
SONIC
CHAMPIONSHIP
SEGA

SONIC CHAMPIONSHIP

SEGA
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HOW TO PLAY



JUMP



FORWARD/
BACKWARD



SQUAT
(Note that a certain character cannot squat.)



QUICK MOVE
(Tap twice.)



TO MOVE

Combined with Lever moves allow various attacks!



P PUNCH K KICK

B BARRIER



DEFENSE

Barriers decrease when destroyed.



Without a Barrier, no protection!

CLOSE FIGHT!

P+B

When you are close to your opponent, throw your opponent by P+B.

BARRIER DESTROYING ATTACK!

There is a way to destroy the Barrier.



DESTROY THE BARRIER!

ATTACK YOUR OPPONENT FROM BEHIND!



When you are close to your opponent:
Press P+K+B
You can hit your opponent from behind!

HOW TO EVADE ATTACKS

BY SQUATTING



Squat and evade close fight and attacks aimed at your head.

BY DODGING



Press P+K+B
Dodge sideways to evade attacks.

SAFE "LANDING"



When hard hit and thrown in the air, press P+K+B so he can quickly turn around and make a safe landing.



SPECIALITY
SPIN ATTACK

SONIC

- SPIN ATTACK ↓ P
- QUICK TOSS ↘ P
- SPIRAL SPIN ATTACK ↓ P
- DASH SPIN ATTACK in the Run P
- HEAD SPIN ATTACK close in Fighting P + B
- SPIN DIVE ↑ P
- DIZZY SPIN ATTACK close in Fighting ← ↙ ↓ ↘ → P + B
- DODGING SPIN ATTACK P + K + B P

- PROPELLER DASH P + K
- PROPELLER DASH-L P + K P
- PROPELLER DASH-R P + K K
- SQUASH PUNCH → P
- STAMP DIVE ↑ K
- PUSH AWAY in the Run P
- AIRPLANE DROP close in Fighting P + B
- DODGING PUNCH P + K + B P



MILES
TAILS
PROWER
SPECIALITY
PROPELLER DASH



SPECIALITY
TONGUE ATTACK

ESPIO
THE CHAMELEON

- ESPIO SPIN ATTACK ↓ P
- TONGUE ATTACK → P
- ESPIO CHOP ↘ P
- LONG RANGE TONGUE ← ↙ ↓ ↘ → P
- DASH TONGUE in the Run P
- BACK TOSS close in Fighting P + B
- TONGUE THROW close in Fighting → ← P + B
- DODGING TONGUE ATTACK P + K + B P

- RAPID SHOOT → P P P P P
- TAIL COMBINATION K + B K K
- TAIL SPRING KICK → K
- GREAT POPGUN ← → P
- HORSE KICK in the Run K
- TAIL DOWN ATTACK When opponent is down. ↓ K
- TAIL THROW close in Fighting → ← K + B
- DODGING SHOOT P + K + B P



FANG
THE SNIPER
SPECIALITY
POPGUN

P:PUNCH K:KICK B:BARRIER →:Quickly press the lever. →:Press the lever.



SPECIALITY
BOMB ATTACK

BEAN
THE DYNAMITE

- POWER UPPERCUT ↘ P
- RAPID PECK P P P P P
- THROW BOMB → P
- SHOOT BOMB → K
- DASH PECK in the Run P
- SUPER PECK close in Fighting P + B
- TERRIFIC PECK ATTACK close in Fighting ← → ← P + B
- DODGING ATTACK P + K + B P

- KNUCKLES GLIDER P + K
- ONE-TWO-UPPERCUT P P P
- UPPERCUT ↘ P
- BODY DIVE ↑ P
- PUSH AWAY in the Run P
- KNUCKLES SPECIAL close in Fighting P + B P P
- FOOT TRAMPLE close in Fighting ↓ K + B
- DODGING PUNCH P + K + B P



KNUCKLES
THE ECHIDNA
SPECIALITY
KNUCKLE GLIDER



SPECIALITY
MAGICAL HAMMER

AMY
ROSE

- MAGICAL HAMMER ↓ P
- SPIN HAMMER → P
- HIP ATTACK → K
- HAMMER DIVE ↑ P
- HEAD SLIDING in the Run P
- VAULTING HORSE close in Fighting P + B
- HEY! WHAT IS THAT? close in Fighting ← ↙ ↓ ↘ → P + B
- DODGING HAMMER P + K + B P

- STAMP AND HOOK ↓ P P
- ONE-TWO-THROW P P P
- TRIPLE SQUASH PUNCH → P P P
- KNOCK DOWN THROW close in Fighting P + B
- HOLDING PUNCH close in Fighting ↓ P + B
- GIANT SWING close in Fighting ← ↙ ↓ ↘ → P + B
- GUARD WALK When you have Barrier. → P + K + B
- DODGING PUNCH P + K + B P



BARK
SPECIALITY
THROW

※ When the player is facing to the right.

FIRST PRINTING AUGUST 1996

SEGA



SONIC CHAMPIONSHIP
GAME SERVICE MANUAL

Original Copy Owned by Ernie "Epon" Costa

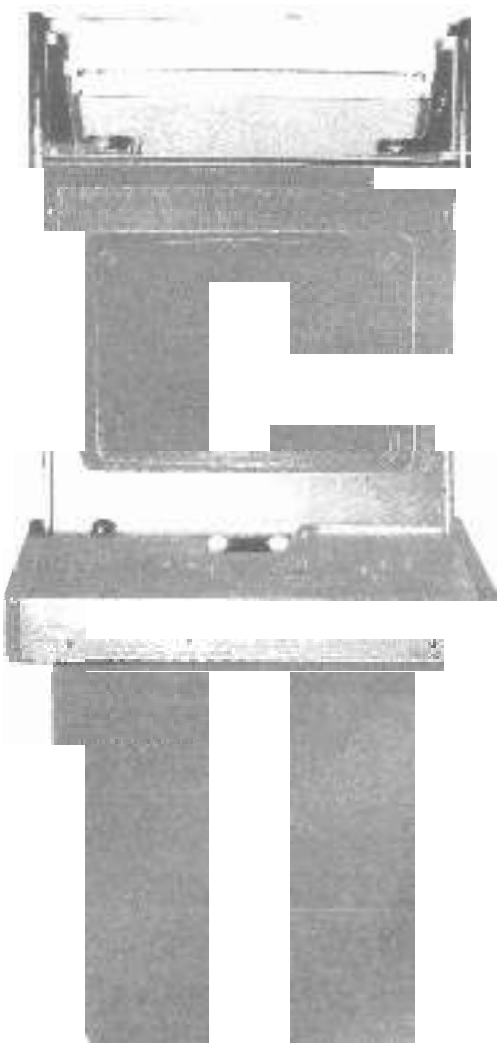
MANUAL NO. STVV0062

Sonic Championship

Quick Setup

Should be done by Service Personnel only!

This card is provided to aid in the installation of the **Sonic Championship** game. For complete instructions and service information, please refer to the **Service Manual.**



1. Have four people uncrate and move the cabinet to its final location. For ventilation, provide an 8" space between the back of the cabinet and a wall.

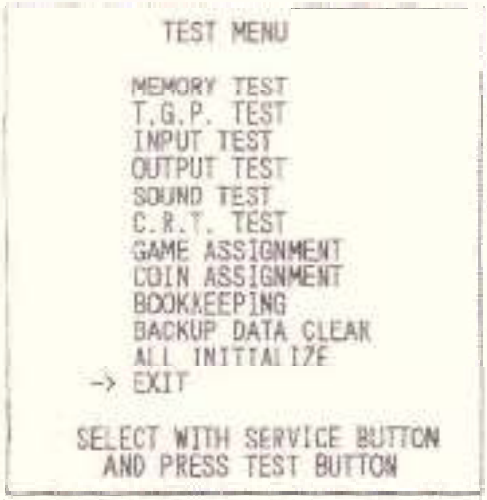
2. Inspect the cabinet inside and out for damage. Remove any protective packaging. Contact the distributor for instructions if damage is found.

3. Have the leg adjusters come into contact with the floor. Make adjustments with a wrench until the casters are 1/4" from the floor and the machine's position is level. After making adjustments, fasten the leg adjuster nut upwards to secure the height of the leg adjusters.

4. Plug in and turn on the Sonic Championship game. The AC cord and switch are located on the lower rear of the cabinet.

5. Adjust the Game Board Default settings as desired. See the other side of this card and the Service Manual for more details.



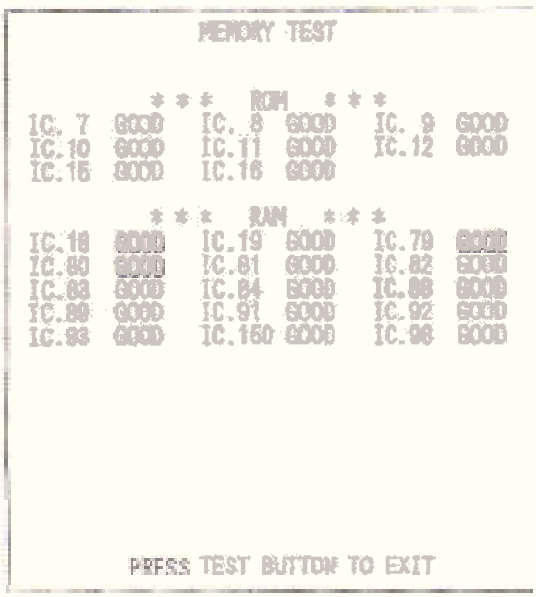


The switch unit is behind the coin chute door. Open the door and press the Test button. The screen above will appear. Press the Service button to have the arrow move to the desired item, then press the Test button.



Selecting **Game Assignments** allows play time, game difficulty, etc. to be set.

Be sure to Exit after changing the setting.



Selecting the **Memory Test** on the test mode menu screen causes the on-board memory to be tested automatically. The game board is satisfactory if the display beside each IC number shows GOOD.

The **Coin Assignments** menu allows changes to be made to the COIN/CREDIT settings and displays the corresponding relationships between number of coins and number of credits. **The manufacturer's recommended setting is #12.** See the Service Manual for detailed information and instructions.

Be sure to Exit after changing the setting.

INTRODUCTION OF THE OWNERS MANUAL

SEGA ENTERPRISES, LTD. , supported by its high electronic technology of LSIs. microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This Service Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards Sonic Championship.
This manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read this manual to acquire sufficient knowledge before working on the machine. Should there be a malfunction, nontechnical personnel should under no circumstances touch the interior system. Should such a case arise, contact our Main Office or the closest branch office as follows:

SEGA ENTERPRISES, INC. (U.S.A)
CUSTOMER SERVICE
45133 Industrial Drive, Fremont, California 94538 USA
Phone: (415) 802-1750 FAX: (415) 802-1754
Monday thru Friday, 7:30 am to 4 pm, Pacific Time



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First Printing AUGUST 1996.
The specifications noted herein are subject to change without notice.

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GENERAL PRECAUTIONS

Follow Instructions- All operating and use instructions should be followed.

Attachments- Do not use attachments not recommended by the product manufacturer as they may cause hazards.

Accessories- Do not place this product on an unstable cart, stand, tripod, bracket, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer, or sold with the product. Any mounting of the product should follow the manufacturer's instructions, and should use a mounting accessory recommended by the manufacturer.

Moving the Product- This product should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the product to overturn.

Ventilation- Slots and openings in the cabinet are provided for ventilation, to ensure reliable operation of the product and to protect it from overheating; and these openings must not be blocked or covered. The openings should never be blocked by placing the product in a built-in installation such as a bookcase or rack, unless proper ventilation is provided or the manufacturers instructions have been adhered to.

Power Sources- This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your location, consult your local power company. For products intended to operate from battery power, or other sources, refer to the operating instructions.

Grounding or Polarization- This product is equipped with a three-wire grounding-type plug, a plug having a third (grounding) pin. This plug will only fit into a grounding-type power outlet. This is a safety feature. If you are unable to insert the plug into the outlet, contact your electrician to replace your obsolete outlet. Do not defeat the safety purpose of the grounding-type plug.

Power Cord Protection- Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them. Pay particular attention to cords at plugs, convenience receptacles, and the point where they exit from the product.

Overloading- Do not overload wall outlets, extension cords, or integral convenience receptacles as this can result in a risk of fire or electric shock.

Object and Liquid Entry- Never push objects of any kind into this product through openings as they may touch dangerous voltage points or short-out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.

Servicing- Do not attempt to service this product yourself, since opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

Damage Requiring Service- Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

a) When the power-supply cord or plug is damaged.

b) If liquid has been spilled, or objects have fallen into the product.

c) If the product has been exposed to rain or water.

d) If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions. An improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to its normal operation.

e) If the product has been dropped or damaged in any way

f) When the product exhibits a distinct change in performance; this indicates a need for service

Replacement Parts- When replacement parts are required, be sure the service technician has used replacements parts specified by the manufacturer or have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.

Safety Check- Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

Heat- The product should be situated away from heat sources such as radiators, heat registers, stoves, or other products (including amplifiers) that produce heat.

Monitor Frequency- The applicable frequency for the monitor compatible with the Game Board is 25.5 kHz. The Game Board can not be used for a cabinet which employs a monitor or projection display which has 15.75 kHz frequency.

Cleaning- When cleaning the monitor glass, use a soft cloth. Do not apply chemicals such as benzine, thinner, etc.

Shield Case- The Game Board may have a radio wave fault if used without the Shield Case. Therefore, be sure that the Game Board is always contained in the Shield Case. Should any problem arise when the Shield Case is not used, SEGA will not be held responsible.

Location Precautions

This is an indoor game machine, DO NOT install it outside. To ensure proper usage, avoid installing indoors in the places mentioned below:

- Places subject to rain/water leakage, or condensation due to humidity.
- In close proximity to a potential wet area.

  Locations receiving direct sunlight.
- Places close to heating units or hot air.
- In the vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Sloped surfaces.
- In the vicinity of anti-disaster facilities such as fire exits and fire extinguishers
- Places subject to any type of violent impact.
- Dusty places.

Installation Precautions

- Verify the amperage of the branch circuit outlet before plugging in the power plug. Do not overload the circuit.
- Avoid using an extension cord. If one is required, use an extension cord of type SJT, 16/3 AWG rated min. 120 Vac, 7A.
- Moving this unit requires a minimum clearance (of doors, etc.) of 31" (W) by 75"(H).
- For the operation of this machine, secure a minimum area of 30"(W) by 41"(D).

Regulatory Approvals

This game has been tested and found to comply with the Federal Communications Commission.

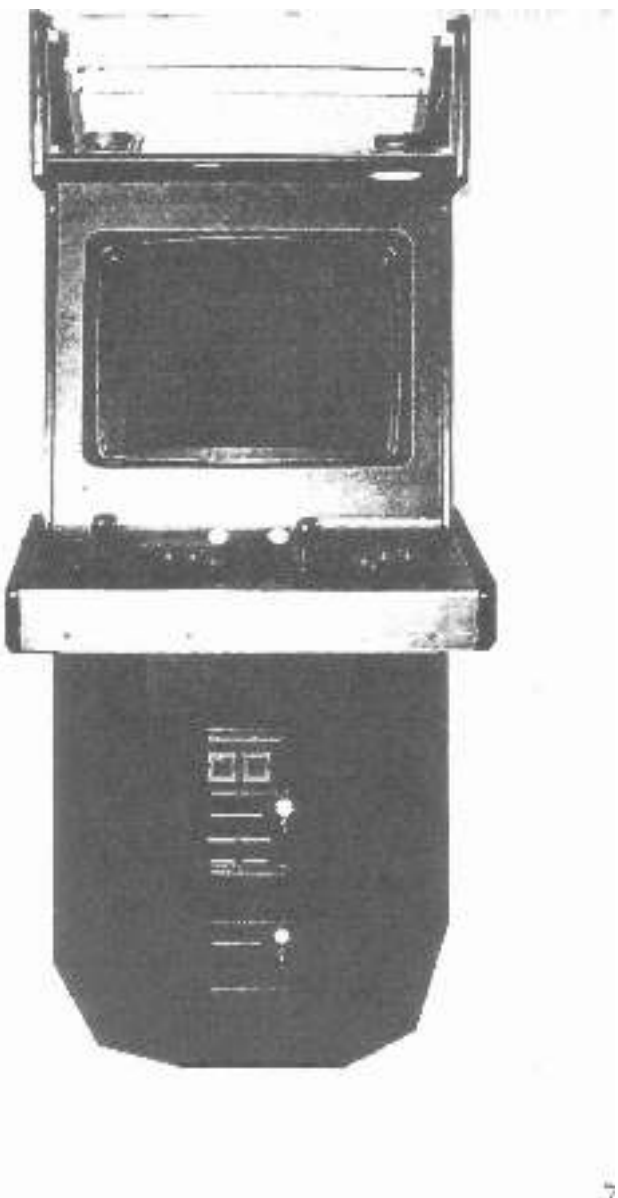
> **This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.**

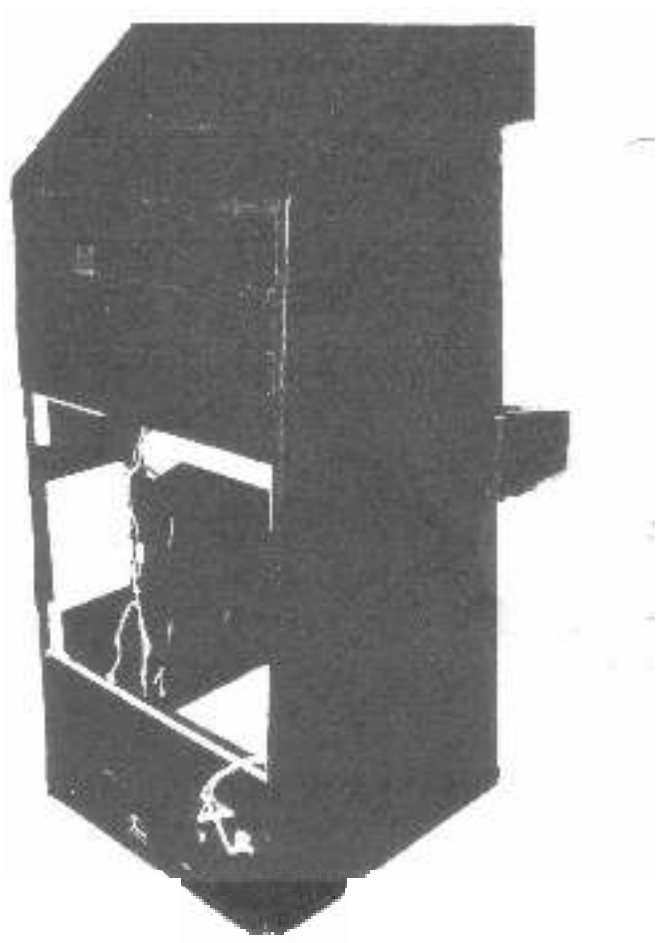
This game has been tested and listed by Underwriters Laboratories, Inc., to ANSI/UL22.



SPECIFICATIONS

DIMENSIONS	SHIPPING	NET
WIDTH	31"	29.5"
DEPTH	41"	40"
HEIGHT	75"	73"
WEIGHT	404 lbs.	375 lbs.
POWER, MAXIMUM CURRENT	360 Watts	
ELECTRICAL RATINGS	120VAC, 60 Hz, 3A, 360 W	
MONITOR	25" mid-resolution color	
	Sharp Image, Model #SI-325MR	



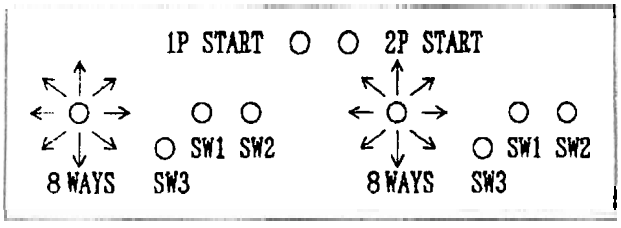


MONITOR DIRECTION

HORIZONTAL
(NORMAL)

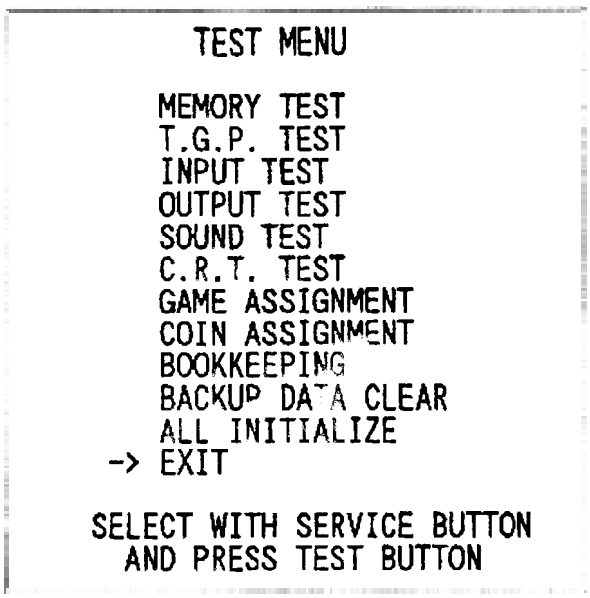
HORIZONTAL FREQUENCY
24.83kHz

② CONTROL PANEL



PLAYER 1 PLAYER 2

SW1 : **PUNCH**
SW2 : **KICK**
SW3 : **BARRIER**



TEST MODE

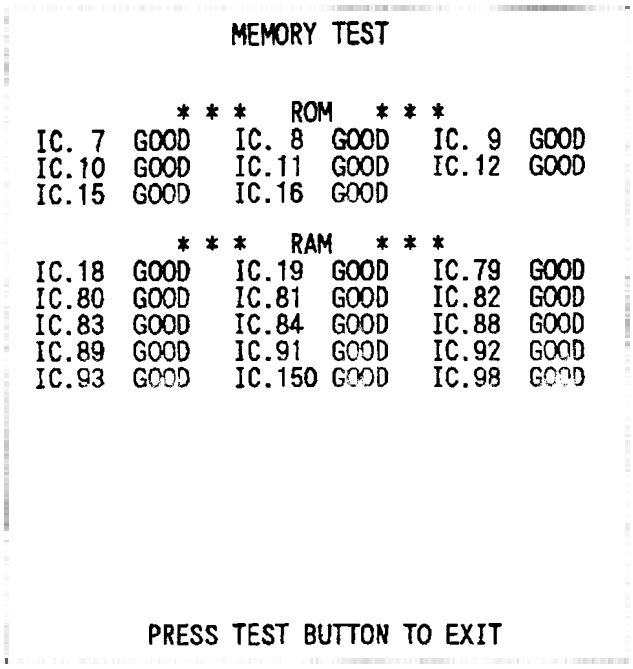
This mainly checks if the operation of the game board is accurate, makes monitor adjustments and allows for coin assigment and game assignment setting adjustments.

Press the test switch to bring the above menu to the screen.

By pushing the service switch, bring the arrow mark to the desired item and press the test button.

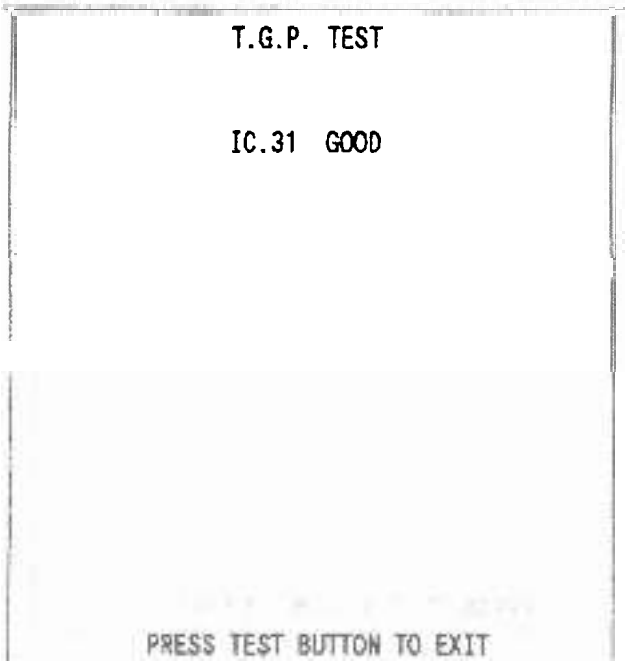
Whe the test has been completed, bring the arrow to exit and push the test button.

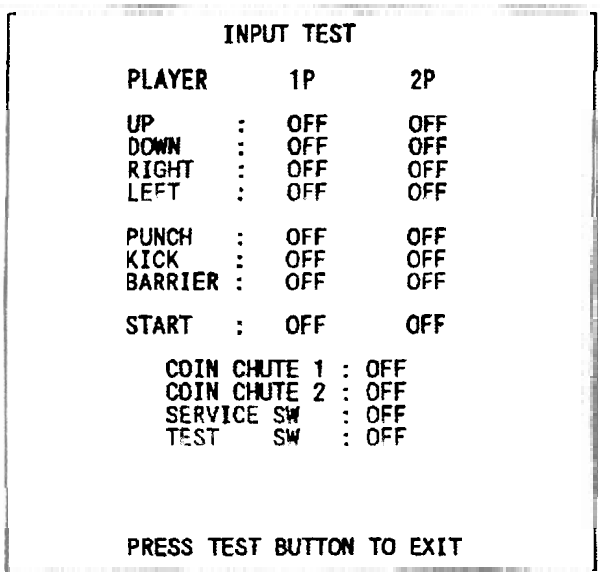
Settings made at this time are stored when the user exits the test menu.



MEMORY TEST
Check the functioning of the memory ICs.
When the IC is in good operating condition, "GOOD" will be indicated.
If the IC malfunctions, "BAD" will be displayed.

TGP TEST
In this test, TGP (the on-screen display related IC) is checked. "GOOD" is displayed for normal ICs; "BAD" is displayed for abnormal ICs.





INPUT TEST

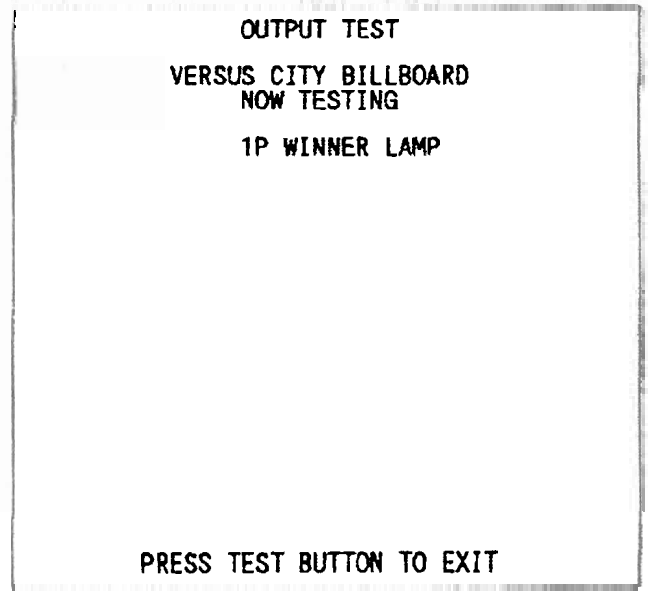
This test displays the state of each switch.

The switch goes ON wehn activated if it is satisfactory.

OUTPUT TEST

In this mode, the lamps and display, located in the billboard are tested.

Displays sequentially in order of 1P WINNER LAMP, 2P WINNER LAMP, 1P 7-SEG AND 2P 7-SEG. Press the TEST button to have the menu return to the screen.





SOUND TEST

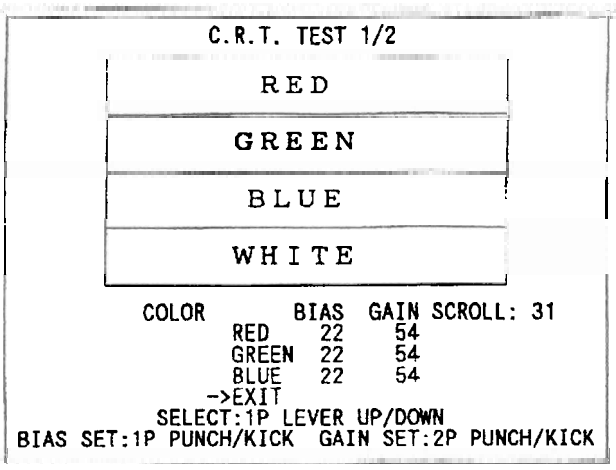
This allows sound and background music used in the game to be tested.

Press the TEST button to have the button have the above test menu appear on the screen.

By moving the 1P side lever upward and downward, choose the desired sound or background music.

Press the 1P Punch button to have the music played.

Press the TEST button to have the menu return to the screen.



CRT TEST

RGB CO LO R ADJUSTMENT

The page allows you to perform the color checks and adjust the BIAS and GAIN settings on the monitor.

Each of the Red, Green, and Blue colors is darkest on the left-hand end and becomes brighter in 16 gradations toward the right hand end. The monitor brightness is satisfactory if the white color bar is black at the left hand end and white at the right hand end.

For Bias and Gain adjustment, first bring the arrow to the desired color by using the 1P side lever, and press the 1P side PUNCH/KICK buttons for BIAS and press the 2P buttons for GAIN. Normally, there will be no need to make adjustments.

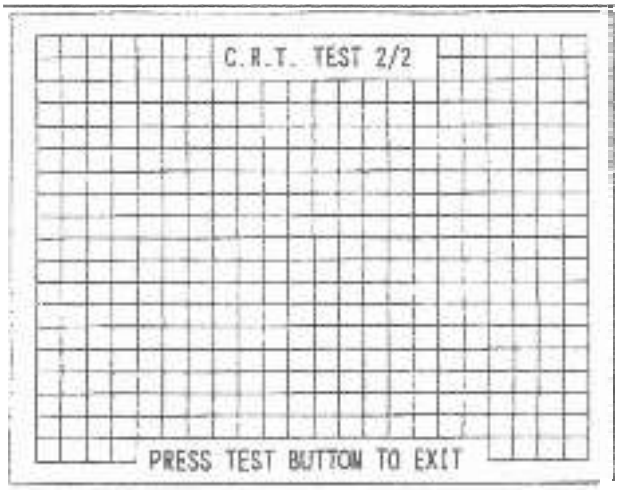
Pressing the test button causes the screen to proceed to the next page.

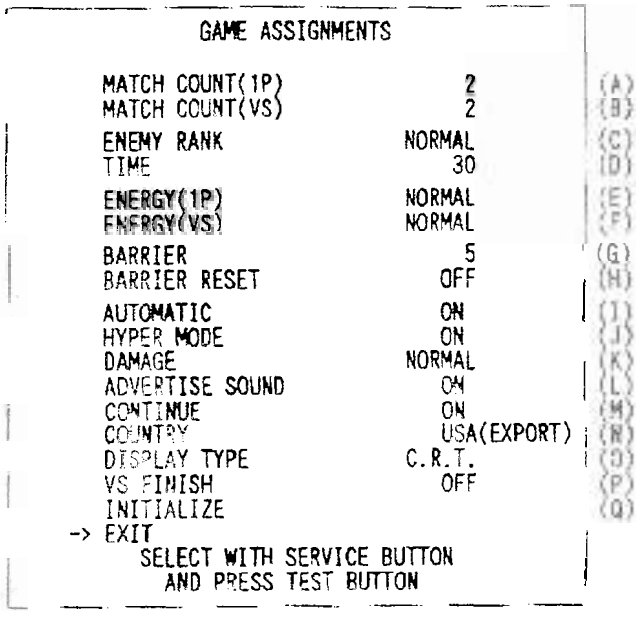
MO NITO R SIZE ADJUSTMENT SCREEN

This page allows the monitor size to be checked.

Make adjustments in a manner so that the checkered portions do not go beyond the screen.

Press the TEST button to have the menu return to the screen.





GAME ASSIGNMENTS
Allows game difficulty settings to be changed.

Selection of desired item
Press the service button to move the setting arrow to the desired item.
Press the test button to change the setting.
After the desired setting is finished, bring the arrow to exit and press the test button

MATCH COUNT (1P)
This sets the number of points needed to win a match in 1P play.
Setting range is 2-5, with 2 being the standard setting.

MATCH COUNT (2P)
This sets the number of points needed to win a match in player vs. player mode.
The setting range is 2-5, with 2 being the standard setting.

ENEMY RANK
Sets the game's overall difficulty (EASY~HARDEST; set to normal for standard setting)

TIME
Sets the time for a match. (10,20,30,40,50,60,70,80,90,99)

ENERGY
Sets the character's "Life" value for Player vs. computer play
(EASY~HARDEST; set to normal for standard setting.)

BARRIER
This sets the number of barriers a character can have. The number of barriers the on-screen character can have is displayed on the lower part of the screen. Barriers decrease when destroyed by the opponent's character or when the hyper mode is used.
The settings range from 1~10, with 5 as the standard setting.

BARRIER RESET

This sets the time when the number of barriers is to be reset to the original number specified in the game settings. Setting this feature to ON resets the number upon finishing each round. Setting this feature to OFF provides that the number of barriers will not be reset until the opponent is destroyed. The standard setting for this is OFF.

AUTOMATIC

Whether the automatic mode can be used or not is set. When this is set to ON, the operating method; **manual** or **automatic**; is determined by the player immediately after character selection. Choosing **automatic** allows the automatic functions of the game to be activated, allowing the player to use various techniques with simple operation. This setting is set to **on** as a standard.

HYPER MODE

Whether the **hyper** mode can be used or not is set at this time. Setting this feature on allows the players character to be in the hyper mode for a certain period of time by using a special operation method while playing the game. During the hyper mode, techniques can be applied continuously. Each time the hyper mode is applied, the number of barriers decreases by one. As a standard, this setting is **on**.

DAMAGE

Whether damage adjustment is to be made or not is set. Setting this to NORMAL allows the damage caused by the opponent to be greater when the player has a lower amount of life energy. Setting this to REAL does not adjust the damage. (NORMAL, REAL; NORMAL is the standard setting.)

ADVERTISE SOUND

Determines whether advertise sound is to be emitted or not.

CONTINUE

This sets continue play to yes or no. As a standard, this setting is ON.

COUNTRY

Message language (select USA or EXPORT)

DISPLAY TYPE

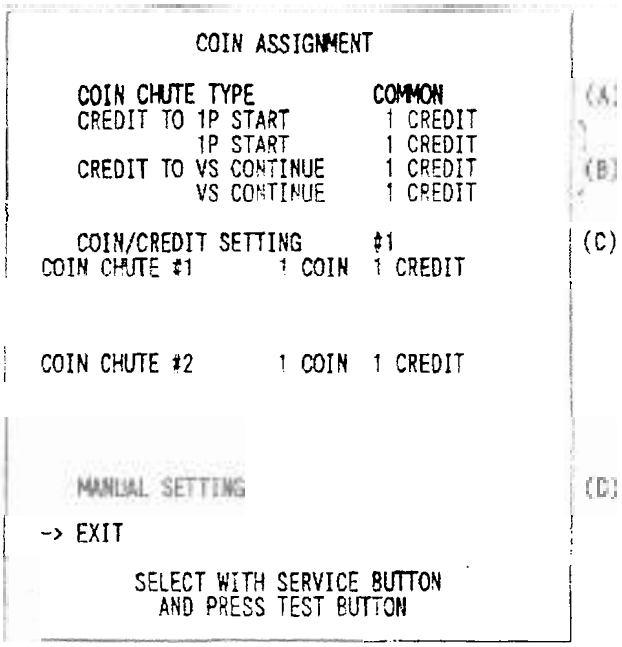
Set to either CRT or projector whichever suits the type of cabinet.

VS FINISH

If this is set to ON, the game is over for both players

INITIALIZE

Initializes all of the game assignment settings.



COIN ASSIGNMENTS

In this mode, coin/credit settings, etc. can be changed.

Selection of setting item:
Press the service button to choose the setting item. The red characters indicate the currently selected item.
Press the test button to change the setting.
To make the change effective, choose exit by pressing the service button, then press the test button to exit.

Coin chute type

Set to either of the following as applicable
Common: 1 coin chute type.
Individual: 2 coin chute type.

Credit to start, credit to continue

Sets the credits required for starting the game and the credits required to continue.

Credit to start can be set 1~5.

Credit to continue can be set 1~5.

Coin/Credit setting

Sets the credit increase increment per coin insertion. There are 27 settings from #1 to #27, expressed in 00 credits against 00 coins inserted. Setting #27 refers to Free play. Setting #1 is the standard setting.

Manual Setting

The credits incremental increase settings as against a coin insertion are shown in further detail. Note that when this manual setting is performed, the coin/credit setting

NAME OF SETTING	COIN CHUTE 1	COIN CHUTE 2
SETTING #1	1 COIN 1 CREDIT	1 COIN 1 CREDIT
SETTING #2	1 COIN 2 CREDITS	1 COIN 1 CREDIT
SETTING #3	1 COIN 3 CREDITS	1 COIN 1 CREDIT
SETTING #4	1 COIN 4 CREDITS	1 COIN 1 CREDIT
SETTING #5	1 COIN 5 CREDITS	1 COIN 1 CREDIT
SETTING #6	1 COIN 2 CREDITS	1 COIN 2 CREDITS
SETTING #7	1 COIN 5 CREDITS	1 COIN 2 CREDITS
SETTING #8	1 COIN 3 CREDITS	1 COIN 3 CREDITS
SETTING #9	1 COIN 4 CREDITS	1 COIN 4 CREDITS
SETTING #10	1 COIN 5 CREDITS	1 COIN 5 CREDITS
SETTING #11	1 COIN 6 CREDITS	1 COIN 6 CREDITS
SETTING #12	2 COINS 1 CREDIT	2 COINS 1 CREDIT
SETTING #13	1 COIN 1 CREDIT	2 COINS 1 CREDIT
SETTING #14	1 COIN 2 CREDITS	2 COINS 1 CREDIT
SETTING #15	1 COIN 1 CREDIT 2 COINS 3 CREDITS	1 COIN 1 CREDIT 2 COINS 3 CREDITS
SETTING #16	1 COIN 3 CREDITS	1 COIN 1 CREDIT 2 COINS 3 CREDITS
SETTING #17	3 COINS 1 CREDIT	3 COINS 1 CREDIT
SETTING #18	4 COINS 1 CREDIT	4 COINS 1 CREDIT
SETTING #19	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #20	1 COIN 5 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS
SETTING #21	5 COIN 1 CREDIT	5 COINS 1 CREDIT
SETTING #22	1 COIN 2 CREDITS	3 COINS 1 CREDIT 5 COINS 2 CREDITS
SETTING #23	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #24	1 COIN 3 CREDITS	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS
SETTING #25	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #26	1 COIN 6 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 4 CREDITS 5 COINS 6 CREDITS
SETTING #27	FREE PLAY	FREE PLAY

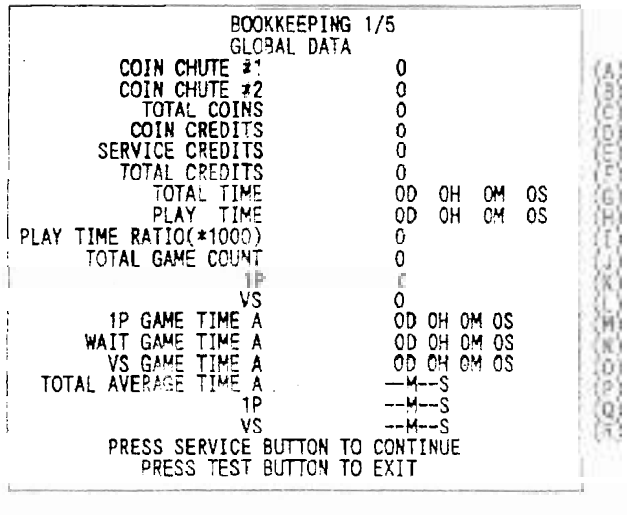
COIN TO CREDIT	1 COIN 1 CREDIT
	2 COINS 1 CREDIT
	3 COINS 1 CREDIT
	4 COINS 1 CREDIT
	5 COINS 1 CREDIT
	6 COINS 1 CREDIT
	7 COINS 1 CREDIT
	8 COINS 1 CREDIT
	9 COINS 1 CREDIT

BONUS ADDER	NO BONUS ADDER
	2 COINS GIVE 1 EXTRA COIN
	3 COINS GIVE 1 EXTRA COIN
	4 COINS GIVE 1 EXTRA COIN
	5 COINS GIVE 1 EXTRA COIN
	6 COINS GIVE 1 EXTRA COIN
	7 COINS GIVE 1 EXTRA COIN
	8 COINS GIVE 1 EXTRA COIN
	9 COINS GIVE 1 EXTRA COIN

COIN CHUTE #1 MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

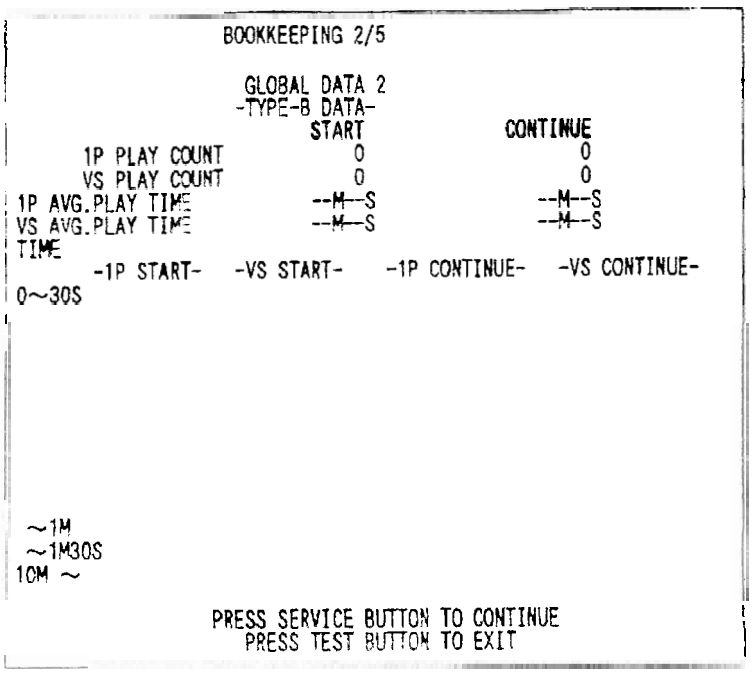
COIN CHUTE #2 MULTIPLIER	1 COIN COUNTS AS 1 COIN
	1 COIN COUNTS AS 2 COINS
	1 COIN COUNTS AS 3 COINS
	1 COIN COUNTS AS 4 COINS
	1 COIN COUNTS AS 5 COINS
	1 COIN COUNTS AS 6 COINS
	1 COIN COUNTS AS 7 COINS
	1 COIN COUNTS AS 8 COINS
	1 COIN COUNTS AS 9 COINS

A) Coin chute #1
Displays the number of coins inserted in coin chute #1.
B) Coin chute #2
Displays the number of coins inserted in coin chute #2.
C) Total Coin
Total number of times both coin chutes are actuated.
D) Coin Credit
Number of credits registered by coin insertion only.
E) Service Credit
The service switch usage frequency.
F) Total Credit
Total number of credits.
G) Total Time
Machine's total actuated time. (excluding the test time)
H) Play Time
Displays the game play time.
I) Play Time Ratio
Displays the ratio of game play time against the total power on time.
J) Total Game Count
Total game play frequency.
K) 1P Game Count
Displays the 1P (CPU) play frequency.
L) VS Game Count
Displays player vs. player play frequency.
M) 1P Game Time A
Displays the 1P play's total time.
N) Wait Time Game A
Total game time excluding buy-in play time.
O) VS Game Time A
Displays the total vs play time.
P) Total Average Time
Average game play time. [(M)+((0)*2)/(J)
Q) 1P Average Time
Displays the 1P average play time.
R) VS Average Time
Displays the 2P play average time.



Press the Service button to proceed to the next page.
Press the Test button to return the menu to the screen.

Press the service button to proceed to the next page.
Press the test button to return to the menu screen.

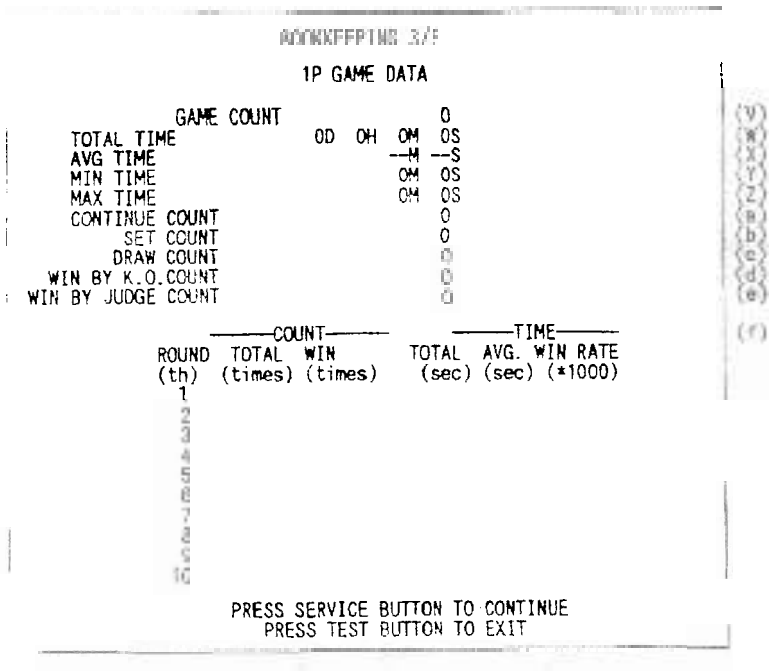


GLOBAL DATA DISPLAY

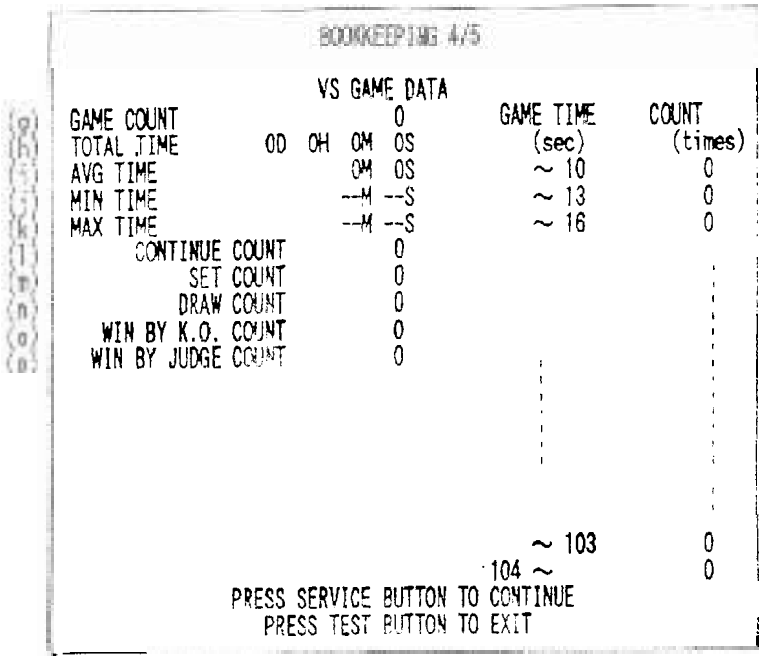
S) 1P Play Count, VS Play Count
Displays the 1P and VS games play frequencies.

T) 1P Average Play Time, VS Average Play Time
Displays 1P average time and VS play average time.

U) By Play time frequency for 1P and VS game.



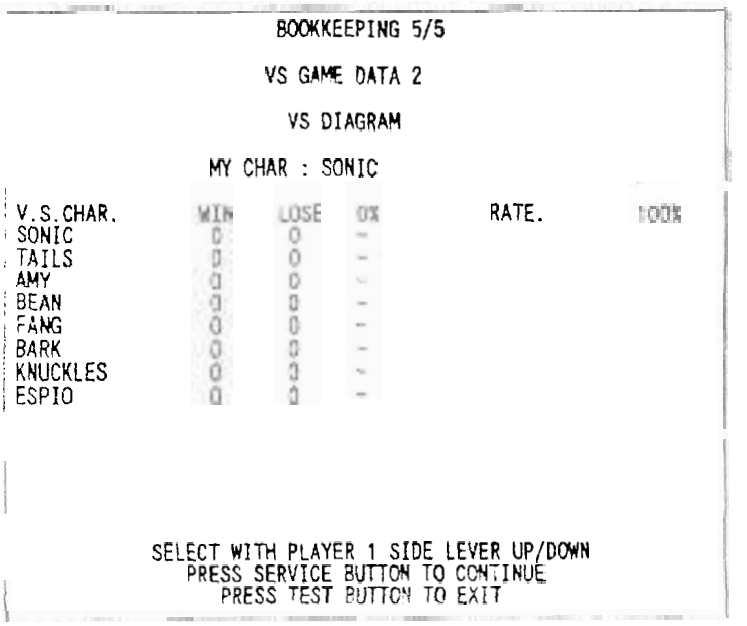
V) Game Count
Displays 1P play frequencies.
W) Total Time
Displays the total play time, 1P side.
X) Average time
Displays the average play time 1P side.
Y) Min Time
Displays the minimum play time, 1P side.
Z) Max Time
Displays the maximum play time, 1P side.
a) Continue Count
Displays the continue play ratio.
b) Set Count
Displays the total 1P count.
c) Draw count
Displays 1P plays draw frequency.
d) Win by KO Count
Displays the ratio of winning by Knock Out, 1P side.
e) Win by Judge Count
Displays the ratio of winning by descision.
f) Displays per round play frequency, win frequency total play time, average play time and win ratio in the 1P play.



g) Game Count
Displays play frequencies in the case of player vs. player play.
h) Total Time
Displays the total play time in the case of player vs player.
i) Average time
Displays the per player average time in the case of player vs. player play.
j) Min Time
Displays the minimum play time in player vs. player play.
k) Max Time
Displays the maximum play time in the case of player vs. player.
l) Continue Count
Displays continued frequency in vs plays.
m) Set Count
Displays the total sets in vs plays.
n) Draw Count
Displays draw frequencies in vs play.
o) Win by KO count
Displays win frequency by KO in vs play.
p) Win by Judge count
Displays win frequency by decision in vs. plays.

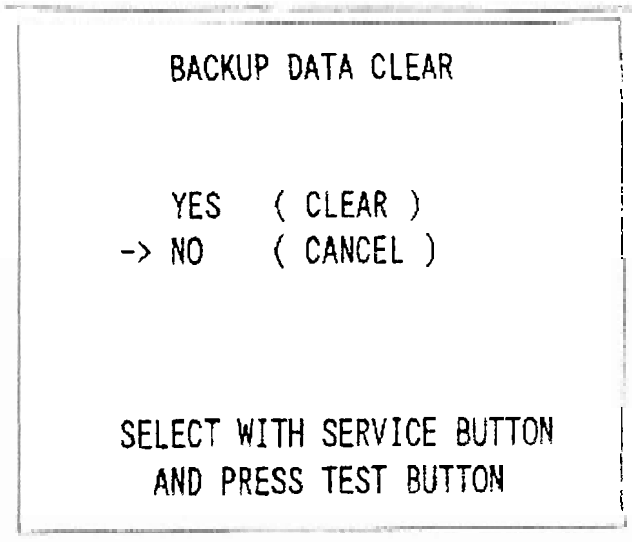
The right hand portion of the screen displays "by play time" play frequency in ove vs play. This can be utilized as a standard for setting difficulty levels, etc.

Press the service button to move to the next page.
Press the test button to return to the menu screen.

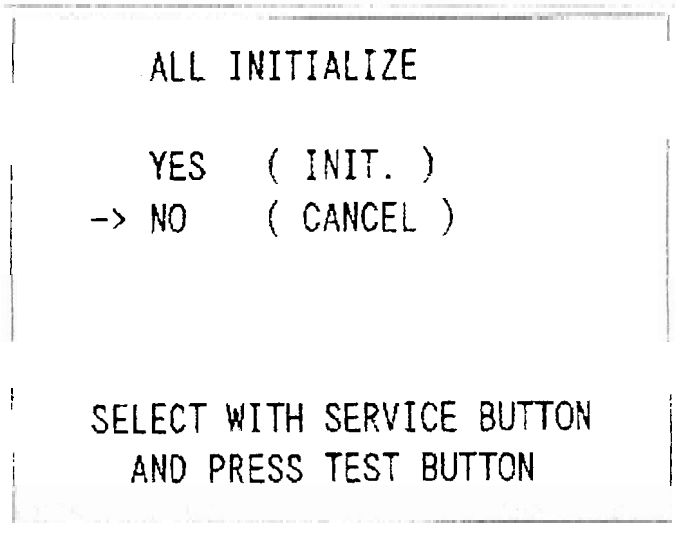


Displays the win/loss frequencies and win rate (against each other) of the character selected as "My Char."

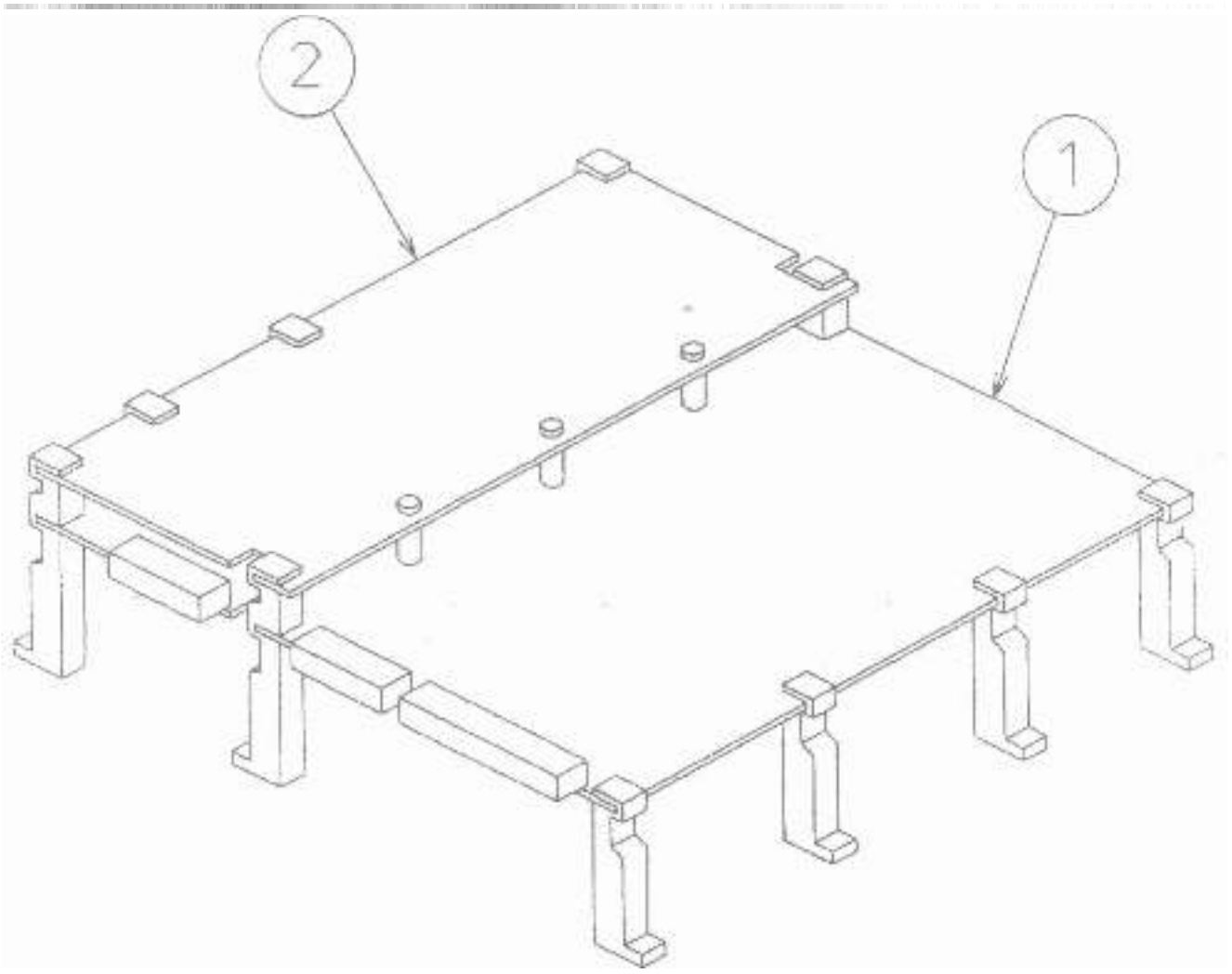
Press the service button to change the page.
Press the test button to return to the menu.



When clearing,bring the arrow to YES and when not clearing, to NO by using the service switch, and then press the test buttonl.
When clearing has been finished, CO MPLETED will be displaved.
Press the test button to return to the menu screen.\



In this test mode all settings are intialized.
When intializing, bring the arrow to YES and press the test button



	PART NO.	DESCRIPTION
GAME BOARD	833-12785	Game board, Sonic Championship
MAIN BOARD	837-10854-91 837-10854-01 837-12312	Model 2 B-CRX main board com Model 2 B-CRX main board com B-CRX Main board com Rev 1.1
ROM BOARD	834-12786	Rom board Sonic Championship

Sonic Championship MANUAL COMMENTS

SEGA has made every effort to ensure that this manual is accurate. If you find any errors or omissions, or have other comments on the **Sonic Championship** manual, please write them below, detach, and deliver this page by FAX or mail to:

SEGA ENTERPRISES INC. (USA)
ATTN: Engineering Dept.
45133 Industrial Drive
Fremont, CA 94538 USA
FAX: (415) 802-1754

Comments:

Optional Identification Information:

Name: _____

Company: _____

Address: _____

City, State, Zip: _____

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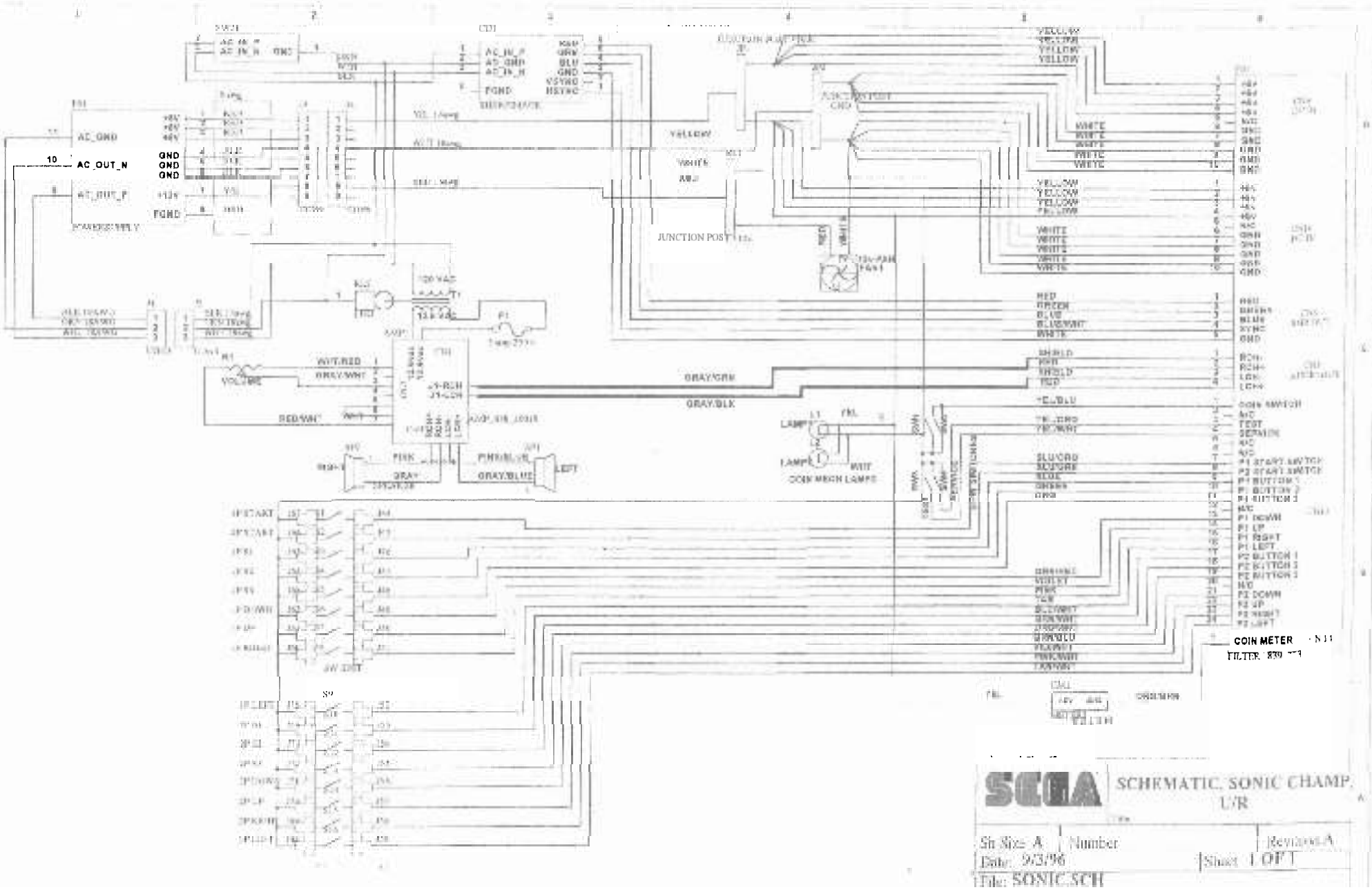
FAX: _____


AC_GND
AC_OUT_N
AC_OUT_P
FGND
GND
JUNCTION POST
YELLOW
WHITE
COIN METER
SCHEMATIC, SONIC CHAMP. U/R
Sh Size: A
Number
Revision: A
Date: 9/3/96
Sheet 1 OF 1
File: SONIC.SCH

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