company 3401 North California Avenue Chicago, Illinois 60618

WrestleMania_®

Defeat game with a single wrestler to become Intercontinental Champion.

Defeat game with all eight (8) wrestlers to become the New WWF CHAMPION!

Try different stick/button combinations for SECRET MOVES.

EXAMPLE MOVES:

ATTACKS:

From Standing: T,T,POWER PUNCH = HEAD GRAB

From Head Hold: A,T,T,POWER PUNCH = SPECIAL MOVE.

REVERSALS: (2X Damage)

When being held by the head, players can reverse attacks.

Example: U,D,D,POWER KICK

COMBOS:

Perform a variety of moves to build up COMBO METER.

Get opponent into HEAD HOLD to perform SPECIAL COMBOS!

RUN:

Press Punch and Kick together. Use Joystick to choose desired direction.

WWF WrestleMania

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WWF WrestleMania

Operation

SAFETY NOTICES

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be found throughout this manual where they apply. We recommend that you read this page before preparing your game for play.

CAUTION This video game system does not utilize an isolation power transformer. The power transformer is an "Auto Transformer" and as such, no isolation exists between the cabinet A.C. system and the external A.C. line.

AC POWER CONNECTION. Before connecting the game to the AC power source, verify that the "line voltage selection chart" jumper wires are installed correctly for the line voltage in your area. For details, refer to Section 3.

PROPERLY GROUND THE GAME. To avoid electrical shocks, do not plug in the game until it has been inspected and properly grounded. MIDWAY games should only be plugged into a grounded 3-wire outlet. Shocks may also result, if the control panel is not properly grounded! After servicing any parts on the panel, be sure that the ground wires are secure. Only then should you lock up the game.

DISCONNECT POWER DURING REPAIRS. To avoid electrical shock, disconnect the game from the AC power source before removing or repairing any part of the game.

USE THE PROPER FUSE. To avoid electrical shock, use the replacement fuse which is specified in the parts list for this game. The replacement fuse must match the original fuse in fuse type, voltage rating, and current rating.

HANDLE FLUORESCENT TUBE AND CRT WITH CARE. If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.

ATTENTION

PROPERLY ATTACH ALL CONNECTORS. Make sure that the connectors on each printed circuit board (PCB) are properly connected. If the connectors do not slip on easily, do not force them. A reversed connector may damage your game and void the warranty. All connectors are keyed to fit specific pins on each board.

EPILEPSY WARNING

A very small portion of the population has a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. seizure or loss of awareness), immediately consult your physician before using any video games.

We recommend that parents observe their children while they play video games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convolutions, DISCONTINUE USE IMMEDIATELY and consult your physician.

Setup Procedure

Game Location Requirements

Power:	Domestic Foreign	120V @ 60 Hz, 3 Amps 230V @ 50 Hz 2 Amps
	Japan	100V @ 50 Hz, 3 Amps
	-	

<u>*Temp.:*</u> 32° F to 100° F $(0^{\circ}$ C to 38° C)

<u>Humidity:</u> Not to exceed 95% relative.

<u>Dimensions (approx):</u> Width: 28.5" Depth: 42" Height: 73.5"

<u>Weight:</u> Crated 400 Lbs. (approx.) Uncrated 370 Lbs. (approx.)

Installation And Inspection

- 1. Remove all items from shipping containers and set them aside. Inspect the exterior of the cabinet for any signs of damage.
- 2. Coin door keys are ty-wrapped to a joystick. Unlock and open the coin and cash box doors. (Leg levelers and spare parts are stored in the cash box).
- 3. Remove rear door of cabinet. Inspect cabinet interior for any signs of damage. Check all major assemblies to assure that they are mounted securely.
- 4. Refer to the games Cabinet Wiring Diagram (section 3), and check to see that all cable connectors are correctly secured. DO NOT FORCE CONNECTIONS. Watch for damaged connectors and avoid making reversed connections.
- 5. If a padlock is desired, turn the rear door hasp so that it protrudes through the hole in the back of the cabinet. Remove the two nuts inside the cabinet, at the top and middle of the rear door opening. Then slide the hasp off the bolts. Turn the hasp, slide it back on the bolts and replace the nuts.

!!WARNING!!

Cabinet is top heavy.

- 6. *Carefully* tilt or lay the cabinet down. Locate four threaded holes on the bottom of the cabinet and install one leg leveler (with its hex nut) in each hole.
- 7. Stand cabinet upright and make certain it is in a stable position. Level the cabinet.
- 8. Determine the value of your line voltage with a meter. Then, check the jumper wire to the main power supply transformer. Be sure it is jumpered to correspond to your local line voltage value. If necessary, change the jumper wire to the transformer in accordance with the Jumper Chart in Section Three.
- 9. Replace rear cabinet door and screw (lock) it securely. NOTICE: Tamper proof screws are included with the spare parts. These screws are optional and may be used to secure the rear door panel. The T20 wrench is used for the installation of these screws. Close and lock the front coin and cash box doors.
- 10. To attach line cord, remove the four Phillips-head screws that mount the line cord cover plate to the rear cabinet. Match the prongs on the plug with the holes in the receptacle and push line cord securely into place. Make sure cord aligns with the indentation of plate (indentation should point toward bottom of cabinet). Remount line cord cover plate.
- 11. Connect the line cord to a grounded (3-terminal) AC wall outlet. Switch ON the game using the ON/OFF switch located on the upper left top of the cabinet.

Cabinet Assembly (Rear View)

SERVICING

CAUTION Always turn off power to game before servicing.

Control Panel

The control panel is held in place by two latches (located inside the cabinet, on the left and right side of the control panel) which provide constant pressure on the strikes. The latches can be reached through the coin door opening. Release latches by lifting the latch handle to unhook from wire fasteners. Carefully raise the control panel until it rests on its support chains. To reinstall the control panel, check for proper cable connection, including the ground strap. Lower it into position, avoiding pinched wires. Re-clamp the latches.

Monitor Glass

Open control panel assembly. Remove five 1/4" hex-head wood screws from lower glass support bracket. Carefully lift viewing glass from bottom to remove.

Monitor Bezel

Open control panel assembly. Remove monitor glass. Lift bezel away from monitor to remove.

Monitor

Midway recommends that you read the SAFETY NOTICES Section (page 1-2) thoroughly before beginning this procedure.

Switch OFF power to the game. Remove the viewing glass and the monitor bezel. Completely disconnect the monitor from all of its cabling. Remove the four flange nuts securing the monitors mounting flanges to its mounting panel. Pull the monitor carefully from the cabinet front.

CAUTION The monitor does not require isolation from A.C. line. However when servicing the monitor on the test bench, it is a good practice to use an isolation transformer. Replace the monitor with a Midway authorized monitor.

The monitor is heavy. Be sure it is firmly supported if it must be removed from the cabinet.

Marquee Glass

Remove five 1/4" hex-head wood screws holding the plastic strip above marquee glass. Set strip aside and carefully lift glass. Store glass carefully to prevent damage.

• Fluorescent Light Assembly

Remove marquee glass. Disconnect the fluorescent light assembly from its power cable. Remove the screws four hex-head screws fastening the assembly to the cabinet and lift out.

!!WARNING!!

If a fluorescent tube drops and it breaks, it will implode! Use care in handling.

• Fluorescent Lamp

Remove marquee glass. Remove the fluorescent lamp retainer brackets. Grasp the tube, give it a quarter turn and remove it from its socket. Carefully place a new tube into the socket and turn to reinstall.

• Speakers

To access the speakers, remove five 1/4" hex-head wood screws holding the plastic strip above marquee glass. Set strip aside and carefully lift glass. Store glass carefully to prevent damage. It may be necessary to remove the fluorescent light assembly to replace speakers. If so, disconnect the fluorescent light assembly from its power cable. Remove the four hex-head screws fastening the assembly to the cabinet and lift out.

Game Features

WWF Wrestle Mania is a one or two player game.

Starting Up

Switch ON power to the game. A "rug" pattern appears on the CRT screen. When the "rug" pattern ends, the screen shows a CPU Board map. Bad chips are indicated in red, good chips are in green. The software revision level is shown at the top of the screen.

NOTE: When an error is detected during Start-up Tests, game start-up does not progress, and an error message appears on the screen.

Insert the desired amount of coins or tokens.

Player Controls

- Start Button
- Punch Button
- Kick Button
- Defense Button
- Power Punch Button
- Power Kick Button
- Joystick

Control Panel Layout

Game Operation

The Control Switches are located inside the coin door. These switches allow the operator to customize some features of the game.

CABINET SWITCHES

- The **SLAM TILT SWITCH** detects any forceful vibrations against the Coin Door. This eliminates pounding for free games. It is located on the inside of the coin door.
- The **ON/OFF SWITCH** is located on the top right side of the cabinet.

CONTROL SWITCHES

- The **TEST MODE SWITCH** activates the games Menu System. Press the Test Mode Switch to access the Main Menu. To exit the menu system, use the Volume Down Switch and select EXIT TO GAME OVER from the Main Menu, then press the Test Mode Switch or use the Service Credit Switch.
- The **VOLUME UP SWITCH** moves up through the menu selections or adjustment choices, and raises the sound level of the game when in game play.
- The **VOLUME DOWN SWITCH** moves down through the menu selections or adjustment choices, and lowers the sound level of the game when in game play.
- The **SERVICE CREDIT SWITCH** is a special feature switch that allots credit without affecting the game's bookkeeping total and is used to get out of a menu selection or return to the main menu.

Control Switch Locations

Menu System Operation

OPERATION

All Game Audits, Adjustments, and Diagnostics are options of the Main Menu. Each option, in turn, has its own menu, listing several choices that may be acted upon as desired.

Press the Test Mode Switch to activate the Main Menu (shown below). Game adjustments, bookkeeping, and diagnostics are all accessible from this menu.

Use any joystick to select desired menu option; press any control panel button to activate it. Notice that the options are highlighted in sequence.

Note: Only highlighted options can be activated.

SELECT WITH ANY STICK
ACTIVATE WITH ANY BUTTON
 DIAGNOSTIC TESTS
COIN BOOKKEEPING
GAME AUDITS
GAME ADJUSTMENT
UTILITIES
HARDWARE INFO
REAL TIME CLOCK
VOLUME ADJUST
EXIT TO GAME OVER

Main Test Menu

DIAGNOSTIC TESTS

To enter Diagnostic Tests from the Main Menu, use any joystick to select the option; press any control panel button to activate.

ACTIVATE WITH ANY BUTTON
SWITCH TEST
DIP SWITCH TEST
VIDEO SCREEN TESTING
SOUND SECTION TESTING
MONITOR PATTERNS
RUN BURN-IN TEST
RETURN TO MAIN MENU

Diagnostic Tests Menu

Switch Test

The Switch Test allows the operator to test the switches on the control panel and the coin door.

Select the Switch Test by using any joystick to select the option; then press any control panel button to activate. Pressing a switch on the control panel or coin door causes the corresponding switch location on the screen to light.

Switch Test Screen

To exit switch test screen, press start 1 and start 2 button simultaneously.

Dip Switch Test

The DIP Switch Test allows the operator to check the location of the two 8-position DIP switches on the CPU Board. The operator can also change the setting of each position of each DIP Switch during this mode.

To enter the test, use any joystick to select the option; press any control panel button to activate. The screen displays a layout of current DIP Switch settings.

To change a DIP Switch setting, move the switch to the desired setting, then check the screen to verify that the switch now shows the new setting.

Press any control panel button to exit the Dip Switch Test.

					cung ia	010		
	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Test Switch	Off*							
	On							
Powerup Test		Off*						
		On						
Not Used			Off*	Off*	Off*	Off*		
			On	On	On	On		
No Validator							Off*	
Validator Installed							On	
4 Player Kit								Off*
2 Player Kit								On

DIP Switch 1 Setting Table

DIP Switch 2 Setting Table

		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
One Coin Counter, 1Co	ount/Coin	Off*	Off*						
One Coin Counter, Tota	alizing	On	Off						
Two Coin Counters, 1C	ount/Coin	Off	On						
One Coin Counter, 1Co	ount/Coin	On	On						
Country									
USA				Off*	Off*				
French				On	Off				
German				Off	On				
Unused				On	On				
Coinage									
USA1 Ger1	Fr1					Off*	Off*	Off*	
USA2 Ger2	Fr2					Off	Off	On	
USA3 Ger3	Fr3					Off	On	Off	
USA4 Ger4	Fr4					Off	On	On	
USAECA GerECA	FrECA					On	Off	Off	
N/U N/U	N/U					On	Off	On	
N/U N/U	N/U					On	Off	Off	
Free Play Free Play	Free Play					On	On	On	
DIP Switch Coinage								•	Off*
CMOS Coinage									On
USAECA GereCA N/U N/U N/U N/U Free Play Free Play DIP Switch Coinage CMOS Coinage	N/U N/U Free Play					On On On On	Off Off On	Off On Off On	Off* On

In Totalizing, the left counter only, calculates the total coinage intake in multiples of the lowest denomination of coin accepted by the various coin chutes.

*Indicates factory setting

Video Section Testing

The CPU Board Test (much like the Start-up Test) allows the operator to check the RAMs and ROMs.

Highlight the CPU Board Test by using any joystick to select the option; then press any control panel button to activate. When this test is activated, a "rug" pattern appears on the screen. The screen then changes to show the layout of the RAMs and ROMs on the CPU. Any chip that is shown as gray with a white outline and should turn green during the CPU Test. During the test, chips are good if they turn green; they are faulty if they turn red.

Press and hold start button to exit the CPU Board Test.

Sound Section Testing

The Sound Test allows listening to some of the sounds that the game is capable of producing.

To enter the test, use any joystick to select the option; then press any control panel button to activate.

Sound Section Testing Menu
RETURN TO MAIN MENU
BACK TO DIAGNOSTIC MENU
PLAY SOUNDS
GENERAL TEST
ACTIVATE WITH ANY BUTTON
SELECT WITH ANY STICK

Monitor Patterns

The Monitor Patterns Test provides a menu for testing the monitor. Highlight the test by using any joystick to select the option; then press any control panel button to activate.

ACTIVATE WITH ANY BUTTON RED SCREEN GREEN SCREEN	
RED SCREEN GREEN SCREEN	
GREEN SCREEN	· · · · · · ·
BLUE SCREEN	
COLOR BARS	
CROSS HATCH PATTERN	
BACK TO DIAGNOSTICS MENU	
RETURN TO MAIN MENU	

Monitor Patterns Menu

The RED, GREEN, and BLUE SCREEN tests fill the screen with either red, green or blue.

The COLOR BARS test fills the screen with several gradated colors to help with red, green and blue level adjustments. Each color should appear sharp and clear.

The CROSSHATCH PATTERNS test fills the screen with a grid and should be clear.

If any of the Monitor Pattern Tests shows a need for adjustment, use the proper white knobs on the Monitor Board.

Run Burn-in Test

The Burn-in Test continually repeats the CPU Board Test. Use any joystick to select the option; then press any control panel button to activate. When the Burn-in Test detects an error, the test stops and displays an error message on the screen. Use this test to find intermittent CPU problems.

To exit this test, switch the game OFF then ON again.

COIN BOOKKEEPING

The Coin Bookkeeping Table records the coin box totals and game play counters. The left side of the table names the bookkeeping item; the right side shows the number of coins, credits or plays for each item.

Highlight Coin Bookkeeping by using any joystick to select the option; then press any control panel button to activate.

MID GAME STARTS PAID CREDITS TOTAL COLLECTION SERVICE CREDITS	MID GAME STARTS PAID CREDITS TOTAL COLLECTION SERVICE CREDITS	
PAID CREDITS TOTAL COLLECTION SERVICE CREDITS	PAID CREDITS TOTAL COLLECTION SERVICE CREDITS	00
TOTAL COLLECTION SERVICE CREDITS	TOTAL COLLECTION SERVICE CREDITS	00
SERVICE CREDITS	SERVICE CREDITS	\$00.00
		00
TOTAL PLAYS	TOTAL PLAYS	00
CLEAR COIN COUNTERS	CLEAR COIN COUNTERS	

Coin Bookkeeping Menu

GAME AUDITS

The Game Audits Table records the game play statistics. The left side of the table names the Audit item; the right side shows the amount of play.

TOTAL GAME UPTIME (HRS:MINS)	00:00
TOTAL GAME PLAY TIME (HRS:MINS)	00:00
ONE-PLAYER PLAY	00%
TWO-PLAYER PLAY	00%
TOTAL STARTS	00
ATTRACT MODE STARTS	00
CONTINUES OFFERED	00
CONTINUES TAKEN	00
1P GAMES BEGUN	00
1P GAMES FINISHED	00
CPU VICTORIES	00%
NEXT AUDIT PAGE	
RETURN TO MAIN MENU	

Page 1 of Audit Table

PREVIOUS AUDIT PAGE				
RETURN TO MAIN MENU				
LEX LUGER	00	00%	00	00%
DOINK THE CLOWN	00	00%	00	00%
BAM BAM BIGELOW	00	00%	00	00%
SHAWN MICHAELS	00	00%	00	00%
YOKOZUNA	00	00%	00	00%
UNDERTAKER	00	00%	00	00%

00

Page 3 of Audit Table

Page	2 of	Aud	lit Tal	ble

BRET HART

RAZOR RAMON

PLAYER

00%

USES WINS USES WINS

00

CPU

00%

AVG GAME TIME (MIN: SEC)	0:00
AVG HUMAN VS HUMAN TIME	0:00
AVG CPU WIN TIME	0:00
AVG CPU LOSS TIME	0:00
FASTEST 2-PLAYER WIN	0:00
FASTEST CPU WIN	0:00
HUMAN COMBO GAMES	0%
FASTEST CPU LOSS	0:00
DOGS	00
PROCESS KO	00
SND ERR #1 (IRQ)	00
SND ERR #2 (ROM CHECKSUM)	00
SND ERR #3 (RAM TEST)	00
SND ERR #4 (SDAV)	00
NEXT AUDIT PAGE	
RETURN TO MAIN MENU	

GAME AUDITS CONTINUED

GAME ADJUSTMENT

The Game Adjustment menu option allows the owner/operator to change the Game Pricing and Game Difficulty. The activated item provides a setting choice. Highlight setting choice with any joystick, then press any button to lock setting.

Game Adjustment Men	u
RETURN TO MAIN MENU	
ATTRACT MODE SOUND	
GAME TIMER SPEED	
GAME DIFFICULTY	
FREE PLAY	
CUSTOM PRICING	
CUSTOM MULTIPLIERS	
STANDARD PRICING	
RETURN TO MAIN MENU	
PRESS A BUTTON TO MOD	DIFY
SELECT WITH ANY STIC	к

Standard Pricing

Standard Pricing allows the operator to choose any of the "Standard" selections for the Standard Pricing Table.

Custom Multipliers

Customize the internal coin chute multipliers for each chute.

Custom Pricing

Custom Pricing allows the operator to install pricing other than that of the Standard Pricing Table. Custom Pricing also allows the operator to select the amount of credits required to start a game and the amount of credits required to continue a game. This option is adjusted from the Dip Switch Settings.

Free Play

This option selects free play. The setting choices for this adjustment are:

-No (factory setting)

-Yes

Game Difficulty

Allows the operator to select the difficulty level of the game. The setting range is:

-Easiest:	1
-Hardest:	5
-Factory Setting:	3

Game Timer Speed

Allows the operator to control the overall game timer speed. The setting range is:

 -Slowest:
 1

 -Fastest:
 5

 -Factory Setting:
 3

Attract-Mode Sound

Determines whether the game will make sounds in the attract mode. The settings for this adjustment are:

-On

-Off (factory setting)

Standard Pricing Table

NAME	Settings Credit/Coin	Left	Center	Right	Fourth	Bill
LISA1	1/25¢ (2 to Start: 2 to Continue)	25#	Chute	25#	Chute	\$1.00
USA2	$1/25\phi$ (2 to Start, 2 to Continue) $1/25\phi$ (2 to Start; 1 to Continue)	25¢		.25¢		\$1.00
USA3	$1/25\phi$ (1 to Start: 1 to Continue)	25¢		25¢		\$1.00
	1/50c $3/$1.00$ (1 to Start; 1 to Continue)	25¢		.25¢		\$1.00
	1/50c $4/$1.00$ (2 to Start; 1 to Continue)	25¢		.25¢		\$1.00
	1/50c (1 to Start: 1 to Continue)	25¢		.25¢		\$1.00
	1/50c (1 to Start, 1 to Continue)	.25¢		.25¢		\$1.00
	1/50c, $3/51.00$ (1 to Start, 1 to Continue)	.25¢		.25¢		\$1.00
	$1/25 \neq 4/$1.00$ (2 to Start, 2 to Continue)	\$1.00	104	.25¢	054	\$1.00
GERMAN1	1/1DM 6/5DM	41.00 1DM	.10¢	.2.5¢	.05¢	\$1.00
GERMAN2	1/1DM, 0/5DM	10101				
GERMAN3	1/1DM 8/5DM	10M		5DM		
GERMANA	1/1DM 5/5DM	10M		5DM		
GERMAN5	1/1DM 6/5DM			5DM		
GERMANECA	1/1DM 2/2DM 6/5DM	5DM	1014	3DM		
	2/55 5/105	5DIVI	1 Divi	20101		
FRANCE?	2/5F, 5/10F	55		10F		
FRANCE3	1/5F 3/10F	55		10F		
FRANCES	1/5F 2/10F	55		10F		
ERANCES	2/5E 5/10E 11/2 X 10E	55		10F		
FRANCES	2/5F, 3/10F, 11/2 × 10F	55		105		
FRANCES	2/3F, 4/10F, 9/2 × 10F	55		105		
FRANCE/	1/5F, 3/10F, 7/2 X 10F	55		10F		
FRANCES	1/5F, 2/10F, 5/2 X 10F	DF 4E		TOP		
FRANCES	1/3 X 1F, 2/5F	16		5F		
FRANCE10	1/2 X 1F, 3/5F	16		5F		
FRANCE11	1/3 X 1F, 2/5F, 5/2 X 5F	16		5F		
FRANCE12	1/2 X 1F, 3/5F, 7/2 X 5F	16	105	5F		
FRANCE ECA	1/3 X 1F, 2/5F, 5/2 X 5F	1F	10F	5F		
CANADA	1/2X25¢, 3/\$1.00	.25¢		\$1.00		\$1.00
SWISST	1/1F, 6/5F	11-		5F		
SVVIS52	1/1F, 7/5F	16		51		
5001553	1/1F, 8/5F	11-		5F		
	1/500LIRE	500 LIRE		500 LIRE		
	1/20P, 3/50P	20P		50P		
	2/20P, 5/50P	20P	000	50P		
	1/20P, 3/50P, 7/£1.00	£1.00	20P	50P	10P	10P
	1/30P, 2/50P, 4/£1.00	£1.00		000		
SPAIN1 SPAIN2	1/100PESETA, 6/500PESETA	100PESE		500PESE		
	1/100FESETA, 5/500FESETA	TOUPESE		SUUPESE		
AUSTRALIAT	1/3X20¢, 2/\$1.00	.20¢		\$1:00		
	1/3/200 1/91.00	.20¢		\$1.00		
IAPAN2	2/100YEN	100 YEN		100 YEN		
		F ochilling		100 FEN		
AUSTRIA1		5 schilling		10		
BELGIUM1	1/20E	205		SCANENO		
BELGIUM2	3/20F	20F		205		
BELGIUM3	2/205	205		20F		
BELGIUMECA	1/205	505	FE	205		
SWEDEN		50F	-16	201		
	1/3A TKKUNA, 2/3KKUNA			5 KRONA		
NEW ZEALAND1	1/3X20¢	20¢		20¢		
NEW ZEALAND2		20¢		20¢		
NETHERLANDS	1/1HFI, 3/2.5HFI	1HFI		2.5HFI		
FINLAND	1/1MARKKA	1MARKK		1MARKK		
NORWAY	1/2X1KRONE, 3/5X1KRONE	1KRONE		1KRONE		
DENMARK	1/2X1KRONE, 3/5KRONE, 7/2X5KRONE	1 KRONE		5 KRONE		
ANTILLIES	1/25¢, 4/1GUILDER	.25¢		1GUILDE		
HUNGARY	1/2X10FORINT, 3/2X20FORINT	10FORIN		20FORIN		

SELECT WITH ANY STICK PRESS A BUTTON TO MODIFY

RETURN TO ADJUSTMENT MENU

- (1) LEFT CHUTE (1) UNITS
- (1) RIGHT CHUTE (2) UNITS
- (1) CHUTE (3) UNITS
- (1) CHUTE (4) UNITS
- (1) DBV UNITS
- (2) UNITS/CREDIT
- (3) UNITS/BONUS
- (4) MINIMUM UNITS REQUIRED
- (5) CREDITS TO START
- (6) CREDITS TO CONTINUE
- (7) COIN PAGE HELP
- (8) SHOW CREDIT FRACTIONS
- (9) COINS PER DOLLAR
- (10) MAXIMUM CREDITS

Custom Pricing Menu

- (1) Coins inserted accumulate units. This adjustment specifies the number of units given for each coin in the left, right, 3rd, 4th, or bill validator chute (see "units/credit").
- (2) This is the number of coin units required to buy one credit.
- (3) One bonus credit is awarded after this many coin units have accumulated.
- (4) No credits will be awarded until this many coin units have accumulated.
- (5) Each player needs this many credits to begin a game.
- (6) Each player needs this many credits to continue a game.
- (7) Whenever standard pricing is used, a corresponding message is displayed on the credits screen. Setting this to no disables the message.
- (8) When set to yes, fractional credits will be seen on the credits screen.
- (9) The detailed bookkeeping screen shows total collections based on this many coins per dollar. (Set to zero to disable the display of money totals.)
- (10) This is the limit for the credits counter. Additional coins inserted will be lost. Factory setting is 30.

UTILITIES

The Utilities Menu allows the owner/operator to clear the games bookkeeping memory and to install a custom message. Highlight selection with any joystick, then press any button to lock setting.

CLEAR CREDITS
CLEAR COIN COUNTERS
CLEAR GAME AUDITS
RESET HIGH SCORES
CLEAR PLAYER STATISTICS
DEFAULT ADJUSTMENTS
FULL FACTORY RESTORE
OPERATOR MESSAGE
RETURN TO MAIN MENU

Utilities Menu

After an item has been activated, you are given the option of resetting that item or not. For example:

Highlight setting choice with any joystick, then press any button to lock setting and return to the Utilities Menu.

HARDWARE INFO

Displays the name of the game, the serial number and manufacture date.

WWF UI	NIT
SERIAL NUMBER:	XXXXXX
DATE OF MANUFACTURE:	MONTH, DAY, YEAR

Press any control panel button to exit to the main menu.

REAL TIME CLOCK

Display or set the current time and date.

SELECT WITH ANY STICK
ACTIVATE WITH ANY BUTTON
DISPLAY
SET
RETURN TO MAIN MENU

Main Test Menu

ADJUST VOLUME

Move the joystick up to increase, or down to decrease the sound level of the game. Press any control panel button to lock the volume level and return to the Main Menu.

MAX	
MIN	

Press any control panel button to exit to the main menu.

TROUBLESHOOTING

PROBLEM NO PICTURE OR DISTORTED PICTURE	POSSIBLE SOLUTION Check for faulty video board or monitor. Check for disconnected video signal cable.
TURN GAME ON & NOTHING HAPPENS.	Check line fuse. Check for +5VDC at pins C, D, 3, and 4 of the JAMMA Connector. Check to see that the Switching Power Supply is selected for 110VAC operation.
NO SOUND.	Check the speaker and speaker connection to pins L and 10 on the JAMMA Connector. Check volume control setting. Check for +12VDC at pins F and 6 on the JAMMA connector, also -5VDC at pin 5. Check inter-board wiring on CPU Board.
NO GENERAL ILLUMINATION.	Check the 1A., S.B. fuse located in the Power Chassis Assembly.
PRESS START BUTTON AND NOTHING HAPPENS.	Check for open wires between the button and CPU Board. Check for contamination on CPU Board pins or the button switch blade contacts. Check for proper ground.
NO CREDIT GIVEN WHEN COINS ARE INSERTED.	Check for contamination on coin switch contacts. Check for an open wire between Coin Switch 1 and pin 16 on the JAMMA Connector or Coin Switch 2 and pin T of the JAMMA Connector.
TOO MANY CREDITS FOR NUMBER OF COINS INSERTED.	Check Game Pricing setting. Check for a Short between pins T & 16 on the JAMMA Connector.
GAME STAYS IN THE TEST MODE.	Check that the Test Switch in the coin door and the Test Switch (Position 1) on DIP Switch 2 are set to Off.

WWF WrestleMania

Parts Information

Cabinet Hardware

Rear Door	
Lock Retainer Plate	01-7264
Upper Door Lock Cam	01-8989
Lock Plate	01-11285
Pad Lock Bracket	01-11286
Key Lock Bracket	01-11287
Door Bracket	01 - 11201 01 11201 (Obv 2)
Lock Potainer Plate	01-11231 (Q(y, Z))
Door Look Cylinder	01-1204 20 6542 TP
Door Lock Cylinder	20-0042-1B
Cabinet Assembly	A-19178-40030
Leg Leveler Plate	01-9155
Shaft Caster	02-4404
Leg Leveler, 3.0"	08-7377 (Qty. 4)
Wheel Caster	20-9627
Wheel Bracket	01-9359
	00 50000 00
Coin Door Assembly	09-50000-33
Coin Door Interlock Cable	H-18610
Dollar Bill Chute Mounting Bracket	01-11334
Dollar Bill Chute	01-11379
Mars Pin Jumper Plug	5797-13606-00
Coin Meter w/Diode	5580-13476-00
Monitor Glass Retainer Bracket	01-9607.1
Line Cord Cover Plate	01-10714
Monitor Remote Adi, Mtg. Bracket	01-11251
Bill Chute Cover Plate Adj. Mtg.	01-11275
Coin Meter Plate - One Opening	01-11298-1
Coin Chute Assembly	01-12324
Coin Door Interlock Switch Bracket	01-12676
Cash Box Tub (Video)	03-8863 (Qtv. 2)
Marquee Glass, Blank	08-7456-4
CRT Glass	08-7456-10
Coin Door Blank w/lock	09-41000
Key Hook Wire	12-7039
Screened Marquee	31-2022
Coin Door Interlock Switch	5643-09268-00
Long Arm Key T-20	20-9620
#555 Bulb 6.3V	24-8768
25" CRT Bezel	03 8407
Screened Instruction Card	31_2004
Corcerted instruction data	01-2004

PC Boards

Switching Power Supply WWF Unit Final Assembly

20-10167 A-20276-40030 **Control Panel**

Control Panel & Housing Assembly	A-17125
Control Panel Assembly	A-17126
Control Panel Plate Assembly	A-17430
Overlay	03-9011
Screened Control Panel	31-2023
Red 8-way Joystick	20-9978-2
Blue 8-way Joystick	20-9978-3
Control Panel Bracket	01-11996
Security Latch Bracket	01-11955
Red Push Button	20-9687-1
White Push Button	20-9687-2
Blue Push Button	20-9687-3
Yellow Push Button	20-9687-5
Control Panel Hinge	20-9841.1
Control Panel Base/Housing	A-19166
Toggle Latch	20-9347

Fluorescent Lamp Assembly

Fluorescent Lamp AssemblyA-1589018" Fluorescent Bulb, 15W24-8809

Speakers

Speaker Grill Full Range Speaker-8 Ohm 01-11859 5555-13961-00

Transformer Assembly

AC Power Pack Assembly Fuse, SB, 1A, 250V Fuse, SB, 3A, 250V Fuse, SB, 2A, 250V A-19227 5731-06569-00 5731-10356-00 (Domestic) 5731-08665-00 (Foreign)

Cables

IDC AC Cable	H-20001
Coin Door Interlock Cable	H-18610
Control Panel Cable	H-17295-2
Main Harness Cable	H-19068.1
Cabinet Speaker Cable	H-19599
Line Voltage Cable Assy.	A-17877-3
Dixie/Mars Interconnect Cable	H-17019
USA D.B.V Adapter Cable	H-18136-1
AC Y-Cable	H-19297

Monitor

Monitor Mounting Bracket 25" Monitor

01-10819 (Qty 4) 5675-13399-00

Manuals

Instruction Manual DBV Installation Instructions

16-40030-101.1 16-9637

Line Cord Application Chart							
Part Number Country	5850-13271-00	5850-13272-00	5850-13273-00	5850-13275-00	5850-13276-00	5850-13277-00	5850-13278-00
USA							
England			\checkmark				
Italy				\checkmark			
Japan							
New Zealand							
Germany		\checkmark					
Spain		\checkmark					
Switzerland							
Hungary		\checkmark					
Canada							
Austria		\checkmark					
France		\checkmark					
Australia							
Belgium		\checkmark					

Switching Power Supply 20-10167

A-20276-40030 WWF Unit Final Assembly

A-20276-40030 WWF Unit Final Assembly

ITEM	WILLIAMS NUMBER	DESCRIPTION	LOC	QTY
1	5880-11056-00	BATTERY 3V LITHIUM	B1	
2	A-20093	ASSY GAL 20V8 24PDIPN 25nS	<u>U5/</u>	1
3	A-20094	ASSY PLC 1657 28PDIPW	U64	1
4	A-20095	ASSY PLD 7032 44PJUL 15hS	035	
5	A-20273	ASSY PLD 7064 64PJUL IONS	040	1
6	A-20249	ASSY PLD /064 64PJUL ISNS	U47	1
/	A-3343-40030-02	ASSY EDROM WHE MUSIC/SPCH		1
0	A-J343-40030-03	ASSI EFRUM WWF MUSIC/SFCH	03	
9	A-5343-40030-04	ASSY EPROM WWE MUSIC/SPCH	14	1
,				-
10	A-5343-40030-05	ASSY EPROM WWF MUSIC/SPCH	U5	1
15	A-5343-40030-06	ASSY EPROM WWF GAME IMAGE	U1 33	1
16	A-5343-40030-07	ASSY EPROM WWF GAME IMAGE	LI1 32	1
	. 59.19 19999 99		111.01	
17	A-5343-40030-08	ASSY EPRUM WWF GAME IMAGE	UI 31	1
1.0	. 50.40 400.00 00		111.00	1
18	A-5343-40030-09	ASSY EPRUM WWF GAME IMAGE	0130	
1.0	A-5242-40020-10	ASSY EDDEM HUE CAME IMAGE	111.20	1
17	H-J343-40030-10	ASST EFKUM WWI OHME IMAGE		1
20	A-5343-40030-11	ASSY EPROM WWF GAME IMAGE	U1 28	1
21	A-5343-40030-12	ASSY EPROM WWF GAME IMAGE	U1 27	1
55	<u>A-5343-40030-13</u>	ASSY EPROM WWF GAME IMAGE	U1 26	1
	A 5040 40000 14		11.05	1
23	A-5343-40030-14	ASSY EPRUM WWF GAME IMAGE	0120	1
24	A-5343-40030-15	ASSY EPROM WVE GAME IMAGE	111.24	
	11 33 13 10 30 13		UILI	
25	A-5343-40030-16	ASSY EPROM WWF GAME IMAGE	U1 23	1
26	A-5343-40030-17	ASSY EPROM WWF GAME IMAGE	U1 22	1
27	<u>A-5343-40030-18</u>	ASSY EPROM WWF GAME IMAGE	U1 21	1
	A E040 40000 10		L1 00	1
28	A 3343 40030-19	ASSI EMKUM WWF GAME IMAGE		-
29	A-5343-40030-20	ASSY EPROM WE GAME IMAGE	11119	1
	_ n JJ7J 700J0 L0	1331 EINUM WI UMME IMMUL		1
30	A-5343 40030-21	ASSY EPRIM WWE GAME I MAGE	11118	1
47	A-5343-40030-22	ASSY EPROM WWF PROGRAM	154	1
48	A-5343-40030-23	ASSY EPROM WWF PROGRAM	U63	1

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Notes...

WWF WrestleMania

Cabinet Wiring Diagrams

PRINTED CIRCUIT BOARD ASSEMBLY SCHEMATICS ARE NO LONGER AVAILABLE.

JAMMA CHART

Function	Wire Color	Pin	Pin	Wire Color	Function
Ground	Black	1	А	Black	Ground
Ground	Black	2	В	Black	Ground
+5 Volts DC	Red	3	С	Red	+5 Volts DC
+5 Volts DC	Red	4	D	Red	+5 Volts DC
-5 Volts DC	Yellow	5	Е	NC	-5 Volts DC
+12 Volts DC	Orange	6	F	NC	+12 Volts DC
	Кеу	7	н	Key	
Counter 1	Brown	8	J	Brown-Red	Counter 2
	NC	9	К	NC	
Speaker (+)	Red-Gray	10	L	Brown-Gray	Speaker (-)
	NC	11	М	NC	
Video Red	Red	12	N	Green	Video Green
Video Blue	Brown	13	Р	White	Video Sync
Video Ground	Shield/Black	14	R	White-Gray	Service Credit
Test	Black-Blue	15	S	Black-Green	Slam Tilt
1 Coin	Black-Brown	16	Т	Black-Red	2 Coin
1 Start	White	17	U	Violet-White	2 Start
1 Up	White-Black	18	V	Violet-Black	2 Up
1 Down	White-Brown	19	W	Violet-Brown	2 Down
1 Left	White-Red	20	Х	Violet-Red	2 Left
1 Right	White-Orange	21	Y	Violet-Orange	2 Right
1 Punch	White-Yellow	22	Z	Violet-Yellow	2 Punch
1 Defense	White-Green	23	а	Violet-Green	2 Defense
1 Power Punch	White-Blue	24	b	Violet-Blue	2 Power Punch
Not Used	White-Violet	25	С	Violet	Not Used
	NC	26	d	NC	
	NC	27	е	NC	
Ground	Black	28	f	Black	Ground

INNERBOARD WIRING

3-4

POWER WIRING DIAGRAM

3-5

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Notes...

WARNINGS & NOTICES

Warning

USE OF NON-MIDWAY PARTS OR CIRCUIT MODIFICATIONS MAY CAUSE SERIOUS INJURY OR EQUIPMENT DAMAGE! USE ONLY MIDWAY AUTHORIZED PARTS.

- * For safety and reliability, substitute parts and modifications are not recommended.
- * Substitute parts or modifications may void FCC type acceptance.
- * This game is protected by Federal Copyright, trademark and patent laws. Unauthorized modifications may be illegal under Federal law. This also applies to MIDWAY logos, designs, publications and assemblies. Moreover, facsimiles of MIDWAY equipment (or any feature thereof) may be illegal under federal law, regardless of whether or not such facsimiles are manufactured with MIDWAY components.

Warning

This equipment generates, uses and can emit radio frequency energy and, if not installed properly and used according to the directions in this manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of part 15 of FCC rules which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference to radio communications, in which the user, at his or her own expense, will be required to take whatever measures may be needed to correct the interference.

Warning

Prevent shock hazard and assure proper game operation. Only plug this game into a properly grounded outlet. Do not use a cheater plug to defeat the power cord's grounding pin. Do not cut off the ground pin.

Notice

When MIDWAY ships a game, it is in compliance with FCC regulations. Your sticker is proof. If the sticker is missing or damaged, legal repercussions to the owner or distributor of the game may result. If your game does not contain an FCC sticker, call MIDWAY immediately.

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For Service: Call your Authorized MIDWAY Distributor.

"Doink the Clown Theme Music"	"Razor Ramone Theme Music"	"Bam Bam Bigelow Theme Music"		
Composed by James Johnston	Composed by James Johnston	Composed by James Johnston		
	Performed by James Johnston	Performed by James Johnston		
"Shawn Michaels Theme Music"	"WWF Superstars"	"WWF Challenge"		
Composed by James Hart & J.J. Maguire	Composed by James Johnston	Composed by James Johnston		
Performed by James Hart & J.J. Maguire	Performed by James Johnston	Performed by James Johnston		
"The Undertaker Theme Music"	"Lex Luger Theme Music"	"Bret Hart Theme Music"		
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