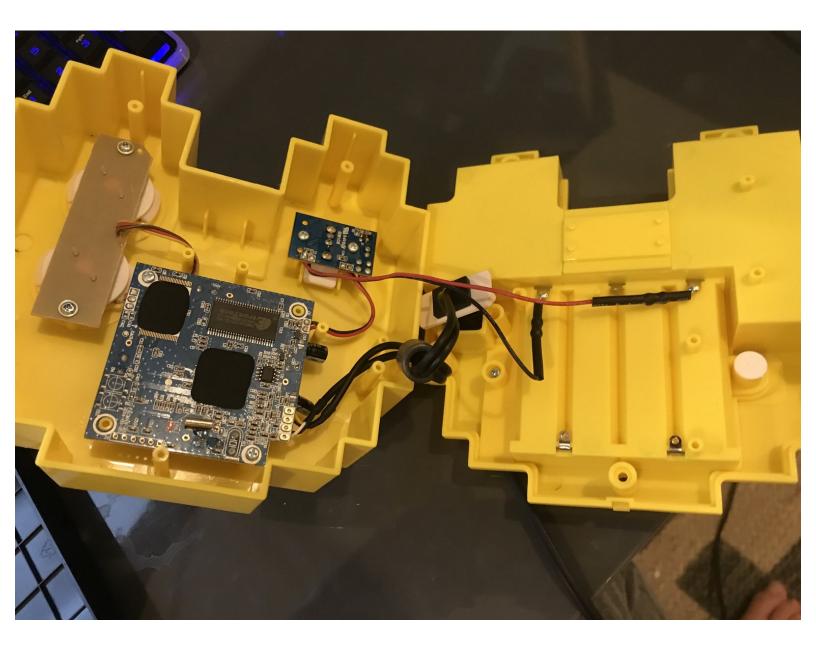


Pac-Man Connect and Play Teardown

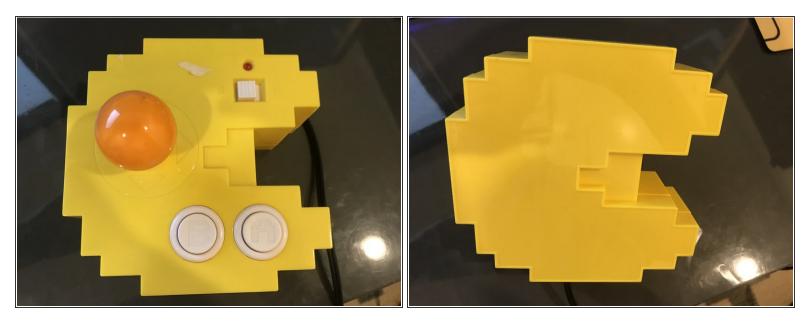
Written By: Levi G



F TOOLS:

• Philips Head Screwdriver: Size J1 (1)

Step 1 — Pac-Man Connect and Play Teardown

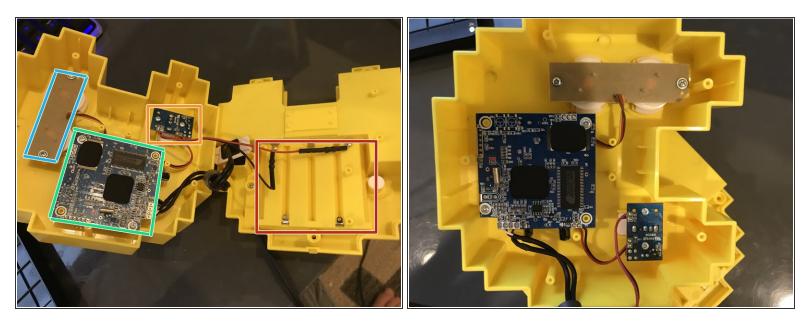


• I start by flipping over the device.

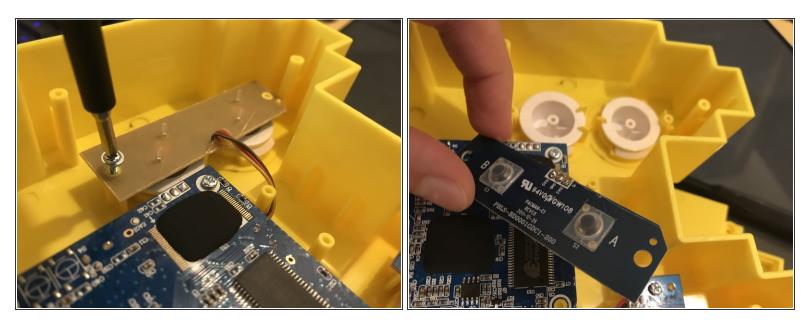
Step 2



- I remove 5 Phillips head screws for the case
 - And one more to remove the batteries

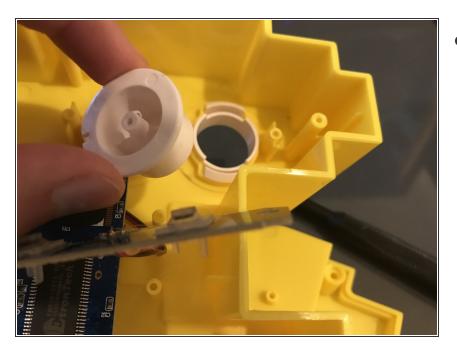


- Inside, all I see are glorious Phillips Head screws!
 - Finally! Something <u>repairable</u>!
- Battery Compartment
- Power Switch and LED board
- Mainboard/Joystick board
- A and B button board

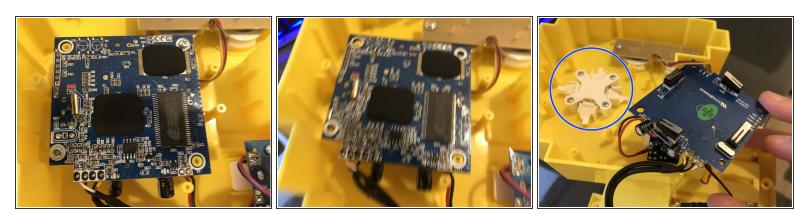


• I start with the buttons.

Step 5

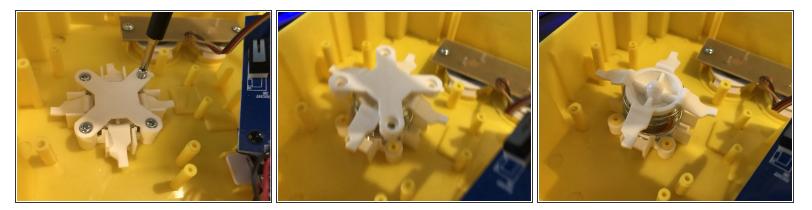


• They were very, very easy to get to and remove.

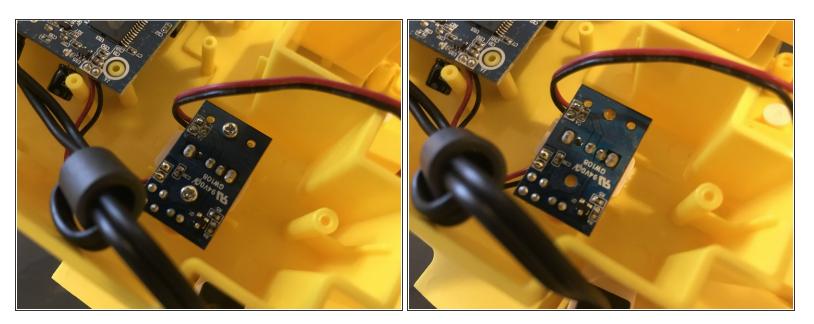


- Now, for the mainboard.
- 2 screws get me underneath.
- But, what's this?

Step 7

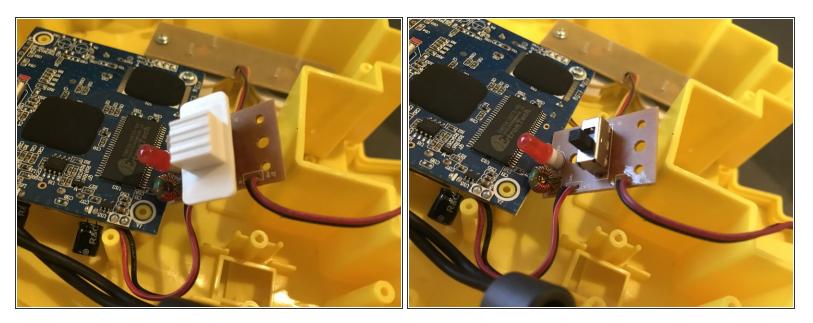


- Another 4 screws, and POP! it is holding a spring down, for the joystick.
- There did not appear to be an easy way to get the joystick out, however.



• Finally, I see a power regulator?

Step 9

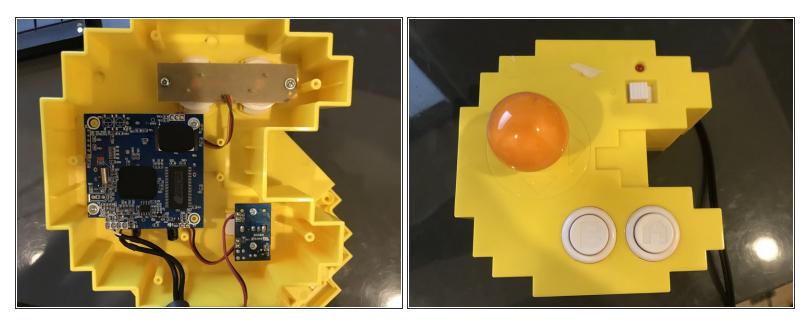


• Nope! It's just the power switch and LED.



- Back Main PCB IC Identification:
- (i) You may need to enlarge it to view the text.

Step 11 — Conclusion



- In conclusion, I LOVE how it's all the J1 Phillips Head screw, throughout the entire device.
- It's easy to get under every board.
- There are, unfortunately, no plugs, and so everything is soldered on. This removes the possibility
 of replacing any electrical internals.