

DRAKTON DONKEY KONG® Conversion Kit

DRAKTON is an exciting new conversion space game from Cardinal Amusement Products. It seems that a nuclear-powered Intruder Base has invaded the Galaxy, infesting all sectors with Intruders and Radioactive Fallout. Players pilot the DRAKTON fighter craft throughout the 24 sectors of their Galaxy fighting these Intruders and searching for the Intruder Base. All Intruders must be destroyed by blasting them with Plasma Torpedoes. Stay alert, for Intruders who contact the Fallout debris are transformed into Atomic Mutants with greatly enhanced destructive powers. Intruders and Atomic Mutants also wield Plasma Torpedoes, so beware. Don't waste time, else the Radioactive Fallout will transform into powerful, deadly Meta-Fallout. The future of the entire Galaxy is at stake in the final confrontation with the Intruder Base. Successful destruction of the heavily protected Intruder Base warps the Player to the next Galaxy. A total of eight unique Galaxies - each with its own laws of physics - are there for the player to conquer.

DRAKTON was designed for one or two players and supports both upright and cocktail cabinet models. The kit features a highly-reliable printed circuit board and all other materials needed to completely convert your old DONKEY KONG® game to an attractive new DRAKTON.

In addition to this manual,

The upright conversion kit contains:

- Satellite board
- Marquee (header glass)
- Control panel overlay
- 4 Buttons and switches

The cocktail conversion kit contains:

- Satellite board
- Oversized underlay
- 2 control panel overlays
- 8 Buttons and switches

DRAKTON is a trademark of Cardinal Amusement Products
DONKEY KONG® is a registered trademark of NINTENDO OF AMERICA INC.

OPERATOR INFORMATION

W A R N I N G

F.C.C. REGULATION COMPLIANCE

This conversion kit must be installed according to the following instructions for F.C.C. regulation compliance.

This is required to avoid radio frequency radiation and to comply with the limits for a class "A" computing device pursuant to Subpart "J" of Part 15 of F.C.C. Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment.

The operation of this equipment in a residential area is likely to cause interference - in which case the user will be required to take whatever measures are necessary to correct the interference at his own expense.

Instructions for F.C.C. Compliance

For F.C.C. compliance, mount the satellite board inside a well-grounded cage with the main logic board. Run the wires from the filter board through the enclosed ferrite torroids to suppress radiated emissions.

If your game is an older model not having a cage, this should be obtained from the game manufacturer.

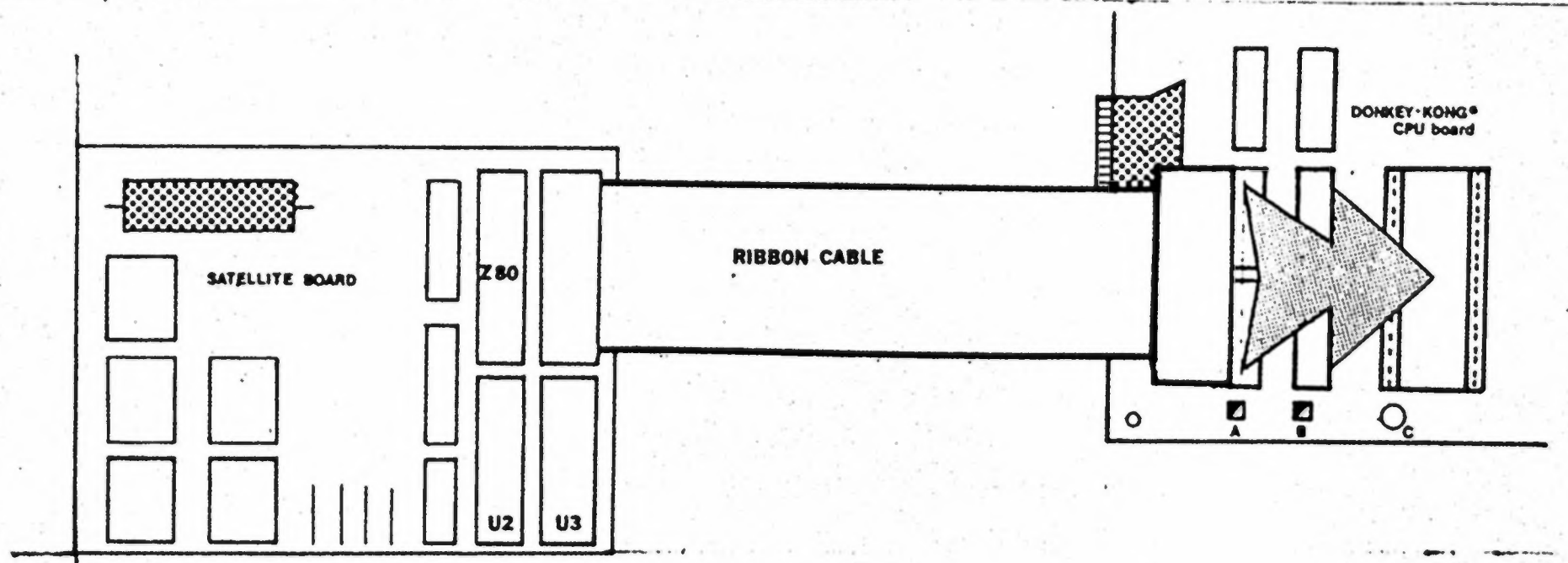
CAUTION

This kit should be installed by a qualified technician. All safety precautions as recommended by the original game manufacturer should be carefully adhered to.

Instructions For "DRAKTON" Conversion

UPRIGHT VERSION

1. Check the contents of the box containing the "DRAKTON" satellite board. A label with a contents list has been placed on the box to aid in this check.
2. Included with the kit are 10 chips labeled IC 1-10. Page 7 of this manual shows where the chips should go on both the two-board and the four-board versions of DONKEY KONG®. Replace your original DONKEY KONG® chips with the new DRAKTON chips.
3. Take the satellite board out of its anti-static bag and align it with the DONKEY KONG® board so that the assembly appears as follows:



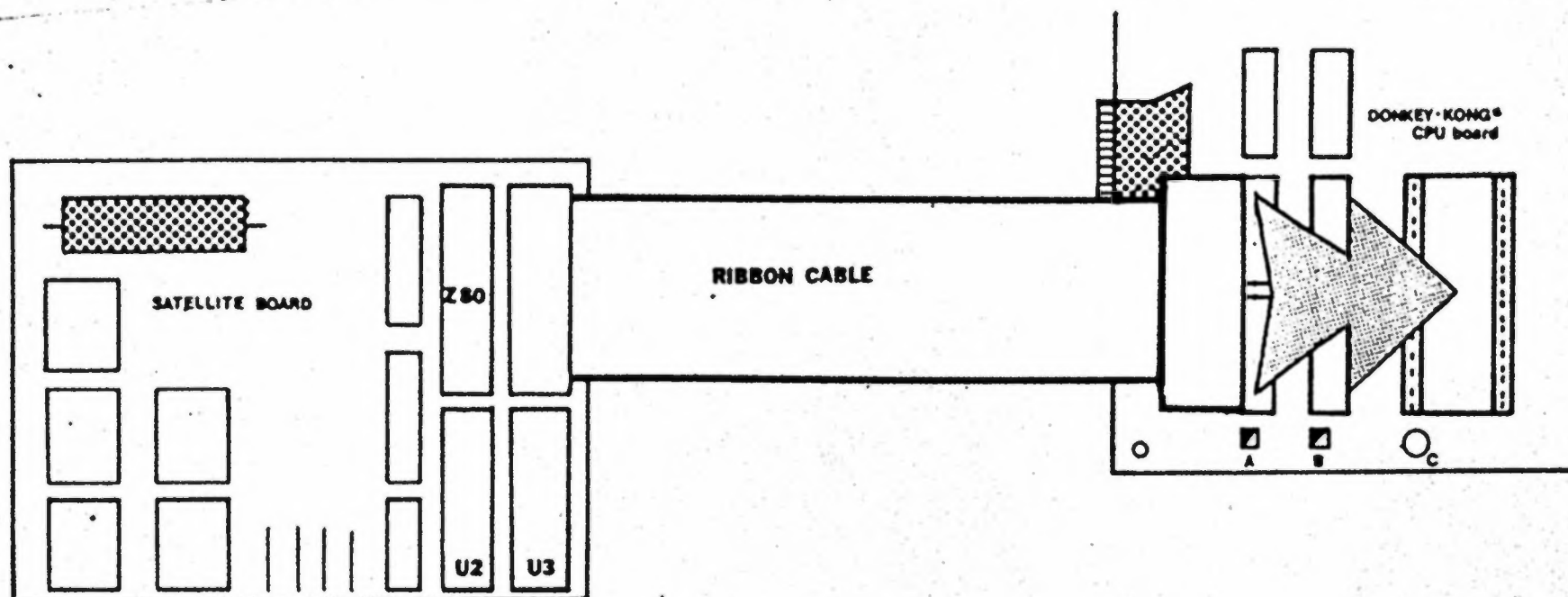
4. Carefully remove the Z80A microprocessor (7C on the two-board version or 5C on the four-board version) from the DONKEY KONG® CPU board and plug it into the satellite board in the empty socket location.

9. Remove the old marquee and bezel. Turn the bezel around so that no DONKEY KONG® artwork shows and remount it. A DRAKTON bezel to be mounted in front of the Donkey Kong® bezel is available as an option from Cardinal Amusement Products for a small cost. Repair any damage to the cabinet or metal framework.
10. The manufacturer strongly recommends that you paint your old cabinet. It is essential that you cover all DONKEY KONG® and Nintendo decals. We have provided exciting new graphics so that when freshly painted, your old game will look brand new and will be easily recognized as the exciting new game "DRAKTON".
11. Install the new marquee and the control panel.
12. Enjoy the increased earnings from your remanufactured video game.

Instructions For "DRAKTON" Conversion

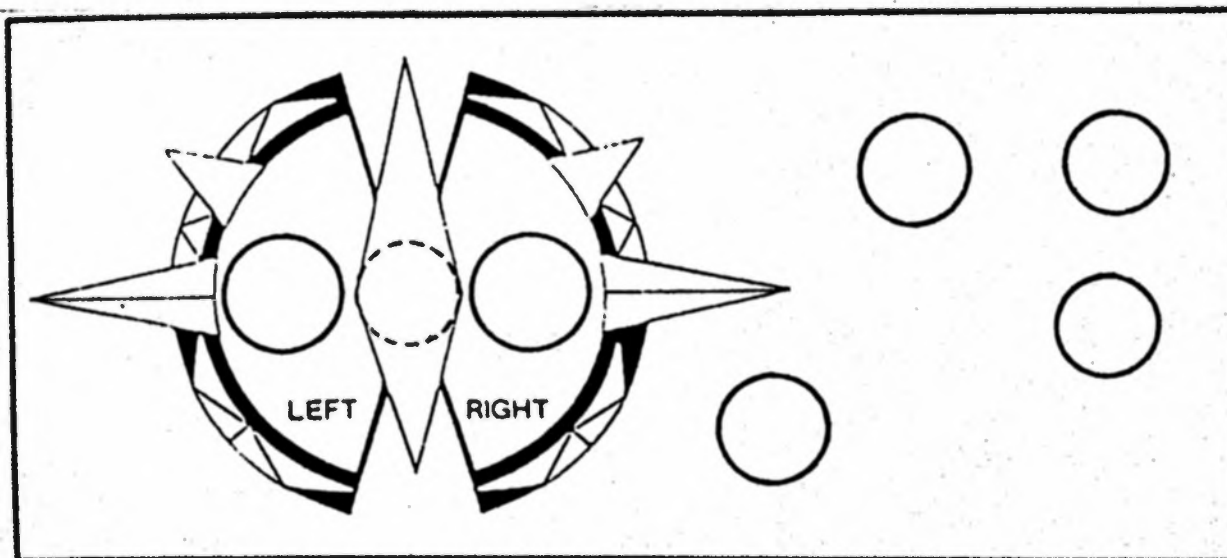
COCKTAIL VERSION

1. Check the contents of the box containing the "DRAKTON" satellite board. A label with a contents list has been placed on the box to aid in this check.
2. Included with the kit are 10 chips labeled IC 1-10. Page 7 of this manual shows where the chips should go on both the two-board and the four-board versions of DONKEY KONG®. Replace your original Donkey Kong® chips with the new DRAKTON chips.
3. The satellite board has been shipped to you with both ends of the ribbon cable plugged in. Carefully unplug the end of the cable nearest the center of the board so that the assembly appears as follows:



4. Carefully remove the Z80A microprocessor (7C on the two-board version or 5C on the four-board version) from the DONKEY KONG® CPU board and plug it into the satellite board in the empty socket location.
5. Next, plug the ribbon cable connector into the socket on the DONKEY KONG® CPU board located at 7C on the two-board version or 5C on the four-board version. See above figure for proper orientation.
6. No DONKEY KONG® software is used by this conversion; the remaining EPROMs (5A, 5B, 5C, 5E, and 3F on the CPU board for the two-board version or 5F, 5G, 5H, 5K, and 5L on the CPU board and 3I on the SOU board for the four-board version or 5A, 5B, 5C, and 5E on the DONKEY KONG JUNIOR® board) should be removed since they are not accessed and do not interface with "DRAKTON".

7. For F.C.C. compliance, mount the satellite board and main logic board assembly inside an R.F. cage. Make sure the R.F. cage is well grounded. Securely fasten the satellite board inside the cage, do not let it dangle.
8. Remove the cover glass and gently scrape the old artwork off.
9. Remove the One and Two Player Start buttons, the Jump buttons, and the Joysticks from both control panels. Also remove the old DONKEY KONG® control panel overlays.
10. The manufacturer strongly recommends that you paint your old cabinet. It is essential that you cover all DONKEY KONG® and Nintendo decals. We have provided exciting new graphics so that when freshly painted, your old game will look brand new and will be easily recognized as the exciting new game "DRAKTON".
11. The cover glass underlay sheet has the new control panel overlays in the center of it. Cut these out and cut holes for the controls in them. See the diagram below for the placement of the controls. The dotted circle is for the Joystick if you wish to use it instead of the Left and Right Rotate buttons provided with the kit. For best game play, the manufacturer suggests using two buttons, rather than the joystick, for the rotation controls. Apply the self-adhesive control panel overlays. Use screws on each corner to hold them down securely. Trim the overlay material out of the One and Two Player Start button holes and remount the buttons. Drill 1/8 inch diameter holes where needed for the new controls. Mount the buttons provided with the kit. Wire the Right and Left Rotate buttons (if used) to the Right and Left wires from the Joystick. The wire from the Jump button should be soldered to the new Fire button. The wire from Up on the Joystick should be soldered to the new Thrust button.



13. Apply the new cover glass underlay and trim to size. Remount the cover glass.
14. Enjoy the increased earnings from your remanufactured video game.

**DRAKTON
IC #**

**TWO-BOARD
DONKEY KONG®**

**FOUR-BOARD
DONKEY KONG®**

1	3H ON CPU BOARD	3I ON SOU BOARD
2	3N ON VIDEO BOARD	5H ON VIDEO BOARD
3	3P ON VIDEO BOARD	5K ON VIDEO BOARD
4	7C ON VIDEO BOARD	4M ON CLK BOARD
5	7D ON VIDEO BOARD	4N ON CLK BOARD
6	7E ON VIDEO BOARD	4R ON CLK BOARD
7	7F ON VIDEO BOARD	4S ON CLK BOARD
8	2E ON CPU BOARD	2K ON CPU BOARD
9	2F ON CPU BOARD	2J ON CPU BOARD
10	2N ON VIDEO BOARD	5F ON VIDEO BOARD

Dip Switch Assignments

Recommended Settings	Switch #	Description
ON	1	ATTRACT MODE SOUND ON OR OFF
OFF	2	# OF SHIPS PER CREDIT
ON	3	# OF SHIPS PER CREDIT
ON	4	DIFFICULTY LEVEL
ON	5	DIFFICULTY LEVEL
OFF	6	DIFFICULTY LEVEL
OFF	7	DIFFICULTY LEVEL
---	8	ON-UPRIGHT, OFF-COCKTAIL

SW #2	SW #3	
OFF	OFF	3 SHIPS/CREDIT
ON	OFF	4 SHIPS/CREDIT
OFF	ON	5 SHIPS/CREDIT
ON	ON	6 SHIPS/CREDIT

SW #4	SW #5	SW #6	SW #7	DIFFICULTY LEVEL	EXTRA SHIP AT:
OFF	OFF	OFF	OFF	1	10000 POINTS
ON	OFF	OFF	OFF	2	10000 POINTS
OFF	ON	OFF	OFF	3	20000 POINTS
ON	ON	OFF	OFF	4	20000 POINTS
OFF	OFF	ON	OFF	5	30000 POINTS
ON	OFF	ON	OFF	6	30000 POINTS
OFF	ON	ON	OFF	7	40000 POINTS
ON	ON	ON	OFF	8	40000 POINTS
OFF	OFF	OFF	ON	9	50000 POINTS
ON	OFF	OFF	ON	10	50000 POINTS
OFF	ON	OFF	ON	11	60000 POINTS
ON	ON	OFF	ON	12	60000 POINTS
OFF	OFF	ON	ON	13	70000 POINTS
ON	OFF	ON	ON	14	70000 POINTS
OFF	ON	ON	ON	15	80000 POINTS
ON	ON	ON	ON	16	80000 POINTS

W A R R A N T Y

EPOS Corporation's Cardinal Amusement Products printed circuit boards are warranted against defects in materials and workmanship under normal usage for a period of ninety (90) days from the date of shipment. If EPOS receives notice of such defects during the warranty period, and the product is returned, EPOS shall, at its option, either repair or replace the defective product, or credit the Buyer's account for such products as are returned to EPOS during the warranty period.

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