

# SEARCH/PARTS BULLETIN

165 W. Lake Street • Northlake, Illinois 60164  
Phone: 312/562-7400 Telex: 72-8463

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## 2K EPROM TEST CHIP

Commencing with the game James Bond, the System 80 control board has been modified so that one 2K EPROM (2716) may be used in place of the two ½K PROMS (7641) used in previous System 80 games. This change doubles the memory capacity allowing greater flexibility in game design. In order for the System 80 Bench Tester to accommodate this change, a 2716 EPROM test chip has been programmed to test the new version control board. The test chip is labeled TE and must be inserted into the PROM 1 position on the control board under test. The test procedure for the new control boards is identical to the present procedure. Important: the new 2K EPROM (2716) is static sensitive, and should be handled in an appropriate manner to insure its protection.

The new and old control boards can be differentiated by their DETAIL (DET.) identification numbers. These numbers are located above the J6 edge connector on the component side of the board. The old control board number is DET. PB03-D102-001. The revised control board number is DET. PB03-D107-001.

Some old System 80 boards have been rewired to accommodate the 2K EPROM configuration. Four jumper wires can be found on the non-component side of the board. Three wires jumper the PROM 1 and PROM 2 locations. The fourth wire jumpers Z10. The 2K EPROM test chip must be used with these rewired boards. The earlier TE1, TE2 PROMS will not work. The following procedure explains the total modification of old System 80 control boards so they may be used in future System 80 games.

MODIFICATION PROCEDURE: 3 traces to be cut, 4 jumpers to be added.

1. Top of board. Cut trace extending to the left from between pins 6 and 7 of Z-10.
2. Bottom of board; J1 connector to the right, J4,5,6 connectors facing down. Jumper Z-10 pin 13 to the pad located just below and to the right of Z-9 pin 7.
3. Cut traces leading to PROM socket 1 pins 21 and 19.
4. Jump PROM socket 1 pin 21 to PROM socket 2 pin 24.
5. Jump PROM socket 1 pin 22 to PROM socket 2 pin 18.
6. Jump PROM socket 1 pin 19 to PROM socket 2 pin 21.

TO REVERSE THIS MODIFICATION BACK TO TWO ½K PROMS:

1. Unsolder jumper on Z-10 pin 13 and solder to Z-10 pin 11.
2. Unsolder jumper on PROM socket 2 pin 24 and solder to PROM socket 2 pin 21.
3. Unsolder jumper on PROM socket 2 pin 21 and solder to PROM socket 2 pin 19.