

VERTICAL 2 PLAYER, 2 JOYSTICK, 2 BUTTON JAMMA COMPATIBLE CONVERSION KIT

POWER R	EQUIREMENTS	MONITOR REQUIREMENTS							
+5 VDC	7 amp minimum	Vertical Mount Raster Scan							
+12 VDC	1 amp minimum	Negative Composite Sync							
-5 VDC	1 amp minimum	Required for Jamma Compatibility							



ROMSTAR, INC.

OUT ZONE

DIP SW 1

*FACTORY CHOICE

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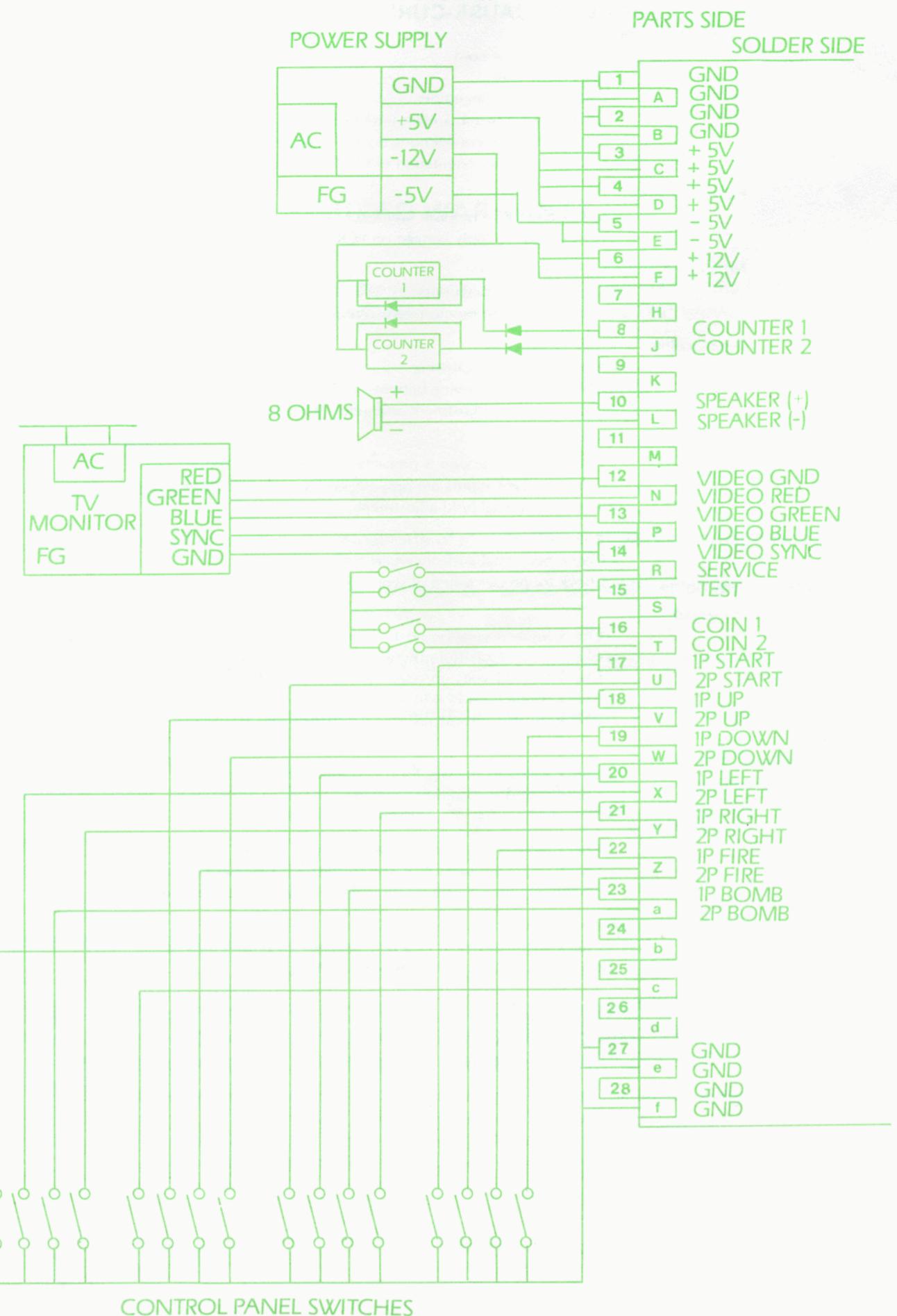
DIP SW 2

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	EVERY 300K POINTS				OFF	OFF				
EVEDA DI AVED	*200k and 500k points				ON	OFF				
EXTRA PLAYER	300k points only				OFF	ON				
	NOEXTRA			2019	ON	ON				
	* 3						OFF	OFF		
NILIMADED OF DIAVEDS	5						ON	OFF	-	
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		1			angering a		ON	ON		
DETH MODE	* NORMAL PLAY				, á,				OFF	
DE IH MODE	CAN PLAY ONLY ON PLAYER								ON	
NOT USE	200	0.13							OFF	

56 PIN EDGE CONN. PIN-OUT CHART (JAMMA COMPATIBLE)

BLACK GND A 1 GND BLACK BLACK GND B 2 GND BLACK RED +5V C 3 +5V RED RED +5V D 4 +5V RED WHITE -5V E 5 -5V WHITE YELLOW +12V F 6 +12V YELLOW KEY H 7 KEY KEY BROWN/WHITE COIN COUNTER 2 J 8 COIN COUNTER 1 BROWN S RED/BLACK COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 RED WHITE/BLACK SP (-) L 10 SP(+) WHITE OP-BLU/BLACK N.C. M 11 N.C. BLUE-OPTION GREEN VIDEO GREEN N 12 VIDEO RED RED GRAY VIDEO SYNC P 13 VIDEO GND BLACK OP-BRN/BLACK TILT SW. S						
BLACK	WIRE COLOR	SOLDER SIDE			PARTS SIDE	WIRE COLOR
RED +5V C 3 +5V RED WHITE +5V D 4 +5V RED WHITE -5V E 5 -5V WHITE YELLOW +12V F 6 +12V YELLOW KEY H 7 KEY KEY YELLOW KEY H 7 KEY WHITE/BLACK COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 RED WHITE/BLACK SP (-) L 10 SP(+) WHITE OP-BLU/BLACK N.C. MILLOW N.C. BLUE GRAY VIDEO GREEN N 12 VIDEO RED R	BLACK	GND	Α	1	GND	BLACK
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WHITE -5V E 5 -5V WHITE YELLOW +12V F 6 +12V YELLOW KEY H 7 KEY KEY BROWN/WHITE COIN COUNTER 2 J 8 COIN COUNTER 1 BROWN SRED/BLACK COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 RED 4 WHITE/BLACK SP (-) L 10 SP(+) WHITE OP-BLU/BLACK N.C. M 11 N.C. BLUE-OPTION GREEN VIDEO GREEN N 12 VIDEO RED RED GRAY VIDEO SYNC P 13 VIDEO BLUE BLUE GRED/BLACK SERVICE SWITCH R 14 VIDEO GND BLACK OP-BRN/BLACK TILT SW. S 15 TEST SW. BROWN 2 WHITE/GRAY START SW. 2 U 17 START SW. 1 WHITE START SW. 1 GRAY WHITE/BRUE 2P DOWN	RED	+5\	C	3	+5\	RED
YELLOW	• RED	+5V	D	4	+5V:	RED
KEY	WHITE	-5V	Ē	5	-5V	WHITE
BROWN/WHITE COIN COUNTER 2 J 8 COIN COUNTER 1 BROWN 6 RED/BLACK COIN LOCK OUT 2 K 9 COIN LOCK OUT 1 RED 4 WHITE/BLACK SP (-) L 10 SP(+) WHITE OPBLU/BLACK N.C. M 11 N.C. BLUE-OPTION GREEN VIDEO GREEN N 12 VIDEO RED RED GRAY VIDEO SYNC P 13 VIDEO BLUE BLUE BLUE OPBRN/BLACK SERVICE SWITCH R 14 VIDEO GND BLACK OPBRN/BLACK TILT SW. S 15 TEST SW. BROWN 6 WHITE/GRAY START SW. 2 U 17 START SW. 1 WHITE 8 WHITE/VIOLET ZP UP V 18 IP UP VIOLET WHITE/BLUE ZP DOWN W 19 1 P DOWN BLUE WHITE/GREEN ZP LEFT X 20 IP LEFT GREEN WHITE/ORANGE ZP FIRE Z 22 IP FIRE ORANGE WHITE/ORANGE ZP FIRE Z 22 IP FIRE ORANGE WHITE/BROWN ZP PUSH 3 * BROWN GREEN/WHITE N.C. C 25 N.C. BLUE/WHITE YELLOW/WHITE N.C. C 25 N.C. BLUE/WHITE YELLOW/WHITE N.C. C 26 GND BLACK 12	YELLOW	+12V	F	6	+12V	YELLOW
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RED/BLACK SERVICE SWITCH R	GREEN	VIDEO GREEN	Ν	12	VIDEO RED	RED
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GREEN/WHITE N.C. c 25 N.C. BLUE/WHITE YELLOW/WHITE N.C. d 26 N.C. RED/WHITE BLACK GND e 27 GND BLACK 12	WHITE/RED	2P BOMB	а	23	1P BOMB	RED
YELLOW/WHITE N.C. d 26 N.C. RED/WHITE BLACK GND e 27 GND BLACK 12	WHITE/BROWN	2P PUSH 3 *	b	24	1P PUSH 3 *	BROWN
BLACK GND e 27 GND BLACK 12	GREEN/WHITE	N.C.	С	25	N.C.	BLUE/WHITE
DETICK CIVE COLUMN	YELLOW/WHITE	N.C.	d	26	N.C.	RED/WHITE
OPTION-BLACK GND f 28 GND BLACK-OPTION	BLACK	GND	е	27	GND	BLACK 12
	OPTION-BLACK	GND	f	28	GND	BLACK-OPTION
	OPTION-BLACK	GND	f	28	GND	BLACK-OPTION

JAMMA 56 PIN WIRING DIAGRAM



CHECKPOINTS IN CASE OF DIFFICULTY PROBLEM / CAUSE-CURE

No Raster/No Video

- Check A.C. line cord
- Check line fuse
- Check monitor brightness
- Check power switch and/or interlock switch
- Check all solder connections on line filter and transformer
- Check for proper orientation of the PCB connector

Raster/No Video

- Check all PCB to monitor connections
- Check power supply voltage on PCB

No Video/Game sounds can be heard

- Check monitor brightness
- Check all PCB to monitor connections

Wrong colors

- Monitor needs degaussing
- Check for proper wiring between PCB and monitor
- Check monitor adjustment and adjust if necessary

Wavy picture

- Check monitor ground is properly connected to monitor
- Be certain sync inputs are properly connected to monitor
- Check horizontal hold adjustment

Horizontal/Vertical Roll

- Check horizontal and/or vertical hold adjustments
- Check for proper wiring of sync from PCB to monitor

No sound

- Check for 5 volts on edge connector of PCB
- Check volume control potentiometer adjustment
- Check for +12 volts on edge connector of PCB
- Check wiring from PCB to speaker
- Check speaker for low resistance between the "+" and "-" tabs

Bad sound

- Check wiring to speaker for bad solder connections
- Check sound with another speaker

No switch input

- Check ground connection to switch/es
- Check wiring between PCB and switch/es for proper connection
- Check switch/es with an ohmmeter to verify proper operation

Switch operates incorrect function

- Check wiring between PCB and switches for proper orientation
- Check wiring for shorts between switch inputs

No coin meter

- Check wiring to coin meter
- Check that +5 volts is on "+" side of meter
- Verify a +5 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets

- Verify that a meter with a diode is used
- If no diode is built in meter a IN4004 can be used across the meter. Cathode to "+" side of meter and anode to "-" side of meter