

NINTENDO VIDEO ARCADE GAME POWER SUPPLIES

Nintendo “Heli-Fire” Power Supply P.C Board “TUB 08-00 Power PCB”

10 pin connector to CPU

1 Brown Ground
2 Red Ground
3 Orange Ground
4 Yellow +12v
5 Green +12v
6 Blue +12v
7 Purple +12v
8 Gray +5v
9 White +5v
10 Black -5v

9 pin connector to I/O

1 Brown Ground
2 Red Ground
3 Orange Ground
4 Yellow +12v
5 Green +12v
6 Blue +5v
7 Purple +5v
8 Gray -5v
9 White +24v (meter)

AC power from transformer

Yellow 10 vac
Yellow 10 vac
Orange 19 vac
Orange 19 vac
Blue 9 vac
Blue 9 vac

Nintendo “Space Firebird” Power Supply PCB “TST 08-00 Power PCB”

10 pin connector to Video

1 Brown Ground
2 Red Ground
3 Orange Ground
4 Yellow +12v
5 Green +12v
6 Blue +12v
7 Purple +12v
8 Gray +5v
9 White +5v
10 Black -5v

9 pin connector to CPU

1 Brown Ground
2 Red Ground
3 Orange Ground
4 Yellow +12v
5 Green +12v
6 Blue +5v
7 Purple +5v
8 Gray -5v
9 White +24v (meter)

AC power from transformer

1 Yellow 10 vac
4 Yellow 10 vac
3 Orange 19 vac
6 Orange 19 vac
2 Blue 9 vac
5 Blue 9 vac

Nintendo “Donkey Kong” Power supply “PP-7A” & “PP-7B”

10 pin connector to Video

1 Brown -5v
2 Red -5v
3 Orange -5v
4 Yellow -5v
5 Green Ground
6 Blue Ground
7 Purple Ground
8 Gray Ground
9 White +5v
10 Black +5v

9 pin connector to CPU

1 Brown Ground
2 Red Ground
3 Orange Ground
4 Yellow +12v
5 Green +12v
6 Blue +5v
7 Purple +5v
8 Gray -5v
9 White +24v (meter)

7 pin connector to sound

1 Brown +16v
2 Red +16v
3 Orange Ground
4 Yellow Ground
5 Green +12v
6 Blue +5v
7 Purple -5v

AC power input is 100 vac

Donkey Kong Jr. uses PP-7A
(TKGU-08-00)

Donkey Kong 3 uses PP-7B
(TKGU-18-01)

6 pin connector

1 Ground
2 Ground
3 +12v
4 +5v
5 +5v
6 -5v

Radarscope uses PP-7A

NINTENDO VIDEO ARCADE GAME POWER SUPPLIES

Nintendo "Popeye" Power Supply PP-900A

10 pin connector

- 1 Brown Ground
- 2 Red Ground
- 3 Orange Ground
- 4 Yellow Ground
- 5 Green Ground
- 6 Blue +5v
- 7 Purple +5v
- 8 Gray +5v
- 9 White +5v
- 10 Black +5v

9 pin connector

- 1 Brown Ground
- 2 Red Ground
- 3 Orange Ground
- 4 Yellow Ground
- 5 Green +5v
- 6 Blue +5v
- 7 Purple +5v
- 8 Gray +5v
- 9 White +24v (meter)

AC power input is 100 vac

3 pin connector

- 1 100vac
- 2 no connect
- 3 100vac

Note: This supply does NOT have any +12 volt or - 5 volt outputs. Trimpot VR2 adjusts the 5 volt output.

ALL NINTENDO ARCADE GAMES:

When converting a Nintendo game to JAMMA or merely replacing the original power supply with a modern switching supply you'll need to make a couple of changes if you want/need to continue to use the coin counting meter feature. First change the original 24 volt DC meter to a 12 volt DC version. Then move the wire that originally supplied +24 volts DC to the meter to the +12 volts DC terminal on your new power supply.

NINTENDO VIDEO ARCADE GAME POWER SUPPLIES

Nintendo "Punch Out" Power Supply "PP-1000A" (CHPU-88-01)

AC power input is 100 vac

3 pin connector

- 1 100vac
- 2 no connect
- 3 100vac

12 pin connector

- 1 no connect
- 2 no connect
- 3 no connect
- 4 no connect
- 5 Green Ground
- 6 Blue Ground
- 7 Purple Ground
- 8 Gray Ground
- 9 White +5v
- 10 Black +5v
- 11 no connect
- 12 no connect

9 pin connector

- 1 Brown Ground
- 2 Red Ground
- 3 Orange Ground
- 4 No connect
- 5 No connect
- 6 Blue +5v
- 7 Purple +5v
- 8 No connect
- 9 White +24 v (meter)

Information compiled by Ken Layton

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