

## **Donkey Kong Junior Remix Installation Instructions**

Locate the Z80A-CPU chip on the Donkey Kong Junior PCB. The Z80 is one of the 3 large chips on the top board of the DJR1 board set. The Z80 socket has 7C marked in the silk screening next to it. Take note of the chip orientation and with the power turned off, carefully pry the Z80 out of its socket using a micro screwdriver or other flat implement. Carefully lift each end of the chip a bit at a time to remove it without bending its pins.

Once the Z80 chip has been removed, carefully insert it into the empty socket on the DK Junior Remix PCB. Take note to place the chip in the correct orientation. There is a circular indentation on the chip to mark which side Pin 1 is on. On the DK Junior Remix PCB there is a round mark in the silk screening under the socket to indicate which side Pin 1 is on and a printed asterisk \* beside Pin 1 of the socket.

After the Z80 CPU has been inserted into the DK Junior Remix PCB the board can be plugged into the empty Z80 socket on the DJR1 Donkey Kong Junior board. Make sure to orient the DK Junior Remix PCB so that Pin 1 lines up with Pin 1 on the DJR1 board. The chips on the DJR1 board and the DK Junior Remix board will have their chips and the lettering on the chips oriented in the same direction.

Align the header pins underneath the DK Junior Remix PCB with the Z80 socket on the DJR1 board and carefully begin pressing the board down into the empty socket until it makes a solid connection. Make sure that each pin underneath the DK Junior Remix PCB is going into a Z80 socket pin and that none of the pins are bending or sticking outside of the Z80 socket.

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

The first time the hardware is powered up the DK Junior Remix board 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 the Service Switch *while* power is being turned on. This may require two people, one to turn the power on and one to hold the Service Switch down. If your cabinet does not have a functional Service Switch it is also possible to enter the service menu by holding down both 1P and 2P buttons while power is turned on (if this feature is enabled in the menu settings.)

The default hardware and game settings can be chosen within the menu. Once the settings are chosen select “Save And Exit” and press the “Jump” button to save the settings. The selected default game will then start up. On subsequent power-ups the selected default game will boot automatically without the DK Junior Remix board first going into the Service Menu.

## **Donkey Kong Junior Remix Service Menu Instructions**

**To enter the Service Menu, hold the Service Switch down one second while powering the game up. (Holding the P1+P2 Start buttons during power up may also optionally be used.)**

**Power-On Game:** Sets which Donkey Kong Junior game the hardware will start up when powered on.

**Settings Menu:** Selects the method to get back into the Service Menu. “Hold P1-P2” enables the Service Menu to be entered if P1+P2 Start buttons are held down during power up. If the game will be in a public location it is preferable to select “Service SW” so that only the operator may enter the Service Menu. Holding the Service Switch during power up will enter the menu if either option is selected.

**Game Switch:** Enables switching between the different Donkey Kong Junior games while the cabinet is powered up. Holding the “Jump” button depressed for 4 seconds while a game is in its attract mode will switch games. If game switching is disabled only the default power-on game will be playable.

**Save Scores:** All, 1<sup>st</sup> Only or None. Selects the number of entries of the high score table that will be saved between power cycles. This setting is applied to all versions of Donkey Kong Junior available. Each game retains its own saved scores.

**Erase Scores:** Selecting this option (twice to confirm) will erase all saved scores once “Save And Exit” is selected. If this option was accidentally selected you can turn the power off without selecting “Save And Exit” and the scores will not yet be erased.

**DIP Switches:** The DK Junior Remix board allows games to load their DIP Switch settings from either the DIP switches on the Donkey Kong Junior PCB or from the user selected settings in the Service Menu. If PCB DIP Switch is selected the menu will display the settings that the DIP Switches currently are set to. If Soft Menu is selected the operator will be able to choose settings directly from the menu.

**Lives:** Selects the number of Juniors to begin each game with.

**Bonus At:** Selects the point value at which an additional Junior will be awarded. In Donkey Kong Junior Remix it is also possible to earn more than one Junior during a game (eg: also after every additional 150,000 points after the initial bonus Junior.)

**Coinage:** Selects the coin(s) per play(s). Donkey Kong Junior does not normally support a setting for Free Play. For this reason Donkey Kong Junior Remix's Free Play setting will automatically also be applied to Donkey Kong Junior if the Free Play option is selected for Donkey Kong Junior Remix.

**Save And Exit:** Saves the selected settings, Exits the service menu and starts up the default selected power-on game.

### Donkey Kong Junior Remix DIP switch settings

	A	B	C	D	E	F	G	H
<b>Number of Junior</b>								
3	OFF	OFF						
4	ON	OFF						
5	OFF	ON						
6	ON	ON						
<b>Score Level for Extra Junior</b>								
10,000 points			OFF	OFF				
15,000 and every additional 150,000 points			ON	OFF				
25,000 and every additional 250,000 points			OFF	ON				
35,000 and every additional 350,000 points			ON	ON				
<b>Coinage</b>								
1 coin / 1 play					OFF	OFF	OFF	
1 coin / 2 plays					OFF	ON	OFF	
1 coin / 3 plays					OFF	OFF	ON	
1 coin / 4 plays					OFF	ON	ON	
2 coins / 1 play					ON	OFF	OFF	
3 coins / 1 play					ON	ON	OFF	
4 coins / 1 play					ON	OFF	ON	
Free Play					ON	ON	ON	
<b>Cabinet Type</b>								
Cocktail								OFF
Upright								ON

### Donkey Kong Junior DIP switch settings

	A	B	C	D	E	F	G	H
<b>Number of Junior</b>								
3	OFF	OFF						
4	ON	OFF						
5	OFF	ON						
6	ON	ON						
<b>Score Level for Extra Junior</b>								
10,000 points			OFF	OFF				
15,000 points			ON	OFF				
20,000 points			OFF	ON				
25,000 points			ON	ON				
<b>Coinage</b>								
1 coin / 1 play					OFF	OFF	OFF	
1 coin / 2 plays					OFF	ON	OFF	
1 coin / 3 plays					OFF	OFF	ON	
1 coin / 4 plays					OFF	ON	ON	
2 coins / 1 play					ON	OFF	OFF	
3 coins / 1 play					ON	ON	OFF	
4 coins / 1 play					ON	OFF	ON	
5 coins / 1 play					ON	ON	ON	
<b>Cabinet Type</b>								
Cocktail								OFF
Upright								ON

Game settings may also be set from the Service Menu . Hold the Service Switch down while powering the game up to enter the service menu. Holding down the P1+P2 Start buttons during power up may also (optionally) be used to enter the service menu.

Holding Service Switch +P1+P2 simultaneously for one second during power up will trigger a factory reset, clearing of all saved settings and scores in the DK Junior Remix board.