AVR	DB9	Atari/C=	Sega	NES	Famicom	SNES	N64/GC	(free)	Dongles		Atari Driving *	3DO *	
PD0	1	Up (shared)	Up	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)		Grey Code 1	GND	
PD3	2	Down	Down	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)		Grey Code 2	5V	
		Left			 	<u> </u>		<u> </u>	_ /		,		
PD4	3	(shared)	Left / GND	(_L)	(_L)	(_L)	(^H)	(^H)	(^H)			Audio.1	
PD5	4	Right	Right / GND	4-Data	13-Data	4-Data	(^H)	(^H)	(_L)			Audio.2	
5V	5	Button 3	5V	5-5V	15-5V	1-5V	5V	5V	5V		5V	5V	
PD6	6	B1 / boot	A/B								Accelerator	P/S	
PD7	7	5V	Select	3-Latch	12-Latch	3-Latch	(^H)	(_L)	(_L)			Clock	
GND	8	GND	GND	1-GND	1-GND	7-GND	GND	5V	GND		GND	GND	
PB0	9	Button 2	C / Start	2-Clock	14-Clock	2-Clock	Data					Data	
AVR	DB15	Neo Geo	Saturn	PSX	PC-Engine	PC-FX	Mahjong	3B Mouse	Timer	CD32	Atari Driving *	3DO *	Seg
GND	1	GND	9-GND	4-GND	8-GND	7/5-GND	7/5-GND	9-GND	GND	8-GND	GND	GND	GNI
PC5	2	NC (Key 1)	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)
PB5	3	Select	2-D1 (Down)		2-Up/I	2-Data	7-Data	1-Y1	X1	1-Up	<u> </u>	,	
PB4	4	D	3-D0 (Up)	2-CMD	3-Right/II	3-D. Dir	9-Clock	2-X1	Y1	2-Down			
PB3	5	В	4-D6 (TH)	6-ATT		-	10-MUX	3-Y2	X2	3-Left	Retro / Stella	Mouse/Joy	Abs
PB2	6	Right	5-D5 (TR)	7-CLK	5-Left/Run	6-Clock	11-MUX	4-X2	Y2	4-Right	(^H)	(_L)	(_L)
PB1	7	Down	6-D4 (TL)	9-ACK	6-Data Select	(^H)	(_L)	6-LMB	Button 2	5-Latch	(^H)	(L)	(_H
5V	8	8-5V	1-5V	5-5V	1-5V	1-5V	1-5V	7-5V	5V	7-5V	5V	5V	5V
PC4	9	D (Key 2)	(_L)	(_L)	(_L)	(_L)	(_L)	(_L)	(^H)	(_L)	(_L)	(_L)	(_L)
PC3	10	NC (Key 3)	(_L)	(_L)	(_L)	(_L)	(_L)	(^H)	(_L)	(^H)	(^H)	(^H)	(^H)
PC2	11	Start	(_L)	(_L)	(^H)	(^H)	(^H)	(^H)	(_L)	(_L)	(_L)	(_L)	(_L)
PC1	12	С	(_L)	(^H)	(^H)	(_L)	(_L)	5-MMB	Trigger	(^H)	(_L)	(_L)	(_L)
PC0	13	A / boot					12-Latch	9-RMB	Button 1				
		Left											
PD4	14	(shared)	7-D3 (Right)		7-Enable				Button 3	6-Clock			
PD0	15	Up (shared)	8-D2 (Left)						Button 4	9-Data			
													H =
Conne	ctors ar	re female, Ref	tro Adapter is r	male									L=
Vova	Chara	d bahwaan DE	DO and DO45								* Danala anh	acotrollar to O r	
Key:		<mark>d between DE</mark>		, , , , , , , , , , , , , , , , , , ,							* Dongle only,	controller to 9 p	וווכ
			firmware updat	e mode									
	Power												
		connection	ND										_
	(_L)	Connect to G											
	(^H)	No connection	on (pulled up)										

	Coleco *		Odyssey 2	GX4000						
	1 Col 1		6-Up	1-Up						
	2 Col 2		4-Down	2-Down						
	3 Col 3		3-Left	3-Left						
	4 Col 4		5-Right	4-Right						
				5-NC (Button 3)						
	Button		2-Button	6-Button 2						
	Quad A									
			1-GND	8-GND						
	Quad B			7-Button 1						
								Dual		
a Paddle *	Coleco *	BBC Micro	Voltmace	BitStik	Dragon 32/64	Atari Jaguar	Dual Atari/Sega	NES/SNES	AVR	DB15
D	GND	8-GND	8-GND	8-GND	3-GND	9-GND	8-GND	8-GND	GND	1
	(_L)	(^H)	(^H)	(^H)	(^H)	(^H)	(_L)	(_L)	PC5	2
		2 0V	2 COL0	2 0V		1-Column 1	1-Up	(_L)	PB5	3
	5-Select	3 0V	3 COL1	3 0V		2-Column 2	2-Down	(_L)	PB4	4
/Rel	8-Select	5 0V	5 COL2	5 0V		3-Column 3	3-Left	(_L)	PB3	5
	(_H)	6 0V	6 ROW1	6 0V		4-Column 4	4-Right	4-Data	PB2	6
)	(_L)	10 B2	10 ROW2	10 L button	4-Fire 2	6-Row 1	6-B1 or A/B		PB1	7
	5V	1 5V	1 5V	1 5V	5-5V	5-5V	5-5V	5-5V	5V	8
	(_L)	7 AD1 1Y	7 AD1 Y	7 AD1 Y axis	2-Y1 Wiper	(_L)	(^H)	(^H)	PC4	9
)	(^H)	(_L)	(_L)	(_L)	(_L)	(^H)	(^H)	(^H)	PC3	10
	(_L)	15 AD2 1X	15 AD2 X	15 AD2 X axis	1-X1 Wiper	10-Row 2	7-5V or Select	3-Latch	PC2	11
	(_L)	12 AD3 2X	12 N/C	12 AD3 Z axis	1-X2 Wiper	11-Row 3	9-B2 or C/Start	2-Clock	PC1	12
		4 AD4 2Y	4 ROW0	4 R button	2-Y2 Wiper	12-Row 4			PC0	13
		13 B1	13 ROW3	13 Red button	4-Fire 1	13-Row 5			PD4	14
		(^H)	(_L)	(^H)	(^H)	14-Row 6			PD0	15
Abs		11/14 VREF	(5V)							
Rel		9 N/C							Dongle	DB15
		Female DB1	5 on BBC M	licro					GND	1
									(_L)	2
									<u> </u>	3
										4
										5
										6
										7
									5V	8

White	Conne	ector Colour C	Chart		Do	ongle Colour (Chart
Brown	Connector	Shell	Colour		Connector	Shell	Col
Purple	2 Player	DB15-DB9	White		BitStik	DB9	Ora
Green	Atari Paddles	DB15-DB9	Brown				
Yellow	CD32	DB15-DB9	Purple		Atari Driving	DB15	Bro
Blue	Amiga Mouse	DB15-DB9	Green		3DO	DB15	Pur
Gold	Atari Mouse	DB15-DB9	Yellow		Sega Paddles	DB15	Gre
Silver	Jaguar	DB15-HD15	Orange		Colecovision	DB15	Bro Pur Gre Blu
Orange	Famicom	DB9-DB15	Blue				
Red					Update	DB15/DB9	Red
Black	Odyssey 2	DB9-DB9	Gold				
Grey	Amstrad GX4K	DB9-DB9	Silver				
	Channel F	DB9-DB9	Purple				
	BBC/Voltmace	DB15-DB15	Orange				
	PC Gameport	DB15-DB15	Yellow				
	Dragon 32/64	DIN 5	Red				
	PC-Engine	Mini DIN 8	Green				
	Intellivision	Pin header	Yellow				
	Acorn Mouse	Mini DIN 9	Orange				

					(_L)	9
	Archime (MiniDIN	des Mouse N	Intellivision	AVR	()	
our	1	XREF	1-Brown	GND	(_L)	11
nge	2	Button 1	(^H)	PC5	(_L)	12
	3	Button 2	2-Red	PB5		13
wn	4	GND	3-Orange	PB4		14
ole	5	XDIR	4-Yellow	PB3		15
en	6	5V	5-Green	PB2		
9	7	YREF	6-Blue	PB1		
	8	Button 3	(unused)	5V		
	9	YDIR	(^H)	PC4		
			(^H)	PC3		
	BBC Mid	BBC Micro Mouse (20 pin)		PC2		
	1	5V	8-Grey	PC1		
	3	GND	9-White	PC0		
	11	X1		PD4		
	12	Y1		PD0		
	13	X2				
	15	Y2				
	18	Right button				
	19	Middle button				
	20	Left button				