# **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.