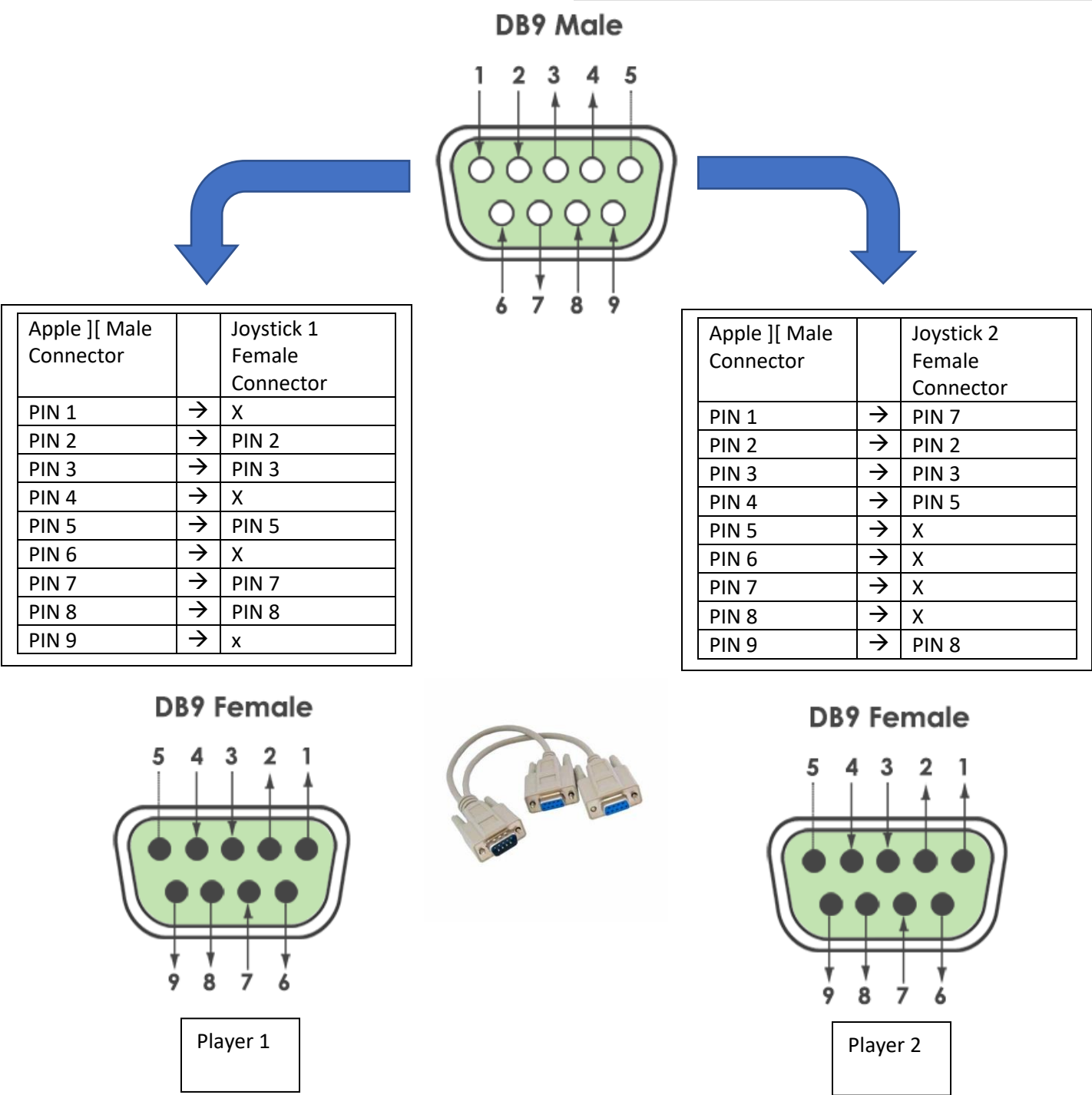


- Pin 1 - Pushbutton 1
- Pin 2 - +5V Power
- Pin 3 - Ground
- Pin 4 - Game Control 2 or PDL2 (Joystick-2 X-axis)*
- Pin 5 - Game Control 0 or PDL0 (Joystick-1 X-axis)
- Pin 6 - Pushbutton 2*
- Pin 7 - Pushbutton 0 (usually the "Fire" button)
- Pin 8 - Game Control 1 or PDL1 (Joystick-1 Y-axis)
- Pin 9 - Game Control 3 or PDL3 (Joystick-2 Y-axis)*

apple II

native 2 player support
 w/ 2 apple analog joysticks



* Note: These functions are not available on the //c or IIc+.