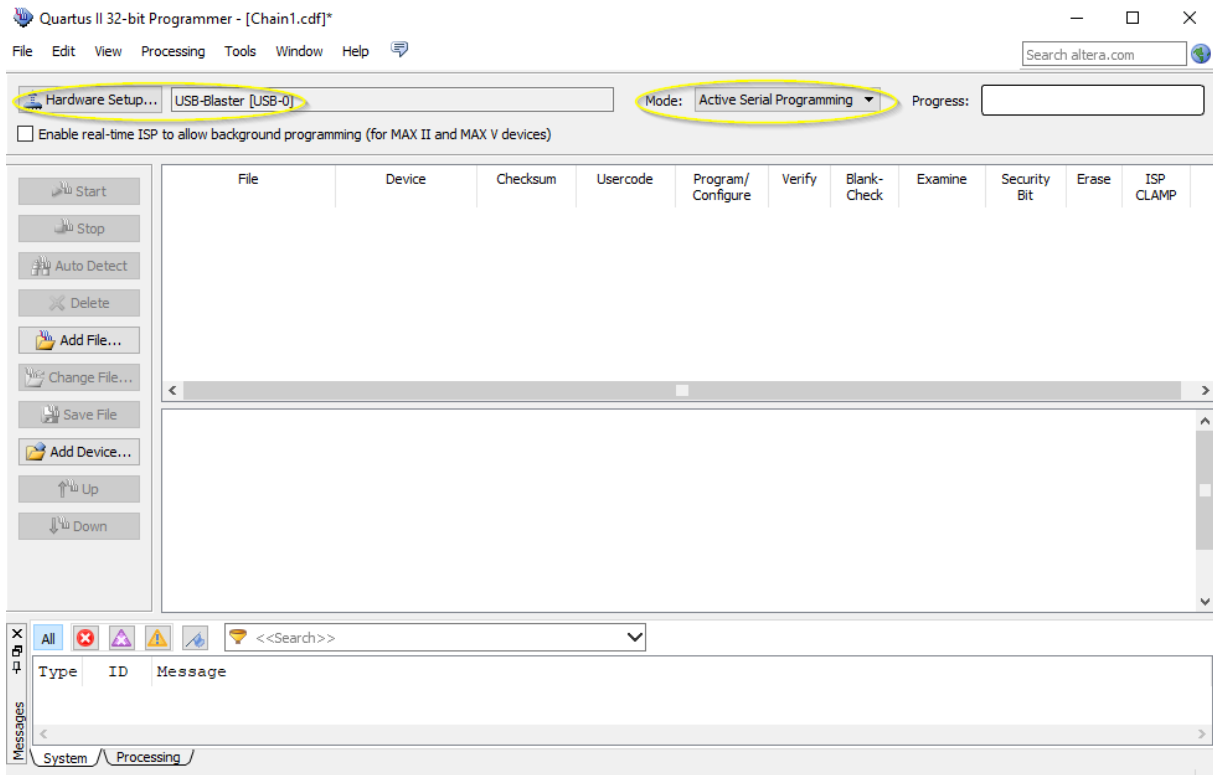


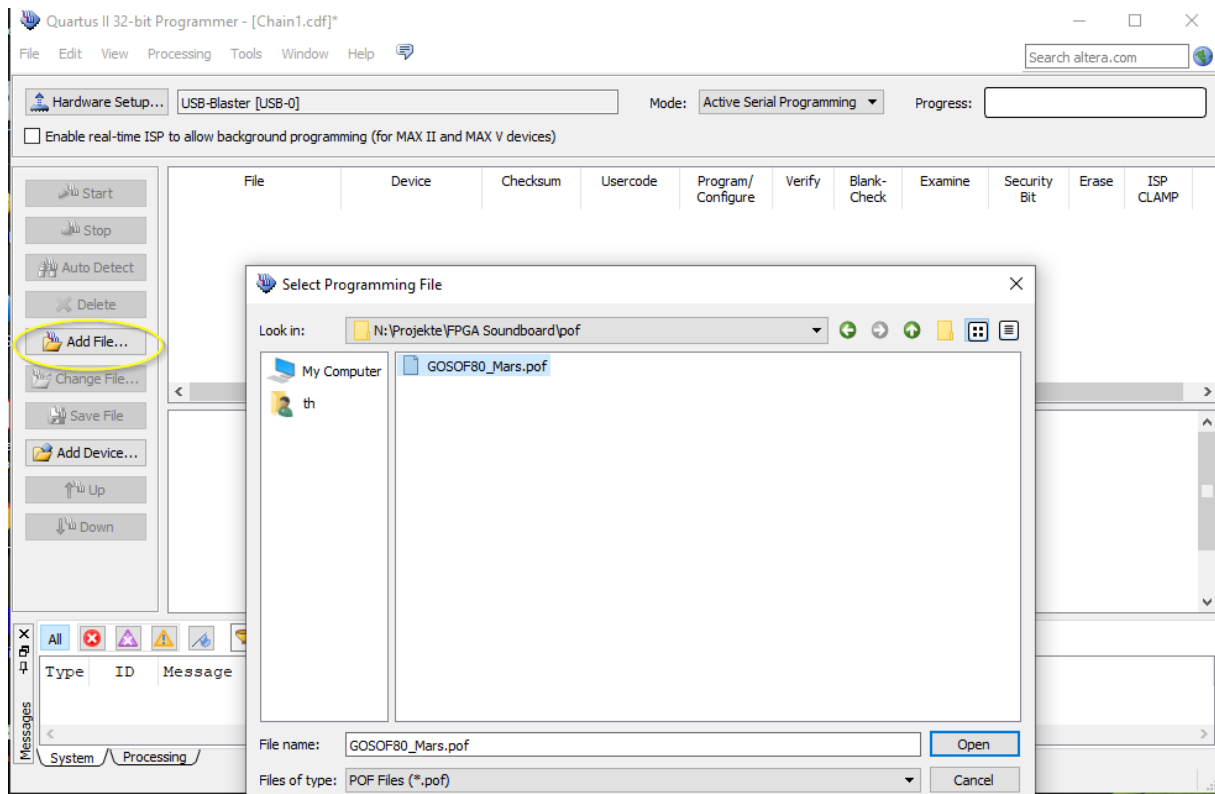
1) Connect the USB Blaster to the PC



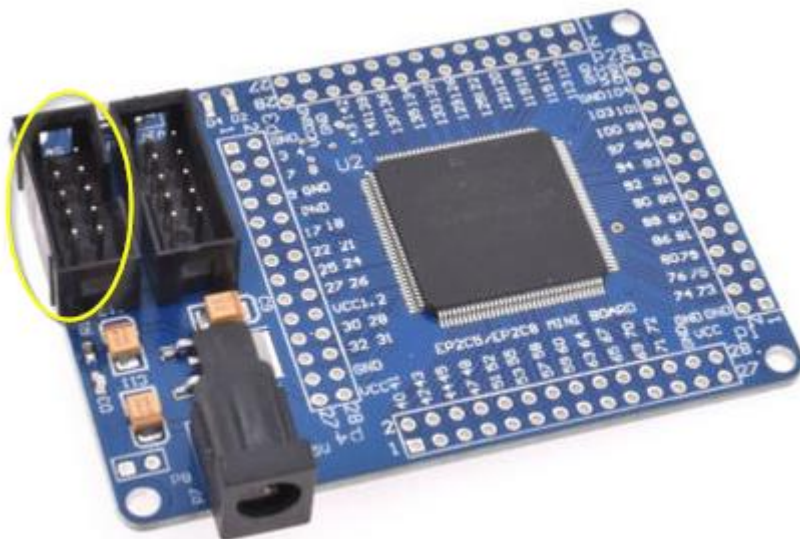
2) Start the programmer, make sure in the Hardware setup ,USB-Blaster' is visible and set the Mode to ,Activeserial Programming'



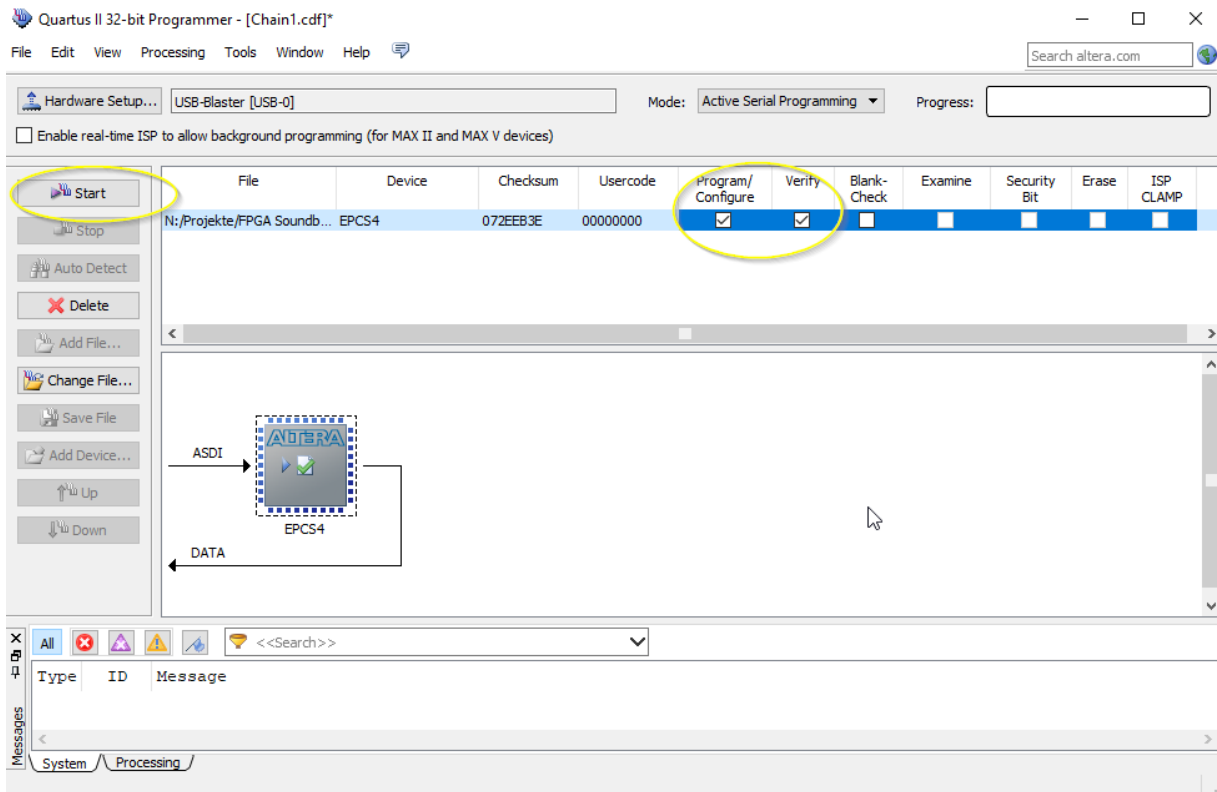
3) Select ,Add File' and choose the right ,pof' file for your game



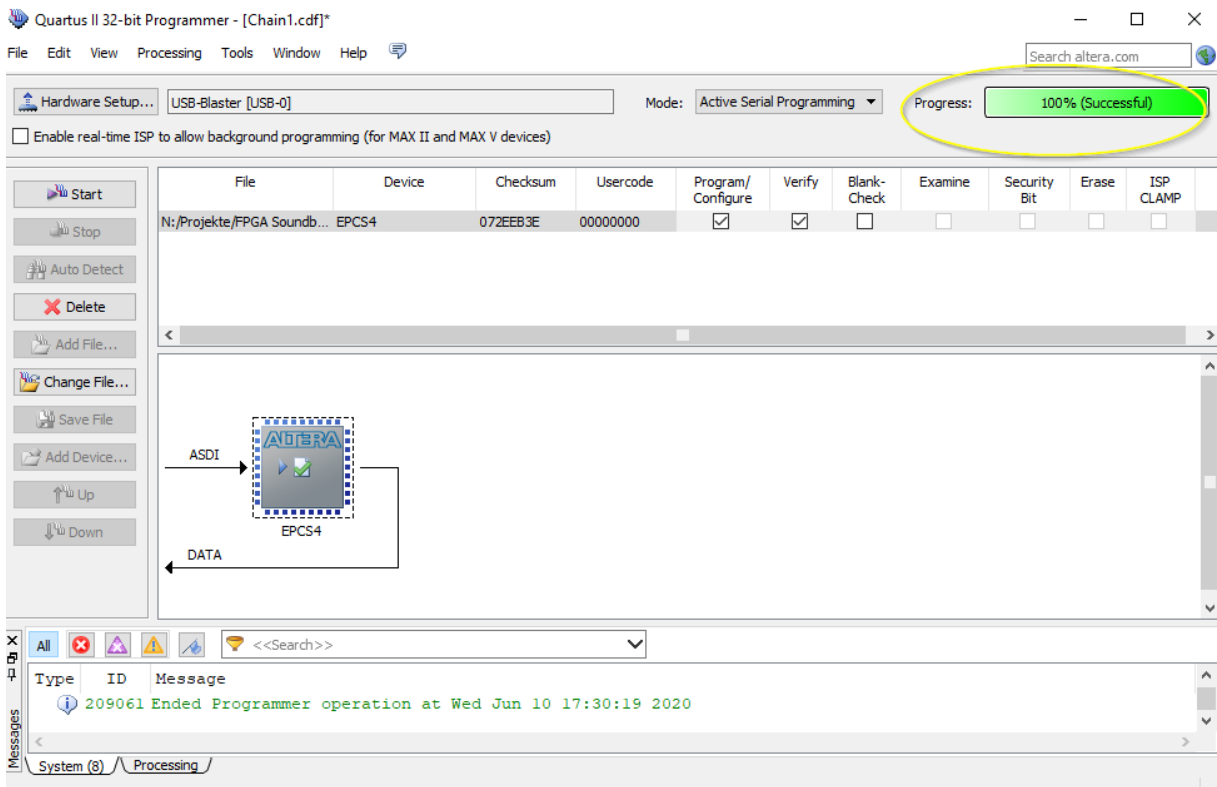
4) Power the FPGA with 5 Volt and connect the USB Blaster to the ,AS' connector



5) Select ,Program/Configure' and , Verify'



6) Push start, wait for progress 100%



That's it!