

Operations Manual Includes<br>o Operation \& Adjustments<br>o Testing \& Problem Diagnosis<br>- Parts Information<br>o Cabinet Wiring

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## WWF。 <br> WORLD WRESTLING FEDERATION <br> 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 <br> WrestleMania

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# WWF WrestleMania 

SECTION<br>ONE

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.

困
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 | $120 \mathrm{~V} @ 60 \mathrm{~Hz}, 3 \mathrm{Amps}$ |
| Japan | $100 \mathrm{~V} @ 50 \mathrm{~Hz}, 2 \mathrm{Amps}$ |
|  |  |

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

Temp.: $\quad 32^{\circ} \mathrm{F}$ to $100^{\circ} \mathrm{F}$
( $0^{\circ} \mathrm{C}$ to $38^{\circ} \mathrm{C}$ )
Humidity: Not to exceed $95 \%$ relative.

Weight: 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 $O N$ the game using the ON/OFF switch located on the upper left top of the cabinet.

## Cabinet Assembly (Front View)



## Cabinet Assembly <br> (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.

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 BUTTION |
| :---: |
| 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.

| SELECT WITH ANY STICK 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.
DIP Switch 1 Setting Table

|  | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Test Switch | Off* <br> On |  |  |  |  |  |  |  |
| Powerup Test | Off* <br> On |  |  |  |  |  |  |  |
| Not Used | Off* $^{*}$ <br> On | Off* <br> On | Off $^{*}$ <br> On | Off* $^{*}$ <br> On |  |  |  |  |
| No Validator <br> Validator Installed |  |  |  |  |  |  |  |  |
| 4 Player Kit |  |  |  |  |  |  |  |  |
| 2 Player Kit |  |  |  |  |  |  |  |  |

DIP Switch 2 Setting Table

|  |  |  | SW1 | SW2 | SW3 | SW4 | SW5 | SW6 | SW7 | SW8 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| One Coin Counter, 1Count/Coin |  |  | Off* | Off* |  |  |  |  |  |  |
| One Coin Counter, Totalizing |  |  | On | Off |  |  |  |  |  |  |
| Two Coin Counters, 1Count/Coin |  |  | Off | On |  |  |  |  |  |  |
| One Coin | Counter, 10 | 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 CMOS Coinage |  |  |  |  |  |  |  |  |  | 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.

| SELECT WITH ANY STICK ACTIVATE WITH ANY BUTTON |
| :---: |
| GENERAL TEST |
| PLAY SOUNDS |
| BACK TO DIAGNOSTIC MENU |
| RETURN TO MAIN MENU |

Sound Section Testing Menu

## 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.

| SELECT WITH ANY STICK ACTIVATE WITH ANY BUTTION |
| :---: |
| RED SCREEN <br> GREEN SCREEN <br> BLUE SCREEN <br> COLOR BARS <br> CROSS HATCH PATTERN <br> BACK TO DIAGNOSTICS MENU <br> 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.

## RUN BURN-IN TEST ARE YOU SURE? <br> YES NO

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.

| LEFT SLOT COINS | 00 |
| :---: | :---: |
| RIGHT SLOT COINS | 00 |
| CENTER SLOT (3) COINS | 00 |
| EXTRA SLOT (4) COINS | 00 |
| BILL VALIDATOR | 00 |
| MID GAME STARTS | 00 |
| PAID CREDITS | 00 |
| TOTAL COLLECTION | \$00.00 |
| SERVICE CREDITS | 00 |
| TOTAL PLAYS | 00 |
| CLEAR COIN COUNTERS |  |
| RETURN TO MAIN 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 <br> RETURN TO MAIN MENU |  |

Page 1 of Audit Table

## GAME AUDITS CONTINUED

| 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 <br> RETURN TO MAIN MENU |  |

Page 2 of Audit Table

|  |  | YER |  |  |
| :---: | :---: | :---: | :---: | :---: |
| BRET HART | USES | WINS | USES | WINS |
| RAZOR RAMON | 00 | 00\% | 00 | 00\% |
| UNDERTAKER | 00 | 00\% | 00 | 00\% |
| YOKOZUNA | 00 | 00\% | 00 | 00\% |
| SHAWN MICHAELS | 00 | 00\% | 00 | 00\% |
| BAM BAM BIGELOW | 00 | 00\% | 00 | 00\% |
| DOINK THE CLOWN | 00 | 00\% | 00 | 00\% |
| LEX LUGER | 00 | 00\% | 00 | 00\% |
| RETURN TO MAIN MENU |  |  |  |  |
| PREVIOUS AUDIT PAGE |  |  |  |  |

Page 3 of Audit Table

## 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.

| SELECT WITH ANY STICK PRESS A BUTTON TO MODIFY |
| :---: |
| RETURN TO MAIN MENU |
| STANDARD PRICING |
| CUSTOM MULTIPLIERS |
| CUSTOM PRICING |
| FREE PLAY |
| GAME DIFFICULTY |
| GAME TIMER SPEED |
| ATTRACT MODE SOUND |
| RETURN TO MAIN MENU |

Game Adjustment Menu

## 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 |

-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 Chute | Center Chute | Right Chute | Fourth Chute | Bill |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| USA1 | 1/25¢ (2 to Start; 2 to Continue) | .25¢ |  | .25¢ |  | \$1.00 |
| USA2 | 1/25¢ (2 to Start; 1 to Continue) | . $25 ¢$ |  | .25¢ |  | \$1.00 |
| USA3 | 1/25¢ (1 to Start; 1 to Continue) | . $25 ¢$ |  | .25¢ |  | \$1.00 |
| USA4 | 1/50¢, 3/\$1.00 (1 to Start; 1 to Continue) | .25¢ |  | .25¢ |  | \$1.00 |
| USA5 | 1/50¢, 4/\$1.00 (2 to Start; 1 to Continue) | .25¢ |  | .25¢ |  | \$1.00 |
| USA6 | 1/50¢ (1 to Start; 1 to Continue) | .25¢ |  | .25¢ |  | \$1.00 |
| USA7 | 1/50¢, 3/\$1.00 (1 to Start; 1 to Continue) | .25¢ |  | .25¢ |  | \$1.00 |
| USA8 | 1/50¢, 4/\$1.00 (2 to Start; 2 to Continue) | .25¢ |  | .25¢ |  | \$1.00 |
| USA ECA | 1/25¢, 4/\$1.00 (2 to Start; 2 to Continue) | \$1.00 | . $10 ¢$ | .25¢ | 05¢ | \$1.00 |
| GERMAN1 | 1/1DM, 6/5DM | 1DM |  | 5DM |  |  |
| GERMAN2 | 1/1DM, 7/5DM | 1DM |  | 5DM |  |  |
| GERMAN3 | 1/1DM, 8/5DM | 1DM |  | 5DM |  |  |
| GERMAN4 | 1/1DM, 5/5DM | 1DM |  | 5DM |  |  |
| GERMAN5 | 1/1DM, 6/5DM | 1DM |  | 5DM |  |  |
| GERMAN ECA | 1/1DM, 2/2DM, 6/5DM | 5DM | 1DM | 2DM |  |  |
| FRANCE1 | 2/5F, 5/10F | 5 F |  | 10F |  |  |
| FRANCE2 | 2/5F, 4/10F | 5F |  | 10F |  |  |
| FRANCE3 | 1/5F, 3/10F | 5F |  | 10F |  |  |
| FRANCE4 | 1/5F, 2/10F | 5F |  | 10F |  |  |
| FRANCE5 | 2/5F, 5/10F, 11/2 $\times 10 \mathrm{~F}$ | 5F |  | 10F |  |  |
| FRANCE6 | 2/5F, 4/10F, 9/2 $\times 10 \mathrm{~F}$ | 5F |  | 10F |  |  |
| FRANCE7 | 1/5F, 3/10F, $7 / 2 \times 10 \mathrm{~F}$ | 5F |  | 10F |  |  |
| FRANCE8 | 1/5F, 2/10F, $5 / 2 \times 10 \mathrm{~F}$ | 5F |  | 10F |  |  |
| FRANCE9 | $1 / 3 \times 1 F, 2 / 5 \mathrm{~F}$ | 1F |  | 5 F |  |  |
| FRANCE10 | $1 / 2 \times 1 F, 3 / 5 \mathrm{~F}$ | 1F |  | 5F |  |  |
| FRANCE11 | $1 / 3 \times 1 F, 2 / 5 F, 5 / 2 \times 5 F$ | 1F |  | 5 F |  |  |
| FRANCE12 | $1 / 2 \times 1 F, 3 / 5 F, 7 / 2 \times 5 F$ | 1F |  | 5F |  |  |
| FRANCE ECA | $1 / 3 \times 1 \mathrm{~F}, 2 / 5 \mathrm{~F}, 5 / 2 \times 5 \mathrm{~F}$ | 1F | 10F | 5F |  |  |
| CANADA | 1/2X25¢, 3/\$1.00 | .25¢ |  | \$1.00 |  | \$1.00 |
| SWISS1 | 1/1F, 6/5F | 1F |  | 5 F |  |  |
| SWISS2 | 1/1F, 7/5F | 1F |  | 5F |  |  |
| SWISS3 | 1/1F, 8/5F | 1F |  | 5F |  |  |
| ITALY | 1/500LIRE | 500 LIRE |  | 500 LIRE |  |  |
| UK1 | 1/20P, 3/50P | 20P |  | 50P |  |  |
| UK2 | 2/20P, 5/50P | 20P |  | 50P |  |  |
| UK ECA | 1/20P, 3/50P, 7/£1.00 | £1.00 | 20P | 50P | 10P | 10P |
| UK ELEC W/CCU | 1/30P, 2/50P, 4/£1.00 | £1.00 |  | CCU |  |  |
| SPAIN1 | 1/100PESETA, 6/500PESETA | 100PESE |  | 500PESE |  |  |
| SPAIN2 | 1/100PESETA, 5/500PESETA | 100PESE |  | 500PESE |  |  |
| AUSTRALIA1 | 1/3X20¢, 2/\$1.00 | 206 |  | \$1.00 |  |  |
| AUSTRALIA2 | 1/5X20¢, 1/\$1.00 | .20¢ |  | \$1.00 |  |  |
| JAPAN1 | 1/100YEN | 100 YEN |  | 100 YEN |  |  |
| JAPAN2 | 2/100YEN | 100 YEN |  | 100 YEN |  |  |
| AUSTRIA1 | 1/5SCHIL, 2/10SCHIL | 5 schilling |  | 10 |  |  |
| AUSTRIA2 | 1/2X5SCHIL, 3/2X10SCHIL | 5 schilling |  | 10 |  |  |
| BELGIUM1 | 1/20F | 20F |  | schiding |  |  |
| BELGIUM2 | 3/20F | 20F |  | 20F |  |  |
| BELGIUM3 | 2/20F | 20 F |  | 20F |  |  |
| BELGIUM ECA | 1/20F | 50F | 5F | 20F |  |  |
| SWEDEN | 1/3X1KRONA, 2/5KRONA | 1 KRONA |  | 5 KRONA |  |  |
| NEW ZEALAND1 | 1/3X20¢ | $20 ¢$ |  | $20 ¢$ |  |  |
| NEW ZEALAND2 | 1/2X20¢ | 20¢ |  | 20¢ |  |  |
| NETHERLANDS | 1/1 HFI, 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 |  |  |

## Custom Pricing

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:
RUN BURN-IN TEST
ARE YOU SURE?
YES
NO

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 UNIT |  |
| :---: | :---: |
| 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.


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

## TROUBLESHOOTING

PRESS START BUTTON AND NOTHING Check for open wires between the button and CPU
PROBLEM
NO PICTURE OR DISTORTED PICTURE

TURN GAME ON \& NOTHING HAPPENS.

NO SOUND.

NO GENERAL ILLUMINATION. HAPPENS.

## POSSIBLE SOLUTION

Check for faulty video board or monitor. Check for disconnected video signal cable.

Check line fuse. Check for +5 VDC at pins C, D, 3, and 4 of the JAMMA Connector. Check to see that the Switching Power Supply is selected for 110VAC operation.

Check the speaker and speaker connection to pins L and 10 on the JAMMA Connector. Check volume control setting. Check for +12 VDC at pins F and 6 on the JAMMA connector, also -5VDC at pin 5. Check inter-board wiring on CPU Board.

Check the 1A., S.B. fuse located in the Power Chassis Assembly. Board. Check for contamination on CPU Board pins or the button switch blade contacts. Check for proper ground.

NO CREDIT GIVEN WHEN COINS ARE Check for contamination on coin switch contacts. INSERTED. 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.

GAME STAYS IN THE TEST MODE.
Check Game Pricing setting. Check for a Short between pins T \& 16 on the JAMMA Connector.

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 

SECTION
TWO

## 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 Lock Retainer Plate Door Lock Cylinder

01-11291 (Qty. 2)
01-7264
20-6542-TB
Cabinet Assembly
Leg Leveler Plate
A-19178-40030
Shaft Caster
Leg Leveler, 3.0"
Wheel Caster
Wheel Bracket
01-9155
01-9155
08-7377 (Qty. 4)
20-9627
01-9359
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 Adj. Mtg. Bracket 01-11251
Bill Chute Cover Plate Adj. Mtg. 01-11275
Coin Meter Plate - One Opening 01-11298-1
Coin Chute Assembly
Coin Door Interlock Switch Bracket
Cash Box Tub (Video)
Marquee Glass, Blank
CRT Glass
01-12324

Coin Door Blank w/lock
01-12676
03-8863 (Qty. 2)
08-7456-4

Key Hook Wire
08-7456-10

Screened Marquee
09-41000

Coin Door Interlock Switch
12-7039
31-2022
Long Arm Key T-20
5643-09268-00
\#555 Bulb, 6.3V
20-9620
25" CRT Bezel
24-8768
Screened Instruction Card
03-8497
31-2004

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 | $20-9841.1$ |
| ControlPanel Base/Housing A-19166 |  |
| Toggle Latch | $20-9347$ |

## Fluorescent Lamp Assembly

Fluorescent Lamp Assembly
18" Fluorescent Bulb, 15W
A-15890
24-8809

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

Transformer Assembly
AC Power Pack Assembly
A-19227
Fuse, SB, 1A, 250V
5731-06569-00
Fuse, SB, 3A, 250 V
Fuse, SB, 2A, 250V

5731-10356-00 (Domestic)
5731-08665-00 (Foreign)

## Cables

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

## 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

|  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| USA | $\checkmark$ |  |  |  |  |  |  |
| England |  |  | $\checkmark$ |  |  |  |  |
| Italy |  |  |  | $\checkmark$ |  |  |  |
| Japan |  |  |  |  |  |  | $\checkmark$ |
| New Zealand |  |  |  |  |  | $\checkmark$ |  |
| Germany |  | $\checkmark$ |  |  |  |  |  |
| Spain |  | $\checkmark$ |  |  |  |  |  |
| Switzerland |  |  |  |  | $\checkmark$ |  |  |
| Hungary |  | $\checkmark$ |  |  |  |  |  |
| Canada | $\checkmark$ |  |  |  |  |  |  |
| Austria |  | $\checkmark$ |  |  |  |  |  |
| France |  | $\checkmark$ |  |  |  |  |  |
| Australia |  |  |  |  |  | $\checkmark$ |  |
| Belgium |  | $\sqrt{ }$ |  |  |  |  |  |

## Switching Power Supply 20-10167

| PIN | WIRE COLOR |  |  |
| :---: | :---: | :---: | :---: |
| -, 2, 3 | $+5 \mathrm{VDC}$ | RED | $\bigcirc \bigcirc \bigcirc$ |
| 4, 5, 6 | GND | BLACK | $\bigcirc \bigcirc \bigcirc$ |
| 7 | -5V | YELLOW (TYP) | $\bigcirc 00$ |
| 8 9 | +12V | ORANGE (TYP) | - |
| 9 | -12V | BLUE (TYP) |  |



A-20276-40030
WWF Unit Final Assembly


## A-20276-40030

WWF Unit Final Assembly

| ITEM | WILLIAMS NUMBER | DESCRIPTIDN | LIC | QTY |
| :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |
| 1 | 5880-11056-00 | BA TERY 3V LITHIUM | B1 | 1 |
| 2 | A-20093 | ASSY GAL 20V8 24PDIPN 25ns | U57 | 1 |
| 3 | A-20094 | ASSY PIC 1657 28PDIPN | $\cup 64$ | 1 |
| 4 | A-20095 | ASSY PLD 7032 44PJCC 15 ns | $\cup 35$ | 1 |
| 5 | A-20273 | ASSY PLD 7064 64PJCC 15 nS | $\cup 45$ | 1 |
| 6 | A-20249 | ASSY PLD 7064 64PJCC 15 nS | U47 | 1 |
| 7 | A-5343-40030-02 | ASSY EPRDM WWF MUSIC/SPCH | U2 | 1 |
| 8 | A-5343-40030-03 | ASSY EPRIM WWF MUSIC/SPCH | U3 | 1 |
|  |  |  |  |  |
| 9 | A-5343-40030-04 | ASSY EPRIM WWF MUSIC/SPCH | U4 | 1 |
|  |  |  |  |  |
| 10 | A-5343-40030-05 | ASSY EPRIM WWF MUSIC/SPCH | 45 | 1 |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| 15 | A-5343-40030-06 | ASSY EPRIM WWF GAME IMAGE | $\cup 133$ | 1 |
|  |  |  |  |  |
| 16 | A-5343-40030-07 | ASSY EPRIM WWF GAME IMAGE | 132 |  |
|  |  |  |  |  |
| 17 | A-5343-40030-08 | ASSY EPRIM WWF GAME I MAGE | U1 31 | 1 |
|  |  |  |  |  |
| 18 | A-5343-40030-09 | ASSY EPRIM WWF GAME IMACE | U1 30 | 1 |
|  |  |  |  |  |
| 19 | A-5343-40030-10 | ASSY EPRIM WWF GAME IMAGE | U129 | 1 |
|  |  |  |  |  |
| 20 | A-5343-40030-11 | ASSY EPRIM WWF GAME IMAGE | U128 | 1 |
|  |  |  |  |  |
| 21 | A-5343-40030-12 | ASSY EPRIN WWF GAME IMAGE | U127 | 1 |
|  |  |  |  |  |
| 22 | A-5343-40030-13 | ASSY EPRIM WWF GAME I MAGE | U126 | 1 |
|  |  |  |  |  |
| 23 | A-5343-40030-14 | ASSY EPRDM WWF GAME IMAGE | U125 | 1 |
|  |  |  |  |  |
| 24 | A-5343-40030-15 | ASSY EPRUM WWT GAME IMAUE | 0124 |  |
| 25 | A-5343-40030-16 | ASSY EPRIM WWF GAME IMAGE | U123 |  |
|  |  |  |  |  |
| 26 | A-5343-40030-17 | ASSY EPRDM WWF GAME IMAGE | U122 |  |
| 27 |  | ASSY EPRTM WWF [IAME MAGF |  |  |
| 2 | $A-5343-40030-18$ | ASSY EPRLM WWF GAME IMAUE |  | 1 |
| 28 | A $534340030-19$ | ASSY EPRIM WWF GAME IMAGE | U120 | 1 |
| 29 | A-5343-40030-20 | ASSY EPRIM WF GAME IMAGE | U119 |  |
|  |  |  |  |  |
| 30 | A-5343 40030-21 | ASSY EPRIM WWF GAME IMAGE | U118 | 1 |
| 47 | A-5343-40030-22 | ASSY EPRIM WWF PRIGRAM | 54 | 1 |
| 48 | A-5343-40030-23 | ASSY EPRIM WWF PROGRAM | 163 | 1 |

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 | A | Black | Ground |
| Ground | Black | 2 | B | Black | Ground |
| +5 Volts DC | Red | 3 | C | Red | +5 Volts DC |
| +5 Volts DC | Red | 4 | D | Red | +5 Volts DC |
| -5 Volts DC | Yellow | 5 | E | NC | -5 Volts DC |
| +12 Volts DC | Orange | 6 | F | NC | +12 Volts DC |
|  | Key | 7 | H | Key |  |
| Counter 1 | Brown | 8 | J | Brown-Red | Counter 2 |
|  | NC | 9 | K | NC |  |
| Speaker (+) | Red-Gray | 10 | L | Brown-Gray | Speaker (-) |
|  | NC | 11 | M | NC |  |
| Video Red | Red | 12 | N | Green | Video Green |
| Video Blue | Brown | 13 | P | 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 | T | 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 | X | 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 | a | Violet-Green | 2 Defense |
| 1 Power Punch | White-Blue | 24 | b | Violet-Blue | 2 Power Punch |
| Not Used | White-Violet | 25 | c | Violet | Not Used |
|  | NC | 26 | d | NC |  |
|  | NC | 27 | e | NC |  |
| Ground | Black | 28 | $f$ | Black | Ground |

## INNERBOARD WIRING




POWER WIRING DIAGRAM


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.
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## 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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| "Doink the Clown Theme Music" Composed by James Johnston | "Razor Ramone Theme Music" Composed by James Johnston Performed by James Johnston | "Bam Bam Bigelow Theme Music" Composed by James Johnston Performed by James Johnston |
| :---: | :---: | :---: |
| "Shawn Michaels Theme Music" Composed by James Hart \& J.J. Maguire Performed by James Hart \& J.J. Maguire | "WWF Superstars" <br> Composed by James Johnston Performed by James Johnston | "WWF Challenge" Composed by James Johnston Performed by James Johnston |
| "The Undertaker Theme Music" Composed by James Johnston Performed by James Johnston | $\begin{aligned} & \text { "Lex Luger Theme Music" } \\ & \text { Composed by James Johnston } \\ & \text { Performed by James Johnston } \end{aligned}$ | "Bret Hart Theme Music" Composed by James Johnston Performed by James Johnston |
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