Cat and Mouse Pinout for conversion to JAMMA
All colours needs to be inverted like on Nintendo pcbs
Only the wired pins are indicated
Inputs are wired in a matrix but since each input is not wired to more than a ROW at once, you can wire
all ROWS pins togheter and connect to GND

CN1 (8 pins) on CPU Board

1	GND	wire to Sound board
2	+5V	wire to Sound board
3	+12V	wire to Sound board
4	+12V	to power
5	-5V	wire to sound board and power
6	+5V	to power
7	GND	to power
8	GND	to power

CN2 (7 pins) on CPU board

2	Coin counter 1
3	coin counter 2

CN3 (18 pins) on CPU Board

5	Sound 5	to Sound Board
6	Sound 4	to Sound Board
7	Sound 3	to Sound Board
8	Sound 6	to Sound Board
9	Sound 1	to Sound Board
10	Sound 2	to Sound Board
14*	RESET	to Sound Board

* schematics shows pin 12 but it's wrong!

CN4 (18 pins) on CPU Board

6	Fire	ROW 0 is the common
7	ROW 2	connect to GND
9	Right	ROW 2 is the common
11	Left	ROW 2 is the common
14	ROW 1	connect to GND
15	ROW 0	connect to GND
16	Start 1	ROW 0 is the common
17	Start 2	ROW 0 is the common

CN5 (18 pins) on CPU board

3	Coin 2	ROW 1 is the common
4	Coin 3	ROW 0 is the common
7	Coin 1	ROW 0 is the common
8	Service	ROW 1 is the common
9	Tilt	ROW 1 is the common
10	ROW 0	connect to GND
14	ROW 1	connect to GND

CN6 (7 pins) on CPU board

1	Csync	
3	Blue*	to be inverted!
4	Green*	to be inverted!
5	Red	to be inverted!
7	GND	

*these colours are wrongly swapped on the originale schematics

CN1 (6 pins) on Sound board

1	GND	to CPU board
2	+12V	to CPU board
3	Speaker +	
4	-5V	to CPU Board and power
5	Speaker -	
6	+5V	to CPU board

CN3 (18 pins) on Sound board

4	Reset	to CPU Board
5	Sound 5	to CPU Board
6	Sound 4	to CPU Board
7	Sound 3	to CPU Board
8	Sound 2	to CPU Board
9	Sound 6	to CPU Board
10	Sound 1	to CPU Board

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