

KARATE BLAZERSTM

Instruction Manual

McO'RIVER, Inc.

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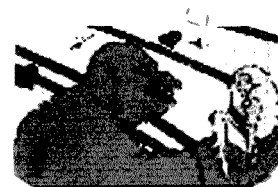


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Limited Warranty

McO'RIVER, 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 (90) 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 McO'RIVER, 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	Karate Blazers PCB
1	Karate Blazers Control Panel Overlay*
1	Karate Blazers Marquee Plexi*
2	Karate Blazers Side Decals
1	Standard JAMMA Harness
1	3/4 Player Harness
4	8-way Joysticks
8	Push Buttons
1	Decal Sheet (Game Play Instructions and Button Labels)
1	Manual
1	FCC Compliance Decal

B) The Karate Blazers is a horizontal conversion kit.

Following are the electrical and mechanical specification required to install the Karate Blazers kit:

Monitor: Horizontal Mount, RGB, Negative Composite Sync.

Control Panel: 2 Player Version - 2 joysticks, 4 play buttons,
3 Player Version - 3 joysticks, 6 play buttons,
4 Player Version - 4 joysticks, 8 play buttons.

Power Supply: +5VDC @ 5 Ampere and +12VDC @ 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.

To maximize income, a 4-player conversion of this game is recommended.

* Optimized to fit Dynamo™ HS9 25" Monitor Cabinet and Four Player Control Panel.

Game Play

Karate Blazers is a 2 player, 3 player, or 4 player (operate or selectable by dip switch selection) horizontal conversion kit. It is complete with graphics and hardware to convert most multi-player game cabinets.

Karate Blazers is a martial arts action game.

Game Play Techniques

Mark, Glen, Akira, and Gil are the four disciples of an old Chinese master of the martial arts. The master was killed, his scrolls stolen, and his daughter kidnapped. The Karate Blazers set out for revenge for their master, to save the daughter, and to recover the scrolls that unlock the secret techniques for the "Killing" blow.

Rules:

- There is a time limit for each area.
- There is one life lost when time is up or when energy level is depleted.
- Game is over when all lives are used.
- You can restore energy when you obtain items (food, teapot, etc.).
- Each character has his own unique "Killing Blow".

Dip Switch Settings

KARATE BLAZERS

DIP SWITCH - 1

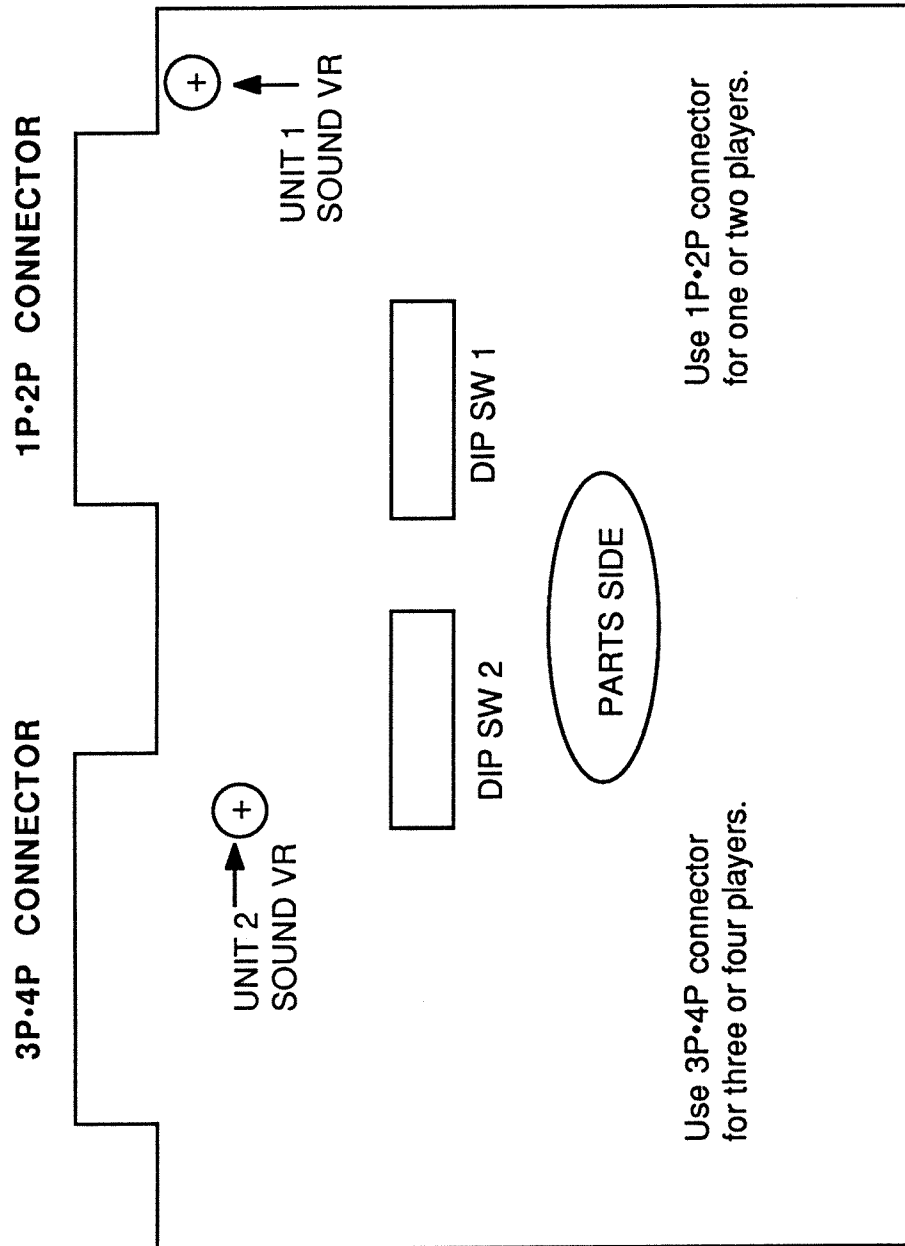
1	2	3	4	5	6	7	8	ITEM	
*OFF	*OFF	*OFF						Coin 1 (Coin 2)	1 Coin = 1 Credit
ON	OFF	OFF							2 Coins = 1 Credit
OFF	ON	OFF							3 Coins = 1 Credit
ON	ON	OFF							4 Coins = 1 Credit
OFF	OFF	ON							1 Coin = 2 Credits
ON	OFF	ON							1 Coin = 3 Credits
OFF	ON	ON							1 Coin = 5 Credits
ON	ON	ON							1 Coin = 6 Credits
			*OFF ON					CONTINUE COIN	NORMAL CONTINUE
				*OFF ON				PLAYERS LIFE	2 LIVES 1 LIFE
					*OFF ON OFF ON	*OFF ON ON		GAME TYPE	1 Unit-2 Players 1 Unit-3 Players 1 Unit-4 Players 2 Units-4 Players
							*OFF ON	COIN SLOT	SAME INDIVIDUAL

* WITH CONTINUE "ON", TWO COINS TO PLAY AND ONE COIN TO CONTINUE.

DIP SWITCH - 2

1	2	3	4	5	6	7	8	ITEM	
*OFF ON								TEST MODE	GAME MODE TEST MODE
	OFF ON *OFF ON	OFF OFF *ON ON						NUMBER OF ENEMIES	NORMAL EASY HARD SUPER HARD
			OFF ON *OFF ON	OFF OFF *ON ON				STRENGTH OF ENEMIES	NORMAL EASY HARD SUPER HARD
					OFF			N.C.	
						OFF *ON		DEMO SOUND	OFF ON
							*OFF ON	SCREEN FLIP-FLOP	NORMAL REVERSE

PCB Layout Diagram



Connecting Diagram (For 1 or 2 Players)

KARATE BLAZERS

(JAMMA HARNESS)

SOLDER SIDE	NO.	NO.	PARTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
	E	5	
+12V	F	6	+12V
PROTECTION KEY	H	7	PROTECTION KEY
COIN COUNTER 2	J	8	COIN COUNTER 1
	K	9	
SPEAKER (-)	L	10	SPEAKER (+)
N/C	M	11	N/C
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SWITCH	R	14	VIDEO GROUND
N/C	S	15	N/C
COIN SWITCH 2	T	16	COIN SWITCH 1
START SWITCH 2	U	17	START SWITCH 1
2P CONTROL UP	V	18	1P CONTROL 1 UP
2P CONTROL DOWN	W	19	1P CONTROL 2 DOWN
2P CONTROL LEFT	X	20	1P CONTROL 3 LEFT
2P CONTROL RIGHT	Y	21	1P CONTROL 4 RIGHT
2P BUTTON 1	Z	22	1P BUTTON 1
2P BUTTON 2	a	23	1P BUTTON 2
N/C	b	24	N/C
N/C	c	25	N/C
N/C	d	26	N/C
GND	e	27	GND
GND	f	28	GND

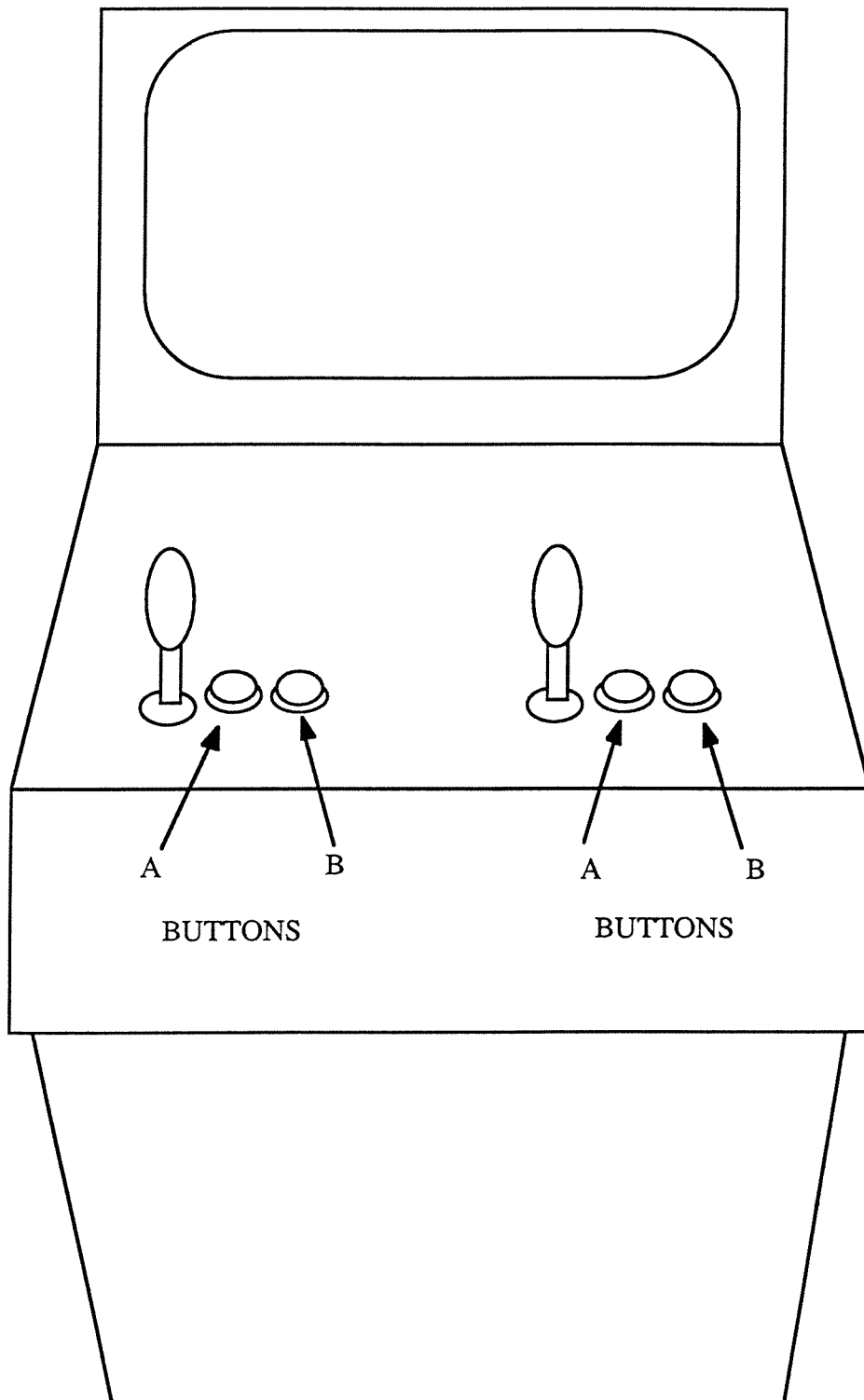
Connecting Diagram (For 3 or 4 Players)

KARATE BLAZERS

SOLDER SIDE	NO.	NO.	PARTS SIDE
	A	1	
	B	2	
	C	3	
	D	4	
	E	5	
	F	6	
	H	7	
COIN COUNTER 4	J	8	COIN COUNTER 3
	K	9	
	L	10	
	M	11	
	N	12	
	P	13	
	R	14	
	S	15	
COIN SWITCH 4	T	16	COIN SWITCH 3 <i>DEL/BLA</i>
4P START	U	17	3P START <i>BLU/BLA</i>
4P UP	V	18	3P UP <i>BRN/IRA</i>
4P DOWN	W	19	3P DOWN <i>O/YEL</i>
4P LEFT	X	20	3P LEFT <i>GRN/YEL</i>
4P RIGHT	Y	21	3P RIGHT <i>BLU/YEL</i>
4P SW 1 BUTTON	Z	22	3P SW 1 BUTTON <i>GRAY/BLA</i>
4P SW 2 BUTTON	a	23	3P SW 2 BUTTON <i>GRAY/YEL</i>
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

2-Player Control Panel Layout

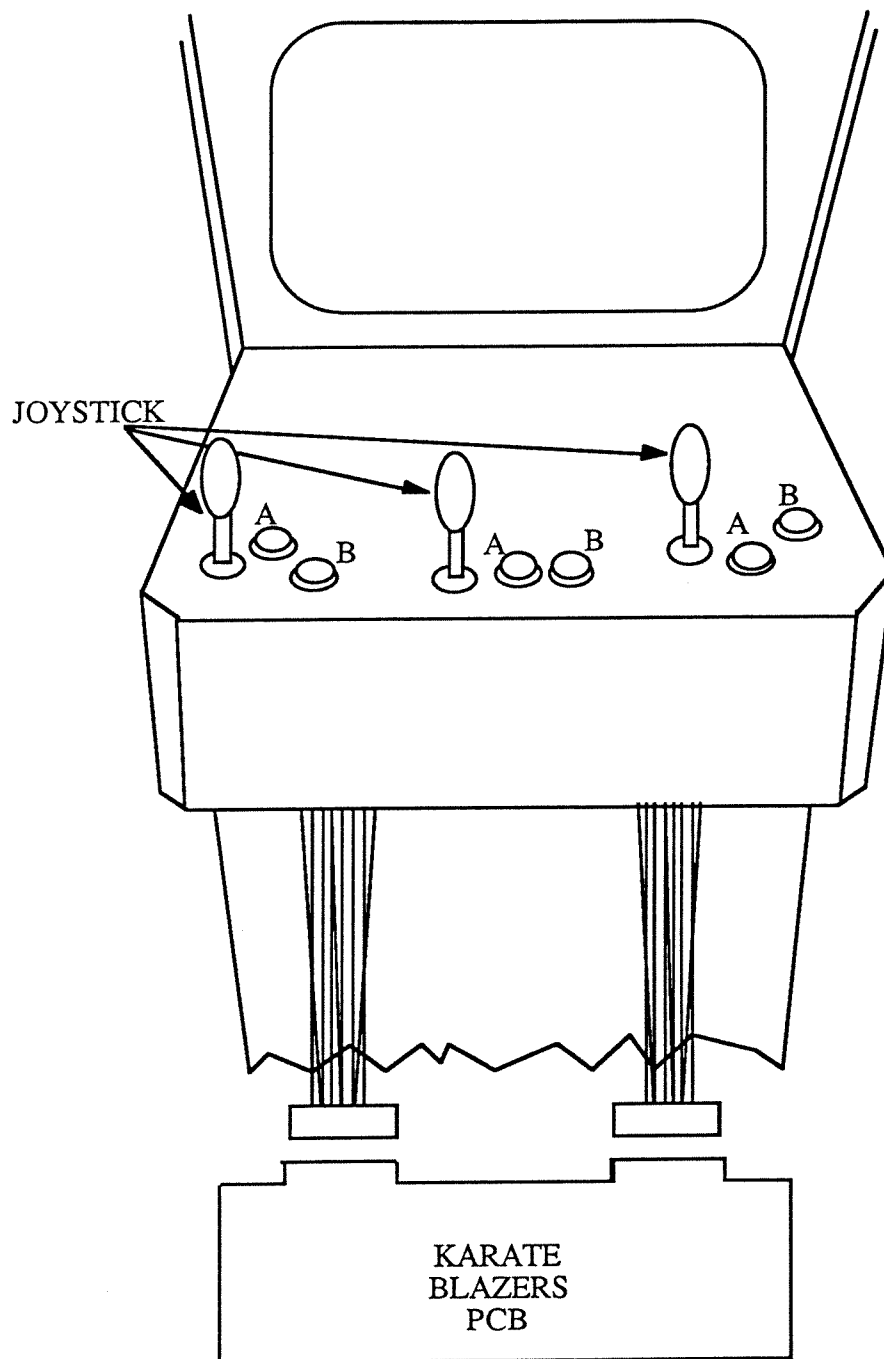
KARATE BLAZERS



* 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

KARATE BLAZERS

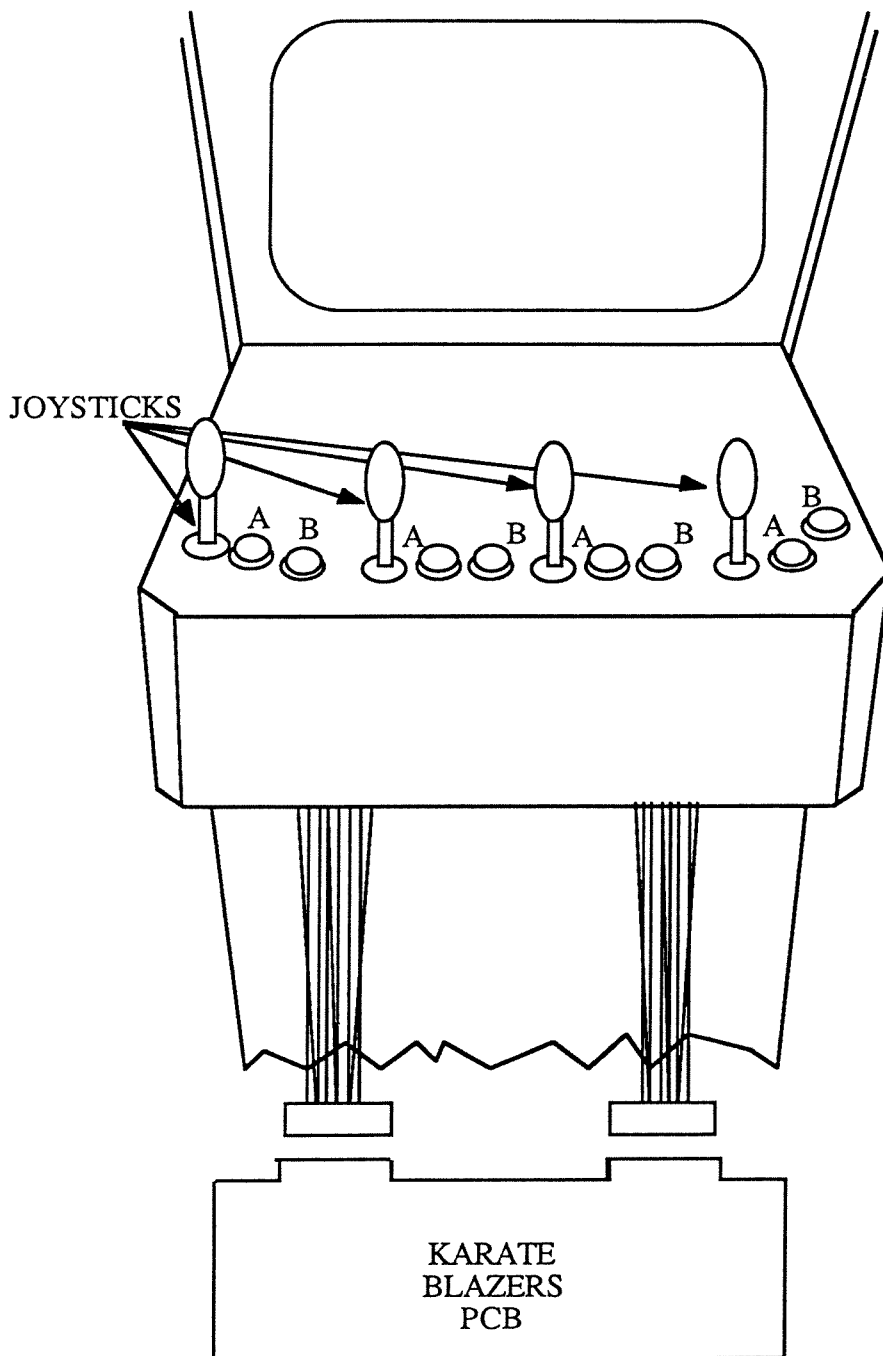


* When making this 3 player conversion, you must use the 3rd/4th player harness that has been supplied. Refer to earlier diagram (A) on page 7 for connecting information. Simply make all connections and plug harness into PCB.

GOOD LUCK.

4-Player Control Panel Layout

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* When making this 4 player conversion, you must use the 3rd/4th player harness that has been supplied. Refer to earlier diagram (A) on page 7 for connecting information. Simply make all connections and plug harness into PCB.

GOOD LUCK.

FCC Label Requirement

Dear Kit Purchaser:

Enclosed in your kit is an FCC Compliance Label that you must place on the cabinet immediately after your conversion is complete and prior to placing the kit game on location. The FCC label indicates that the kit was manufactured to meet FCC standards.

The failure to display the FCC label is a violation of FCC 47 CFR 15.19 and could result in your being fined, up to \$2,000 per violation per day.

If you have any questions, contact your distributor.

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-McO'RIVER, INC. electronic parts in the game.
- Modify or alter any circuits in the game by using kits or parts not supplied by McO'RIVER, INC..

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