

Installing a UP5 into a Hit Box with a v3.3 board

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Required items and tool

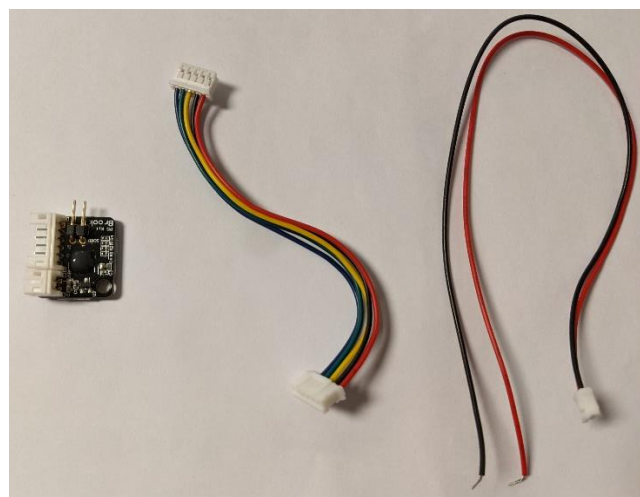
- Hit Box w/ v3.3 board*



- Philips #1 screwdriver & a small, flathead #1.5 screwdriver



- Brook's UP5 and included connectors



- **An anti-static bag, or some sort of mounting putty**
 - We are using the anti-static bag that comes with the UP5 for this guide



*** If your board is *NOT* v3.3:**

- Connecting a UP5 will require soldering.
 - If you have *substantial* modding and soldering experience, you can use this guide to help with installation: [\[UP5 Soldering Mod\]](#)
 - If you do **not** have substantial modding and soldering experience, please use the modding service provided by Arcade Shock: [\[AS Modding Service\]](#)

Opening the Hit Box

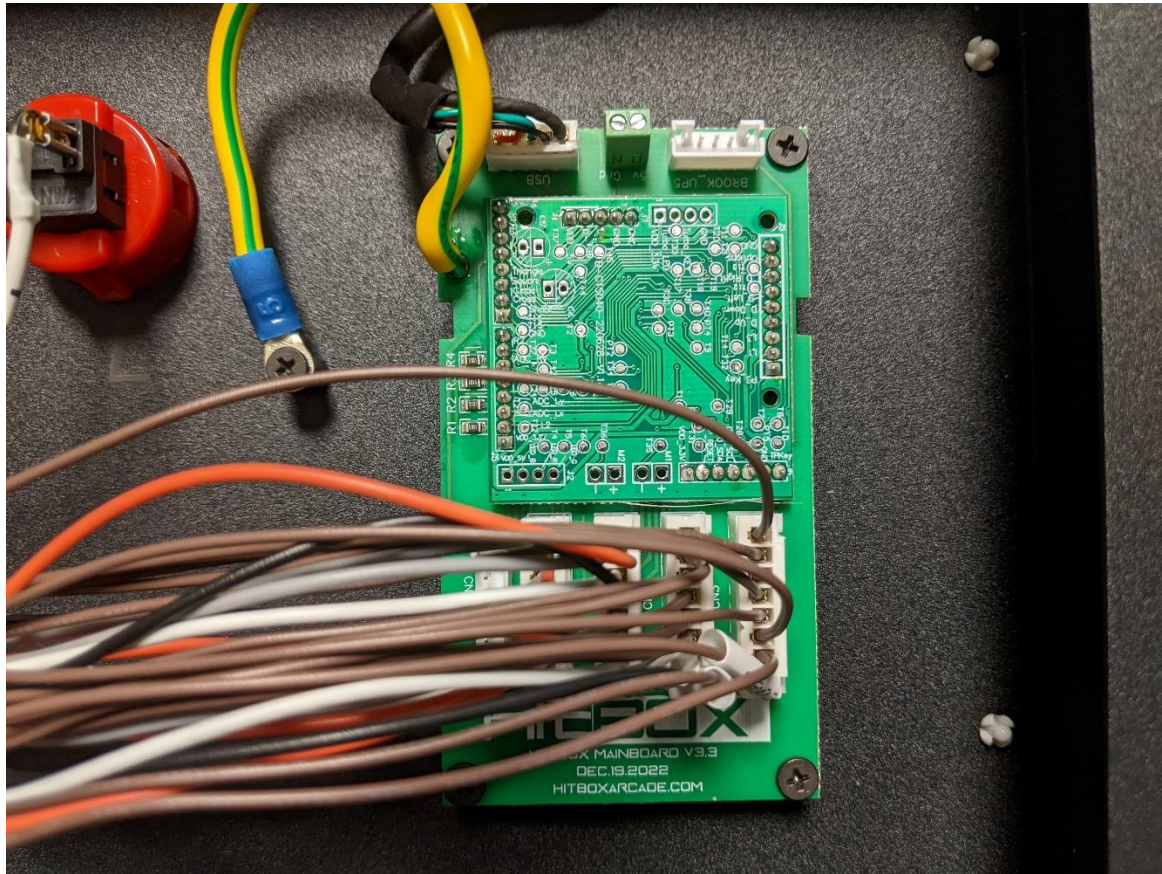
First and foremost, ensure that your Hit Box is unplugged from any console and PC during this whole process!

Use the Philips #1 screwdriver to remove the six (6) screws from the bottom of the Hit Box.

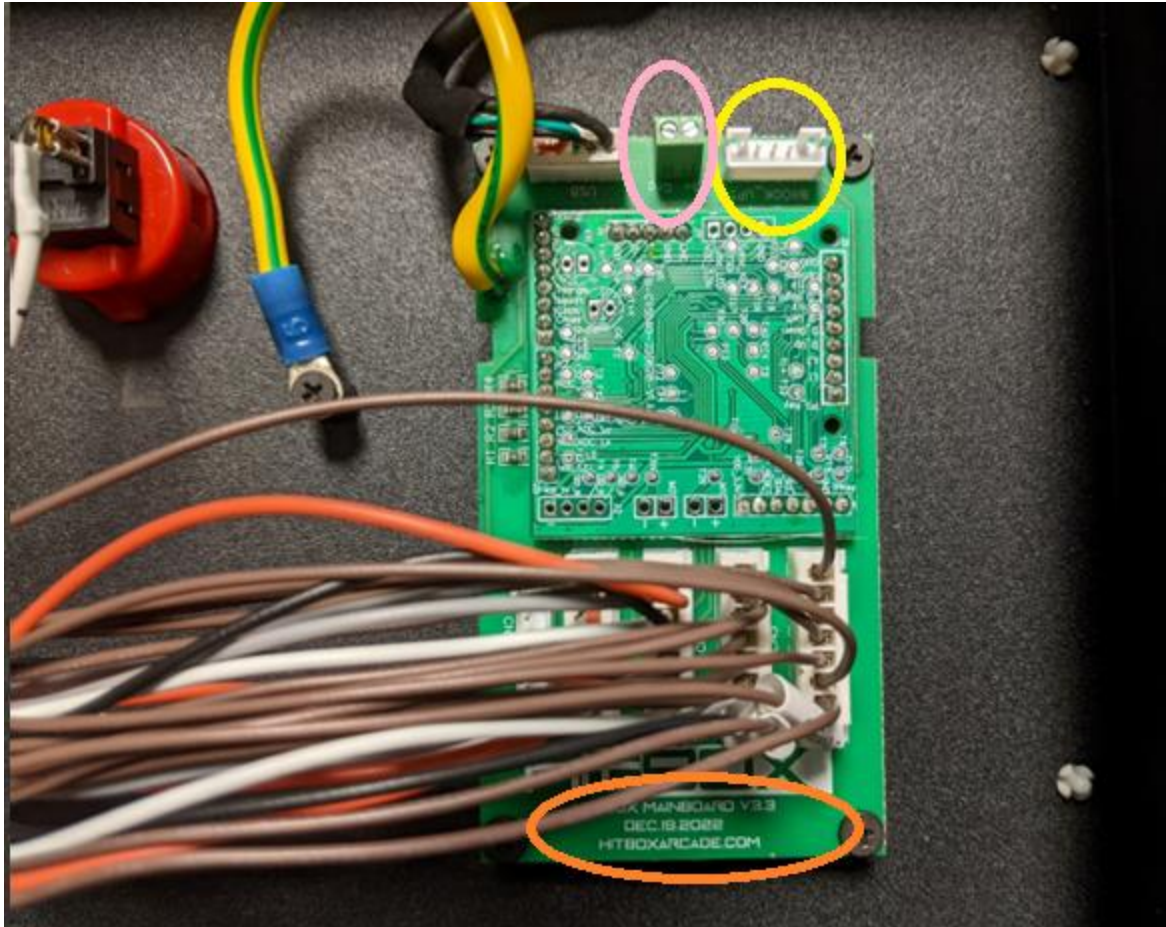


Overview of the v3.3 board

This is what your Hit Box board should look like:



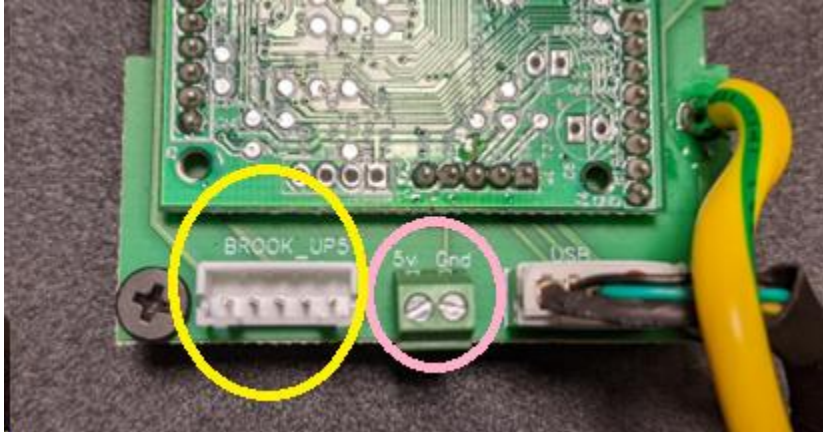
It will look different from older Hit Box boards in three (3) main ways.



1 – There will be screw terminals present **PINK**

2 – There will be an additional 5-pin JST connector **YELLOW**

3 – The board will have text on it reading “HIT BOX MAINBOARD V3.3” **ORANGE**



1 – The screw terminals will have labels on them stating “5v” (5 volt) and “Gnd” (Ground).

2 – The additional port will have a label stating “BROOK_UP5”

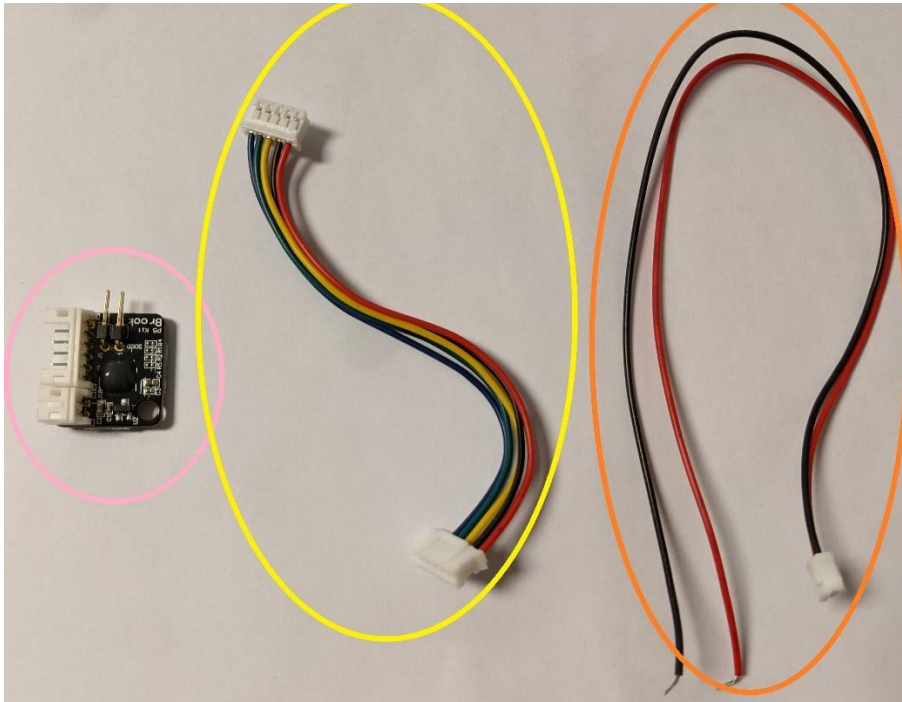


3 – The board will say “V3.3”

** If your board is NOT v3.3 – meaning your board does not have any of the features showcased in this section - then you will need to seek modding service from Arcade Shock in order to install a UP5, or follow their guide here: [link tbd]*

UP5 Overview and Set Up

Your UP5 kit should include this:



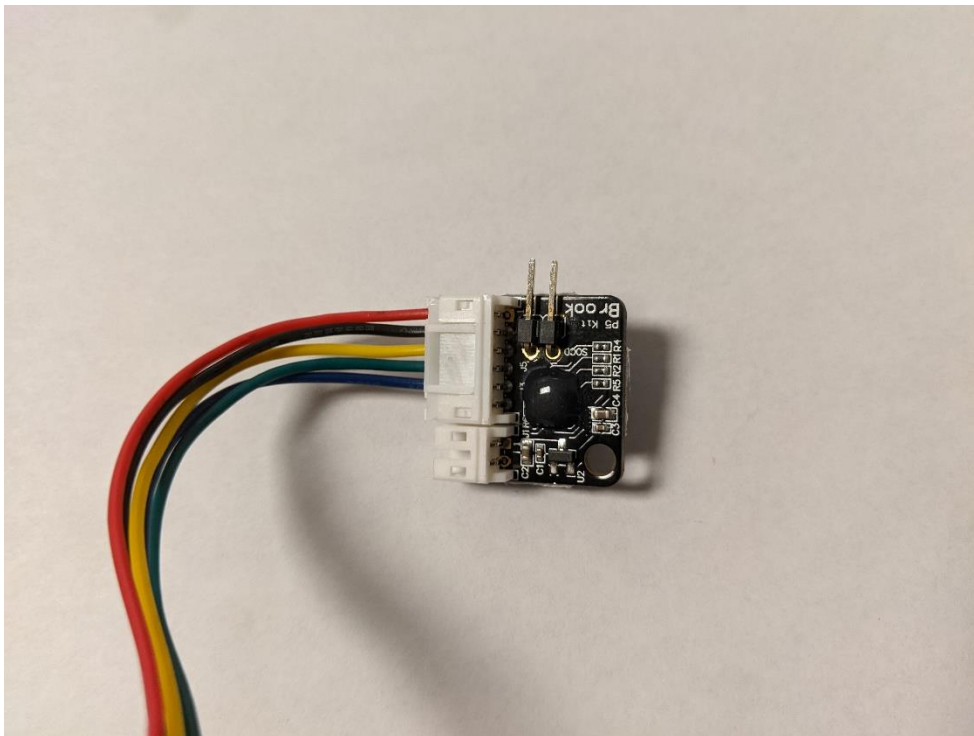
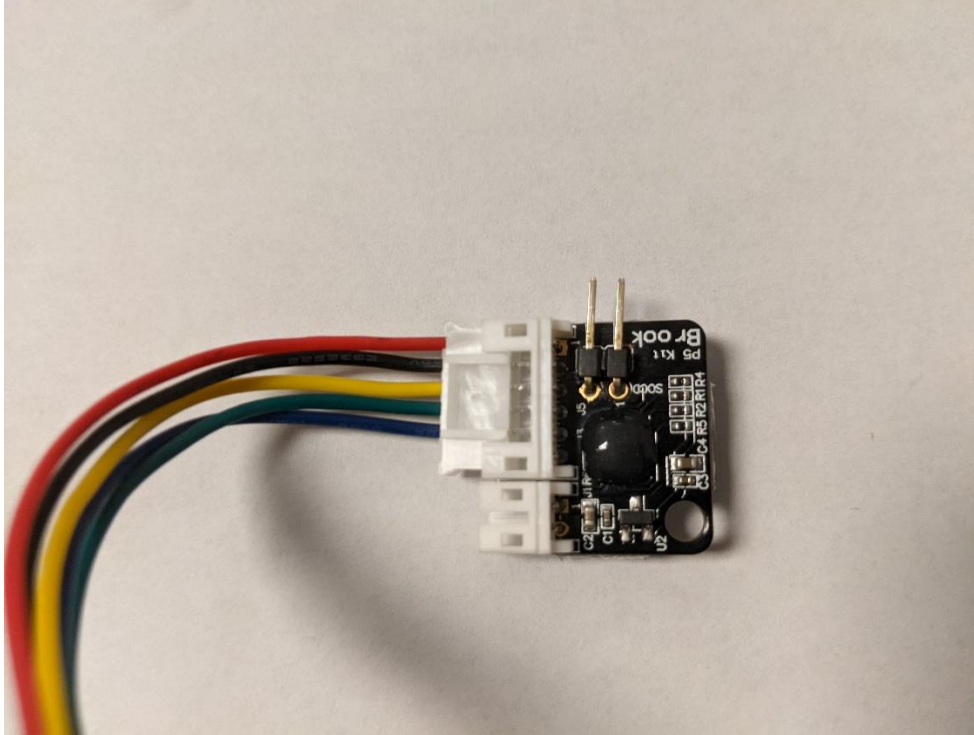
1 – The UP5 board **PINK**

2 – A 5-pin JST Harness **YELLOW**

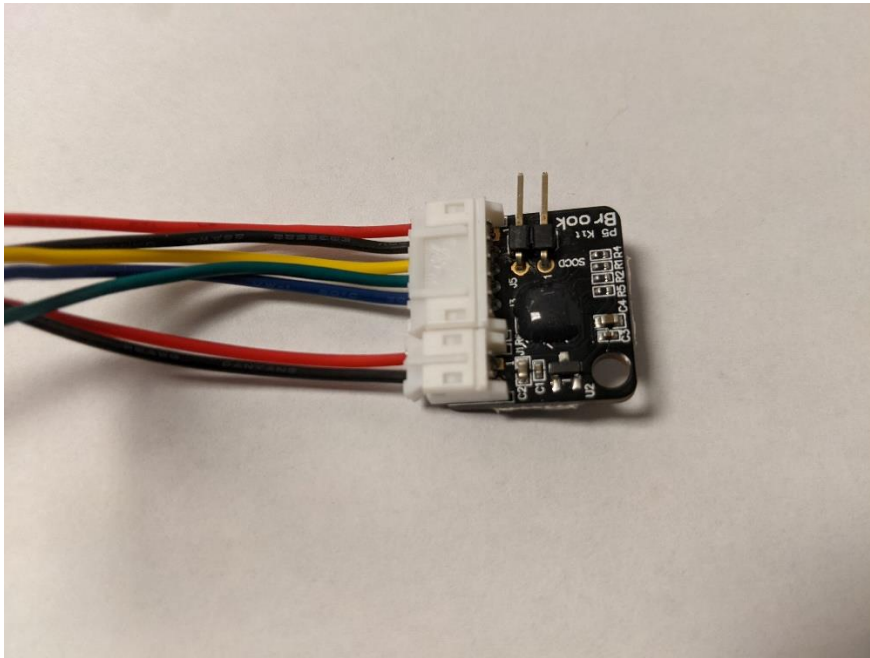
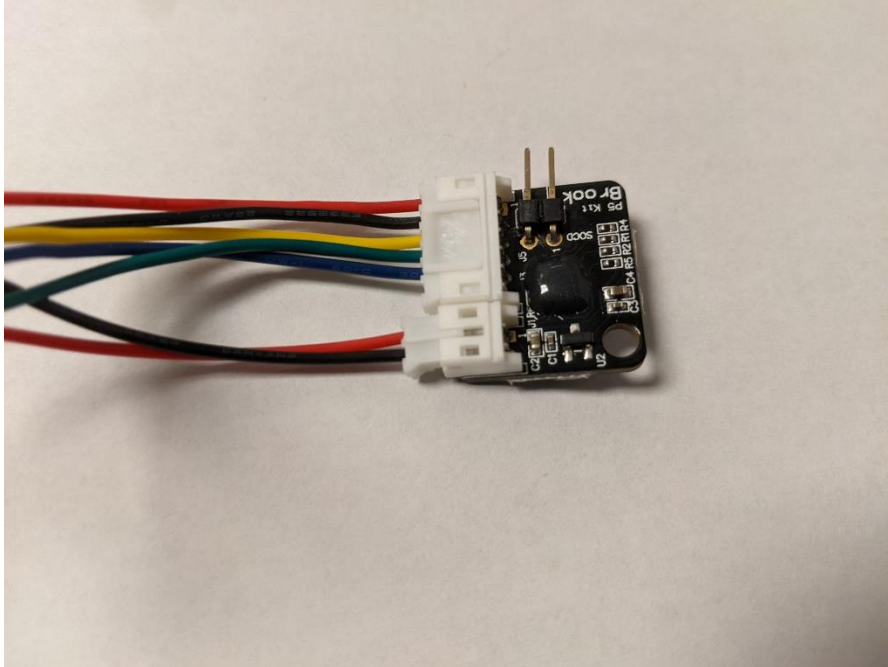
3 – A 2-pin JST Harness with bare wire at one end **ORANGE**

To set up the UP5:

Insert the 5-pin JST harness into the connector on the UP5 board.



Insert the 2-pin JST harness into the other connector on the UP5 board.

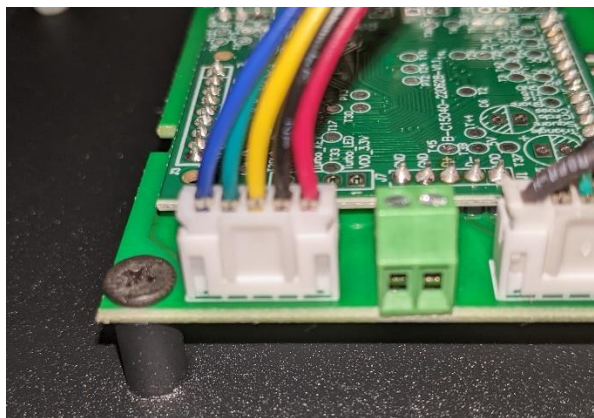
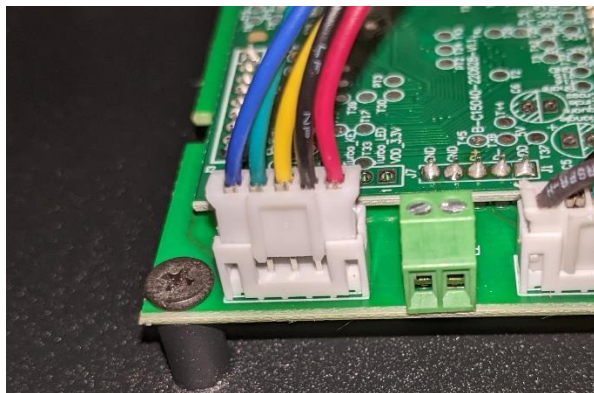
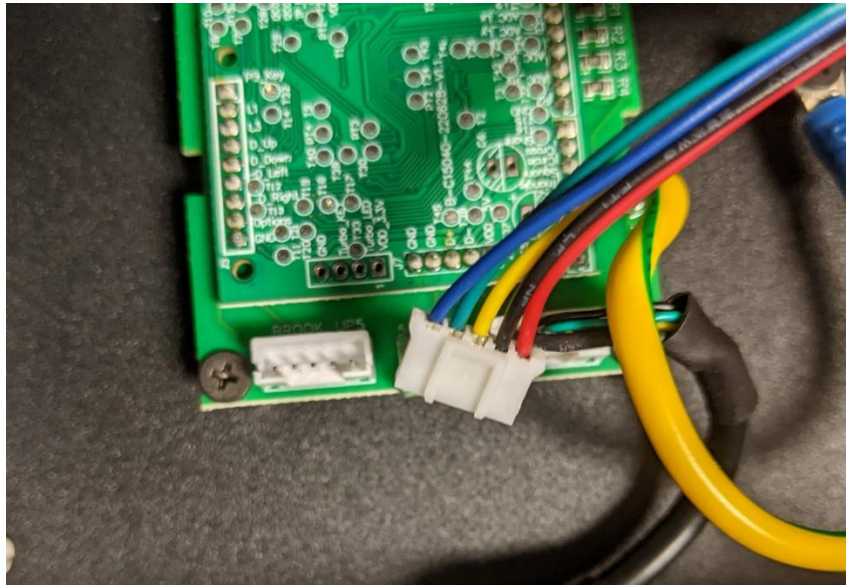


Your UP5 is now all set up for installation.

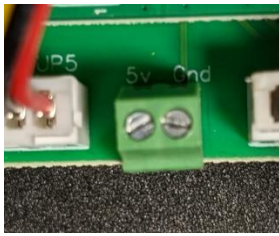
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Installing the UP5

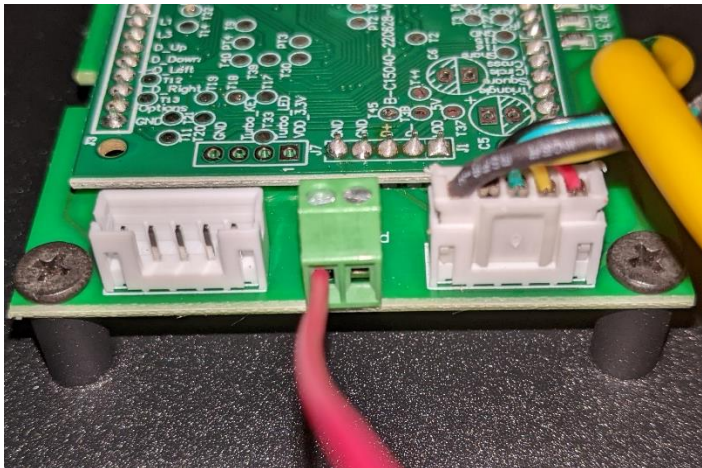
Connect the 5-pin JST harness to the connector on the Hit Box board



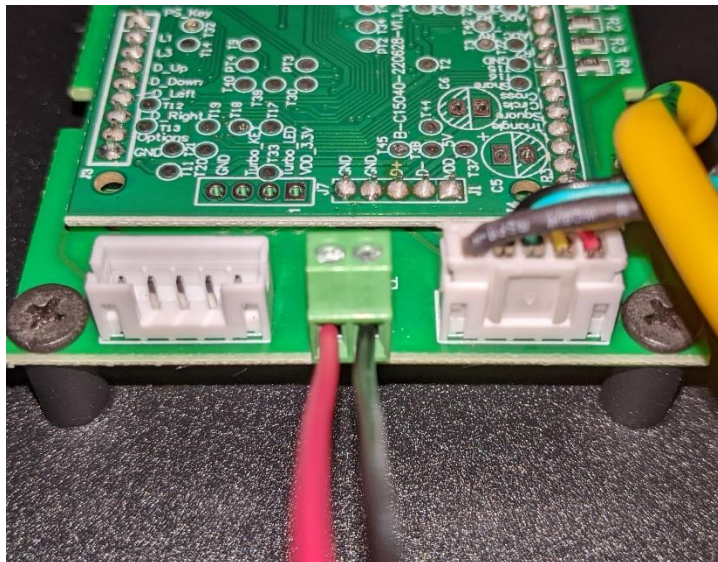
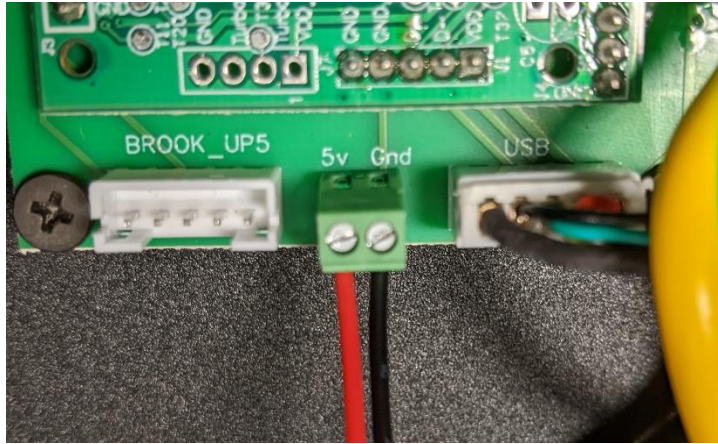
Using the small flathead #1.5 screwdriver, loosen both screw terminals on the Hit Box board



Insert the 5v (RED) wire into the 5v (LEFT) port.
Then tighten that terminal until you feel slight resistance (do not overtighten).

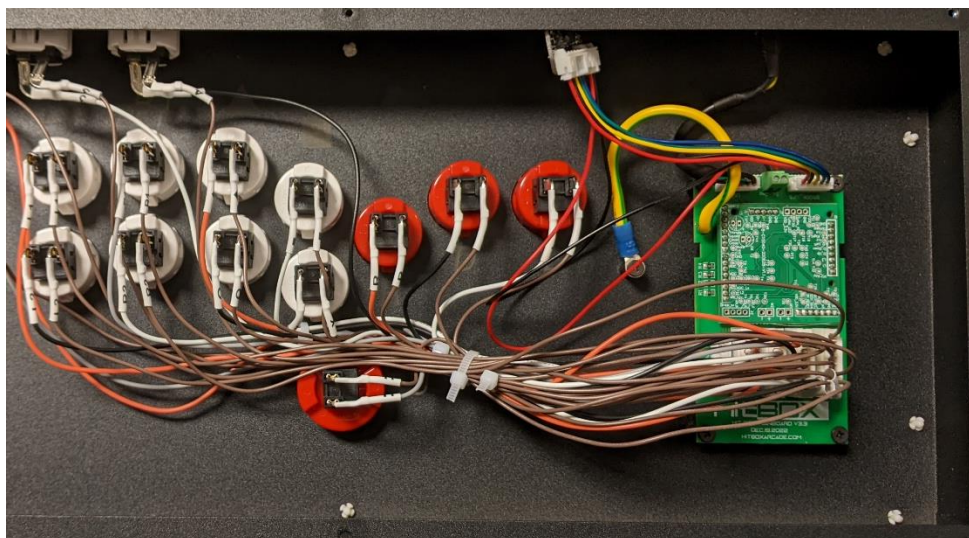
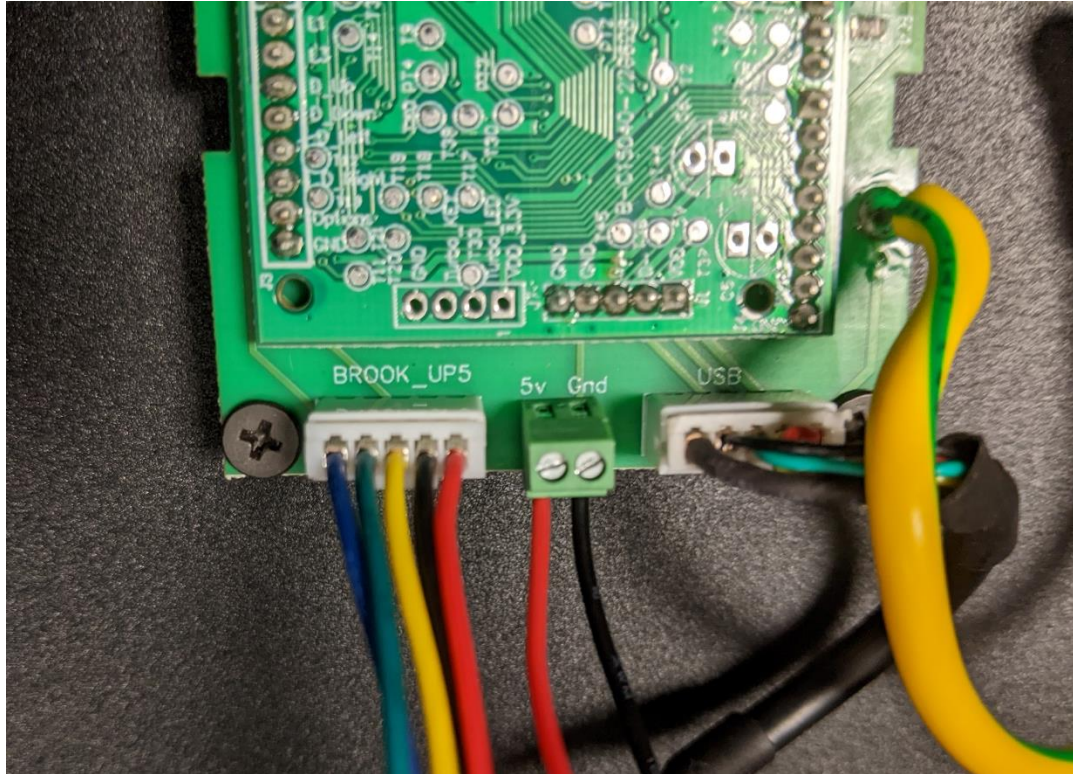


Next, insert the Ground (BLACK) wire into the Gnd (RIGHT) port.
Then tighten that terminal until you feel slight resistance (do not overtighten).



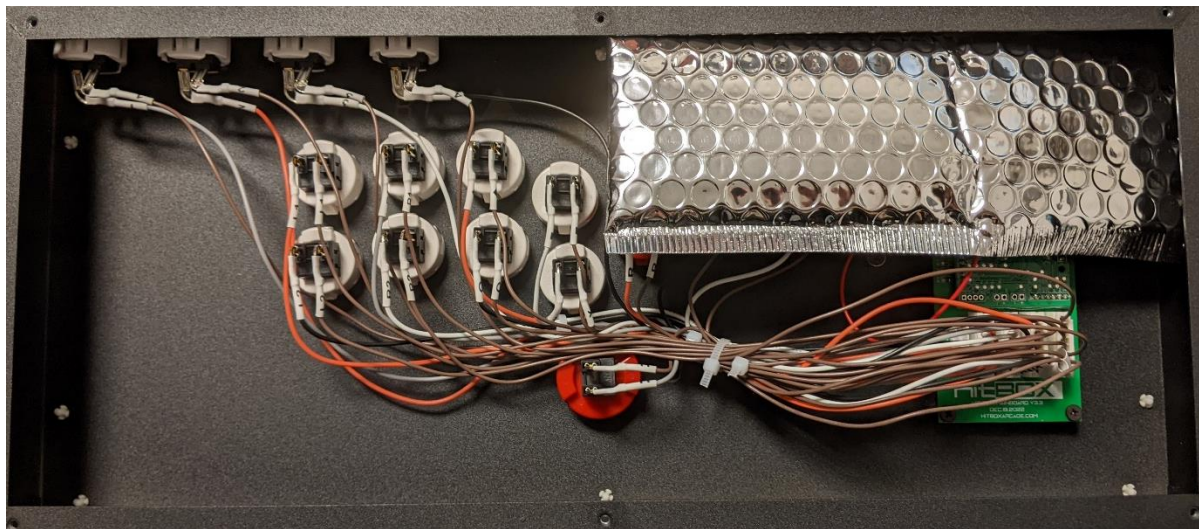
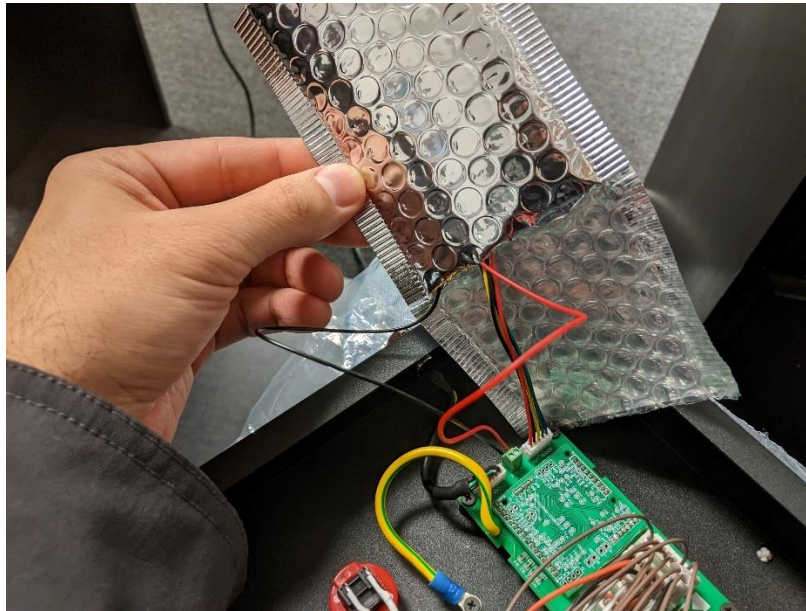
If you are having issues with installing into the screw terminals, please check out the troubleshooting section at the end: [Troubleshooting the screw terminals](#).

Once the UP5 is installed into the Hit Box board, it should look something like this:



Since the inside of the Hit Box is metal, we want to ensure that the UP5 board does not come into contact with the inside of the Hit Box case.

We are using the anti-static bag to ensure it does not make contact. However, you can use a mounting putty to stabilize the UP5 board onto the case so it does not move around.



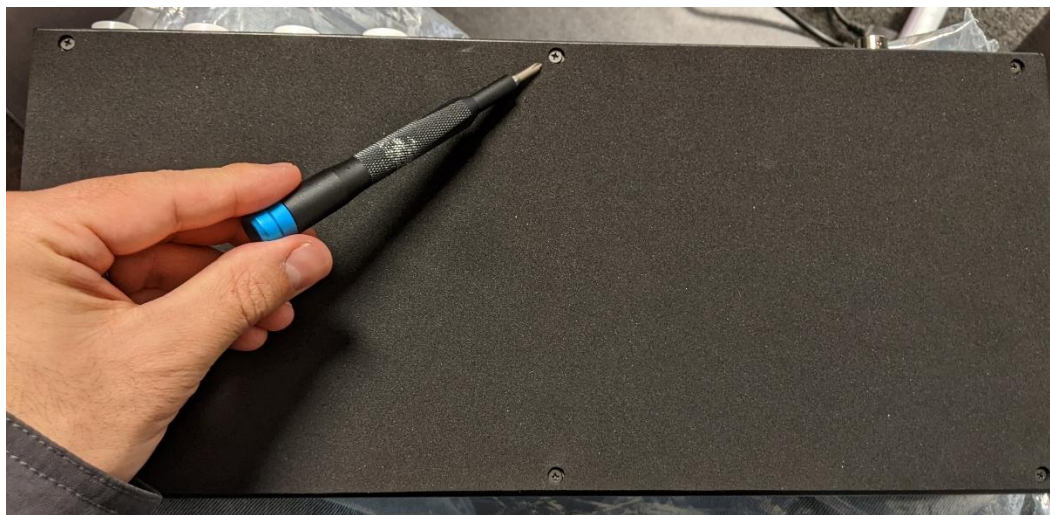
Closing the Hit Box

Prior to closing the Hit Box, test your Hit Box on a PS5 fighting game on the PS5 to ensure that your installation was successful.

If your Hit Box is not working with a PS5 fighting game, go back through these steps to ensure your installation matches the photos and directions. If that still does not help, please reach out to support@hitboxarcade.com.

After successful testing, you can close your Hit Box, and tighten the screws with your Philips #1 screwdriver.

Your installation is done!



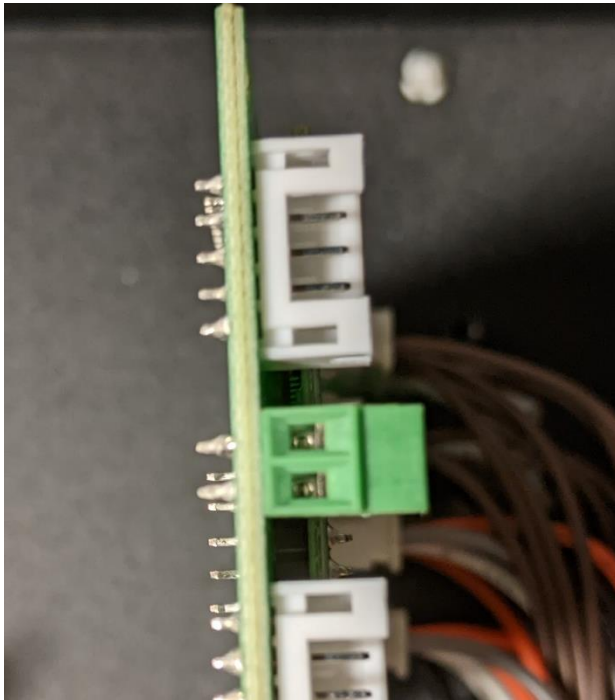
Troubleshooting the screw terminals

[\[Go back to the screw terminal section above\]](#)

It can be a little difficult to insert the wires into the screw terminal.

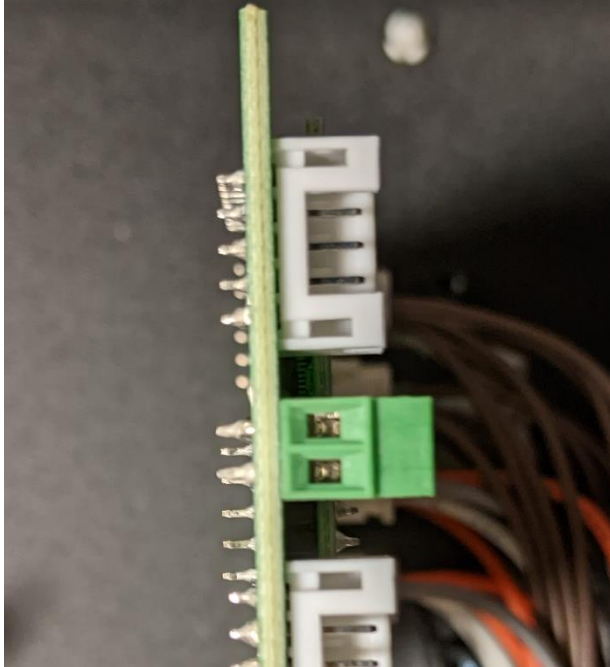
To help with this part of the installation, you can remove the board from its mounts by using the Philips #1 screwdriver.

With the board off the mounts, you can freely move the board around to better see the screw terminals.



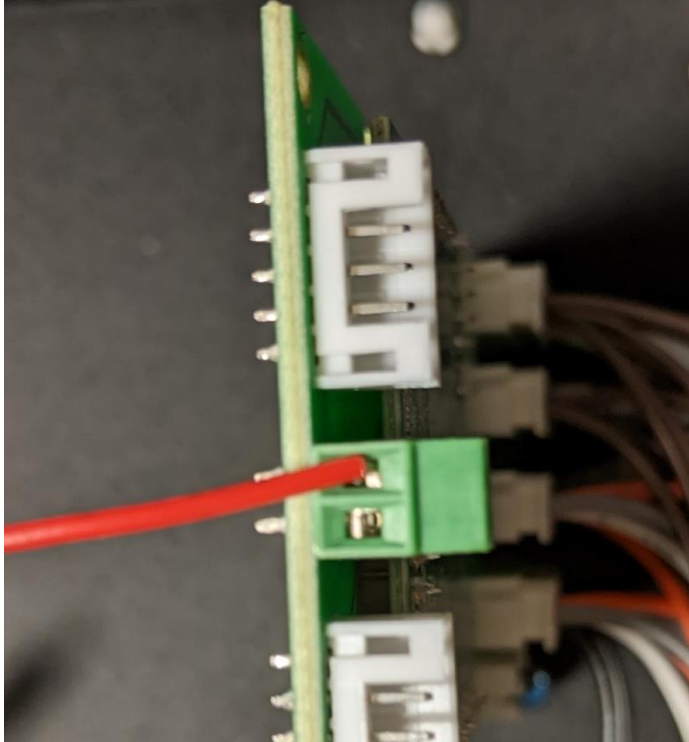
The image above shows the screw terminals closed (tightened).

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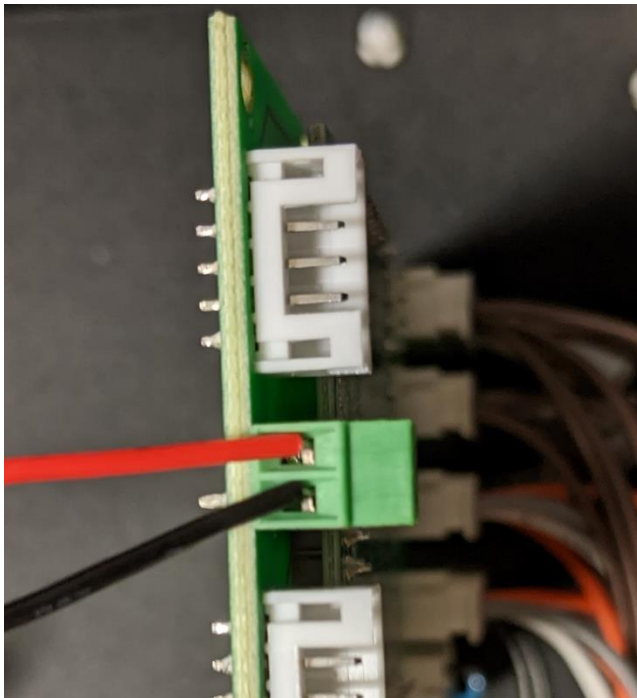


This above image shows the screw terminals open (loosened).

Keep the screw terminals loose and then insert the cables accordingly.



Insert the 5v wire into the 5v port – then tighten the screw terminal.



Then put the black/ground wire into the Gnd port – then tighten the screw terminal.

Once finished, screw the Hit Box board back onto the mounts.

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