

BUMP 'N JUMP

HIGH SCORE SAVE KIT - COIN-UP ONLY

ORIGINAL DATA EAST ARCADE HARDWARE



STANDARD + WI-FI EDITIONS

Encrypted 6502 installation • Coin-Up score saving • Settings • Support

OVERVIEW AND PREPARATION

Before you begin

ONE INSTALLATION - TWO KIT VERSIONS

The Standard and Wi-Fi editions use the same encrypted 6502 daughter-card installation. Only the Wi-Fi edition adds an online module and account setup; see page 9.

SAFETY FIRST

Power off and unplug the cabinet before handling the PCB. Work on an ESD-safe surface. Do not touch the monitor or power circuitry. If you are unsure about the board or socket, consult a qualified arcade technician.

PREPARATION CHECKLIST

- Confirm a working game: Test original Coin-Up gameplay before the installation.
- Document connectors: Photograph and label the PCB, connectors and cables.
- Disconnect safely: Remove only the cables needed, with the cabinet unplugged.
- Use a clean workbench: Keep removed chips protected from static and damage.
- Inspect socket 11E: The encrypted 6502 must be in a compatible 40-pin socket.

WHAT'S INCLUDED

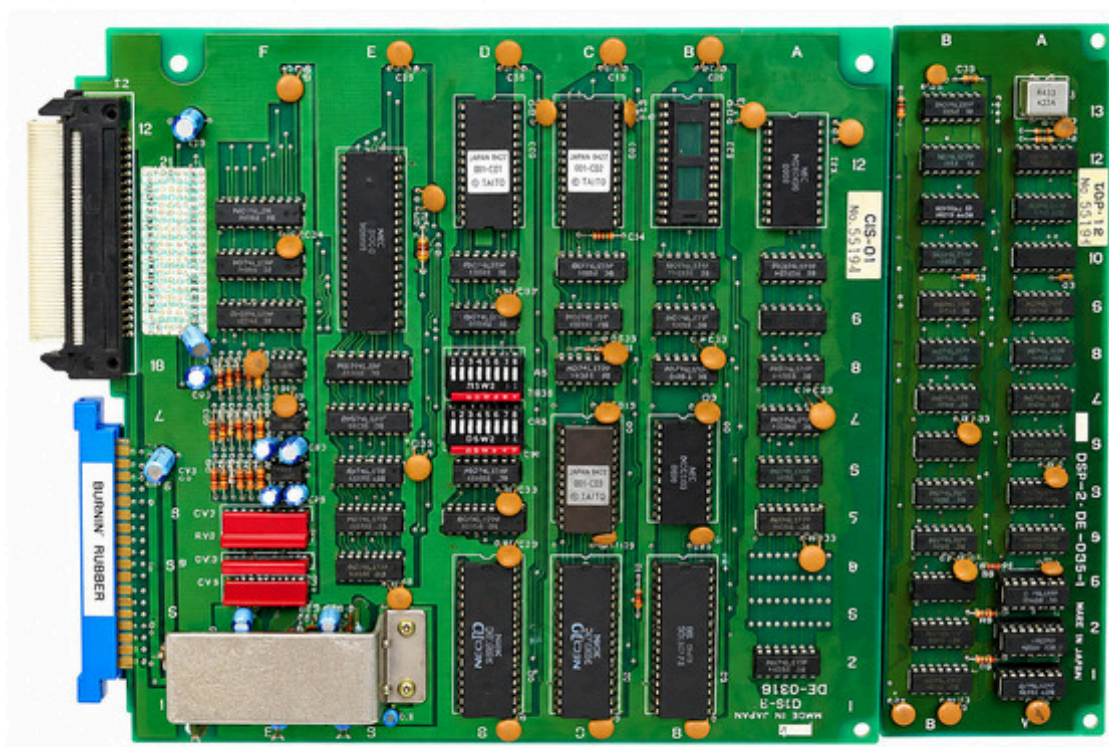
1 × HighScoreSaves 6502 daughter card. Transfer the original encrypted 6502 C10707-1 from the PCB; a standard replacement 6502 is not equivalent. The optional Wi-Fi version includes its own wireless hardware.

Compatibility: Original supported Data East Bump n Jump PCB. Coin-Up only — Free Play is not available.

STEP 0 / BOARD IDENTIFICATION

Identify the original Bump n Jump PCB

Identify the original Data East Bump n Jump game PCB before removing any chips. This cleaned board image is an overview illustration; use the actual archival 11E location photograph on page 4 to identify the encrypted processor.



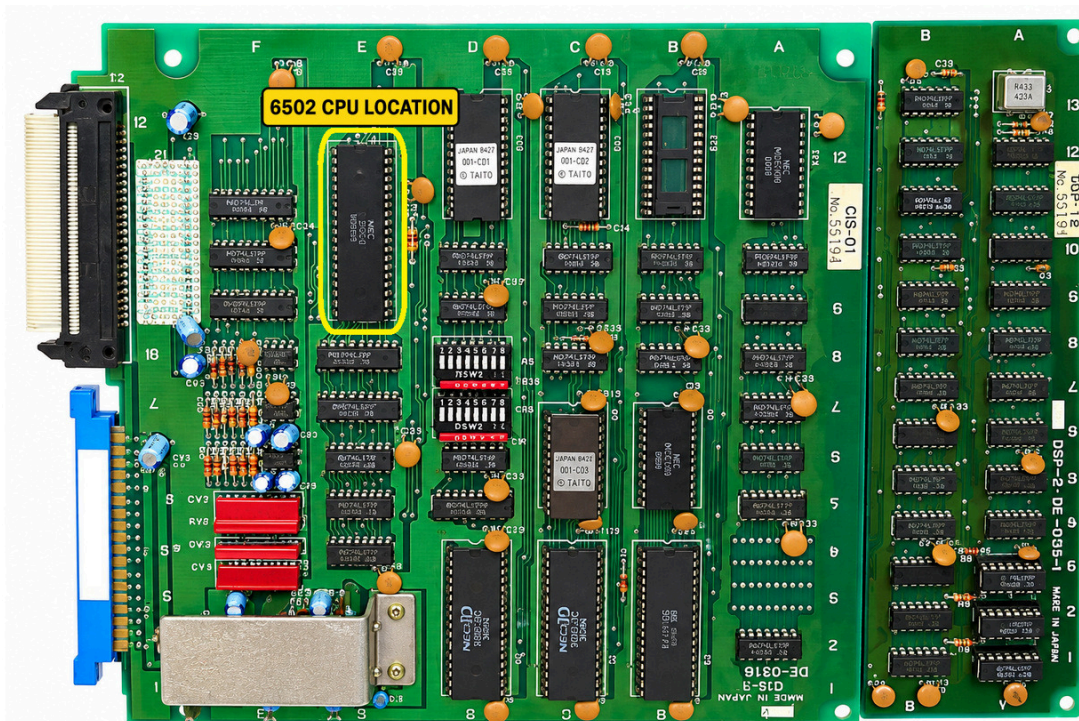
VERIFY THE ORIGINAL HARDWARE

If the board layout or 6502 location does not match your original hardware, or the processor is soldered to the board, stop and verify compatibility. Do not assume a bootleg board uses the same location or CPU.

STEP 1 / REMOVE THE CPU

Locate and remove the encrypted 6502

The original kit instructions identify the encrypted 6502 processor at location 11E. It must be socketed. Record its position and Pin 1 orientation before lifting it.



Encrypted 6502 CPU location at 11E, highlighted in the supplied board photo.

REMOVAL NOTES

Turn power off, unplug the cabinet, then gently lift the 40-pin CPU evenly with a suitable puller. Protect the pins and original socket. If the CPU is soldered directly to the board, have a qualified technician install a compatible socket.

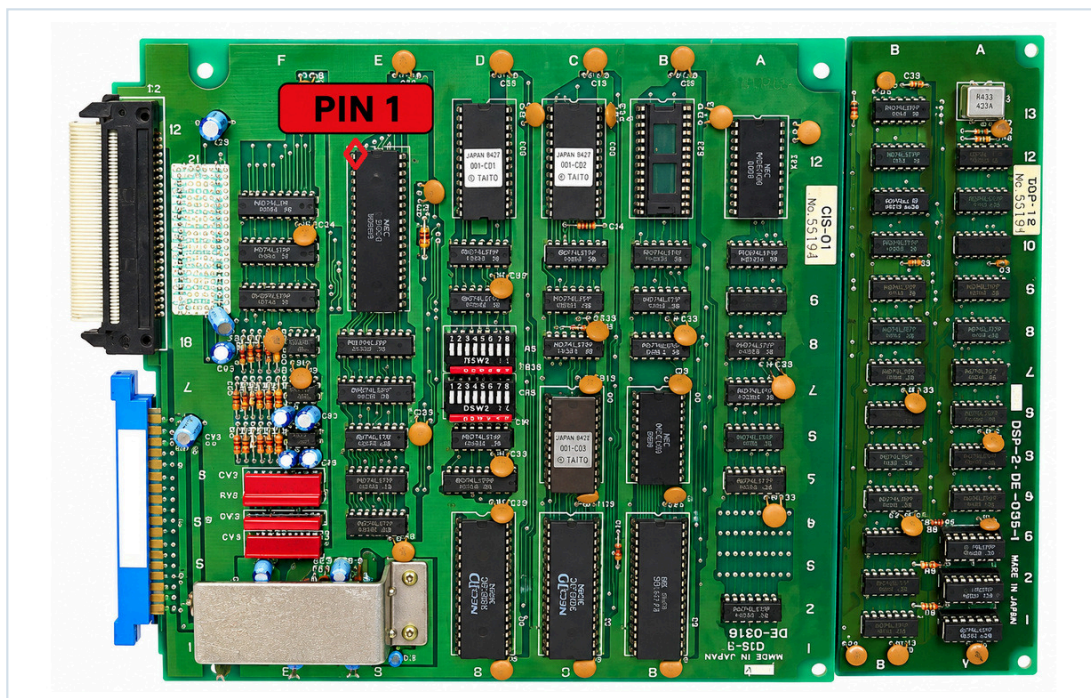
Keep the original CPU: The kit requires the encrypted C10707-1 processor. Do not substitute a standard unencrypted 6502.

STEP 2 / CPU ORIENTATION

Transfer the encrypted 6502 to the card

CRITICAL: PIN 1 ORIENTATION

Align Pin 1 of the original encrypted 6502 C10707-1 with Pin 1 of the daughter-card socket before pressing the processor in. Inspect all 40 pins and avoid force.



Pin 1 marker on the original encrypted 6502 before transferring it to the daughter card.

PIN 1 ORIENTATION REFERENCE

Before seating the CPU on the daughter card

Match the original CPU Pin 1 orientation with the daughter-card socket and check that all 40 pins enter their corresponding contacts. The photo marks the original CPU location; it does not show the CPU already installed on the daughter card.

STEP 3 / SEAT DAUGHTER CARD

Install the daughter card at 11E

With the original encrypted 6502 correctly seated on the kit, align the assembled daughter card with the original 40-pin socket at board position 11E. Check Pin 1 and all pins again. Press evenly until seated.

SEAT THE DAUGHTER CARD AT 11E

1**Match orientation**

Confirm the daughter card Pin 1 faces the correct way.

2**Align both rows**

Position all 40 daughter-card pins over the 11E socket.

3**Press evenly**

Gently seat the card straight into the socket; do not force it.

4**Inspect the fit**

Look along both sides for bent pins or partial seating.

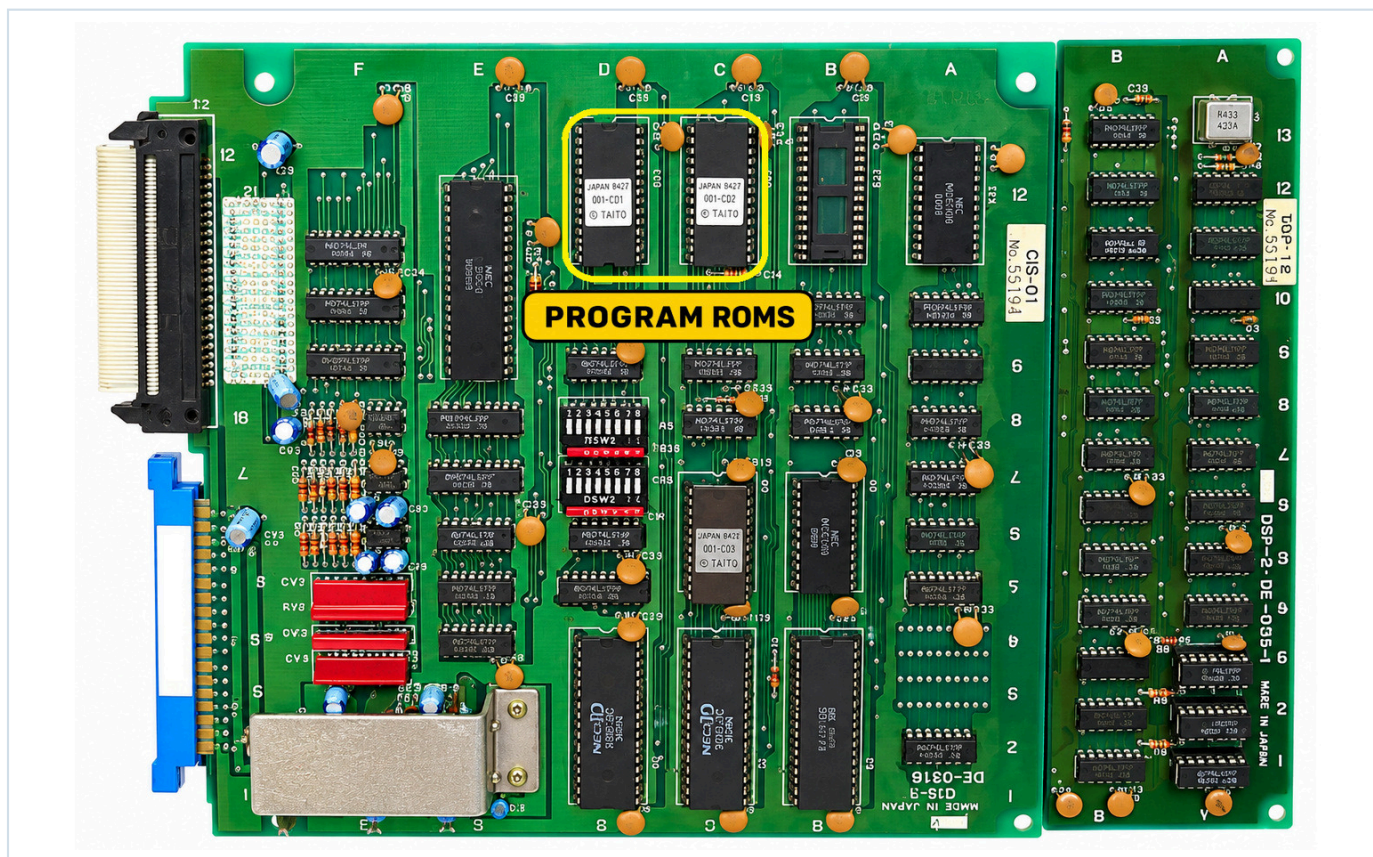
CLEARANCE CHECK

Make sure the underside of the daughter card does not touch parts, test points or the original PCB. Confirm the card is not offset by a pin or row and that all connectors remain clear.

STEP 4 / OPTIONAL ROM SAVER

Optional: ROM Saver installation

ROM Saver is optional and not required for the normal encrypted-6502 daughter-card installation. The two chips highlighted below are the program ROMs indicated in the supplied photograph.



Optional ROM Saver: two program ROMs highlighted in the supplied board photograph.

REMOVE ONLY THE CONFIRMED PROGRAM ROMS

Remove only the highlighted program ROMs if you choose the optional ROM Saver procedure and have confirmed that your board revision matches. Otherwise leave the original ROMs installed. If uncertain, contact HighScoreSaves before removing any chip.

STEP 5 / VERIFY INSTALLATION

Final inspection and first test

BEFORE POWERING ON

- Original encrypted 6502 C10707-1 installed in the daughter card, with Pin 1 correct.
- Daughter card fully seated in the original 40-pin socket at 11E.
- No bent pins or components touching the underside of the daughter card.
- All PCB connectors and wiring restored to their original orientation.
- For optional ROM Saver, only the designated program ROMs were removed.

POWER-ON TEST

Reconnect cables and reinstall the PCB. Power on and verify original Coin-Up gameplay. Insert a coin or token, play a game, and check that a qualifying score saves.

HOW TO ENTER THE SETTINGS MENU

With the cabinet powered off, hold Player 1 Start while turning it on. Release Player 1 when the screen prompts you. Review the built-in kit settings. This kit does not add Free Play mode.

IF THE GAME DOES NOT START

Power off immediately. Recheck the encrypted 6502, Pin 1, socket 11E, card clearance and cable orientation. Ask HighScoreSaves for help if the issue continues.

FOR WI-FI EDITIONS ONLY

Wi-Fi-enabled kit setup

SAME PHYSICAL INSTALLATION

The Wi-Fi kit uses the same encrypted 6502 daughter card at 11E as the Standard version. Its wireless module adds online leaderboard support; no separate CPU installation is required.

AFTER THE ARCADE KIT IS WORKING

1

Obtain your PK and SK account keys

Follow the account setup emails and instructions provided by HighScoreSaves.

2

Enter online settings in the kit menu

Enter your private keys exactly; enable online scoring and save the menu settings.

3

Connect the module to Wi-Fi

Use the module temporary Wi-Fi network and setup page to join a compatible 2.4 GHz network.

4

Test an online score

Play a qualifying game, save the score, then check the linked online leaderboard page.

KEEP YOUR PK / SK KEYS PRIVATE

Wi-Fi configuration may differ by kit version. Protect your private access keys; use the current HighScoreSaves setup instructions for account and wireless details.



Open complete Wi-Fi setup instructions

PK/SK key help, Wi-Fi kit options and 2.4 GHz connection requirements

LINKS / REFERENCE

Helpful resources and support

These links are clickable in the PDF. For the latest supported hardware, kit information and account instructions, use the live HighScoreSaves pages below.



Bump n Jump kit product page

Versions, supported features and original encrypted CPU requirement



Bump n Jump PCB compatibility

Original Data East board and socket requirements



Bump n Jump parts / operating manual

Bally Midway manual, parts and board reference information



HighScoreSaves kit tips

Menu access, score saving and troubleshooting



Wi-Fi setup and Standard comparison

Online scores, PK/SK and wireless setup overview



Installation guide library

Installation PDFs for other arcade kit models



Contact HighScoreSaves

Installation questions and customer support