

Instruction Manual



TECHNOS
AMERICAN TECHNOS INC.™



Invites You to Use
OUR PHONE OR FAX NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME.
CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

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Warranty and Return Policy

REPLACEMENT PARTS

AMERICAN TECHNOS maintains a stock of replacement parts for our products. When placing an order for an order for parts, please supply a complete description of the item, quantity required, P.O. number, and shipping information. We attempt to ship orders the day they are received, orders received after 12:00 noon will ship the following work day. We do not have a minimum order requirement at this time, however we certainly appreciate your efforts to consolidate your orders whenever possible.

Payment Terms are NET 30.

RETURN MATERIAL AUTHORIZATIONS:

Material can be returned to AMERICAN TECHNOS only in the following situations:

1. Parts, return for credit. A parts order was processed incorrectly, ie; wrong items were shipped, wrong quantity was shipped, etc.
2. PCB, Return for Credit. A PCB is being returned for credit to satisfy an Advance Exchange transaction.
3. Other, parts are being returned for engineering analysis, etc., only with prior consent of Customer Service or Sales department.

To obtain a Return Material Authorization, please contact AMERICAN TECHNOS' Customer Service department. Describe the transaction and request an RMA number. The outside of the package must be clearly marked with the RMA number. Packages not displaying an RMA number will be returned un-opened.

WARRANTY REPAIRS:

During the initial 90-day warranty, customers whose accounts are current are eligible for an Advance Exchange PCB. When calling for an Advance Exchange PCB, please supply a complete description of the item needed, game serial number for warranty verification, P.O. number, and shipping information. You will be issued an RMA number for the return of the defective PCB.

Terms for Advance Exchanges are NET 15. If the defective PCB is not returned within 30 days, no additional Advance Exchanges will be issued until the offending PCB is returned, or the invoice is paid in full. If the PCB is not returned until after 90 days, the warranty will be voided, and the customer will be liable for all repair charges.

It is our goal to constantly improve and better our services to you. Your cooperation with the above stated policies will help us greatly to reach this goal. If you have any comments or questions, please telephone our Customer Service department. We will make every attempt to tailor our services accordingly.

Limited Warranty

AMERICAN TECHNOS, INC. ("Seller"), warrants only to the initial purchaser of its products that the items listed below are free from defects in material and workmanship under normal use and service for the warranty periods specified:

- A. Printed Circuits Boards (60) days
- B. Electronic Components (30) days
- C. Television Monitors (30) days

No other parts of Seller's products are warranted.

Warranty periods are effective from the initial date of shipment from Seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to Seller during the warranty periods specified, provided:

- A. Seller is notified promptly upon discovery by buyer that stated products are defective.
- B. Such products are properly packaged and then returned, prepaid to Seller's plant.

This warranty does not apply to any parts damaged during shipping or 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, incidental or consequential damages or any other losses incurred by the customer in connection with the purchase of American Technos, Inc. product.

(Warranty Disclaimer)

EXCEPT AS SPECIFICALLY PROVIDED IN A WRITTEN CONTRACT BETWEEN SELLER AND PURCHASER, THERE ARE NO OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

General Information

A) Contents of kit

Qty	Description
1	Combatrife PCB
1	Combatribes Control Panel Overlay (19"x37")
1	Combatribes Monitor Card (fits 19"x23" mount)
1	Combatribes Marquee Sticker (for Gauntlet 4PL)
2	Combatribes Side Decals
1	Standard JAMMA Harness
1	3rd player harness
3	8-way joysticks
2	Red (Action) Push buttons
2	Yellow (') Push buttons
2	Blue (") Push buttons
1	1 P Start Push button
1	2 P Start Push button
1	3 P Start Push button
3	I.D. Tag—Punch button
3	I.D. Tag—Kick button
1	Manual
1	Combatribes poster

B) The Combatribes is a horizontal conversion kit.

Following are the electrical and mechanical specifications required to install the Combatribes kit:

Monitor: Horizontal Mount, RGB, Negative Composite Sync.

Control Panel: Space for 3 joysticks, 6 play buttons, and 3 start buttons in 3 player version.
2 joysticks, 4 play buttons, and 2 start buttons in 2 player version.

Power Supply: + 5 VDC @ 3 Ampere and + 12 VDC @ 1 Ampere

Please make sure all mechanical and electrical parts/components are functioning properly before installing this conversion kit.

C) This conversion kit includes graphics and hardware necessary to convert multiplayer and over-sized video game cabinets.

* For best results, a 3 player conversion of this game is recommended.

Game Play

THE COMBATRIBES is a 2 player or 3 player (operator selectable by dip switch selection) horizontal conversion kit. Complete with graphics and hardware to convert all multi-player cabinets.

THE COMBATRIBES is an interactive streetfighting game with new and exciting streetfighting techniques never seen before in any other video game. Based on these street savvy fighting machines. Berserker (Blue), Blitz (Red), and Bullova (Yellow), the street villains and their ultimate territory bosses will be under constant seige.

NEW & EXCITING GAME PLAY TECHNIQUES

- **FEET-SWINGIN'**—Grab the villain by his feet using the punch button. Throw him towards other villains for greatest damage.
- **DOUBLE ELBOW HEADBASH**—Take a villain under each arm and bash their heads together.
- **BACKBREAKER**—Set your knee on the enemy's back when he's on the ground, grab his hair and smash his face in the ground.

The new and exciting techniques set **THE COMBATRIBES** apart from the standard streetfighting game.

THE COMBATRIBES hits you where it counts . . . In the cash box.

Dip Switch Settings COMBATRIBES

DIP SWITCH—1

1	2	3	4	5	6	7	8	ITEM
								Coin 1 and 2
								Coin 1 and 2
OFF	OFF							*1 Coin 1 Play
ON	OFF							1 Coin 2 Play
OFF	ON							2 Coin 1 Play
ON	ON							3 Coin 1 Play
								Continue Price
				OFF				*Without Continue Price
				ON				With Continue Price
								Sound for Demonstration
					OFF			*Sound
					ON			No Sound
								Screen Invert
						OFF		*Normal
						ON		Invert
		OFF	OFF				OFF	NOT USED

*Recommended factory setting

- w/o continue price—the continue price for game is the same as the starting price for the game.
- w/ continue price—the continue price is always 1 coin.

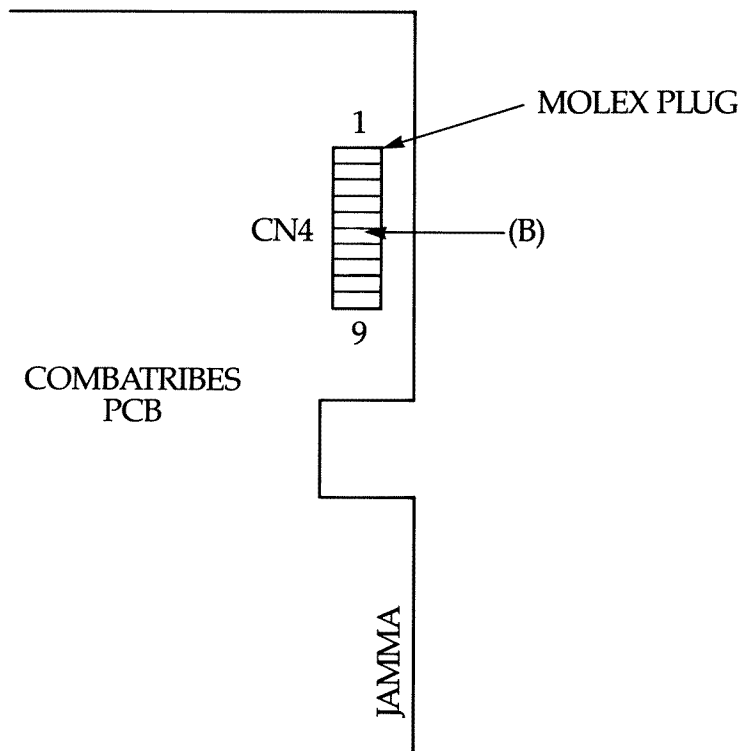
DIP SWITCH—2

1	2	3	4	5	6	7	8	ITEM
								Degree of Difficulty
								Degree of Difficulty
OFF	OFF							*Normal (2)
ON	OFF							Easy (1)
OFF	ON							Less Than Difficult (3)
ON	ON							Difficult (4)
								Timer speed
		OFF						Normal
		ON						Fast
								Test mode
				OFF				*Normal
				ON				Test mode
								Clear stage power-up
					OFF	OFF		*0
					ON	OFF		50
					OFF	ON		100
					ON	ON		150
								Setting Select
							OFF	*2P Setting
							ON	3P Setting
			OFF					NOT USED

Diagram (A)

MOLEX CONNECTOR FOR THIRD PLAYER

CN4 Pin Out	ACTION	COLOR WIRE
1	3P RIGHT	(YELLOW)
2	3P LEFT	(GREEN)
3	3P UP	(VIOLET)
4	3P DOWN	(BLUE)
5	3P PUSH 1	(ORANGE)
6	3P PUSH 2	(RED)
7	NOT USED	
8	3P START	(GREY)
9	GROUND	(BLACK)



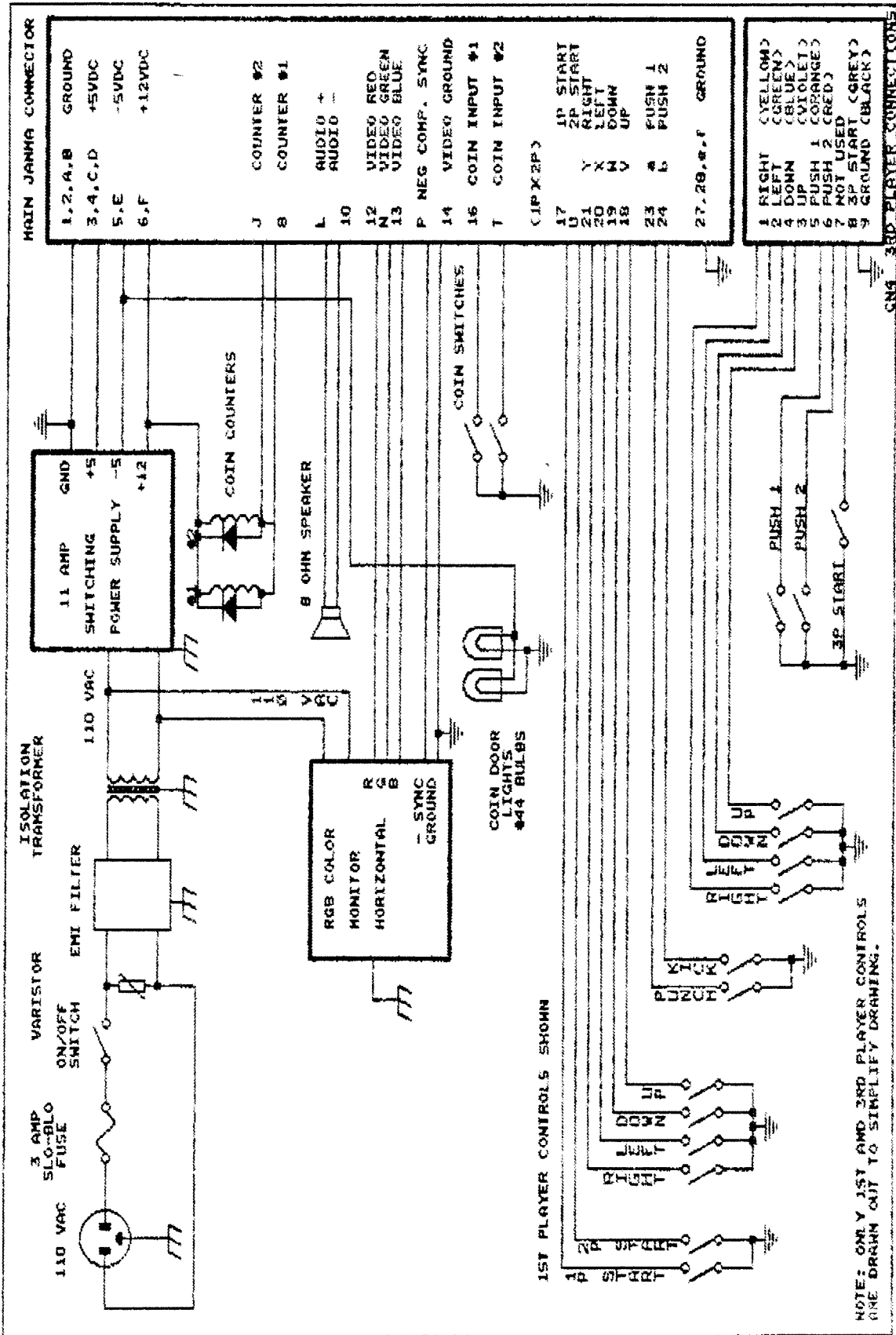
INSTRUCTIONS FOR CONNECTING THIRD PLAYER:

Simply follow the above wiring instructions for connecting the 3rd player to the necessary joysticks, buttons, etc. Then insert harness end plug (A) to molex plug provided on the PCB (B).

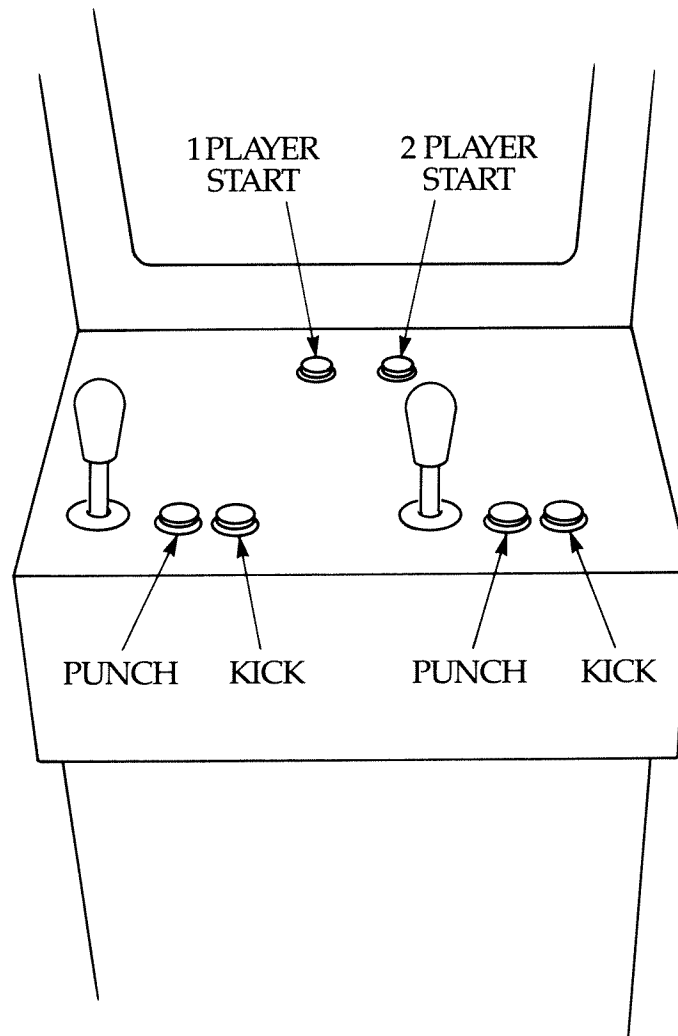
Connecting Diagram

SOLDER SIDE			PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
PROTECTION KEY	H	7	PROTECTION KEY
COIN COUNTER 2	J	8	COIN COUNTER 1
COIN LOCKOUT 2	K	9	COIN LOCKOUT 1
SPEAKER (-)	L	10	SPEAKER (+)
AUDIO (GND)	M	11	AUDIO (+)
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SWITCH	R	14	VIDEO GND
N/A	S	15	N/A
COIN SWITCH 2	T	16	COIN SWITCH 1
START SWITCH 2	U	17	START SWITCH 1
2P CONTROL 1 UP	V	18	1P CONTROL 1 UP
2P CONTROL 2 DOWN	W	19	1P CONTROL 2 DOWN
2P CONTROL 3 LEFT	X	20	1P CONTROL 3 LEFT
2P CONTROL 4 RIGHT	Y	21	1P CONTROL 4 RIGHT
2P CONTROL 5 PUNCH	Z	22	1P CONTROL 5 PUNCH
2P CONTROL 6 KICK	a	23	1P CONTROL 6 KICK
N/A	b	24	N/A
N/A	c	25	N/A
N/A	d	26	N/A
GND	e	27	GND
GND	f	28	GND

Connecting Diagram Schematic



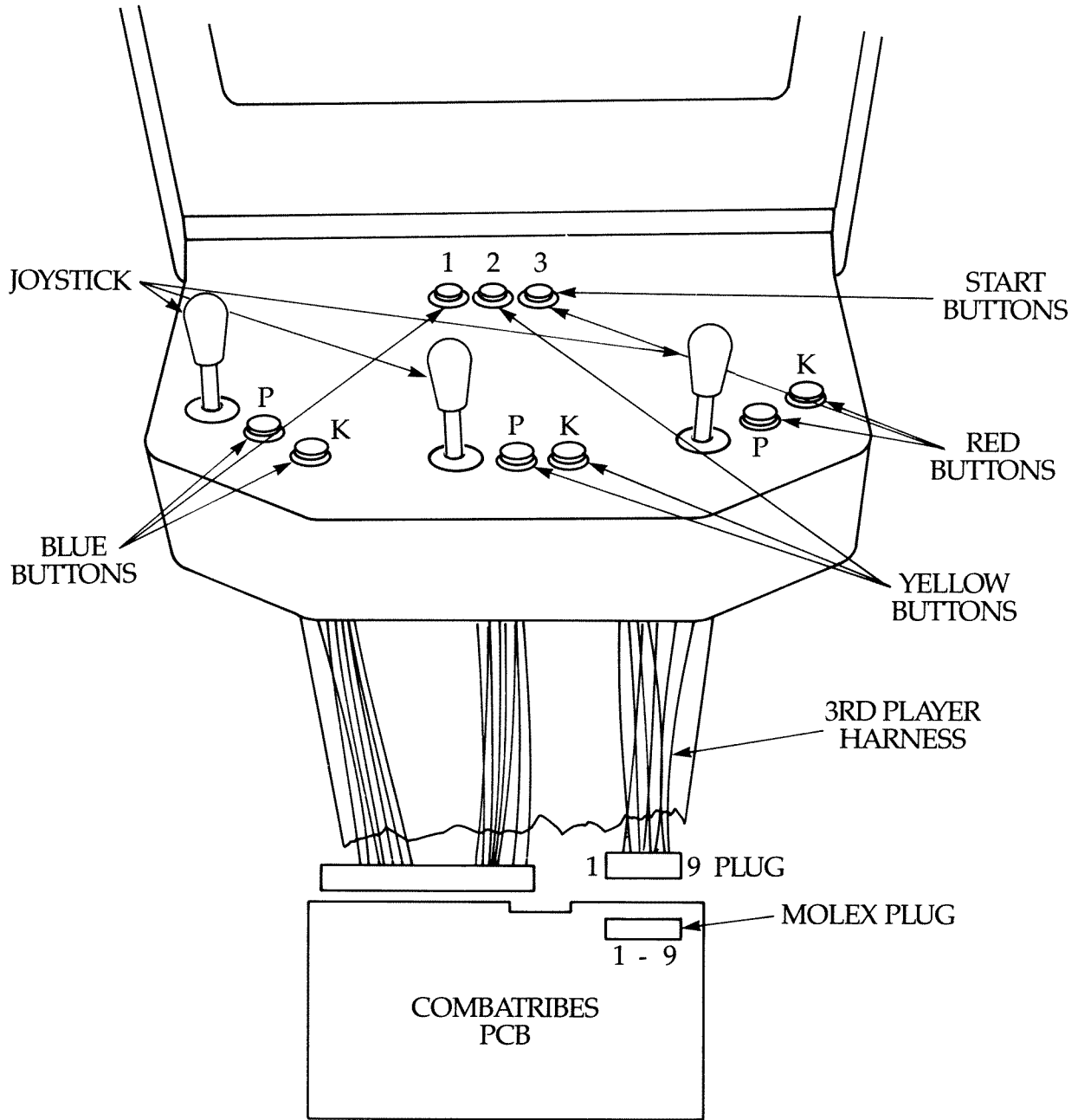
2-Player Control Panel Layout



*When making this 2 player conversion, only the standard JAMMA harness is necessary. Be certain to follow the connecting diagram carefully.

GOOD LUCK.

3-Player Control Panel Layout



*When making this 3-player conversion, you must use the 3rd player harness that has been supplied. Refer to earlier diagram (A) on pg. 7 for connecting information. Simply make all connections and plug harness into PCB.

Please refer to positioning of the color buttons as they refer to the colors of the characters in the game.

Suggested Cabinet Conversions

I) All 2-player cabinets

II) All 3-player cabinets

- Rampage™
- Xenophobe™
- Merc's™
- Other.

III) All 4-player cabinets

- Gauntlet™
- Main Event™
- Crime Fighters™
- Dark Adventure™
- Others.

The contents of this kit provide the necessary sizes of graphics to do cabinet conversions for all multi-player cabinets. Be sure to measure carefully when doing your conversion.

Good Luck.

WARNING

THIS GAME MUST BE GROUNDED, FAILURE TO DO SO MAY RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.

WARNING: This equipment generates, uses, and can radiate radio frequency energy and if not used in accordance with the instructions manual, may cause interference to radio communications. Operation of this equipment in a residential area 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.



“WINNERS DON’T USE DRUGS”

William S. Sessions, Director, FBI

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IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN

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The game play, all graphic designs, this technical manual, its accompanying diagrams, and the display manual are protected by the law.

You may void the game warranty if you do any of the following:

- Substitute non-American Technos electronic parts in the game.
- Modify or alter any circuits in the game by using kits or parts not supplied by American Technos.



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