INSTALLATION GUIDE

# Pac-Man Single Kit

FREE PLAY + HIGH SCORE SAVE KIT | ORIGINAL PAC-MAN ARCADE HARDWARE




## PAC-MAN SINGLE KIT INSTALLATION GUIDE

Original Z80 transfer | Pin 1 alignment | **Mandatory row 6 ROM removal** | Settings and Wi-Fi

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# Safety and Preparation

Read the complete guide before touching the original Pac-Man PCB or its components.

### POWER OFF AND UNPLUG

Turn the cabinet off and unplug it before removing any connectors, daughterboards, processors, or program ROMs. Allow components to cool and use electrostatic-discharge precautions.

### VERIFY THE ORIGINAL GAME WORKS

Confirm Pac-Man starts and plays correctly before the modification. A HighScoreSaves kit does not repair a faulty original PCB. Photograph the original assembly, cable connections, and the orientation of any removable boards.

### WHAT THE KIT REQUIRES

One HighScoreSaves Z80 daughtercard and a compatible Z80 CPU. Transfer the original socketed Z80, or use a separately sourced compatible Z80. The original PCB needs a compatible 40-pin Z80 socket.

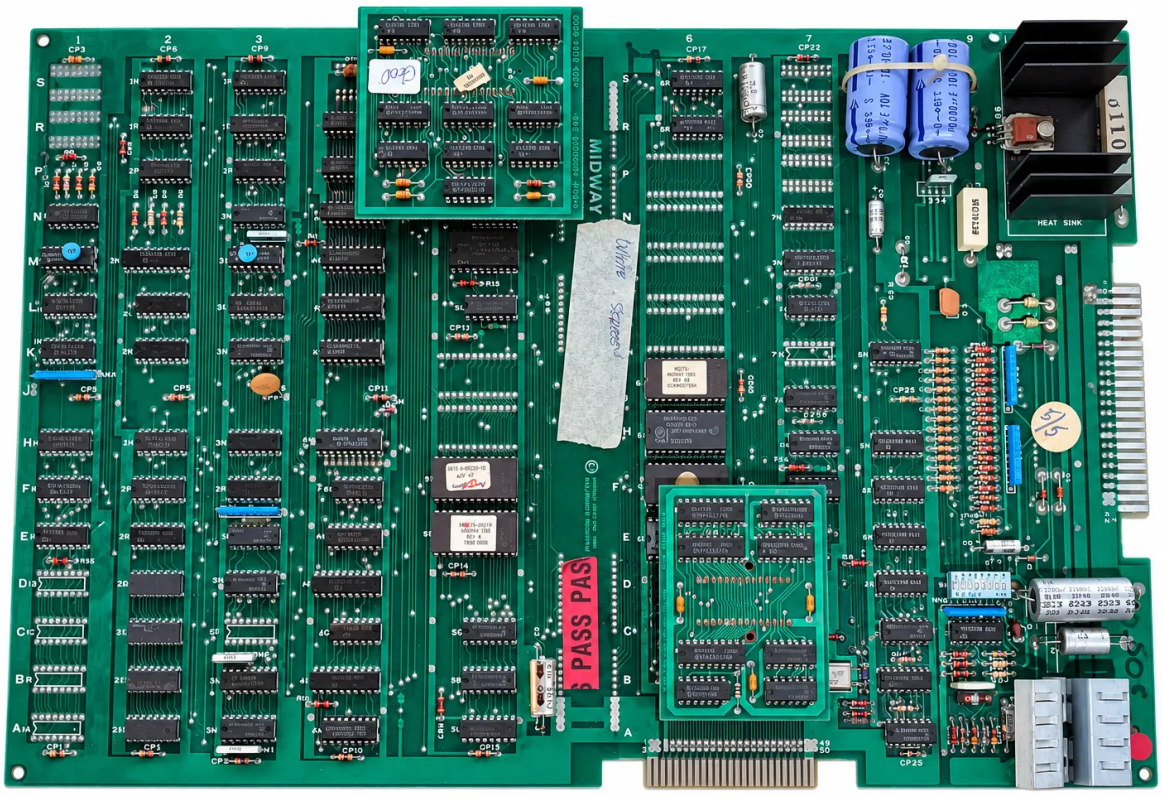
### MANDATORY: REMOVE PROGRAM ROMS

All original program ROMs in **row 6** must be removed as part of this installation. This step is **required**, not optional. Keep graphics ROMs **5E and 5F** in place. Do not power the cabinet until the removal and CPU connections have been checked.

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# Identify the Pac-Man PCB

This photograph shows the original Midway Pac-Man arcade PCB hardware.



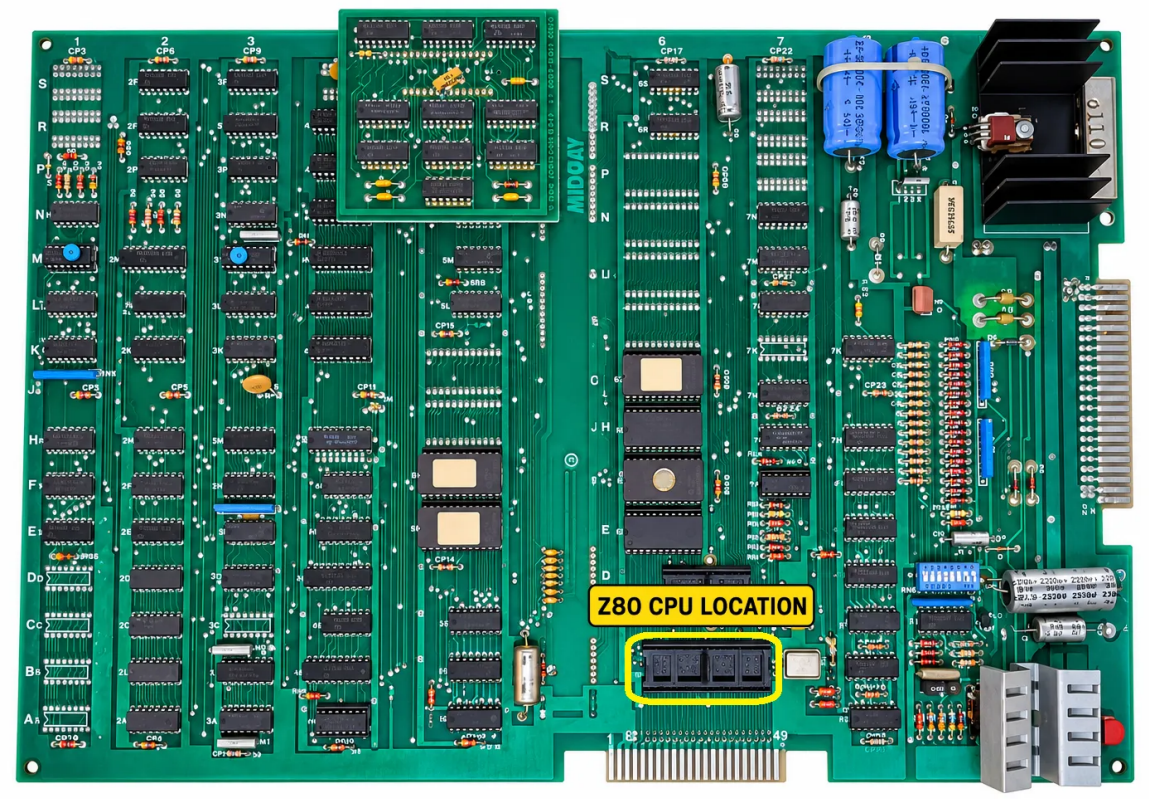

### BEFORE MAKING CHANGES

Document the original Pac-Man PCB configuration. Identify the main CPU and existing supporting board. Photograph the board and connector orientations before making any changes.

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# Locate the Original Z80 CPU

The highlighted 40-pin socket identifies the Z80 CPU location on the original Pac-Man PCB.



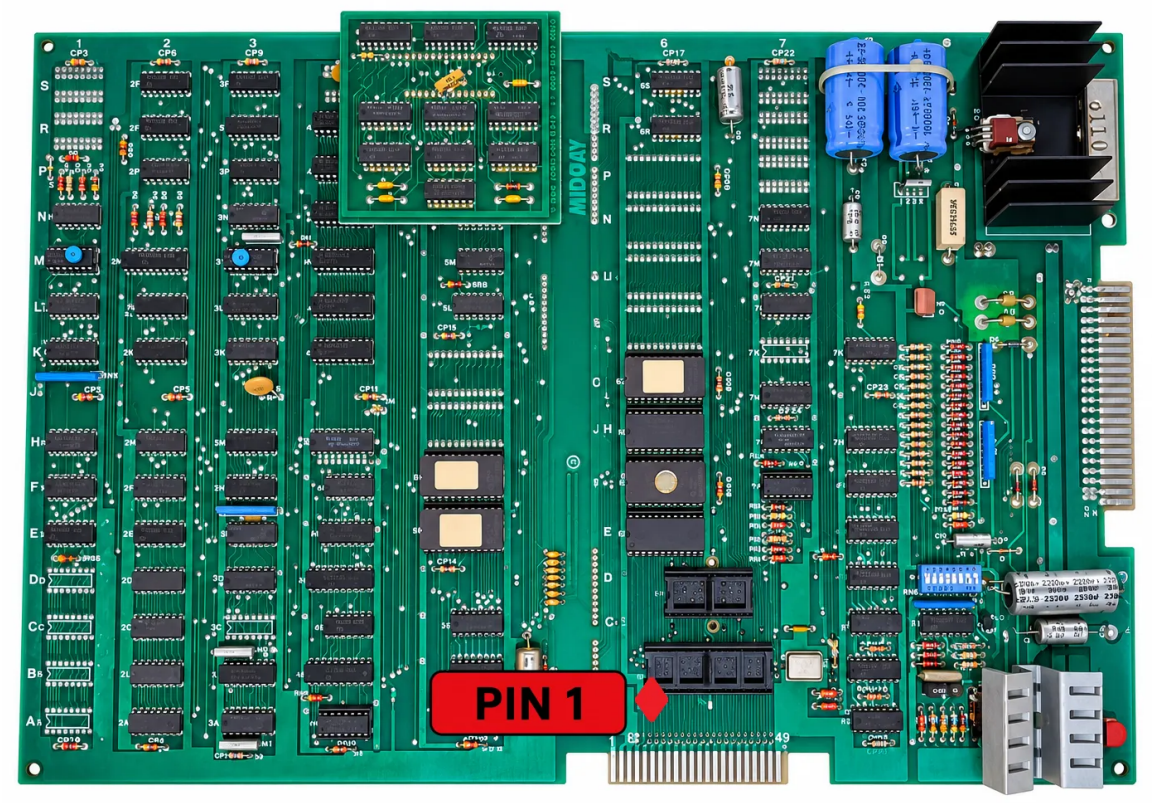

### STEP 1 - IDENTIFY THE Z80

Locate the highlighted 40-pin Z80 CPU socket on the original Pac-Man PCB. Check the Pin 1 orientation and confirm that the socket is intact. Never remove a processor or straighten its pins while the board is powered.

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# Find Pin 1 on the Main PCB

Use the marked photograph to confirm the original CPU socket orientation before seating the kit.




### STEP 2 - INSPECT THE ORIGINAL SOCKET

Identify the Pin 1 reference at the 40-pin CPU socket. Confirm the socket is intact and free of bent or broken contacts.

The socketed location must be prepared before fitting the replacement kit.

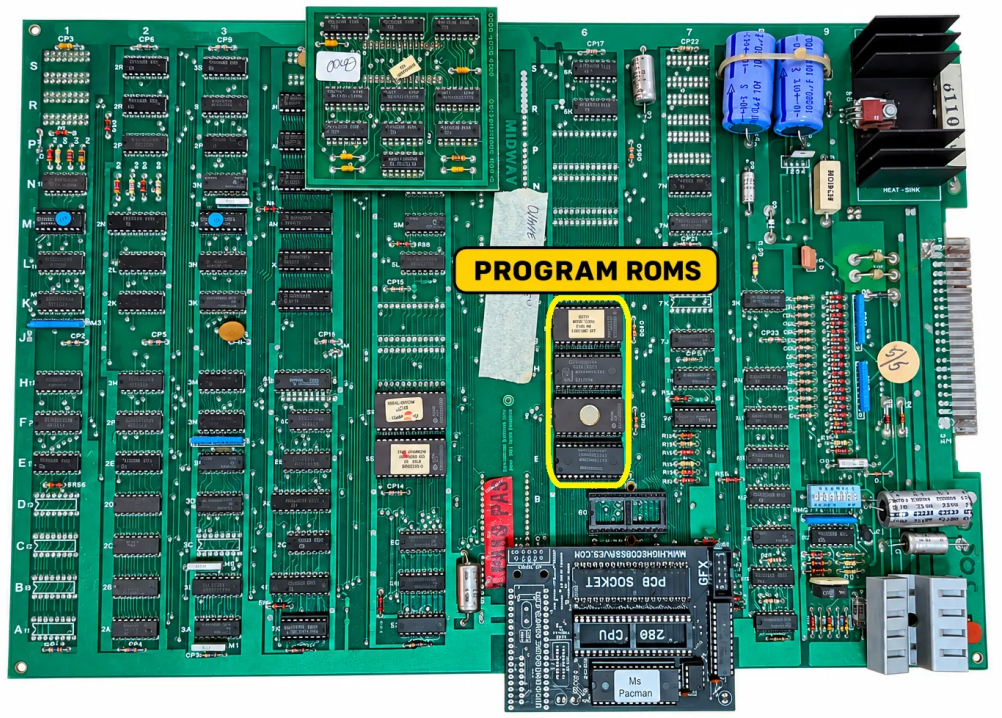
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# Remove Row 6 Program ROMs

Required step for this Pac-Man Single Kit - not an optional ROM Saver procedure.

### REQUIRED - REMOVE ALL PROGRAM ROMS IN ROW 6

The four program ROMs outlined in yellow must be removed before the first power-on with the HighScoreSaves kit.



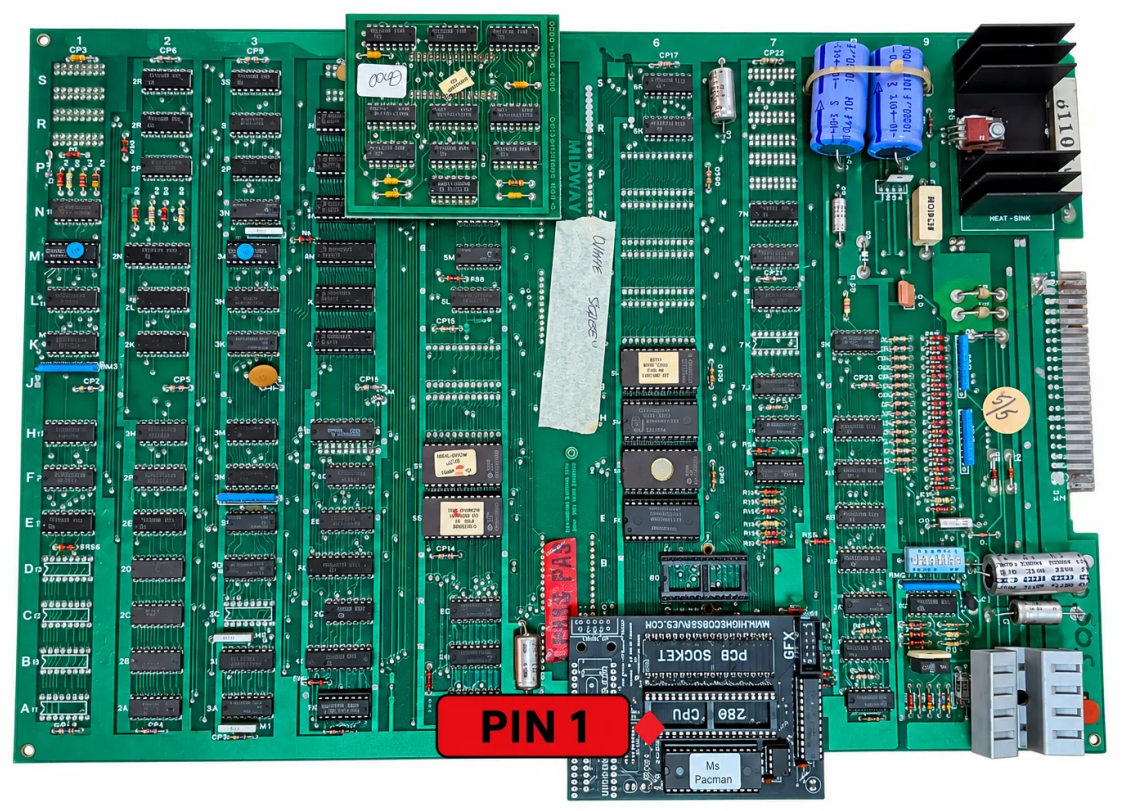

### STEP 3 - CAREFULLY REMOVE AND LABEL

Unplug power, use a proper IC extraction tool, and gently lift **all four highlighted row 6 program ROMs** straight out. Keep each IC safe and labeled. **Leave the original 5E and 5F graphics ROMs installed.**

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# Transfer Z80 to HighScoreSaves

The Pin 1 arrow shows the Z80 orientation on the replacement daughtercard.




### STEP 4 - FIT THE PROCESSOR TO THE KIT

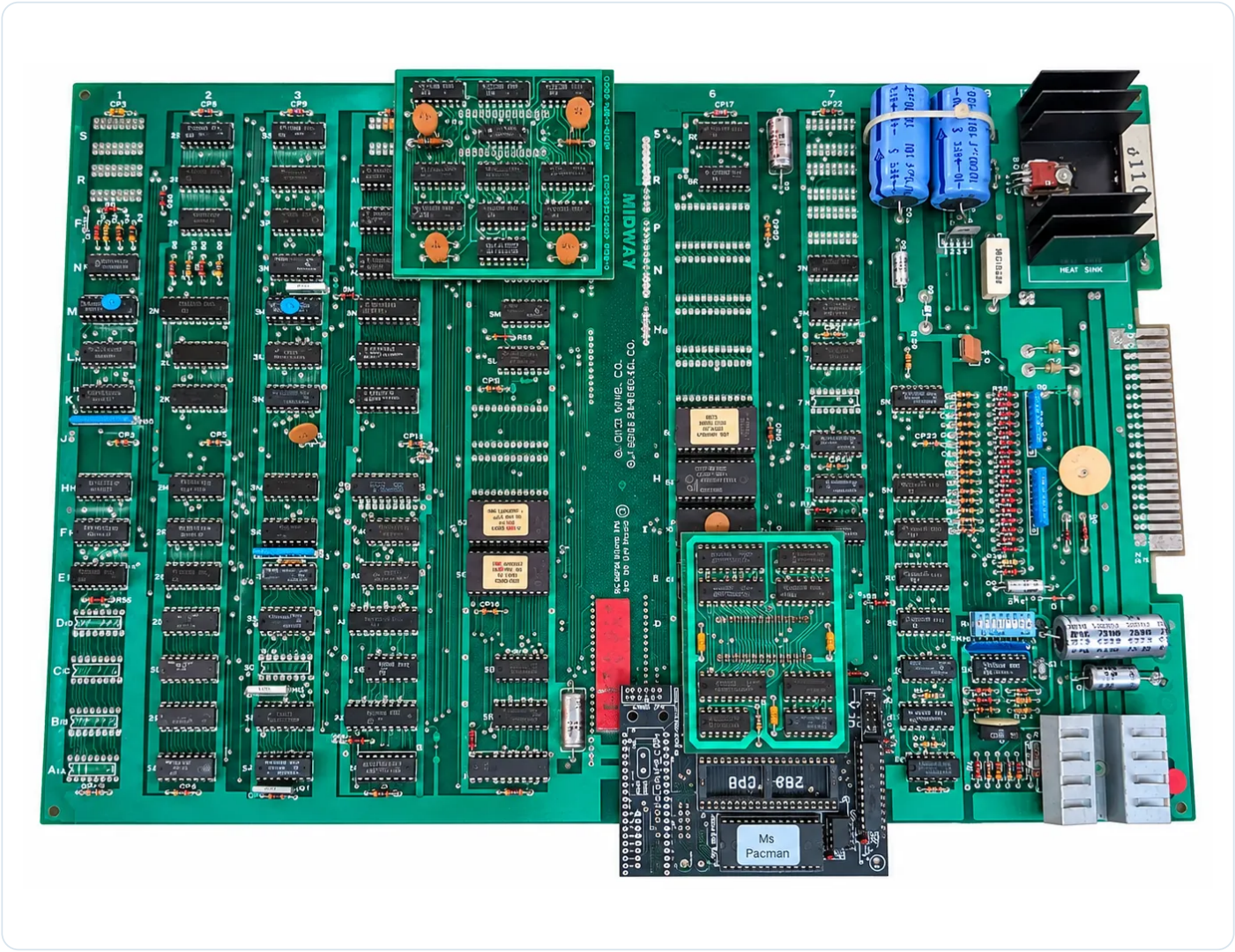
Remove the original Z80 from its socket on the main PCB using even pressure. Carefully seat it in the HighScoreSaves Z80 socket, matching **Pin 1 to the kit Pin 1 marking**. Check that all 40 pins enter the socket correctly and none are bent under the body.

If a compatible replacement Z80 is being used, fit it in exactly the same orientation.

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# Connect the New Kit

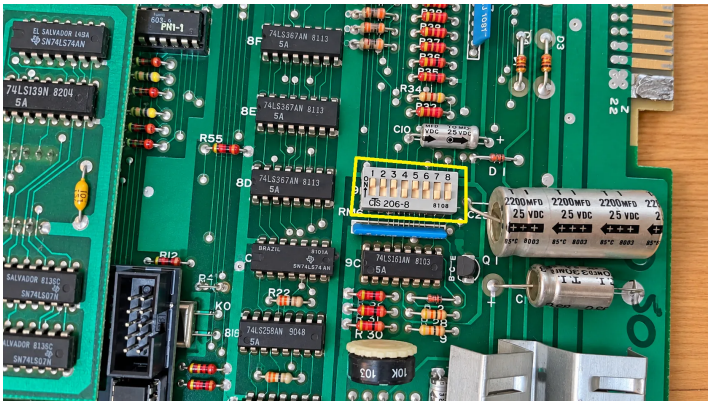
This photo shows the HighScoreSaves Single Kit fitted to the Pac-Man PCB.



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# Final Installation Checks

Review every item below before reinstalling the board and restoring cabinet power.



### DIP SWITCHES - 1 AND 2 ON

**Ensure you have DIPs on your PCB set to 1 and 2 ON.** If 1 and 2 are OFF, it will put the kit into Automatic ROM/RAM testing in a constant loop during startup.

### REQUIRED ROM CHECK

Confirm **all four highlighted program ROMs in row 6 have been removed**. This is required for the Pac-Man Single Kit. Do not remove the graphics ROMs at 5E or 5F.

### Z80 CPU AND PIN 1

The Z80 is fully seated on the HighScoreSaves daughtercard, with Pin 1 matching the marking in the supplied photograph. All CPU pins are straight and engaged; no pins are folded underneath.

### CONNECTION AND CLEARANCE

All original supporting boards are back in place as required. Check ribbon clearance, routing, and contact with adjacent components.

### REINSTALL THE GAME PCB

Reconnect cables exactly as documented in your pre-install photos. Confirm each connector is fully seated and oriented correctly. Do not restore power until all checks above are complete.

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# Power-On and Settings Menu

First boot and settings access for the Pac-Man Single Kit.

### FIRST POWER ON

With the arcade PCB reinstalled and all connections double-checked, restore cabinet power. Confirm the kit boots normally, game controls respond, and Pac-Man displays correctly.

### OPEN THE SETTINGS MENU

From a powered-off cabinet, hold **Player 1 Start** while switching the game on; release it when the screen prompts you. On supported versions, holding Player 1 Start for approximately four seconds during attract mode also opens the kit menu.

### CHOOSE YOUR GAME AND SAVING OPTIONS

The Pac-Man Single Kit provides original-speed and fast Pac-Man modes. Review the settings and verify local high score and initials saving using the menu and a completed game.

This is the dedicated **Pac-Man Single Kit** installation. It does not add other games or use the separate multigame installation procedure.

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# Troubleshooting and Final Review

If the game does not start, power off before inspecting the processor or connectors.

### BLANK SCREEN OR NO BOOT

Turn off and unplug the cabinet. Recheck the 40-pin PCB connection and the Z80 Pin 1 alignment; inspect for a bent pin. Make sure the correct original sync-bus controller was reinstalled in its recorded orientation.

### PROGRAM ROMS STILL INSTALLED

Confirm **every highlighted program ROM in row 6 is removed**. This is a mandatory step, not an optional enhancement. Leave graphics ROMs 5E and 5F in place.

### WHEN TO CONTACT HIGHSCORESAVES

If the board still fails, stop repeated power cycling. Send support clear photos of the installation, the CPU Pin 1 area, row 6 ROM positions, and any on-screen error message.

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# Wi-Fi Setup

Only applicable to a Wi-Fi Enabled HighScoreSaves Pac-Man Single Kit.

### CHECK YOUR KIT VERSION

A Standard Kit works without wireless networking and saves supported scores and settings locally. Wi-Fi Enabled kits may additionally submit qualifying completed scores to the HighScoreSaves online leaderboard.

### COMPLETE THE WIRED PCB INSTALLATION FIRST

Make sure Pac-Man runs correctly, the new daughterboard and CPU are properly installed, and the **required row 6 program ROMs have been removed** before configuring wireless features.

### CONNECT THE WI-FI ENABLED VERSION

Follow the setup steps appropriate to the specific Wi-Fi hardware shipped with your kit. Compatible Wi-Fi kits use a 2.4 GHz network. Keep any private kit credentials secure.

### LOCAL SCORES STILL WORK WITHOUT WI-FI

Free Play, game settings, and supported local high score saving remain available when Wi-Fi is disabled or unavailable.

**Standard vs. Wi-Fi Kits**

**Global High Scores**

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# Helpful Resources

Official HighScoreSaves product, installation, and technical support links.

### Pac-Man Single Kit

Matching product page and processor options.

### Pac-Man PCB Compatibility

Review original-board suitability and kit selection.

### Installation Guides

Browse the HighScoreSaves installation guide library.

### Tips and Tricks

General kit settings, operating notes, and technical tips.

### Standard vs. Wi-Fi Enabled Kits

Understand local scoring and optional online connectivity.

### Global High Scores

View qualifying scores submitted from connected arcade kits.

### Contact HighScoreSaves

Send questions or support requests with installation photos.