

WARNING 「THE MAIN EVENT」 is an original game developed by KONAMI Industry Co., Ltd.. KONAMI Industry Co., Ltd. reserves all the copyrights, trademarks and other industrial property rights with respect to this game.

Technical Information

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12) * See the Wiring Diagram.
- (2) Output
R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive
Sync. H-V complexed, negative
- (3) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise and it becomes louder.
- (4) Handle with care.

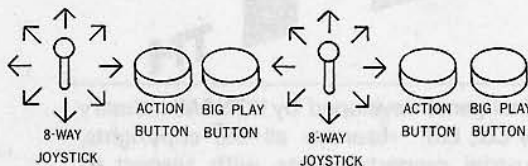
Play Instruction

Deposit coin(s) and press start button. 1 player fights against the computer, and 2 players fight against each other.

In player VS. player mode, select your tag team wrestlers using joystick and BIG PLAY button.

1. Use joystick to move your wrestler around the ring and press BIG PLAY button for different moves.
 2. Use the ACTION button to:
 - 1) make the tag
 - 2) pull opponent up from the mat
 - 3) bounce the opponent off the ropes
 - 4) pick up a chair
 3. Press the BIG PLAY button repeatedly to:
 - 1) pin an opponent
 - 2) try to escape a pin
 - 3) submit to your opponent
 - 4) try to escape before you give up
- * You have an energy level of 200 at the beginning. You can continue to play as long as you have energy, even if you lost in a bout.
- * In player VS. player mode, insert coins and press start button for more energy.
- * In player VS. computer mode, you will be given extra energy and can advance to the next fight, each time you win. Win all 5 bouts for the world championship.

Control Panel Information



Self Test

Normal : OK will be displayed. Then the game will start.
Abnormal : BAD will be displayed and self test will repeat.

Manual Test

- (1) How to start
Turn on the power while the SW3 of the DIP SWITCH No.3 is on. Push player 1 start button to change items.
- (2) Test items
 1. ROM check
 2. Picture contortion
 3. Color check
 4. I/O check
 5. Coin counter check
 6. Dip switch settings
 7. Sound check
 8. Voice check

* In sound and voice check, push player 2 start button to change sound code.

DIP SWITCH No.1 SETTINGS

1. COIN SWITCH NO.1 SETTINGS

SW	1	2	3	4	COIN	CREDIT
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				4	5

2. COIN SWITCH NO.2 SETTINGS

SW	5	6	7	8	COIN	CREDIT
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				4	5

DIP SWITCH No.2 SETTINGS

1. BONUS ENERGY

SW	4	5	ENERGY
○	OFF	OFF	90
	ON		80
	OFF	ON	70
	ON		60

2. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
○	OFF	OFF	EASY
	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

3. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
○	OFF	OFF
	ON	ON

SW1, SW2 and SW3 are not used.

DIP SWITCH No.3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

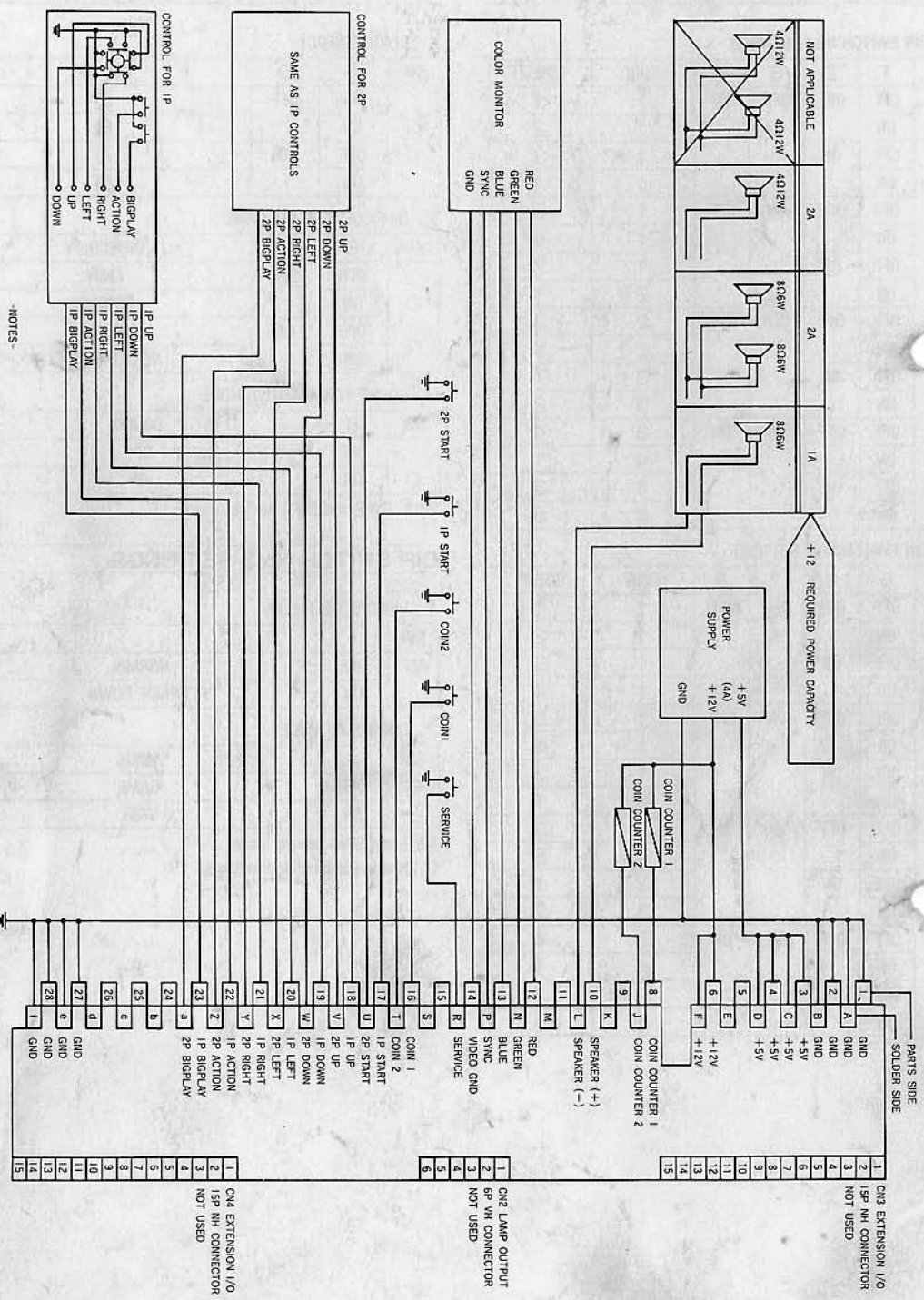
2. CHANGE OF MODE

SW	3	MODE
○	OFF	GAME
	ON	TEST

SW2 and SW4 are not used.

○ shows recommended settings.

WIRING DIAGRAM



CON3 EXTENSION I/O
15P NH CONNECTOR
NOT USED

CON2 LAMP OUTPUT
6P NH CONNECTOR
NOT USED

CON4 EXTENSION I/O
15P NH CONNECTOR
NOT USED

- NOTES-
- 1 IP NO.1 PLAYER 2P NO.2 PLAYER
 - 2 SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.

JAMMA 58PIN EDGE CONNECTOR
5/32 INCH PITCH