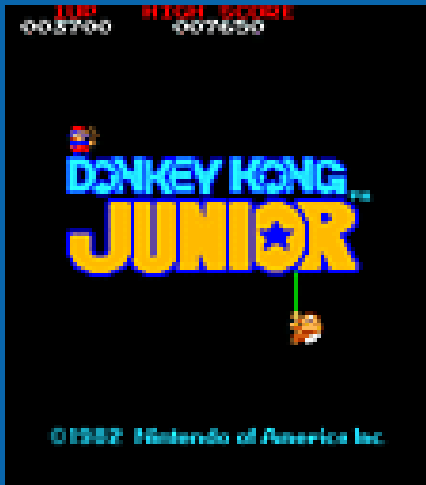


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PRESENTS

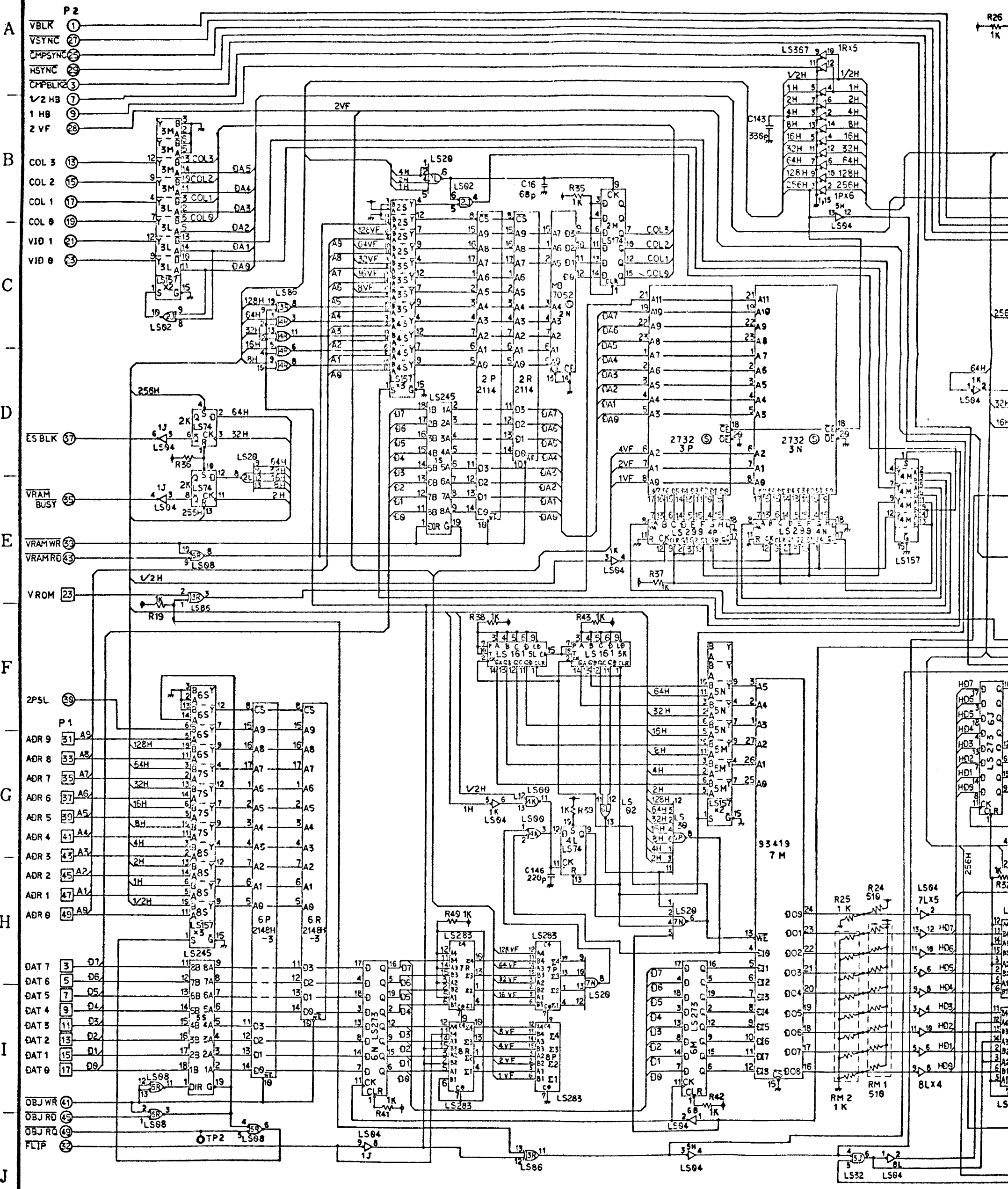


Schematics

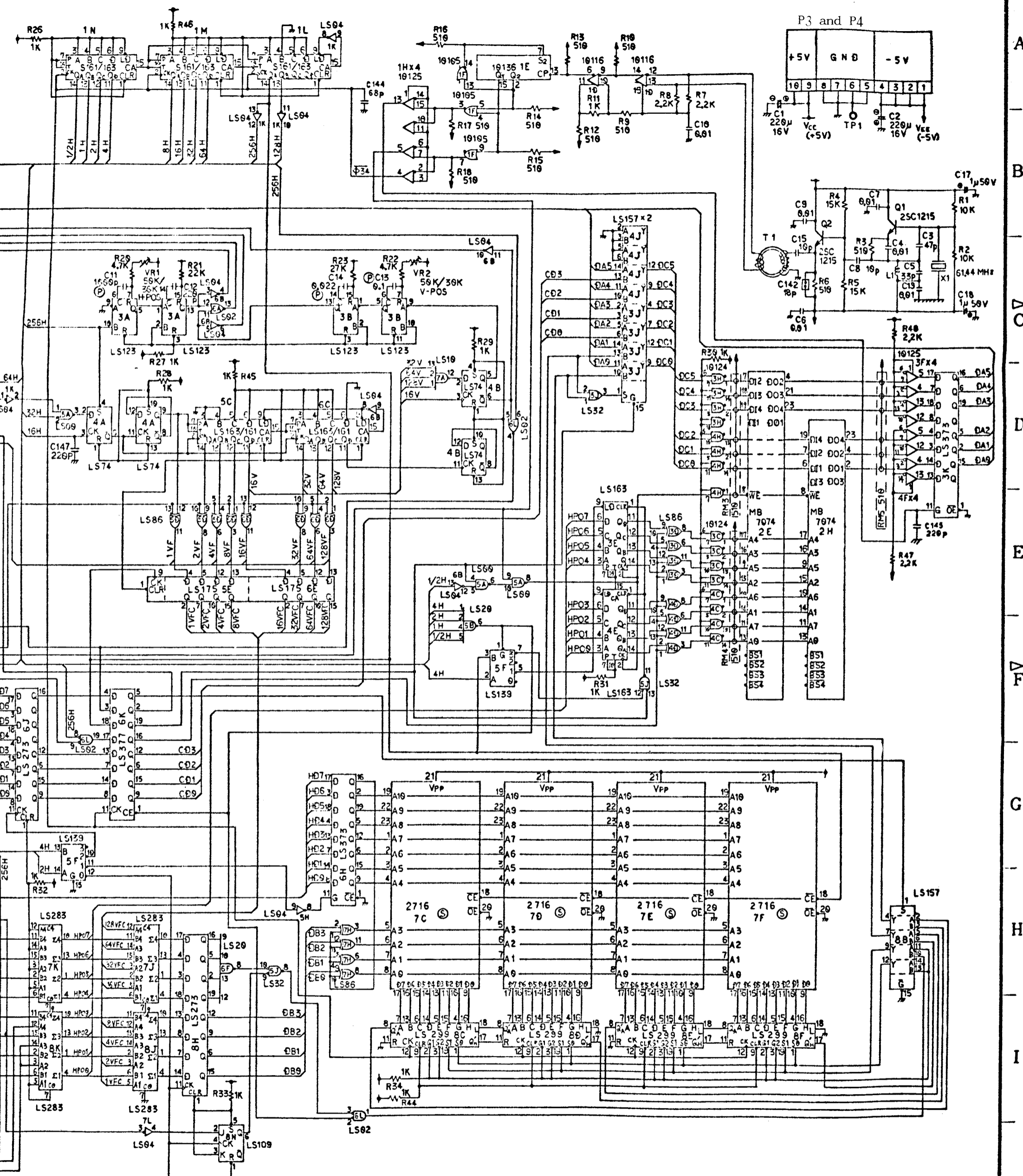
Original was 22" x 34" 2 sided

Scanned with Adobe Acrobat V4.05

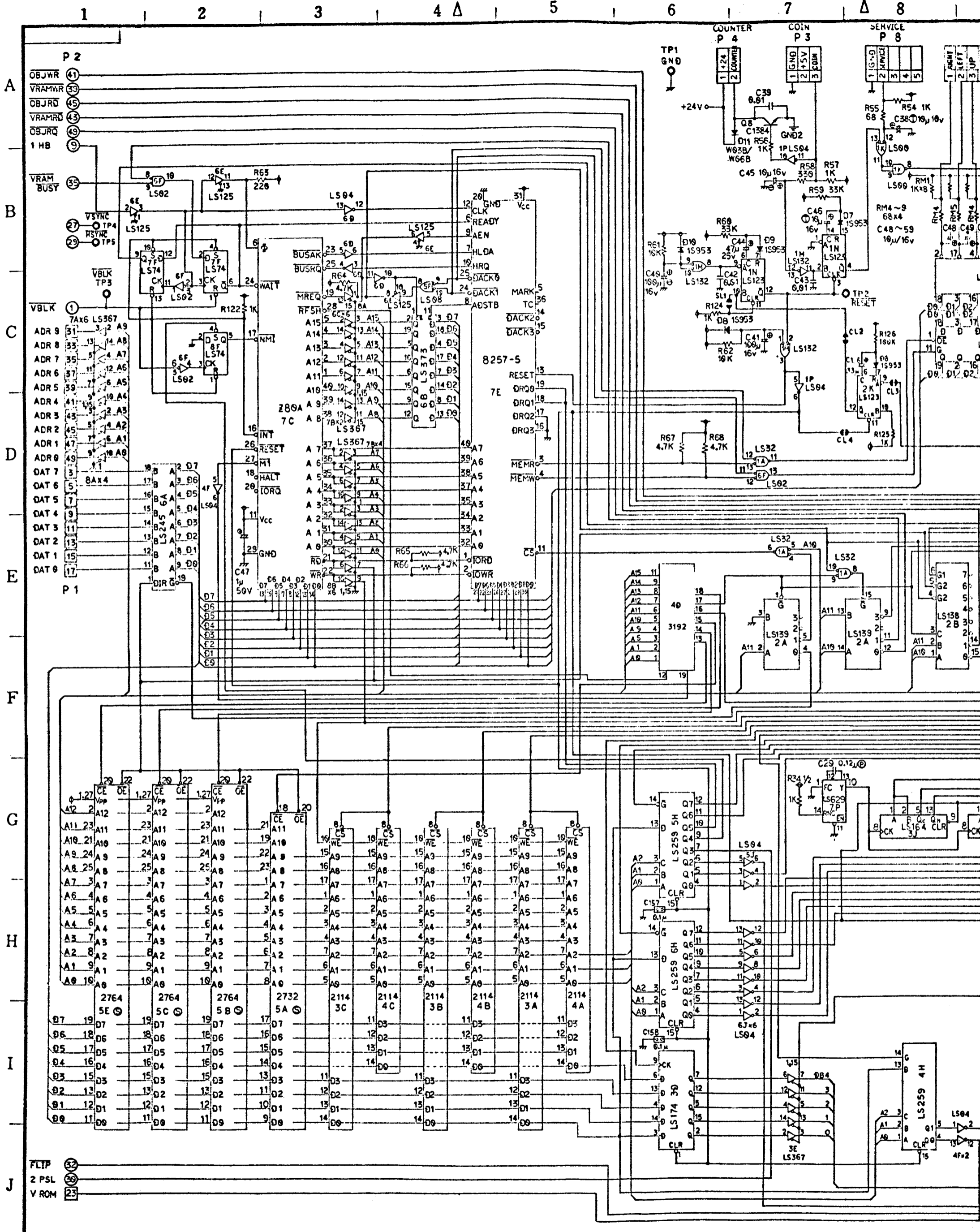
(Line art at 600dpi)



REVISIONS



MATERIAL	FINISH	
DWG TITLE		DATE
Donkey Kong Junior		5-19-82
Video P.C. Board		
DRAWN	O. Komori	DWG NO.
CHECKED		4
Nintendo		SCALE
		SIZE



NOTE 1: EDGE CONNECTOR PIN ARRANGEMENT

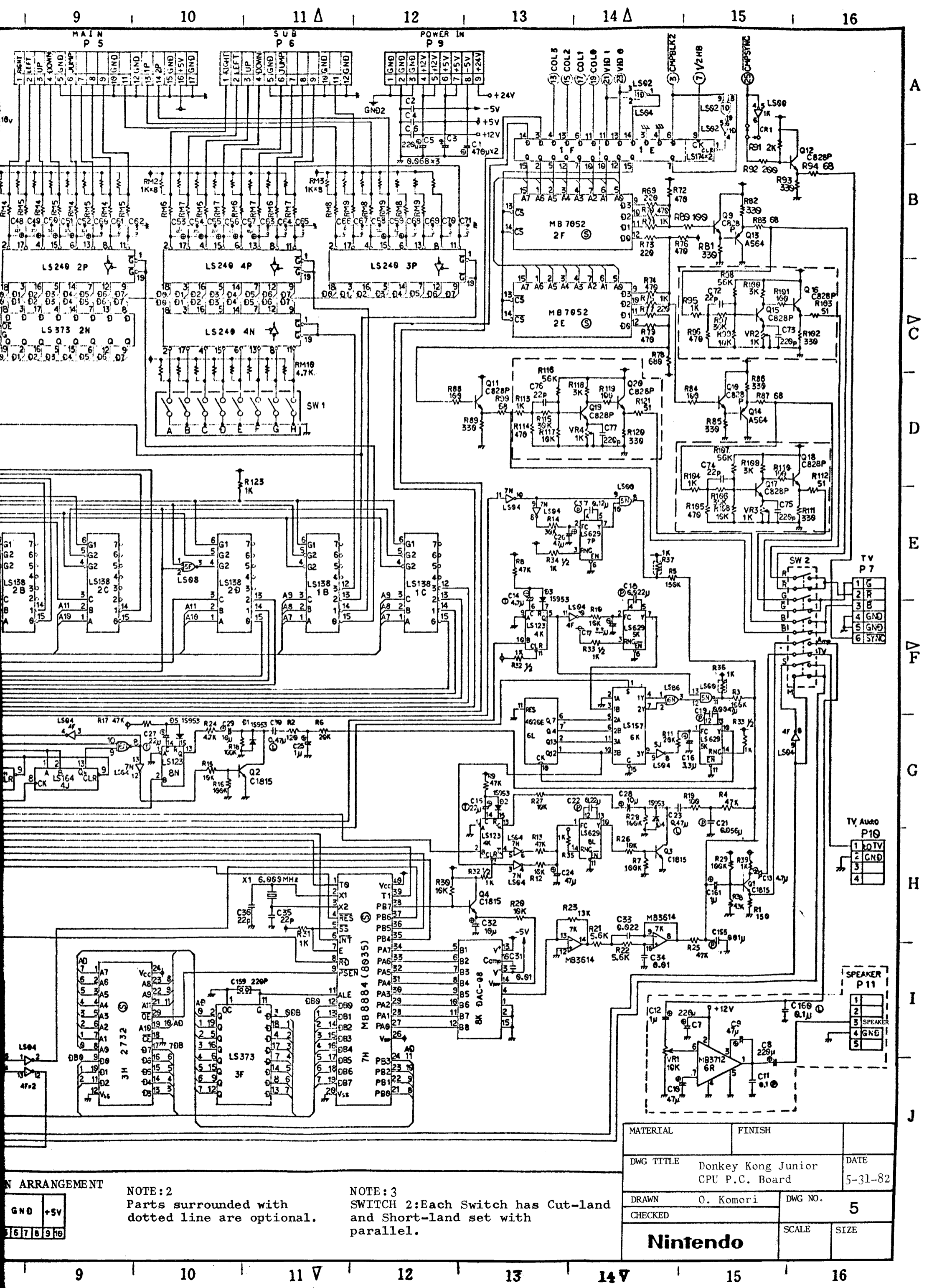
PARTS-SIDE		SOLDERED-SIDE	
1	GND	A	GND
2	GND	B	GND
3	+5V	C	+5V
4	+12V	D	+12V
5	+5V	E	+12V
6	-5V	F	-5V
7		G	COIN
8	12 PLAY	H	COIN
9	2P RIGHT	I	1 PLAY
10	2P LEFT	J	1P RIGHT
11	2P UP	K	1P RIGHT
12	2P DOWN	L	1P LEFT
13	2P JUMP	M	1P UP
14		N	1P DOWN
15	16 VIDEO GND	O	1P JUMP
16	17 GREEN	P	SERVICE
17	18 SYNC	Q	GND
18	19 SPEAKER	R	GND
19	20 +24V	S	BLUE
20	21 GND	T	WTV Audio
21	22 GND	U	RED
22		V	BLUE
		W	WTV Audio
		X	COUNTER
		Y	GND
		Z	GND

1P: Main Side
 2P: Sub Side
 1 PLAY: 1 PLAYER SW.
 2 PLAY: 2 PLAYER SW.

P12 PIN ARRANGEMENT

	-5V	GND	+5V
1			
2			
3			
4			
5			
6			
7			
8			
9			

REVISIONS



COMPONENT ARRANGEMENT

GND	+5V
6	7
8	9
10	11

NOTE:2
Parts surrounded with dotted line are optional.

NOTE:3
SWITCH 2:Each Switch has Cut-land and Short-land set with parallel.

MATERIAL	FINISH	DATE
DWG TITLE Donkey Kong Junior CPU P.C. Board		5-31-82
DRAWN O. Komori	DWG NO. 5	
CHECKED	SCALE	SIZE
Nintendo		