## Midway ‘L’ Shape Space Invaders Pinouts

### Sound Board (Daughterboard)

<table>
<thead>
<tr>
<th>Connector Pins</th>
<th>11 / 14 pin Connector</th>
<th>8 pin Connector</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ground 1</td>
<td>Ground 1</td>
<td>Move Right 2</td>
</tr>
<tr>
<td>Ground 2</td>
<td></td>
<td>Move Left 3</td>
</tr>
<tr>
<td>Coin 3</td>
<td></td>
<td>Tilt 4</td>
</tr>
<tr>
<td>Coin Meter 4</td>
<td></td>
<td>Key 5</td>
</tr>
<tr>
<td>Key 7</td>
<td></td>
<td>Fire 6</td>
</tr>
<tr>
<td>Speaker - 8</td>
<td></td>
<td>1 Player Start 7</td>
</tr>
<tr>
<td>Speaker + 9</td>
<td></td>
<td>2 Player Start 8</td>
</tr>
<tr>
<td>V Audio (+18v? +12v OK) 10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>V Audio Return (Ground?) 11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>No Connection 12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>No Connection 13</td>
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<td></td>
</tr>
<tr>
<td>No Connection 14</td>
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</tbody>
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### CPU/ROM Board (Motherboard)

<table>
<thead>
<tr>
<th>Solder Side</th>
<th>Pins</th>
<th>Parts Side</th>
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</thead>
<tbody>
<tr>
<td>+5v DC A</td>
<td>1</td>
<td>+5v DC</td>
</tr>
<tr>
<td>+5v DC B</td>
<td>2</td>
<td>+5v DC</td>
</tr>
<tr>
<td>+12v DC C</td>
<td>3</td>
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<tr>
<td>+12v DC D</td>
<td>4</td>
<td>+12v DC</td>
</tr>
<tr>
<td>-5v DC E</td>
<td>5</td>
<td>-5v DC</td>
</tr>
<tr>
<td>No Connection F</td>
<td>6</td>
<td>No Connection</td>
</tr>
<tr>
<td>KEY H</td>
<td>7</td>
<td>KEY</td>
</tr>
<tr>
<td>No Connection J</td>
<td>8</td>
<td>No Connection</td>
</tr>
<tr>
<td>No Connection K</td>
<td>9</td>
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<tr>
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</tr>
<tr>
<td>Ground R</td>
<td>14</td>
<td>Ground</td>
</tr>
<tr>
<td>Ground S</td>
<td>15</td>
<td>Ground</td>
</tr>
<tr>
<td>Ground T</td>
<td>16</td>
<td>Ground</td>
</tr>
<tr>
<td>Ground U</td>
<td>17</td>
<td>Ground</td>
</tr>
<tr>
<td>No Connection V</td>
<td>18</td>
<td>B+W Video Signal</td>
</tr>
</tbody>
</table>

### 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.