

# Taito 2/3 Layer Space Invaders Part I and II Pinouts

Sound Board (Top Board)

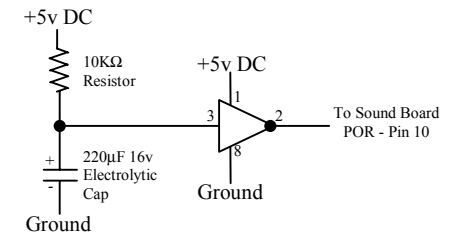
Solder Side	Pins		Parts Side
Ground	A	1	Ground
Ground	B	2	Ground
Ground	C	3	Ground
Speaker +	D	4	Speaker -
+12v DC	E	5	+12v DC
KEY	F	6	KEY
+18v DC (+12v DC OK)	H	7	No Connection
Ground	J	8	Ground
+5v DC	K	9	+5v DC
No Connection	L	10	Power-On-Reset (POR)
Video Ground	M	11	Reset
Player 2 Start	N	12	Tilt
Player 1 Start	P	13	Coin
Player 1 Right	R	14	Player 1 Fire
Player 1 Left	S	15	Video Red
Video Blue	T	16	Player 2 Right
Video Green	U	17	Player 2 Left
Video Sync	V	18	Player 2 Fire

CPU/ROM Board (Bottom Board)

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. It is not connected on SI part II boards.
2. The Power-On-Reset (top board pin 10) 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.**