



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 two different action buttons layout, amplified mono or stereo sound output and different game select options.

Compatible with SNK NEO GEO MVS multi slots boards.

NEO-MVH MV 2 / 4 / 6

*Not for use with single slot Neo Geo boards.

ACTION BUTTONS LAYOUT REMAPPER

By moving up or down the shunts/jumpers of the headers marked PLAYER 1 PLAYER 2, both players can independently set the action buttons layout between two different layouts.

STANDARD LAYOUT					NEO GEO CD PAD LAYOUT					
A	B	C	D	or	A	B	C	C	D	NU
					D	NU	NU	A	B	NU

NU: Not used.

Buttons 4 and Buttons 5 for both players have to be connected in order to use the NEO GEO CD Pad layout.

They can be connected to the JAMMA edge. Or a CPS1 compatible kick harness can be used.

MONO / STEREO

Sets the sound output. Mono sound out to the JAMMA edge, and amplified Stereo sound out to CN1.

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 CN3.

CN1

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

CN2

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

CN3

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

NC: Not connected.

NU: Not used.

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

CN2	
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

CN3	
1	Select Game Up
2	Ground
3	Select Game Down