Seibu Zero Team USA Garbled Graphics Fix

*This repair guide is cobbled together from various posts and forums around the internet.
I just wanted to put it one place for anyone else who wants to fix this fun game.*

Seibu released a game that makes use of a suicide battery... Zero Team. When the battery
dies, the graphics leave with it. I've been told the game can survive for a short time while
you change the battery, like CPS-2 games. It will look like this:

If you would like to eliminate the battery, carefully remove the battery and replace the
program ROMs with these four:

ztx.zip (Roms can be created for you at HobbyRoms)

You probably noticed the strange arrangement of roms! They are:

ZTEAM1   ZTEAM3
ZTEAM4   ZTEAM2

Some PCBs use an extra PLD (PAL or GAL) mounted on a PLD which can be removed for the battery-less program.

The top PAL is an AMI branded chip at board location U0310 markings

9250MEA
18CV8PC-25

You will be using the wire running on PIN 17 on this 20 PIN chip. It should have several green jumper wires all ready. Note the point on the board where it is connected.

The original green wire from pin 17 goes to location U073 marked:

SE102000
TC110G21AF
0076
(9236EA) Japan
[Pin 35]

Desolder it from the board and run it to PIN 57 on the surface mount chip at board location U096 marked

SIE15O
WA30601

Power up the board and you should hear some sort of chime audio string along with a
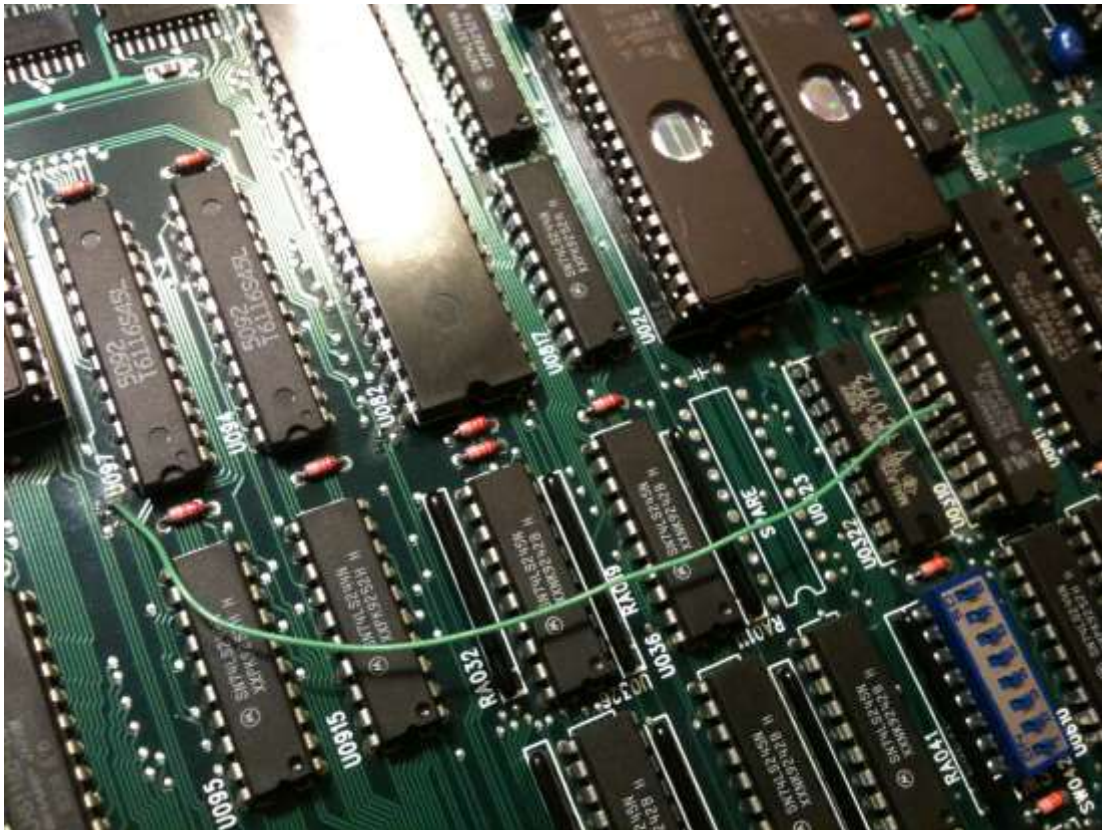
screen of mostly junk graphics. I did this several times sometimes the entire chime would play and sometimes it would get cut out.

Only one time should be required. After this, you should be free to desolder the top piggy back chip and all of the jumper wire from the pads on the board.

Keep the bottom one where it is or the game will not run (keep the wire from pin 15 of the piggyback chip to location U097 which is close to the Seibu 5 rom). Graphics should now be okay.

In my experience I didn't get a chime but rather one long tone that didn't end. The game wouldn't reboot with the clean graphics until the green wire from Pin 16 (going to location U082) of the piggybacked chip was removed. After removing that wire the graphics came back but my board still has the piggybacked chip on it.

LINKS:

http://www.arcadecollecting.com/dead/dead.html

http://forums.arcade-museum.com/archive/index.php/t-189194.html

http://forum.arcadeotaku.com/viewtopic.php?f=26&t=13931&start=20

http://forum.arcadeotaku.com/viewtopic.php?f=26&t=13931&sid=7240c8fe641daf0200730215152635bb&start=15

http://forums.arcade-museum.com/showthread.php?t=189194&page=2

http://seibuhack.blogspot.ca/2010_01_01_archive.html