Pacman Multi Installation Guide

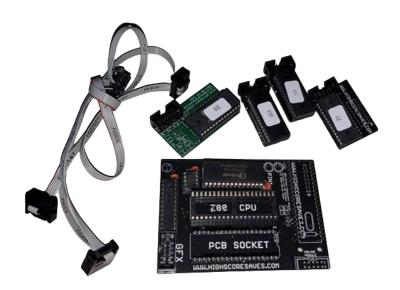


Steps for a successful install of your online or offline high score save kit -

- Ensure your gameboard is working 100% before installing kit
- Ensure power to game is off before removing your gameboard from
- cabinet
- Label any connectors that you will be disconnecting. This will make reinstalling easier once kit is on game board
- Note which way your connectors/cables are on. (We suggest taking pictures to help you remember!)
- Work in a well-lit area on your workbench

The Pacman Multigame kit contains -

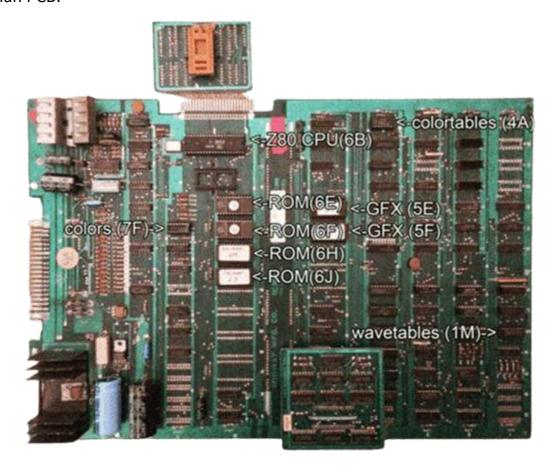
- (1) Pacman Multi Kit Main Daughter card
- (1) GFX multiboard (for location 5E)
- (3) PROM multiboards (for locations 7F, 4A and 1M)



Please note – you will need a z80 to install on this kit. There is an option to purchase in the drop downs of the product page when you order. Or you can use an existing one.

Overview -

This is what your PCB should look like. This kit will install on a Pacman or Ms Pacman PCB.



Remove all program ROMs (location 6E-6P (on the pic above, only 6E-6J are filled with ROMs).

Step 2

Remove all GFX- ROMs at location 5E and 5F (Recommendation: label the EPROMs before removing).

Step 3

Remove the PROM at location 7F (recommendation: label the PROM before removing).

Step 4

Remove the PROM at location 4A (recommendation: label the PROM before removing).

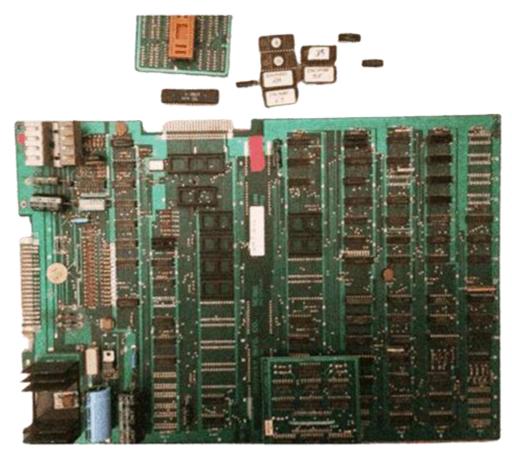
Step 5

Remove the PROM at location 1M (recommendation: label the PROM before removing).

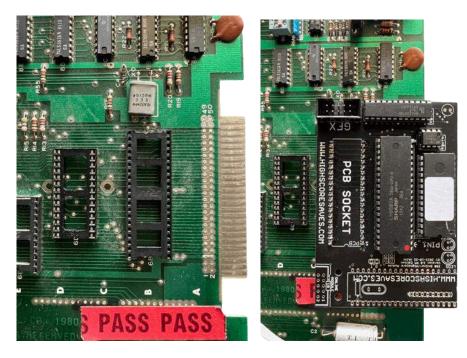
Step 6

Remove the Z80 CPU at location 6B (If you have a Ms. PacMan board, remove the original 40pin flat cable).

After removing all the parts above, the PCB should look like this:



Step 7
Carefully insert the main daughter card into the socket of the Z80 CPU. Install the z80. Note the Pin1 orientation.



Step 8
Insert the PROM Board labeled with 7F in the socket located at 7F (see pic below). Make sure that the pins fit the socket and the 10pin jack is facing to the gameboard edge connector.



Insert the PROM board labeled with 4A into the socket located at 4A (the 10pin jack must point towards the edge connector of the game board).



Step 10

Insert the PROM board labeled with 1M into the socket located at 1M (the 10pin jack must point towards the edge-connector of the game board).

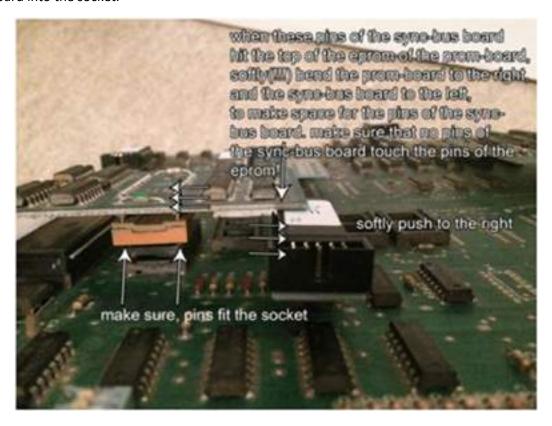


Step 11
Insert the GFX-board into location 5E. Make sure that the pins fit in the socket. Attention: the 10pin jack is at the opposite side compared with the prom boards!

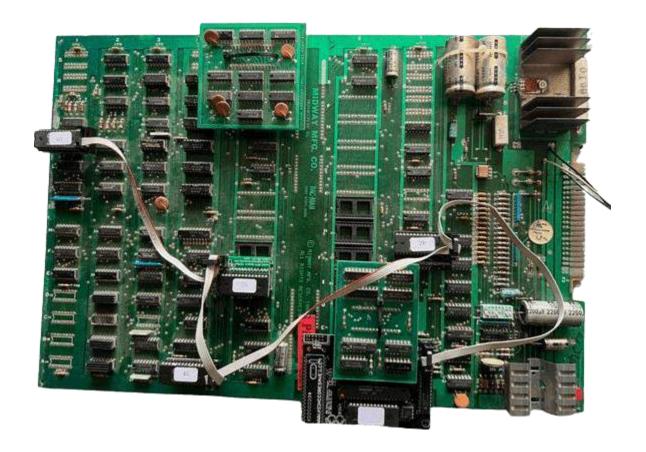


Carefully insert the sync bus board back into the socket at location 6D. Make sure that the pins fit into the socket. Attention: The notches of the IC on the syncbus board must face towards the gfx board.

In some cases, the pins of the sync bus board hit the top of the eprom of the prom board at location 7F. In this case, I suggest pushing the prom board softly to the right (see pic below) while pushing the sync bus board into the socket.



Your Pacman pcb should look like this now. Please check if the 10pin jacks are facing like shown in the pic below.



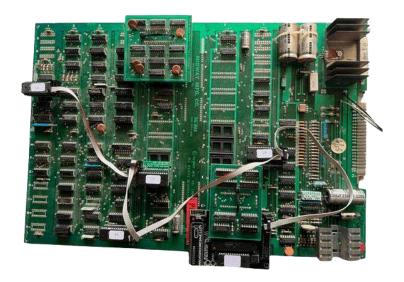
Step 15
Secure the sync bus board from falling off with a cable tie.



Step 16
Get the 5pin flat cable and identify the **first** 10pin plug. See pic below.



Your Pacman board should look like this now:



Insert your Pacman pcb back into the cab. Make sure that the save kit does not touch any metal parts inside the cabinet.

That's it!

Double check your work
Install back in cabinet using pictures you took and any marked connectors
Power up the game and enjoy!

If the game does not start, turn power off immediately, double check your work.

How do I get to the menu settings?

With the power off on your game. Press and hold P1 while you turn the game on. Release P1 button when the screen tells you to. You are now in the main menu settings. This is a feature built into your kits, so the menu settings are not accessible to your guests or family.

Now, having said that, you need to enable this feature in the menu settings, or disable if you want your kit to give you approximately 5 seconds every time you turn on your game.