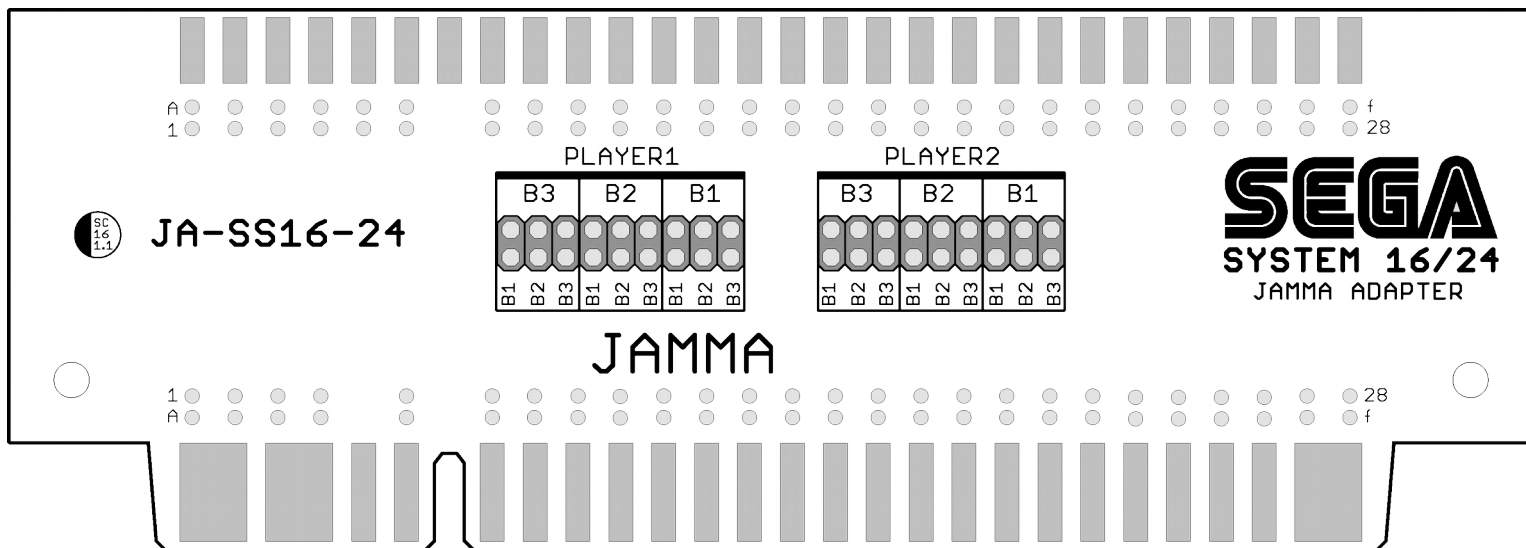


SEGA SYSTEM 16 / 24 TO JAMMA ADAPTER

WWW.ARCANIAC.COM

ARCANIAC
COM
JA-SS16-24 v1.1



Designed to redirect SEGA System 16 / 24 game PCB signals to work properly in a JAMMA cabinet or with a Supergun. This adapter features a button remapper.

Button Remapper.

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

Compatible games.

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

SEGA System 16

- | | | |
|----------------------------|--------------------|-------------------------------|
| Ace Attacker | Dynamite Dux | Sonic Boom |
| Action Fighter | E-Swat | Sukeban Jansi Ryuko |
| Alex Kidd : The Lost Stars | Excite League | Super League |
| Alien Syndrome | Fantasy Zone | Tetris |
| Altered Beast / Jyuohki | Flash Point | Time Scanner |
| Aurail | Golden Axe | Toryumon |
| Bay Route | Heavy Weight Champ | Tough Turf |
| Body Slam / Dump Matsumoto | M.V.P. | Wonder Boy III : Monster Lair |
| Bullet | Riot City | Wrestle War |
| Charon | Ryu Kyu | |
| Cotton | SDI / Defense | |
| Dunk Shot | Shinobi | |

SEGA System 24*

*SEGA System 24 games requires a monitor that supports a 24khz video signal.

Certain SEGA System 24 games also had a hardware revision supporting the JAMMA standard.

- | | |
|---|---------------------------|
| Bonanza Bros | Rough Racer |
| Crack Down | Scramble Spirits |
| Dynamic Country Club | Tokoro San no MahMahjan |
| Gain Ground | Tokoro San no MahMahjan 2 |
| Hot Rod | |
| Hot Rod Turbo | |
| Jumbo Ozaki Super Masters / Super Masters Golf | |
| Quiz Ghost Hunter | |
| Quiz Magical Brain | |
| Quiz Mekurumeku Story | |
| Quiz Rouka ni Tattenasai | |
| Quiz Syukudai wo Wasuremashita / Quiz My Homework | |

Pinout.

SEGA System 16 / 24			
Solder Side			Parts Side
Ground	A	1	Ground
Ground	B	2	Ground
+5 Volts	C	3	+5 Volts
+5 Volts	D	4	+5 Volts
+12 Volts	E	5	+12 Volts
Coin Meter 2	F	6	Coin Meter 1
Key	H	7	Key
P2 Button 3	J	8	P1 Button 3
P2 Button 2	K	9	P1 Button 2
P2 Button 1	L	10	P1 Button 1
Not Used	M	11	Not Used
P2 Down	N	12	P1 Down
P2 Up	P	13	P1 Up
P2 Right	R	14	P1 Right
P2 Left	S	15	P1 Left
Not Used	T	16	Not Used
Not Used	U	17	Not Used
Not Used	V	18	Not Used
Not Used	W	19	Not Used
P1 Start	X	20	Coin 1
P2 Start	Y	21	Coin 2
Not Used	Z	22	Test Switch
Not Used	a	23	Service Switch
Speaker -	b	24	Speaker +
Video Green	c	25	Video Red
Video Sync	d	26	Video Blue
Ground	e	27	Ground
Ground	f	28	Ground