...BACK TO THOSE OF A NORMAL GALAXIAN

...SOCKET AND FIT Z80 INTO SPARE

...AND LEFT ... PIN 15 OF I/C 2B. PIN 3 OF I/C 3M. PIN 12 OF I/C ...

CONNECT TRACK FROM I/C 5S PIN 12 TO I/C 5S PIN 13.

3. FIT COLOUR PROM (ORANGE DOT) TO LOCATION 6L. PIC 1 TO LOCATION 1K/L. PIC 2

FOR SKY EFFECT.

1. CAREFULLY REMOVE I/C'S AT LOCATIONS 3B AND 4B — KEEP THEM SAFE. 14 WAY SOCKETS AND PLUG IN THE SKY BOARD. REFIT THE I/C'S INTO THE TOP OF THE HEADER SKTS. CONNECT THE PADS AS SHOWN IN "FIG 1".

A — TO I/C 9N PIN 4
B — TO I/C 3A PIN 13.
C — TO I/C 6D PIN 4.
D — NOT USED.
E — TO RESISTOR "R" IN "FIG 2".
F — TO RESISTOR "B" IN "FIG 2"

C. FOR SOUND.

1. LOOKING AT "FIG 3". REPLACE CAPACITOR C27 WITH THE 0.047μ SUPPLIED. REPLACE RESISTOR R23 WITH 680K SUPPLIED. ADD A 0.01μ SUPPLIED ACROSS CAPACITOR C17. CUT OUT RESISTORS R27 AND R30. SHORT OUT R24
2. CUT TRACK TO PIN 2 OF I/C'S 8K AND 9K AND LINK PINS TO I/C. 4B PIN 1.

D SWITCH SETTINGS.

SWITCH 1 ON FOR ATTRACT SOUND.
SWITCH 2 ON FOR HARDEST GAME.
SWITCH 3/4. CONTROL No LIVES — 2 TO 5.
SWITCH 5. ON FOR 20P GAME AND 3 GAMES FOR 50P.

E. CONTROLS.

REFER TO EDGE CONNECTOR DRAWINGS.
CONTROL 1 IS FOR 8 WAY MOVEMENT.
CONTROL 2 IS FOR 8 WAY FIRING.
CONTROL 3 IS MISSILE BUTTON.
COIN 1 IS 10P. COIN 2 IS 50P.

FIGURES

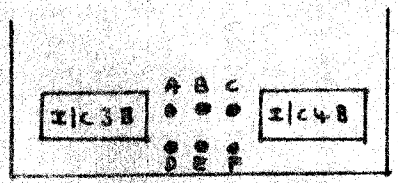

FIG 1

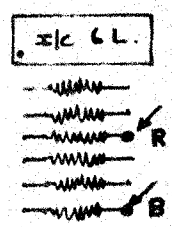

FIG 2.

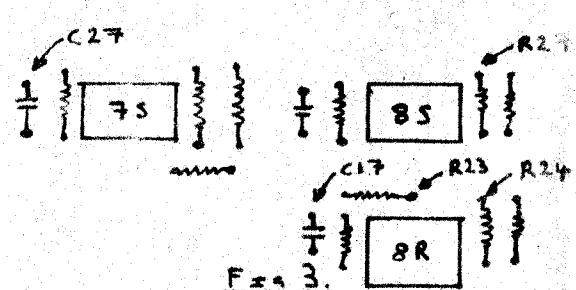

FIG 3.

Component																								Component
	Z	Y	X	W	V	U	T	S	R							J	I	F	E	D	C	B	A	
	22	21	20	19	18	17	16	15	14							8	7	6	5	4	3	2	1	
Solder								GND	4	R	UP	R.				COIN 1								Solder
									CON 3.	CON 2 L.	CON 1 UP	CON 1 L.				CON 2								

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