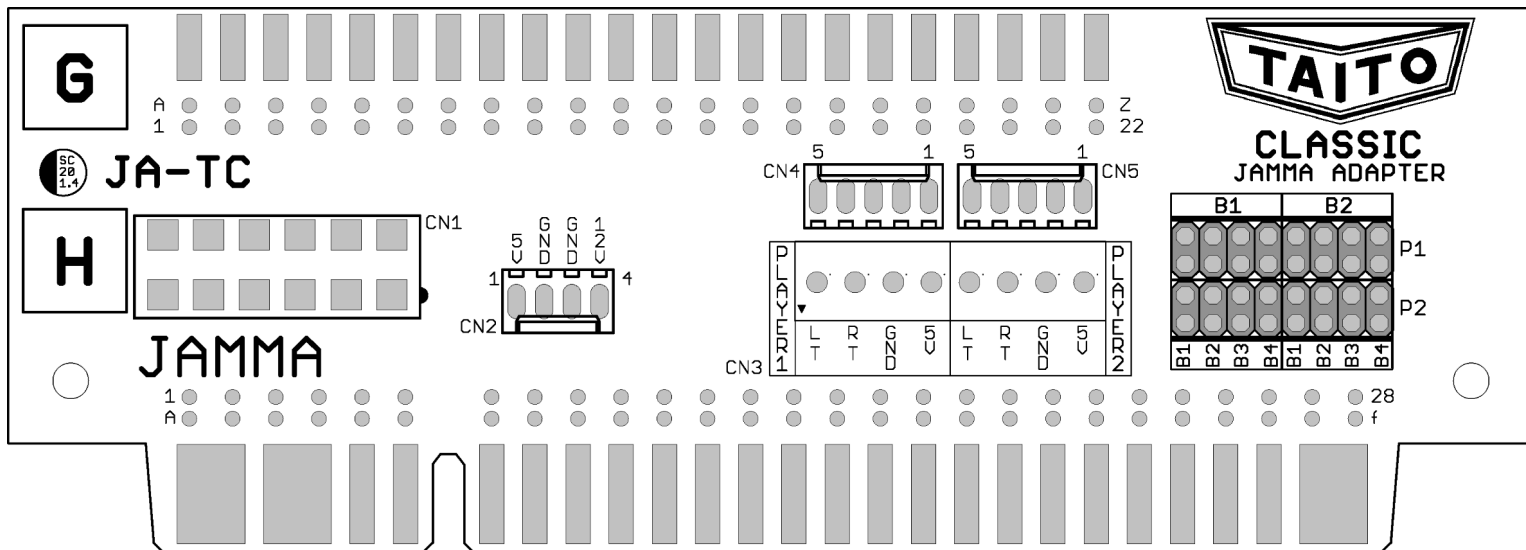


# TAITO CLASSIC TO JAMMA ADAPTER

WWW.ARCANIAC.COM



Designed to redirect TAITO Classic game PCB signals to work properly in a JAMMA cabinet or with a Supergun. This adapter features a button remapper, and headers or a terminal block that can be used for connecting spinners.

### 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.

#### TAITO CLASSIC

- Alpine Ski
- Bubble Bobble
- Elevator Action
- Front Line
- Jungle Hunt
- Jungle King
- Kram
- Legend of Kage
- LSA Squad
- Return of the Invaders
- The Fairyland Story
- Wild Western

#### TAITO ARKANOID

- Arkanoid
- Tournament Arkanoid

### CN1

Connects to the 12 positions header marked H on the game PCB, providing power for the game.

### CN2

Provides both +5 Volts, 12 Volts, and Ground to power external devices. 2.54mm (.100") header.

### CN3 – CN4 – CN5

Two spinners can be connected to the 2.54mm (.100") headers or to a terminal block.

# Pinout.

| TAITO CLASSIC Connector G |   |            |                |
|---------------------------|---|------------|----------------|
| Solder Side               |   | Parts Side |                |
| Ground                    | A | 1          | Ground         |
| Video Ground              | B | 2          | Video Red      |
| Video Blue                | C | 3          | Video Green    |
| Not Used                  | D | 4          | Video Sync     |
| Speaker -                 | E | 5          | Speaker +      |
| Key                       | F | 6          | Key            |
| Not Used                  | H | 7          | Not Used       |
| Coin 2                    | J | 8          | Coin 1         |
| Counter 2                 | K | 9          | Counter 1      |
| Lockout Coil 2            | L | 10         | Lockout Coil 1 |
| Tilt / Slam Switch        | M | 11         | Service Switch |
| P2 Start                  | N | 12         | P1 Start       |
| P2 Up                     | P | 13         | P1 Up          |
| P2 Down                   | R | 14         | P1 Down        |
| P2 Right                  | S | 15         | P1 Right       |
| P2 Left                   | T | 16         | P1 Left        |
| Not Used                  | U | 17         | Not Used       |
| Not Used                  | V | 18         | Not Used       |
| Not Used                  | W | 19         | Not Used       |
| Not Used                  | X | 20         | Not Used       |
| P2 Button 1               | Y | 21         | P1 Button 1    |
| P2 Button 2               | Z | 22         | P1 Button 2    |

| CN1       |           |           |          |          |          |
|-----------|-----------|-----------|----------|----------|----------|
| GND<br>12 | GND<br>11 | +5V<br>10 | +5V<br>9 | GND<br>8 | -5V<br>7 |
| GND<br>6  | GND<br>5  | +5V<br>4  | +5V<br>3 | GND<br>2 | 12V<br>1 |

| CN2 |          |
|-----|----------|
| 1   | +5 Volts |
| 2   | Ground   |
| 3   | Ground   |
| 4   | 12 Volts |

| CN4 - CN5 |               |
|-----------|---------------|
| 1         | +5 Volts      |
| 2         | Ground        |
| 3         | Right         |
| 4         | Left          |
| 5         | Not Connected |

▶ Pin 1 indicator.

| CN3      |       |        |          |          |       |        |          |
|----------|-------|--------|----------|----------|-------|--------|----------|
| PLAYER 1 |       |        |          | PLAYER 2 |       |        |          |
| 1        | 2     | 3      | 4        | 5        | 6     | 7      | 8        |
| Left     | Right | Ground | +5 Volts | Left     | Right | Ground | +5 Volts |