



## Taito F3 IO Board

### Description

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Fully assembled PCB kit. Adds RCA connectors to the Taito F3 for line-level stereo audio and CPS2 kick harness connector, no soldering required. Connects to the stereo headers (S) with included interconnect PCB. Connects to the kick harness headers (AA) with the included wire harness. An optional spinner switch allows easy changes between joystick and spinner controls by replacing the jumper at JP3 (helpful for Lions3 case which blocks access to JP3).

The kit includes:

- 1 x IO PCB
- 1 x interconnect PCB
- 1 x wire harness
- 2 x M3 10mm mounting screws (pre-installed)
- 2 x M3 washers (pre-installed)
- 2 x M3 nuts (pre-installed)
- 2 x M3 8mm thread-forming screws (colored heads)

Optional:

- 1 x custom Lions3 case left riser
- 1 x joystick/spinner switch with wire harness

### Compatibility

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This kit is compatible with the standard Taito F3 cartridge system (pictured below). It is not compatible with the single board variant (rare). Compatible with the Lions3 acrylic case and Bit-District (twistedsymphony) holster.



## Installation

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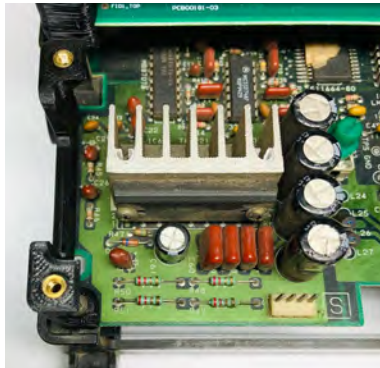
1. Screw the thread-forming screws (colored heads) into the 2 holes on the audio heat sink. These screws will create threads for installation of the stereo PCB. Go slow and **DO NOT** overtighten or you will strip the threads you've created.



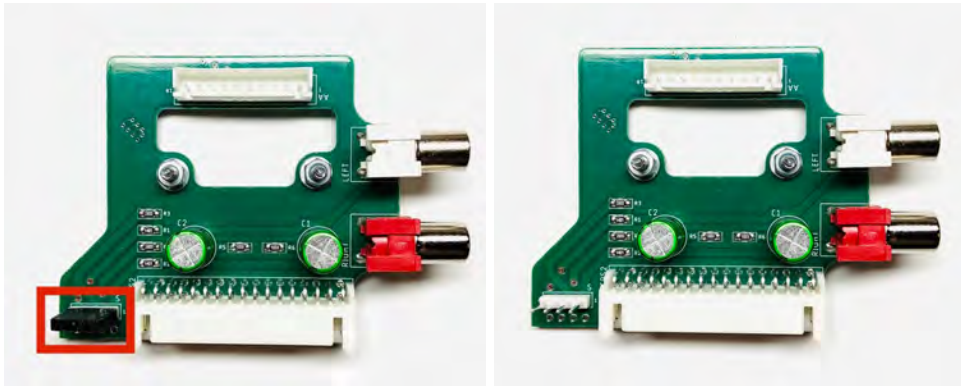
2. Remove the thread-forming screws and discard, they are no longer needed.
3. Connect the interconnect PCB to the S headers with the silkscreen print face toward the Taito F3 PCB edge.



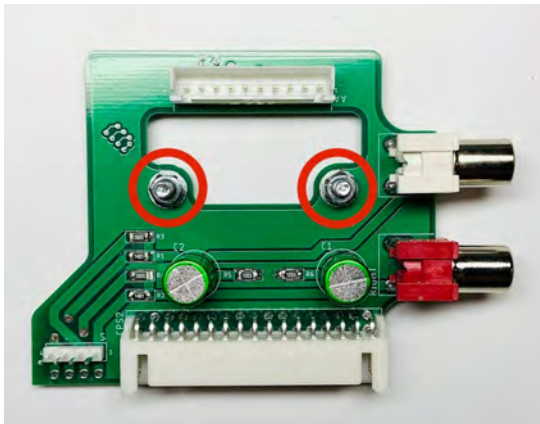
4. For Lions3 case only; remove the original Lions3 left riser and replace with the provided custom left riser.



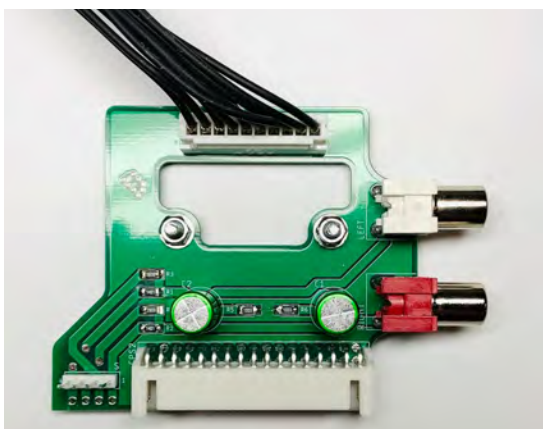
5. Remove the protective cap on the S connector of the stereo PCB.



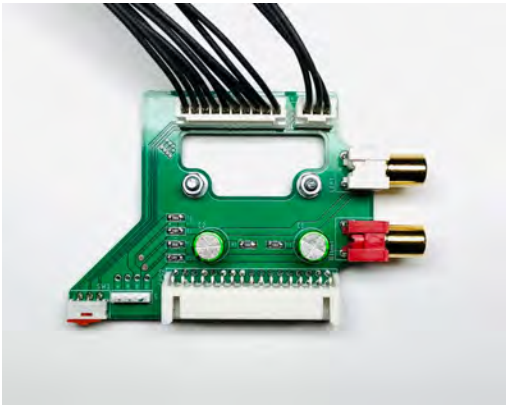
6. Ensure the pre-install nuts on the stereo PCB are loosely threaded (approx. 75% threaded onto the screw). If they are too tight you will have difficulty mounting the board flush.



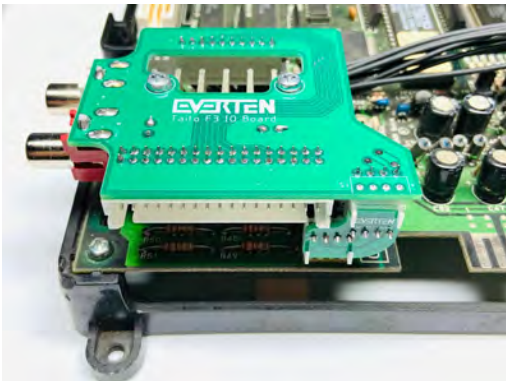
7. Connect the provided 10-pin kick harness to the AA connector on the stereo PCB.



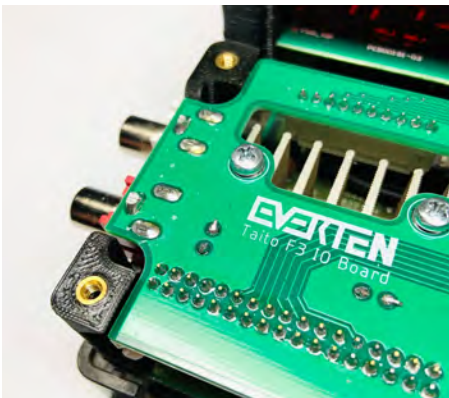
8. For optional spinner switch only; connect the 3-pin switch harness to the JP3 connector on the stereo PCB.



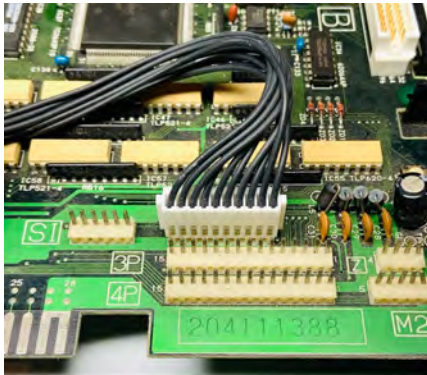
9. Slowly screw the stereo PCB into the heat sink, alternating screws every couple of turns. As you lower the board into position ensure the S headers are aligning and inserting into the interconnect board socket.



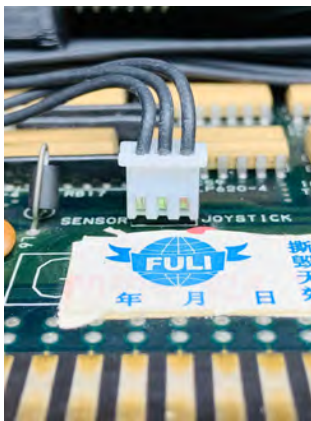
10. For Lions3 case only; as the board lowers into position ensure the stereo PCB is positioned underneath the custom Lions3 left riser screw tabs.



11. Connect the other end of the 10-pin kick harness to the AA connector on the Taito F3 PCB.



12. For optional spinner switch only; connect the other end of the 3-pin switch harness to JP3 with the exposed contacts facing towards the JAMMA edge. There is no harm in plugging the harness in backwards, it will just reverse the operation of the joystick/spinner switch.



13. For optional spinner switch only; the switch position matches the original jumper positions. For joystick games slide the switch to the right position. For spinner games slide the switch to the left position.



14. Enjoy!