Crazy Kong Remix multi-game kit installation instructions

The Crazy Kong Remix game kit is an upgrade that adds multiple variants of Crazy Kong games to your Crazy Kong arcade PCB simply by plugging it in place of the Z80 CPU on your arcade board. The kit is compatible with *most* Crazy Kong PCBs – specifically, those that run on hardware based on, or clones of the Falcon Crazy Kong PCB, which itself is similar to the hardware that runs Crazy Climber. The kit is not compatible with "bootlegs-of-bootlegs" that run on completely different arcade boards such as Galaxian or Scramble hardware.
In general, if a Crazy Kong arcade board plays with the same colors as Crazy Kong Part II (eg: orange girders on the barrel screen) then it should be compatible.

The other important thing to take note of is to make sure your PCB has a socketed Z80. Notably, Falcon's own Crazy Kong PCBs usually have the Z80 soldered directly to the board. If that is the case, the Z80 would have to be desoldered and a 40 pin DIP socket soldered in.

To install:

Locate the Z80 CPU chip on the Crazy Kong PCB. There should be two larger 40 pin chips on your Crazy Kong board. One of those chips is the sound chip and the other is the Z80. The Z80 can be identified by finding the markings "NEC D780C" (if it is an NEC branded Z80) or otherwise having "Z80" written somewhere on it (if it is most other brands of Z80).

Carefully remove the Z80 from its socket using a micro screwdriver or other flat implement.

Once the Z80 has been removed, carefully insert it into the empty socket on the CK Remix PCB. Take note to place the chip in the correct orientation. There is usually an indentation on the chip to mark which side Pin 1 is on and on the CK Remix PCB there is a mark in the silk screening next to the socket to indicate where Pin 1 is. The text on the Z80 should also be in the same orientation as the text on the other chips on the kit.

After the Z80 CPU has been inserted into the CK Remix kit, the board can now be plugged into the empty Z80 socket on the Crazy Kong board.   Make sure to orient the CK Remix kit so the chips on the kit and Crazy Kong PCB all have their chips and text on the chips in the same orientation.

Make sure that all the pins underneath the CK Remix kit are going into the Z80 socket and that none of the pins are bending or outside of the Z80 socket.

Installation is now complete and the game is ready to be powered up.

The first time the game is powered up, the CK Remix kit should boot straight into the Service Menu. If the game booted without first going into the Service Menu, you can enter the Service Menu by holding down both the player 1 and player 2 start buttons *while* the power is turned on.

The default hardware and game settings can be chosen in the menu. Once the settings are chosen, selecting "Save And Exit" will save the settings and the selected default game will boot up. On subsequent power-ups the selected default game will boot automatically without first going into the Service Menu.

Crazy Kong Remix multi-game kit Service Menu Instructions

To enter the Service Menu, hold both Player 1 and Player 2 Start buttons down while powering the game up.   (Optionally, holding P1 + P2 while also holding LEFT on joystick during power up will reset all saved settings and scores.)

Power-On Game: Selects which game to start when the game is powered on. It is also possible to select to go straight to the game select menu on power up.

Game Menu: Enables or disables switching between different games via the game select screen. If enabled just hold the "Jump" button down for 4 seconds while a game is not being played and it will switch to the game select screen.

Coinage: Selects how many coins per credit or credits per coin are needed per game. There is also an option for free play. This setting will be applied to all the games.

High Scores: Selects whether the high scores will be saved permanently. This setting will be applied to all the games. It is also possible to clear the saved scored for individual games. Simply highlight the "erase scores" option then move the pointer to the game's scores you want to clear and press the jump button. If this option was accidentally selected you can just turn the game off without selecting "Save And Exit" and as the save memory in the kit will not be updated until selecting "Save And Exit".

Games and game options: Beside each game's name is shown whether or not that game will appear in the game select screen. YES means the game will appear in the game menu. NO means the game will not be listed in the game menu.

The last game, "Crazy Kong PCB ROMs" is the version of Crazy Kong that happens to be in your Crazy Kong PCB. This option is included in case you happen to have some different/alternate version of Crazy Kong on your PCB that you'd like to continue playing. If your PCB ROMs are the same as one of the other games in the kit (eg: Crazy Kong Part II) or if you don't want your original roms to be appear in the game select menu simply select "NO" so that it does not appear in the game select screen.

Lives: Selects the number of lives for each individual game.

Bonus At: Selects the point value at which an extra lives will be awarded. Crazy Kong Remix also allows earning additional lives later in the game at 150K, 250K or 350K point intervals.

Save And Exit: Selecting this saves the current settings and options, exits the service menu and then boots to the selected power-on game.