

# Midway 'L' Shape Space Invaders Pinouts

Sound Board (Daughterboard)

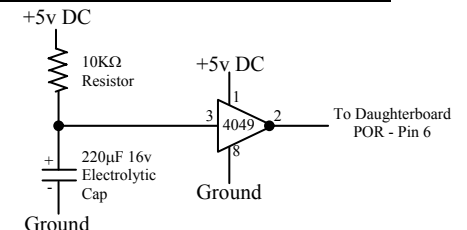
11/14-way Connector	Pins	8-Way Connector	Pins
Ground	1	Ground	1
Ground	2	Move Right	2
Coin	3	Move Left	3
Coin Meter Ground	4	Tilt	4
Coin Meter	5	Key	5
Power-On-Reset	6	Fire	6
Key	7	1 Player Start	7
Speaker -	8	2 Player Start	8
Speaker +	9		
V Audio Return (Ground)	10		
V Audio (+18v or +12v)	11		
No Connection	12		
No Connection	13		
No Connection	14		

CPU/ROM Board (Motherboard)

Solder Side	Pins	Parts Side
+5v DC	A 1	+5v DC
+5v DC	B 2	+5v DC
+12v DC	C 3	+12v DC
+12v DC	D 4	+12v DC
-5v DC	E 5	-5v DC
No Connection	F 6	No Connection
KEY	H 7	KEY
No Connection	J 8	No Connection
No Connection	K 9	No Connection
No Connection	L 10	No Connection
No Connection	M 11	No Connection
No Connection	N 12	No Connection
No Connection	P 13	No Connection
Ground	R 14	Ground
Ground	S 15	Ground
Ground	T 16	Ground
Ground	U 17	Ground
No Connection	V 18	B+W Video Signal

## NOTES:

1. The +18v DC power supply runs OK on +12v.
2. The Power-On-Reset (POR) [Daughterboard 11/14-way connector pin 6] 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.**