

**PREHISTORIC ISLE<sup>tm</sup>**

**SNK GAME CONVERSION KIT MANUAL**

**©1989 SNK CORPORATION OF AMERICA**

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# SNK WARRANTY POLICY

SNK Corporation of America (Seller) warrants to the original purchaser (Buyer) that the components listed below are free from defects in manufacturing and materials. The warranty period is 90 days, effective the date of original shipment from Seller's factory.

|  |         |
|--|---------|
| GAME CPU PCB(S).....                   | 90 days |
| POWER SUPPLY SWITCHING REGULATOR ..... | 90 days |
| MONITOR ASSEMBLY .....                 | 90 days |

No other parts of Seller's product are covered by this warranty.

The Seller's sole responsibility shall be, at its option, to repair or replace any warranted item found to be defective during the warranty period. The Buyer's responsibility shall be to notify the Seller of the defective material, and return it, freight pre-paid, to the place specified by the Seller.

Seller is not responsible for the cost of unauthorized repairs, loss of income, or any charges or losses incurred as a result of the use of this product. Seller does not warrant the suitability of its product for a particular application.

This warranty is not applicable for normal wear and tear. This warranty shall be void if inspection of the returned product indicates defect was caused by misuse, or if unauthorized repairs were attempted, or if the item was damaged due to improper handling, shipping, or customer negligence.

# SNK GAME CONVERSION KIT INSTALLATION MANUAL

Prehistoric Isle™

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### 1. GENERAL INFORMATION

#### a. Introduction.

Thank you for purchasing this SNK Game Conversion Kit. It contains all of the materials required to update an existing game cabinet to a fresh new game, thus extending the profitable life of your equipment. Before going any further, please check the contents of this kit against the List of Materials found in this manual to ensure all of the required materials are present. Also, check the Game Requirements section to make certain the cabinet you intend to convert is acceptable.

**WARNING:** This manual assumes that you have an electronics background and experience installing video game conversion kits. If you do not, you should consider having your dealer install the kit for you. There is a risk of electrocution to the installer and the player if the kit is not installed properly. In addition, the Game PCB consists of sensitive (expensive!) electronic circuits. All it takes is one mistake to **TOTALLY DESTROY THE PCB SET!** By the way, totally destroying the PCB set will totally void your warranty...

b. List of Materials.

| <u>QTY</u> | <u>DESCRIPTION</u>                  | <u>OK</u> |
|------------|-------------------------------------|-----------|
| 1          | PCB set , Prehistoric Isle          | O         |
| 1          | Control Panel Overlay, SNK          | O         |
| 1          | Logo Plex, Prehistoric Isle         | O         |
| 1          | Monitor Tube Card, Prehistoric Isle | O         |
| 2          | Side Decals, SNK                    | O         |
| 1          | Jamma standard harness              | O         |
| 2          | Joystick, 8-way                     | O         |
| 4          | Pushbutton, Blue                    | O         |
| 4          | Pushbutton, Green                   | O         |
| 1          | Pushbutton, 1p start                | O         |
| 1          | Pushbutton, 2p start                | O         |
| 1          | FCC sticker                         | O         |
| 1          | Set, Pushbutton ID Tags             | O         |
| 1          | Manual, Prehistoric Isle            | O         |

c. Game Requirements.

This game to be converted requires the following mechanical and electrical specifications:

- **MONITOR:** Horizontal mount, RGB, negative composite sync.
- **CONTROL PANEL:** Space available for two joysticks, four control pushbuttons, and two player start pushbuttons.
- **COIN MECHANISMS:** The game must have two separate coin slots and mechanisms, the Left side player uses Coin 1, and the Right side player uses Coin 2.
- **POWER SUPPLY:** +5 vdc @ 11 Ampere and +12 vdc @ 1 ampere.

Check the cabinet carefully for properly operating monitor, power supply, and coin mechanisms. If the cabinet is beat up or damaged, you should repair the damage and refinish the exterior to enhance the appearance of your conversion.

This kit includes a new Logo Plex, Monitor Tube Card, Control Panel Overlay, and Side Decals. Use the old Logo Plex and Tube Card as a template for trimming the new parts to the proper size.

If the original game used a silkscreened glass in front of the monitor, you may want to replace it with a clear piece of glass or plex. If you cannot use the monitor Tube Card, cut the game play instructions from it and place under the monitor glass.

Examine the main DC and control harness wiring diagram from the original game. If it used the JAMMA Standard edge connector pin-out, you may not have to re-wire the cabinet. If the edge connector pin-out is different from the JAMMA standard, use the new main harness supplied in the conversion kit. Refer to the harness edge connector pin-out in the technical section of this manual.

#### d. Control Panel Layout.

Please refer to Figure 1 for the suggested control panel layout. Each control wire must be connected to the N.O. (Normally Open) terminal of each switch. Use a Black Ground wire from the edge connector for all of the switch Common terminals. Refer to the Edge Connector Pin-Out in section 2c for specific wire color information.

Included in your kit is a set of Pushbutton ID Tags. Install these under each button on the control panel.

NOTE: This game requires separate coin mechanisms for Coin 1 (Left player) and Coin 2 (Right player).

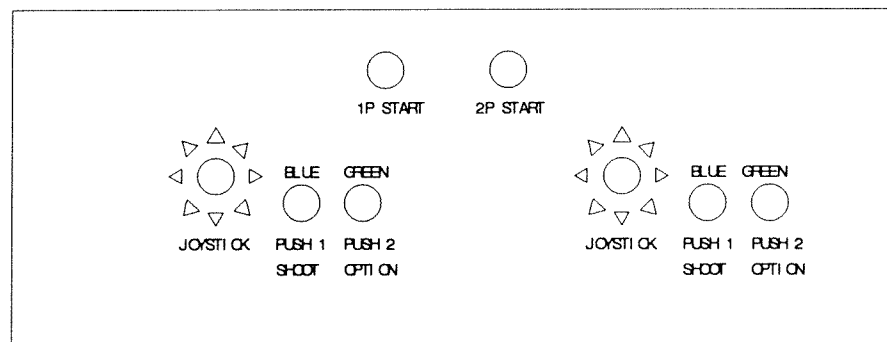


Figure 1

## 2. TECHNICAL INFORMATION

### a. PCB Information.

The illustration below shows the layout of the PCB, indicating the location of the Dip-Switches, Edge Connector, and the +5 vdc LED. NOTE: The LED indicates the presence of +5 vdc only, it does not indicate the proper voltage level. Use a Digital Volt-Meter to measure the actual voltage level from the power supply before installing the PCB.

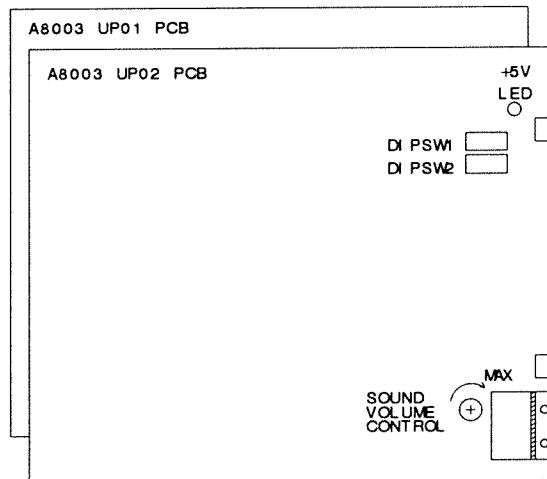


Figure 2

### b. Dipswitch Options.

The Prehistoric Isle game can be configured for maximum play appeal via two 8 position Dip-Switches found on the Game PCB (see Figure 2). NOTE: For safety's sake, remove power to the game when changing the dipswitch settings. Refer to tables 1 and 2 for specific options.

| DI PSW TCH 1                             |                 | 1                           | 2   | 3   | 4   | 5   | 6   | 7   | 8   |
|--|-----------------|-----------------------------|-----|-----|-----|-----|-----|-----|-----|
| FLI P PI CTURE                           | NORMAL          | OFF                         |     |     |     |     |     |     |     |
|  | REVERSE         | ON                          |     |     |     |     |     |     |     |
| NOT USED                                 | LEAVE OFF       |                             | OFF |     | OFF |     |     |     |     |
| BONUS LI FE                              | 2ND EXTEND ONLY |                             |     | OFF |     |     |     |     |     |
|  | EVERY EXTEND    |                             |     | ON  |     |     |     |     |     |
| PLAY PRI CI NG<br>COI N 1 AND<br>COI N 2 | 1 COI N 1 PLAY  | (CONTI NUE: 1 COI N=1 PLAY) |     |     |     | OFF | OFF |     |     |
|  | 2 COI N 1 PLAY  | (CONTI NUE: 1 COI N=1 PLAY) |     |     |     | ON  | OFF |     |     |
|  | 1 COI N 2 PLAY  | (CONTI NUE: 1 COI N=2 PLAY) |     |     |     | OFF | ON  |     |     |
|  | FREE PLAY       |                             |     |     |     | ON  | ON  |     |     |
| NUMBER OF<br>LI VES                      | THREE (3)       |                             |     |     |     |     |     | OFF | OFF |
|  | TWO (2)         |                             |     |     |     |     |     | ON  | OFF |
|  | FOUR (4)        |                             |     |     |     |     |     | OFF | ON  |
|  | FIVE (5)        |                             |     |     |     |     |     | ON  | ON  |

| DI PSW TCH 2               |                | 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8   |
|----------------------------|----------------|-----|-----|-----|-----|-----|-----|-----|-----|
| LEVEL OF<br>DI FFI CULTY   | 2 NORMAL       | OFF | OFF |     |     |     |     |     |     |
|                            | 1 EASY         | ON  | OFF |     |     |     |     |     |     |
|                            | 3 HARD         | OFF | ON  |     |     |     |     |     |     |
|                            | 4 HARDEST      | ON  | ON  |     |     |     |     |     |     |
| ATTRACT MODE<br>SOUND      | YES            |     |     | OFF | OFF |     |     |     |     |
|                            | NO             |     |     | ON  | OFF |     |     |     |     |
| NEVER FI NI SH             |                |     |     | OFF | ON  |     |     |     |     |
| FREEZE SCREEN              |                |     |     | ON  | ON  |     |     |     |     |
| BONUS LI FE<br>AWARDED AT: | 100000/ 150000 |     |     |     |     | OFF | OFF |     |     |
|                            | 150000/ 300000 |     |     |     |     | ON  | OFF |     |     |
|                            | 300000/ 500000 |     |     |     |     | OFF | ON  |     |     |
|                            | NO BONUS       |     |     |     |     | ON  | ON  |     |     |
| CONTI NUE MODE             | YES            |     |     |     |     |     |     | OFF |     |
|                            | NO             |     |     |     |     |     |     | ON  |     |
| NOT USED                   | LEAVE OFF      |     |     |     |     |     |     |     | OFF |

c. Main Harness Pin-Out.

| SOLDER SIDE |           |         | COMPONENT SIDE |            |  |
|-------------|-----------|---------|----------------|------------|--|
| WIRE COLOR  | FUNCTION  | PIN NO. | FUNCTION       | WIRE COLOR |  |
| BLACK       | GROUND    | A 1     | GROUND         | BLACK      |  |
| BLACK       | GROUND    | B 2     | GROUND         | BLACK      |  |
| RED         | +5VDC     | C 3     | +5VDC          | RED        |  |
| RED         | +5VDC     | D 4     | +5VDC          | RED        |  |
| GREEN       | -5VDC     | E 5     | -5VDC          | GREEN      |  |
| YELLOW      | +12VDC    | F 6     | +12VDC         | YELLOW     |  |
|             | PROTECT   | H 7     | PROTECT        |            |  |
|             |           | J 8     | COUNTER1       | BROWN      |  |
|             |           | K 9     |                |            |  |
| WHITE       | SPEAKER-  | L 10    | SPEAKER+       | WHITE      |  |
|             |           | M 11    |                |            |  |
| GREEN       | CRT GREEN | N 12    | CRT RED        | PINK       |  |
| GREY/WHITE  | CRT SYNC  | P 13    | CRT BLUE       | LT BLUE    |  |
| VIOLET      | SERVICE   | R 14    | CRT GND        | BLACK      |  |
| GREY        | TILT RST  | S 15    | TEST SW        | ORANGE     |  |
| VIO/BLK     | COIN 2    | T 16    | COIN 1         | VIO/WHT    |  |
| WHT/BLK     | START 2   | U 17    | START 1        | BLK/WHT    |  |
| BRN/BLK     | 2P UP     | V 18    | 1P UP          | BRN/WHT    |  |
| RED/BLK     | 2P DOWN   | W 19    | 1P DOWN        | RED/WHT    |  |
| ORG/BLK     | 2P LEFT   | X 20    | 1P LEFT        | ORG/WHT    |  |
| YEL/BLK     | 2P RIGHT  | Y 21    | 1P RIGHT       | YEL/WHT    |  |
| GRN/BLK     | 2P PUSH1  | Z 22    | 1P PUSH1       | WHT/GRN    |  |
| BLU/BLK     | 2P PUSH2  | a 23    | 1P PUSH2       | WHT/BLU    |  |
| YELLOW      | 2P PUSH3  | b 24    | 1P PUSH3       | RED        |  |
|             |           | c 25    |                |            |  |
|             |           | d 26    |                |            |  |
| BLACK       | GROUND    | e 27    | GROUND         | BLACK      |  |
| BLACK       | GROUND    | f 28    | GROUND         | BLACK      |  |



# Prehistoric Isle<sup>tm</sup>

## CUSTOMER RESPONSE CARD

Thank you for purchasing this fine SNK game. As part of our efforts to provide timely and pertinent information to you, please complete the information card below and return it to SNK Corporation of America. We will place your firm on a mailing list so that you will receive all published technical information regarding this product.

Please include all comments, good or bad, so that we may better tailor our services and products to suit your needs.

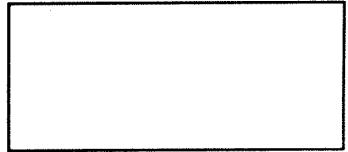
### CUSTOMER INFORMATION

COMPANY NAME: .....  
ADDRESS: .....  
CITY, ..... STATE: ..... ZIP: .....  
TELEPHONE: ..... (.....) .....  
NAME OF CONTACT: .....

### GAME INFORMATION

SERIAL NUMBER: .....  
DATE RECEIVED: .....

COMMENTS.....  
.....  
.....  
.....  
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.....



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