Midway 'L' Shape Space Invaders Pinouts

Sound Board (Daughterboard)

11 / 14 pin Connector	Pins
Ground	1
Ground	2
Coin	3
Coin Meter Ground	4
Coin Meter	5
Power-On-Reset	6
Key	7
Speaker -	8
Speaker +	9
V Audio (+18v? +12v OK)	10
V Audio Return (Ground?)	11
No Connection	12
No Connection	13
No Connection	14

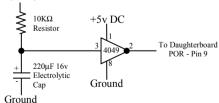
8 pin Connector	Pins
Ground	1
Move Right	2
Move Left	3
Tilt	4
Key	5
Fire	6
1 Player Start	7
2 Player Start	8

CPU/ROM Board (Motherboard)

Solder Side	Pi	ns	Parts Side	
+5v DC	Α	1	+5v DC	
+5v DC	В	2	+5v DC	
+12v DC	С	3	+12v DC	
+12v DC	D	4	+12v DC	
-5v DC	Ε	5	-5v DC	
No Connection	F	6	No Connection	
KEY	Τ	7	KEY	
No Connection	J	8	No Connection	
No Connection	K	9	No Connection	
No Connection	Ш	10	No Connection	
No Connection	Μ	11	No Connection	
No Connection	Ν	12	No Connection	
No Connection	Р	13	No Connection	
Ground	R	14	Ground	
Ground	S	15	Ground	
Ground	Т	16	Ground	
Ground	J	17	Ground	
No Connection	٧	18	B+W Video Signal	
+5v DC				

NOTES:

- 1. The +18v DC power supply runs OK on +12v.
- 2. The Power-On-Reset (Daughterboard pin 9) must be tied to earth or the game will not run! This may result in the game making noises and a blank/garbage screen for up to 10 seconds. A better way is to simulate the POR using the circuit shown to the right:



*** Disclaimer ***

This document is supplied for information only and I cannot be held responsible for any damage you may cause to yourself or your game whilst acting on advice given.

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