



# *FIGHTER'S HISTORY*™

## *Installation and Service Manual*

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Appendix B  
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# INSTALLATION & OPERATION

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## DISCLAIMERS & SAFETY GUIDE

The following safety precautions apply to all game operators and service personnel. Specific warnings and cautions will be found in this manual whenever they apply.

### WARNING

#### Properly Ground the Game

Players may receive an electrical shock if this game is not properly grounded! To avoid electrical shock, do not plug in the game until it has been inspected and properly grounded. This game should only be plugged into a grounded three-wire outlet. If you have only a two-wire outlet, we recommend you hire a licensed electrician to install a three-wire grounded outlet. If the coin door is not properly grounded, players may receive an electrical shock! After servicing any part on the doors, check that the grounding wire is firmly secured to the inside of the control panel. After you have verified this, lock up the game.

#### AC Power Connection

Before you plug in the game, be sure that the game's power supply can accept the AC line voltage in your location. The line voltage requirements are contained within this manual.

#### Disconnect Power During Repairs

To avoid electrical shock, disconnect the game from the AC power before removing or repairing any part of the game. The power supply capacitors retain energy for a period of time even after AC power is removed. Use care when working near them or on any circuitry connected to them.

#### Use the Proper Fuses

To avoid electrical shock, use replacement fuses which are specified in the parts list for this game. Replacement fuses must match those replaced in fuse type, voltage rating, and current rating. In addition, the fuse cover must be in place during game operation.

**CAUTION****Properly Attach All Connectors**

Make sure that the connectors on each printed circuit board (PCB) are properly plugged in. The connectors are keyed to fit only one way. If they do not slip into place easily, do not force them. If you reverse a connector, you may damage your game and void your warranty.

**NOTICE REGARDING NON-DATA EAST PARTS****WARNING**

Use of non-DATA EAST parts or modifications of any DATA EAST game circuitry may adversely affect the safety of your game, and may cause injury to you and your players.

**Note:** This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instruction 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 Federal Communications Commission (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 or modification to this equipment is likely to cause interference, in which case the user, at his own expense, will be required to take whatever measures may be required to correct the interference. If you suspect interference from a DATA EAST game at your location, check the following:

- All ground wires in the game are properly connected as shown in the game wiring diagram.
- The power cord is properly plugged into a grounded three wire outlet.

## GAME SPECIFICATIONS

Characteristic	Specifications
Power Consumption	250 VA 110 V RMS
Temperature	+5 to +50° C (+37° to +122° F)
Humidity	Not to exceed 95% relative
Line Voltage	102 – 137 VAC 60 Hz (US games)
Width	27"
Depth	37.5"
Height	72.5"
Weight	340 lbs..

*Table 1 Game Specifications*

## GAME DESCRIPTION

Fighter's History is a 1 or 2 player game in which the player, operating an awesome hand-to-hand fighting expert, goes "toe to toe" against an equally impressive opponent, who is controlled by either the computer or by another player. The name "Fighter's History" comes from the fact that the fighters come from different eras in time as well as from various places around the world. The characters that are available for the player to operate are: Ray (America), Feilin (China), Ryoko (Japan), Matlok (England), SamsHay (Thai), Lee (China), Mizoguchi (Japan), Jean (France), Marstorius (ancient Italy). If the player is playing the game in 1-Player mode he must defeat each of these characters and then is faced with 2 characters that are controlled only by the computer and not available for players to play. These 2 characters are called Clown (Circus) and Karnov (Middle East). If the player defeats all of the opponents he has beaten the game and the game is over.

To win a fighting match with another character, a character must win 2 out of 3 fights (also called rounds). If the game is set to "mid game buy in" mode and is being played by 2 players, the player who wins the match may continue play-



ing, but the losing player's game is over and he must insert more money to continue playing. A character wins a fight by striking his opponent enough times to bring his opponent's "energy bar", located at the top of the screen, all the way to "empty". If a character's energy bar is brought to empty the character is knocked unconscious and his opponent wins that round. It is possible for two characters to knock each other unconscious at the same time. This is called a "double K.O.", and is treated as a loss for both characters. If two players get a "double K.O." in the third round, both of their games are over. This feature is different from how this event is handled in some other player vs. player fighting games, and was included with the intention of preventing players from extending a game for long periods by continuing to get "double K.O.'s" intentionally.

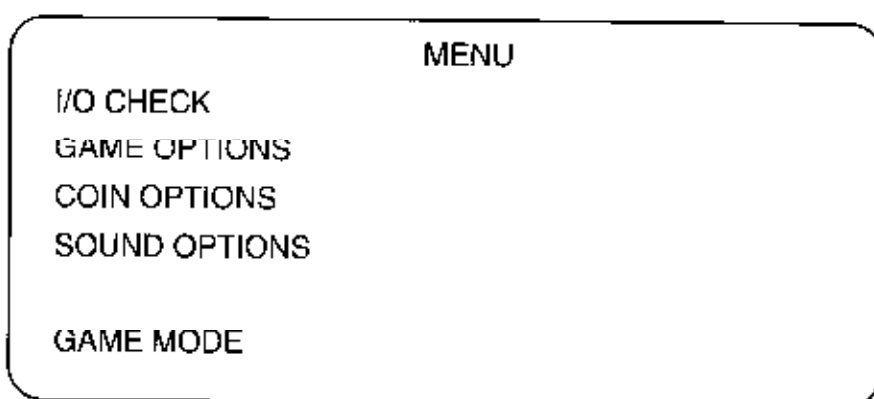
As a fight progresses, if a character is struck a number of times in a certain "weak" spot, this "spot" (it may be shoulder pads, boots, an arm band, etc.) will begin to flash, indicating the character is in danger of being stunned. If this flashing weak spot is struck again the clothing representing this weak spot flies off the character and the character is suddenly helpless. He will only stand in one place, dazed, unable to defend or attack until the dizzy spell ends (a period lasting only a few moments). Since a stunned fighter is a ripe target for attack, players will find ways to use this feature to their best advantage during play.

The other controls and features used to play Fighter's History will be familiar to almost all players, as they are similar in many ways to controls used in other popular player vs. player fighting games.

## OPERATOR SELECTABLE OPTIONS

Fighter's History uses On-Screen menus to set the operator selectable options such as Credits per coin, Speaker Volume, Game Difficulty, etc.

To activate the On-Screen Menu system, press the SERVICE switch located on the Service Panel behind the Coin Door, or the TEST button on the Game PCB. The Main Menu will appear on the screen, as shown below:



*Move the 1-Player joystick up and down to select the menu option (which then turns red on the screen) and press the 1-Player NORMAL FIST ATTACK button to activate that choice. When you have completed setting the options described on the following pages, select GAME MODE and press the 1-Player NORMAL FIST ATTACK button to return to the game.*

## I/O CHECK

Selecting I/O CHECK from the Main Menu causes the I/O CHECK screen (shown below) to appear. This screen displays data values for troubleshooting and contains no operator settable values.

I/O CHECK			
PLAYER 1		PLAYER 2	
LEFT	0	LEFT	0
RIGHT	0	RIGHT	0
UP	0	UP	0
DOWN	0	DOWN	0
BTN1	0	BTN1	0
BTN2	0	BTN2	0
BTN3	0	BTN3	0
BTN4	0	BTN4	0
BTN5	0	BTN5	0
BTN6	0	BTN6	0
START	0	START	0
TEST SWITCH		0	
SERVICE SWITCH		0	
COIN MECH SWITCH1		0	
COIN MECH SWITCH2		0	
* 1P BTN1 AND 2P BTN1 EXIT			

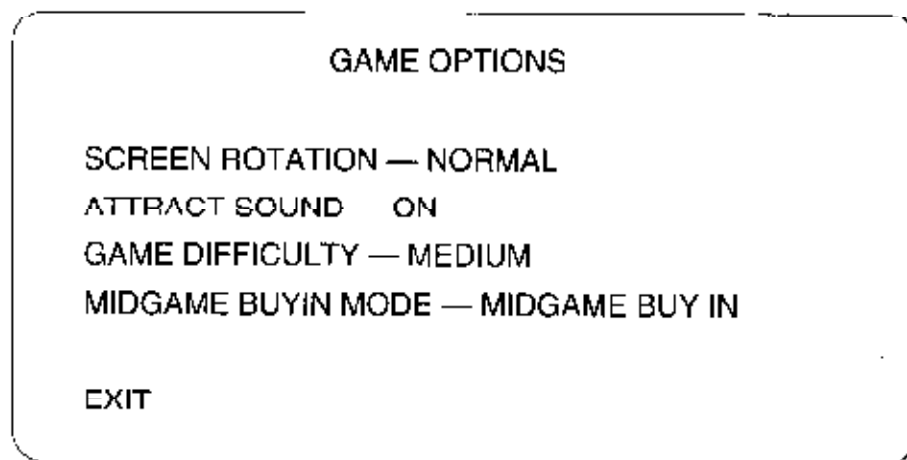
The value of each input will change from 0 to 1 as each corresponding switch is activated.

*Press the 1-Player and 1-Player "NORMAL FIST ATTACK" buttons simultaneously to exit from I/O Check mode, and return to the MENU.*

## GAME OPTIONS

Selecting GAME OPTIONS from the Main Menu causes the Game Options Menu to appear. This menu contains settings for Screen Rotation, Attract Sound On/Off, Game Difficulty, and Mid-Game Buy In.

*Move the 1-Player joystick up and down to select the menu option (which then turns red on the screen). Move the 1-Player joystick left and right to change the selected option. Select EXIT and press the 1-Player NORMAL FIST ATTACK button to return to the Main Menu.*



### SCREEN ROTATION – NORMAL/REVERSE

This selects between normal and reversed screen rotation. This option is set to NORMAL at the factory. Selecting REVERSE causes the screen image to be reversed top-to-bottom.

### ATTRACT SOUND – ON/OFF

Selects between Attract Mode sound on and off.

### GAME DIFFICULTY – FASTEST/ VERY EASY / MEDIUM / MEDIUM HARD/ HARD/ VERY HARD / HARDEST

Selects between 9 difficulty levels, ranging from easiest to hardest.

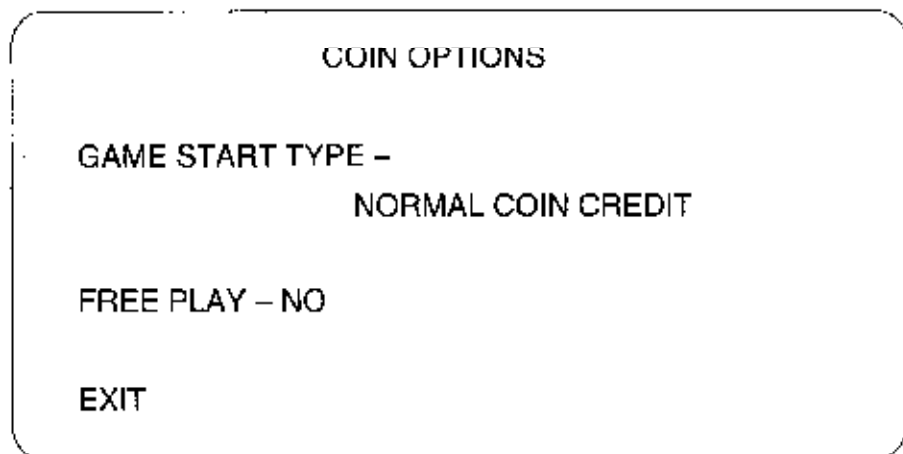
### MIDGAME BUYIN MODE – NORMAL/MIDGAME BUYIN

If the game is set to MIDGAME BUYIN mode, and is being played by two players, the player you wins the match can continue playing but the player who loses must insert more money to continue playing.

## COIN OPTIONS

Selecting COIN OPTIONS from the Main Menu causes the Coin Options menu to appear. This menu contains settings for one coin/credit or two coins/credit and free play On/Off.

*Move the 1-Player joystick up and down to select the menu option (which then turns red on the screen). Move the 1-Player joystick left and right to change the selected option. Select EXIT and press the 1-Player NORMAL FIST ATTACK button to return to the Main Menu.*



### GAME START TYPE - NORMAL/ 2 COIN CREDIT

Selects between one coin per credit in NORMAL and two coins per credit in TWO COIN CREDIT.

Note: when TWO COIN CREDIT is selected, the game requires two coins to begin play, but only one coin to continue.

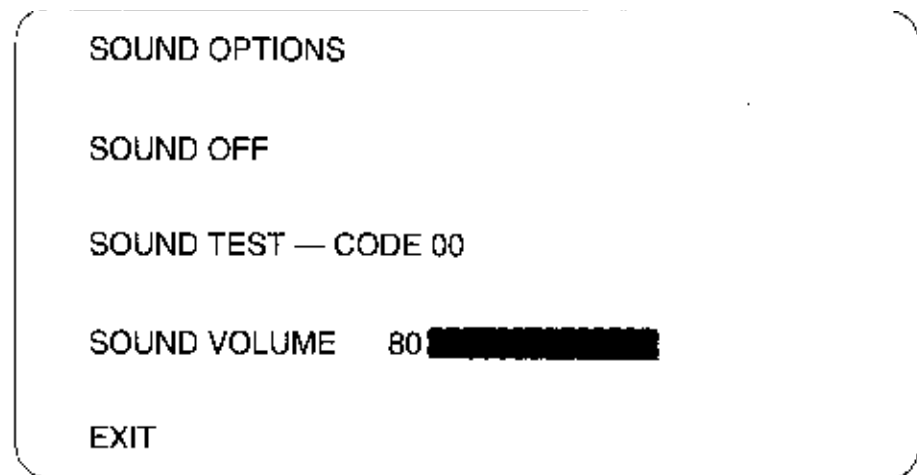
### FREE PLAY - ON/OFF

Toggles free play On and Off.

### SOUND OPTIONS

Selecting SOUND OPTIONS from the Main Menu causes the Sound Options menu to appear. This menu contains settings for game volume control. The menu also allows the selection of the music/sound effect used for volume control setting.

*Move the 1-Player joystick up and down to select the menu option (which then turns red on the screen). Move the 1-Player joystick left and right to change the selected option. Select EXIT and press the 1-Player NORMAL FIST ATTACK button to return to the Main Menu.*



#### SOUND OFF

Toggles the sound output from the game On and Off.

#### SOUND TEST – 00 to FF

Selects the music/sound effect used to set the game sound volume.

*BE SURE TO SET THIS TO 00 AFTER USE OR THERE WILL BE NO SOUND OUTPUT FROM THE GAME.*

#### SOUND VOLUME – CODE 00 to FF

Sets the volume for the game sounds. The relative level is displayed on screen as a bar graph as the setting is changed. Move the 1-Player joystick to the right to increase the level, move it to the left to decrease the level. 00 is the minimum setting, FF is the maximum setting, and 80 is equivalent to 50%.

## REPLACEMENT PARTS

*NOTE: The following parts lists contain DATA EAST Part Numbers for only the major replaceable parts for each assembly. If a required part is not listed, contact the DATA EAST Customer Service Department at (408)286-7080.*

Part Number	Description
001-0016-00 *	Switching Regulator, Power Plus 150
090-0002-00	Coin/Ticket Counter w/diode
180-0024-02	Pushbutton Assy w/ microsw. RED
180-0024-06	Pushbutton Assy w/ microsw. BLUE
180-0024-09	Pushbutton Assy w/ microsw. WHITE
450-0015-01	Joystick, 8-way
510-0004-00	Coin Door Assy, Double Entry O/U
510-0244-00 *	Monitor, 25" Trantrex Polo
520-0158-00	PCB Assy, Fighter's History CPU
660-0039-00	Plex, FH Monitor
800-0076-00	Overlay, FH Control Panel
810-0061-00	Underlay, FH Monitor
820-0084-01	Decal, FH Left Side
820-0084-02	Decal, FH Right Side

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## WIRING DIAGRAMS



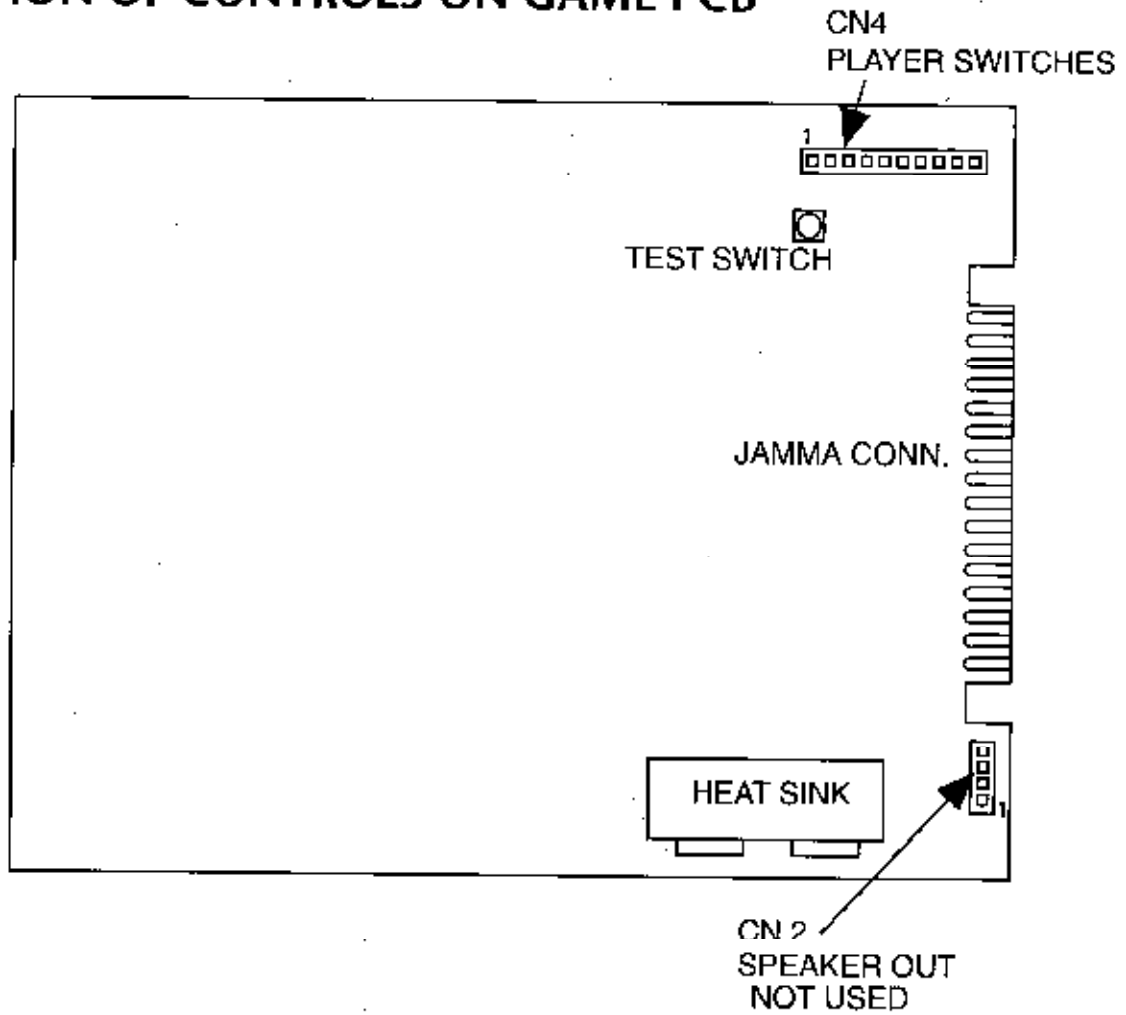
## JAMMA CONNECTOR WIRING

Solder Side			Component Side		
Color	Pin	Signal	Color	Pin	Signal
Blk	A	GND	Blk	1	GND
Blk	B	GND	Blk	2	GND
Red	C	+5V	Red	3	+5V
Red	D	+5V	Red	4	+5V
	E			5	
Orn	F	+12V	Orn	6	+12V
	H	KEY		7	KEY
	J		Red/Grn	8	COIN COUNTER 1
Blu/Red	K	(GND)	Grn/Red	9	(GND)
Yel/Grn	L	SPEAKER -	Yel/Red	10	SPEAKER +
	M			11	
Grn/Blk	N	VIDEO GREEN	Red/Blk	12	VIDEO RED
Wht	P	VIDEO SYNC	Blu/Blk	13	VIDEO BLUE
Orn/Blk	R	SERVICE SWITCH	Wht/Blu	14	VIDEO GND
	S		Blu	15	TEST SWITCH
Brn/Blu	T	COIN SWITCH 2	Red/Blu	16	COIN SWITCH 1
Red/Yel	U	START SW 2 (2P)	Red/Wht	17	START SW 2 (1P)
Grn/Yel	V	2P CONTROL UP	Grn/Wht	18	1P CONTROL UP
Blu/Yel	W	2P CONTROL DOWN	Blu/Wht	19	1P CONTROL DOWN
Blk/Yel	X	2P CONTROL LEFT	Blk/Wht	20	1P CONTROL LEFT
Vio/Yel	Y	2P CONTROL RIGHT	Vio/Wht	21	1P CONTROL RIGHT
Brn/Yel	Z	2P PUSHBUTTON 1	Brn/Wht	22	1P PUSHBUTTON 1
Wht/Yel	a	2P PUSHBUTTON 2	Yel/Wht	23	1P PUSHBUTTON 2
Orn/Yel	b	2P PUSHBUTTON 3	Orn/Wht	24	1P PUSHBUTTON 3
	c			25	
	d			26	
Blk	e	GND	Blk	27	GND
Blk	f	GND	Blk	28	GND



Connector pin numbering

## LOCATION OF CONTROLS ON GAME PCB



## CN 4 WIRING

Color	Pin	Signal
	1	GND
Blk	2	GND
Brn	3	1P PUSHBUTTON 4
Red	4	1P PUSHBUTTON 5
Orn	5	1P PUSHBUTTON 6
	6	
Yel	7	2P PUSHBUTTON 4
Grn	8	2P PUSHBUTTON 5
Blu	9	2P PUSHBUTTON 6
	10	

## WARRANTY INFORMATION

DATA EAST USA, INC, ("Seller"), warrants to the original purchaser ("Buyer"), of its products that the terms listed below are free from defects in materials and workmanship under normal use and service for the period specified:

GAME LOGIC PRINTED CIRCUIT BOARD(S) 90 DAYS

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

Warranty periods are effective from date of initial shipment from Seller to Buyer. Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty period specified, provided:

1. Seller is notified promptly upon discovery by buyer that stated products are defective.
2. Such products are properly packaged and then returned freight pre-paid, to a place specified by seller.

This warranty does not apply to products damaged during shipment and/or due to improper 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, accidental or consequential damages, or any other losses incurred in connection with the purchase of a Data East USA, Inc. product.

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

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