

## What's in the box ?

An Adaptative Backlight and 4 wires.

## Necessary tools

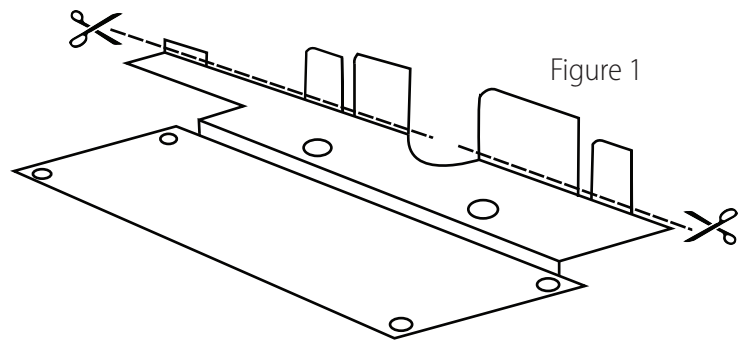
A soldering iron, a gambit screwdriver and a scissor.

# ADAPTATIVE BACKLIGHT installation guide for the Sega Game Gear version VA0

## Preparation

Disassemble the Sega Game Gear and remove its protective shell.

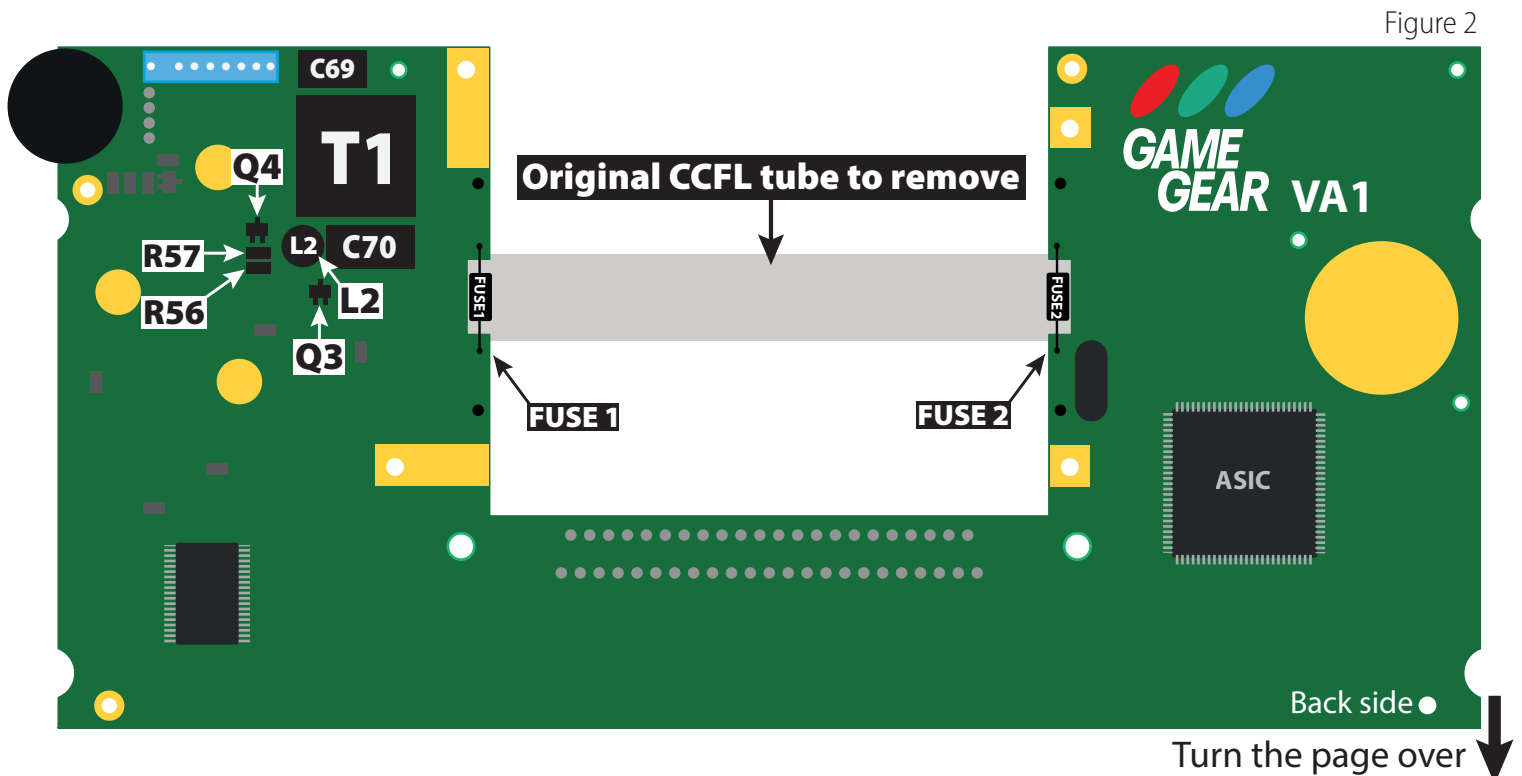
Cut the metal part like shown on the figure 1.



## Useless component removal

Remove all the components listed below figure 2 :

- **C69** and **C70** capacitors,
- **L2** coil,
- **T1** transformer,
- Original CCFL backlight tube,
- **FUSE1** and **FUSE2** under the original CCFL backlight tube,
- **Q3** and **Q4** transistors.

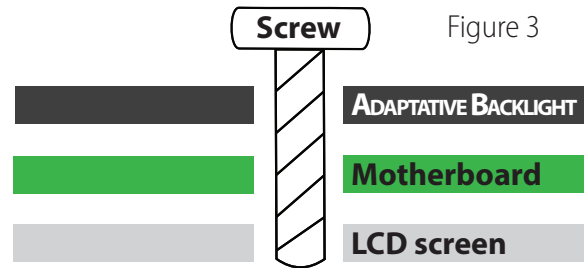


## ADAPTATIVE BACKLIGHT placing

Place the components like shown in figure 3.

Screw the **ADAPTATIVE BACKLIGHT** in the order shown in figure 4.

**BE CAREFUL NOT TO FORCE IT, OTHERWISE THE SCREEN WILL BREAK.**



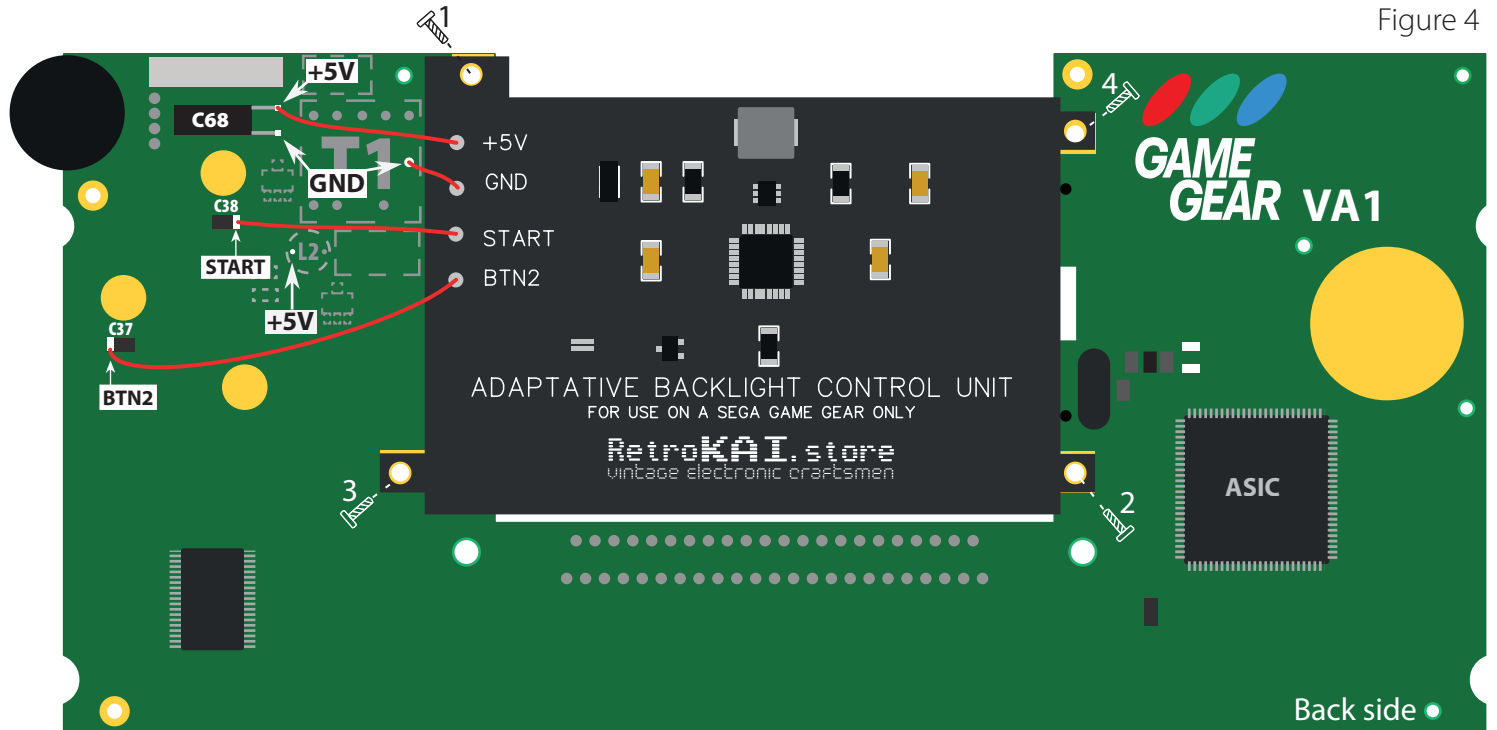
## Connect the ADAPTATIVE BACKLIGHT

The last step consists in soldering 4 wires from the **ADAPTIVE BACKLIGHT** to the Sega Game Gear motherboard based on figure 4.

The **+5V** from the **ADAPTATIVE BACKLIGHT** printed circuit on the Sega Game Gear **+5V**. Two options are possibles, see figure 4.

The **GND** from the **ADAPTATIVE BACKLIGHT** printed circuit on the Sega Game Gear **GND**. Two options are possibles, see figure 4.

The **START** from the **ADAPTATIVE BACKLIGHT** printed circuit to the Sega Game Gear **C38** capacitor.  
The **BTN2** from the **ADAPTATIVE BACKLIGHT** printed circuit to the Sega Game Gear **C37** capacitor.



**And it's done !**

**MAINTAIN START + BUTTON 2 TO SWITCH BETWEEN BACKLIGHT MODES AND RELEASE TO SELECT A MODE.**

There are 4 modes : mode 1 very low, mode 2 low, mode 3 normal, mode 4 high. The delay between 2 modes is 2 seconds. By default, normal mode is selected. If the console is turned off and on again normal mode will be selected.