

ROMSTAR™ Inc.

FINAL BLOW™

DEDICATED

(Horizontal 2 Player, 2 Joystick, 3 Button Game)



ROMSTAR™ INC.

INSTRUCTION MANUAL

ROMSTAR™ INC.

Invites You To Use

OUR PHONE OR FAX NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER ROMSTAR GAME YOU NOW HAVE ON LOCATION.

CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.

ROMSTAR, INC.

22857 LOCKNESS AVENUE • TORRANCE, CALIFORNIA 90501

TECHNICAL QUESTIONS — SENIOR TECHNICIAN DARRYL WILLIAMS
RMA'S / PARTS QUESTIONS — PARTS MANAGER AUDREY SMITH

PHONE (213) 539-2744

FAX (213) 539-3626

FBI



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RETURN MERCHANDISE AUTHORIZATION — (RMA)

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

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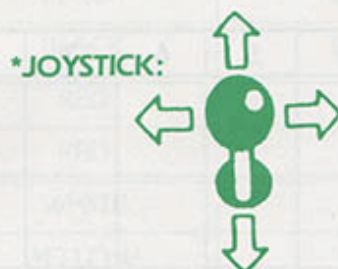
The game play, all graphic designs, this technical manual, its accompanying diagrams, and the display manual are protected by the law.

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.

GAME DESCRIPTION

FINAL BLOW is a one or two player heavyweight boxing game in which you, the player, select your favorite fighter from among five. Your fighter then accepts challenges from each of the remaining four fighters. When the player beats all four fighters controlled by the CPU, he becomes the champion and the game is over. When there are two players, the bouts can be played continuously for as long as the loser continues playing.



CONTROL METHODS



Move the joystick to the left or right, and the fighter moves to the left or right.



Move the joystick up and down, and the fighter raises or lowers his guard.

The player can choose between a head guard (up) or a stomach guard (down). A punch can be thrown to the head from the head guard position, and to the stomach from the stomach guard position.

Bend backward to dodge a punch by shifting the joystick in the opposite direction to that in which the fighter is facing.

*BUTTONS:



Weak Medium strength

Duck

Strong when both buttons are pressed simultaneously

Of the three buttons, the two on the left are PUNCH buttons.

- * The stronger a punch, the longer its distance and the greater its impact. A "Weak" punch can be thrown while a fighter is moving.

- * A combination of uppercut and hook can be delivered using the joystick.

o With the joystick up,



o With the joystick down



The button on the right controls DUCKING. If an opponent makes a head attack, it can be dodged by well-timed use of the ducking button.

When the ducking button is pressed, the fighter ducks for a certain time, then stands up again.

OPTION SWITCH SETTINGS

The following option switch settings were designed to allow the customizing of **FINAL BLOWS** various game features to suit different environments. If used wisely, the flexibility they offer can maximize game performance and increase potential earnings.

DIP SWITCH BANK A

FUNCTION	SETTING	1	2	3	4	5	6	7	8
NONE	MUST REMAIN IN "OFF" POSITION	OFF							
SCREEN INVERSION	NORMAL INVERTED		OFF ON						
TEST MODE	*NORMAL TEST			OFF ON					
ATTRACT SOUND	*ENABLED • DISABLED				OFF ON				
PRICING COIN A	* 1CO = 1 PL 1CO = 2 PL 2CO = 1 PL 2CO = 3 PL					OFF ON OFF ON	OFF OFF ON ON		
PRICING COIN B	* 1CO = 1 PL 1CO = 2 PL 2CO = 1 PL 2CO = 3 PL							OFF ON OFF ON	OFF OFF ON ON

DIP SWITCH BANK B

SETTINGS	POSITION	1	2	3	4	5	6	7	8
GAME DIFFICULTY	* B = MEDIUM A = EASY ** C = HARD D = HARDER	OFF ON OFF ON	OFF OFF ON ON						
NONE	MUST REMAIN IN "OFF" POSITION			OFF	OFF	OFF	OFF	OFF	OFF

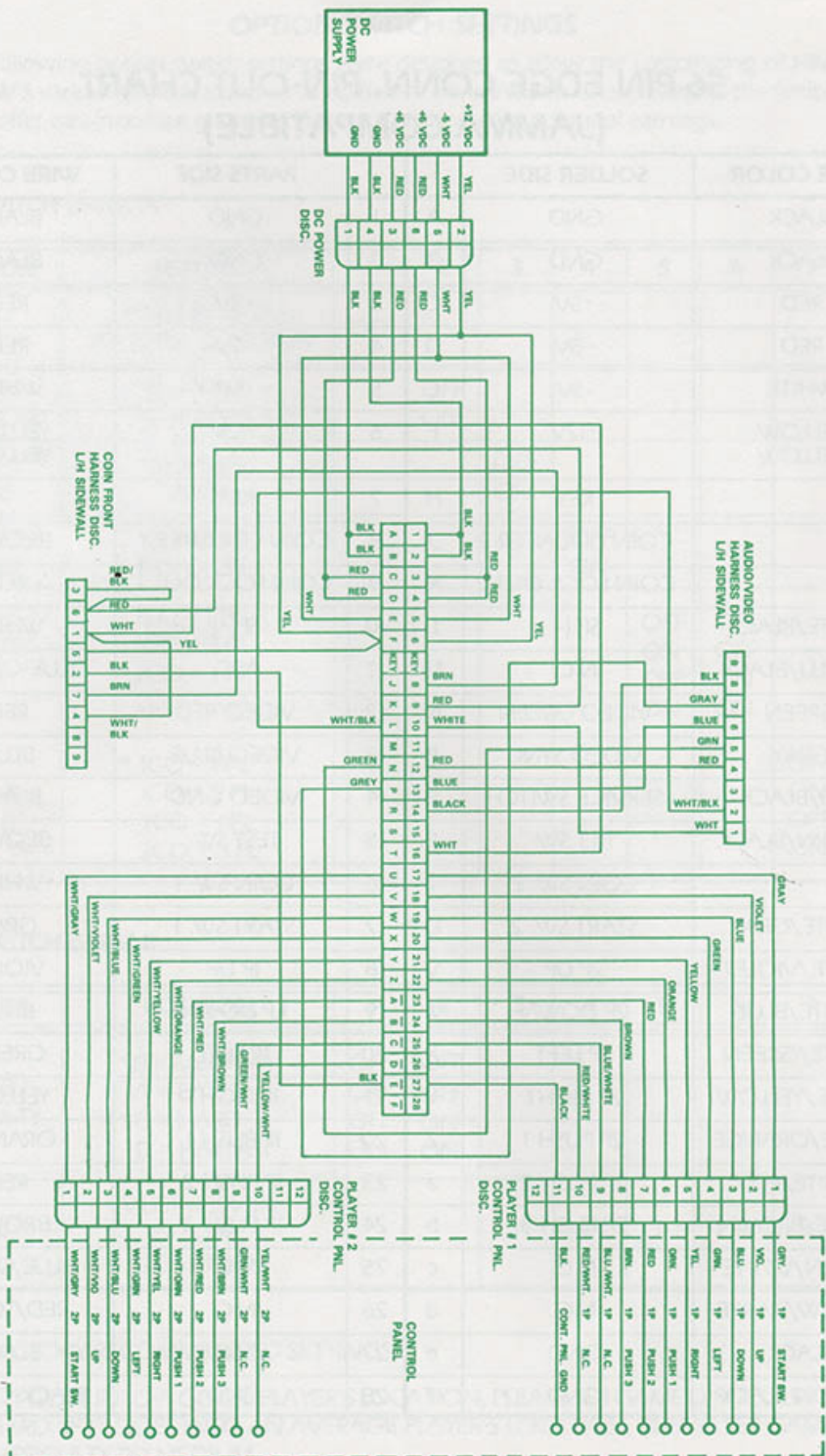
* = FACTORY RECOMMENDED SETTINGS.

** = IF IT GOES INTO A GOOD PLAYER'S LOCATION, PLEASE SET GAME DIFFICULTY TO HARD. IF IT GOES INTO AN AVERAGE PLAYER'S LOCATION, PLEASE SET GAME DIFFICULTY TO MEDIUM.

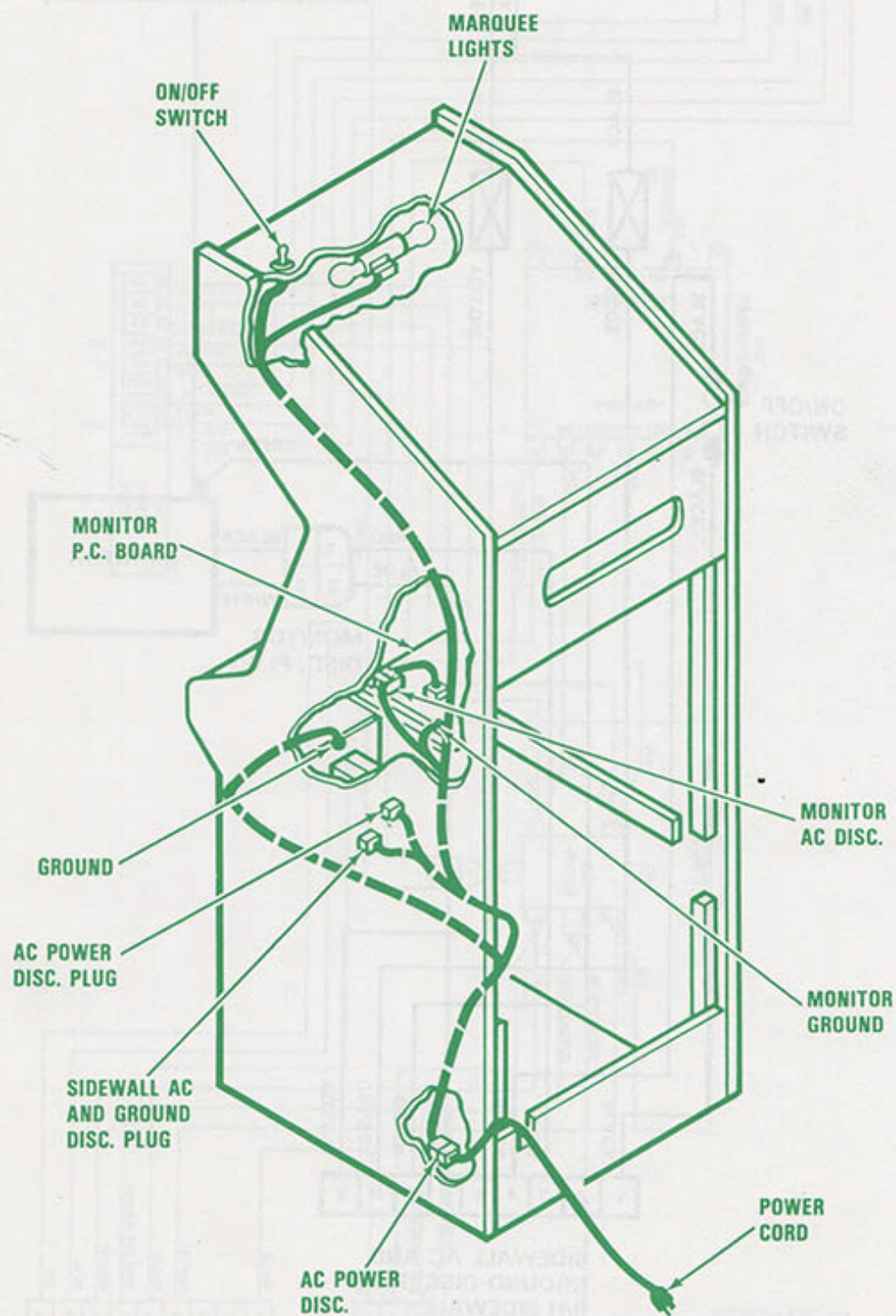
56 PIN EDGE CONN. PIN-OUT CHART (JAMMA COMPATIBLE)

WIRE COLOR	SOLDER SIDE		PARTS SIDE		WIRE COLOR
BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V	C	3	+5V	RED
RED	+5V	D	4	+5V	RED
WHITE	-5V	E	5	-5V	WHITE
YELLOW/ YELLOW	+12V	F	6	+12V	YELLOW/ YELLOW
	KEY	H	7	KEY	
	COIN COUNTER 2	J	8	COIN COUNTER 1	BROWN
	COIN LOCK OUT 2	K	9	COIN LOCK OUT 1	RED
WHITE/BLACK	SP (-)	L	10	SP (+)	WHITE
OP.-BLU/BLACK	N.C.	M	11	N.C.	BLUE-OPTION
GREEN	VIDEO GREEN	N	12	VIDEO RED	RED
GRAY	VIDEO SYNC	P	13	VIDEO BLUE	BLUE
RED/BLACK	SERVICE SWITCH	R	14	VIDEO GND	BLACK
OP.-BRN/BLACK	TILT SW.	S	15	TEST SW.	BROWN
	COIN SW. 2	T	16	COIN SW. 1	WHITE
WHITE/GRAY	START SW. 2	U	17	START SW. 1	GRAY
WHITE/VIOLET	2P UP	V	18	1P UP	VIOLET
WHITE/BLUE	2P DOWN	W	19	1P DOWN	BLUE
WHITE/GREEN	2P LEFT	X	20	1P LEFT	GREEN
WHITE/YELLOW	2P RIGHT	Y	21	1P RIGHT	YELLOW
WHITE/ORANGE	2P PUSH 1	Z	22	1P PUSH 1	ORANGE
WHITE/RED	2P PUSH 2	a	23	1P PUSH 2	RED
WHITE/BROWN	2P PUSH 3	b	24	1P PUSH 3	BROWN
GREEN/WHITE	N.C.	c	25	N.C.	BLUE/WHITE
YELLOW/WHITE	N.C.	d	26	N.C.	RED/WHITE
BLACK	GND	e	27	GND	BLACK
OPTION-BLACK	GND	f	28	GND	BLACK-OPTION

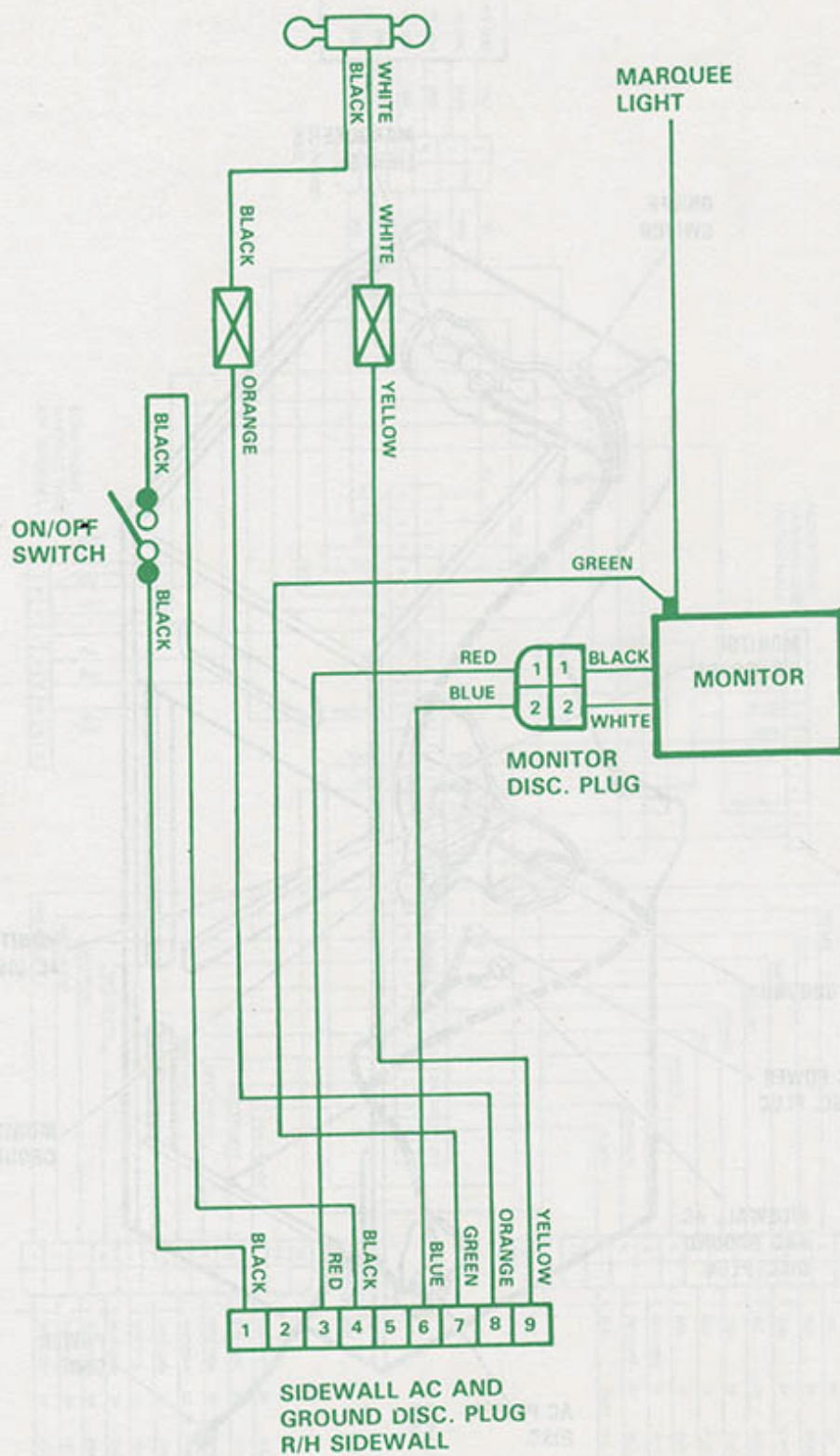
MAIN HARNESS WIRING DIAGRAM



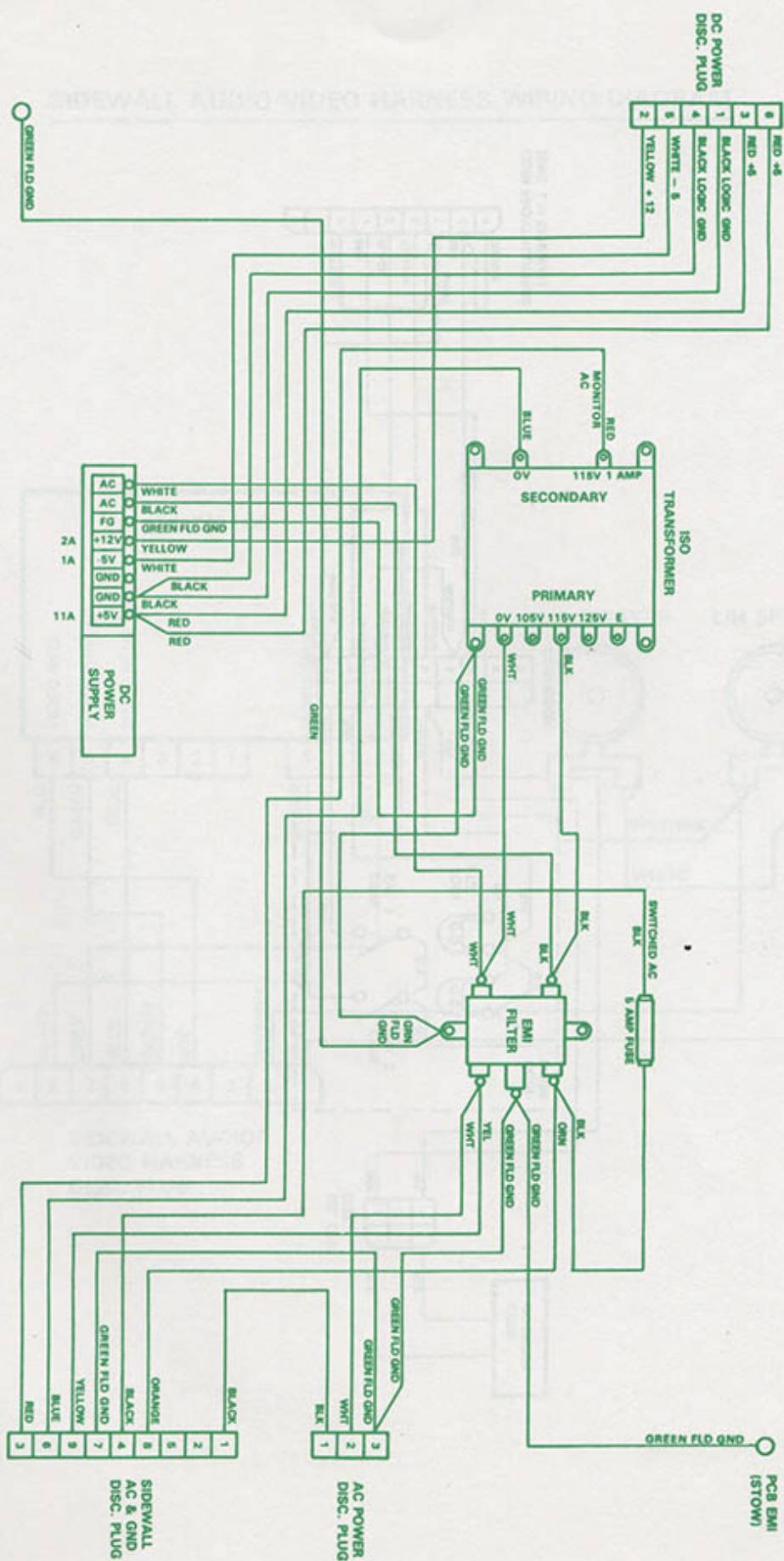
SIDEWALL AC AND GROUND HARNESS LAYOUT



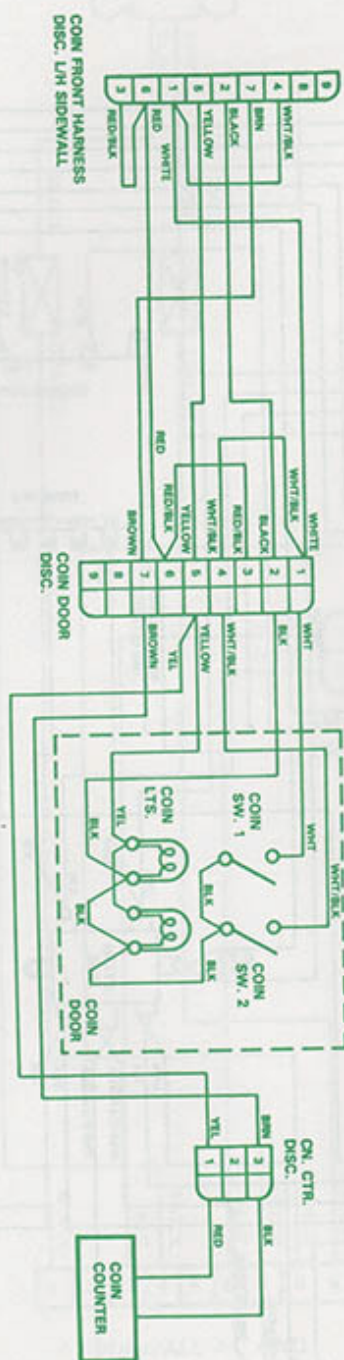
SIDEWALL AC AND GROUND HARNESS



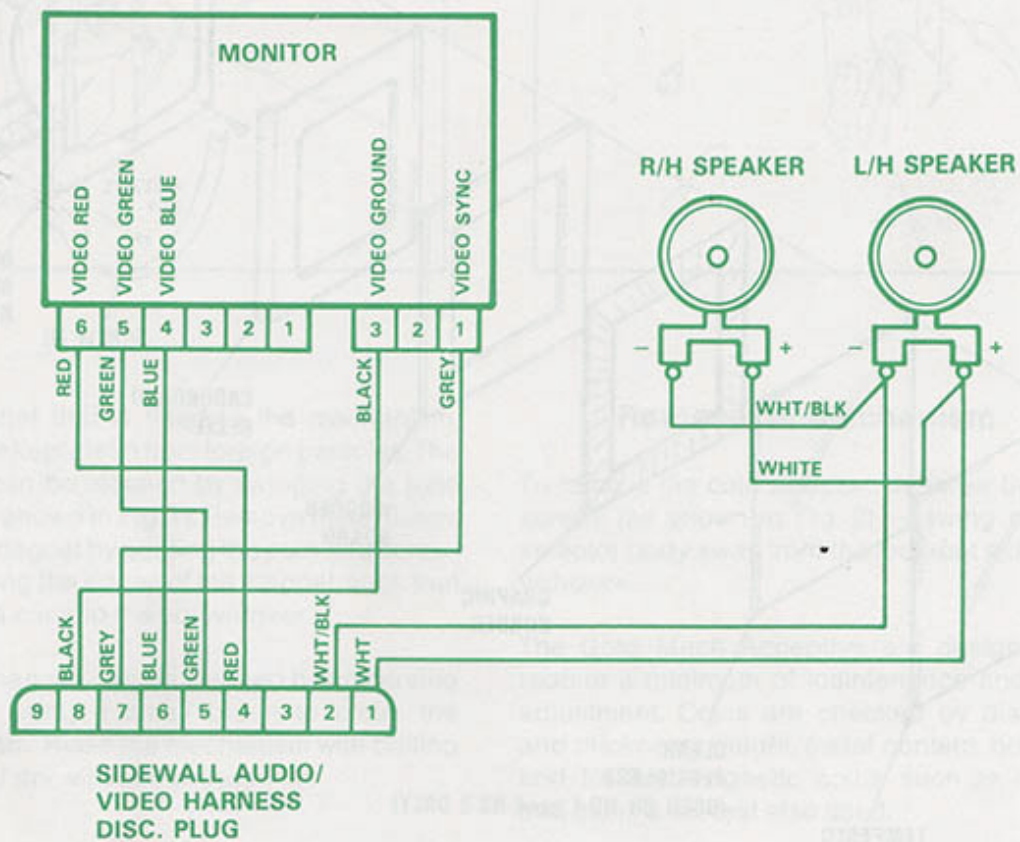
POWER SUPPLY — WIRING DIAGRAM



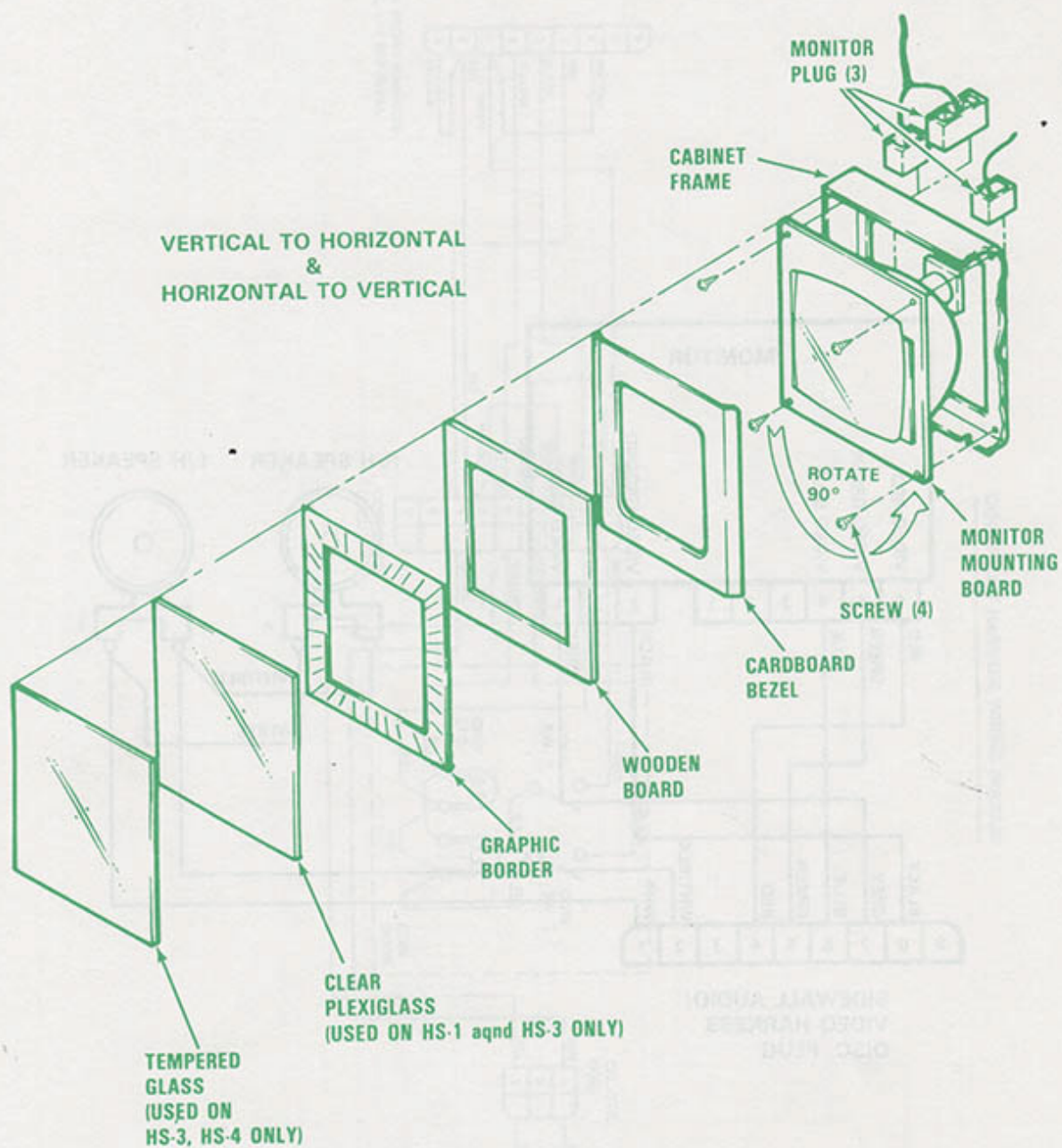
COIN FRONT HARNESS WIRING DIAGRAM



SIDEWALL AUDIO/VIDEO HARNESS WIRING DIAGRAM

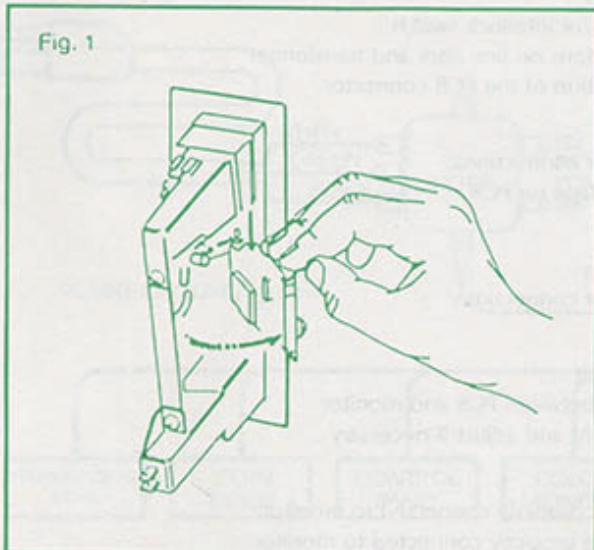


MONITOR CONVERSION



COIN DOOR MAINTENANCE

Fig. 1



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.

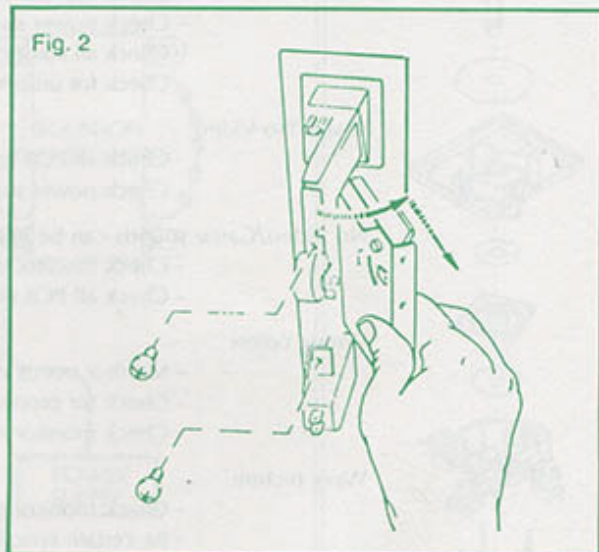
The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

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.

Fig. 2



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

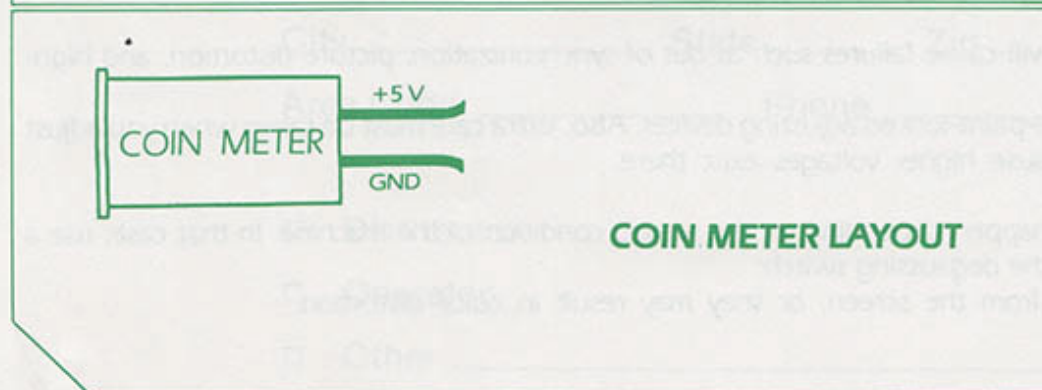
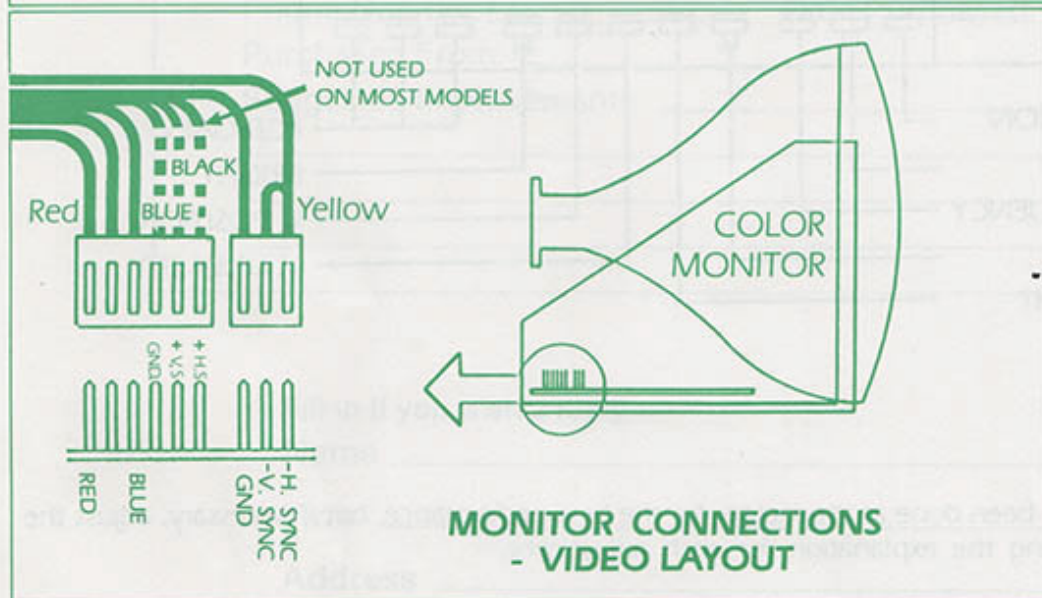
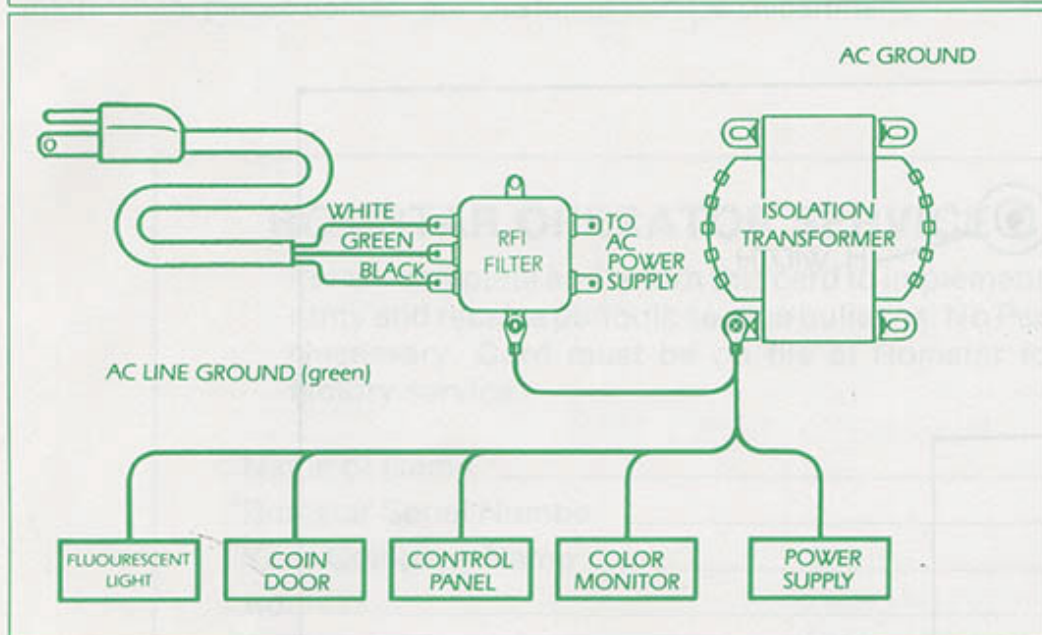
No coin meter

- 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 1N4004 can be used across the meter.
Cathode to "+" side of meter and anode to "-" side of meter

ILLUSTRATED PARTS LISTS

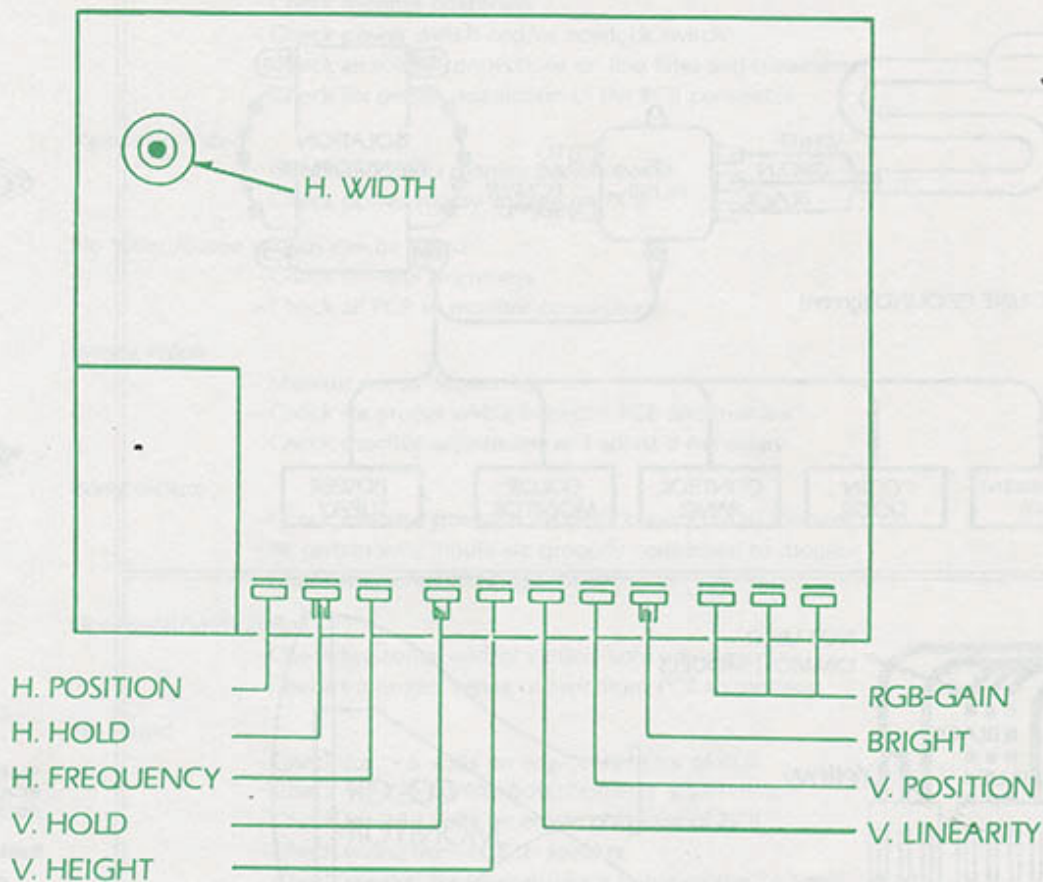


95-4115-00
MICROSWITCH WITH
GOLD CONTACTS

Exploded View



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.

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

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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:

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