

hardMVS - It's all about the hardware

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Jamma Wiring

Solder Side		Parts Side	
Ground	A 1	Ground	
Ground	B 2	Ground	
Pos 5 Volts	C 3	Pos 5 Volts	
Pos 5 Volts	D 4	Pos 5 Volts	
Neg 5 Volts	E 5	Neg 5 Volts	
Pos 12 Volts	F 6	Pos 12 Volts	
Key	H 7	Key	
1 Coin Counter #2	J 8	Coin Counter #1	1
2 Lock Out Coil #2	K 9	Lock Out Coil #1	2
9 Speaker Neg	L 10	Speaker Pos	
7 Audio Ground	M 11	Audio Pos	7
Video Green	N 12	Video Red	
Video Sync	P 13	Video Blue	
3 Service Switch	R 14	Video Ground	
5 Tilt Switch	S 15	Test Switch	4
6 Coin Switch #2	T 16	Coin Switch #1	6
2P Start	U 17	1P Start	
2P Up	V 18	1P Up	
2P Down	W 19	1P Down	
2P Left	X 20	1P Left	
2P Right	Y 21	1P Right	
Player 2 Button A	Z 22	Player 1 Button A	
Player 2 Button B	a 23	Player 1 Button B	
Player 2 Button C	b 24	Player 1 Button C	
8 Player 2 Button D	c 25	Player 1 Button D	8
	d 26		
Ground	e 27	Ground	
Ground	f 28	Ground	

Neo Geo MVS

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

Notes:

- 1 Coin Counter is used to advance a mechanical coin counter
- 2 Lock Out Coil is used to block the coin path when the machine is off and send the coin to the coin return (rarely used)
- 3 Service Switch coins up the machine, but does not advance the mechanical coin counter
- 4 Test Switch enables test mode in the PCB if supported
- 5 Tilt or "Slam" Switch resets machine if weighted switch is triggered (rarely used)
- 6 Coin Switch detects coins inserted and credits the game
- 7 Audio Ground & Audio Positive are for pre-amp outputs (rarely used)
- 8 Button D is optional as most Jamma games use only 3 buttons
- 9 Speaker Negative = Ground / Common
- 10 There are NO traces to connect the leads on the MVS boards where -5V would come in from a Jamma Harness
Using a harness with a live -5V connection should be fine (check first)
- 11 Audio Positive (mono) will accomodate mono fram a Jamma board to one speaker (if wired)

This document has been downloaded from:



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