



ZAXXON™ Joystick
Modification Instructions

1. Turn on the game to be retro-fitted, manipulate the joystick handle (ITEM NO. 14) to verify proper operation of the 8-way player input assembly (P/N 834-0236).
2. Turn the game off, and proceed. The tools you will need are; a small phillips screwdriver, a pair of dikes (wirecutters), a pair of crimp pliers or equivalent, a 3/8" nutdriver, an M4, and an M5 allen wrench (7/64" and 5/32" may be substituted, if necessary), or a "tamper-proof" screw wrench, if fitted.
3. With the door to the game electronics compartment open, reach under the control panel and flip the fasteners on both sides. The panel will now swing out towards you. Disconnect the control panel harness connector on the right-side, slide the spring-loaded pins on both sides, remove the control panel and set on a good working surface (placed upside down on a padded armchair is ideal, allowing you to approach the underside of the panel with ample joystick clearance beneath).
4. Notice at the end of the joystick assembly the three wires exiting the shaft; one green wire, one large white wire and one small white wire. Note, or mark the gauge difference in the two white wires. At approximately 3" from where the wires exit the shaft assembly, cut all three wires with the dikes.
5. Next, remove the four phillips screws (ITEM NO. 16) securing the micro-switch bracket (bracket B, ITEM NO. 3) and set aside for re-use. Lift

the bracket (ITEM NO. 3) up off of the shaft, and carefully set it back out of the way.

6. Using the two allen wrenches, disassemble the joystick handle-halves, pulling the wire harness through the shaft, and set aside (the handle-half that mounts the LED and micro-switch FIRE button will be re-used. The re-worked handle-half is in your kit.
7. Now remove the four sets of nuts, washers, and lock-washers securing bracket A (ITEM NO. 2) to the control panel. Care should be taken here not to misplace the flat-washers and slider plate (ITEM NO. 13) located, under the base plate (ITEM NO. 1) upon which the joystick assembly rests.
8. The replacement bracket A (ITEM NO. 2) can now be rebolted to the control panel using the flat and lock-washers and nuts removed in Step 7. Check to ensure that the base plate (ITEM NO. 1) sliding plate (ITEM NO. 13) and flat-washers are in place.
9. At this point, tape all three ends of the wire harness together on the LED/micro-switch handle-half, and feed the harness between the shaft "eye" and through the shaft (ITEM NO. 4) itself. Re-bolt the handle halves together, taking care to keep the wire harness clear of the shaft "eye-bolt" end. We heartily recommend the use of "loc-tite" with all four handle fasteners.
10. Re-position the micro-switch bracket B (ITEM NO. 3) over the shaft (ITEM NO. 4) and re-secure the four phillips screws (ITEM NO. 16) removed in Step 5.
11. Next, strip approximately 3/8" of insulation from the ends of all six wires (three wires from the handle, and three wires from the control panel); twist the two green wires together, twist the two large white

wires together, and twist the two small white wires together, securing all three connections with the blind crimps provided in your kit. (The large white wire leads to the control panel FIRE buttons, the small white wire leads to the micro-switches.)

12. Re-position the now complete control panel assembly to the front of the game, and slide the spring-loaded pins back into place. Replace the control panel harness connector, rotate the panel into its operating position and secure the side latches.
13. Close the game electronics compartment door, turn the game on, and verify proper operation of your new joystick handle assembly.
14. If you have any questions, please call:
Toll-free inside California 1-800-722-8576
Toll-free outside California 1-800-854-1938
15. Using the pre-addressed adhesive return label, place your old joystick assembly parts into the box your kit was shipped in, and return to SEGA/Gremlin.