Upgrading the Memory on a Galaxy II
Kit # 42438

By using this kit you can significantly increase the storage capacity of your Galaxy II's. This memory upgrade will allow you to have more files on the board as well as several of the Galaxy II's new features. In order to use this memory upgrade, your Galaxy II software must be build 3267 and above.

Warning: Installing this chip will delete your league files. Reload the league files after installing the chip.

Installing the new Flash Memory Chip

In order to upgrade the memory on a Galaxy II a Flash memory chip must be installed in socket U6.

1. Unplug the Galaxy II from the wall.
2. Remove all cables from the mainboard.
3. Carefully remove the mainboard and place it on a flat surface.
4. Take the new Flash memory chip (part number 41850) and carefully insert it into U6. The chip is keyed (the lower right hand corner is beveled) and can only be inserted one way.
5. Reassemble the Galaxy II and plug it back in.

Verification of G2 Memory Upgrade

Once the second Flash memory chip has been installed, it is necessary to verify that the Galaxy II is detecting the new memory upgrade.

1. Press **Test** button on the Galaxy II mainboard.
2. Select **Machine Setup** from the menu.
3. Select **More Machine Setup** from the menu.
4. Select **League/Attract** from the menu.
5. Select **List League Attract Files**.

If the Flash memory chip was installed properly, the Total Storage will equal 524288 bytes.

Note: If Fantasy Sports are active the total storage will be less than 524288 bytes.

FILE SIZE SUMMARY

FILE TYPE	FILE COUNT	TOTAL SIZE	PERCENT
League Files	2	4242	0%
Standings	2	3706	0%
Schedules	0	0	0%
Operator Ads	0	0	0%
Free Space		515072	98%

4 Files, 7948 Bytes
Total Storage: 524288 Bytes

Press ◯ to Continue

Reloading Data on to The Galaxy II

When you install the memory upgrade, your league files will be deleted off of the Galaxy II. The easiest way is to have the Galaxy II call the server by tapping the triple 20 five times. After a few minutes, the Galaxy II will dial the ISP (Internet Service Provider) and download the league data from LeagueLeader.

If you are not using LeagueLeader, you can also use DartComm or the Port-A-Flash reload your leagues.