

KONAMI.PIN.FAQ V2.0

An attempt to provide the most useful information about a whole pinout class...

PLEASE EMAIL ADDITIONS AND CORRECTIONS!

Special thanks to Brian Johnson and to Mowlawnman, who contributed or checked most of the information presented here

KEY

Deviations from standard pinout above are noted where known.

H/V/C/3:

Monitor orientation: **H**orizontal or **V**ertical; Games marked with a **C** are known to have a cocktail mode. Only one player is on the screen at a time, so an upright installation only needs 1 set of controls. This set of controls uses the 1P pins. Games marked with a **3** have 3 play modes: Cocktail, upright, and dual control upright. Dual control is selected with the CT/UR switch in UR position, and Dip3 Switch2 set to *on*. This mode uses both 1P and 2P controls, but only one at a time. It's probably the one to use if you put one of these games into a common JAMMA cabinet with two joysticks.

JOYSTICKS (J/S):

Virtually all these games were shipped with leaf switch joysticks. For an authentic playing experience, leaf switch joysticks are recommended. For games like Time Pilot and Gyruus, you may find a microswitch joystick very annoying. **[4]** denotes that the game plays best with a 4-way joystick.

BUTTONS (Btns) & START BUTTONS (S/Btns):

Buttons are per control set, and need to be duplicated for P2 on a cocktail. Start buttons obviously is how many start buttons there are!

Note on Manufacturers:

Konami, through the period during which these boards were made, was licensing games to and from other manufacturers, and making their own boards probably at multiple locations. For this reason, the same game's board set can look radically different, and have a variety of manufacturers' markings on it (I personally have seen 3 Frogger board sets which looked COMPLETELY different, but all played the same.) So board identification can be tricky--until you plug it in, anyway. If you have a Konami board with a number indicated, you know what you've got. But never assume a board set isn't what it seems to be just because of lack of an ID number. ID numbers sometimes (but not always) appear on board sets. An extensive listing of Konami board numbers is maintained by Graham Bisset at:

[ftp: wiretap.spies.com/game_archive/info/konami_board_listing.txt](ftp://wiretap.spies.com/game_archive/info/konami_board_listing.txt)

H/V/C/3	TITLE	Mfgr/Board ID	Year	J/S	Btns	S/Btns
	ARMoured CAR	Stern	81	1	2	2
	<ul style="list-style-type: none"> Avoid robbers and hazards, pick up money and get it to the bank. 					
V	AMIDAR	Stern<Konami GX337	82	1	1	2
	<ul style="list-style-type: none"> Paint boxes in grid while avoiding four or five enemies ala Pac-Man. May be multiple pinouts 					
V	ANTEATER	Tago	82	1	1	2
	<ul style="list-style-type: none"> Maneuver the anteater's tongue to catch ants, avoiding worms and scorpions. Power, ground, video pins match. Controls, audio are different. 					
	CALIPSO	Tago				
	<ul style="list-style-type: none"> May have something to do with a diver and fish. 					
	CAVALON	JetSoft MU-1	83			
	<ul style="list-style-type: none"> Converted Scramble board w/ additional CPU module 					
V	CIRCUS CHARLIE	Centuri GX380	84	1	1	2
	<ul style="list-style-type: none"> Six-event game: Fire Rings, Tightrope, Ball Walk, Horseback, Trampoline, Flying Trapeze 					
	COBRA	JetSoft? MU-1A				
	<ul style="list-style-type: none"> Converted Scramble board 					
	DARK PLANET	Stern	83			
	<ul style="list-style-type: none"> Poor attempt at 3D. Had a fake lunar landscape in front of game. 					
	DRAGON SLAYER	Eagle Conversions				
	<ul style="list-style-type: none"> Weird shooting game with Chinese flavor. Shoot dragons; warp into a dragon head yourself. Looks like a ROM swap for Scramble. 					
V/C	FROGGER	Sega-Gremlin GX392	81	1[4]	0	2
	<p>Try to get a frog across a road and a stream.</p> <ul style="list-style-type: none"> To get sound, add pot at 6P connector, pins 2, 4, 6 (6 goes to center pin of pot.) original pot is 200 Ohms; higher value will work. There is also a different 44-pin version of this board which uses AC input. 					
V/C	GYRUSS	Centuri GX347	83	1	1	2
	<ul style="list-style-type: none"> Legendary stereo soundtrack. Circular motion variation on Galaxian. pinout adds second speaker output at pins S and 15 					
	HUNCHBACK	Century Electronics GHC-01B	83			
	<ul style="list-style-type: none"> Converted Scramble board w/ additional CPU module 					

H	HYPER SPORTS	Centuri<Konami GX330	84	0	6	4
	<ul style="list-style-type: none"> • Just like Track & Field, but with new sports. Same wiring. • Swimming, Vault (gymnastics), Weightlifting, Skeet shooting, Archery, Triple Jump, and Pole Vault 					
H	IRON HORSE	Konami GX560	86	1	2	2
	<ul style="list-style-type: none"> • Cowboy and train game 					
H/3	JAILBREAK	Konami GX507	86	1	2	2
	<ul style="list-style-type: none"> • Stop the prison escapees. Shoot the bad guys, rescue hostages. 					
	JUNGLER					
V	JUNO FIRST	Konami<Gottlieb GX310	83	1	1	2
	<ul style="list-style-type: none"> • Shoot-em-up. Gottlieb board number is GV-122 					
V/C	KICKER	Konami	85	1	2	2
	<ul style="list-style-type: none"> • Smacking around ninjas in a big mansion, while collecting power balls. 					
V	LOCOMOTION	Centuri<Konami	82	1	1	2
	<ul style="list-style-type: none"> • "Eight's Puzzle" with a moving train. 					
V	LOST TOMB	Stern	83	2	1	2
	<ul style="list-style-type: none"> • Explore a pyramid top to bottom with an Indiana Jones-type character. 					
V	MANIA CHALLENGE	Memetron<Taito	86	2	2per	2
	<ul style="list-style-type: none"> • Wrestling. Speech. Control pins differ from standard. 					
V/C	MAT MANIA	Memetron	85	2	2per	2
	<ul style="list-style-type: none"> • Wrestling, joystick pins reversed: up is down, left is right, etc. 					
V/C	MEGA ZONE	Konami<Kosuka GX319	84	1	1	2
	<ul style="list-style-type: none"> • Xevious-type vertical shooter, but not as good. Can join two ships for greater firepower, Galaga style. But no bombs. 					
V	MIKIE	Centuri GX469	84			
	<ul style="list-style-type: none"> • Astonishingly bad cute game. Help Mikie get a date. 					
V	MINEFIELD	Stern	83	2	0	2
	<ul style="list-style-type: none"> • Get the tank across the horizontally scrolling minefield, while shooting down planes overhead. • Robotron-style joystick controls. 					
	MOON WAR	Stern				
H	NEMESIS	Konami GX400	85	1	2	2
	<ul style="list-style-type: none"> • Side scrolling space battle with power ups; same game as Gradius? 					

V	PANDORA'S PALACE	Konami GX328	84	1	1	2
	<ul style="list-style-type: none"> • May have multiple pinouts, but one of them is definitely Konami standard. • Running, jumping, climbing Roman guy in a Mario-esque platformer. 					
V/C	POOYAN	Stern GX320	82	1	1	2
	<ul style="list-style-type: none"> • Three little pigs in a video game. Shoot arrows to stop the wolves. 					
V	RESCUE	Stern	82	2		
	<ul style="list-style-type: none"> • Helicopter game with Robotron-style joysticks. • Left Joystick moves, right fires. 					
V/C	ROAD FIGHTER	Konami GX461	85	1	2	2
	<ul style="list-style-type: none"> • Accelerate, dodge cars, and pick up fuel. Pretty good for driving with a joystick. 					
V/C	ROC 'N ROPE	Konami GX364	83	1	2	2
	<ul style="list-style-type: none"> • Archeologist battles dinosaurs & monsters with harpoon-gun and "flash" button. Reach the Roc's Egg at the top of the screen to advance. 					
	ROPE MAN					
H/3	RUSH 'N ATTACK	Konami GX577	85	1	2	2
	<ul style="list-style-type: none"> • Invade the Communist Russian stronghold and free the POWs. 					
V/C	SCRAMBLE	Stern GX387	81	1	2	2
	<ul style="list-style-type: none"> • Guns, bombs, fuel, and scrolling screen. Sequel: Super Cobra. 					
H	STRATEGY X	Stern<Konami	81	1	3	2
	<ul style="list-style-type: none"> • Fire button on joystick, and 2 turret rotation buttons • Tank attack game; 4 levels fighting cannons, jeeps, and other tanks 					
V/C	SUPER BASKETBALL	Konami GX405	84	1	3	2
V	SUPER COBRA	Stern GX316	81	1	2	2
	<ul style="list-style-type: none"> • Sequel to Scramble, and very much like it. 					
V	SUPER HELI					
	<ul style="list-style-type: none"> • Super Cobra clone 					
V/C	TAG TEAM WRESTLING	Data East	84	1	2*	2
	<ul style="list-style-type: none"> • Buttons may be redundant 					
V	TAZMANIA	Stern	82	1	2	2
	<ul style="list-style-type: none"> • Similar to Robotron. 					
V	THE END	Stern	81	1	1	2
	<ul style="list-style-type: none"> • Galaxian-like; stop the diving aliens from stealing your bricks and spelling out "The End"--of your game! • 2-way joystick 					

V/C	TIME PILOT	Konami<Centuri GX393	82	1	1	2
	<ul style="list-style-type: none"> You fly a 1980s style jet permanently located in the middle of the screen. Shoot your way through progressively better aircraft from biplanes up to UFOs. 					
V/C	TIME PILOT 84	Konami<Centuri GX388	84	1	2	2
	<ul style="list-style-type: none"> Like Time Pilot, but all in the future. Has lock-on missiles and guns. 					
H/C	TRACK & FIELD	Centuri<Konami GX361	83	0	6*	4
	<ul style="list-style-type: none"> Olympic events 100M, long jump, hurdles, javelin, hammer throw, high jump. a.k.a. Hyper Olympic [probably Japanese version] *3 buttons per player, controls for 2 players, but up to 4 can play. Cocktail has 4 sets of controls 					
	<p>TURPIN</p> <ul style="list-style-type: none"> same as Turtles 					
V	TURTLES	Stern GX353	81	1[4]	1	2*
	<ul style="list-style-type: none"> Similar to Pac-Man. Find the baby turtles and bring them home. a.k.a. Turpin *Bug Bomb buttons on either side of joystick double as 1P/2P start 					
V/C	TUTANKHAM	Stern<Konami GX350	82	2[4]	1	2
	<ul style="list-style-type: none"> Raid King Tut's tomb. Maze game with shades of Pac, Robotron, and Berzerk. 4-way joystick to move, another joystick which fires left and right, and a "flash" smart-bomb button. May use the fire button pins for the two used switches on the fire joystick. 					
V/C	VIDEO HUSTLER	Konami	81	1	1	2
	<ul style="list-style-type: none"> a.k.a. The Hustler GX343 and/or 'Lil Hustler Joystick-controlled billiards simulation with only 6 object balls. One to three cue balls per game; lose cue ball by scratching or by failing to sink an object ball three shots in a row Uses only joystick left and right to aim 					
H	WIZZ QUIZ	Konami	86	0	6	4
	<ul style="list-style-type: none"> Trivia game. ROM swap for Track and Field; uses same board and controls. 					
H/3	YIE AR KUNG FU	Konami GX407	85	1	2	2
	<ul style="list-style-type: none"> Eleven levels of chop-socky. 					

Standard Konami Connector

Solder Side		Parts Side	
-5***	A	1	+12
Speaker	B	2	Speaker
2P Button 2	C	3	2P Button 1
2P Left	D	4	2P Right
1P Start	E	5	2P Start
1P Button 1	F	6	2P Up
1P Button 2	H	7	Service Switch
1P Right	J	8	1P Left
1P Up	K	9	2P Down
Coin 1	L	10	Coin 2
1P Down	M	11	Coin Counter 1
NC	N	12	Coin Counter 2
Video Green	P	13	Video Blue
Video Red	R	14	Video Sync
NC	S	15	NC
GND	T	16	GND
GND	U	17	GND
+5	V	18	+5

***note on -5V input: not all boards use a -5V input. Frogger, Gyruus, and Time Pilot do. Track and Field and Hyper Sports don't. This is no big deal, EXCEPT that some boards may get "confused" if you send them -5 on the usual -5 pin. I've seen it happen with HyperSports. So if you plug one of these boards into a standard Konami cabinet and get strange things on the screen, try disconnecting the -5 as your first step in troubleshooting.

Track & Field/Hyper Sports Connector

Solder Side		Parts Side	
NC	A	1	+12
Speaker	B	2	Speaker
4P Run 2	C	3	4P Jump
3P Run 2	D	4	3P Jump
1P Start	E	5	2P Start
2P Jump	F	6	3P Run 1
2P Run 2	H	7	Service Switch
1P Jump	J	8	1P Run 2
1P Run 1	K	9	4P Start
Coin 1	L	10	Coin 2
3P Start	M	11	Coin Counter 1
2P Run 1	N	12	Coin Counter 2
Video Green	P	13	Video Blue
Video Red	R	14	Video Sync
NC	S	15	4P Run 1
GND	T	16	GND
GND	U	17	GND
+5	V	18	+5

SWITCH SETTINGS

Most of these boards use two banks of 8 dip switches. Sw1 usually is just for coinage. All 8 switches "ON" usually gives free play.

Sw2 generally controls difficulty, table/upright, etc.

KEY:

C	coin setting
D	difficulty setting
2	dual control mode (see COCKTAIL notes above)
T	table/upright setting
V	video invert (most of these games DON'T have this setting!)
#	number of players per game
B	bonus setting
A	attract mode audio
>	continue mode
*	other use; specified in notes
X	not used
?	not known

GAME	12345678(SW1)	12345678(SW2)	1234(SW3)
FROGGER	##TCCXXX		
• 1&2 on=256 frogs, no free play			
GYRUSS	CCCCCCCC	##TBDDDA	
• ## = on, on gives 256 ships			
HYPERSPORTS	CCCCCCCC	>TA*DDDD	
• *keep/discard rankings at power up; free play plus continue on gives a never-ending game			
JAILBREAK	CCCCCCCC	##TBDDXA	V2XX
KICKER	CCCCCCCC	##TBBDDA	V???
• *manual test mode incremented by P1 start switch			
MANIA CHALLENGE	CCCCAX*V	DDXXXXXX	
• *check program			
MAT MANIA	CCCCAT*+	DDXXXXXX	
• *check program, + leave switch on			
MEGAZONE	CCCCCCCC	##TBBDDA	
POOYAN	CCCCCCCC	##TB?DDA	
ROAD FIGHTER	CCCCCCCC	>OOSFFTA	
• free play plus FF=off, off means never losing fuel			
• O number of opponents			
• S opponents' speed			
• F rate of fuel use			
RESCUE	A#DCCXXX		
• no free play			

ROC 'N ROPE	CCCCCCCC	##TDDDDA
• ## = on, on gives 255 lives		
RUSH 'N' ATTACK	CCCCCCCC	##TBBDDA
SCRAMBLE	##TCCXXX	
• ## = on, on gives unlimited ships		
SUPER BASKETBALL	CCCCCCCC	**TQIDDA
• *time limit		
• Q qualifying score		
• I initialize data at power up		
TAG TEAM WRESTLING	CCCCXTT	DAXXXXXX
• TT = one does screen, one controls		
TIME PILOT	CCCCCCCC	##TBDDDA
• ## = on, on gives 256 ships		
TRACK & FIELD	CCCCCCCC	#>TB*DDA
• *keep/discard rankings at power up		
TUTANKHAM	CCCCCCCC	##TBDD*A
• *number of flash bombs		
VIDEO HUSTLER	?CCT##XX	
• ## = on, on gives 256 cue balls/game		