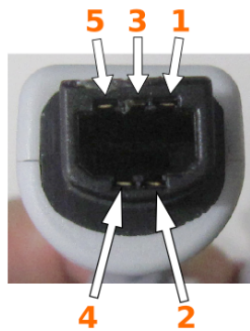


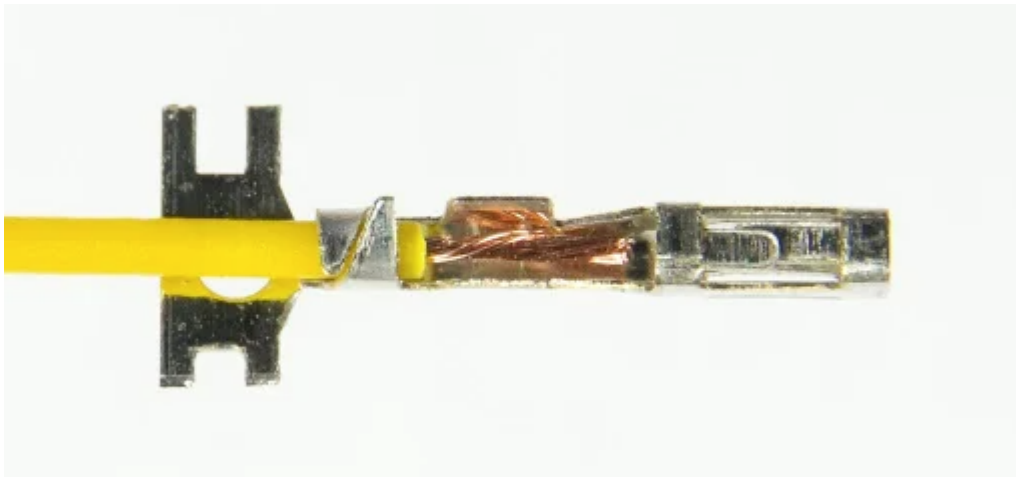
Dreamcast cable assembly

1. If recycling a cable from a broken controller, or if using an extension cable, cut the cable 10-40cm from the plug.
2. Strip 3-5 cm of the outer insulation sleeving from the cable
3. Isolate the inner wires from the cable and strip 5mm from each wire
4. Crimp each wire with a female Dupont crimp in line with the crimping guide
5. Repeat steps 1 to 4 for a second, third and fourth cable



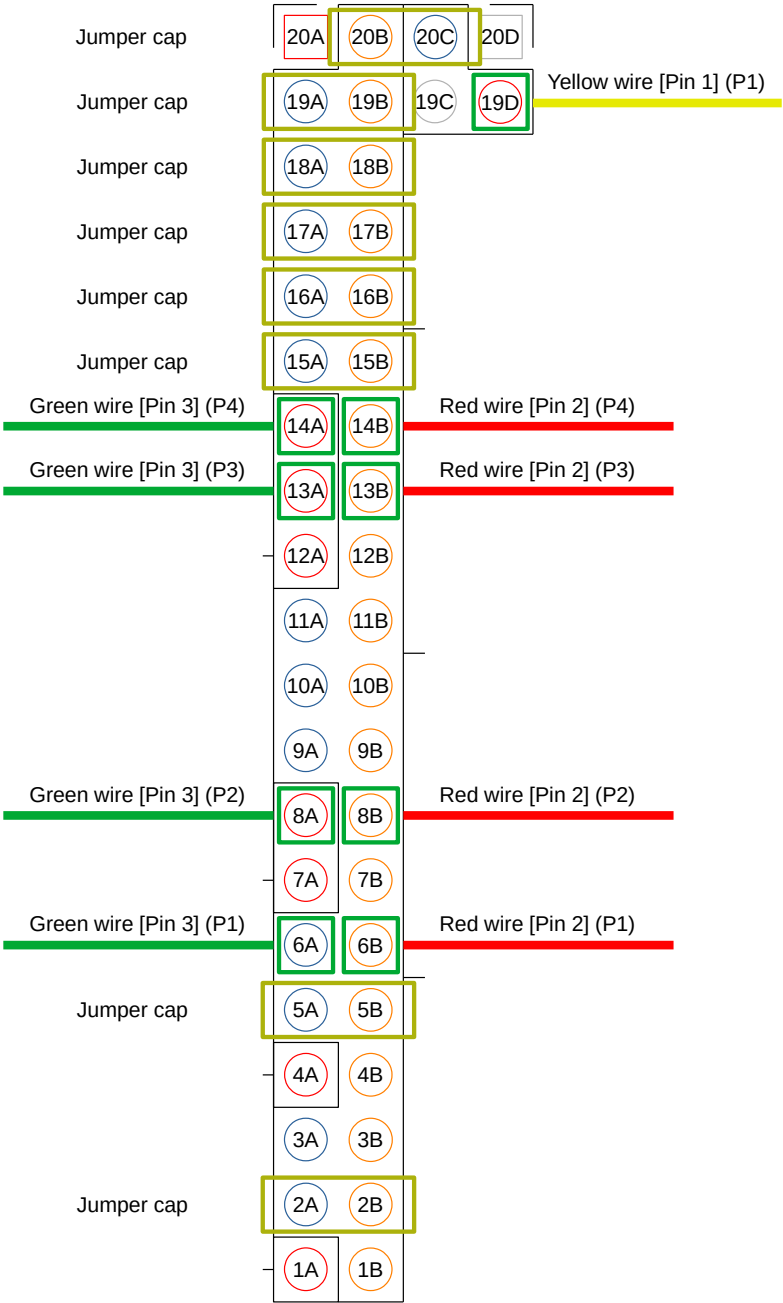
Crimping

1. Place the wire in a female Dupont crimp
2. Fold the pull relief around the wire



3. Use a crimping tool to shrink the connector around the wire ends
4. Slide the connector housing onto the crimp until it mounts, making sure the orientation is correct

Dreamcast 4 Player connection diagram



Dreamcast 4 Player connection guide

1. Place the jumper caps on rows 15, 16, 17, 18, 19 and 20
2. Connect the blue wire [Pin 4] of Player 1 to pin 2A
3. Connect the yellow wire [Pin 5] of Player 1 to pin 5B
4. Connect the red wire [Pin 1] of Player 1 to pin 5B
5. Connect the white wire [Pin 3] of Player 1 to pin 5A
6. Connect the brown wire [Pin 2] of Player 1 to pin 19D
7. Connect the blue wire [Pin 4] of Player 2 to pin 8A
8. Connect the yellow wire [Pin 5] of Player 2 to pin 8B
9. Connect the red wire [Pin 1] of Player 2 to pin 4B
10. Connect the white wire [Pin 3] of Player 2 to pin 4A
11. Connect the brown wire [Pin 2] of Player 2 to pin 19C
12. Connect the blue wire [Pin 4] of Player 3 to pin 1A
13. Connect the yellow wire [Pin 5] of Player 3 to pin 1B
14. Connect the red wire [Pin 1] of Player 3 to pin 7B
15. Connect the white wire [Pin 3] of Player 3 to pin 7A
16. Connect the brown wire [Pin 2] of Player 3 to pin 20D or leave disconnected
17. Connect the blue wire [Pin 4] of Player 4 to pin 8A
18. Connect the yellow wire [Pin 5] of Player 4 to pin 14B
19. Connect the red wire [Pin 1] of Player 4 to pin 13B
20. Connect the white wire [Pin 3] of Player 4 to pin 13A
21. Leave the brown wire [Pin 2] of Player 4 disconnected
22. Connections should now resemble the diagram