

# Taito 'L' Shape Space Invaders Pinouts

Sound Board (Daughterboard)

Solder Side	Pins		Parts Side
Ground	A	1	Ground
Ground	B	2	Ground
Ground	C	3	Ground
+5v DC	D	4	+5v DC
+12v DC	E	5	+12v DC
KEY	F	6	KEY
Ground	H	7	Ground
No Connection	J	8	No Connection
No Connection	K	9	Power-On-Reset (POR)
No Connection	L	10	+18v DC (+12v DC OK)
Speaker -	M	11	Speaker +
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	No Connection

CPU/ROM Board (Motherboard)

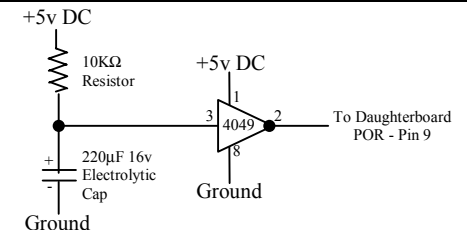
Solder Side	Pins		Parts Side
+5v DC	A	1	+5v DC
+5v DC	B	2	+5v DC
+12v DC	C	3	+12v DC
+12v DC	D	4	+12v DC
-5v DC	E	5	-5v DC
No Connection	F	6	No Connection
KEY	H	7	KEY
No Connection	J	8	No Connection
No Connection	K	9	No Connection
No Connection	L	10	No Connection
No Connection	M	11	No Connection
No Connection	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

Many thanks to **Chris Evans** for the information that allowed me to compile these pinouts.

## 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.**



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Downloaded from: [www.robotron-2084.co.uk](http://www.robotron-2084.co.uk)

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