Invites You To Use

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ROMSTAR, INC.
22857 LOCKNESS AVENUE • TORRANCE, CALIFORNIA 90501
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RMA'S / PARTS QUESTIONS — PARTS MANAGER AUDREY SMITH

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RETURN MERCHANDISE AUTHORIZATION — (RMA)

ALL RETURNED MERCHANDISE MUST HAVE AN RMA NUMBER CLEARLY VISIBLE ON THE OUTSIDE OF THE PACKAGE.

ALL RMA NUMBERS MUST BE OBTAINED FROM ROMSTAR BY AN AUTHORIZED ROMSTAR DISTRIBUTOR. (PLEASE HAVE ROMSTAR SERIAL NUMBER AVAILABLE WHEN CALLING FOR AN RMA #).

ALL PC BOARDS RETURNED TO ROMSTAR WITHOUT AN RMA NUMBER WILL NOT BE ACCEPTED.

ROMSTAR WILL SHIP ADVANCE REPLACEMENT BOARDS TO DISTRIBUTORS OR AT DISTRIBUTORS REQUEST. DROP-SHIP BOARDS DIRECT TO THE OPERATOR.

ADVANCE REPLACEMENT BOARDS WILL BE BILLED TO THE DISTRIBUTOR UNTIL RECEIPT OF A RETURNED BOARD BY ROMSTAR AT WHICH TIME A CREDIT WILL BE ISSUED.

ALL REPAIRS AND/OR REPLACEMENTS WILL BE SHIPPED BY ROMSTAR WITHIN 24 HOURS OF RECEIPT OR REQUEST. (SUBJECT TO AVAILABILITY OF BOARDS).

FOR ANY ROMSTAR PRODUCT PURCHASED AFTER 3/1/86, A ROMSTAR WARRANTY CARD MUST BE ON FILE FOR EACH BOARD TO FACILITATE REPAIR & RETURN.

ROMSTAR WILL REPAIR OR REPLACE ROMSTAR PCB’S FOR A MINIMAL CHARGE FOR A PERIOD OF 1 YEAR.

MINIMUM $50.00 SERVICE CHARGE FOR ALL NON-WARRANTY REPAIRS OR RETURNS.

ANY UNAUTHORIZED NON-FACTORY REPAIR OR ATTEMPTED REPAIR VOIDS WARRANTY. (ATTEMPTED REPAIR USUALLY INCREASES THE TIME AND COST OF REPAIR.)

(*ALL WARRANTY PERIODS BEGIN ON THE DATE OF PURCHASE FROM ROMSTAR)
LIMITED WARRANTY

ROMSTAR 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 Circuit 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 Romstar 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.
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

* 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-Romstar electronic parts in the game
• modify or alter any circuits in the game by using kits or parts not supplied by Romstar.
**RECOMMENDED FACTORY SETTING**
*(PLEASE SET THE PCB AS FOLLOWS:)*

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>SETTING</th>
<th>ADJUSTMENT</th>
<th>POSITION</th>
<th>DIP BANK</th>
</tr>
</thead>
<tbody>
<tr>
<td>COIN 1</td>
<td>1COIN — 1 PLAY</td>
<td>OFF/OFF/OFF</td>
<td>1, 2, 3</td>
<td>1</td>
</tr>
<tr>
<td>COIN 2</td>
<td>1COIN — 1 PLAY</td>
<td>OFF/OFF/OFF</td>
<td>4, 5, 6</td>
<td>1</td>
</tr>
<tr>
<td>TV-SCREEN</td>
<td>NORMAL</td>
<td>OFF</td>
<td>8</td>
<td>1</td>
</tr>
<tr>
<td>DIFFICULTY</td>
<td>3</td>
<td>ON/OFF</td>
<td>1, 2</td>
<td>2</td>
</tr>
<tr>
<td>DEMO SOUND</td>
<td>NO SOUND</td>
<td>OFF</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>HURRICANE KICK</td>
<td>EASY</td>
<td>ON</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td># MEN</td>
<td>2</td>
<td>ON/OFF</td>
<td>7, 8</td>
<td>2</td>
</tr>
<tr>
<td>TIME</td>
<td>FAST</td>
<td>OFF/ON</td>
<td>5, 6</td>
<td>2</td>
</tr>
</tbody>
</table>

*Refer to page 5 for complete settings list.*
**DIP SWITCH SETTINGS**

**DIP SWITCH 1**
(DOUBLE DRAGON II)

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>OFF</td>
<td>OFF</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>OFF</td>
<td>ON</td>
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</tr>
<tr>
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<td>ON</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Coin-1**
  - 1 Coin — 1 Play
  - 1 Coin — 2 Play
  - 1 Coin — 3 Play
  - 1 Coin — 4 Play
  - 1 Coin — 5 Play
  - 2 Coin — 1 Play
  - 3 Coin — 1 Play
  - 4 Coin — 1 Play

- **Coin-2**
  - 1 Coin — 1 Play
  - 1 Coin — 2 Play
  - 1 Coin — 3 Play
  - 1 Coin — 4 Play
  - 1 Coin — 5 Play
  - 2 Coin — 1 Play
  - 3 Coin — 1 Play
  - 4 Coin — 1 Play

- **TV-Screen**
  - Table type use
  - * Up-right type use
  - Screen Invert

- **Degree of Difficulty**
  - Normal
  - Easy
  - * Less than difficult
  - Difficult
  - Sound for Demonstration
      - Sound
  - * Not sound
  - Hurricane Kick
      - Normal
  - * Easy
  - Timer
  - Normal
  - Slow
  - * Fast
  - Very Fast

- **Number of Characters**
  - OFF OFF 1
  - ON OFF 2
  - OFF ON 3
  - ON ON 4

*Refer to page four for Factory Setting*
<table>
<thead>
<tr>
<th>Solder Side</th>
<th>Parts Side</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>-5V</td>
<td>-5V</td>
</tr>
<tr>
<td>-5V</td>
<td>-5V</td>
</tr>
<tr>
<td>-12V</td>
<td>-12V</td>
</tr>
<tr>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Coin Counter 2</td>
<td>Coin Counter 1</td>
</tr>
<tr>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Speaker (-)</td>
<td>Speaker (-)</td>
</tr>
<tr>
<td>Video Green</td>
<td>Video Red</td>
</tr>
<tr>
<td>Video Sync</td>
<td>Video Blue</td>
</tr>
<tr>
<td>Service</td>
<td>Video GND</td>
</tr>
<tr>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Coin 2</td>
<td>Coin 1</td>
</tr>
<tr>
<td>2P Start</td>
<td>1P Start</td>
</tr>
<tr>
<td>2P Up</td>
<td>1P Up</td>
</tr>
<tr>
<td>2P Down</td>
<td>1P Down</td>
</tr>
<tr>
<td>2P Left</td>
<td>1P Left</td>
</tr>
<tr>
<td>2P Right</td>
<td>1P Right</td>
</tr>
<tr>
<td>2P Push S/W 1 (L/Attack)</td>
<td>1P Push S/W 1 (L/Attack)</td>
</tr>
<tr>
<td>2P Push S/W 2 (Jump)</td>
<td>1P Push S/W 2 (Jump)</td>
</tr>
<tr>
<td>2P Push S/W 3 (R/Attack)</td>
<td>1P Push S/W 3 (R/Attack)</td>
</tr>
<tr>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
</tbody>
</table>
### 56 PIN EDGE CONN. PIN-OUT CHART
(JAMMA COMPATIBLE)

<table>
<thead>
<tr>
<th>Wire Color</th>
<th>Solder Side</th>
<th>Parts Side</th>
<th>Wire Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>BLACK</td>
<td>GND</td>
<td>A</td>
<td>1 GND</td>
</tr>
<tr>
<td>BLACK</td>
<td>GND</td>
<td>B</td>
<td>2 GND</td>
</tr>
<tr>
<td>RED</td>
<td>-5V</td>
<td>C</td>
<td>3 -5V</td>
</tr>
<tr>
<td>RED</td>
<td>-5V</td>
<td>D</td>
<td>4 -5V</td>
</tr>
<tr>
<td>WHITE</td>
<td>-5V</td>
<td>E</td>
<td>5 -5V</td>
</tr>
<tr>
<td>YELLOW/YELLOW</td>
<td>-12V</td>
<td>F</td>
<td>6 -12V</td>
</tr>
<tr>
<td>KEY</td>
<td></td>
<td>H</td>
<td>7 KEY</td>
</tr>
<tr>
<td>COIN COUNTER 2</td>
<td></td>
<td>J</td>
<td>8 COIN COUNTER 1</td>
</tr>
<tr>
<td>COIN LOCK OUT 2</td>
<td></td>
<td>K</td>
<td>9 COIN LOCK OUT 1</td>
</tr>
<tr>
<td>WHITE/BLACK</td>
<td>SP (-)</td>
<td>L</td>
<td>10 SP (+)</td>
</tr>
<tr>
<td>OP.-BLU/BLACK</td>
<td>N.C.</td>
<td>M</td>
<td>11 N.C.</td>
</tr>
<tr>
<td>GREEN</td>
<td>VIDEO GREEN</td>
<td>N</td>
<td>12 VIDEO RED</td>
</tr>
<tr>
<td>GRAY</td>
<td>VIDEO SYNC</td>
<td>P</td>
<td>13 VIDEO BLUE</td>
</tr>
<tr>
<td>RED/BLACK</td>
<td>SERVICE SWITCH</td>
<td>R</td>
<td>14 VIDEO GND</td>
</tr>
<tr>
<td>OP.-BRN/BLACK</td>
<td>TILT SW.</td>
<td>S</td>
<td>15 TEST SW.</td>
</tr>
<tr>
<td></td>
<td>COIN SW. 2</td>
<td>T</td>
<td>16 COIN SW. 1</td>
</tr>
<tr>
<td>WHITE/GRAY</td>
<td>START SW. 2</td>
<td>U</td>
<td>17 START SW. 1</td>
</tr>
<tr>
<td>WHITE/VIOLET</td>
<td>2P UP</td>
<td>V</td>
<td>18 1 P UP</td>
</tr>
<tr>
<td>WHITE/BLUE</td>
<td>2P DOWN</td>
<td>W</td>
<td>19 1 P DOWN</td>
</tr>
<tr>
<td>WHITE/GREEN</td>
<td>2P LEFT</td>
<td>X</td>
<td>20 1P LEFT</td>
</tr>
<tr>
<td>WHITE/YELLOW</td>
<td>2P RIGHT</td>
<td>Y</td>
<td>21 1P RIGHT</td>
</tr>
<tr>
<td>WHITE/ORANGE</td>
<td>2P PUSH 1</td>
<td>Z</td>
<td>2@ 1P PUSH 1</td>
</tr>
<tr>
<td>WHITE/RED</td>
<td>2P PUSH 2</td>
<td>a</td>
<td>23 1P PUSH 2</td>
</tr>
<tr>
<td>WHITE/BROWN</td>
<td>2P PUSH 3</td>
<td>b</td>
<td>24 1P PUSH 3</td>
</tr>
<tr>
<td>GREEN/WHITE</td>
<td>N.C.</td>
<td>c</td>
<td>25 N.C.</td>
</tr>
<tr>
<td>YELLOW/WHITE</td>
<td>N.C.</td>
<td>d</td>
<td>26 N.C.</td>
</tr>
<tr>
<td>BLACK</td>
<td>GND</td>
<td>e</td>
<td>27 GND</td>
</tr>
<tr>
<td>OPTION-BLACK</td>
<td>GND</td>
<td>f</td>
<td>28 GND</td>
</tr>
</tbody>
</table>
SIDEWALL AC AND GROUND HARNESS LAYOUT

- On/off switch
- Marquee lights
- Monitor P.C. board
- Ground
- AC power disc. plug
- Sidewall AC and ground disc. plug
- Monitor AC disc.
- Monitor ground
- Power cord
- AC power disc.
AC POWER CORD WIRING DIAGRAM

AC/CORD EXTENSION
(ALL BUT HS-1)

1 2 3

BLACK WHITE GREEN

GRN

AC POWER DISC. PLUG

1 2 3

1 2 3

BLACK WHITE GREEN
SIDEWALL AC AND GROUND HARNESS

MARQUEE LIGHT

ON/OFF SWITCH

MONITOR DISC. PLUG

SIDEWALL AC AND GROUND DISC. PLUG
R/H SIDEWALL
SIDEWALL AUDIO/VIDEO HARNESS WIRING DIAGRAM

MONITOR

VIDEO RED
6
VIDEO GREEN
5
VIDEO BLUE
4
VIDEO GROUND
3
VIDEO SYNC
2
BLACK
1

R/H SPEAKER

L/H SPEAKER

WHT/BLK
WHITE

SIDEWALL AUDIO/
VIDEO HARNESS
DISC. PLUG
MONITOR CONVERSION

VERTICAL TO HORIZONTAL & HORIZONTAL TO VERTICAL

CABINET FRAME

MONITOR PLUG (3)

ROTATE 90°

MONITOR MOUNTING BOARD

SCREW (4)

CARDBOARD BEZEL

WOODEN BOARD

GRAPHIC BORDER

CLEAR PLEXIGLASS (USED ON HS-1 and HS-3 ONLY)

TEMPERED GLASS (USED ON HS-3, HS-4 ONLY)
The magnet that is fitted to the mechanism, should be kept clean from foreign particles. The magnet can be cleaned by swinging the gate open (as shown in Fig. 1). Remove metal filings from the magnet by guiding the point of a screwdriver along the edges of the magnet, such that the filings cling to the screwdriver.

The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

**Note:**
Since the Gold Mech relies on coins passing the magnet at a constant speed, the rejector must be free of dirt and grease which may slow down the coins. Do not lubricate the acceptor with oil as this slows down coins.

If the above procedures are not successful, check for worn, bent or damaged parts and replace where necessary.

**Removal of Mechanism**

To remove the coin selector: Unscrew the two screws (as shown in Fig. 2) — swing rear of selector body away from the lock-out side and withdraw.

The Gold Mech Acceptors are designed to require a minimum of maintenance and field adjustment. Coins are checked by diameter and thickness, weight, metal content, bounce, and for ferromagnetic coins such as nickel and steel, a rim test also used.

**Coin Switch**

The coin switch comes in two different spring tensions — identified by the color of the plastic boss at the wire's pivot point.

**Red:** Light tension – U.S. .25¢

**White:** Heavy tension – heavy foreign coins
CHECKPOINTS IN CASE OF DIFFICULTY
PROBLEM / CAUSE-CURE

No Raster/No Video
- Check A.C. line cord
- Check line fuse
- Check monitor brightness
- Check power switch and/or interlock switch
- Check all solder connections on line filter and transformer
- Check for proper orientation of the PCB connector

Raster/No Video
- Check all PCB to monitor connections
- Check power supply voltage on PCB

No Video/Game sounds can be heard
- Check monitor brightness
- Check all PCB to monitor connections

Wrong colors
- Monitor needs degaussing
- Check for proper wiring between PCB and monitor
- Check monitor adjustment and adjust if necessary

Wavy picture
- Check monitor ground is properly connected to monitor
- Be certain sync inputs are properly connected to monitor
- Check horizontal hold adjustment

Horizontal/Vertical Roll
- Check horizontal and/or vertical hold adjustments
- Check for proper wiring of sync from PCB to monitor

No sound
- Check for -5 volts on edge connector of PCB
- Check volume control potentiometer adjustment
- Check for +12 volts on edge connector of PCB
- Check wiring from PCB to speaker
- Check speaker for low resistance between the “+” and “-” tabs

Bad sound
- Check wiring to speaker for bad solder connections
- Check sound with another speaker

No switch input
- Check ground connection to switch/es
- Check wiring between PCB and switch/es for proper connection
- Check switch/es with an ohmmeter to verify proper operation

Switch operates incorrect function
- Check wiring between PCB and switches for proper orientation
- Check wiring for shorts between switch inputs

No coin meter
- Check wiring to coin meter
- Check that +5 volts is on “+” side of meter
- Verify a +5 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets
- Verify that a meter with a diode is used
- If no diode is built in meter a IN4004 can be used across the meter.
  Cathode to “+” side of meter and anode to “-” side of meter
ILLUSTRATED
PARTS LISTS

AC GROUND

WHITE
GREEN
BLACK

AC LINE GROUND (green)

RF FILTER

TO AC POWER SUPPLY

ISOLATION TRANSFORMER

POWER SUPPLY

FLUORESCENT LIGHT

COIN DOOR

CONTROL PANEL

COLOR MONITOR

FLUORESCENT LIGHT

NOT USED ON MOST MODELS

Red

Black

Blue

Yellow

RED

BLUE

SYNC

COLOR MONITOR

MONITOR CONNECTIONS - VIDEO LAYOUT

COIN METER

+5 V

GND

COIN METER LAYOUT
ADJUSTMENT ON COLOR VIDEO MONITOR

- The adjustments have been done at the factory for the best performance, but if necessary, adjust the above pots by referring the explanation for each adjustment.

NOTE:
Careless adjustment will cause failures such as out of synchronization, picture distortion, and high-voltage rising.
Never touch the white-paint-locked adjusting devices. Also, extra care must be taken when you adjust the TV monitor, because higher voltages exist there.

- Color distortion may happen depending on the setting condition of the machine. In that case, use a degaussing device or the degaussing switch.
Keep magnets away from the screen, or they may result in color distortion.
IMPORTANT NOTICE

DOUBLE DRAGON II: THE REVENGE

will be available exclusively through
AMERICAN TECHNOS, INC. and ROMSTAR, INC.
All purchases of this game must be made through
American Technos’ and Romstar’s authorized distributors

— BEWARE OF COPY GAMES —

Double Dragon II: The Revenge will be available first in the U.S. and Canada until all sales and distribution have been completed. Upon completion of Sales and Distribution in the U.S. and Canada, Double Dragon II will be released in limited quantities in Europe.

Anyone offering parallel boards of Double Dragon II: The Revenge will more than likely be selling illegal and illegitimate copies, and will be prosecuted accordingly.

American Technos and Romstar support the efforts of the AAMA and the FBI in its anti-drug campaign. The “Winners Don’t Use Drugs” message will appear in all legitimate versions of Double Dragon II: The Revenge.

ROMSTAR, INC.

22857 LOCKNESS AVENUE, TORRANCE, CALIFORNIA 90501
PHONE: (213) 539-2744 • FAX (213) 539-3626
COMMENTS:

Your comments will assist Romstar Inc. in improving our product. Your comments are an important part of preparing new games/manuals.

If you have any technical questions regarding our games or are requesting additional information, please contact our Customer Service Department.

ROMSTAR OPERATOR SERVICE CARD

Please complete and return this card to implement warranty and receive periodic service bulletins. No Postage Necessary. Card must be on file at Romstar for All factory service.

Name of Game __________________________
Romstar Serial Number _______________________
Your Company Name _________________________
Address __________________________________
Phone Number (___) _______ Date Purchased ______
Purchased From: ____________________________
Suggested Improvements _______________________
__________________________________________
__________________________________________

Fill in if you wish a reply:
Name ______________________________________
Firm _______________________________________
Address ___________________________________
City ___________ State _______ Zip _______
Area Code ___________ Phone _____________

☐ Distributor
☐ Operator
☐ Other ________________________________
WARNING

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