



Video Game Monitor pinouts

The monitor cable on your game will be one of three types:

- **A.** Single 6-pins
- **B.** Single 10-pins
- **C.** A 6-pin AND a 3-pin

The Video Input connector on the LCD monitor is a 10-pin connector with the first 6 pins separated from the last 3 pins by an open space.

- If you have **[A]** then plug the connector into the first 6-pins of the LCD.
 - *NOTES: The sync wire must connect to BOTH pins 5 and 6.
 - Some games (such as [Atari Centipede](#)) that have only the six pin connector will require that you make the jumper on the LCD labeled FOR NON_COMPOSITE SYNC.
- If you have **[B]** then plug the connector into the entire connector pin-for-pin on the LCD.
- If you have **[C]** then plug the 6-pin connector into the first 6 pins and the 3-pin connector into the last 3 pins. This is the most common configuration and includes all PAC-MAN, MS.PAC-MAN and GALAGA games. See the chart below.

THE CHART BELOW IS TYPICAL OF PAC-MAN AND MS.PAC-MAN CABINETS

PIN ON GAME BOARD	WIRE COLOR @ MONITOR	FUNCTION	PIN ON MONITOR BOARD
T	RED WHITE TRACE	RED SIGNAL	1
16	WHITE BROWN TRACE	GREEN SIGNAL	2
U	YELLOW BLACK TRACE MAY BE PINK	BLUE SIGNAL	3
S	GREEN RED TRACE	GROUND	4
17	ORANGE RED TRACE	COMPOSITE SYNC	9 and 10

Ms.PAC-MAN PINS ONE through TEN IN ORDER:
RED GREEN BLUE GROUND (5,6,7,8 EMPTY) SYNC SYNC

SPECIAL NOTES for 60 in ONE, 48 in ONE, 39 in ONE and other multicade type game boards:

TURN OFF DIP SWITCH #2 on your game board to enable RGB output, NOT VGA

output.

You should NOT make the non-composite sync jumper of the LCD monitor.

Connect RED-GREEN-BLUE-GROUND from the game board to pins 1, 2, 3 and 4 of the LCD monitor.

Connect the SYNC wire from the game board ONLY to PIN 10 of the LCD monitor.