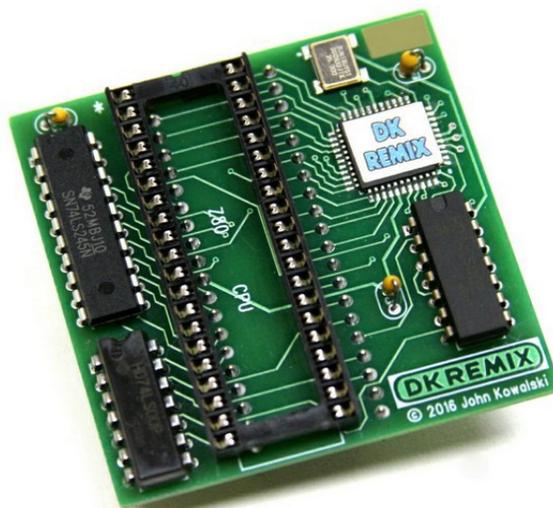




## Donkey Kong Remix Installation Instructions

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Although this upgrade has been tested and the techniques used will not directly cause harm to your game. If you do something wrong, you can very seriously damage the electronics! So...



### **To perform this upgrade you should:**

- Have a working understanding of electronics.
- Be familiar with safe handling procedures for electronic components.
- Be able to follow directions.

Anytime you start messing around with something (particularly something electronic) you accept a certain amount of risk that you may break something. This kit carries with it no guaranty of compatibility to your particular game. If you carefully follow these instructions, you'll do fine and everything will work. If this looks like it's above your confidence level please recruit someone to install the kit for you!

### **Introduction**

Congratulations! You now have the Donkey Kong Remix Kit!

Before we get started, grab your favorite beverage, maybe something to snack on, and find a quiet place to read this manual so you fully understand what to do before you start tinkering around with your precious labor of love!

### **Necessary Parts and Tools:**

You will need the following parts/tools for this upgrade...

- Small flat Screwdriver or I.C. extractor

### **Step One: Unplug the game from its power source!**



**While installing this kit, electric shock is possible if power is present!**

## Step Two: Kit installation

Locate the Z80A-CPU chip on the Donkey Kong PCB. The Z80 is one of the 3 large chips on the top board of the TKG4 board set. The Z80 socket has 7C marked in the silk screening next to it. Take note of the chip orientation, and with the power turned off carefully pry the Z80 out of its socket using a micro screwdriver or other flat implement. Carefully lift each end of the chip bit by bit to remove it without bending its pins.

**It has been discovered that the DK Remix board is not compatible with one model of Z80 chip. If your TKG4 board has a Z80 chip with the marking 'NEC D780C' written on it, the Remix board will not function correctly. We are still trying to find a solution for this issue. The only option right now is to find another Z80A chip (Zilog Z80A or SHARP LH0080A are known to work) and replace the NEC Z80C chip with one of those chips.**

Once the Z80 has been removed, carefully insert it into the empty socket on the DK Remix PCB. Take note to place the chip in the correct orientation. There is a circular indentation on the chip to mark which side Pin 1 is on. On the DK Remix PCB there is a round mark in the silk screening under the socket to indicate which side Pin 1 is on and a printed asterisk \* beside Pin 1 of the socket.

After the Z80 CPU has been inserted into the DK Remix PCB, the board can be plugged into the empty Z80 socket on the TKG4 Donkey Kong board. Make sure to orient the DK Remix PCB so that Pin 1 lines up with Pin 1 on the TKG4 board. The chips on the TKG4 board and the DK Remix board will have their chips, and writing on the chips oriented in the same direction.

Align the header pins underneath the DK Remix PCB with the Z80 socket on the TKG4 board and carefully begin pressing the board down into the empty socket until it makes a solid connection. Make sure that each pin underneath the DK Remix PCB is going to a Z80 socket pin and that none of the pins are bending or sticking outside of the Z80 socket.

## Step Three: Check your work

Verify all connections and be sure everything is secure. Verify your power supply is functioning properly and if not, we offer a power supply conversion kit. For additional help or parts, visit our web site: [www.arcadeshop.com](http://www.arcadeshop.com)

You have installed the kit – congratulations!

## Step Four: Setup/Dip switch settings

The first time the hardware is powered up, the DK Remix board should boot straight into the Service Menu. If the game booted without first going into the Service Menu, you can enter the Service Menu by holding down the Service Switch for one second *while* power is being turned on. This may require two people, one to turn on the power and one to hold the Service Switch down.

The default hardware and game settings can be chosen in the menu. Once the settings are chosen, selecting "Save And Exit" will save the settings and the selected default game will start

up. On subsequent power-ups, the selected default game will boot automatically without first going into the Service Menu.

Game settings may also be set from the Service Menu . Hold the Service Switch down for one second while powering the game up to enter the service menu. Holding P1+P2 Start buttons for one second during power up may also (optionally) be used to enter the service menu.

Holding Service Switch +P1+P2 simultaneously for one second during power up will trigger a factory reset/clearing of all saved settings and scores in the DK Remix board.

	A	B	C	D	E	F	G	H
<b>Number of Jumpman</b>								
3	OFF	OFF						
5	ON	OFF						
7	OFF	ON						
9	ON	ON						
<b>Score Level for Extra Jumpman</b>								
10,000 points			OFF	OFF				
15,000 and every additional 150,000 points			ON	OFF				
25,000 and every additional 250,000 points			OFF	ON				
35,000 and every additional 350,000 points			ON	ON				
<b>Coinage</b>								
1 coin / 1 play					OFF	OFF		
2 coins / 1 play					ON	OFF		
1 coin / 2 plays					OFF	ON		
Free play					ON	ON		
<b>Game Difficulty</b>								
Normal							OFF	
Hard							ON	
<b>Cabinet Type</b>								
Cocktail								OFF
Upright								ON

#### Donkey Kong DIP switch settings

	A	B	C	D	E	F	G	H
<b>Number of Jumpman</b>								
3	OFF	OFF						
4	ON	OFF						
5	OFF	ON						
6	ON	ON						
<b>Score Level for Extra Jumpman</b>								
7,000 points			OFF	OFF				
10,000 points			ON	OFF				
15,000 points			OFF	ON				
20,000 points			ON	ON				
<b>Coinage</b>								
1 coin / 1 play					OFF	OFF	OFF	
1 coin / 2 plays					OFF	ON	OFF	
1 coin / 3 plays					OFF	OFF	ON	
1 coin / 4 plays					OFF	ON	ON	
2 coins / 1 play					ON	OFF	OFF	
3 coins / 1 play					ON	ON	OFF	
4 coins / 1 play					ON	OFF	ON	
5 coins / 1 play					ON	ON	ON	
<b>Cabinet Type</b>								
Cocktail								OFF
Upright								ON

**To enter the Service Menu, hold the Service Switch down one second while powering the game up. (Holding the P1+P2 Start buttons during power up may optionally also be used.)**

**Power-On Game:** Sets which version of Donkey Kong the hardware will start when powered on.

**Settings Menu:** Selects the method to get back into the Service Menu. "Hold P1-P2" enables the Service Menu if P1+P2 Start buttons are held down for one second during power up. If the game will be in a public location, it is preferable to select "Service SW" so that only the operator may enter the Service Menu. Holding the Service Switch for one second during power up will enter the menu if either option is selected.

**Game Switch:** Enables switching between the different versions of Donkey Kong. Holding the "Jump" button depressed for 4 seconds will switch games during attract mode. If game switching is disabled, only the default power-on game will be playable.

**Save Scores:** All, 1st Only or None. Selects the number of entries in the high score table that will be saved between power cycles or when switching between different versions of Donkey Kong. This setting is applied to all versions of Donkey Kong available. Each game retains its own saved scores.

**Erase Scores:** Selecting this option (twice to confirm) will erase all saved scores once "Save And Exit" is selected. If this option was accidentally selected, you can turn the game off without selecting "Save And Exit" and the scores will not yet be erased.

**DIP Switches:** The DK Remix board allows games to load their DIP Switch settings from either the DIP switches on the Donkey Kong PCB or from software selected settings in the Service Menu. If PCB DIP Switch is selected, the menu will display what settings the DIP Switches correspond to. If Soft Menu is selected, the operator will be able to choose the settings directly in the menu.

**Jumpmen:** Selects the number of Jumpmen to begin each game with.

**Difficulty:** (Donkey Kong Remix only) At the default "Normal" setting, Donkey Kong Remix will be similar in difficulty to original Donkey Kong. In the "Hard" setting, the game's internal difficulty can go to level 7 (instead of 5). AI behavior will change slightly. Fireballs, Elevators and spawn timers will reach higher speeds and a new type of wild barrel will be enabled.

**Bonus At:** Selects the point value at which an additional Jumpman will be awarded. In Donkey Kong Remix it is also possible to earn more than one Jumpman during a game (e.g. also after every additional 150,000 points after the initial bonus Jumpman.)

**Coinage:** Selects the coin(s) per play(s). Donkey Kong does not normally support a setting for Free Play. For this reason, the Free Play setting will automatically also be applied to Donkey Kong if the Free Play option is selected for Donkey Kong Remix.

**Save And Exit:** Saves the selected settings, Exits the service menu and starts up the default selected power-on game.

### **Final Notes:**

This kit carries with it no guaranty of compatibility to your particular game. Although this kit has been tested with numerous games, there is a possibility that some of them are different. This kit carries no liability protection for you game, while there is no reason this kit should cause damage to your game, it is possible that incorrect or poor wiring can damage your game board(s). Liability is limited to repair/replacement of the Kit only.

**Items of interest:**

The Donkey Kong Remix Kits are fully compatible with the [Donkey Kong II Multigame Kit](#). Both kits can be installed at the same time and you can have the best of all Donkey Kong games. We are also offering [Donkey Kong remix](#) artwork!

**Installing Donkey Kong Remix AND Donkey Kong II kits at the same time:**

Using the same instructions in step two...

1. Plug your Donkey Kong II kit into the Z80 socket on the Donkey Kong PCB board set
2. Plug the Donkey Kong Remix kit into the Z80 socket of the Donkey Kong II kit
3. Plug the Z80 processor chip into the socket on the Donkey Kong Remix kit

How to switch between games...

From Remix you can hold the jump button for four seconds while the game is in attract mode and it'll switch to Deranged.

From Deranged you can hold the jump button for four seconds to switch to D2K.

From D2K you can hold the jump button to switch back to Remix (or you can press 1Pstart+2Pstart to switch to DK.. from which you can also hold the jump button down to switch back to Remix.)

With a D2K kit installed, the DK Remix kit stores the high scores for Remix and Deranged, but the D2K kit stores the high scores for D2K and DK.

Without a D2K kit installed, the DK Remix kit stores the high scores for Remix, Deranged and DK.