

INSTALLATION GUIDE

Dig Dug

FREE PLAY + HIGH SCORE SAVE KIT | ATARI TYPE A, ATARI TYPE B & NAMCO ORIGINAL ARCADE PCBs



DIG DUG INSTALLATION GUIDE

Three supported original PCB configurations | Z80 daughtercard | Standard and Wi-Fi editions

BEFORE BEGINNING

Safety and preparation

POWER OFF AND DISCONNECT

Switch off and unplug the cabinet before touching or removing the arcade PCB. Use electrostatic-discharge precautions when handling the kit.

01

Verify the original game

Confirm Dig Dug operates correctly before installation.

02

Document the wiring

Photograph and label every cable or connector before removal.

03

Prepare the board

Remove the PCB carefully and place it on a clean, grounded work surface.

04

Check CPU and socket

A compatible working Z80 processor and a suitable 40-pin CPU socket are required.

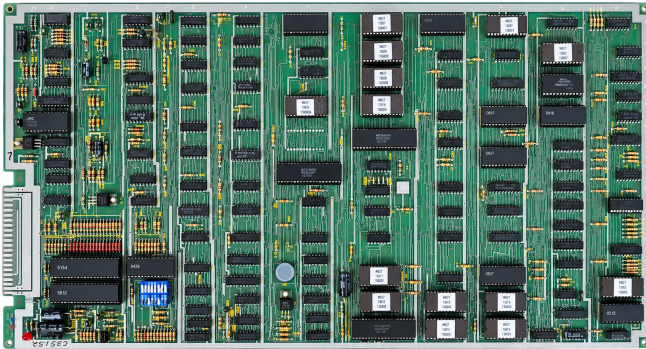
KIT COMPONENTS

One HighScoreSaves Z80 daughtercard. Transfer the existing compatible Z80 or use a replacement selected when ordering. Use the board-specific photographs on the following pages to find the correct Z80 socket and Pin 1 orientation.

CHOOSE YOUR BOARD

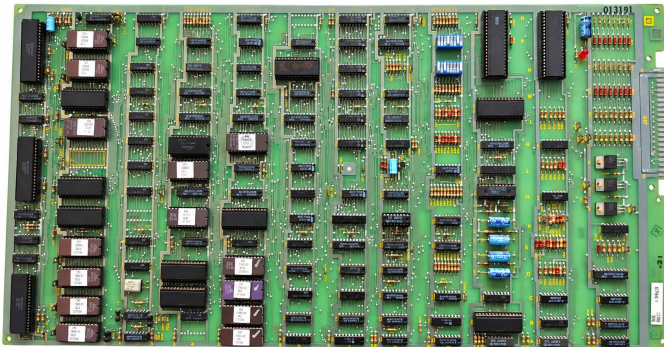
Identify your Dig Dug PCB

Compare your actual PCB with the photos below. Use the matching installation section; the three board layouts are not interchangeable.



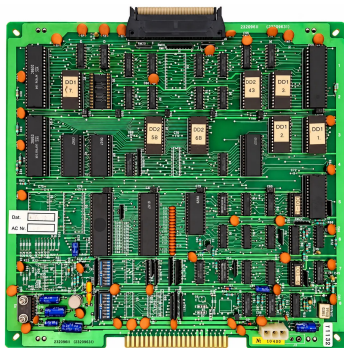
ATARI TYPE A

Tap to jump to this board's installation section.

[OPEN SECTION >](#)

ATARI TYPE B

Tap to jump to this board's installation section.

[OPEN SECTION >](#)

NAMCO

Tap to jump to this board's installation section.

[OPEN SECTION >](#)

READ BEFORE SELECTING BOARD

Common Z80 installation steps

These steps apply to Atari Type A, Atari Type B and Namco. Use the photos in your PCB-specific section to find the correct Z80 socket and Pin 1 orientation.

1

Locate the Z80

Identify the Z80 CPU on your exact board type; do not remove a different 40-pin IC.

2

Record Pin 1

Use your board-specific Pin 1 photo. Observe the orientation before lifting the processor.

3

Remove and transfer

With power disconnected, carefully lift the Z80 and seat it in the daughtercard with Pin 1 aligned.

4

Seat the daughtercard

Insert the assembled daughtercard into the original Z80 socket, matching Pin 1 and aligning every pin.

5

Check for clearance

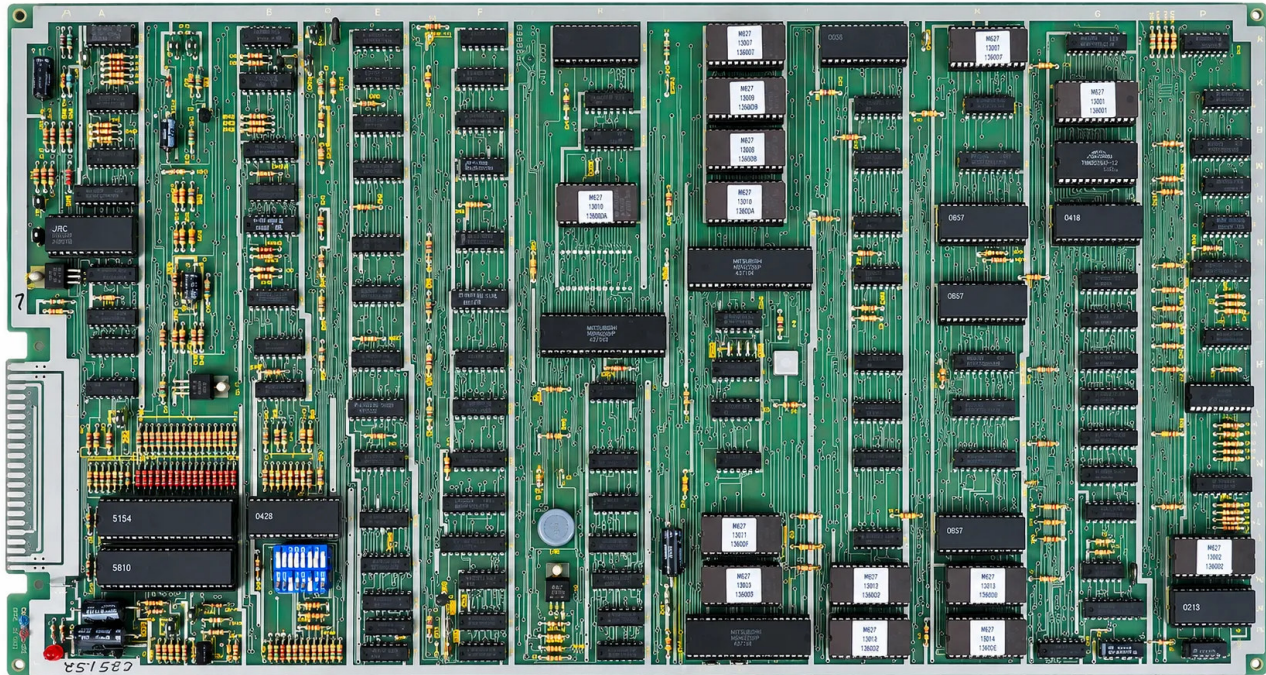
Make sure no original PCB component or test point touches the underside of the daughtercard.

[ATARI TYPE A >](#)[ATARI TYPE B >](#)[NAMCO >](#)

BOARD IDENTIFICATION

Atari Type A - PCB overview

The full PCB is shown in its reference orientation. Before removing any component, verify that your board matches this layout.



NEXT: LOCATE Z80 >

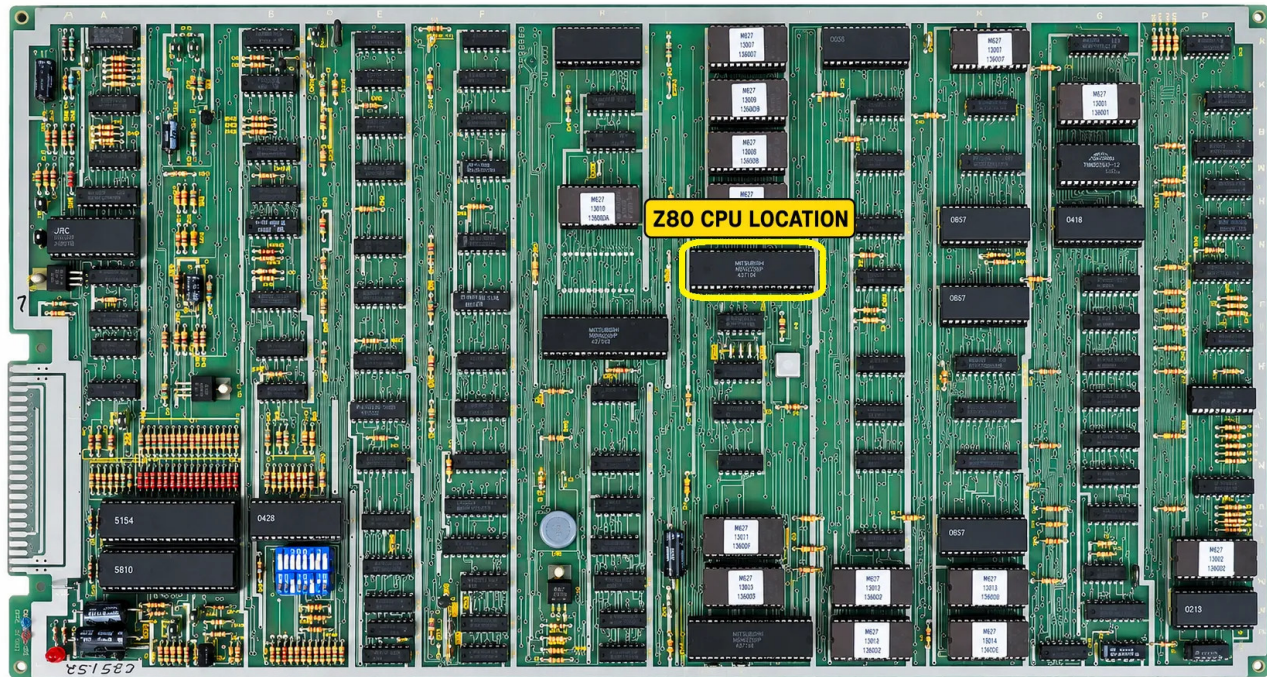
FULL-BOARD IDENTIFICATION

Use this Atari Type A layout for the following Z80 and Pin 1 steps. Other original arcade PCB designs may have different component locations.

Z80 CPU LOCATION

Atari Type A - locate the Z80

Use the highlighted Atari Type A Z80 CPU position. The original Z80 is removed only after power is disconnected.



TAP PHOTO TO ENLARGE >

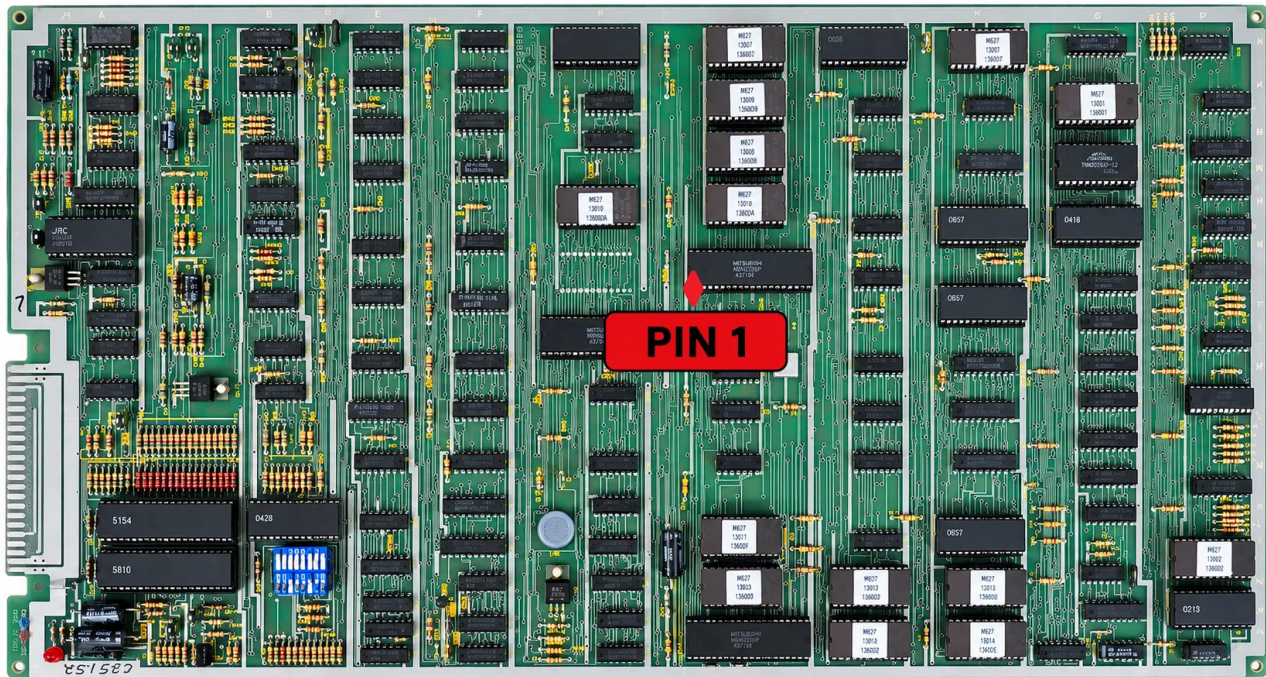
Z80 CPU LOCATION

Remove the indicated processor after the cabinet is unplugged. Carefully lift it straight out of its socket and keep its original orientation recorded.

PIN 1 ORIENTATION

Atari Type A - check Pin 1

Use the red Pin 1 marker on this Atari Type A board photo. Match the Z80, daughtercard and original PCB socket orientations.



TAP PHOTO TO ENLARGE >

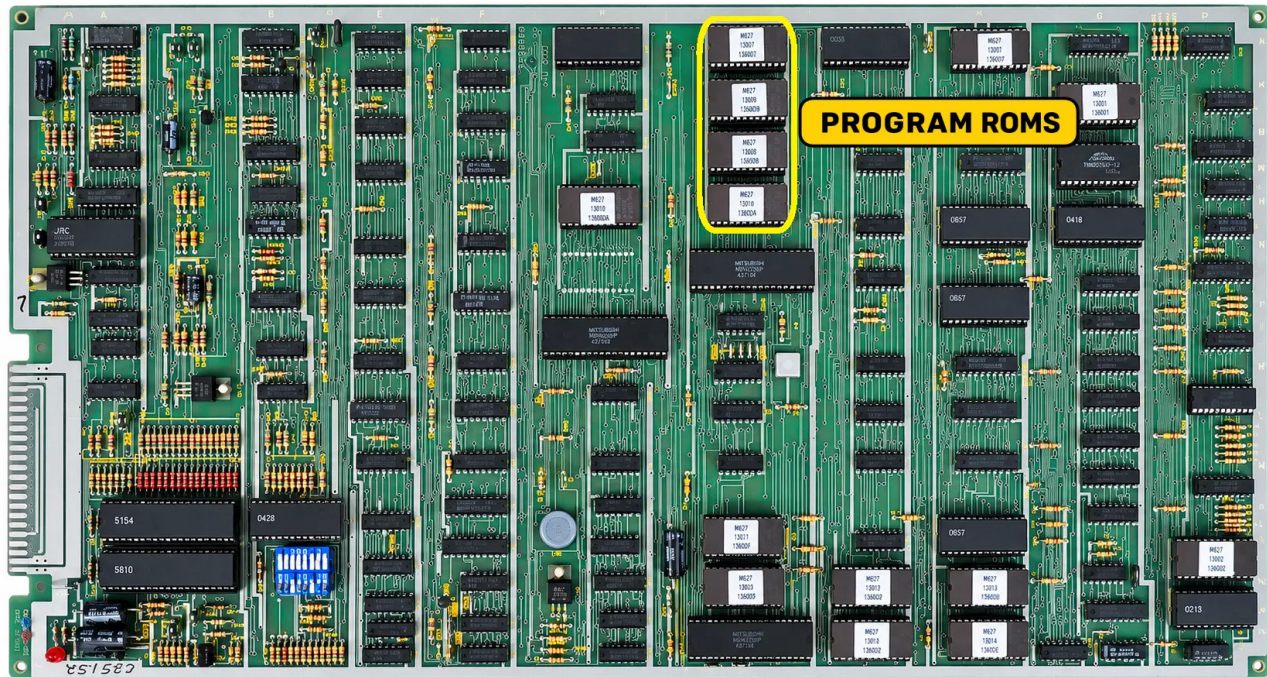
PIN 1 IS CRITICAL

The red marker identifies Pin 1. Incorrect orientation can damage the game or kit. Double-check all connections before restoring power.

PROGRAM ROM REFERENCE

Atari Type A - Program ROMs

The highlighted chips show the Atari Type A Program ROM locations.



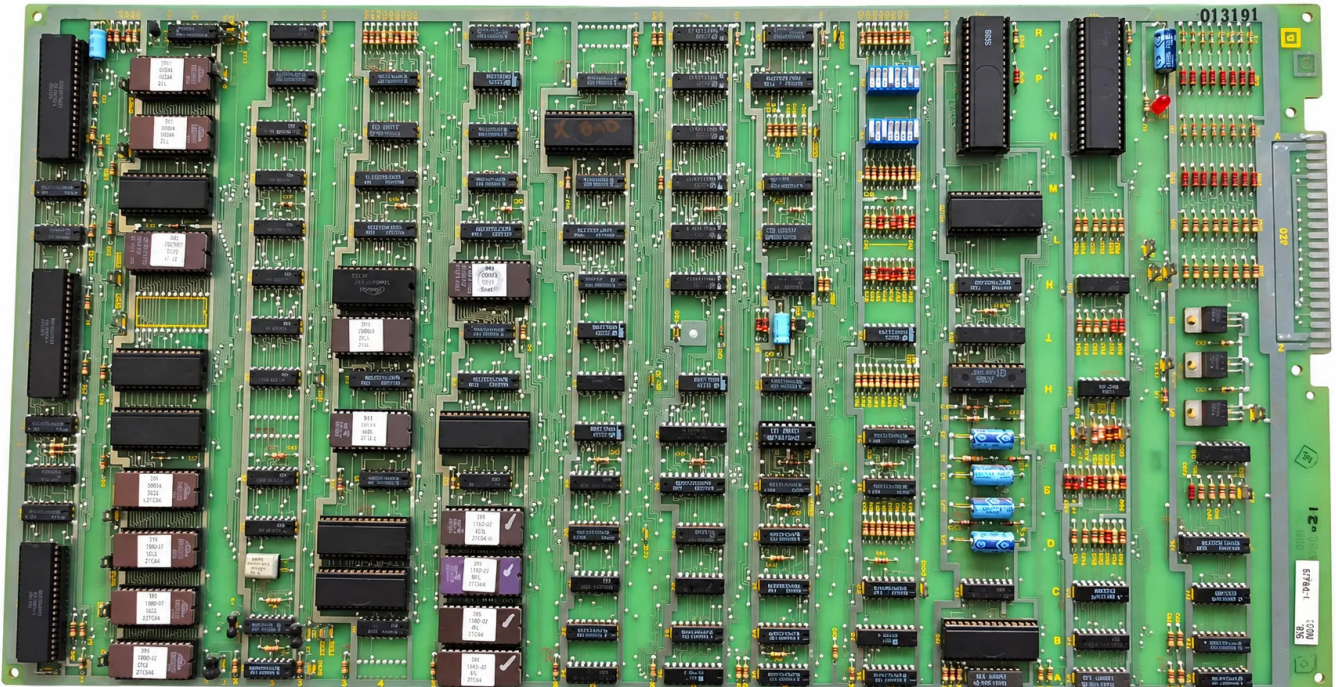
[NEXT BOARD / TEST >](#)

Optional - Program ROMs can be removed.

BOARD IDENTIFICATION

Atari Type B - PCB overview

The full PCB is shown in its reference orientation. Before removing any component, verify that your board matches this layout.



NEXT: LOCATE Z80 >

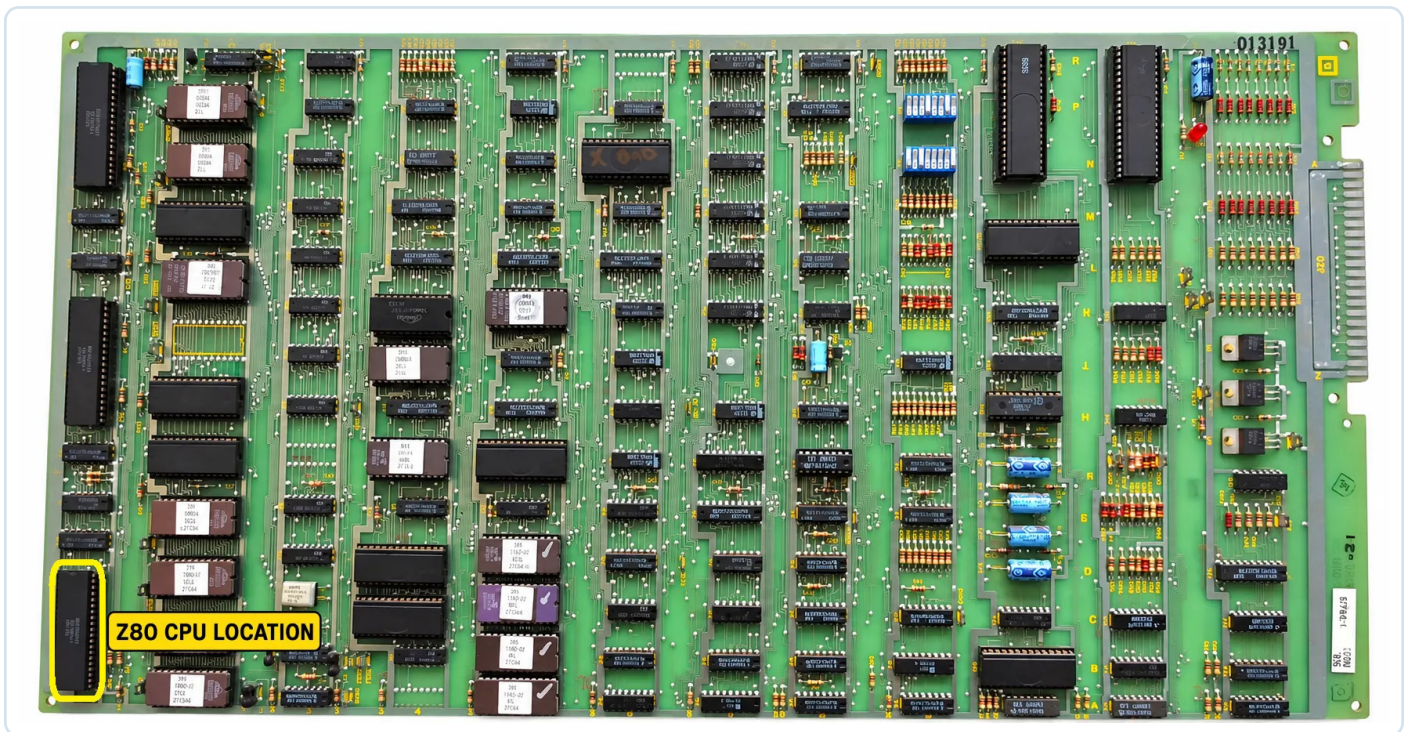
FULL-BOARD IDENTIFICATION

Use this Atari Type B layout for the following Z80 and Pin 1 steps. Other original arcade PCB designs may have different component locations.

Z80 CPU LOCATION

Atari Type B - locate the Z80

Use the highlighted Atari Type B Z80 CPU position. The original Z80 is removed only after power is disconnected.



TAP PHOTO TO ENLARGE >

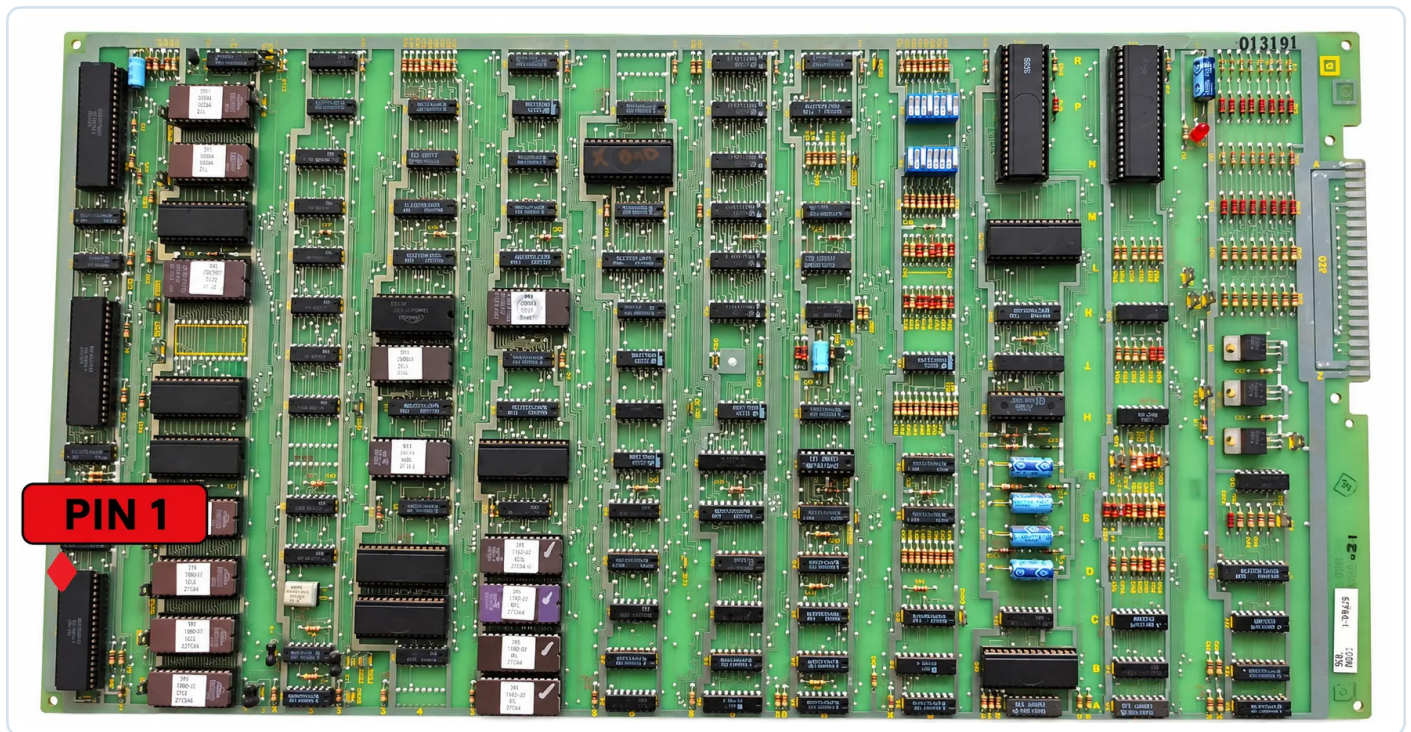
Z80 CPU LOCATION

Remove the indicated processor after the cabinet is unplugged. Carefully lift it straight out of its socket and keep its original orientation recorded.

PIN 1 ORIENTATION

Atari Type B - check Pin 1

Use the red Pin 1 marker on this Atari Type B board photo. Match the Z80, daughtercard and original PCB socket orientations.



TAP PHOTO TO ENLARGE >

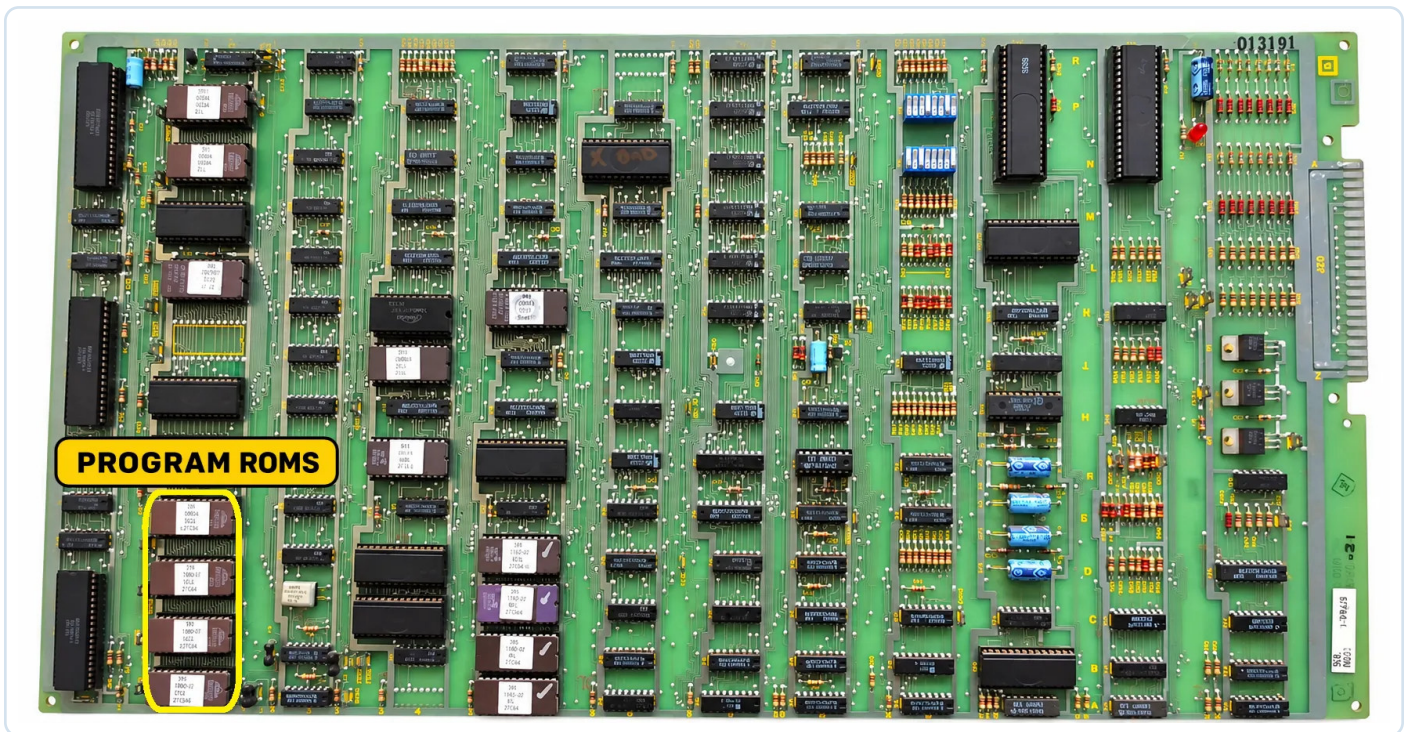
PIN 1 IS CRITICAL

The red marker identifies Pin 1. Incorrect orientation can damage the game or kit. Double-check all connections before restoring power.

PROGRAM ROM REFERENCE

Atari Type B - Program ROMs

The highlighted chips show the Atari Type B Program ROM locations.



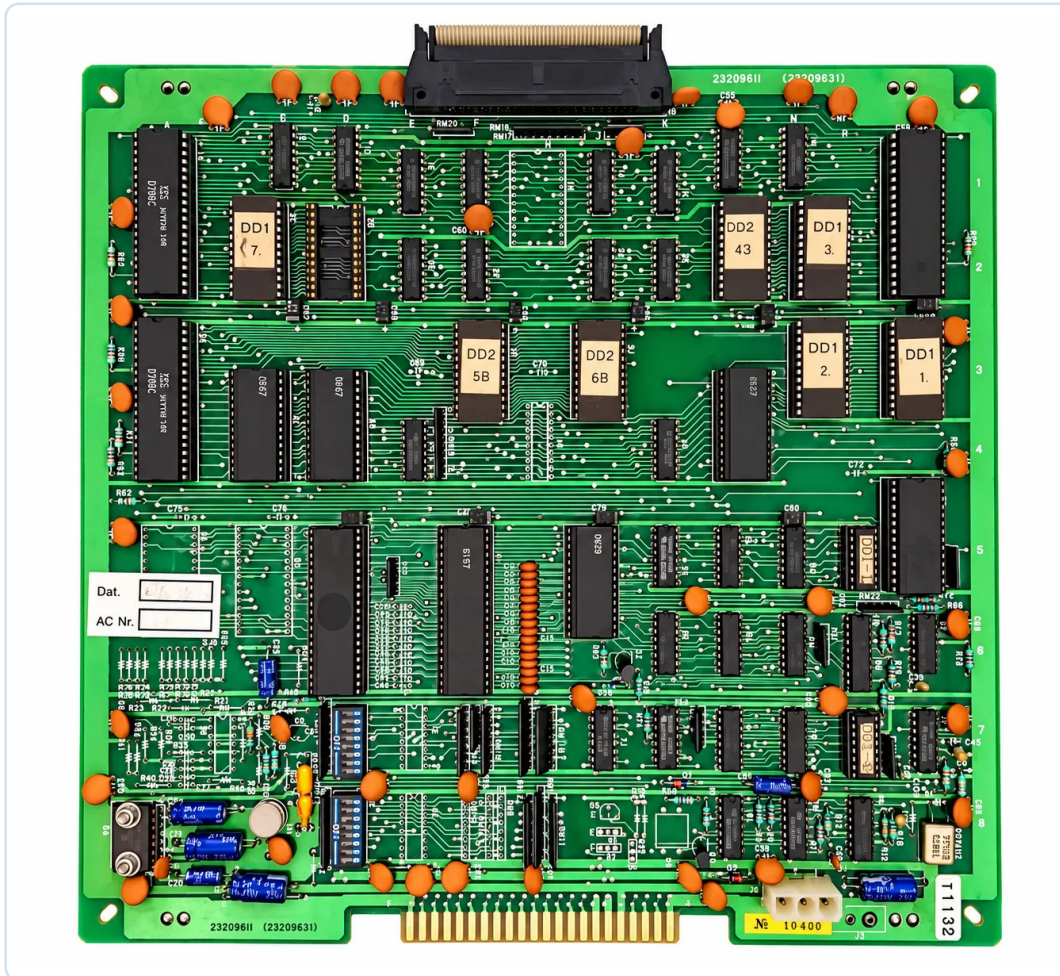
[NEXT BOARD / TEST >](#)

Optional - Program ROMs can be removed.

BOARD IDENTIFICATION

Namco - PCB overview

The full PCB is shown in its reference orientation. Before removing any component, verify that your board matches this layout.



NEXT: LOCATE Z80 >

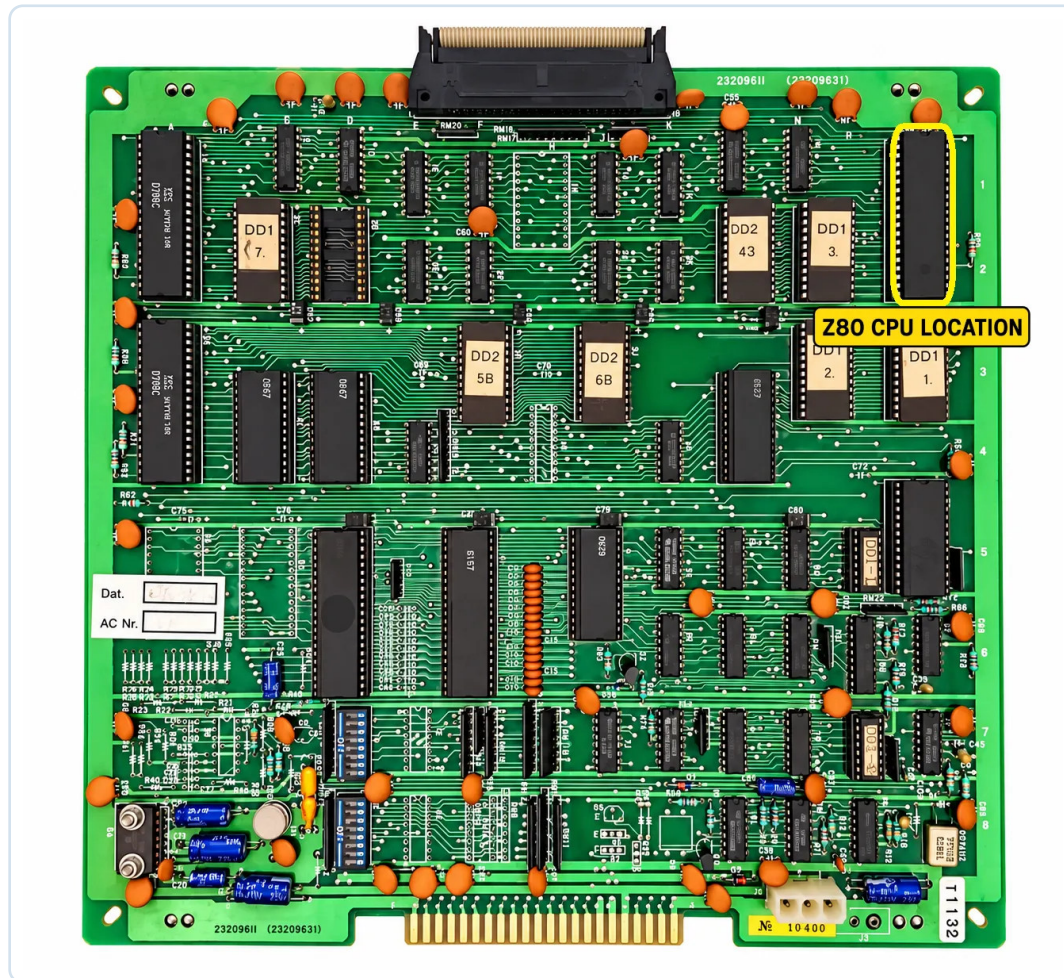
FULL-BOARD IDENTIFICATION

Use this Namco layout for the following Z80 and Pin 1 steps. Other original arcade PCB designs may have different component locations.

Z80 CPU LOCATION

Namco - locate the Z80

Use the highlighted Namco Z80 CPU position. The original Z80 is removed only after power is disconnected.



TAP PHOTO TO ENLARGE >

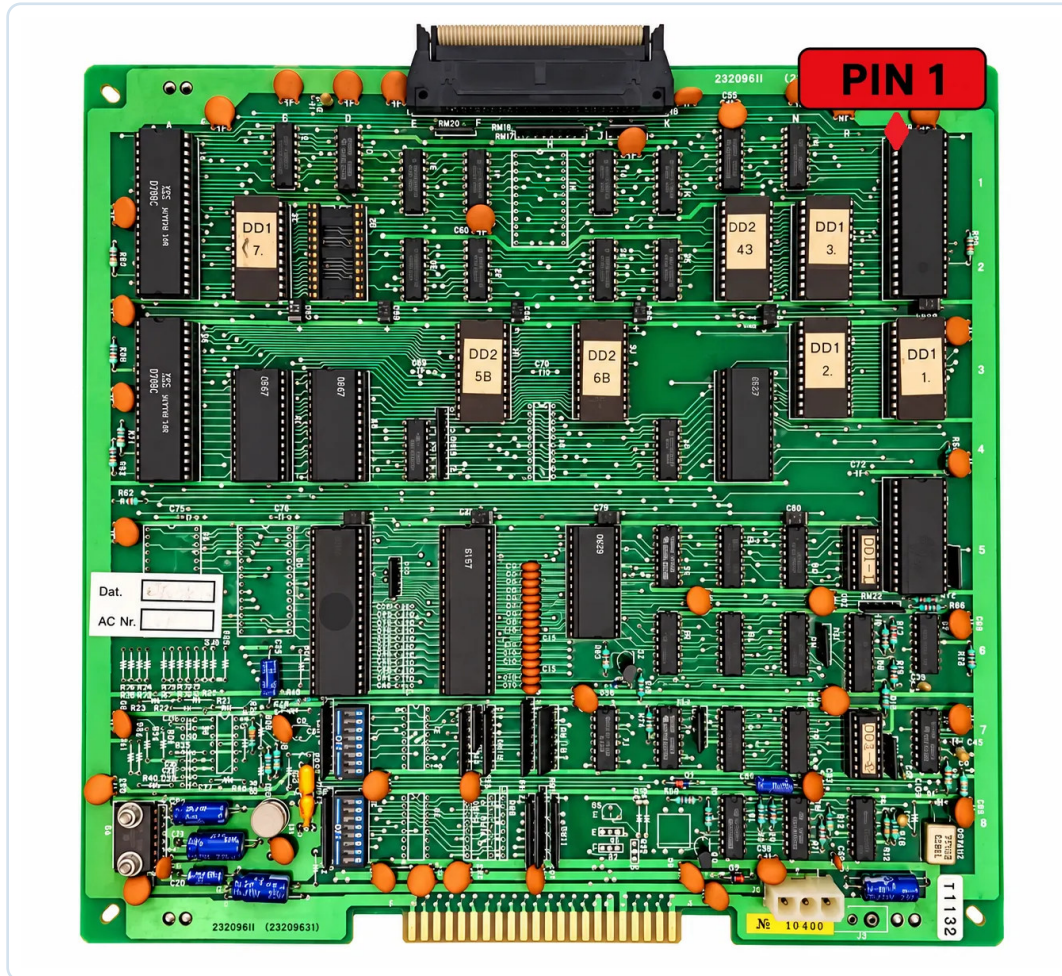
Z80 CPU LOCATION

Remove the indicated processor after the cabinet is unplugged. Carefully lift it straight out of its socket and keep its original orientation recorded.

PIN 1 ORIENTATION

Namco - check Pin 1

Use the red Pin 1 marker on this Namco board photo. Match the Z80, daughtercard and original PCB socket orientations.



TAP PHOTO TO ENLARGE >

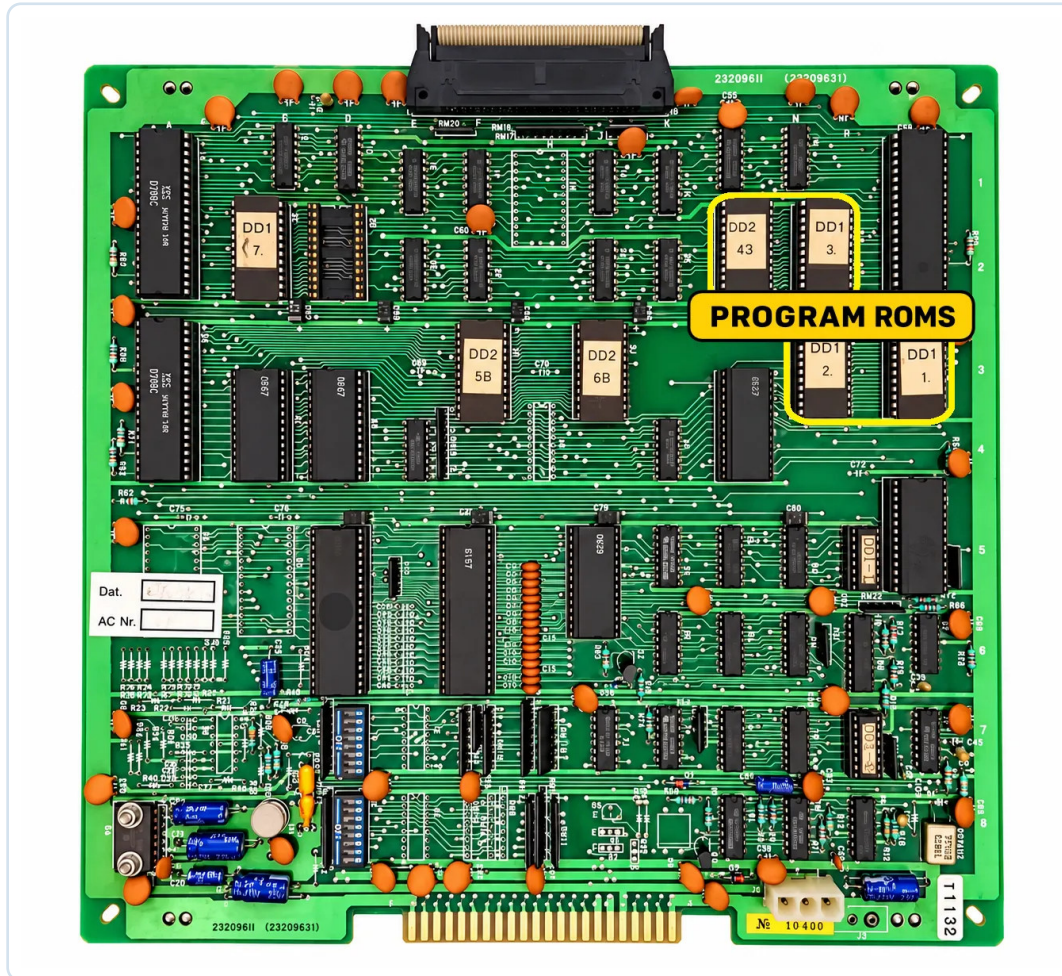
PIN 1 IS CRITICAL

The red marker identifies Pin 1. Incorrect orientation can damage the game or kit. Double-check all connections before restoring power.

PROGRAM ROM REFERENCE

Namco - Program ROMs

The highlighted chips show the Namco Program ROM locations.



[NEXT BOARD / TEST >](#)

Optional - Program ROMs can be removed.

ALL PCB VERSIONS

Complete the installation

Once the Z80 is transferred and the new daughtercard is seated, complete these checks before powering on the cabinet.

01 Z80 orientation
The CPU is correctly aligned in the HighScoreSaves daughtercard.

02 Daughtercard orientation
The daughtercard is correctly aligned with the original Z80 PCB socket.

03 All pins aligned
No pins are bent, displaced or outside their corresponding socket contacts.

04 Underside clearance
Components or PCB test points do not touch the underside of the daughtercard. Carefully reposition interfering test points when necessary.

05 PCB connectors
All harnesses and connectors have been reconnected according to the photographs and labels made before disassembly.

BEFORE SWITCHING ON

Install the PCB back in the cabinet only after all checks are complete. If a problem appears during first power-up, turn off immediately and recheck the installation.

Power-up and menu settings

1

Power up and confirm Dig Dug runs

If the cabinet does not start normally, turn the power off immediately and verify the installation.

2

Check Free Play and saved scores

Test the kit features after normal operation has been restored.

3

Open the protected settings menu

With power off, press and hold Player 1 Start while switching the game on. Release Player 1 Start when prompted.

4

Select the preferred menu-access behavior

The kit can provide a brief menu prompt on power-up when the relevant menu option is enabled.

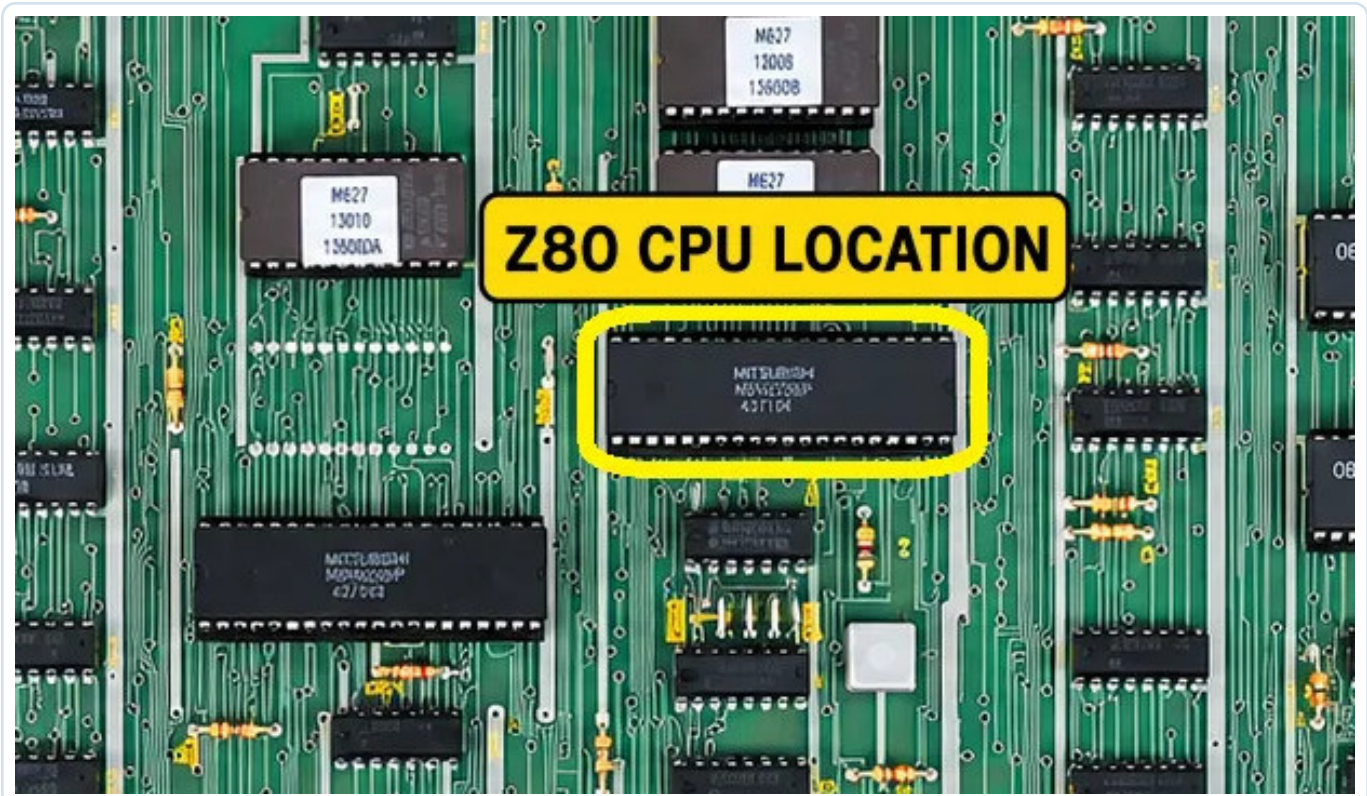
NEXT: ENLARGED PCB DETAILS

The following six pages are optional close-ups. They can be opened directly from the Z80 and Pin 1 photographs on each board section.

PHOTO ENLARGEMENT

Atari Type A - enlarged detail

Enlarged crop of the marked Atari Type A z80 cpu location image. Return to the corresponding installation page after inspection.



CLOSE-UP REFERENCE

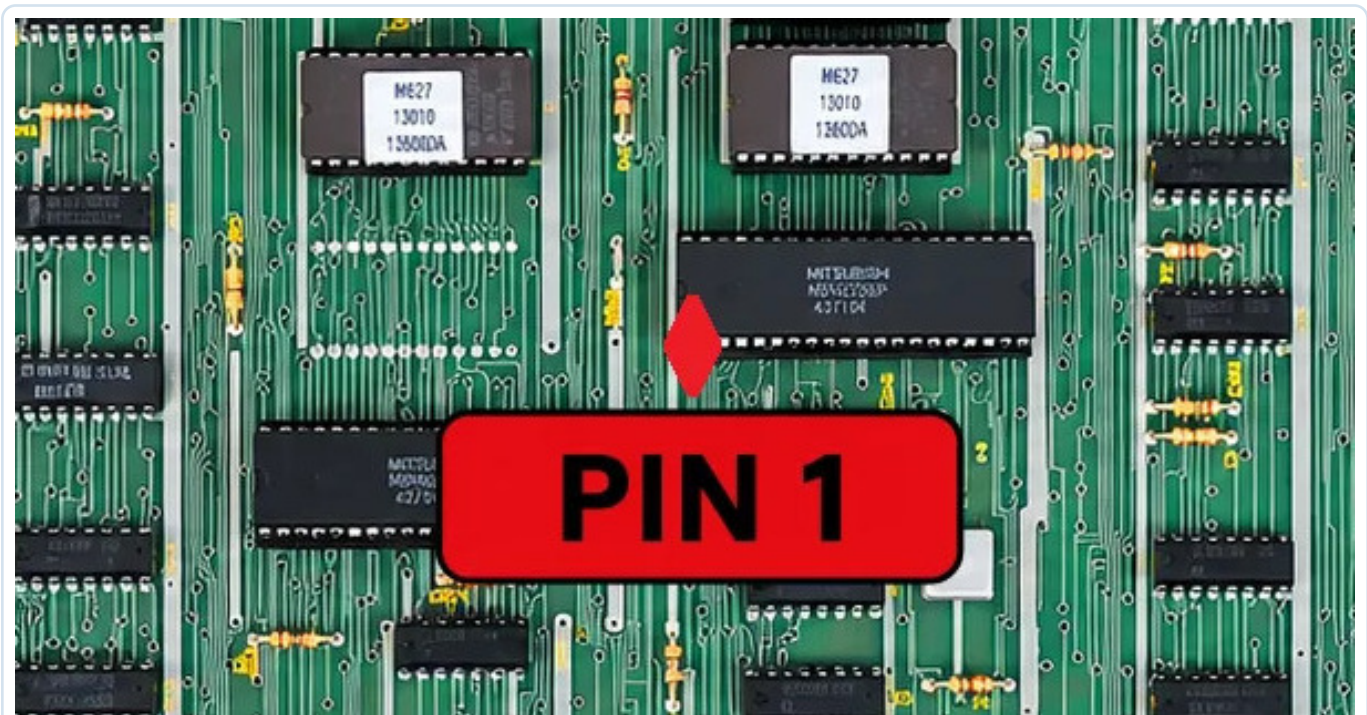
Use the highlighted Z80 processor location from your matched PCB photograph.

[< RETURN TO INSTALLATION PAGE](#)

PHOTO ENLARGEMENT

Atari Type A - enlarged detail

Enlarged crop of the marked Atari Type A pin 1 orientation image. Return to the corresponding installation page after inspection.



CLOSE-UP REFERENCE

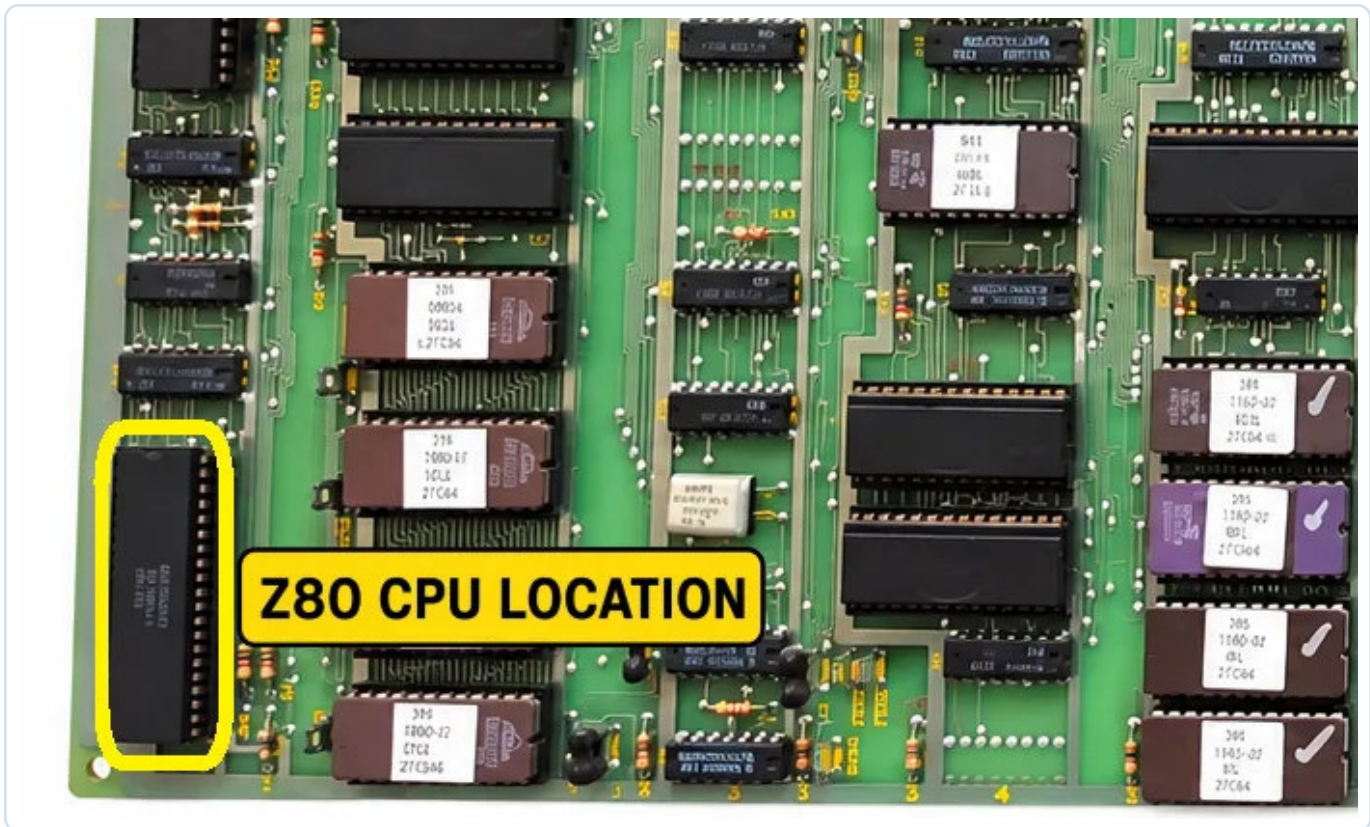
Check the red Pin 1 indicator and align both the original Z80 and the daughtercard accordingly.

[< RETURN TO INSTALLATION PAGE](#)

PHOTO ENLARGEMENT

Atari Type B - enlarged detail

Enlarged crop of the marked Atari Type B z80 cpu location image. Return to the corresponding installation page after inspection.



CLOSE-UP REFERENCE

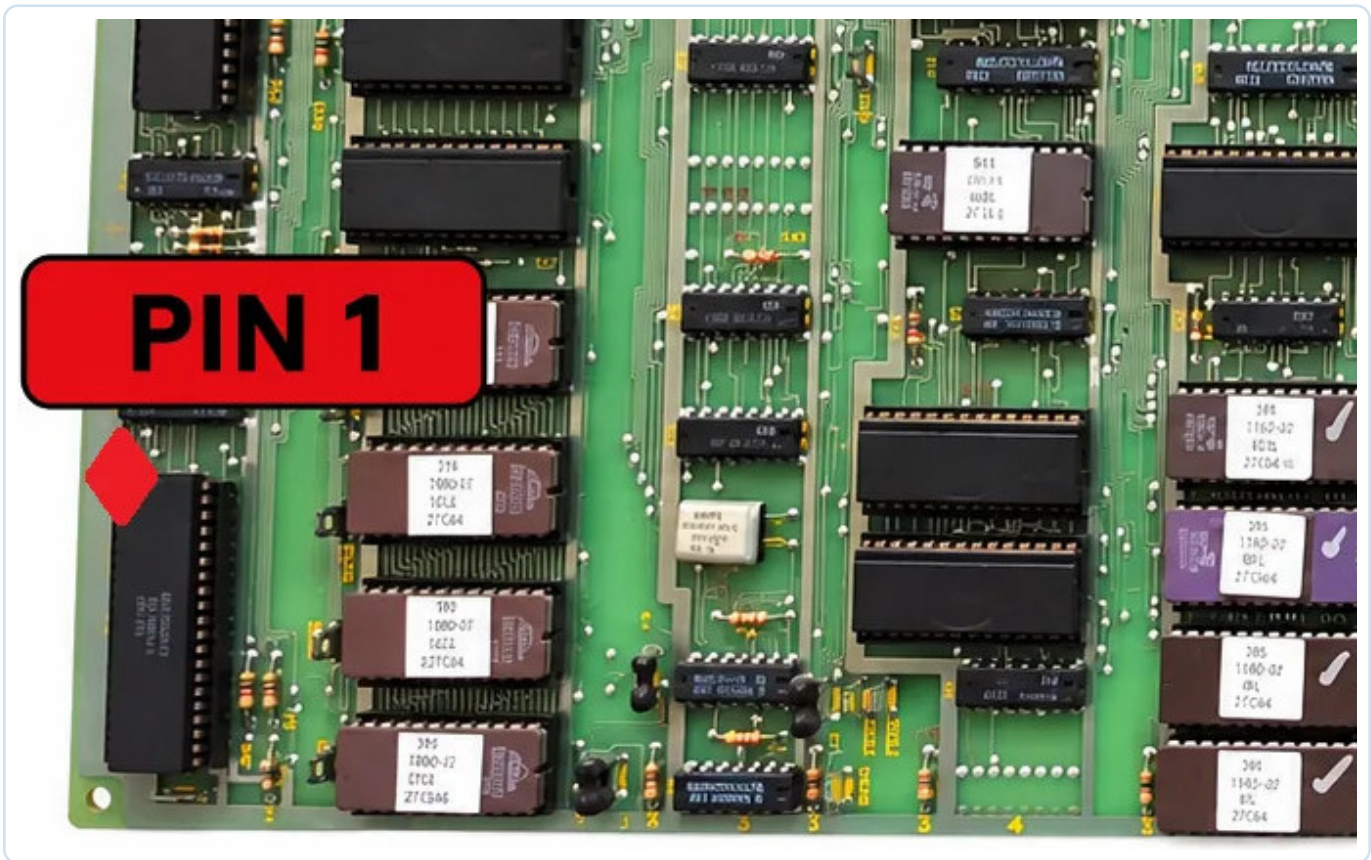
Use the highlighted Z80 processor location from your matched PCB photograph.

[< RETURN TO INSTALLATION PAGE](#)

PHOTO ENLARGEMENT

Atari Type B - enlarged detail

Enlarged crop of the marked Atari Type B pin 1 orientation image. Return to the corresponding installation page after inspection.



CLOSE-UP REFERENCE

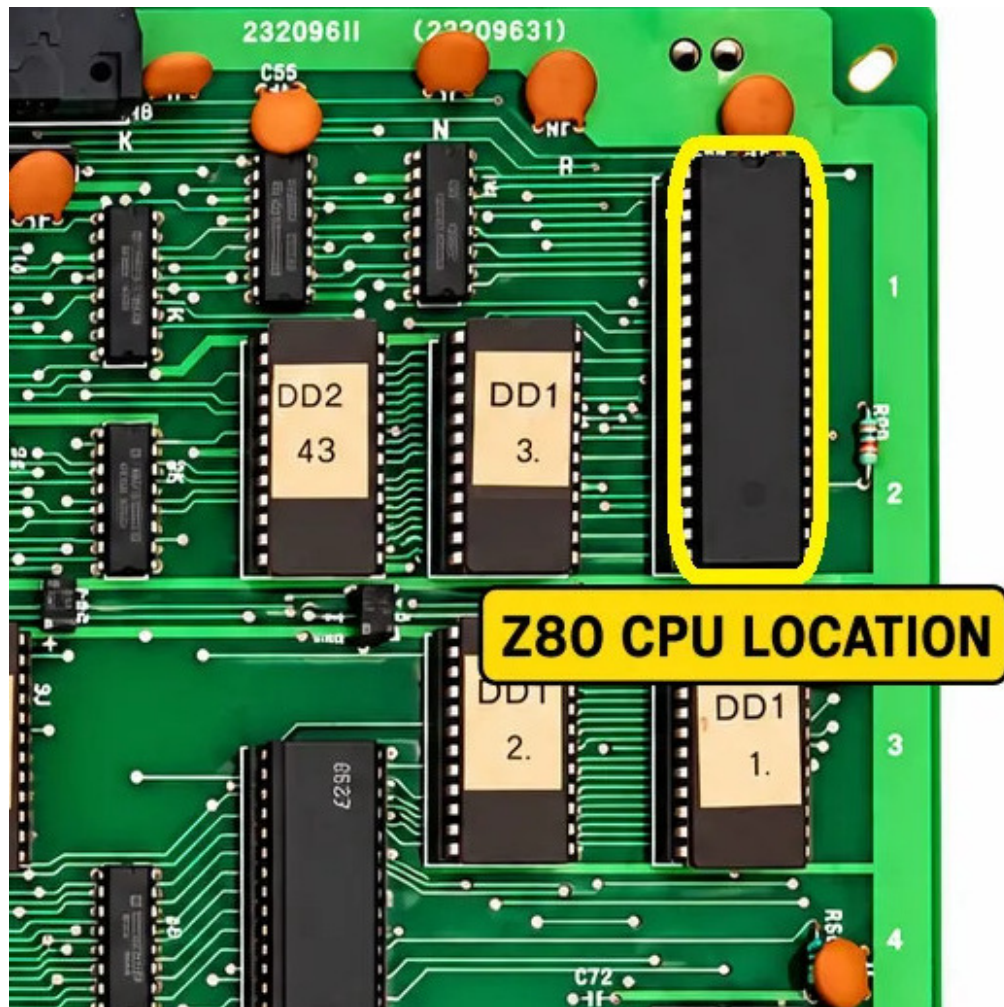
Check the red Pin 1 indicator and align both the original Z80 and the daughtercard accordingly.

[< RETURN TO INSTALLATION PAGE](#)

PHOTO ENLARGEMENT

Namco - enlarged detail

Enlarged crop of the marked Namco z80 cpu location image. Return to the corresponding installation page after inspection.



CLOSE-UP REFERENCE

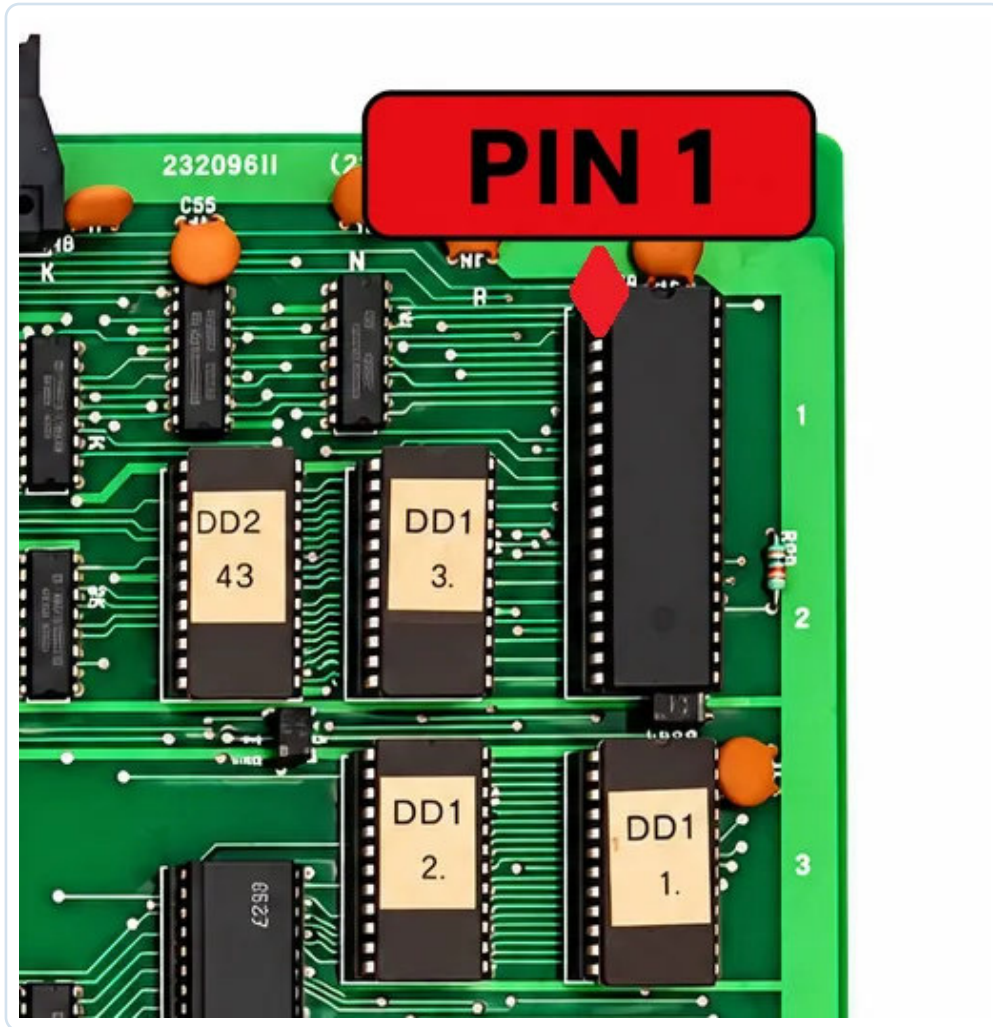
Use the highlighted Z80 processor location from your matched PCB photograph.

[< RETURN TO INSTALLATION PAGE](#)

PHOTO ENLARGEMENT

Namco - enlarged detail

Enlarged crop of the marked Namco pin 1 orientation image. Return to the corresponding installation page after inspection.



CLOSE-UP REFERENCE

Check the red Pin 1 indicator and align both the original Z80 and the daughtercard accordingly.

[< RETURN TO INSTALLATION PAGE](#)

FOR WI-FI EDITIONS ONLY

Wi-Fi-enabled kit setup

SAME PHYSICAL INSTALLATION

The Atari Type A, Atari Type B and Namco PCB steps are the same for Standard and Wi-Fi editions. Set up wireless features only after Dig Dug is running correctly.

01

Obtain your PK and SK keys

Use the private credentials provided with your HighScoreSaves Wi-Fi kit.

02

Enter Wi-Fi options in the kit menu

Follow the current HighScoreSaves Wi-Fi setup instructions.

03

Connect using 2.4 GHz Wi-Fi

Use the connection method described in the online Wi-Fi instructions.

04

Test a qualifying high score

Verify score submission on the supported HighScoreSaves leaderboard.

KEEP PK / SK KEYS PRIVATE

These credentials identify your arcade kit. Never include them in public photographs or support posts.

[> OPEN WI-FI SETUP INSTRUCTIONS](#)

Helpful Resources

Use the links below to find verified HighScoreSaves information. Open them directly from this PDF on a phone, tablet or computer.



DIG DUG FREE PLAY + HIGH SCORE SAVE KIT

Product details and compatible upgrade options



HIGH SCORESAVES TIPS & TRICKS

Installation and hardware reference information



GLOBAL WI-FI HIGH SCORES

Wi-Fi leaderboard information and access



STANDARD VS WI-FI KITS

Read about the two available kit versions



INSTALLATION GUIDES

Reference pages and installation resources



HIGHSCORESAVES HOME

Find other original arcade hardware upgrades



CONTACT HIGHSCORESAVES

Get help with a specific board or installation



EMAIL SUPPORT

Contact sales@highscoresaves.com