Namco™ 1986

Conversion Kit For
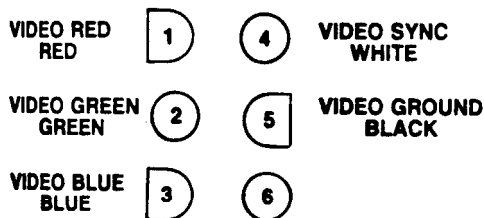# Horizontal Monitor Games
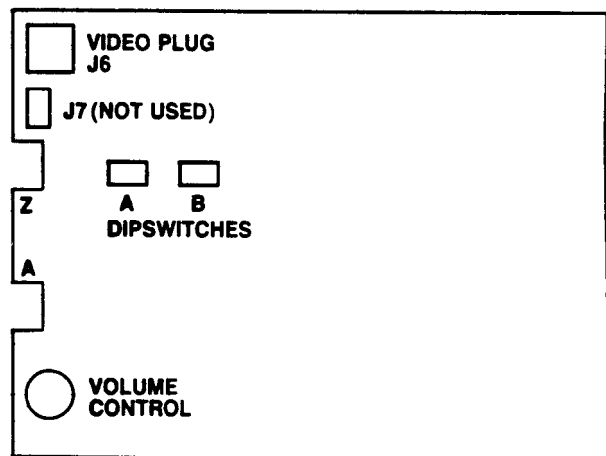
SKYKID
CONVERSION INSTRUCTIONS

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.

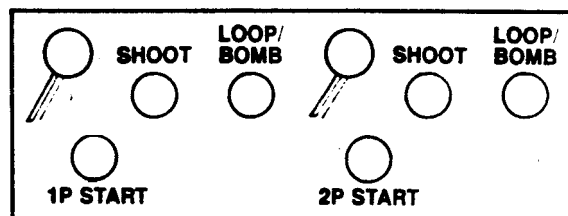9. Double check your wiring. Install the FCC enclosure.

VIDEO CONNECTOR J6

VIDEO RED — RED (1)   (4) VIDEO SYNC — WHITE

VIDEO GREEN — GREEN (2)   (5) VIDEO GROUND — BLACK

VIDEO BLUE — BLUE (3)   (6)

VIDEO PLUG J6

J7 (NOT USED)

A   B
DIPSWITCHES

Z

A

VOLUME CONTROL

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

SHOOT   LOOP/ BOMB   SHOOT   LOOP/ BOMB

1P START   2P START

SKYKID
EDGE CONNECTOR DIAGRAM

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
GRY-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

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 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					
	3/1		ON	ON					
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

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