

# 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
2 Lock Out Coil #2	K	9	Lock Out Coil #1
9 Speaker Neg	L	10	Speaker Pos
7 Audio Ground	M	11	Audio Pos
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
6 Coin Switch #2	T	16	Coin Switch #1
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
	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	
Pos 12 Volts	F	6	Pos 12 Volts
Key	H	7	Key
1 Coin Counter #2	J	8	Coin Counter #1
2 Lock Out Coil #2	K	9	Lock Out Coil #1
Speaker Pos L	L	10	Speaker Pos R
4 Test Switch	M	11	Audio Pos (mono)
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 Coin Switch #2 P2	T	16	Coin Switch #1 P1
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)