

Side A

PIN #	Wire Color	PIN Name	Cabinet	Key Binding	Shift Binding
J1-4	Yellow	1A	Player 2 – Up	U	
J1-5	Green	2SW8	Player 2 – B	M	
J1-6	Blue	2SW7	Player 2 – Left	J	
J1-7	Purple	2SW6	3 (Purple) (P1 Coin)	' (apostrophe)	
J1-8	Grey	2SW5	Player 2 – A	, (comma)	
J2-1	Brown	2SW4	Player 2 – Down	K	
J2-2	Red	2SW3	Player 2 – Right	I	
J2-3	Orange	2SW2	Player 1 – A	N	
J2-4	Yellow	2SW1	Player 1 – Right	Y	
J2-5	Green	2 DOWN	Player 1 – Up	T	
J2-6	Blue	2 UP	Player 1 – Down	H	
J2-7	Purple	2 LEFT	Player 1 – Left	G	
J2-8	Grey	2 RIGHT	Player 1 – B	B	
J3-1	Brown	COIN2	Player 2 – Coin	/	
J3-2	Red	COIN1	Player 1 – Coin	' (apostrophe)	
J3-3 (* shift)	Orange	START 2	4 (Yellow) (P2 Coin)	/	
J3-4	Yellow	START 1	1 (Blue) (P1 Start)	[\ (Exit MAME)
J3-5	Green	1SW8	2 (Green) (P3 Start)]	P (Pause MAME)

Side B

PIN #	Wire Color	PIN Name	Cabinet	Key Binding	Shift Binding
J1-3	Orange	1B	Player 2 – Up	E	
J1-4	Yellow	1A	Player 2 – Down	F	
J1-5	Green	2SW8	Player 2 – A	V	
J1-6	Blue	2SW7	1 (Blue) (P1 Start)	O	0 (Exit MAME)
J1-7	Purple	2SW6	2 (Green) (P2 Start)	L	9 (Exit MAME)
J1-8	Grey	2SW5	Player 2 – B	C	
J2-1	Brown	2SW4	Player 2 – Right	R	
J2-2	Red	2SW3	Player 2 – Left	D	
J2-3	Orange	2SW2	Player 1 – Down	S	
J2-4	Yellow	2SW1	Player 1 – B	Z	
J2-5	Green	2 DOWN	Player 1 – A	X	
J2-6	Blue	2 UP	Player 1 – Up	Q	
J2-7	Purple	2 LEFT	Player 1 – Left	A	
J2-8	Grey	2 RIGHT	Player 1 – Right	W	
J3-1	Brown	COIN 2	Player 2 – Coin	; (semi-colon)	
J3-2	Red	COIN 1	Player 1 – Coin	. (period)	
J3-3 (* shift)	Orange	START 2	4 (Yellow) (P2 Coin)	; (semi-colon)	
J3-4	Yellow	START 1	3 (Purple) (P1 Coin)	. (period)	

* indicates the PIN configured as the Mini-Pac shift key as defined in the Mini-Pac configuration utility.

** Pinouts are for the Ultimarc Mini-Pac (pre-2015 model) using the pre-built wiring harnesses.

*** Pin #, Wire Color, and PIN Name all refer to the Mini-Pac hardware, while Cabinet refers to the physical arcade cabinet controls.