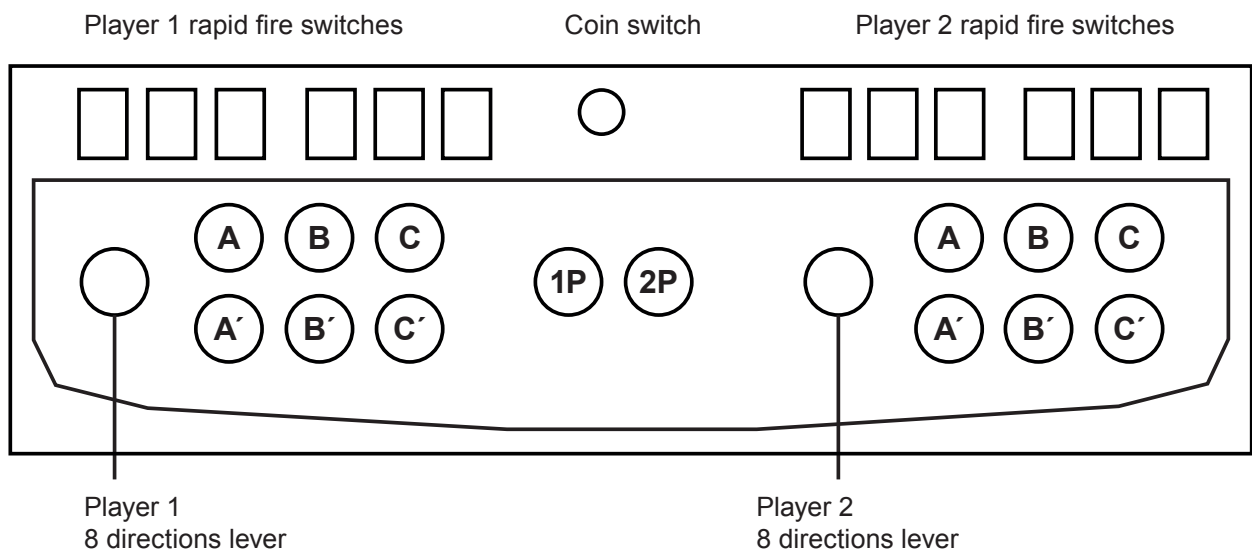


INSTRUCTION MANUAL

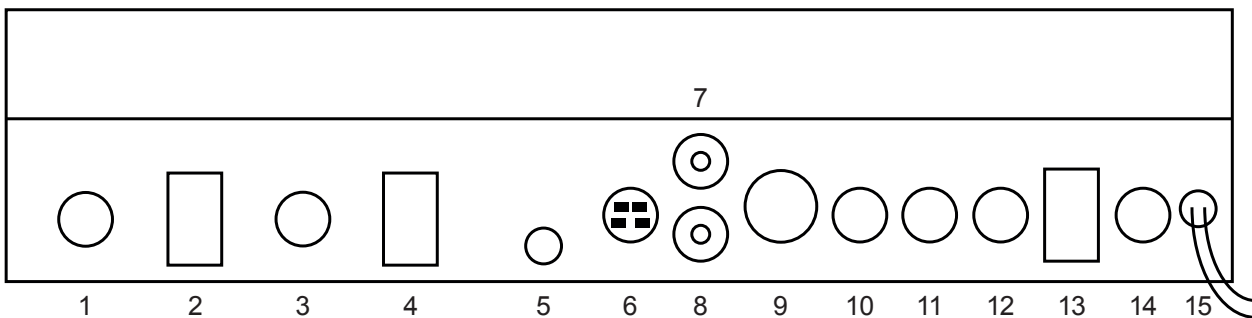
BOARDMASTER

Thank you for purchasing the Boardmaster.
Please read this manual carefully before use.

Front



Rear

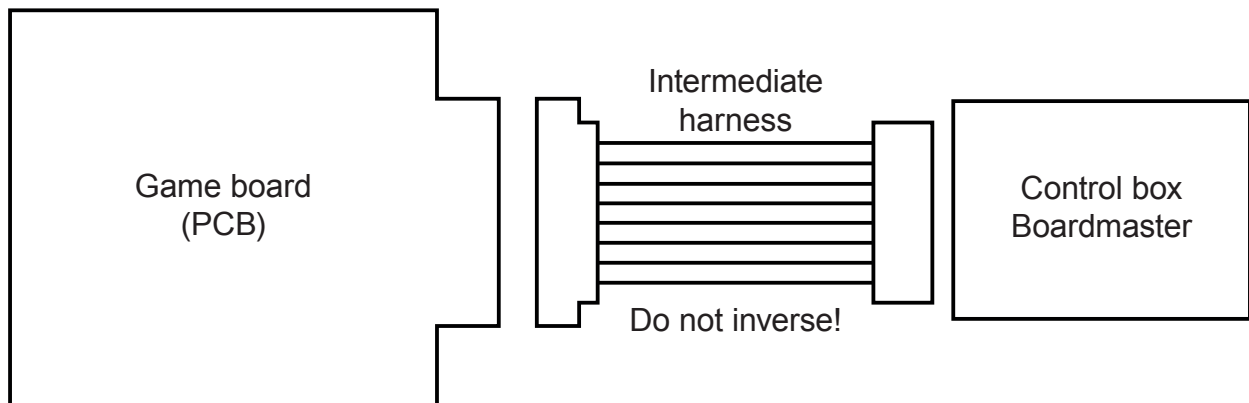


1. Picture horizontal adjustment
2. Test switch
3. Volume adjustment
4. Rapid fire speed switch
5. +5V adjustment
6. S-Video output
7. Video output (yellow)
8. Audio output (white)

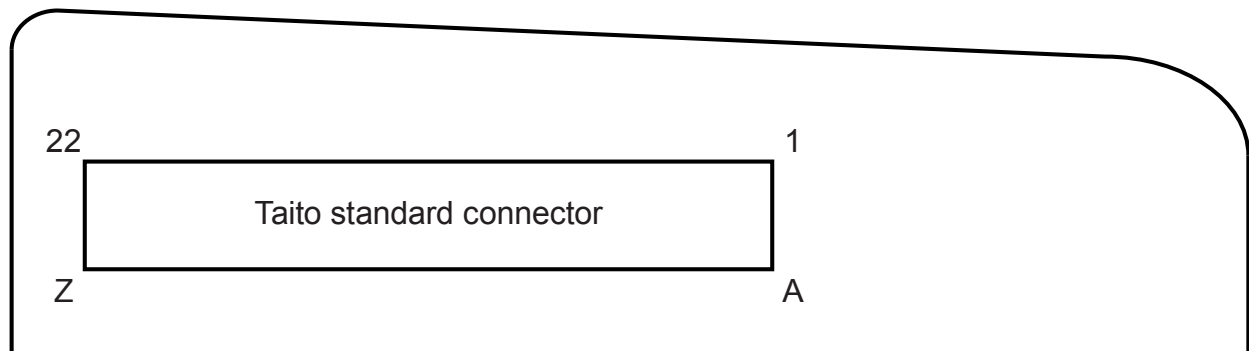
9. 8 pin RGB video and audio output
10. Fuse holder (+12V 1A)
11. Fuse holder (-5V 1A)
12. Fuse holder (+5V 7A)
13. Power switch
14. Main fuse (1A)
15. Power cord

Video, audio and other cables are not included. Please acquire a video, S-Video or RGB cable compatible with your set-up.

In order to play with your game board (PCB), you need to use the intermediate harness that connects to both the Boardmaster left side connector and the PCB (JAMMA standard or compatible).



Left side



Connector wiring diagram

Please use the intermediate harness to connect the above control box connector and the game board. Since most of the game boards (except old games, mahjong games and some others) are using the JAMMA standard, please only connect the JAMMA compliant intermediate harness to the Taito connector.

- * Please always turn the power off when disconnecting the PCB.
- * Please make sure to not invert the connector pitch when plugging in the PCB and the harness.
(It can damage both the control box and game board.)
- * It is possible to activate and deactivate the rapid fire during the game.
(May not be compatible with some PCB.)
- * The test switch is used to test the PCB and change its settings.
(Since some PCB have their own test switch, please read the PCB manual carefully.)

Taito standard connector wiring diagram

Bottom			Top
Ground	A	1	Ground
Ground	B	2	Ground
Ground	C	3	Ground
Speaker -	D	4	Speaker +
+12V	E	5	+12V
-5V	F	6	-5V
Player 1 up	H	7	Player 1 C
Player 2 up	J	8	Player 2 C
+5V	K	9	+5V
Player 1 B	L	10	Player 1 down
Player 2 B	M	11	Player 2 down
Player 2 start	N	12	Test switch
Player 1 start	P	13	Coin switch
Player 1 right	R	14	Player 1 A
Player 1 left	S	15	Video red
Video blue	T	16	Player 2 right
Video green	U	17	Player 2 left
Synchro	V	18	Player 2 A
Empty	W	19	Empty
Player 2 C´	X	20	Player 1 C´
Player 2 B´	Y	21	Player 1 B´
Player 2 A´	Z	22	Player 1 A´

JAMMA standard connector wiring diagram

Solder side			Component side
Ground	A	1	Ground
Ground	B	2	Ground
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V
Inversion protection pin	H	7	Inversion protection pin
Coin counter 2	J	8	Coin counter 1
	K	9	
Speaker -	L	10	Speaker +
	M	11	
Video green	N	12	Video red
Video sync	P	13	Video blue
Service switch	R	14	Video ground
Tilt switch	S	15	Test switch
Coin 2	T	16	Coin 1
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 shoot 1	Z	22	Player 1 shoot 1
Player 2 shoot 2	a	23	Player 1 shoot 2
Player 2 shoot 3	b	24	Player 1 shoot 3
	c	25	
	d	26	
Ground	e	27	Ground
Ground	f	28	Ground

* About the power supply

Rated voltage of the game board IC is 5V. A voltage too high (more than 5,25V) may damage the IC, so please make sure to use a 5V or less voltage. A low voltage may not allow the game to start or cause it to reset, but it won't damage the board. If you don't get any picture or sound, please check the fuse.

* About the audio output

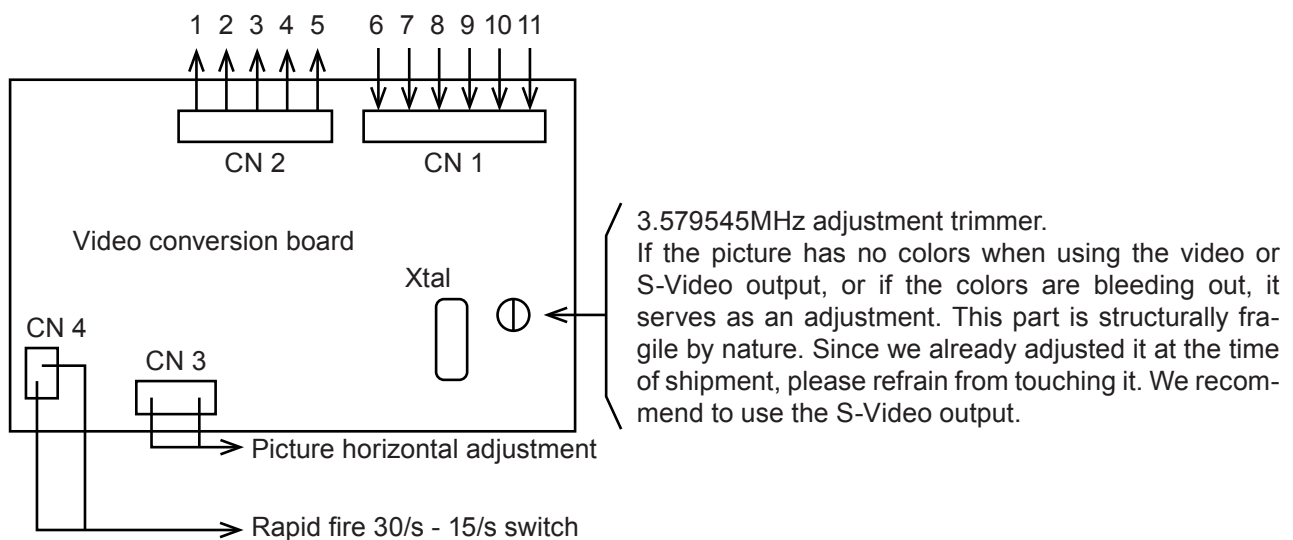
If you wish to connect an external speaker amplifier, it will use the input from the amplifier of the game board, so please set the volume of the board amp to low before increasing it. Since the video and sound outputs are adjacent, please be very careful not to connect them incorrectly.

* About the rapid fire

The rapid fire can be used with all buttons. Please adjust it according to the board. (Depending on the board, the rapid fire may not work.)

* About the video converter settings

Please note that because the game boards are designed to work with professional monitors, there may be incompatibilities with household televisions.



- | | |
|----------|---------|
| 1. C | 6. 5V |
| 2. GND | 7. GND |
| 3. Y | 8. Sync |
| 4. GND | 9. B |
| 5. Video | 10. G |
| | 11. R |

Manufactured and sold by

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