

CABAL

(JOYSTICK VERSION)

solder side			parts side
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
	G	7	
coin counter 2	H	8	coin counter 2
	I	9	
speaker (-)	J	10	speaker (+)
	K	11	
video GREEN	L	12	video RED
video SYNC	M	13	video BLUE
(2 Push 3	N	14	video GND
	O	15	IP Push 3
coin switch 2	P	16	coin switch 1
start switch 2	Q	17	start switch 1
2P control UP	R	18	IP control UP
2P control DOWN	S	19	IP control DOWN
2P control LEFT	T	20	IP control LEFT
2P control RIGHT	U	21	IP control RIGHT
2P control PUSH 1	V	22	IP control PUSH 1
2P control PUSH 2	W	23	IP control PUSH 2
	X	24	
	Y	25	
	Z	26	
GND	a	27	GND
GND	b	28	GND

Standard JAMMA Harness

**Blank spaces: not in use. Please make sure to connect other terminals.

Note: Joystick version uses 3 buttons.

When converting from track ball version, please change IC D4701AC (2pcs) at location C D 1 2, on bottom board with socket plug in adaptor.

DIP SW 1

option	SW	1	2	3	4	5	6	7	8
coin mode select	mode 1					off			
	mode 2					on			
mode 1	1 coin 1 play	off	off	off	off				
	2 " 1 "	on	off	off	off				
	3 " 1 "	off	on	off	off				
	4 " 1 "	on	on	off	off				
	5 " 1 "	off	off	on	off				
	6 " 1 "	on	off	on	off				
	1 " 2 "	off	on	on	off				
	1 " 3 "	on	on	on	off				
	1 " 4 "	off	off	off	on				
	1 " 5 "	on	off	off	on				
	1 " 6 "	off	on	off	on				
	2 " 3 "	on	on	off	on				
	3 " 2 "	off	off	on	on				
	3 " 3 "	on	off	on	on				
	8 " 3 "	off	on	on	on				
	Free Play		on	on	on	on			
coin selector	1 coin 1 play	off	off						
	2 " 1 "	on	off						
	3 " 1 "	off	on						
	5 " 1 "	on	on						
	1 coin 2 play			off	off				
mode 2 A	1 coin 3 play			on	off				
	1 coin 5 play			off	on				
	1 coin 6 play			on	on				
Button A B exchange	normal					off			
	invert					on			
TV Invert	normal							off	
	invert							on	

track ball small large off on

DIP SW 2

option	SW	1	2	3	4	5	6	7	8
# of lives at start	3	off	off						
	2	on	off						
	5	off	on						
	unlimited	on	on						
increase # of lives	20K - 50K			off	off				
	30K - 100K			on	off				
	50K - 150K			off	on				
	70K - not increase			on	on				
difficulty	level 1					off	off		
	level 2					on	off		
	level 3					off	on		
	level 4					on	on		
attract mode sound	yes								off
	no								on

