

# GALAXY I MAIN BOARD PINOUTS

## Connector J1:

Pin	Use
1	Ground
2	Coin 1 (+4 to +5vdc)
3	+12vdc
4	+5vdc
5	Speaker
6	Speaker
7	+12vdc
8	Signal to dimmer for target lamps (Dim lamps = high; Bright lamps = low)
9	Coin 3 (+4 to +5vdc)
10	Coin 2 (+4 to +5vdc)
11	Not used



## Connector J3:

Pin	Use
1	+12vdc
2	Ground
3	Ground
4	NMI (non maskable interrupt)
5	+5vdc
6	+5vdc
7	Test Input – Not used
8	Coin Meter (+5vdc)
9	Player Change Lamp (+12vdc when off/0vdc when lit)
10	Select Lamp (+12vdc when off/0vdc when lit)
11	Player Change Switch (+5vdc)
12	Select Switch (+5vdc)

## U26 Modem Socket:

Pin	Use
32	-12vdc
39	+12vdc

