JAMMA Functional Connection Diagram

*Video Ground is the same as regular voltage ground.
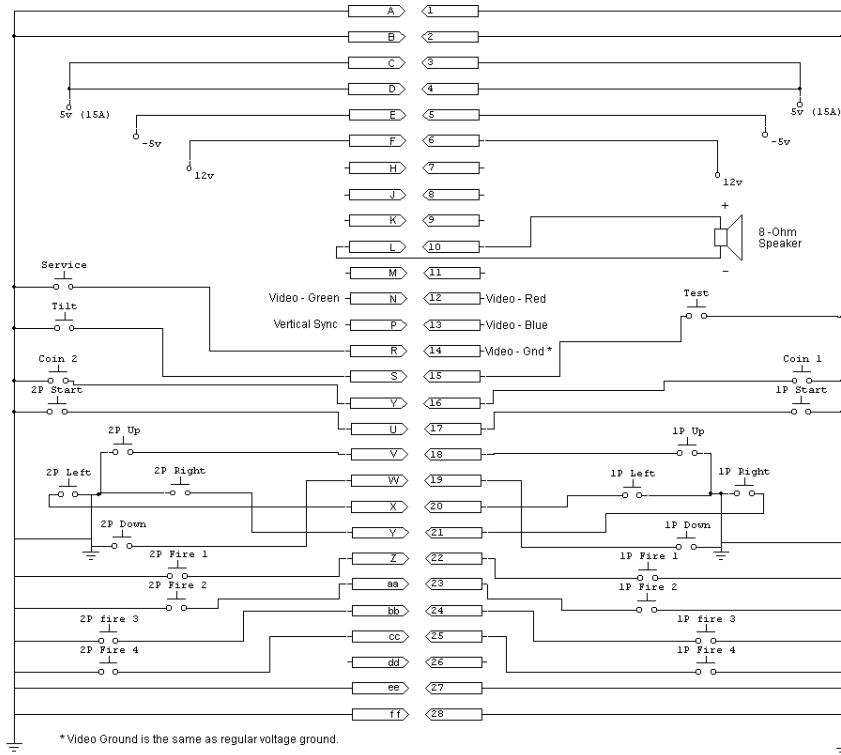
ALL wire connections/functions for this harness shown below:

Function	Wire Color			Wire Color	Function
Ground	Black	A	1	Black	Ground
Ground	Black	B	2	Black	Ground
+5 VDC	Red	C	3	Red	+5 VDC
+5 VDC	Red	D	4	Red	+5 VDC
-5 VDC	Yellow/Green	E	5	Yellow/Green	-5 VDC
+12 VDC	Yellow	F	6	Yellow	+12 VDC
	N/C	H	7	N/C	
Coin Counter 2	Orange	J	8	Orange	Coin Counter 1
	N/C	K	9	N/C	
Speaker -	White	L	10	White	Speaker +
(P2-Fire Button 6 / 19in1 Only)	Yellow	M	11	Yellow	(P1-Fire Button 6 / 19in1 Only)
Video Green	Green	N	12	Red	Video Red
Video Vertical Sync	White	P	13	Blue	Video Blue
Service Switch	Red	R	14	Black	Video Ground
	N/C	S	15	Orange	Test Switch
Coin 2	Green	T	16	Green	Coin 1
P2 Start	Brown	U	17	Brown	P1 Start
P2 Up	Red	V	18	Red	P1 Up
P2 Down	Orange	W	19	Orange	P1 Down
P2 Left	Yellow	X	20	Yellow	P1 Left
P2 Right	Green	Y	21	Green	P1 - Right
P2 Fire Button 1	Blue	Z	22	Blue	P1 Fire Button 1
P2 Fire Button 2	Violet	aa	23	Violet	P1 Fire Button 2
P2 Fire Button 3	Gray	bb	24	Gray	P1 Fire Button 3
P2 Fire Button 4	White	cc	25	White	P1 Fire Button 4
[1] P2 Fire Button 5	Red	dd	26	Red	P1 Fire Button 5 [1]
[1] P2 Fire Button 6	Gray	ee	27	Gray	P1 Fire Button 6 [1]
Ground	Black	ff	28	Black	Ground
SOLDER SIDE					COMPONENT SIDE

Please Note:

[1] Many original JAMMA PCBs will only use up to 3 fire buttons per player. Only the newer multigame type PCBs will use the wires through the JAMMA harness for the 4th, 5th, and 6th pushbutton per player.

(*) This JAMMA harness does include the optional 6th pushbutton used on some multigame PCBs such as (Blue Elf's, King of Kung-Fu, Just Another Pandora's Box, etc).