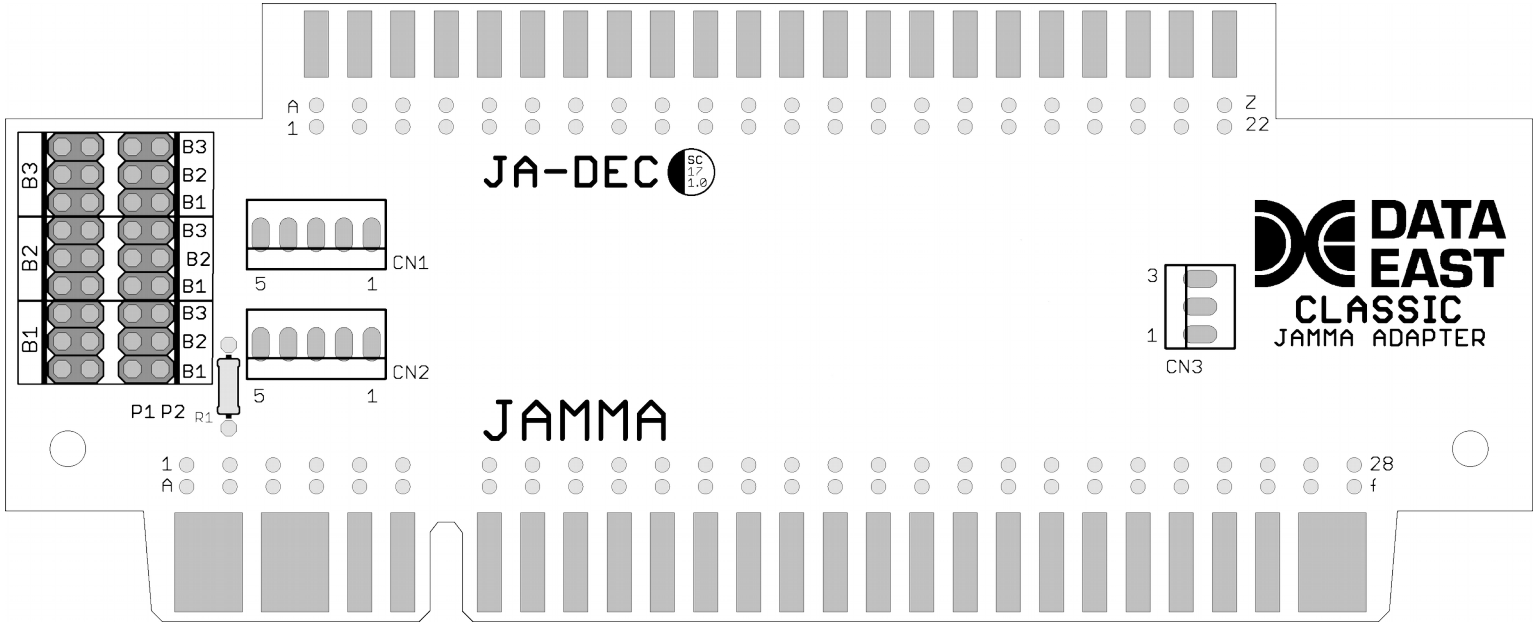


# DATA EAST CLASSIC TO JAMMA ADAPTER

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Designed to redirect DATA EAST Classic game PCB signals to work properly in a JAMMA cabinet or with a Supergun. This adapter features a button remapper, support for secondary joysticks and compatibility with a negatron circuit.

### Button Remapper.

Allows you to easily reconfigure the action buttons to your personal preferences for both players independently.

### CN1 - CN2

Used by Karate Champ. Adds support for a second joystick for each players.

### CN3

Adds support for a Negatron or other similar circuits. Used for providing -5 Volts when the cabinet does not natively outputs it.

**\*Silkscreen print error for the button remappers : P1 – P2 are swapped.**

**Service button is not connected.**

### Compatible games.

Tested on original games only. A bootleg game PCB may use a different pinout.

### DATA EAST CLASSIC

- Battle Lane Vol. 5
- Competition Golf
- Karate Champ / Karate Dou
- Karate Champ - Player Vs Player / Taisen Karate Dou
- Ring King
- Ring King - Player Vs Player
- Shootout
- Western Express / Express Raider

## Pinout.

<b>(KARATE CHAMP) DATA EAST CLASSIC</b>			
<b>Solder Side</b>			<b>Parts Side</b>
P2 Attack Down	<b>A</b>	<b>1</b>	P1 Attack Down
P2 Attack Up	<b>B</b>	<b>2</b>	P1 Attack Up
P2 Attack Left	<b>C</b>	<b>3</b>	P1 Attack Left
P2 Attack Right	<b>D</b>	<b>4</b>	P1 Attack Right
P2 Movement Down	<b>E</b>	<b>5</b>	P1 Movement Down
P2 Movement Up	<b>F</b>	<b>6</b>	P1 Movement Up
P2 Movement Left	<b>H</b>	<b>7</b>	P1 Movement Left
P2 Movement Right	<b>J</b>	<b>8</b>	P1 Movement Right
P2 Button 1	<b>K</b>	<b>9</b>	P1 Button 1
P2 Button 2	<b>L</b>	<b>10</b>	P1 Button 2
P2 Start	<b>M</b>	<b>11</b>	P1 Start
Coin 2	<b>N</b>	<b>12</b>	Coin 1
Coin Counter 2	<b>P</b>	<b>13</b>	Coin Counter 1
Video Green	<b>R</b>	<b>14</b>	Video Blue
Video Red	<b>S</b>	<b>15</b>	Video Sync
NC	<b>T</b>	<b>16</b>	NC
Speaker -	<b>U</b>	<b>17</b>	Speaker +
-5 Volts	<b>V</b>	<b>18</b>	+12 Volts
+5 Volts	<b>W</b>	<b>19</b>	+5 Volts
+5 Volts	<b>X</b>	<b>20</b>	+5 Volts
Ground	<b>Y</b>	<b>21</b>	Ground
Ground	<b>Z</b>	<b>22</b>	Ground

<b>(Standard) DATA EAST CLASSIC</b>			
<b>Solder Side</b>			<b>Parts Side</b>
P2 Down	<b>A</b>	<b>1</b>	P1 Down
P2 Up	<b>B</b>	<b>2</b>	P1 Up
P2 Left	<b>C</b>	<b>3</b>	P1 Left
P2 Right	<b>D</b>	<b>4</b>	P1 Right
P2 Button 3	<b>E</b>	<b>5</b>	P1 Button 3
NU*	<b>F</b>	<b>6</b>	NU*
NU*	<b>H</b>	<b>7</b>	NU*
NU*	<b>J</b>	<b>8</b>	NU**
P2 Button 1	<b>K</b>	<b>9</b>	P1 Button 1
P2 Button 2	<b>L</b>	<b>10</b>	P1 Button 2
P2 Start	<b>M</b>	<b>11</b>	P1 Start
Coin 2	<b>N</b>	<b>12</b>	Coin 1
Coin Counter 2	<b>P</b>	<b>13</b>	Coin Counter 1
Video Green	<b>R</b>	<b>14</b>	Video Blue
Video Red	<b>S</b>	<b>15</b>	Video Sync
NC	<b>T</b>	<b>16</b>	NC
Speaker -	<b>U</b>	<b>17</b>	Speaker +
-5 Volts	<b>V</b>	<b>18</b>	+12 Volts
+5 Volts	<b>W</b>	<b>19</b>	+5 Volts
+5 Volts	<b>X</b>	<b>20</b>	+5 Volts
Ground	<b>Y</b>	<b>21</b>	Ground
Ground	<b>Z</b>	<b>22</b>	Ground

NC: Not connected.

NU: Not used.

NU\* - Used by Karate Champ only.

NU\*\* - Service button is not connected to the cabinet service switch.

<b>CN1 - CN2</b>	
<b>1</b>	Down
<b>2</b>	Up
<b>3</b>	Left
<b>4</b>	Right
<b>5</b>	Ground

<b>CN3</b>	
<b>1</b>	12 Volts
<b>2</b>	Ground
<b>3</b>	-5 Volts