

NEO GEO KIT ASSEMBLY INSTRUCTIONS

First, thanks for your purchase! Be sure to reach out to me if you have any questions on assembly! I'm more than willing to help.

There is no particular “right” order for assembling the kit. However best place to start is with all the components along the board outline and **leave the soldering of the Jamma edge last**. Specifically, as you will end up flipping the board several times, and it is easiest without a heavy MV1c in the middle torqueing and flexing while trying to do so.

Most important things are outlined in the image on the next page:

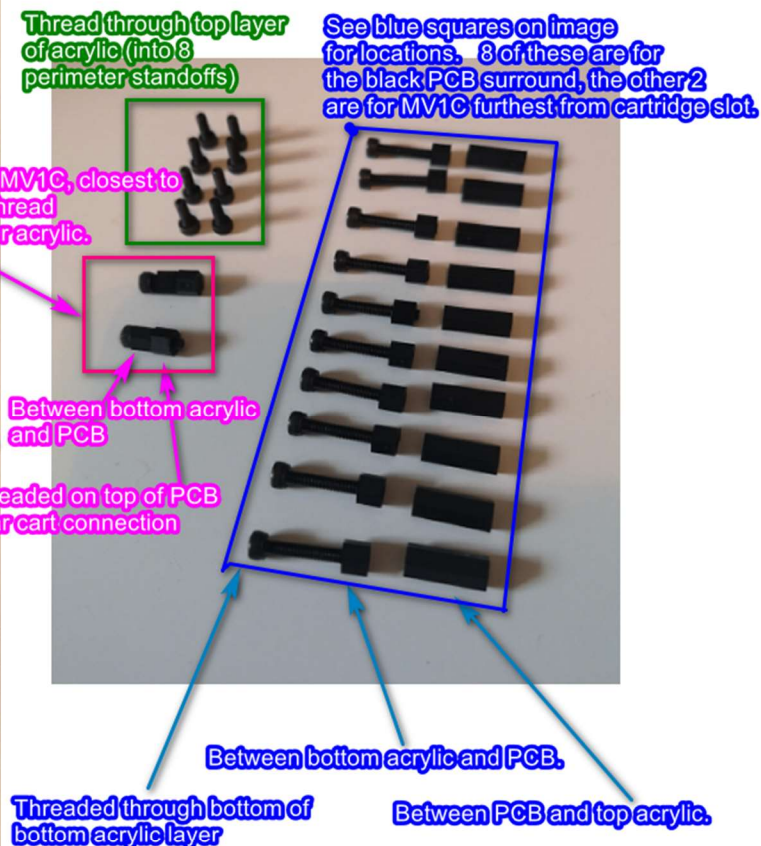
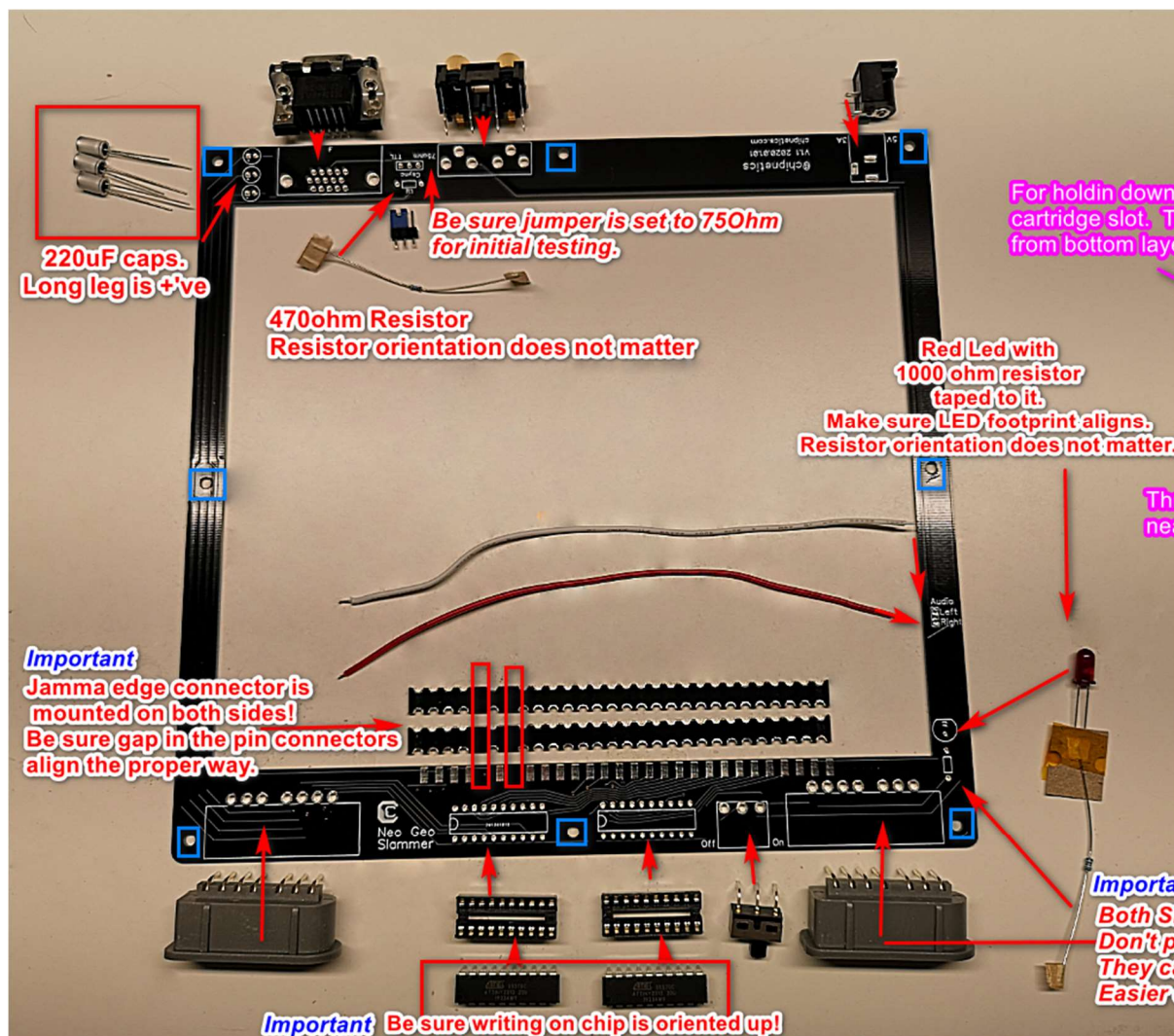
- Be sure the **writing on the microcontroller chips is facing upwards**, as in the photo.
- Be sure the Jamma edge “bridge connector (black) PCBs” are oriented the proper way with the gaps in the PCB aligning to the gaps in the Jamma edge. ***This is very important, as desoldering them afterwards is very difficult; and is also why you should ascertain you have a working MV1C in advance. If you have to de-solder, it is best to use a hot air gun.***
- Bending the pins on the second SNES controller receptable. They all come identical from the factory (*don't panic I didn't send you two of the same ones by accident!*), so it is up to the builder to manipulate the pins so the receptable becomes the proper orientation. The easiest way is to take pliers and carefully bend the pins in directly the opposite direction. **Take your time! If you rush you may end up with oddly bent pins.**

When you have all the components installed, you can go ahead and solder in the MV1C. I find it is best to use alligator clips or binder clips to hold the MV1C perfectly flush within the black PCB surround. Use some tissue as not to scratch the boards up. This will also prevent the board from flexing around, until you have it mounted in the acrylic with the standoffs. Use a thick solder if you have it, these are large solder points and will require significant amounts of solder. Be careful not to bridge any connections with neighbouring pins; it does not hurt to do quick continuity tests to be sure you have no bridges.

Of course you'll have to solder both sides of the JAMMA connector, it doesn't matter which side you do first; but when flipping the board over be cautious you don't torque the MV1C too much. **Don't forget to install the audio wires as well**, the last image shows the solder points for this; be sure to use flux.

Test the assembly before putting the acrylic and standoffs on.... It's actually a fair amount of screws/standoffs, so best to test first. Use the provided 5V, 3 amp adapter. You do not require a game cart to be inserted to get the basic Neo Geo (SNK) test screens. Also check to ensure both SNES controllers are working properly; the Neo Geo has a controller test screen where you can ensure all buttons are working! Note: If you end up wanting to test a game cartridge before putting on the acrylic, don't merely put your bare MV1C on a table and push in a game cart, you will bend and ruin all the cartridge pins under the MV1C – I learned this the hard way!

Standoff and screws are fairly self-explanatory and has been highlighted on the next page. The only thing to note is **the shorter screws with have two 5mm nuts already on them are for the MV1C closest to the cartridge slot**. These are intentionally low profile as to allow the game cartridge to still seat fully into the MV1C.



Important
Both SNES connectors are identical from factory.
Don't panic! - Manually slide out the pins and rotate them.
They can be quite stiff, so take your time.
Easier option is directly bend them the opposite direction with pliers.

Audio Connector:

