

# **MIKE'S ARCADE SHOP**

## **Double JAMMA Adapter**

### **Introduction**

Congratulations on your purchase of the Double JAMMA Adapter. This adapter allows running two JAMMA wired game boards in a single JAMMA cabinet. Pressing the Player 1 and Player 2 Start buttons at the same time switches between games.<sup>1</sup> No extra buttons are required and no extra holes need to be drilled in existing control panels.<sup>2</sup> If desired, a button can be wired to pin 26 on the parts side of the Double JAMMA adapter if a separate button for switching games is desired.

The Double JAMMA adaptor will switch the Coin switches, Video and Speaker signals. All other controls are passed to both game boards. The coin counter outputs are diode protected at both game boards. All power lines, +5VDC, -5VDC and +12VDC are passed to both game boards.<sup>3</sup> Supplying all 3 voltages allow a larger selection of games to be played, including the Donkey Kong series of boards, with the appropriate JAMMA adaptor.

Please refer to the Double JAMMA connection and jumper diagram to help you locate jumpers and view the board installation connections.

### **Installation instructions for the Double JAMMA Adapter**

- 1) Plug the Double JAMMA adapter into your existing JAMMA harness and mount in a suitable location.
- 2) Plug the first JAMMA game board into the bottom of the Double JAMMA adapter.
- 3) The JAMMA extender cable is labeled on the component, or parts side of the cable. Plug the side marked JAMMA EXT COMPONENT SIDE onto the remaining exposed fingers on the Double JAMMA adaptor. The other side of the JAMMA extender cable is labeled COMPONENT SIDE; this is plugged into the 2<sup>nd</sup> game board.
- 4) Mount the 2<sup>nd</sup> game board to complete the installation.
- 5) Double-check all your work.

### **Operating instructions for the Double JAMMA Adapter**

Once the adapter is installed, switch between games by pressing both start buttons at the same time, or if a separate select button was installed, switch between games with it also. The default game is the one plugged directly into the Double JAMMA Adaptor.

### **Power supply requirements**

We recommend using a 120W or larger switching power supply when running the Double JAMMA Adapter. Muddy video may result if your power supply is not sufficient to handle the power requirements of both board sets.

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<sup>1</sup> Removing the jumper at J1 disables the Player 1 and Player 2 Start buttons game switching combination. This was done for compatibility with Multi-game board sets, including Double Donkey Kong, that use this combination of buttons to switch games on the board set itself. JAMMA pin 26 on the parts side is always active as a game switch button.

<sup>2</sup> Additional buttons may be required if the cabinet is not equipped with enough buttons for the games you are installing. However, no additional buttons are required for the Double JAMMA Adapter itself.

<sup>3</sup> If any of the board sets require -5VDC, make sure that the -5VDC is hooked up at the power supply on your game harness. Many games do not require -5VDC and do not have it connected to the main harness.

Need Help? Email <mailto:sales@mikesarcade.com> for more assistance, or visit use on the Web at <http://www.mikesarcade.com>.

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## JAMMA Standard Pinout

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
Key, No Pin	H	7	Key, No Pin
Coin Counter 2	J	8	Coin Counter 1
Coin Lockout	K	9	Coin Lockout
Speaker (-)	L	10	Speaker (+)
NC	M	11	NC
Video Analog Green	N	12	Video Analog Red
Video Composite Sync	P	13	Video Analog Blue
Service Switch	R	14	Video Ground
Tilt/Slam	S	15	Test
Coin B	T	16	Coin A
Player 2 Start	U	17	Player 1 Start
Player 2 Up	V	18	Player 1 Up
Player 2 Down	W	19	Player 1 Down
Player 2 Left	X	20	Player 1 Left
Player 2 Right	Y	21	Player 1 Right
Player 2 Button 1	Z	22	Player 1 Button 1
Player 2 Button 2	a	23	Player 1 Button 2
Player 2 Button 3	b	24	Player 1 Button 3
NC	c	25	NC
NC	d	26	Optional Dbl JAMMA game switch
GND	e	27	GND
GND	f	28	GND

JAMMA is a standard connector used on many arcade boards to simplify conversion of cabinets from one game to another. The majority of games use a subset of this pinout. Some games (Street Fighter, Mortal Kombat, etc), which need extra buttons, have extra connectors for these additional controls. The JAMMA connector is a 3.96mm pitch-edge connector (male on game board).

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Connection and Jumper  
Diagram

