Instructions for Glob Conversion

Made Expressly for:

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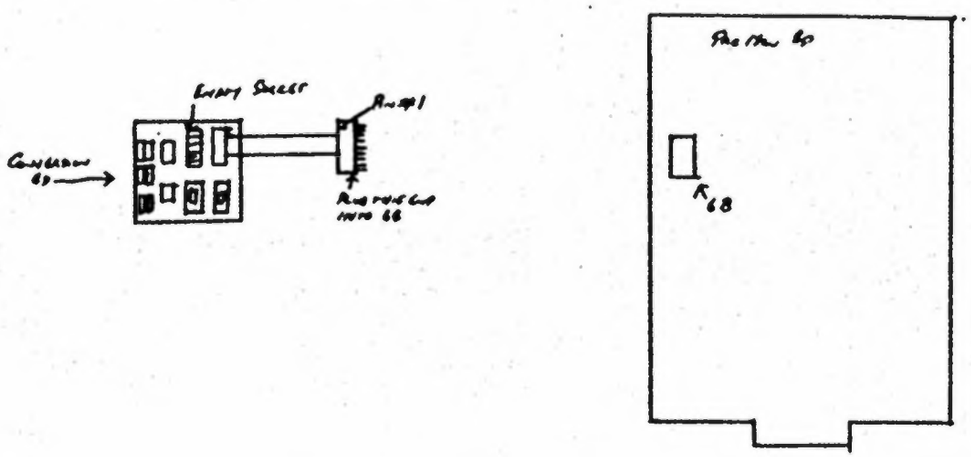
Instructions for "Glob" Conversion

1. Check the contents of the box containing **"The Glob"** conversion board. A label with a contents list has been placed on the box to aid in this check.

2. Remove the PAC-MAN® proms at locations **4A** and **7F** and replace with the corresponding **GLOB** proms. Also, remove the PAC-MAN® character proms at locations **5E** and **5F** and replace with **GLOB** Eproms included in the package.

3. The conversion board has been shipped to you with both ends of the ribbon cable plugged in. Carefully unplug the end of the ribbon cable nearest the center of the board so that the assembly appears as follows:



4. Carefully remove the Z80A microprocessor **(6B)** from the PAC-MAN® board and plug it into the conversion board at the empty socket location.

5. Next, plug the ribbon cable connector into the socket on the PAC-MAN® board located at **6B.**

6. It is a good idea to securely fasten the conversion board to the side of the PAC-MAN® cabinet without wood screws, instead of letting it dangle.

7. Now the control panel must be modified slightly. Refer to the appropriate UPRIGHT or TABLE MODEL section.

UPRIGHT

a) install the **ENERGY** and **ELEVATOR CALL** buttons in the designated locations on the control panel overlay.

b) wire the **ENERGY** button to the **(Start 2)** button the control panel or to **Pin #10** of the PAC-MAN® edgeconnector.

c) wire the **ELEVATOR CALL** button to the **(Start 1)** button on the control panel or to **Pin #L** of the PAC-MAN® edge-connector.

TABLE MODEL

a) first hook up player #1's buttons according to the UPRIGHT section.

b) next install the **ENERGY** and **ELEVATOR CALL** buttons for player 2.

c) wire the player 2 **ENERGY** button to the credit switch inside the cabinet or to **Pin #9** of the PAC-MAN® edgeconnector.

d) wire the player 2 **ELEVATOR CALL** button to the test switch inside the cabinet or to **Pin #K** of the PAC-MAN® edge-connector. Be sure that the test switch is off or disconnected.

e) be sure the table switch (Pin #R on the edgeconnector) inside the table model is tied to logic ground.

8. No PAC-MAN® software is used by this conversion; the remaining EPROMS **(6E, 6K, 6F, 6M, 6H, 6N, 6J, 6P)** may be removed or left on the board for storage, since they are not accessed and do not interface with **"The Glob"**.

9. The manufacturer strongly recommends that you paint your old cabinet. It is essential that you cover all PAC-MAN® Decals. We have provided exciting new graphics so that when freshly painted, your old game will look brand new and when the new graphics have been added, will be easily recognizable as the exciting new game **"The Glob"**.

10. PAC-MAN® is a registered trademark of Midway Mfg. Co.

Dip Switch Assignments

Switch #	
1	# OF GLOBS PER CREDIT.
2	# OF GLOBS PER CREDIT.
3	DIFFICULTY LEVEL
4	DIFFICULTY LEVEL
5	DIFFICULTY LEVEL
6	ATTRACT MODE SOUND ON
7	DIAGNOSTICS ON-ENTER OFF-EXIT
8	NOT USED

SW #1	SW #2	
OFF	OFF	3 Globs/credit
ON	OFF	4 Globs/credit
OFF	ON	5 Globs/credit
ON	ON	6 Globs/credit

SW #3	SW #4	SW #5	
OFF	OFF	OFF	#1 DIFFICULTY LEVEL
ON	OFF	OFF	#2 DIFFICULTY LEVEL
OFF	ON	OFF	#3 DIFFICULTY LEVEL
ON	ON	OFF	#4 DIFFICULTY LEVEL
OFF	OFF	ON	#5 DIFFICULTY LEVEL
ON	OFF	ON	#6 DIFFICULTY LEVEL
OFF	ON	ON	#7 DIFFICULTY LEVEL
ON	ON	ON	#8 DIFFICULTY LEVEL

READ BEFORE STARTING CONVERSION

1. Obtain a small standard (flat blade) screwdriver. A screwdriver with a fine tip approximately ¼" wide will work well. The actual size of the screwdriver will probably depend on how much room there is on the board you are working on.

2. Locate the tip of the screwdriver under the end (narrow side) of the old chip between the old chip and the socket holding it. Be sure you are between the chip and its socket and not the board and the socket otherwise you will lift the entire socket body out with the old chip. If board layout makes one end of the old chip easier to get at, start there, otherwise you can start at either end.

3. Carefully and slowly twist the driver as if turning a screw. By twisting back and forth you will start lifting the pins on each side of the socket. Do not completely lift an entire end of the old chip out of the socket, instead, lift each end of the old chip a little at a time. By repeating this step several times, you should be able to slowly work the old chip out until it either "falls out" or you can easily pick it up with your fingers.

4. You should now have an empty socket on the board and an old chip in your hand. To install the new chip, compare the index notch at the pin #1 end of the chip with the index notch on the empty socket or on the board. You can double check by looking at the other socketed chips on the board. All of the notches should be on the same side of the sockets and chips.

5. After lining up the pin #1 notch visually inspect the new chip for bent or missing pins. If all pins are correct, carefully place the chip loosely in its socket and double-check pin location. If everything is lined up, even pressure directly on the back of the new chip should seat it into position. When the new chip is firmly seated, check one last time for pins that may have bent during installation.

6. If pins are not completely in line, use a flat surface such as a desktop and place ic with the misaligned pins against flat surface and slowly bend entire ic body with all pins against surface to achieve alignment. If pins still do not line up with socket locations, repeat this step as necessary.