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Schematic Package Supplement to



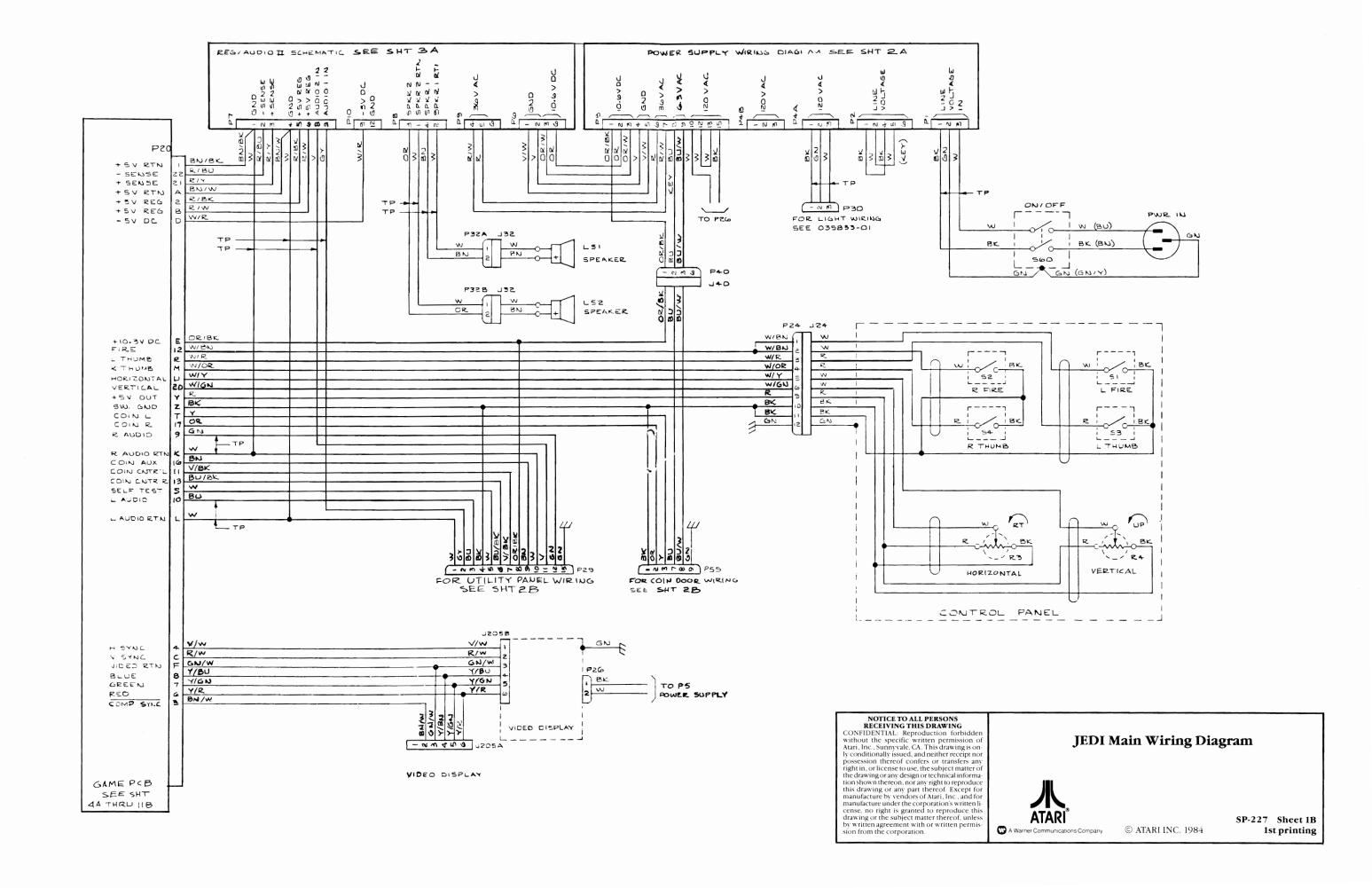
Operators Manual

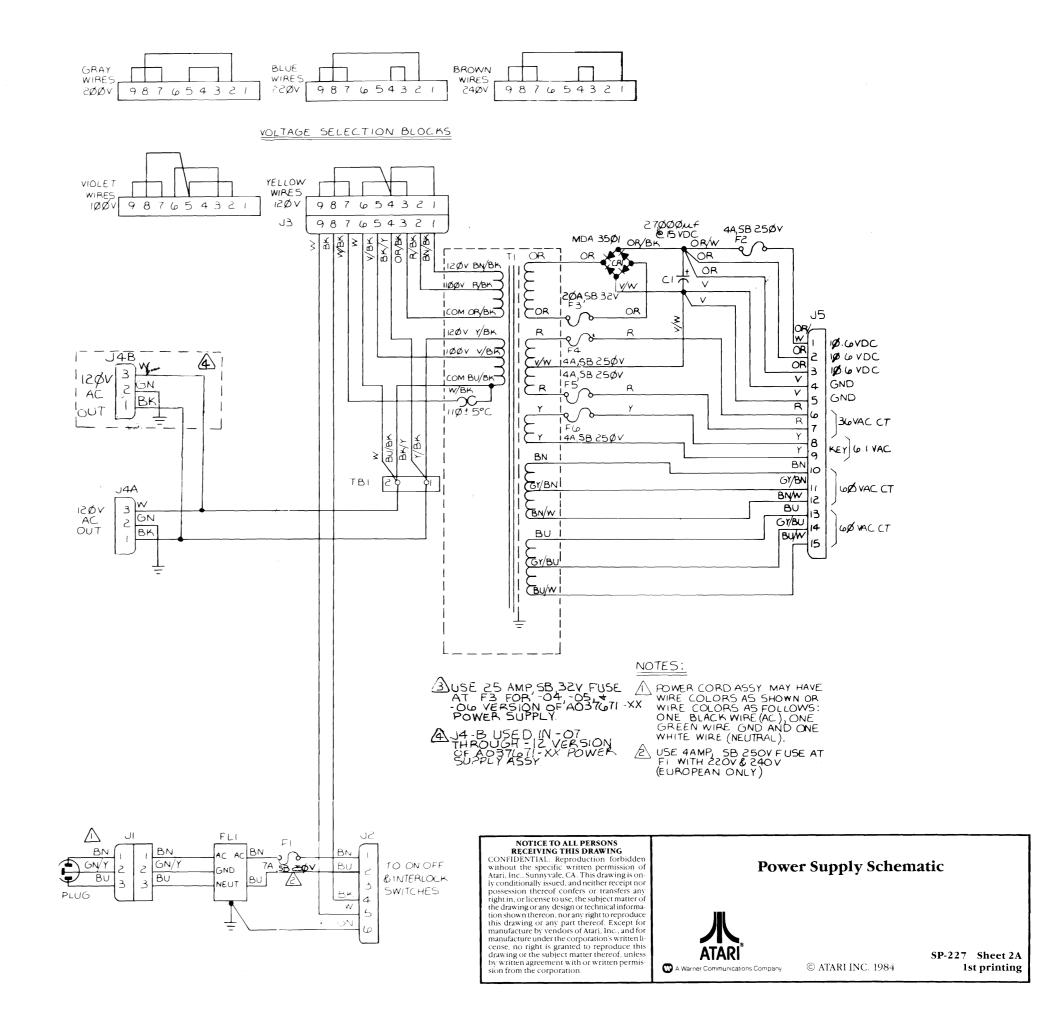


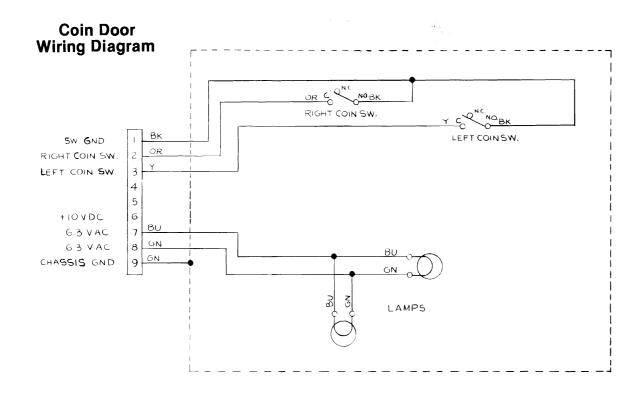
NOTE

is staple temporarily holds the schems ackage together. Remove the staple befusing these schematics.

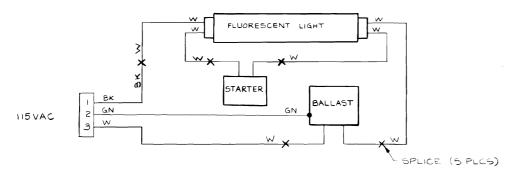
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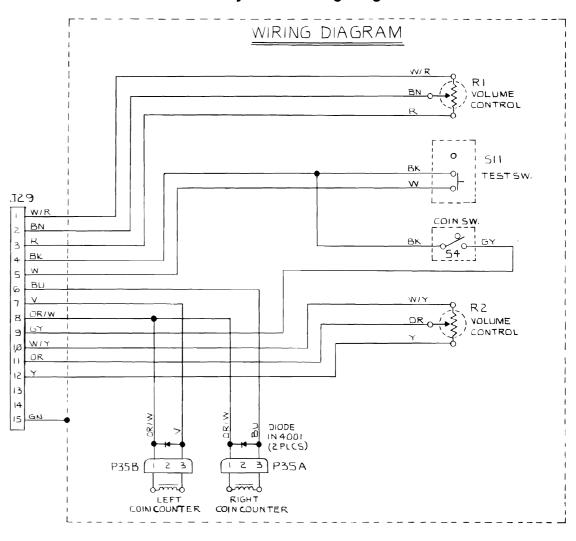




Fluorescent Light Wiring Diagram



Utility Panel Wiring Diagram



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JEDI Game Interfaces



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RETURN OF THE JEDI Memory Map (Main CPU Board)

| HEXA- DECIMAL ADDRESS | ADDRESS BUS SIGNAL LINES A15 A14 A13 A12 A11 A10 A9 A8 A7 A6 A5 A4 A3 A2 A1 A0 | READ/ DATA BUS SIGNAL LINES WRITE D7 D6 D5 D4 D3 D2 D1 D0 | FUNCTION |
|--|---|---|---|
| 0000-07FF 0800-08FF 0C00 0C00 0C00 0C00 0C00 | 0 0 0 0 0 A A A A A A A A A A A A A A A | R/W D D D D D D D D R/W D D D D D D D R D D D D D D D R D D D D | Z-page working RAM Non-volatile RAM Right coin switch Left coin switch Auxiliary coin switch Self-test switch Spare |
| 0C00 0C00 0C00 0C01 0C01 0C01 0C01 0C01 | 0 0 0 0 1 1 0 0 0 0 0 1 1 0 0 0 0 0 1 1 1 0 0 0 0 1 1 1 0 0 0 0 1 1 1 0 0 0 0 1 1 1 0 0 0 0 1 1 1 0 0 0 0 1 1 1 | R D D D D D D D D D D D D D D D D D D D | Left thumb switch Fire switches Right thumb switch VBLANK Sound CPU communication latch full flag Sound CPU acknowledge latch flag Not used Not used Slam switch |
| 0C01 0C01 1400 1800 1C00 1C01 1C80 | $ \begin{array}{cccccccccccccccccccccccccccccccccccc$ | R D D D D D D D D W W W | Not used Not used Sound CPU acknowledge latch Read A/D conversion Enable non-volatile RAM Disable non-volatile RAM Start A/D conversion (horizontal) Start A/D conversion (vertical) |
| 1D00 1D80 1E00 1E80 1E81 1E82 1E83 | 0 0 0 1 1 1 0 1 0 0 0 0 1 1 1 1 0 1 0 0 0 0 1 1 1 1 | W W W D W D W D W D | Non-volatile RAM store Watchdog clear Interrupt acknowledge Left coin counter Right coin counter LED 1 (not used) LED 2 (not used) |
| 1E84 1E85 1E86 1E87 1F00 1F80 2000–23FF 2400–27FF 2800–2BFF 2C00–2FFF 3000–37FF 3800–3BFF | 0 0 0 1 1 1 1 1 0 1 1 1 0 1 1 0 1 0 1 0 | W D W D W D W D W D W D D D D D D D D D R/W D D D D D D D D R/W D D D D D D D D R/W D D D D D D D D | Alphanumerics bank select Not used Sound CPU reset Video off Sound CPU communication latch Program Rem bank select Scrolling playfield (low) Scrolling playfield (high) Color RAM (low) Color RAM (high) Alphanumerics RAM Motion object RAM |
| 37C0-37EF 3800-382F 3800-382F 3800-382F 3800-382F 3800-382F 3840-386F 38C0-38EF | 0 0 1 1 0 1 1 1 1 1 A A A A A A 0 0 1 1 1 0 0 0 0 0 A A A A A 0 0 1 1 1 0 0 0 0 A A A A A 0 0 1 1 1 0 0 0 0 0 A A A A A A 0 0 1 1 1 0 0 0 0 A A A A A A 0 0 1 1 1 0 0 0 0 0 A A A A A A 0 0 1 1 1 0 0 0 0 0 A A A A A A 0 0 1 | R/W D | Motion object picture Motion object picture bank select Motion object vertical reflect Motion object horizontal reflect Motion object 32 pixels tall Motion object horizontal position (D8) Motion object vertical position Motion object horizontal position (D7–D0) |
| 3C00-3C01 3D00-3D01 3E00-3FFF 4000-7FFF 8000-FFFF | 0 0 1 1 1 1 0 0 | W D D D D D D D D D W D D D D D D D D D | Scrolling playfield vertical position Scrolling playfield horizontal position PIXI graphics expander RAM Banked program ROM Fixed program ROM |

RETURN OF THE JEDI Memory Map (Sound CPU)

| HEXA- DECIMAL | L ADDRESS BUS SIGNAL LINES | | | | | | | | | | | | READ/ | READ/ DATA BUS SIGNAL LINES | | | | | | | | | | | | |
|------------------|----------------------------|-----|-----|-----|-----|-----|-----------|-----------|------------|-----------|----|----|------------|-----------------------------|----|----|-------|----|----|----|----|----|----|----|----|---|
| ADDRESS | A15 | A14 | A13 | A12 | A11 | A10 | A9 | A8 | A 7 | A6 | A5 | A4 | A 3 | A2 | A1 | A0 | WRITE | D7 | D6 | D5 | D4 | D3 | D2 | D1 | DO | FUNCTION |
| 0000-07FF | 0 | 0 | | 0 | 0 | A | Α | A | Α | A | Α | Α | Α | A | A | A | R/W | D | D | D | D | D | D | D | D | Z-page working RAM |
| 0800-083F | 0 | 0 | | 0 | 1 | | | | | | Α | Α | Α | Α | Α | Α | R/W | D | D | D | D | D | D | D | D | Custom I/O |
| 1000 | 0 | 0 | | 1 | 0 | 0 | 0 | 0 | | | | | | | | | W | | | | | | | | | Interrupt acknowledge |
| 1100 | 0 | 0 | | 1 | 0 | 0 | 0 | 1 | | | | | | | | | W | D | D | D | D | D | D | D | D | Speech data |
| 1200 | 0 | 0 | | 1 | 0 | 0 | 1 | 0 | | | | | | | | | W | | | | | | | | | Speech write strobe on |
| 1300 | 0 | 0 | | 1 | 0 | 0 | 1 | 1 | | | | | | | | | W | | | | | | | | | Speech write strobe off |
| 1400 | 0 | 0 | | 1 | 0 | 1 | 0 | 0 | | | | | | | | | W | D | D | D | D | D | D | D | D | Main CPU acknowledge latch |
| 1500 | 0 | 0 | | 1 | 0 | 1 | 0 | 1 | | | | | | | | | W | | | | | | | | D | Speech chip reset |
| 1800 | 0 | 0 | | 1 | 1 | 0 | | | | | | | | | | | R | D | D | D | D | D | D | D | D | Main CPU communication latch |
| 1C00 | 0 | 0 | | 1 | 1 | 1 | | | | | | | | | | 0 | R | D | | | | | | | | Speech chip ready |
| 1C01 | 0 | 0 | | 1 | 1 | 1 | | | | | | | | | | 1 | R | D | | | | | | | | Sound CPU communication latch full flag |
| 1C01 | 0 | 0 | | 1 | 1 | 1 | | | | | | | | | | 1 | R | | D | | | | | | | Sound CPU acknowledge latch full flag |
| 8000-FFFF | 1 | A | A | A | Α | Α | Α | Α | A | Α | A | A | A | A | A | A | R | D | D | D | D | D | D | D | D | Program ROM |

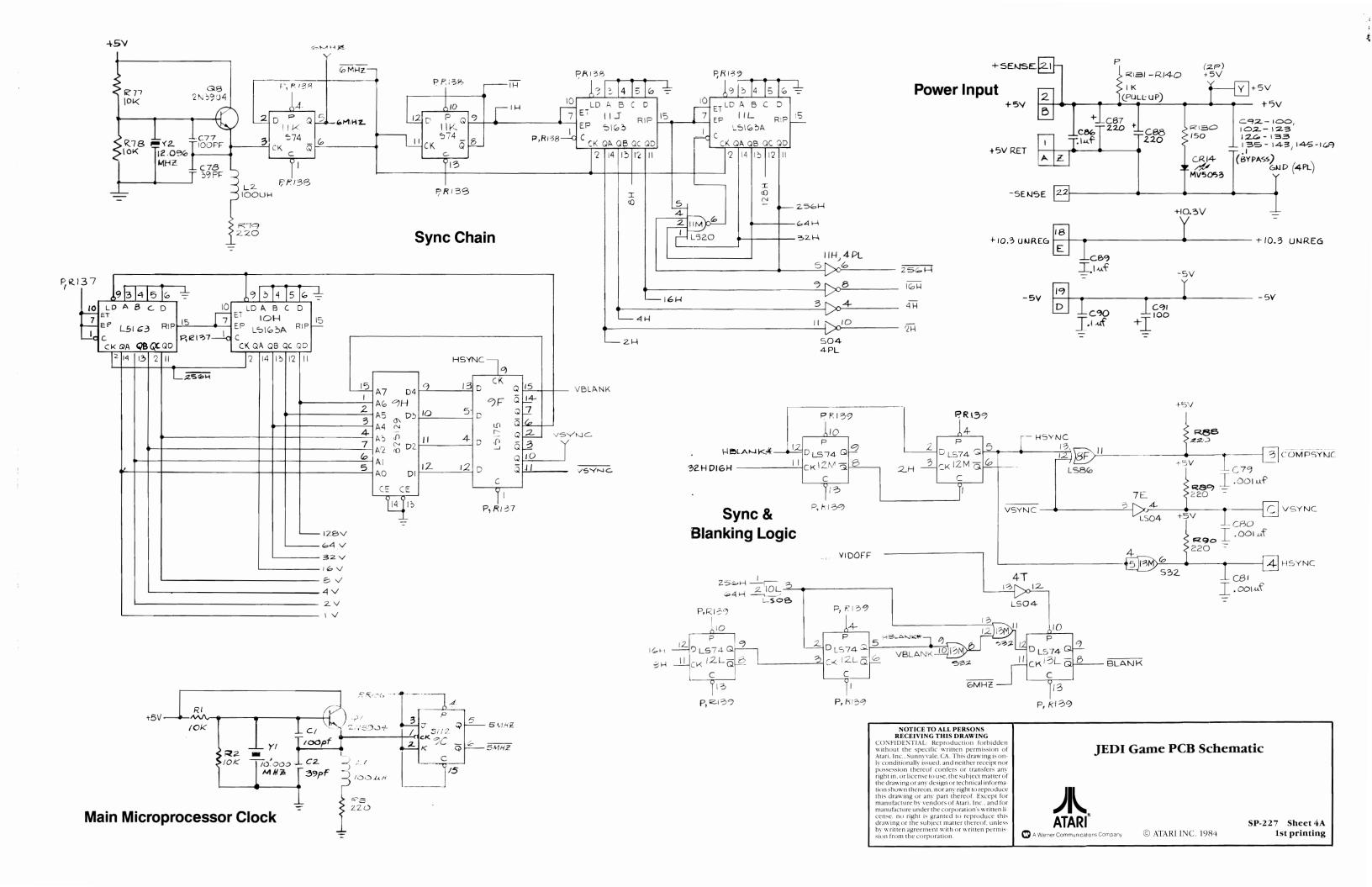
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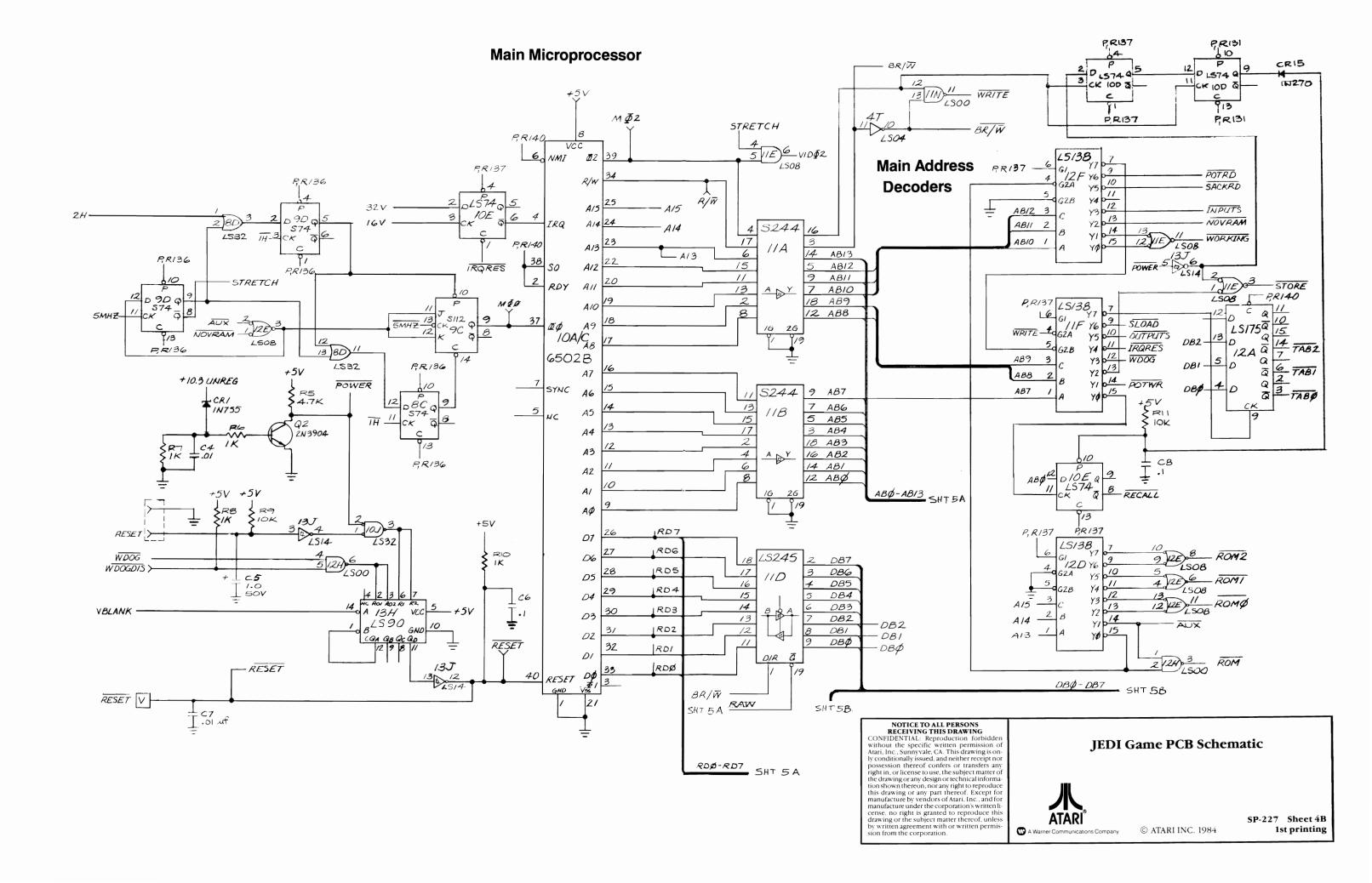
JEDI Memory Maps

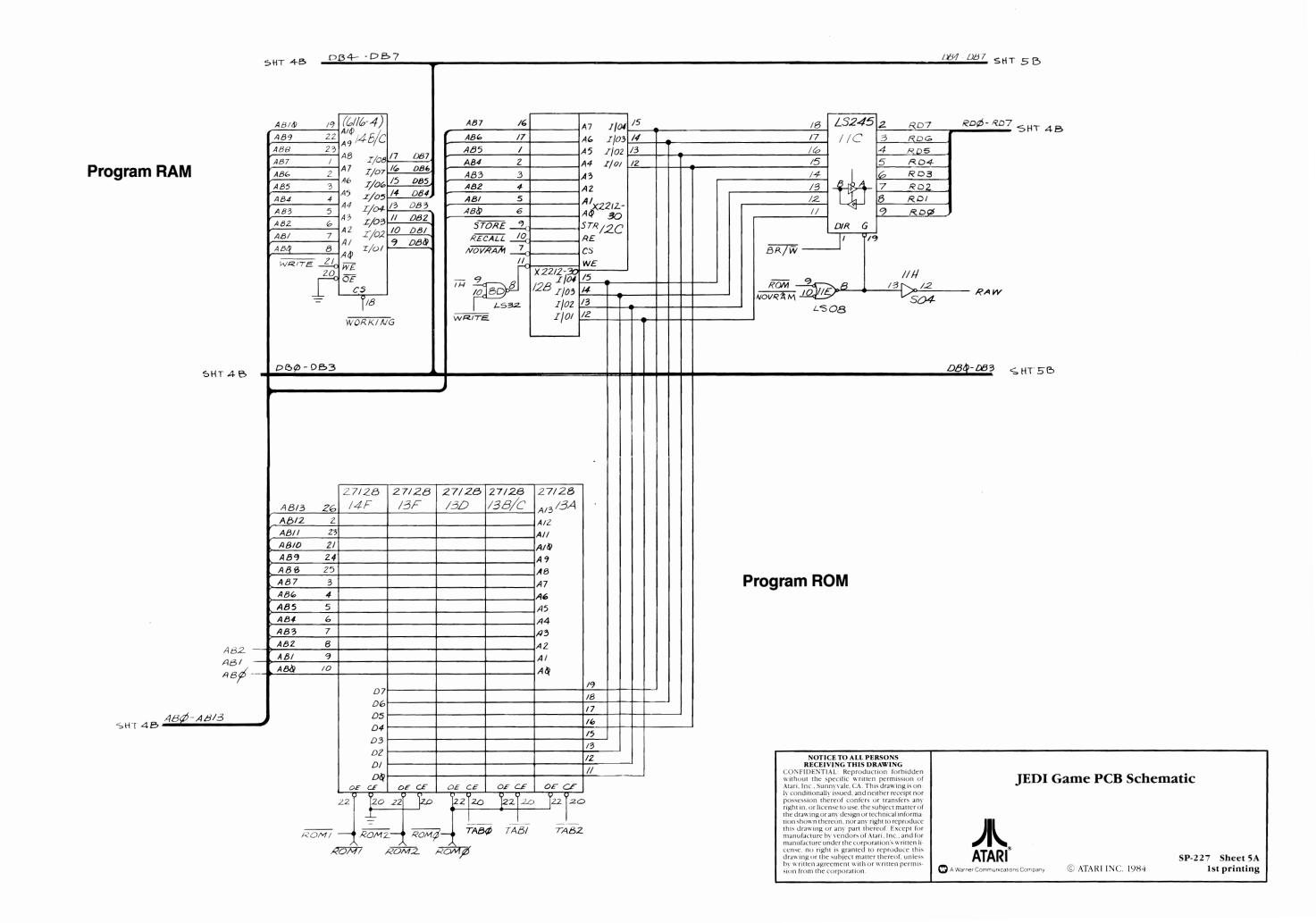


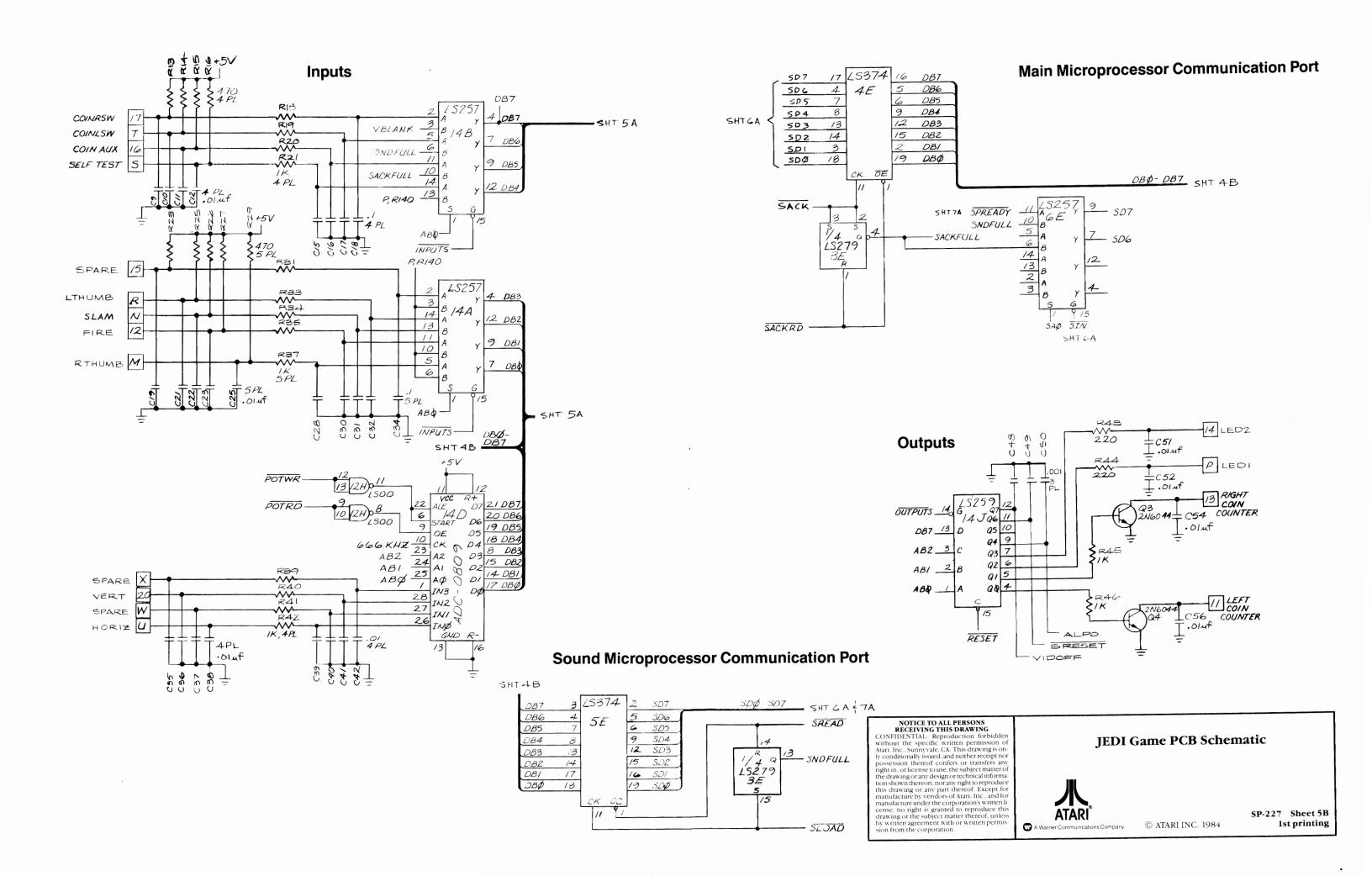
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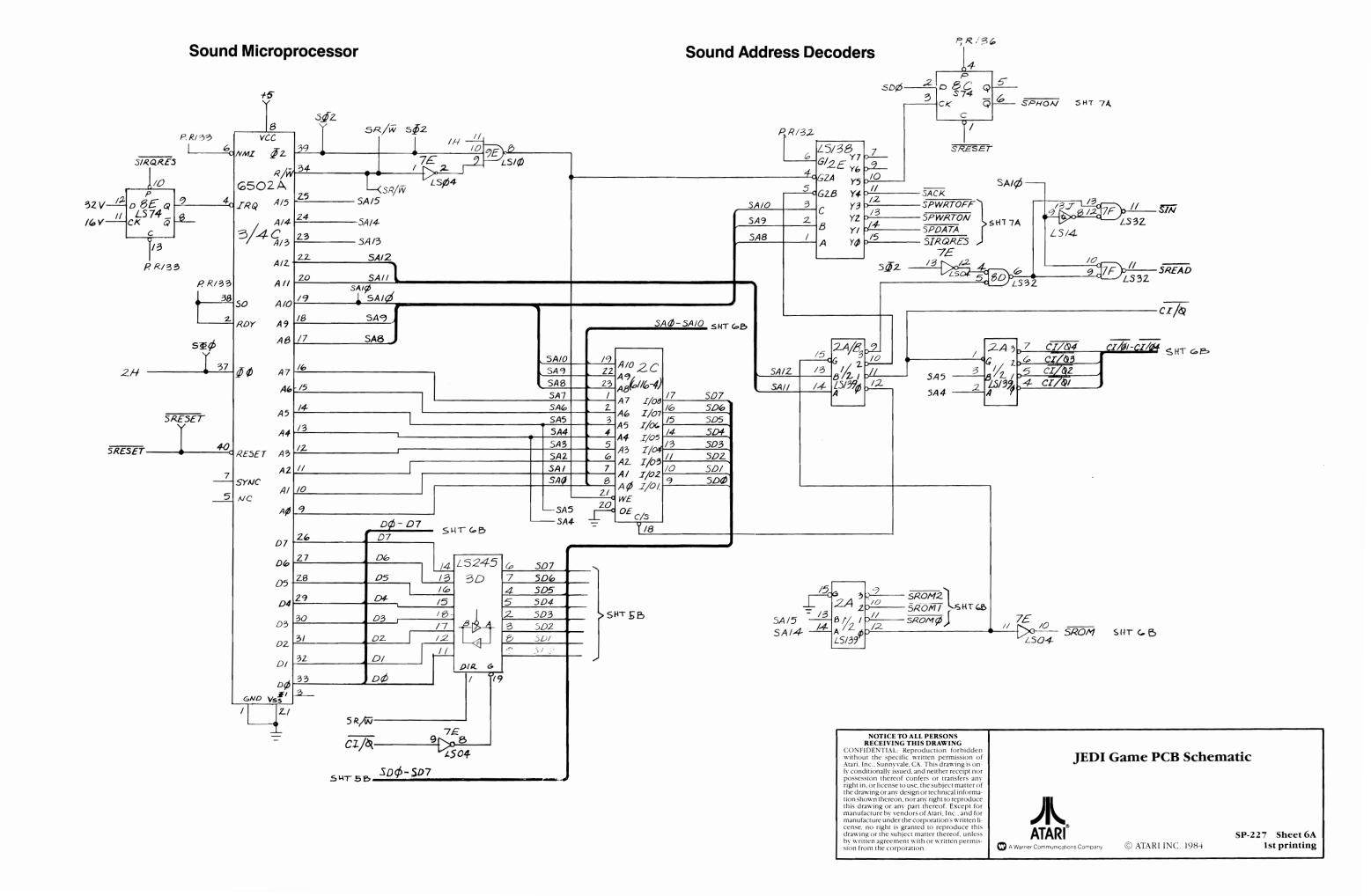
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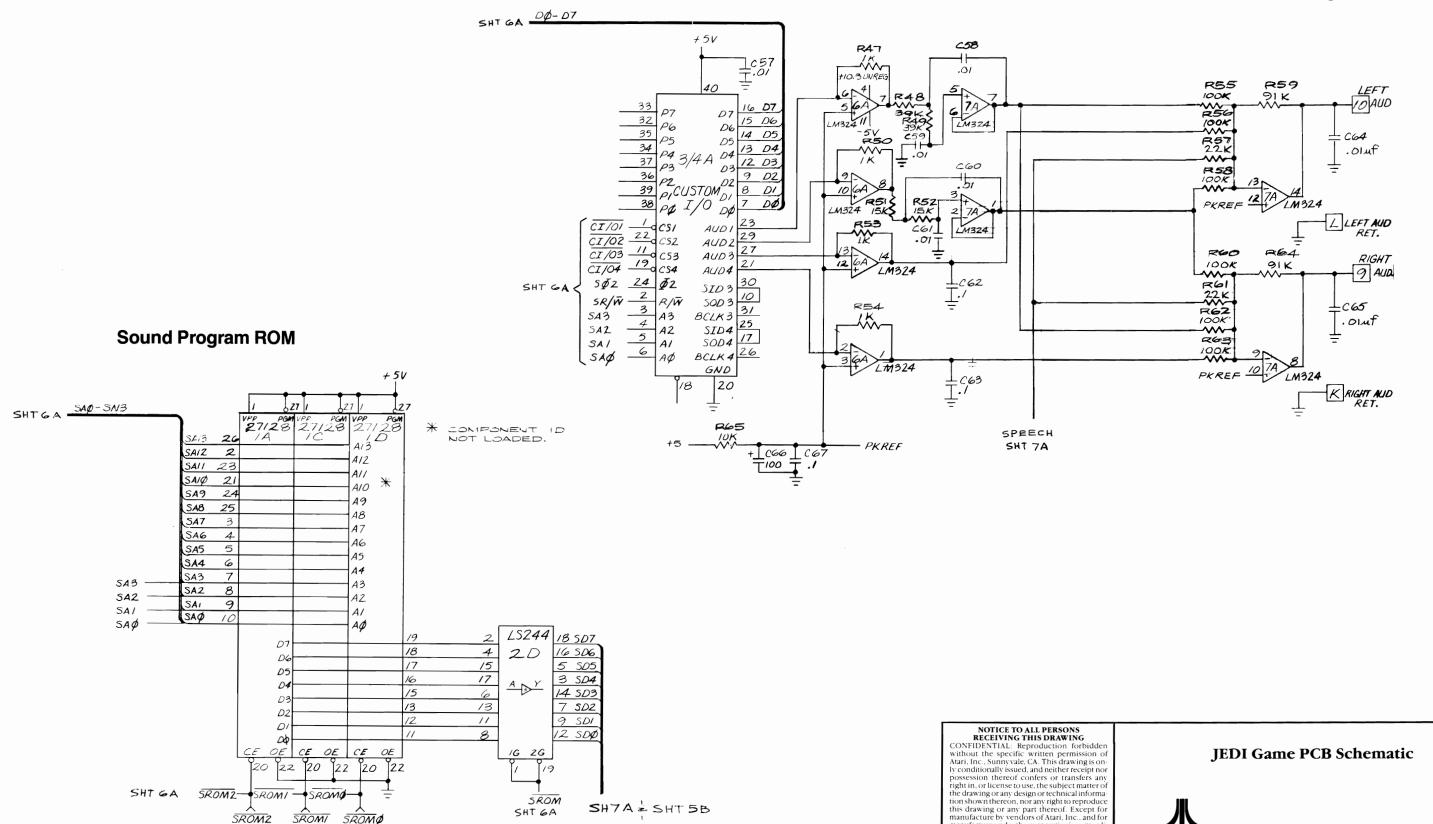






Music & Sound Effects

Sound Mixing



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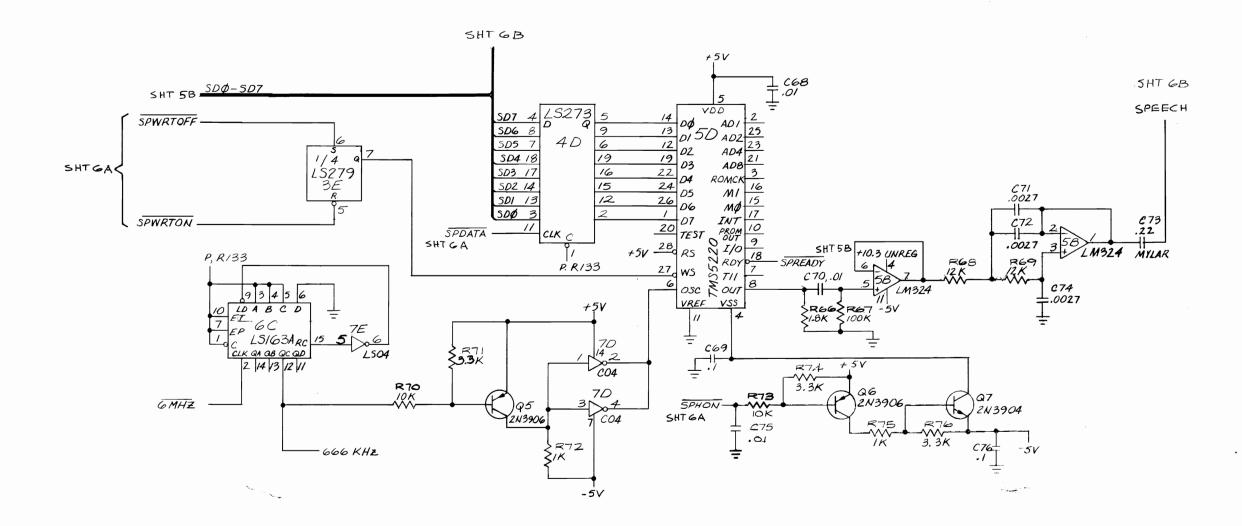
A Warner Communications Company

SP-227 Sheet 6B

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Speech



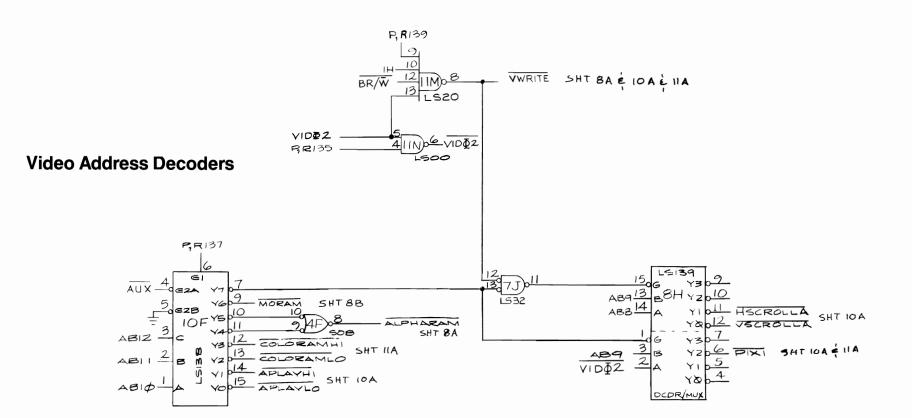
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JEDI Game PCB Schematic

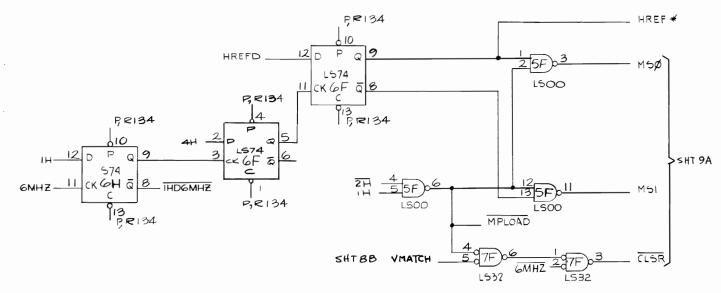


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Motion Object Control



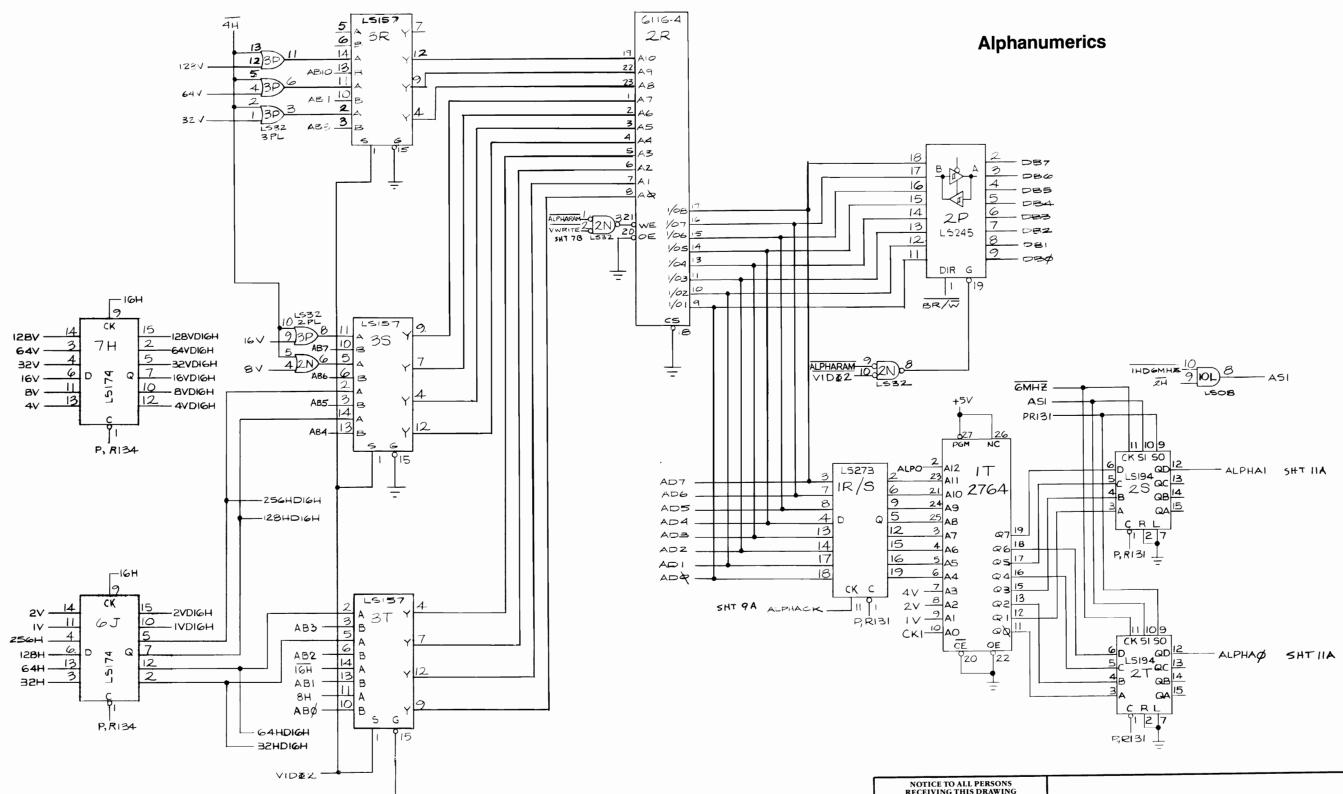
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JEDI Game PCB Schematic



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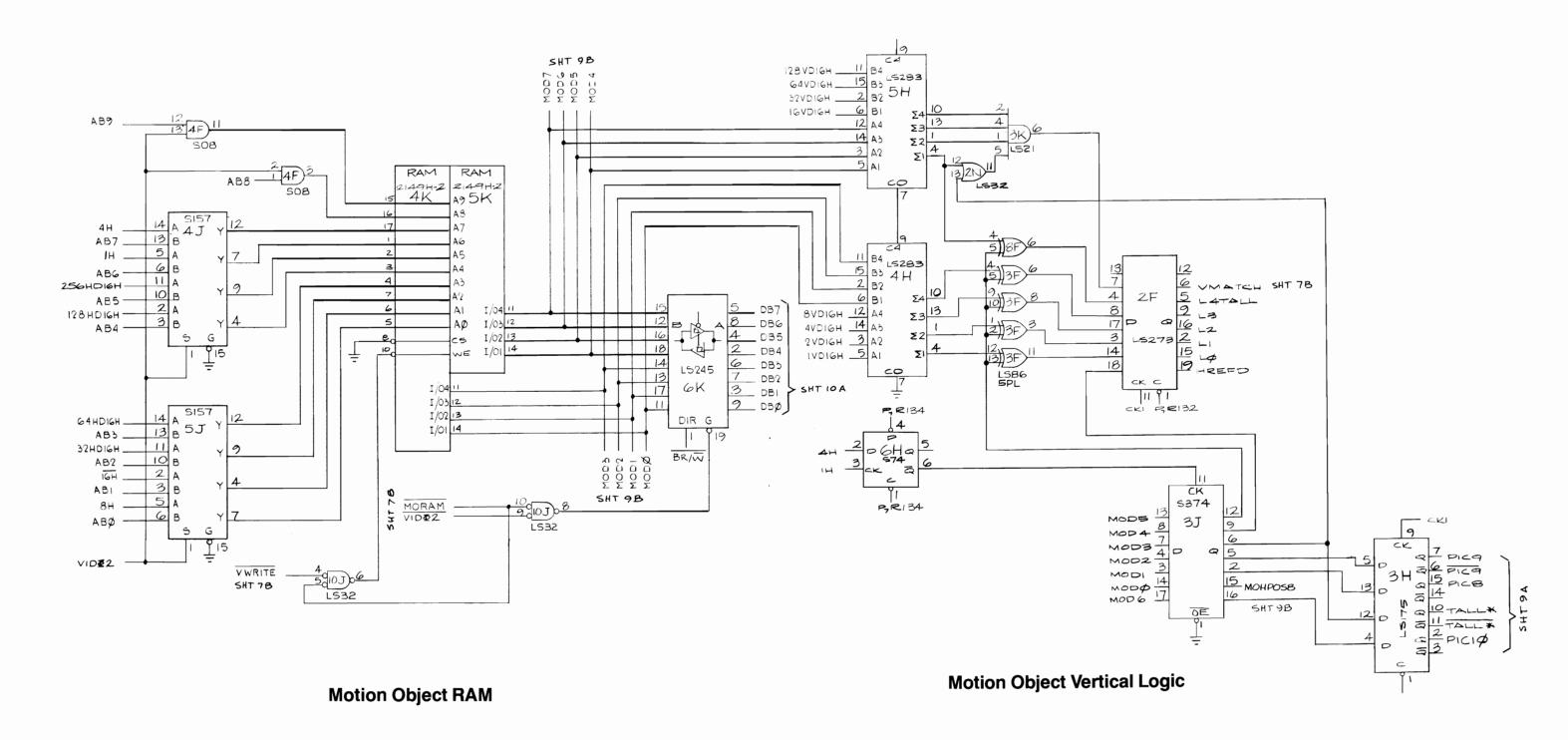
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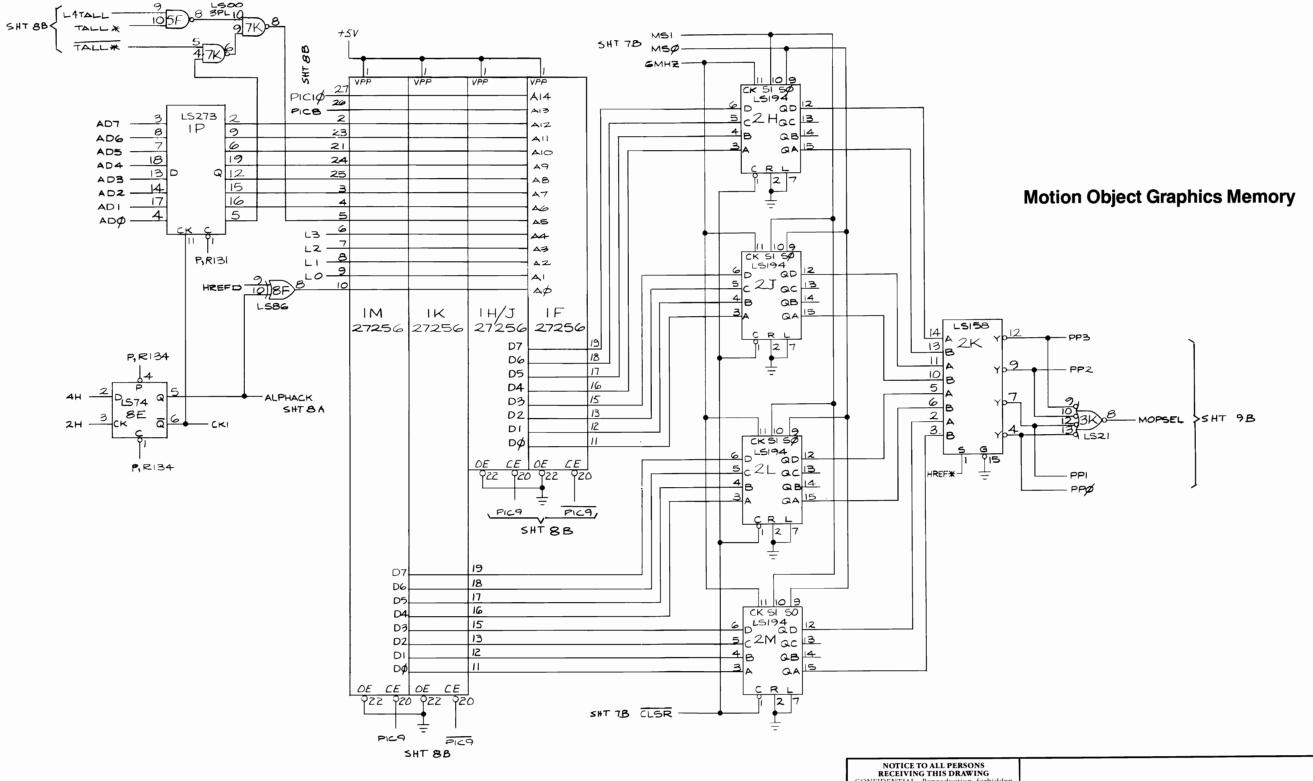


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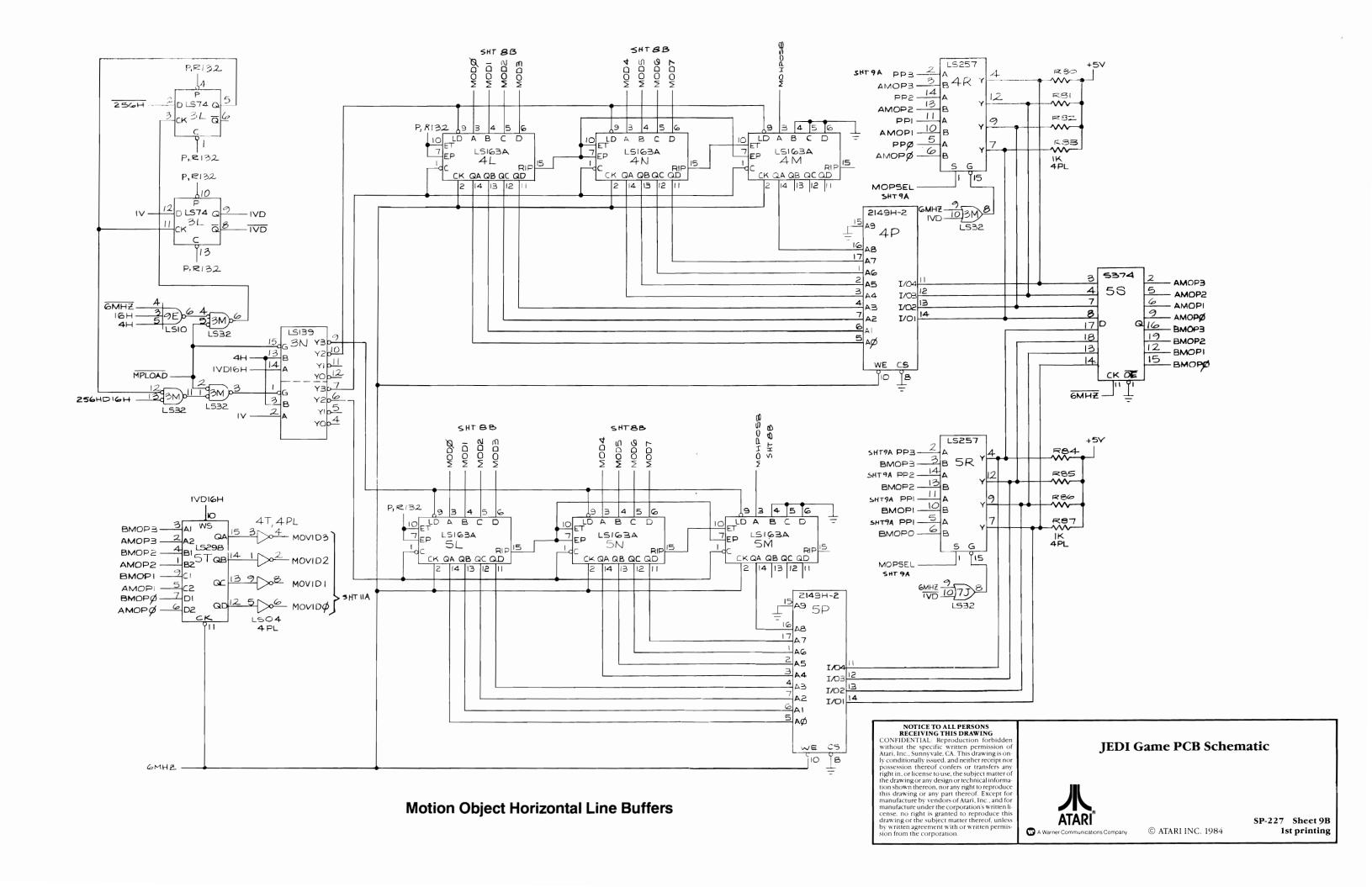


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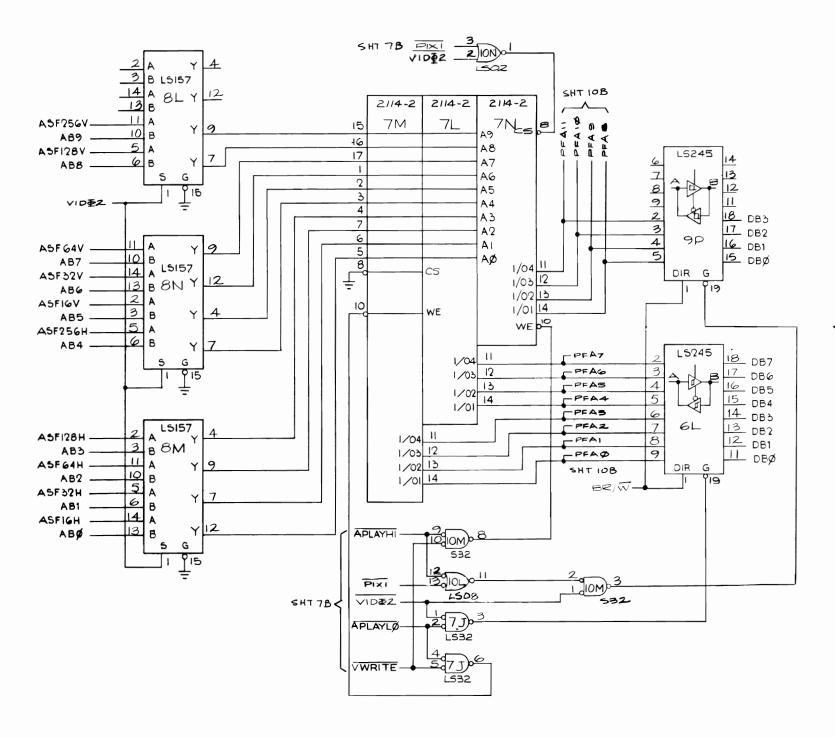
JEDI Game PCB Schematic

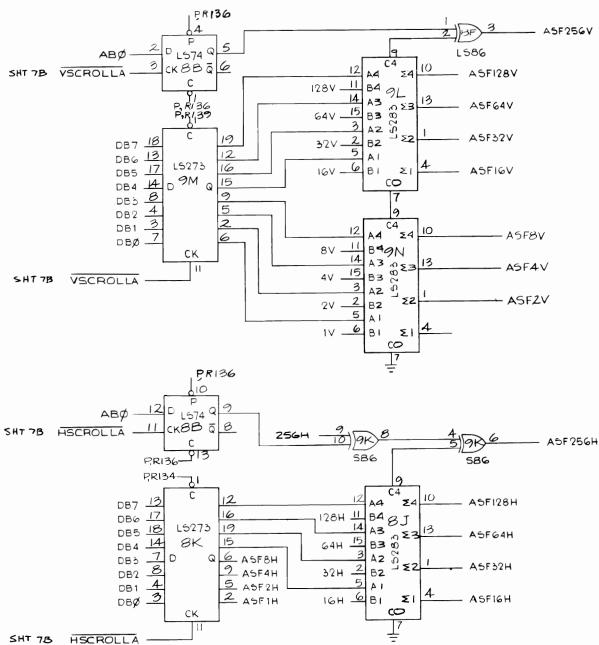


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Scrolling Playfield RAM





Scrolling Playfield Horizontal and Vertical Registers

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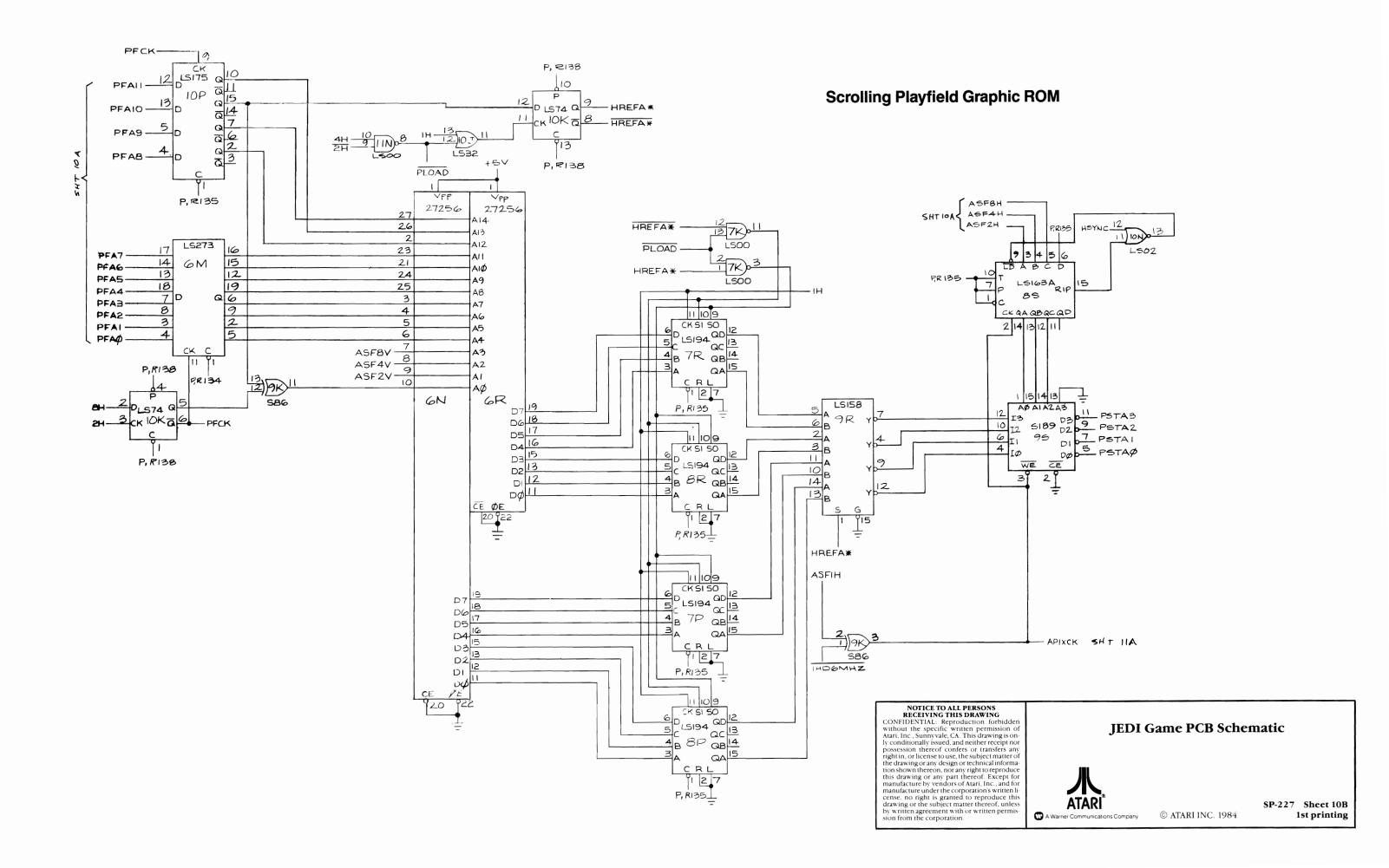
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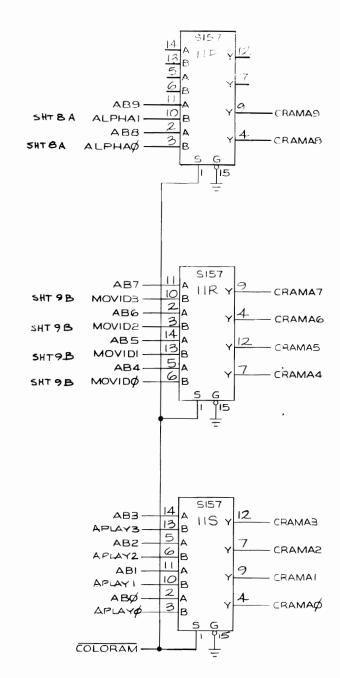


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Color RAM Multiplexers & Control Logic



Scrolling Playfield Graphic Expander

PIXI

21

9

ABO

ABS

BR/W

CMHZ

HSYNC

SHT 7B PIXI

ΟZ

DI

DØ

MZ

PFAID

DFAB

PSTAS

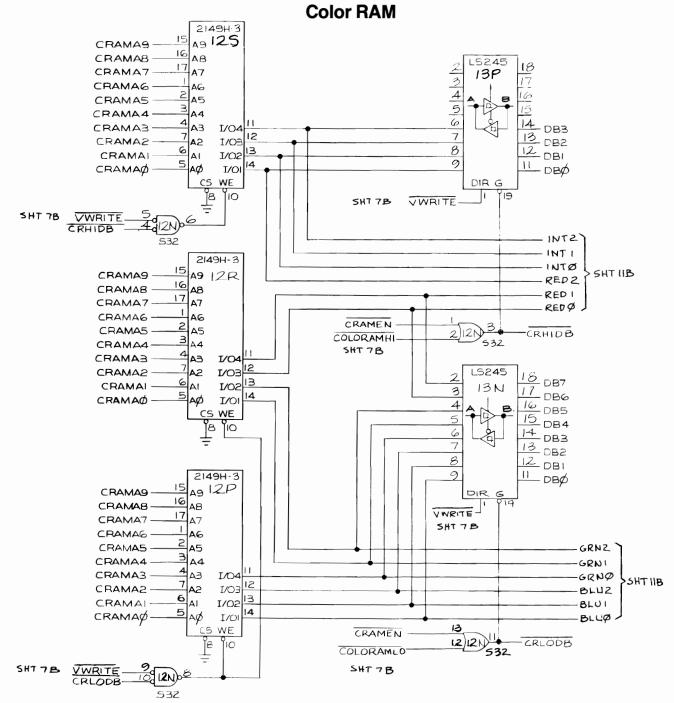
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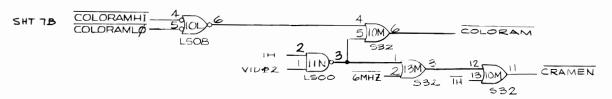
PSTAI

APLAY 2

- APLAYY

DFA9



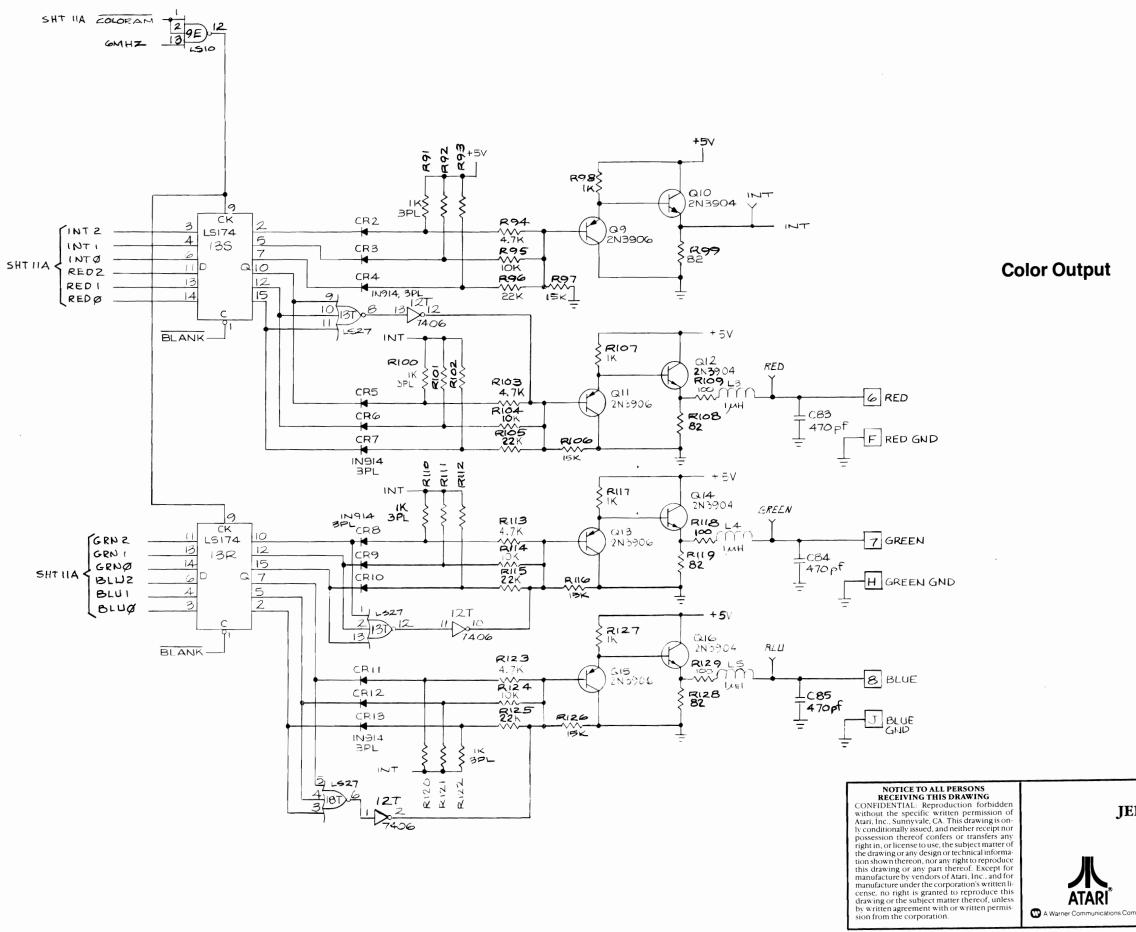


JEDI Game PCB Schematic

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JEDI Game PCB Schematic



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