

# SEGA®



NEOEDGE BATTLECOLISEUM

TM

## OPERATION MANUAL



IMPORTANT

- Before using this product, read this MANUAL carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it available nearby the product or elsewhere convenient for referring to it anytime when necessary

# SEGA CORPORATION

# BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

## To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.



**DANGER**

Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.



**CAUTION**

Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and/or material damage.



**WARNING**

Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

## For the safe usage of the product, the following pictographs are used:



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the Owner's/Service Manual and/or Service Manual should be referred to.



Indicates a "Protective Earth Terminal." Before operating the equipment, be sure to connect it to the Ground.  
(Except the product with which the power cord with earth is used.)

- **Perform work in accordance with the instructions herein stated.**  
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the serviceman should perform such work.
- **Be sure to turn off power before working on the machine.**  
To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.
- **Be sure to ground the Earth Terminal.**  
**(This is not required in the case where a power cord with earth is used.)**  
This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, ensure that the Earth Wire is firmly connected to the Control equipment.
- **Ensure that the Power Supply used is equipped with an Earth Leakage Breaker.**  
This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.**  
**(Only for the machines which use fuses.)**  
Using fuses exceeding the specified rating can cause a fire and electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**

The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated. SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.

- **Ensure that the product meets the requirements of appropriate Electrical Specifications.**

Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and electric shock.

- **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**

To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.

- **When handling the Monitor, be very careful. (Applies only to the product with monitor.)**

Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.

- **Be sure to adjust the monitor (projector) properly. (Applies only to the product with monitor.)**

Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.

- **When transporting or reselling this product, be sure to attach this manual to the product.**

In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.

\* Descriptions herein contained may be subject to improvement changes without notice.

\* The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

## **INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION**

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are Casters and Adjusters, damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cords have cuts and dents?
- Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- Are all accessories available?
- Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

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# Introduction

Thank you for purchasing NEOGEO BATTLE COLISEUM™.

This manual has been written for managers and administrators of this product, and in addition to details regarding administration, maintenance, and inspection, it also covers instructions on how the product may be used safely. Please ensure that only persons having read and fully understood this manual be allowed to operate, manage, or maintain this product. Also, this manual should be kept in a secure place so that it may easily be referred to when necessary during routine operation.

Please note that the content of this manual is subject to change without notice in accordance with improvements to the product.

## **Please read this manual before use.**

In order to ensure that this product may be used safely, please ensure that this manual is read and fully understood in advance.

# 1. Safety Precautions

## CAUTION

In order to avoid breakdown, please ensure that the power is turned off before insertion or removal of a ROM cartridge.

# 2. Accessories

User Manual (this document): .....	1
Instruction Sheet B: .....	2
Instruction Sticker D: .....	2
Instruction Sticker E1: .....	2
Instruction Sticker E2: .....	2

# 3. Inserting and Removing ROM Cartridges

## Note

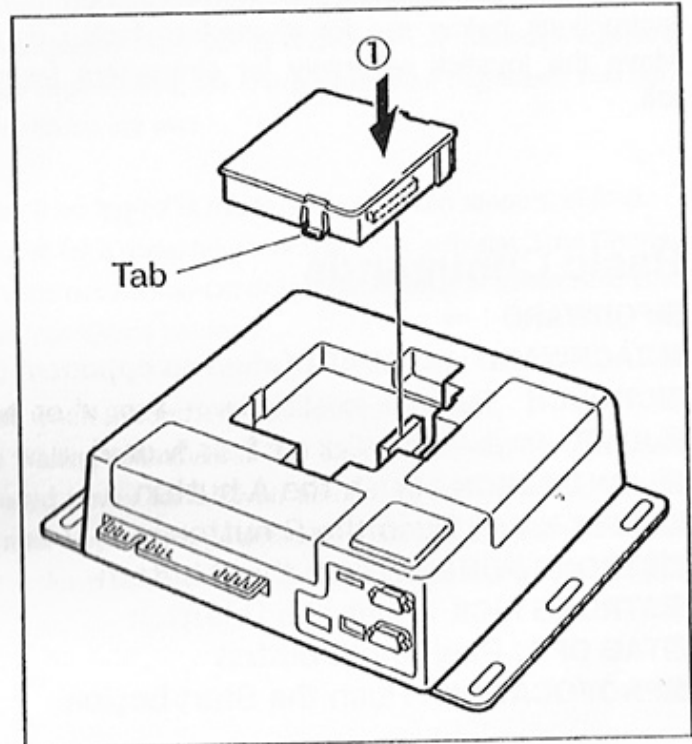
Please ensure that the power is turned off before insertion or removal of a ROM cartridge.

## Removal

Grip the ROM cartridge by its two tabs and lift out of the cartridge slot.

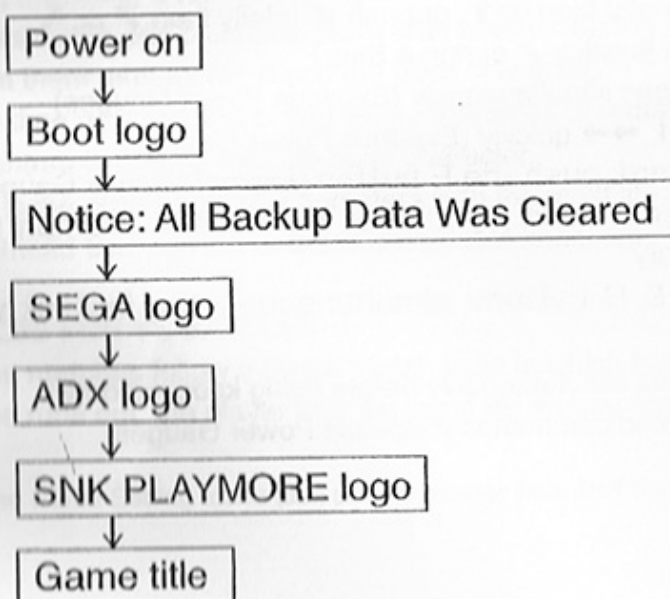
## Insertion

Check that the ROM cartridge is correctly oriented then insert into the cartridge slot. Press down Point 1 until a clicking sound is heard.



## Screen Transition After Insertion

If the ROM cartridge has been inserted correctly, screen transition will occur in the following sequence and the game will then be displayed.

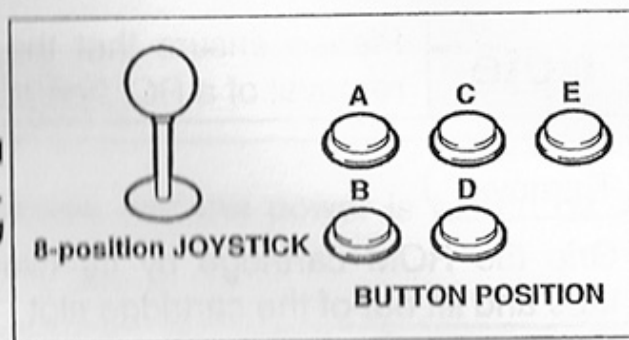


# 4. How To Play

## ● Control System

### Control Panel

The arrows indicating joystick moves in Command Instructions below are for characters facing right. Move the joystick reversely for characters facing left.



### Basic Commands

- FORWARD : →
- BACKWARD and GUARD (when an opponent attacking) : ←
- CROUCH : Push the joystick down ↓ or ↙ or ↘
- JUMP : Push the joystick up ↑ or ↖ or ↗
- LIGHT PUNCH : Push the A button
- LIGHT KICK : Push the B button
- STRONG PUNCH : Push the C button
- STRONG KICK : Push the D button
- TAG OFF : Push the E button
- PROVOCATION : Push the Start button

### Special Commands

- STEP : →→ quickly
- BACK STEP : ←← quickly
- BIG JUMP : Push the joystick down ↓ briefly then up ↑, or push ↙ briefly then ↗ or ↖ or push ↘ briefly then ↗ or ↖ (or push the joystick ↗ during a Step)
- TACTICAL STEP : Push the A & B buttons simultaneously (Expend Power Gauges)
- GUARD CANCEL STEP : During guard, →→ quickly (Expend Power Gauges)
- GUARD CANCEL SWITCH : During guard, push the E button (Expend Power Gauges)
- NORMAL BODY SLAM : Near opponent, move joystick to the neutral position (N) or → or ← + C & D buttons simultaneously
- BODY SLAM ESCAPE : Push the C & D buttons simultaneously the instant you're caught in a Normal Body Slam
- FALLBREAKER : Push the A & B buttons simultaneously before being knocked down
- SUPER SPECIAL MOVE : Enter designated commands (Expend Power Gauges)

(Continued on p. 5.)



### ●Control System

#### Special Commands (Continued)

■**DOUBLE ASSAULT** : Enter the ↓ ↘ → + E button command when the message appears.

Players can use joint attacks with teammates that can be activated when the "D-ASSAULT OK" message appears above the Power Gauge. A successful attack lets you steal regenerating life energy from your opponent. This can be used repeatedly during battles when the necessary conditions are met.

■**AUTO CHARGE** : Activated in the fighting character if no tag-off is made during a given amount of time.

If a player character continues to fight without using a tag off for a given length of time, this activates Auto Charge and the Power Gauge rises automatically. Auto Charge ends once a Tag-Off or Double Assault is performed. This can be used repeatedly during battles when the necessary conditions are met.

■**HYPER CHARGE** : Activated in waiting teammates when a Double Assault hits opponents.

Successful Double Assaults activate Hyper Charge in waiting teammates. Tag off and the waiting teammate becomes the fighting character who battles with increased power for a given amount of time (the Life Gauge changes at this time, too). The effect lasts 10 seconds after Hyper Charge activation, but can be extended up to 20 seconds by delaying the tag off. If players tag off or make a Double Assault during this time, however, Hyper Charge ends.

### ●Game Rules

The game starts once players select the two characters for their tag team. The rules for CPU Battles (against the computer) and VS Battles (two-player games) vary as follows:

#### ■RULES FOR CPU BATTLES

- In Tag Matches, a team loses when either teammate is defeated.
- Players battle one computer team after another during the time limit\*, defeat them, and try to reach the boss character.
- Once time runs out, the player wins regardless of remaining life energy and enters the battle with the boss character.
- Only in the boss battle do characters with the most life energy remaining win should time run out or there is a double knockout.

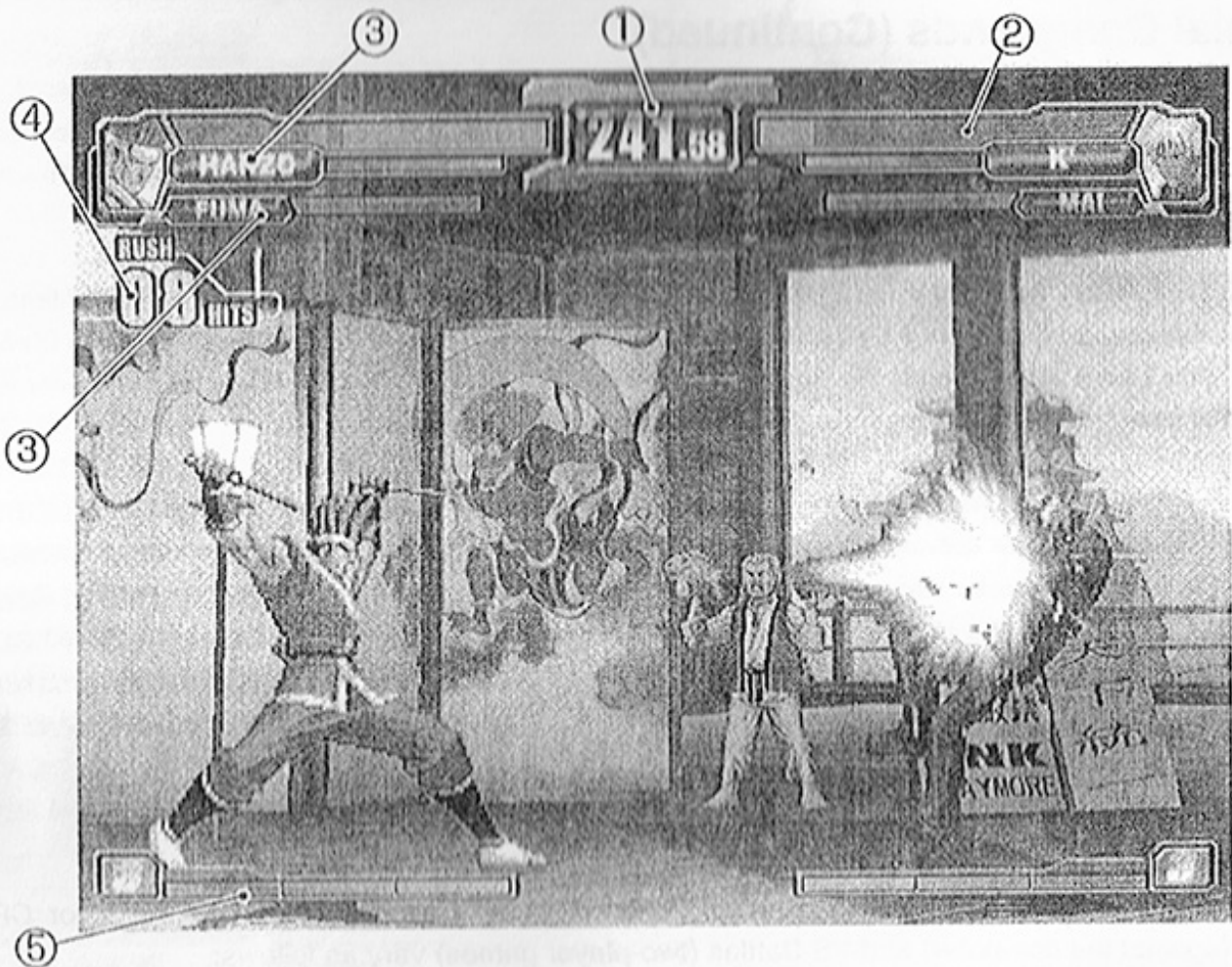
#### ■RULES FOR VS BATTLES

- These matches follow a Death Match Rule in which teams fight until both members are defeated.
- If time runs out, the player with the most life energy remaining wins.

\*Use the Game Setting menu (see p. 8) to change time limit durations.

## 4. How To Play

### ● Screen Settings



#### 1. Time Remaining :

Displays time remaining in the round. The round ends when time runs out.

#### 2. Life Gauges :

The green gauge shows remaining energy. The character loses by KO when this runs out. The red gauge rises when characters rest.

#### 3. Character Name :

Displays the names of the Tag Team members.

#### 4. Various Messages :

Messages display Counter Hit or Guard Crash results and Combo Hit counts.

#### 5. Power Gauges :

Displays gauges and power stocks needed to perform special actions like Super Special Moves. Once conditions for Auto-Charge activation or Double Assault are met (see p. 5), the "AUTO CHARGE" or "D-ASSAULT OK" messages will appear respectively above the Power Gauge.

## 5. System Menus

The ATOMISWAVE System Menu is activated with a push of the cabinet's test switch.

■ **TEST SWITCH** : Select items with the arrow cursor (▶).

■ **SERVICE SWITCH** : Activates the selected item.

\*For details concerning the ATOMISWAVE System Menu, refer to the instruction manual for the ATOMISWAVE System Board.

### ① COIN SETTINGS (SYSTEM MENU → COIN SETTINGS)

The initial settings for the COIN SETTINGS of this software are listed below. Any of these settings can be changed to meet your particular requirements.

■ GAME MODE	: NORMAL
■ COIN CHUTE TYPE	: COMMON
■ COIN #A	: 1 COIN 1CREDIT 1COIN CONTINUE
■ COIN #B	: 1 COIN 1CREDIT 1COIN CONTINUE
■ PRESET SITUATION	: NORMAL

### ② I/O TEST (SYSTEM MENU → TEST MODE → I/O TEST)

This confirms the operations of the control panel joystick and button connections. This software uses the START button, an 8-position joystick, and the 5 buttons A to E. To exit the I/O test, push and release the SERVICE switch to exit the program.

# 6. Game Settings

The various game settings can be altered by selecting GAME SETTINGS within the CONFIGURATION mode within the SYSTEM SETTINGS menu of the ATOMISWAVE.

## ① COMMANDS FOR THE GAME SETTINGS SCREEN

- **TEST SWITCH** ······ Moves the cursor
- **SERVICE SWITCH** ······ Changes the selected item

## ② GAME SETTINGS

Allows you to make various game settings.

■ **PLAY TIME** : Lets you determine the duration of the time limit. The initial setting is "NORMAL".  
(Slow) SLOW LITTLE SLOW **NORMAL** LITTLE FAST FAST (Speedy)

■ **DIFFICULTY** : Sets the CPU character's strength. The initial setting is "NORMAL".  
(Easy) BEGINNER VERY EASY EASY **NORMAL** HARD VERY HARD HARDEST (Difficult)

■ **HOW TO PLAY** : Determines if command descriptions are displayed when the game begins.  
The initial setting is "ON".

**ON OFF**

■ **CONT. SERVICE** : Lets you switch Continue and Continue Service on or off.  
The initial setting is "ON/ON".

**ON/ON ON/OFF OFF/OFF**

\*The message on the left side of the slash (/) refers to the Continue settings while the message on the slash's right side represents the Continue Service.

■ **BLOOD** : Lets you turn the display of blood during the game on or off. The initial setting is "ON".  
**ON OFF**

■ **VERSUS LIMIT** : Lets you determine continuous win requirements. The initial setting is "WITHOUT".

**WITHOUT BEAT BY 10 BEAT BY 20 BEAT BY 30 BEAT BY 1**

■ **BUTTON SETTINGS** : Lets you change the command assignments for buttons.

- |    |                         |   |
|----|-------------------------|---|
| 1P | A/LIGHT PUNCH : SHOT 1  | Sets the light punch button for the cabinet.  |
|    | B/LIGHT KICK : SHOT 4   | Sets the light kick button for the cabinet.   |
|    | C/STRONG PUNCH : SHOT 2 | Sets the strong punch button for the cabinet. |
|    | D/STRONG KICK : SHOT 5  | Sets the strong kick button for the cabinet.  |
|    | E/CHANGE : SHOT 3       | Sets the Tag Off button for the cabinet.      |
| 2P | A/LIGHT PUNCH : SHOT 1  | Sets the light punch button for the cabinet.  |
|    | B/LIGHT KICK : SHOT 4   | Sets the light kick button for the cabinet.   |
|    | C/STRONG PUNCH : SHOT 2 | Sets the strong punch button for the cabinet. |
|    | D/STRONG KICK : SHOT 5  | Sets the strong kick button for the cabinet.  |
|    | E/CHANGE : SHOT 3       | Sets the Tag Off button for the cabinet.      |

■ **RETURN TO FACTORY SETTINGS** : Returns all options in GAME SETTINGS to their initial settings.

■ **SAVE&EXIT** : Saves all changes and takes you out of the GAME SETTINGS screen.



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