

Double Dragon
DRAGON™

The Rosetta Stone

Instruction Manual





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

DOUBLE DRAGON 3 "THE ROSETTA STONE"™
©1990 TECHNOS JAPAN CORPORATION.

AMERICAN TECHNOS, INC.
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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	Double Dragon 3 PCB
1	Double Dragon 3 Control Panel Overlay
1	Double Dragon 3 Monitor Card
2	Double Dragon 3 Side Decals
1	Standard JAMMA Harness
1	3rd player harness
3	8-way joysticks
3	Red (Action) Push buttons
3	Yellow (') Push buttons
3	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
3	I.D. Tag—Jump button
1	Manual

B) The Double Dragon 3 is a horizontal conversion kit.

Following are the electrical and mechanical specifications required to install the Double Dragon 3 kit:

Monitor: Horizontal Mount, RGB, Negative Composite Sync.

Control Panel: Space for 3 joysticks, 9 play buttons, and 3 start buttons in 3 player version. 2 joysticks, 6 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

Double Dragon 3 "The Rosetta Stone" is a 2 player or a 3 player (operator selectable by dip switch selection) horizontal conversion kit. Complete with graphics and hardware to convert most multi-player game cabinets.

Double Dragon 3 "The Rosetta Stone" is an interactive martial arts fighting game with new and exciting fighting techniques.

Choose your character; Billy, Jimmy, or Sonny and begin your travels throughout America, China, Japan, Italy, and Egypt. Your mission is to collect the (3) Rosetta Stones. Find them and unlock the evil door to face your ultimate enemy. The mystery enemy awaits your arrival in the ancient Egyptian tomb.

New & Exciting Game Play Techniques

*By pressing combinations of the jump, kick, and punch buttons, do the following moves:

- **One armed-stand head butt** - press the punch and jump buttons to perform this move.
- **Ankle grab-head flip** - press the punch and jump buttons to perform this move.
- **Running head-butt** - press the punch and jump buttons to perform this move.

*All of these moves above can be purchased at the weapons shops throughout the game.

OTHER MOVES:

- Hurricane Kick
- Triangle Jump Kick
- Belly to Back Throw
- Back to Back Hurricane Kick

Dip Switch Settings DOUBLE DRAGON 3 "THE ROSETTA STONE"

DIP SWITCH—1

1	2	3	4	5	6	7	8	ITEM
								Coin 1 and 2
								*1 Coin 1 Play
OFF	OFF							1 Coin 2 Play
ON	OFF							2 Coin 1 Play
OFF	ON							3 Coin 1 Play
ON	ON							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
								*Normal (2)
OFF	OFF							Easy (1)
ON	OFF							Less Than Difficult (3)
OFF	ON							Difficult (4)
ON	ON							Player (vs) Player Damage
		OFF						*No
		ON						Yes
								Test Mode
				OFF				*Normal
				ON				Test mode
								Clear Stage Power-Up
					OFF			*50
					ON			0
								Game Start Points
						OFF		*230
						ON		200
								Setting Select
							OFF	2P Setting
							ON	*3P Setting
			OFF					NOT USED

*Player (vs) Player Damage: Factory setting *no* means players cannot damage each other.

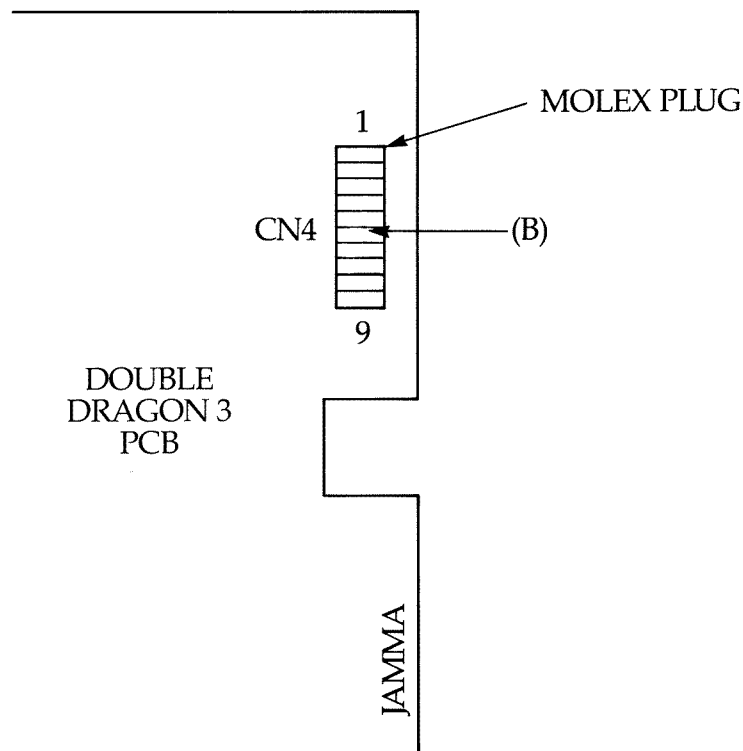
Yes means they can damage each other.

*Clear stage power-up: Gives players additional points when stage is cleared.

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 (PUNCH).....	(ORANGE)
6	3P PUSH 2 (JUMP)	(RED)
7	3P PUSH 3 (KICK)	(BROWN)
8	3P START	(GREY)
9	GROUND	(BLACK)



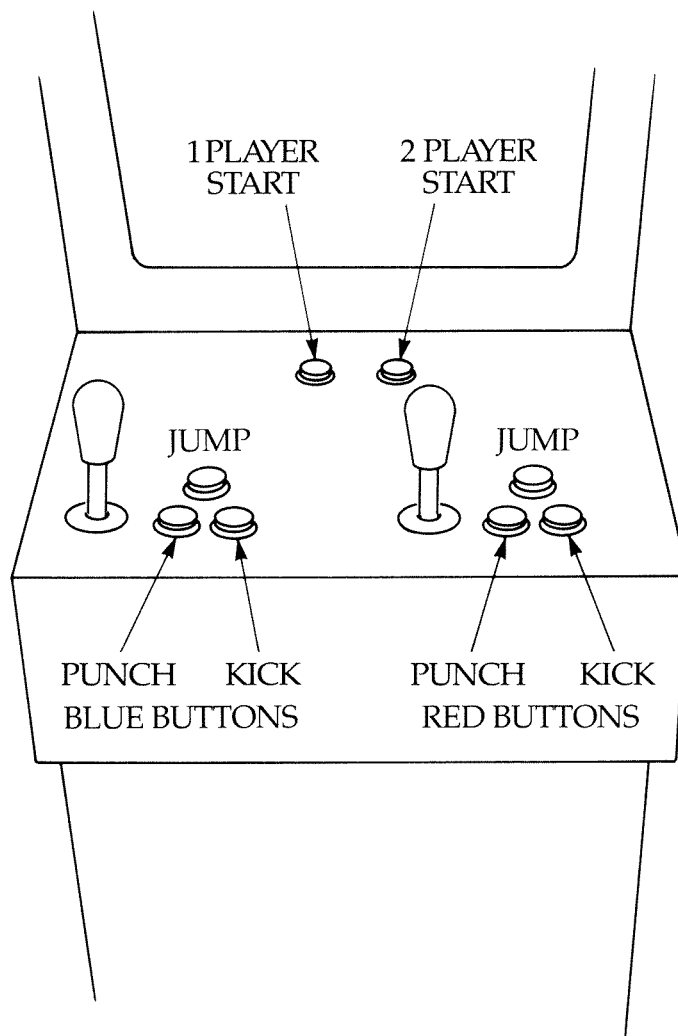
INSTRUCTIONS FOR CONNECTING THIRD PLAYER:

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 DOUBLE DRAGON 3

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 (+)
N/A	M	11	N/A
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 JUMP	a	23	1P CONTROL 6 JUMP
2P CONTROL 7 KICK	b	24	1P CONTROL 7 KICK
N/A	c	25	N/A
N/A	d	26	N/A
GND	e	27	GND
GND	f	28	GND

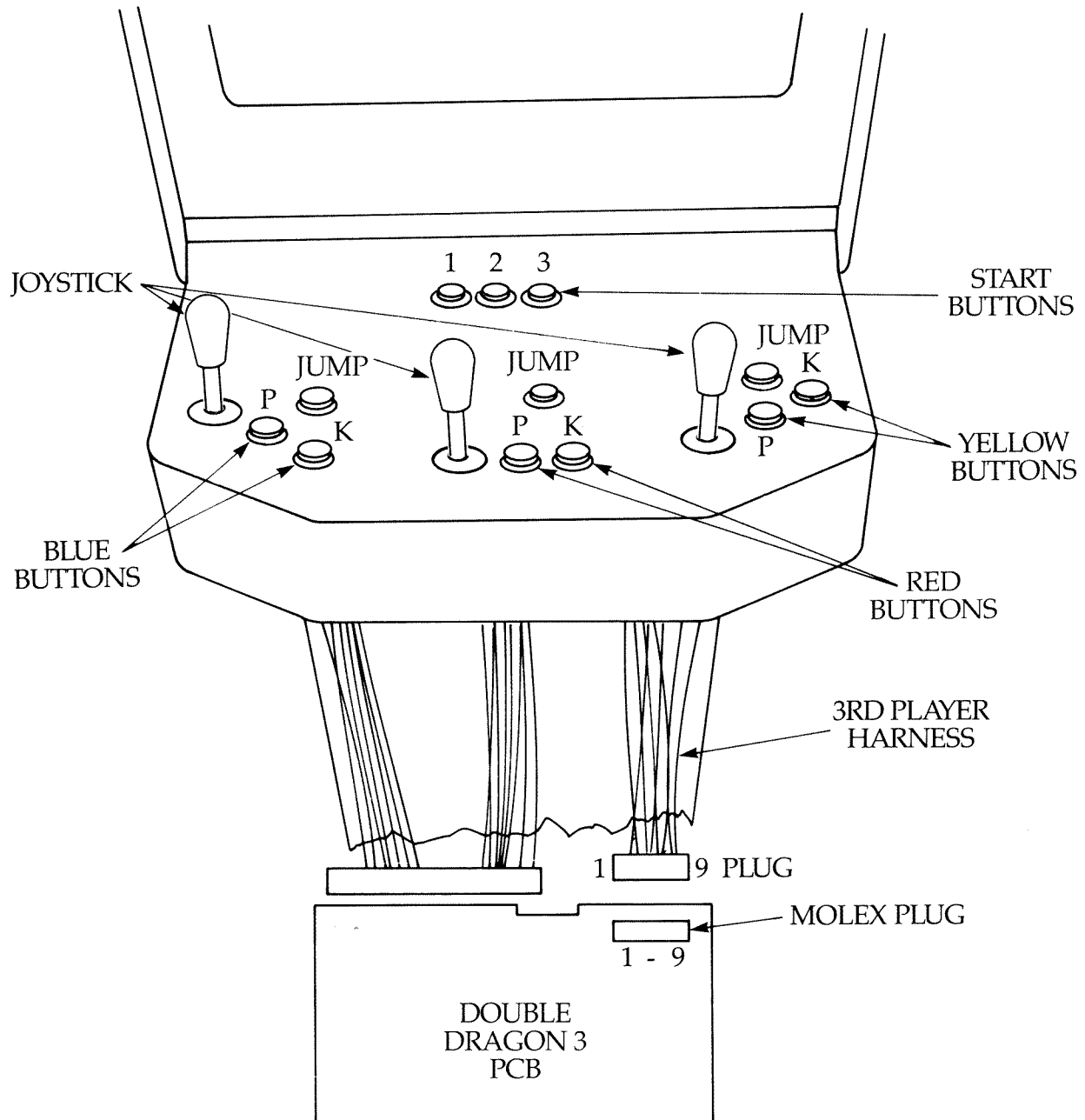
2-Player Control Panel Layout DOUBLE DRAGON 3



*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 DOUBLE DRAGON 3



*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.

GOOD LUCK.

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.

FCC Lable 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 manufacturer.

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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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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