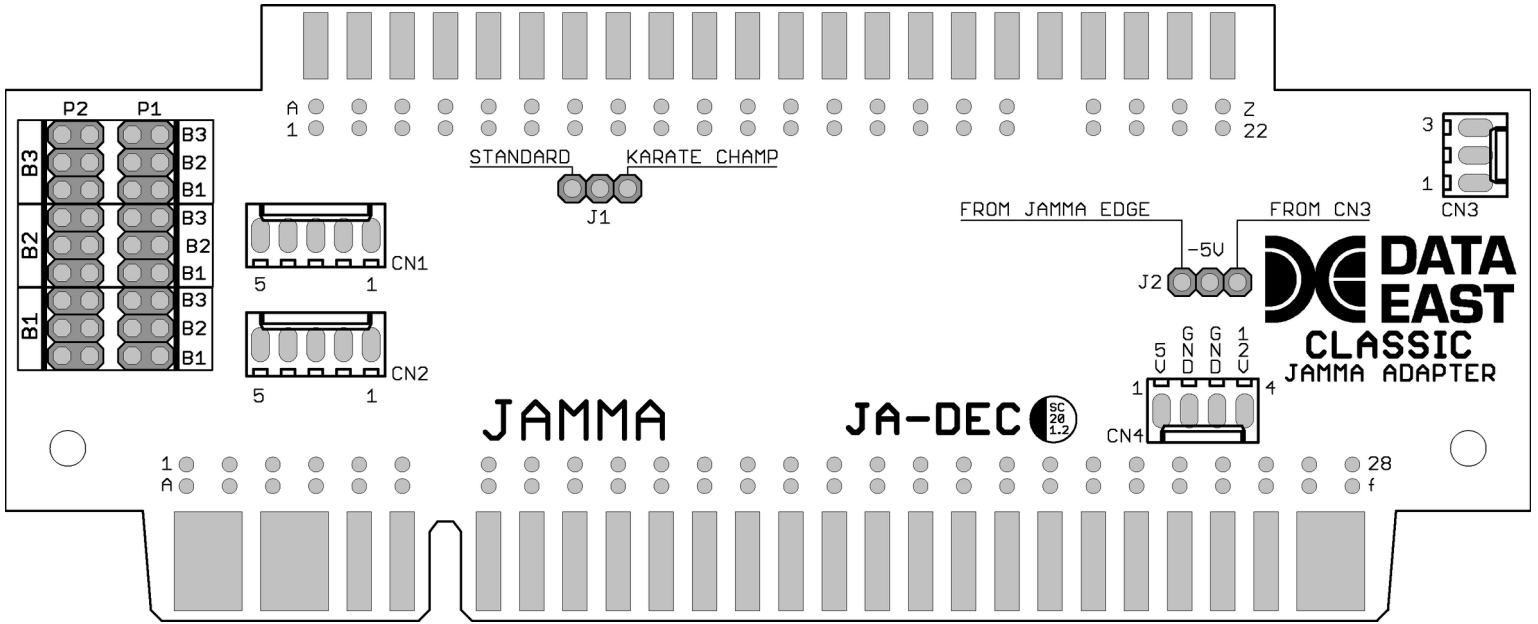


DATA EAST CLASSIC TO JAMMA ADAPTER

WWW.ARCANIAC.COM



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 secondary movement 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. Set J2 accordingly.

CN4

Provides both 5 Volts, 12 Volts, and Ground to power external devices. Molex 0.100" (2.54mm) 4 pins header.

J1

Service button bypass, set according to the game being played.

J2

-5V Isolator, used to prevent feeding two sources of the -5V power rail to the game.

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.

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

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

NU*: Used by Karate Champ only.

CN1 - CN2	
1	Down (Red)
2	Up (Green)
3	Left (Yellow)
4	Right (Blue)
5	Ground

CN3	
1	12 Volts
2	Ground
3	-5 Volts

CN4	
1	+5 Volts
2	Ground
3	Ground
4	12 Volts