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Apple III: Joystick Input--Apple II Game Incompatibility

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Some machine language games that use the paddle inputs will not work on the
Apple III. The hardware for reading the analog inputs is different, and some
software will not be able to take this into account.

Also, the joystick ports on the back of the Apple III are arranged such that
some games won't work properly in Emulation mode. Most joystick oriented
games will use PDL (0) and PDL (1) for X-Y control. The ports on the Apple
III put these signals on different connectors. Here are the Apple II
Emulation Mode equivalents of the signals available on ports A and B.

pin	Port A	Port B
4	PDL (0)	PDL (1)
5	PB1	PB2
8	PDL (2)	PDL (3)
9	PB3	

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