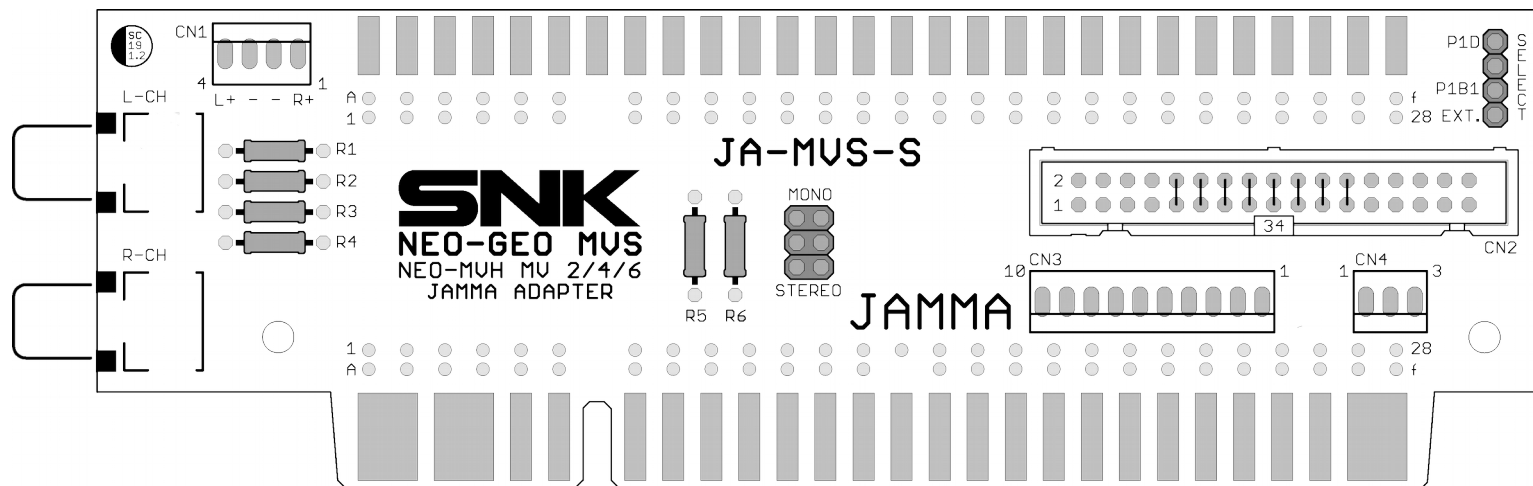


SNK NEO GEO MVS TO JAMMA ADAPTER STEREO

WWW.ARCANIAC.COM

ARCANIAC
COM
JA-MVS-S v1.2

Designed to redirect SNK Neo Geo MVS multi slots PCB signals to work properly in a JAMMA cabinet or with a Supergun. This adapter features button remapping, different game select options, amplified mono or stereo sound output and line level stereo sound.

Compatible with SNK NEO GEO MVS multi slots boards.

NEO-MVH MV 2 / 4 / 6

Not for use with single slot Neo Geo boards.

Remote Button Remapper.

Remapper allows you to easily remap all 4 NEO GEO action buttons to your preferred configuration. (A few examples/suggestions are included in the images.)

The remote board also includes tactile switches for Test, Service, Coin 1, and Coin 2.

Up to 6 buttons for both players can be remapped. Up to 5 buttons via the JAMMA edge and up to 6 buttons via CN3 (JST NH 10 pins header). Compatible with a CPS1 kick harness.

The remote board remapper comes with a 3 feet (91cm) ribbon cable. Allowing you to mount the remapper practically anywhere in your cabinet.

MONO / STEREO

Sets the sound output. Mono sound out to the JAMMA edge, and amplified Stereo sound out to CN1 or Line level stereo sound out to the RCA jacks.

L-CH / R-CH

RCA line level stereo sound outputs.

SELECT

Sets the Select Game button to be either activated with P1 Down or P1 Button 1 (A). Can also be set to use extra buttons by setting it to EXT. and using a harness connected to CN4.

CN1

Amplified stereo sound output. Molex 0.100" (2.54mm) header.

CN2

Used in conjunction with the BR-S (Button Remapper Standard) PCB to add support for the remapping of the action buttons.

Or with the S-DB (Service Daughter Board) PCB, which acts as a pass through for the action and service buttons. It also gives the operator access to service buttons if they were to be missing from the arcade cabinet.

Updated : 2019-07-05

CN3

JST NH Header. For use with a CPS1 compatible kick harness connector.

CN4

External header to connect extra Game Select Up and Select Down buttons. Molex 0.100" (2.54mm) header.

Pinout.

SNK NEO GEO MVS (MV 2 / 4 / 6)			
Solder Side			Parts Side
Ground	A	1	Ground
Ground	B	2	Ground
+5 Volts	C	3	+5 Volts
+5 Volts	D	4	+5 Volts
NC	E	5	NC
+12 Volts	F	6	+12 Volts
Key	H	7	Key
Coin Counter 2	J	8	Coin Counter 1
Lock Out 2	K	9	Lock Out 1
Speaker Left	L	10	Speaker Right
Test	M	11	NC
Video Green	N	12	Video Red
Video Sync	P	13	Video Blue
Service	R	14	Video Ground
NC	S	15	NC
Coin 2	T	16	Coin 1
P2 Start	U	17	P1 Start
P2 Up	V	18	P1 Up
P2 Down	W	19	P1 Down
P2 Left	X	20	P1 Left
P2 Right	Y	21	P1 Right
P2 Button 1 (A)	Z	22	P1 Button 1 (A)
P2 Button 2 (B)	a	23	P1 Button 2 (B)
P2 Button 3 (C)	b	24	P1 Button 3 (C)
P2 Button 4 (D)	c	25	P1 Button 4 (D)
Select Game Down	d	26	Select Game Up
Ground	e	27	Ground
Ground	f	28	Ground

CN1	
1	Speaker Right +
2	Speaker Right - (Ground)
3	Speaker Left - (Ground)
4	Speaker Left +

CN2			
+12 Volts	1	2	+12 Volts
Ground	3	4	Ground
Coin 2	5	6	Coin 1
Test	7	8	Service
P1 Button 1 In	9	10	P1 Button 1 Out
P2 Button 1 In	11	12	P2 Button 1 Out
P1 Button 2 In	13	14	P1 Button 2 Out
P2 Button 2 In	15	16	P2 Button 2 Out
P1 Button 3 In	17	18	P1 Button 3 Out
P2 Button 3 In	19	20	P2 Button 3 Out
P1 Button 4 In	21	22	P1 Button 4 Out
P2 Button 4 In	23	24	P2 Button 4 Out
P1 Button 5 In	25	26	P1 Button 5 Out NU
P2 Button 5 In	27	28	P2 Button 5 Out NU
P1 Button 6 In	29	30	P1 Button 6 Out NU
P2 Button 6 In	31	32	P2 Button 6 Out NU
NC	33	34	NC

CN3	
1	Ground
2	Ground
3	P1 Button 4
4	P1 Button 5
5	P1 Button 6
6	NC
7	P2 Button 4
8	P2 Button 5
9	P2 Button 6
10	NC

CN4	
1	Select Game Up
2	Ground
3	Select Game Down

NC: Not connected.

NU: Not used.