

BAGMAN

FREE PLAY + HIGH SCORE SAVE KIT

ORIGINAL STERN ARCADE PCB / Z80 PROCESSOR



STANDARD + WI-FI EDITIONS

Z80 CPU • Daughter PCB • Pin 1 • Testing • Wi-Fi Setup

Before you begin

ONE DAUGHTER CARD, ORIGINAL Z80 CPU

The Bagman-only kit includes one HighScoreSaves Z80 daughter card. A compatible Z80 CPU is required; transfer your original processor or use an ordered compatible replacement. This is not the Bagman/Super Bagman multigame kit.

SAFETY FIRST

Turn off and unplug the cabinet before handling the game PCB. Avoid the CRT monitor and high-voltage circuits, which may retain dangerous charge. Use ESD precautions and a stable, well-lit bench.

PRE-INSTALL CHECKLIST

- Confirm original Bagman gameplay operates normally before adding the kit.
- Photograph the PCB, power connections and edge connectors before disconnecting.
- Label the original cabinet harnesses and carefully remove the board.
- Check the original Z80 at A/B 7/8 is in a 40-pin socket, not soldered.
- Have an IC removal tool and a safe place to store any optional removed ROMs.

KIT CONTENTS AND PROCESSOR REQUIREMENT

Included: 1 × HighScoreSaves Z80 daughter card.

Required: Compatible Z80 CPU and a suitable 40-pin socket on the original Bagman PCB. If the CPU is soldered to the board, consult a qualified arcade technician before proceeding.

Identify the original Bagman PCB

Compare the original Stern Bagman PCB in this full-board reference photo with the board removed from your game. Match its overall layout, edge connector, heat sink and component population before handling the Z80.

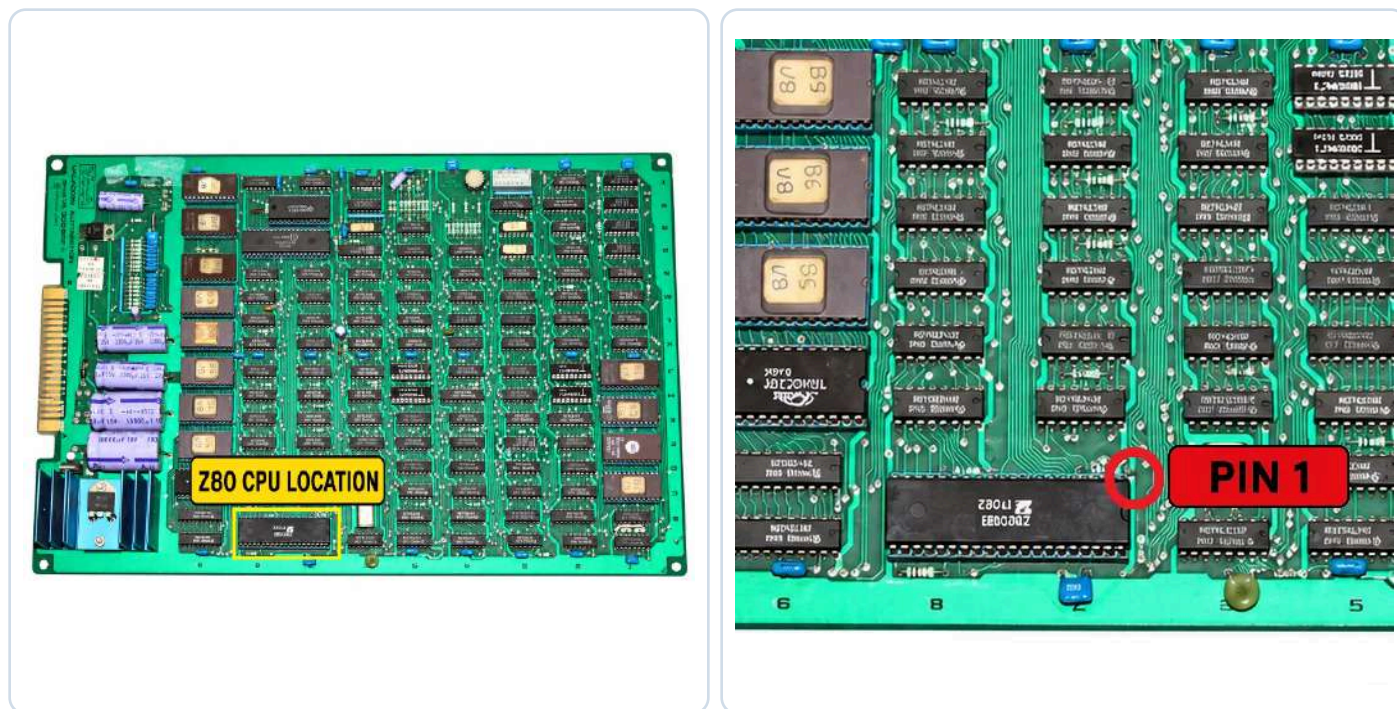


VERIFY YOUR BOARD BEFORE INSTALLATION

This Bagman-only guide applies to a documented compatible original Bagman arcade PCB. Do not use it for the separate Bagman/Super Bagman multigame kit, different original hardware, conversions, or unverified reproduction PCBs.

Locate and remove the Z80 CPU

On the original Bagman PCB, locate the Z80 processor at A/B 7/8. Record the CPU notch and Pin 1 direction before carefully lifting the socketed processor. These photographs show the board position and the separate Pin 1 detail.



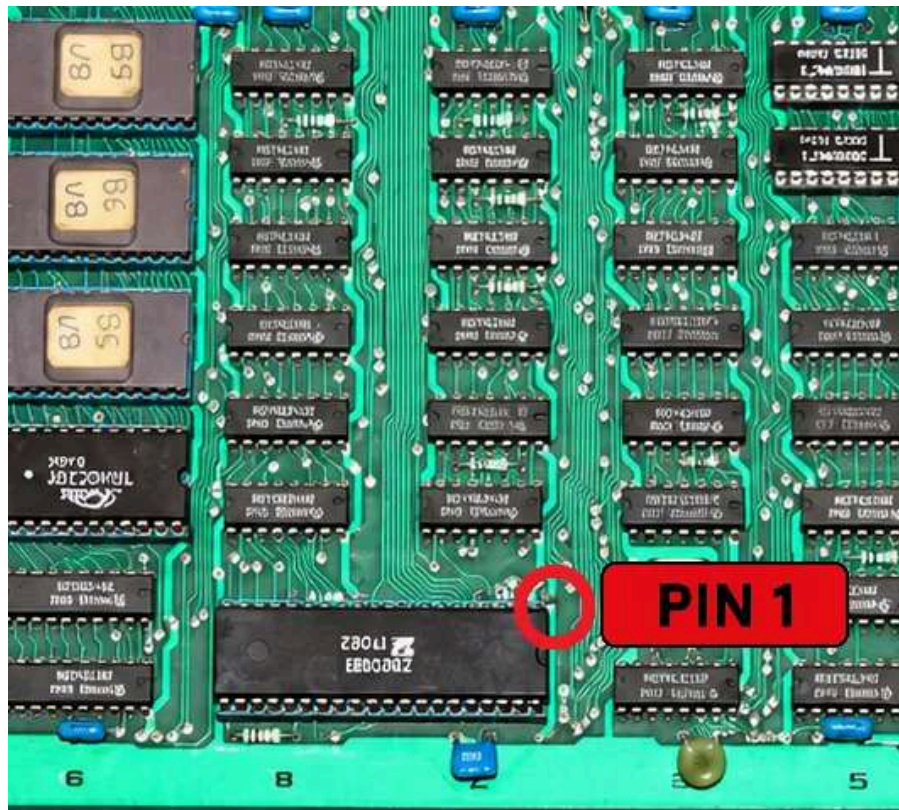
PRESERVE CPU AND SOCKET CONDITION

Disconnect power. Use a suitable IC puller and lift the CPU evenly, a little at each end. Never bend processor pins or damage the socket. If the Z80 is soldered directly to the original PCB, stop and have a qualified technician fit a compatible 40-pin socket.

The Pin 1 reference applies to the orientation shown in these photos. Also verify the notch and markings on your own PCB.

Move the Z80 onto the save kit

Place the original compatible Z80 CPU into the HighScoreSaves daughter-card CPU socket. Match Pin 1 and the notch to the markings on the daughter card. Check all 40 processor pins are straight and press evenly.



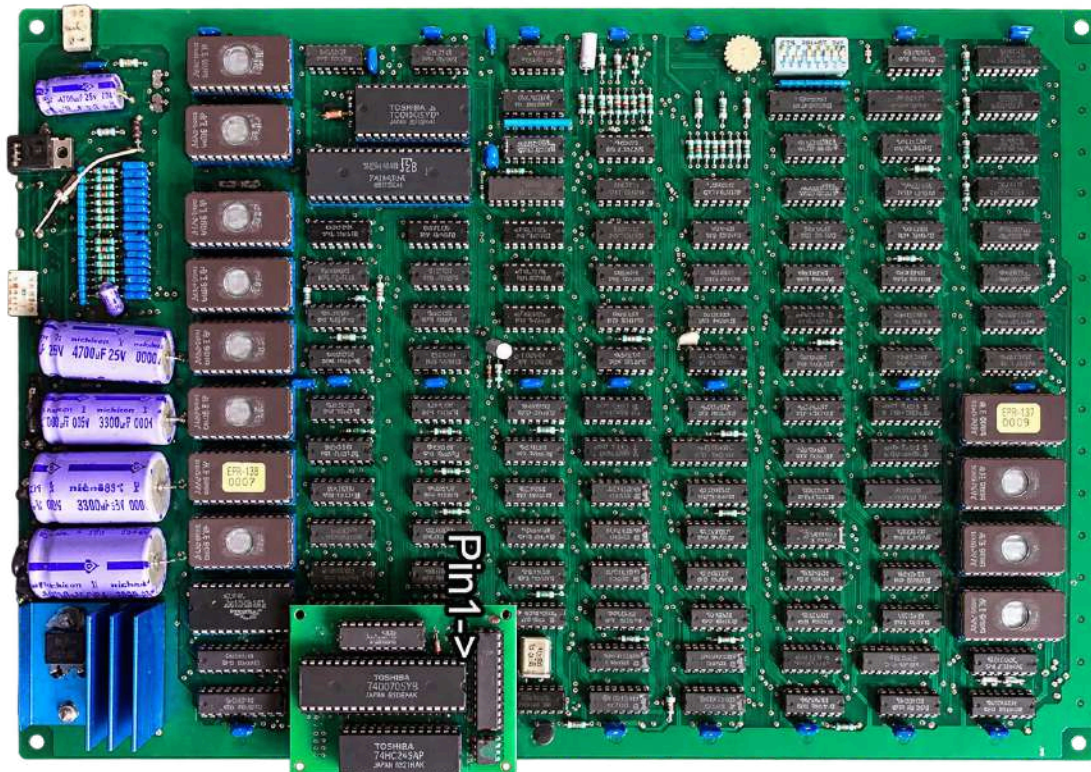
CPU ORIENTATION IS CRITICAL

The Pin 1 photograph shows the original main-PCB CPU orientation, not the daughter-card socket. Verify the actual daughter-card Pin 1 indicator before inserting the CPU; never force it into the socket.

If you ordered a compatible replacement Z80, place it in the daughter-card CPU socket instead of removing and reusing the original processor.

Install and inspect the daughter card

With the Z80 correctly fitted in the daughter-card socket, insert the daughter-card assembly into the vacant original Z80 socket at A/B 7/8. Match the original processor orientation, keep every pin aligned and seat evenly.



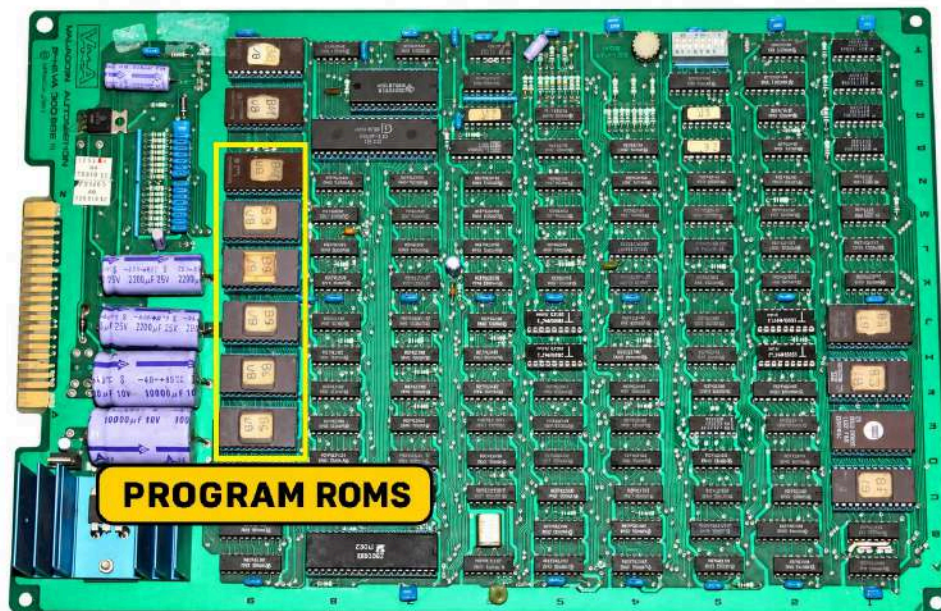
CHECK CLEARANCE BEFORE REINSTALLATION

- Verify daughter-card orientation, Pin 1 and complete socket seating.
- Check all card pins are straight and correctly seated in the 40-pin socket.
- Confirm no metal contacts touch the underside of the daughter card.
- Tall original test points may interfere; do not force the assembly.

Optional program ROM removal

THIS IS AN OPTIONAL STEP

The original Bagman guide identifies six program ROMs that may be removed when using the kit's ROM Saver feature. If you do not use this option, leave the original ROMs installed.



BEFORE OPTIONAL ROM REMOVAL

- Match your original Bagman PCB to the image before removing any ROM.
- Remove only the six program ROMs highlighted in yellow.
- Lift each ROM gently and evenly, and label and store the chips safely.
- If your ROM arrangement differs, leave the chips installed until verified.

Power-on testing and settings

PRE-POWER INSPECTION

- Compatible original Bagman PCB confirmed and Z80 position identified.
- Original Z80 correctly transferred, or compatible replacement Z80 used.
- Both CPU and daughter-card Pin 1 orientation verified.
- Daughter card seated with no underside contact on original test points.
- Optional ROM removal restricted to the six marked chips, if performed.
- All original harnesses reattached according to labeled photographs.

POWER ON AND TEST

Reinstall the PCB and reconnect the cabinet harnesses. Power on and check for the normal Bagman display, sound, controls and gameplay. Test Free Play, then record a qualifying score and initials; power-cycle to verify local saving.

OPEN THE SETTINGS MENU

With cabinet power off, hold Player 1 Start during power-on; release it when prompted on screen. The current kit instructions describe an approximately four-second hold. Review menu settings as needed.

IF THE BOARD DOES NOT START

Power off immediately. Recheck Z80 and daughter-card orientation, all pins, clearance and original connectors.

Wi-Fi-enabled kit setup

SAME PHYSICAL INSTALLATION

The Bagman Wi-Fi kit uses the same Z80 daughter-card installation as the Standard kit and additionally carries Wi-Fi hardware. Do not treat the module as a separate installation step. Configure online scoring only after local gameplay works.

AFTER THE ARCADE KIT IS WORKING

1

Obtain your PK and SK account keys

Follow the setup emails and instructions sent by HighScoreSaves for your Wi-Fi leaderboard account.

2

Enter online settings in the kit menu

Enter the supplied PK and SK keys exactly, enable online scoring and save the menu settings.

3

Connect the module to Wi-Fi

Use the module's temporary Wi-Fi network and setup page to select a compatible 2.4 GHz home network.

4

Test an online score

After Wi-Fi setup, enter a qualifying score and initials; confirm it appears on your personal online score page.

KEEP YOUR PK / SK KEYS PRIVATE

Wi-Fi configuration can vary by hardware version. Follow the latest HighScoreSaves online guide for setup details and troubleshooting.

[Open complete Wi-Fi setup instructions >](#)

Helpful resources and support

For Bagman-only kit specifications, original Stern manuals and support, use the current HighScoreSaves links below. The separate Bagman/Super Bagman multigame guide is not interchangeable.



Bagman Free Play and High Score Save Kit

Bagman-only product, compatible Z80 options and kit specifications



Bagman kit compatibility and comparison

Compare Bagman-only and Bagman/Super Bagman kits



Original Stern Bagman operator manual

Original arcade installation and operation reference



Stern Bagman schematics and diagrams

Original Bagman CPU, ROM and PCB technical reference



Wi-Fi setup and Standard kit information

Setup steps, PK/SK credentials, and 2.4 GHz network guidance



How to identify an original arcade PCB

Help confirming hardware before adding a kit



Installation Guides PDF library

Browse matching HighScoreSaves installation documents



Contact HighScoreSaves support

Ask about Z80, socket, board revisions and ROM positions