# Kickstart Board (SwapSwitch)
## Installation Instructions

**Phoenix**
MICROTECHNOLOGIES PTY LTD

This module allows you to switch between a maximum of three KickStart ROMs, providing on going compatability for your software. This module can be used with the Amiga 500 or 2000.

If you perform this installation yourself, we cannot guarantee any ROMs involved in the procedure, nor can we accept any liability for damage to the Amiga. Please consider this before going ahead.

## Installation

Warning: the ROM chips are static-sensitive. If unsure of the correct precautions to take when handling them, please consider having us install this module for you to avoid damage. These instructions are aimed at a person with some electronic experience; if after reading them you do not feel competent to perform this installation please contact us to do it for you.

## Amiga 500

a. Turn the Amiga upside down on a flat surface and remove the six screws holding the two halves of the case together. Turn it back over (holding the halves together) and gently prise open the clip at the centre of each side of the case, using a small screwdriver. Remove the top of the case and place it aside.

b. Next, the keyboard must be removed. Pay attention to the orientation of its connector, since the keyboard will be destroyed if it is reversed. Remove the RF shield, which is held by four self-tapping screws and four bent metal tabs.

c. The module is to be installed in the KickStart ROM socket, which is located to the right of the 68000 CPU (the largest chip on the board). Remove the ROM by prising it gently from each end with a small screwdriver, taking care not to scratch the board beneath. Place it on the metal cover of the disk drive.

d. Place the module on your anti-static bench so the side of the board that has the narrow cable to the switch faces away from you. The large connector with the 'Phoenix Bird' printed on the top must be removed from the socket. Gently, using a small flat headed screw driver, prise the connector from the socket. If you bend any pins, ensure they are straightened. Ensure the narrow cable from the switch is still facing away from you.

e. If you have a revision 6A or 7 motherboard (written on the motherboard between the A501 expansion slot and the disk drive) ensure one of the ROMs is plugged in to the left hand socket. Ensure that the 'notch' (see diagram A on the next page) at the top of the chip(s) lines up with the notch in the socket(s). If the board is orientated correctly, both notches should face away from you. Stick one side of the velcro tape on the top of this ROM and the other side of the velcro tape on top of the Paula Chip (8364). If you have a revision 5 motherboard ensure one of the ROMs is plugged in to the right hand socket. Ensure that the 'notch' (see diagram A on the next page) at the top of the chip(s) lines up with the notch in the socket(s). If the board is orientated correctly, both notches should face away from you. Place one side of the velcro tape on the top of this ROM and the other half of the velcro tape on top of the ODD CIA Chip (8520). 'Tear' the module from the other side of the velcro and insert any other ROMs into the module. If fitting a version 2.0 ROM, simply follow the instructions (concerning the wire 'link') supplied with the chip by Commodore, but plug the ROM into the module.

## Amiga 500 (continued)

f. Place the Amiga in front of you so the connectors at the rear of the computer face away from you. The 68000 should be at the left of the ROM socket and the Agnus (the large square chip) at the right. Pin one of the ROM socket is at the top left of the socket, and is printed on the Amiga's motherboard. Now plug the large connector on the end of the wide cable in to the ROM socket on the Amiga. Ensure that pin one of the large connector (printed on the label with the 'Phoenix Bird') lines up with pin one, marked on the motherboard.

g. Place a 45 degree fold in the cable so that the velcro on the Amiga 500 chip and the module chip mate (i.e. the chips are facing each other).

h. Drill a 1/4" (6.5mm) hole for the switch in the case - we suggest the back panel next to the mouse/joystick connectors. Keep clear of the hole for the case's self tapping screw.

i. Boot up the Amiga with all KickStarts to ensure all is well before re-assembling the machine. Please note that the KickStart ROM select switch should only be changed when power is switched off to the machine. Please note that the links on the module should not be moved.

## Amiga 2000

Remove the top cover - there are four screws at each corner and one in the centre top of the back panel. Remove the Power Supply bay screws (three at the front, four at the rear) and disconnect all cables attached to the bay (including the power supply and internal floppy ribbon cables), and gently lift the bays from the Amiga.

As with the 500, the ROM is located to the right of the 68000. Follow step 'c' of the Amiga 500 instructions.

Follow step 'd' (above). Plug one of the ROM's you wish to install in to the centre socket of the module. Ensure that the 'notch' (see diagram A below) on the ROM lines up with the 'notch' on the socket (also printed on the module). Stick one side of the velcro tape on top of this ROM.

Place the Amiga so the front of the machine is facing you. Plug the module in so the 'notch' printed on the top of the large connector is facing the notch printed on the A2000's motherboard under the ROM socket. The wide cable from the module should run away from the 68000.

Plug one of the ROM's you wish to install in to the centre socket of the module. Ensure that the 'notch' (see

diagram A below) on the ROM lines up with the 'notch' on the socket (also printed on the module). Stick one side of the velcro tape on top of this ROM.

Stick the other side of the velcro on top of the large connector with the 'Phoenix Bird' printed on it.

Fold the wide cable over, so the two halves of the velcro mate (i.e. the chips on the Amiga 2000 and the chips on the module are facing each other)..

'Tear' the module from the other side of the velcro and insert any other ROMs into the module. If fitting a version 2.0 ROM, simply follow the instructions (concerning the wire 'link') supplied with the chip by Commodore, but plug the ROM into the module.

We suggest locating the switch on one of the metal plates covering the rear vertical slots.

Replace the bay and ensure that all KickStarts run correctly before replacing the bay's screws and the top cover. Please note that the KickStart ROM select switch should only be changed when power is switched off to the machine.
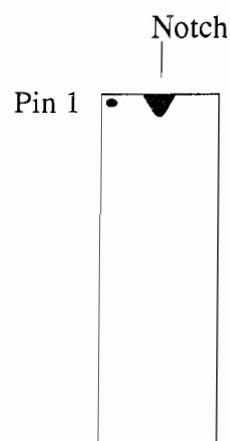
Notch

Pin 1

Diagram A