

# Nintendo to JAMMA Adapter

- ?? This adapter uses op-amps to invert the colors. They are pre-adjusted for color balance. Deluxe Adapters include color adjustment controls which will need to be set by the user.
- ?? This adapter has been tested and works with Donkey Kong, Mario Brothers, Donkey Kong Junior, Donkey Kong 3, and Popeye.
- ?? The adapter should only be used on original Nintendo circuit boards. (Not pirate boards-- it might work on a pirate PCB, but it might not!)
- ?? Nintendo boards require -5VDC to operate. Be sure your JAMMA power supply has a -5V supply capable of supplying the current needed for your Nintendo board.
- ?? "Jump" is wired to JAMMA's number 1 fire button for each player. You can easily change it to other buttons (or all) on the adapter by simply adding some wire to connect those buttons together.
- ?? If your JAMMA cabinet has a "service" switch it is connected to the "service" input on the Nintendo board.
- ?? Coin counters are not connected. Nor is the +24V supply on the Nintendo board (which is used for the coin counter).
- ?? Your boardset needs to be equipped with the "rainbow cable" that connects the front and back board together. This provides power to both boards. (This is just a "straight through" 10 conductor cable on .1" spacing. It goes into the "power" connector in the corner of the PCB.)
- ?? Sound quality will vary depending on your power supply and PCB. JAMMA cabinets tend to use switching power supplies and better quality speakers than original Nintendo cabinets which can result in some noise in the audio output. If this is bothersome on your cabinet you can reduce the effect by connecting a .1uf capacitor from pin 2 of the LM380N to ground.
- ?? Use a small flat-blade screw-driver to adjust the volume control pot. It is sensitive, so turn it slowly.
- ?? The adapter will work with the MultiJAMMA as well.