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--MARK--



Namco™ 1986

Conversion Kit For Horizontal Monitor Games

KITKORP™

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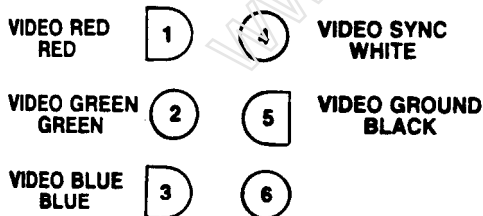
SKYKID

CONVERSION INSTRUCTIONS

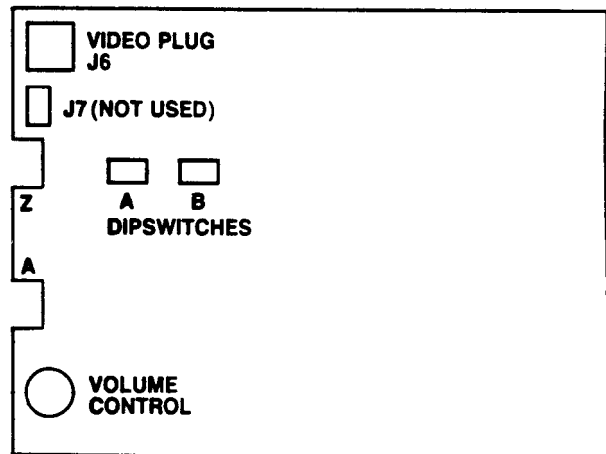
Skykid will go into any cabinet that has a horizontal-mount monitor and a power supply that supplies +5 volts DC and +12 volts DC. The control panel requires two 8-way joysticks, left and right "Shoot" and "Loop/Bomb" buttons, and Player 1 and 2 Start buttons. The PC board generates a negative composite sync signal that is compatible with the majority of monitors in use.

1. Remove all the old game graphics: marquee, side decals, instruction decals, etc.
2. Remove old buttons and joystick from the control panel. Strip off the old overlay, if any. Drill additional holes for buttons if needed, or plug extra holes. See "Suggested Control Panel Layout" diagram.
3. Remove the old game wiring harness, but leave all the AC wiring.
4. Apply the *Skykid* control panel overlay to the control panel. Cut away excess and cut out button holes and joystick holes with sharp knife.
5. Apply the *Skykid* button labels. Install the new buttons and joystick.
6. Cut the *Skykid* marquee to size and install it. Apply the rest of the decals to the cabinet.
7. Wire the *Skykid* cable harness into the cabinet. Note that the power supply wires are heavier gauge. This is to insure good power distribution.
8. Mount the *Skykid* PC boards in the game cabinet. Plug in the cable harness connector. The letter "A" on the connector housing indicates the *top* (or *parts* side) of the board. It should be near the letter "A" printed on the board.
9. Double check your wiring. Install the FCC enclosure.

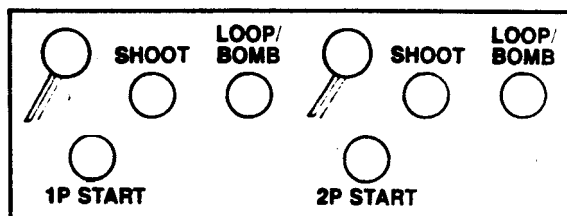
VIDEO CONNECTOR J6



1. This board generates **negative composite sync**. The white sync output wire goes to **both** the horizontal and vertical negative composite sync inputs on the monitor.
2. Connector J7 on the board is **not used**.



SUGGESTED CONTROL PANEL LAYOUT



SKYKID EDGE CONNECTOR DIAGRAM

CAUTION: DO NOT CONFUSE THE TWO YELLOW POWER SUPPLY GROUND WIRES WITH THE YELLOW COINSWITCH WIRE AT K.

PARTS SIDE		SOLDER SIDE	
BLK-GRY	GND	A 1	GND BLK-GRY
VIO-RED	SPKR+	B 2	SPKR- VIO-BLK
* COIN LOCKOUT		C 3	COIN COUNTER 1 *
		D 4	
ORG	+12V	E 5	+12V *
RED	+5V	F 6	+5V RED
BLK-GRY	GND	H 7	GND BLK-GRY
* SERVICE SWITCH		J 8	
YEL	COINSWITCH 1	K 9	COINSWITCH 2 *
GRY-BLK	1P START	L 10	2P START GRY-WHT
GRN-GRN	1P SHOOT	M 11	2P SHOOT GRY
YEL-RED	1P LEFT	N 12	2P LEFT ORG-RED
YEL-BLU	1P DOWN	P 13	2P DOWN ORG-BLU
YEL-GRN	1P RIGHT	R 14	2P RIGHT ORG-GRN
YEL-GRY	1P UP	S 15	2P UP ORG-BRN
		T 16	
		U 17	
		V 18	
GRY-RED	1P LOOP	W 19	2P LOOP GRY-VIO
		X 20	
* COIN COUNTER 2		Y 21	COCKTAIL TABLE GND *
YEL	P.S. GROUND	Z 22	P.S. GROUND YEL

DIPSWITCH A		1	2	3	4	5	6	7	8
Self Test	On	ON							
	Off	OFF							
Coins/Credit #1	1/1		OFF	OFF					
	1/2		OFF	ON					
	2/1		ON	OFF					
Attract Mode Sound	Yes				OFF				
	No				ON				
Unused						OFF			
Screen Freeze	Yes						ON		
	No						OFF		
Coin/Credit #2	1/1							OFF	OFF
	1/2							OFF	ON
	2/1							ON	OFF
	3/1							ON	ON

NOTES:

1. All wires are 22 gauge, except power supply wires which are 18 gauge.
2. For use in cocktail table, ground pin 21.
3. Pins marked * are not wired and are for optional use.
4. Supply voltage for coin lockout coils and coin counters is +12 volts DC.

DIPSWITCH B		1	2	3	4	5	6	7	8
# of Lives	3	OFF	OFF						
	1	OFF	ON						
	2	ON	OFF						
	5	ON	ON						
Bonus Kids / 30,000 & 90,000				OFF	OFF				
	30,000 every 90,000			OFF	ON				
	20,000 & 80,000			ON	OFF				
	20,000 every 80,000			ON	ON				
Unused						OFF	OFF		
Buyin	Yes							OFF	
	No							ON	
Screen Invert									OFF

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