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HOME

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PARTS

ORDER

MANUALS

HACKS

INFO

MISC.

MULTI- JAMMA

NEW

[MultiJAMMA FAQ/README!](#)



MultiJAMMA Controller
(Click for larger image)

MultiJAMMA is a system designed to allow multiple JAMMA games to be installed in a single cabinet and be instantly selected by the player with the push of a button.

Each MultiJAMMA "Controller" (shown at left) is capable of selecting up to 8 different JAMMA boardsets without needing to turn the power off or physically switch game boards

MultiJAMMA Controller Features:

- Each Controller board can switch up to 8 JAMMA games with the push of a button.
 - Works for coin-operated or free-play. (Coin drops only credit the selected game. Service switch only credits the selected game.)
 - Free-play mode generates "virtual credits" so it works with game boards that don't have a built-in free-play setting. (Early classic games, etc.)
 - **New feature!** Allows boards with or without built-in free-play settings to be easily mixed and matched -- just press Start and the game starts!
 - **New feature!** Game-select switch included on MultiJAMMA main board for easier installation and trouble-shooting. (No need to go around front and hit the game-select button when working inside the cabinet.
 - Microprocessor controlled for fast, flexible switching.
 - No "dead spots". The Controller will only cycle through the number of game boards attached (2 to 8), so if you run with less than 8 boards you won't see a black screen when switching over "empty" slots.
 - **New feature!** Remembers the last selected game and automatically powers-up with it selected the next time the game is turned on.
 - Expandable. Start with a two-game switcher and then add additional Switch Boards as your needs and board collection grows.
 - Controller board includes two 12V fan outputs for additional cabinet cooling if desired.
 - All game boards are powered for instantaneous switching and no "bootup" time. A must for location/coin-op use!
 - Uses inexpensive and reliable "PC" type power supplies.
-

"Switchboards" (pictured at right) plug into each game's edge connector and then connect to the MultiJAMMA Controller by way of an included cable.

Switchboards provide power and signal routing for each game back to the Controller.

One switchboard is required for each game you wish to run in a MultiJAMMA setup. The base configuration of the MultiJAMMA includes two switchboards to get you started.



(JAMMA Switchboard)
Click for larger image

MultiJAMMA Switchboard Features:

- Quick and easy connection to JAMMA standard games.
- LED indicator to show when game is selected.
- Uses standard PC "IDE" hard-drive cables making it easy to customize cable lengths if the included cables don't fit your needs.
- Super-high reliability telecom relays and digital switches route video and audio signals.
- Power connections support direct connection to economical PC power supplies.
- Relays rated at a minimum of 5,000,000 switches (that's switching games continuously 24 hours a day, once every minute for 9.5 years!).

Pricing for MultiJAMMA is \$125 plus \$7 shipping in the US which includes support for switching between two JAMMA games. Additional JAMMA Switchboards can be added for \$22.50 each (cables included) plus shipping. International shipping charges are higher.

To order, please go to the [MultiJAMMA Order Form!](#)



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MANUALS

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INFO

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Updated: 2/24/2002 MultiJAMMA FAQ/README 1.2

MultiJAMMA Important Information:

- **Experience:** The MultiJAMMA *requires* a moderate level of understanding in hooking up power supplies and JAMMA type game boards. Please DO NOT purchase the kit if you are uncomfortable doing something like wiring up power to a game cabinet. If you do things wrong you can *destroy* the MultiJAMMA and the game boards attached to it. If in doubt, hire a local video game electronics technician. I will only be able to give "generic" suggestions-- I will not help with your particular installation. It's too easy to misunderstand things in e-mail!
- **AS-IS:** Due to the "do-it-yourself" nature of the kit and the dangers of hooking up the power wrong, the MultiJAMMA is sold AS-IS with NO RETURNS OR REFUNDS. Each kit is fully tested before shipment. If any MultiJAMMA component fails I will be happy to repair or replace it, but you will be responsible for parts and labor charges.
- **Monitor Type:** The MultiJAMMA will work best with an "auto-sync"

type game monitor. (In general this is most any monitor made after about 1994 or so, and most any that came in a factory-built "JAMMA cabinet", but there are other ones as well.) It is possible to use the MultiJAMMA on an older manual-sync monitor, but depending on your game boards the display on some games could "roll" or not sync without manually tweaking the monitor controls when you switch games.

To test your monitor you can do the following:

1. Collect the game boards you would like to use with the MultiJAMMA.
2. One at a time, plug in each game board and turn on your game. Make sure the picture looks "normal" without having to make any adjustments on the monitor.

If the monitor did not sync on one or more of the games, or if you had to manually tweak the monitor to get it to sync (I warned you not to!), the MultiJAMMA will act the same way. (So if one of the games "rolls" on the monitor without the MultiJAMMA, it will do the same through the MultiJAMMA too!)

You may be able to set an older manual-sync monitor to a setting that will sync for all the games through trial and error. It will depend on the monitor and the games however.

- **Power Supply Part 1:** You will need to add an additional power supply (or two) to your game cabinet to supply power for the game boards. The power supply is not included in the price of the MultiJAMMA. The MultiJAMMA will use the power supply in your JAMMA cabinet for its own power, but additional power is needed for game boards connected to the MultiJAMMA. The switching power supplies used in personal computers are recommended for use with the MultiJAMMA.
- **Power Supply Part 2:** Power requirements for the additional power supply(s) will vary with your games, but in general you can use the following guideline:

1. Assume 5 Amps of +5 Volt power for every game board.
2. Assume 1 Amp of +12 Volt power for every game board.
3. Some -5V current (for some games only).

When in doubt, go with bigger power supplies.

Following this example, a full 8-game MultiJAMMA would require:

$8 * 5 \text{ Amps} = 40 \text{ Amps of +5 Volt power}$

$8 * 1 \text{ Amps} = 8 \text{ Amps of +12 Volt power}$

Some -5V supply

Since most "PC" power supplies are rated for about 20A of +5 Volt power, a "safe" configuration would be two PC power supplies-- one for every four games. (The 5 Amp per game "rule of thumb" already has safety margin calculated in, so being right at the rated limit of the power supply is OK since the rating should be "overkill" already.)

Users with electronics experience can measure the current being drawn by their games and select a power supply more specifically suited for their application if so desired.

Remember-- if in doubt, just buy a power supply that you know is larger than you need.

- **Cables:** The MultiJAMMA includes the cables to connect to the game boards. The MultiJAMMA switchboards include connectors that plug into PC-style disk-drive power connectors-- those will be adequate for most games. If your game board is particularly power-hungry, or if it requires -5V power (usually for Audio output) there is a high-power 8-pin .156" header connector that you can cable your power supply to. You will need to make (or buy from someone else) any power supply cable that goes to the 8-pin header.
- **Screen orientation:** The MultiJAMMA doesn't do any sort of screen-flipping or rotating. Most JAMMA games have a dip-switch setting to

"flip" the screen, but not all do. Lots of older "classic" era games do not allow the screen to be flipped without flipping the monitor. Take this into account when selecting your games. The MultiJAMMA will not make a "vertical" game play on a "horizontal" monitor. (Other than by turning your head sideways...)

Frequently Asked Questions:

Q: How do I use the MultiJAMMA with fighting games (etc.) that have extra buttons?

A: The MultiJAMMA supports the three "standard" buttons for each player on the JAMMA connector. It also support the fourth semi-standard button on the JAMMA connector. To use the MultiJAMMA with fighting games you simply connect the extra buttons on the control panel directly to the extra buttons inputs on each game board. The buttons do not need to go through the MultiJAMMA at all.

Q. Will the MultiJAMMA work with JAMMA based driving games or paddle-type or gun games?

A. Similar to the question above, if the controllers used are non-standard the MultiJAMMA won't know what to do with them. On the other hand, the control signals don't have to go through the MultiJAMMA, so as long as the controls are compatible with the games you want to use, you can generally hook them together in parallel without any problems. (Gun games might have problems if there are too many games on one gun, you'll have to experiment.)

Q: How long have you had this available? Is it reliable?

A: The MultiJAMMA has been shipping since June of 2000. During that time I've only have two systems returned for repair. In both cases they were damaged by improper hook-up.

Q: How much is it?

A: The MultiJAMMA with two Switchboards is \$125 + shipping/handling. Additional Switchboards are priced at \$22.50 each.

Reseller/ System Integrator Information:

I welcome anyone that wants to resell or build systems using the MultiJAMMA to contact me. Due to the narrow margins on the product there will not be particularly deep volume price cuts, however by pre-building power cables and including power supplies into a complete solution for novice users there should be ample opportunity for good profit margins. In addition, for retail or eBay sellers multigame machines are a great way to improve the bottom line!

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