

J1 Power						
1	J5-V, J2-1	12VAC				
2	J5-W, J2-2	12VAC				
3	J5-16	CoinCounter1				
4	J5-19	CoinCounter2				
5	J5-Z	5VDC				
6	J3-1, J2-11, J5-S, J5-1	GND				
7	NC					
8	J2-12	AC Ground				
NOTE: O = Signal originates from this board/connection to other boards. I = Signal enters this connection from another board.						
			J2 Control			
			1	J1-1	Panel Lights	
			2	J1-2	Panel Lights	
			3	J4-Y	MissleFireSW	
			4	J5-C	CoinSwitchNO	
			5	J3-N	RotateLeftSW	
			6	J5-B	StartSwitchNC	
			7	J5-21	CoinSwitchNC	
			8	J3-M	RotateRightSW	
			9	J3-S	ThrustSW	
			10	J5-7	StartSwitchNO	
11	J1-6	All Panel Switches Common (GND)				
12	J1-8	AC Ground				
J3 Memory/Sound						
GND	J4-1		1 A	I	J4-8	
	J4-K	I	2 B	I	J4-6	
	J4-F	I	3 C	I	J4-12	
	J4-N	I	4 D	I	J4-15	
	J4-13	I	5 E	I	J4-9	
	J4-L	I	6 F	I	J4-5	
	J4-E	I	7 H	I	J4-11	
	J4-M	I	8 J	I	J4-R	
	J4-14	I	9 K	I	J5-2	SaucerVideo
RocketVideo	J5-5	I	10 L		NC	
	J4-B	I	11 M	I	J2-8	RotateRightSW
UpDown	J4-18	O	12 N	I	J2-5	RotateLeftSW
H1	J4-D	O	13 P	O	J5-N	RocketSaucerVideo
H0	J4-3	O	14 R	I	J5-M	Spin
H2	J4-4	O	15 S	I	J2-9	ThrustSW
HDir	J4-J	O	16 T	O	J4-19	UpDownEnable
LeftRight	J4-16	O	17 U	O	J4-17	LeftRightEnable
MissleSound	J4-2	I	18 V	O	J4-U	V1
AudioGate	J5-K	O	19 W	O	J4-T	V0
AudioOut (Blu)	-	O	20 X	O	J4-V	V2
12VDC	J5-X	I	21 Y	O	J4-H	VDir
ExplosionCom	J5-L	O	22 Z		J4-22	5VDC

J4 Motion					
GND	J3-1		1 A		J5-1 GND
MissleSound	J3-18	O	2 B	O	J3-11
H0	J3-14	I	3 C	I	J5-H CountEnable
H2	J3-15	I	4 D	I	J3-13 H1
	J3-F	O	5 E	O	J3-7
	J3-B	O	6 F	O	J3-3
	NC		7 H	I	J3-Y VDir
	J3-A	O	8 J	I	J3-16 HDir
	J3-E	O	9 K	O	J3-2
SaucerMissleVideo	J5-4	I	10 L	O	J3-6
	J3-H	O	11 M	O	J3-8
	J3-C	O	12 N	O	J3-4
	J3-5	O	13 P	O	J5-6 RocketMissleVideo
	J3-9	O	14 R	O	J3-J
	J3-D	O	15 S		NC
LeftRight	J3-17	I	16 T	I	J3-W V0
LeftRightEnable	J3-U	I	17 U	I	J3-V V1
UpDown	J3-12	I	18 V	I	J3-X V2
UpDownEnable	J3-T	I	19 W	O	J5-E RocketEnable
/CLK	J5-Y	I	20 X		NC
SaucerEnable	J5-3	O	21 Y	I	J2-3 MissileFireSW
5VDC	J3-Z		22 Z		J5-22 5VDC

J5 Sync/Star					
GND	J4-A		1 A		J5-S GND
SaucerVideo	J3-K	O	2 B	I	J2-6 StartSwitchNC
SaucerEnable	J4-21	I	3 C	I	J2-4 CoinSwitchNO
SaucerMissleVideo	J4-10	I	4 D	I	SW7-NO 2PlayPerCoinSW
RocketVideo	J3-10	O	5 E	I	J4-W RocketEnable
RocketMissleVideo	J4-P	I	6 F	I	SW6-NO ReplaySW
StartSwitchNO	J2-10	I	7 H	O	J4-C CountEnable
VideoCommon (Vio)	-	O	8 J		NC
TestPatternIn	SW8-C	I	9 K	O	J3-19 AudioGate
	NC		10 L	O	J3-22 ExplosionCom
	NC		11 M	O	J3-R Spin
	NC		12 N	I	J3-P RocketSaucerVideo
	NC		13 P		NC
Connects to UF5-8	NC	O	14 R		NC
	NC		15 S		SW7-C SW6/SW7 Common (GND)
CoinCounter1	J1-3	O	16 T		NC
TestPatternOut	SW8-NO	O	17 U		NC
Connects to CLK	NC	O	18 V	I	J1-1 12VAC1
CoinCounter2	J1-4	O	19 W	I	J1-2 12VAC1
VideoOut (Vio/Blk)	-	O	20 X	O	J3-21 12VDC
CoinSwitchNC	J2-7	I	21 Y	O	J4-20 /CLK
5VDC	J4-Z		22 Z		J1-5 5VDC