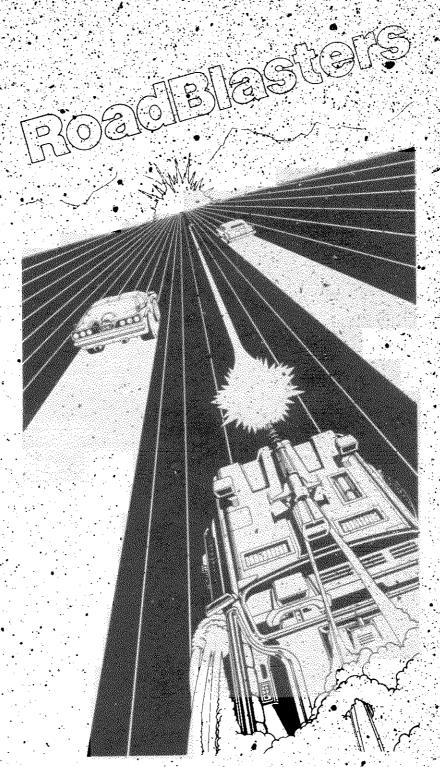
Road Blasters' Schematic Package

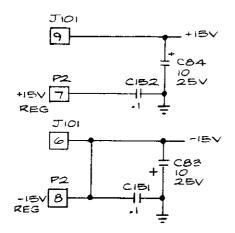
Supplement to the Operators Manual

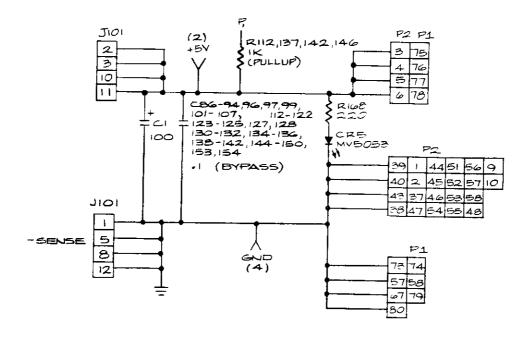
For System I Game





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741502	7	14		_	
74532	7	14		1	
744504	7	4			
7407	7	14			
74L508	7	14			
74508	7	14		1	
74 LE14	7	14			
74L520	7	14			
74L530	7	14			
74L532	7	14		1	
74L574	7	14			
74.574	7	14		Π	
74L=86	7	14	_	1-	
74LS125	7	14		1	
74L5138	8	10			
74L5139	8	16		-	
7415148	8	160			
74L5151	8	10			
746151	18	10			
74LS153	8	10		I	
745163	8	16			
74L5163A	5	10	<u> </u>		
74L=174	8	10			
74.5174	8	16			
74 5 175	8	10		1	
745189	,a	10			
7415191	8	10		1	
7415194	8	16			
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7415244	10	20			
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745257	8	160			
74L5259	3	16			
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74L5373	10	+-	Π	1	
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825129	8	10			
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IM51420	10	20	-	1	
502A	+	21	1	1	
48010	1	1	1	1	
2764	1	†	1	\top	
6116	12	24	-1	+	
23128	1	1	†	+-	
LETA	+-	+	+-	+	
ADC0809	, 	1-	\top	\top	
2804	+-	+	+-	+	
QUAD POKEY	_	+	+	十	+
Y2151	+	+	+	+	
12131					





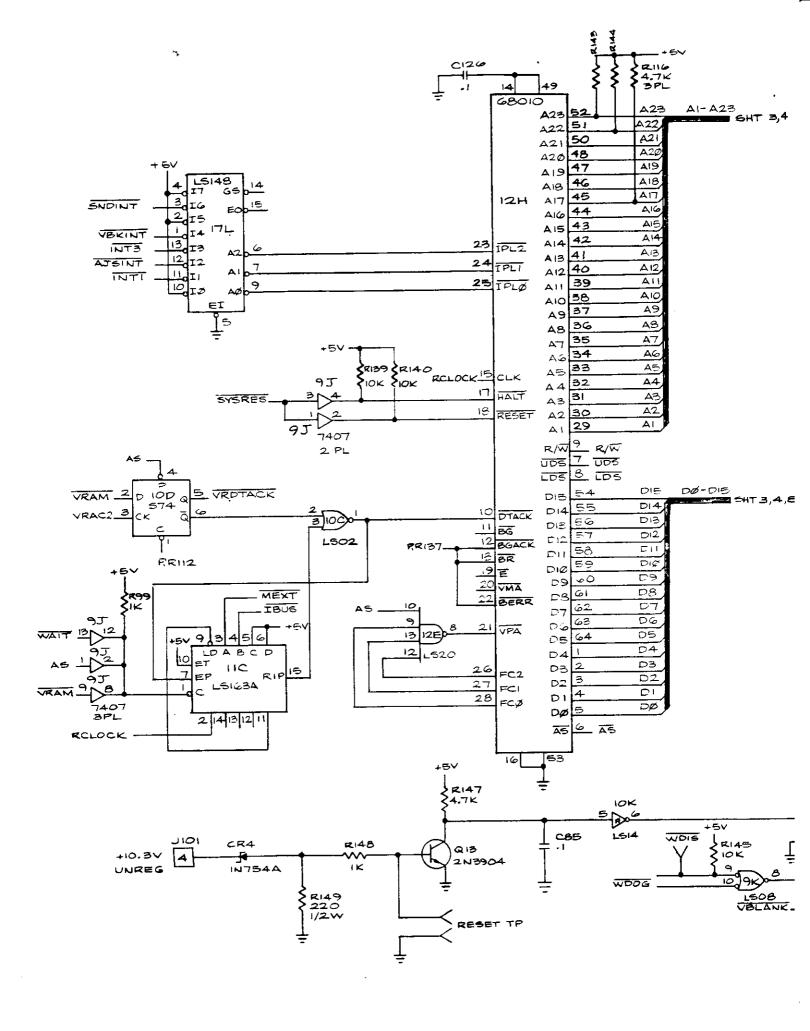
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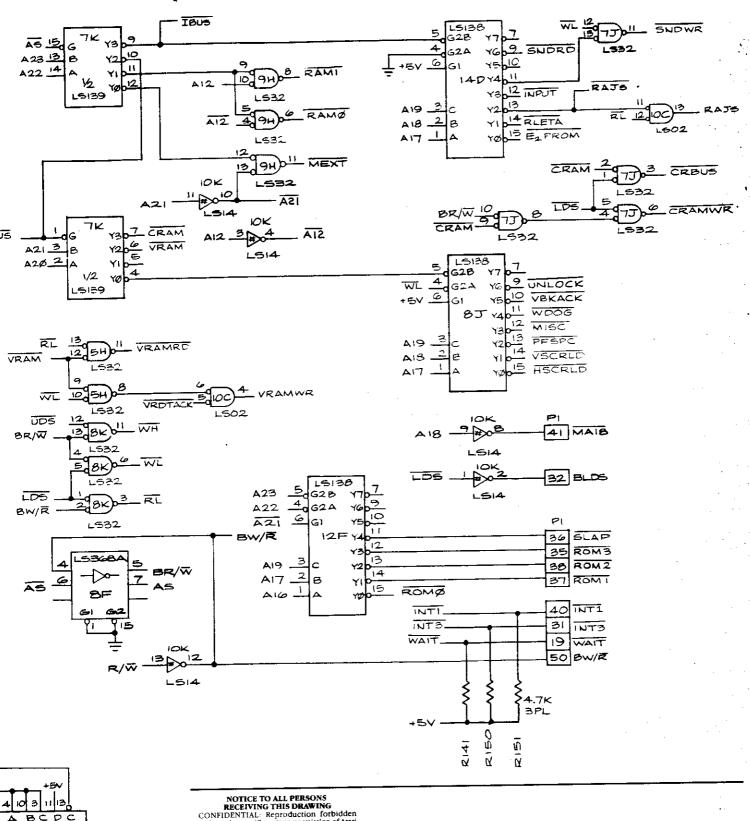


Road Blasters [™]/System I LSI Main **PCB Schematic Diagram**

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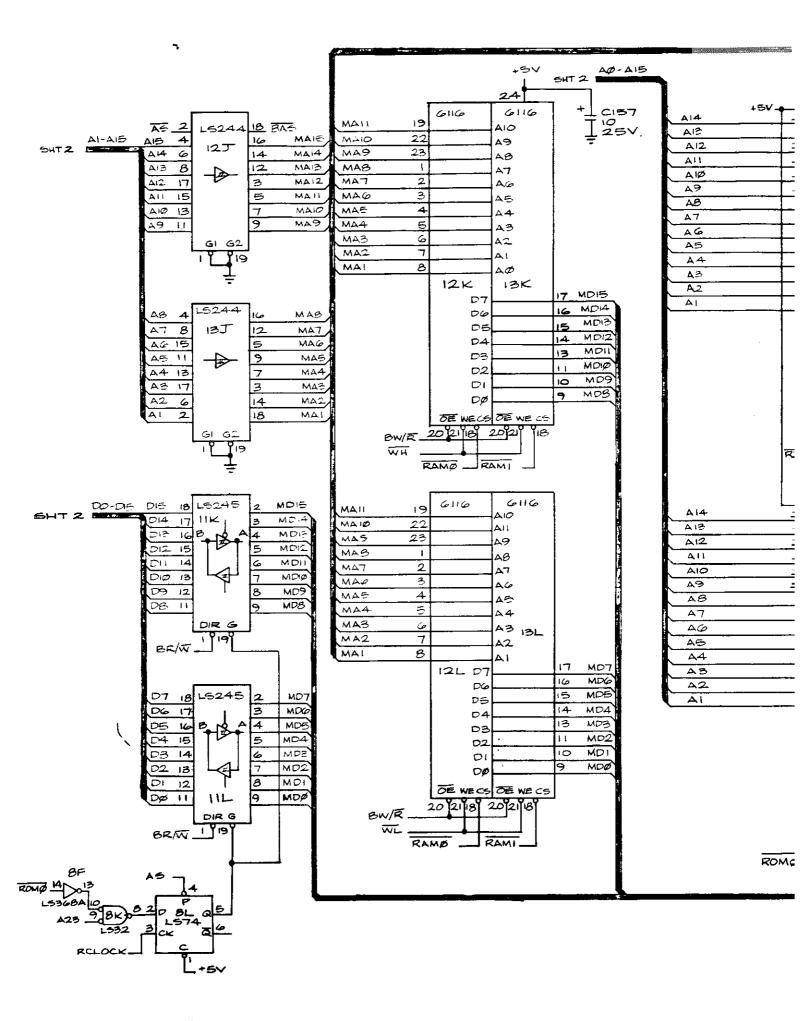
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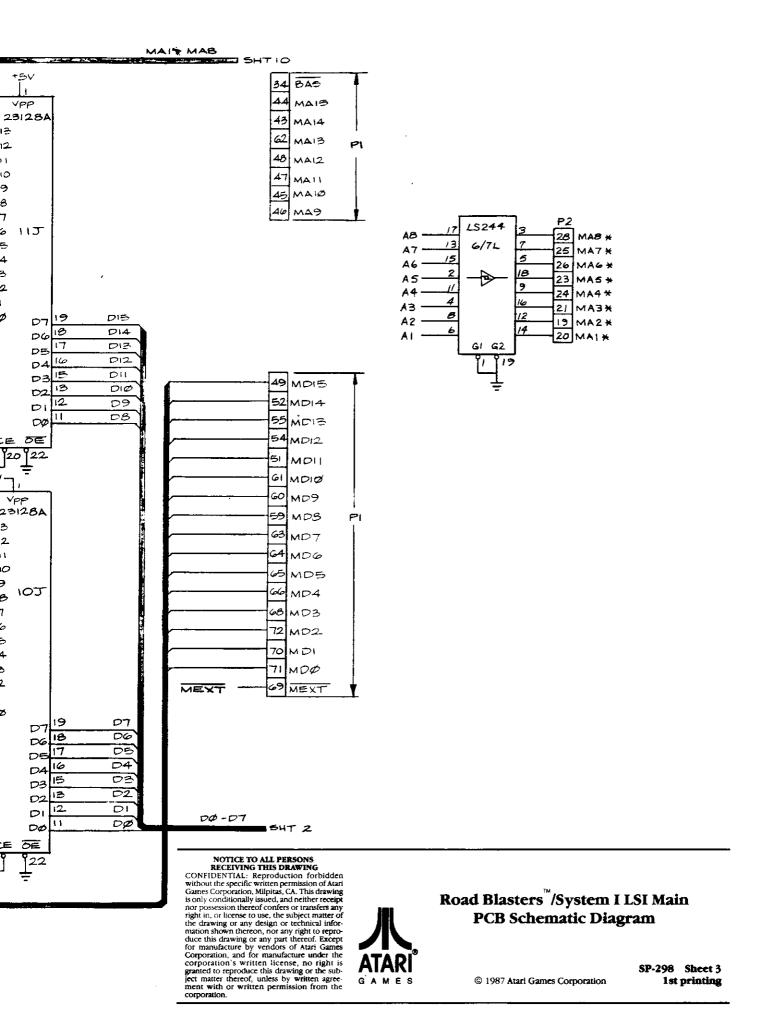


Road Blasters [™]/System I LSI Main PCB Schematic Diagram

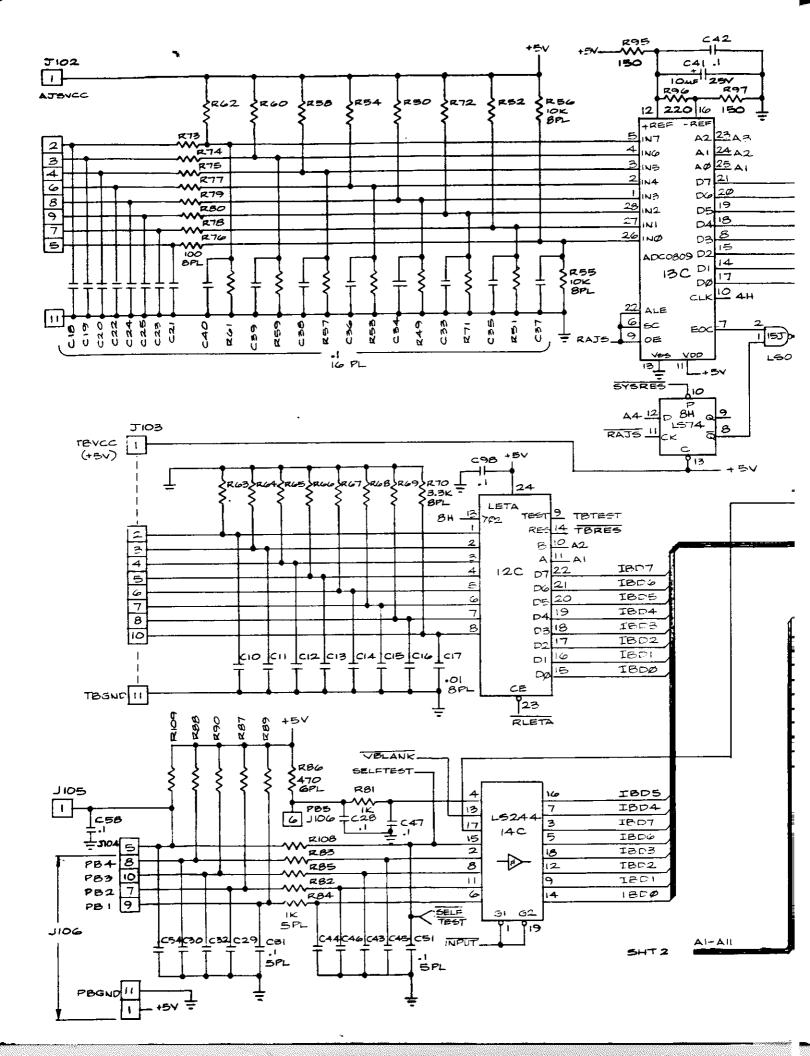
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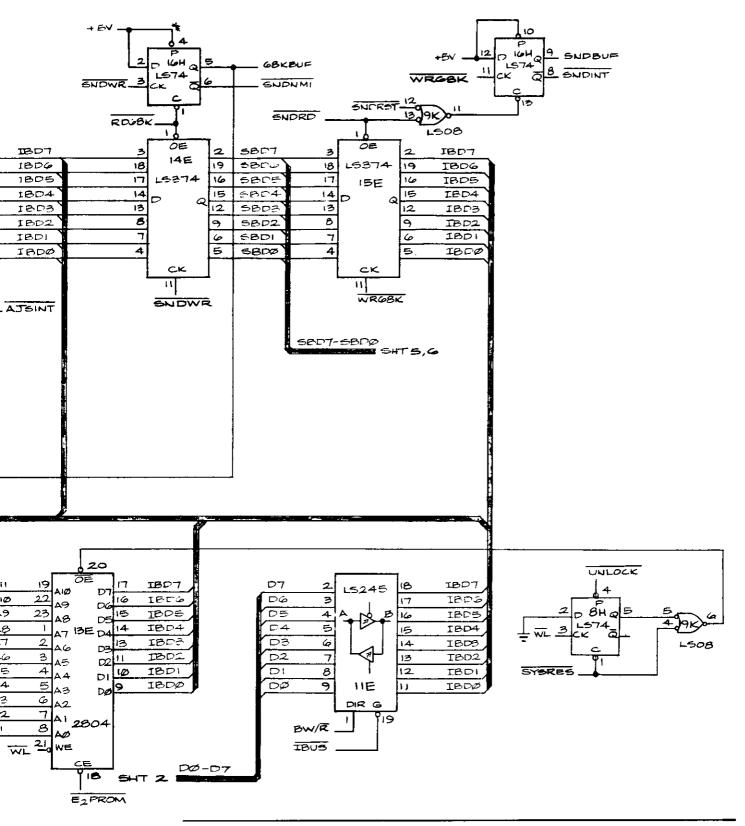
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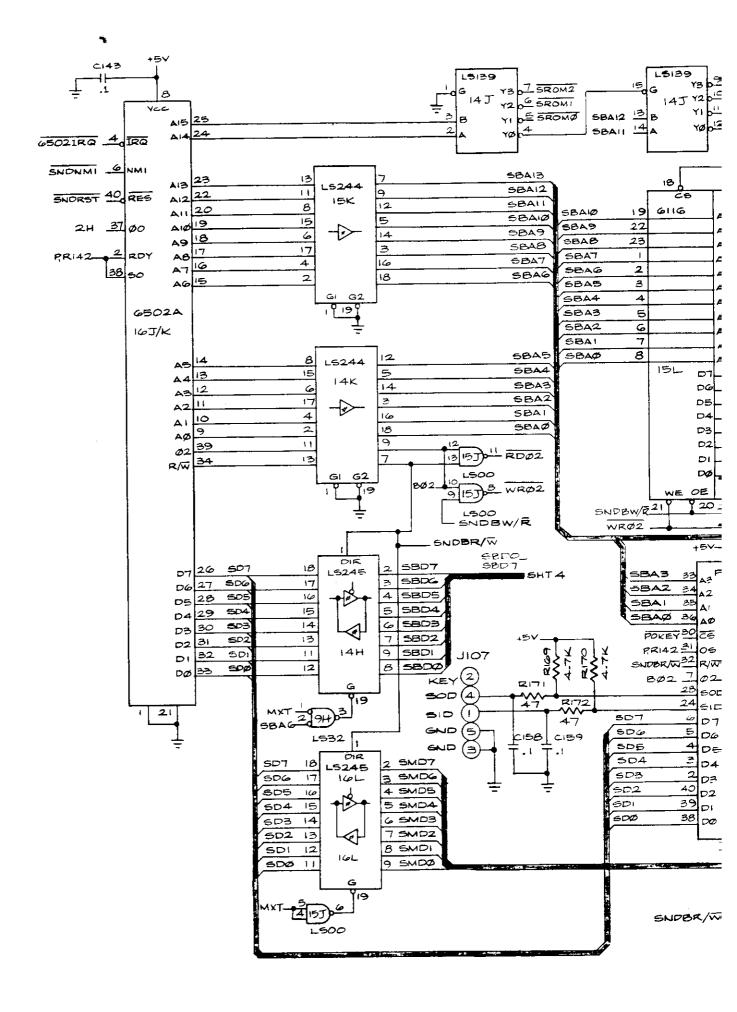
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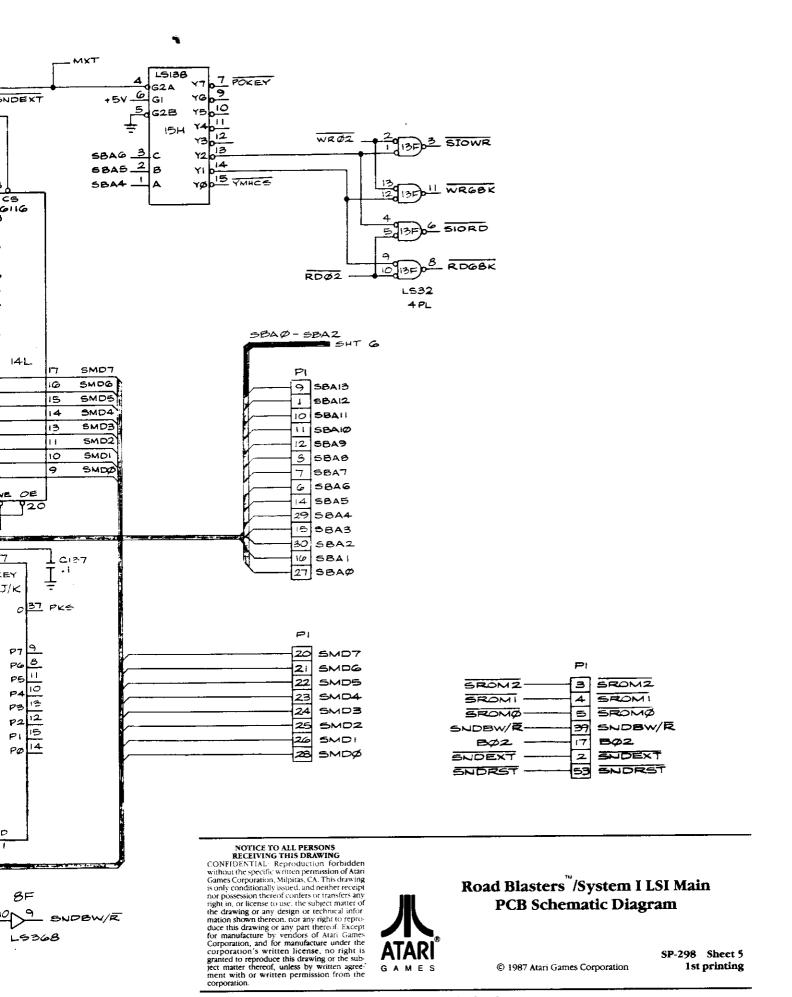


Road Blasters[™]/System I LSI Main **PCB Schematic Diagram**

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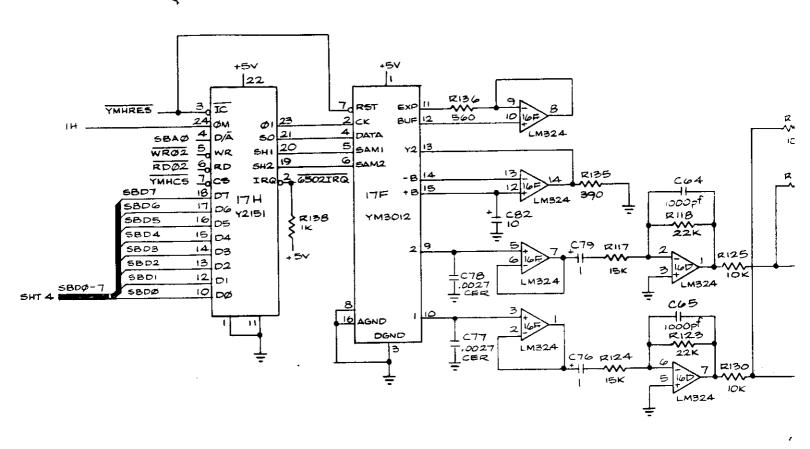
SP-298 Sheet 4 1st printing

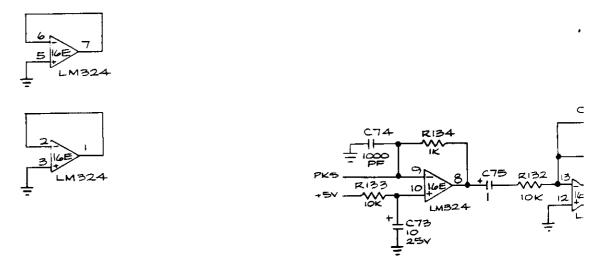


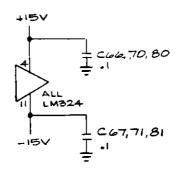


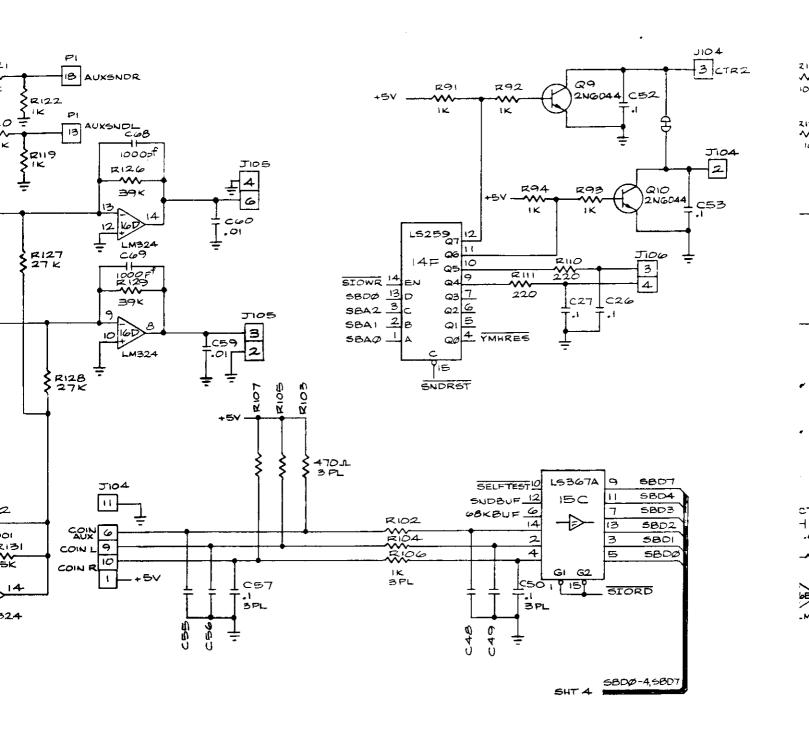
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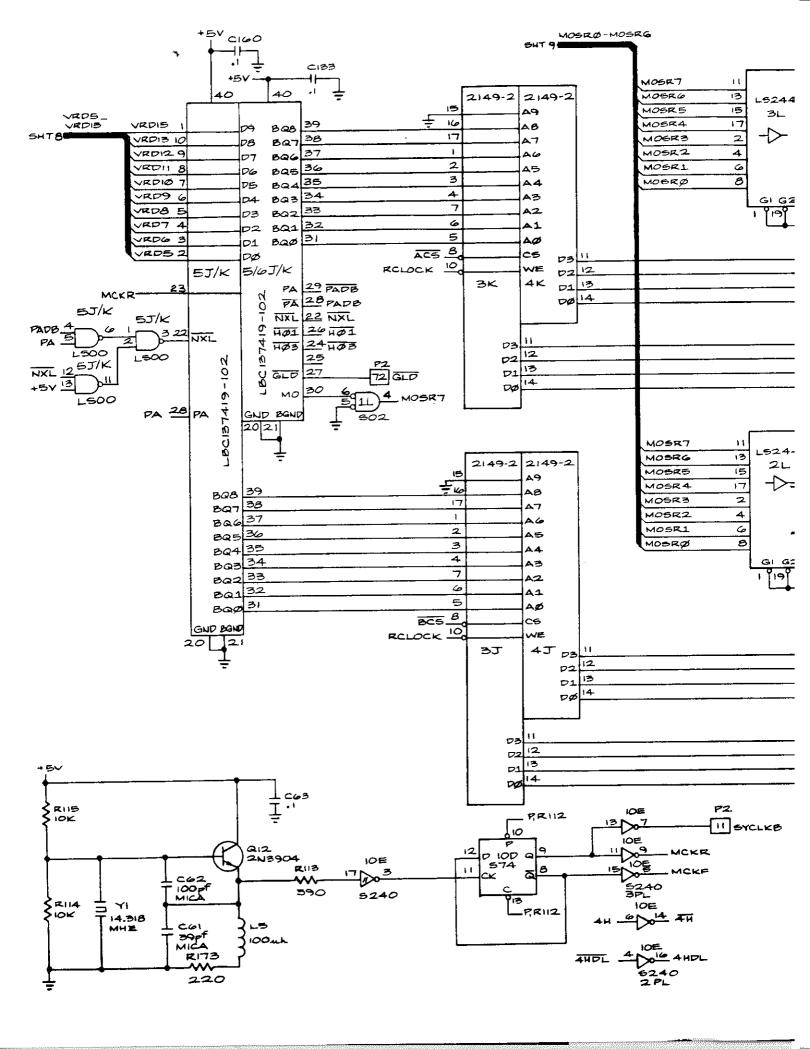
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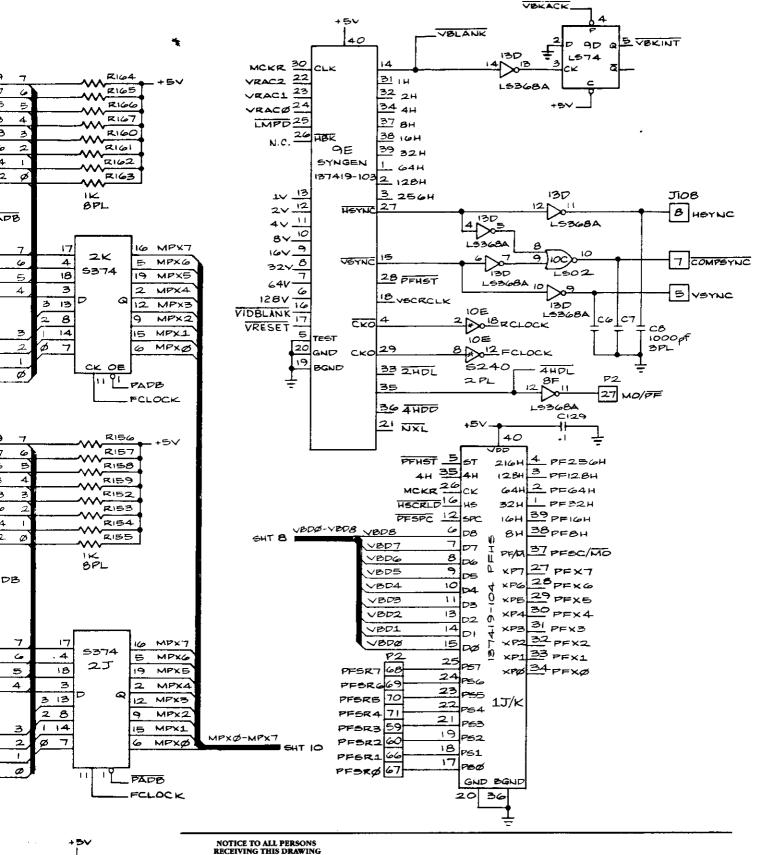


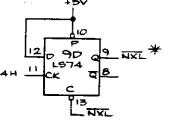
Road Blasters [™]/System I LSI Main **PCB Schematic Diagram**

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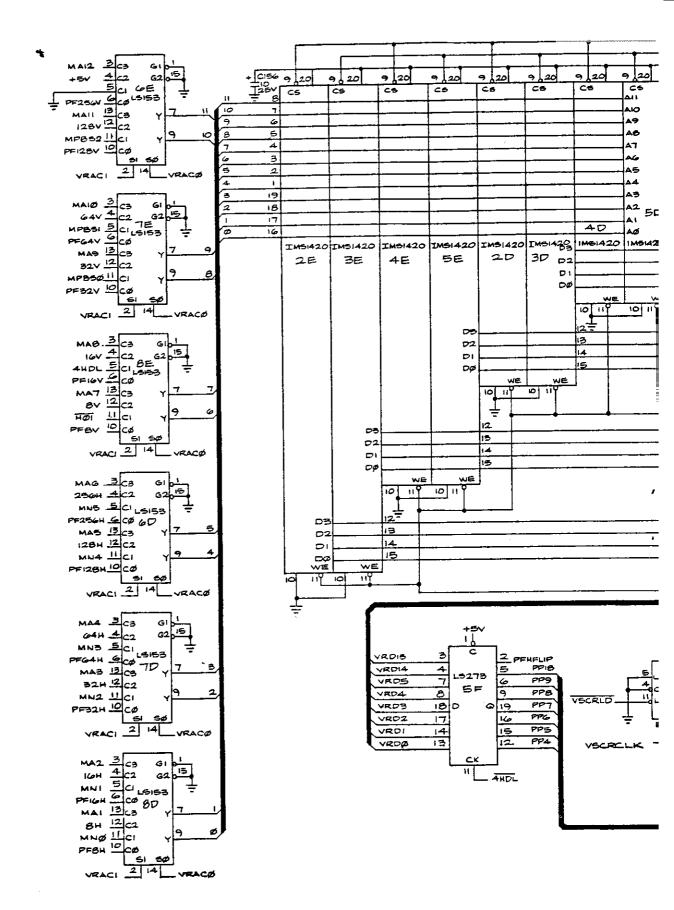
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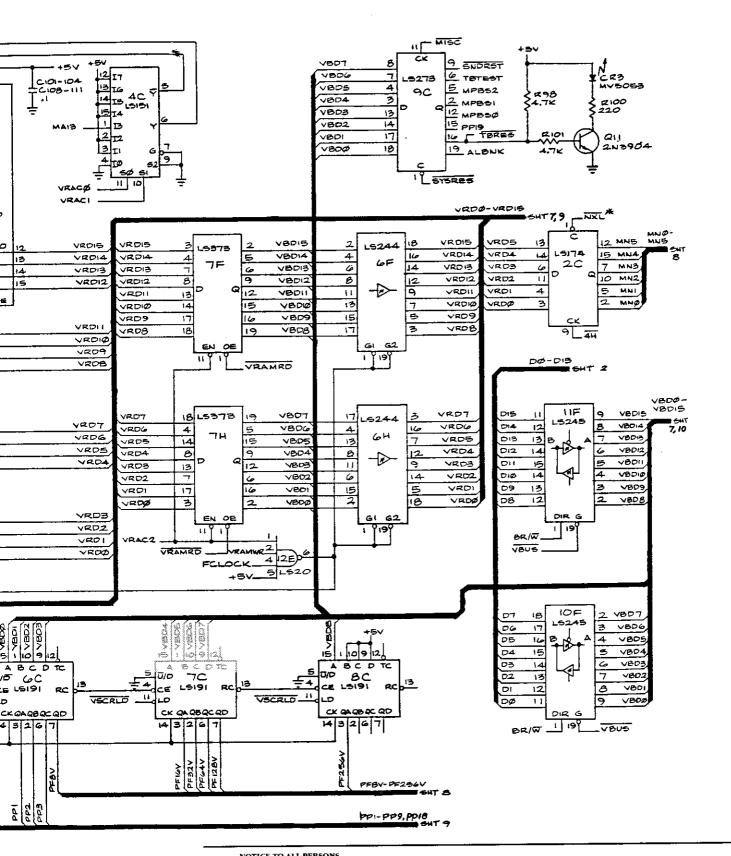


Road Blasters [™]/System I LSI Main PCB Schematic Diagram

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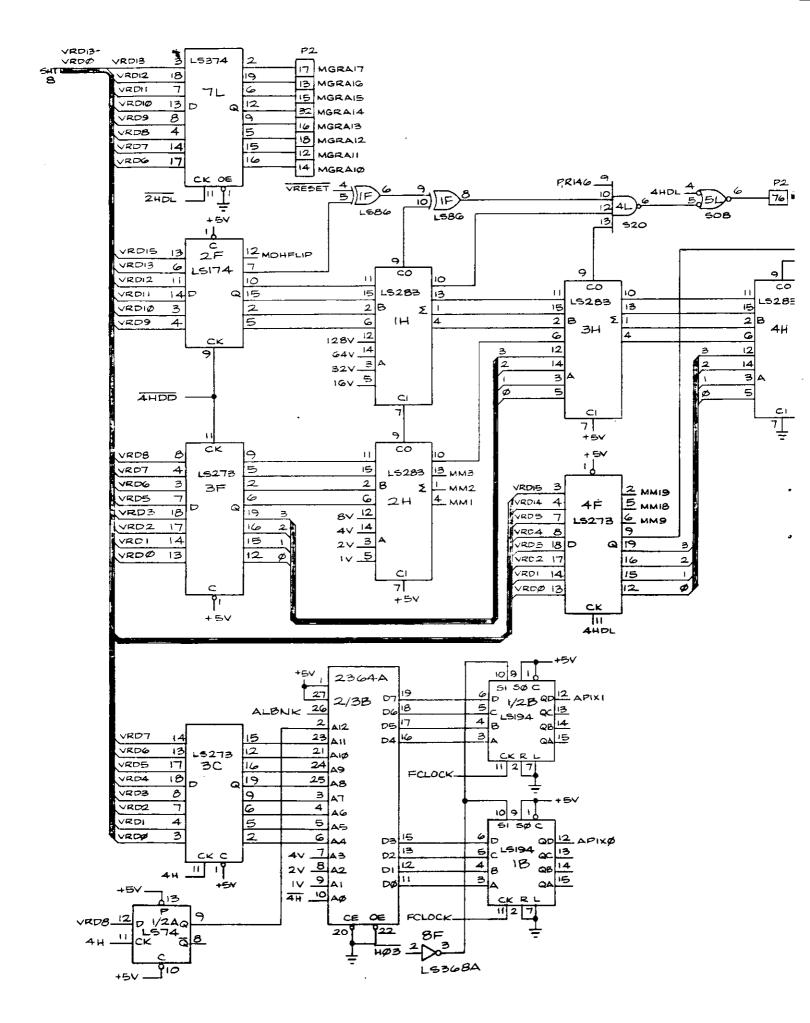
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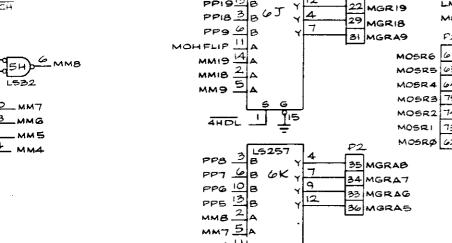


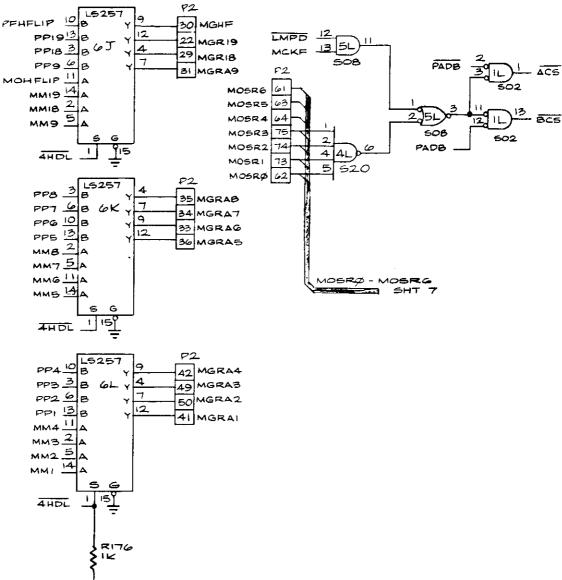
Road Blasters [™]/System I LSI Main **PCB Schematic Diagram**

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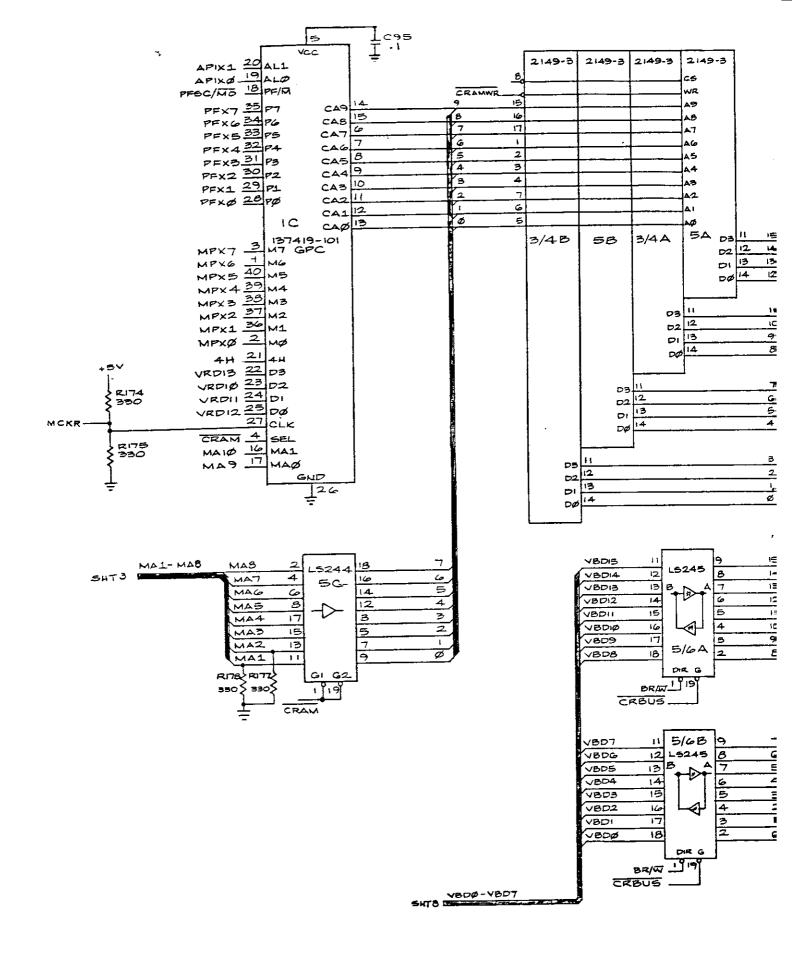
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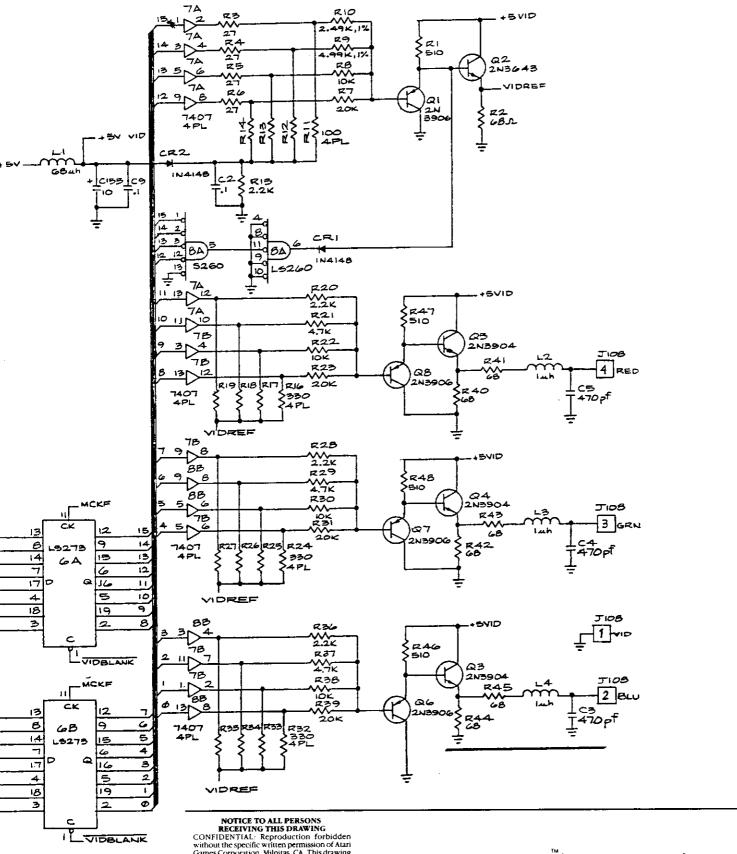


Road Blasters /System I LSI Main **PCB Schematic Diagram**

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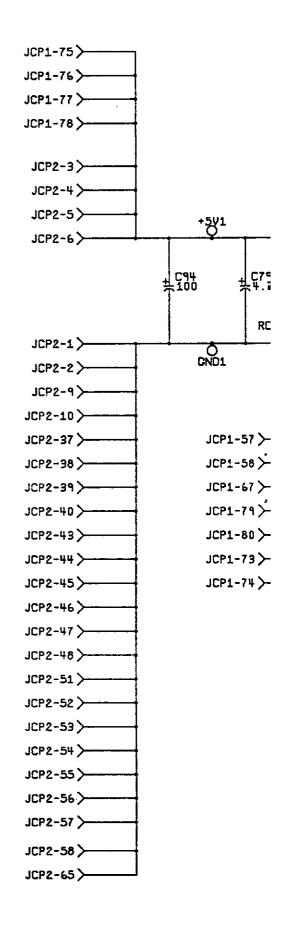
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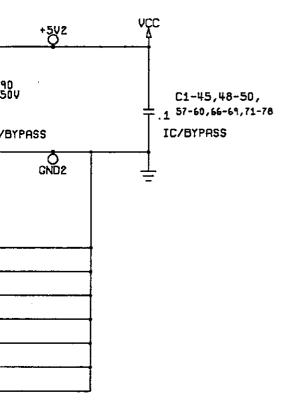


Road Blasters [™]/System I LSI Main PCB Schematic Diagram

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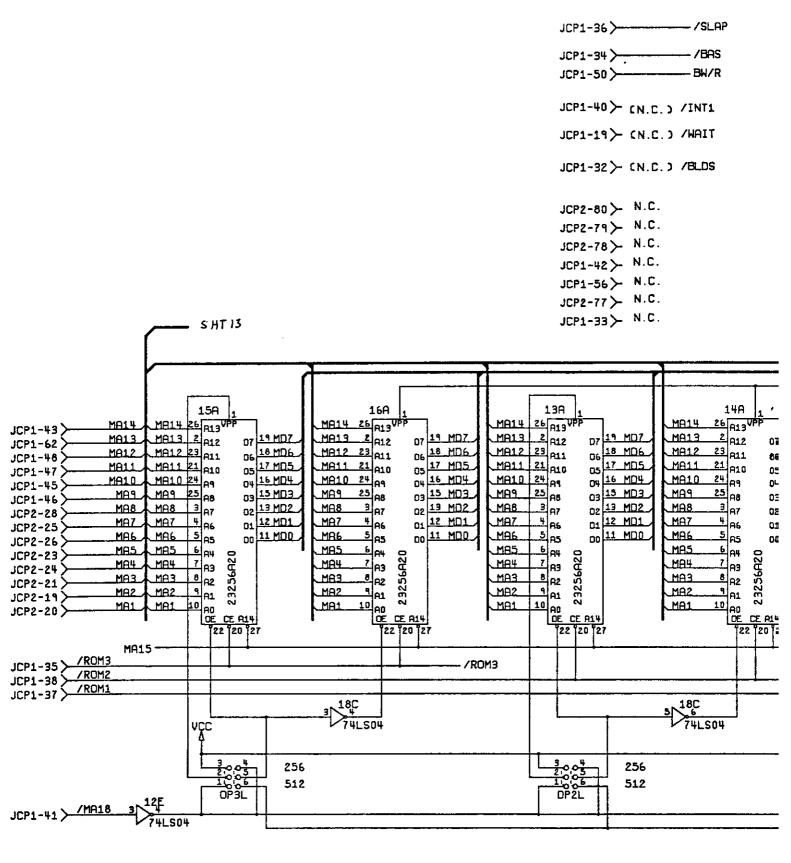


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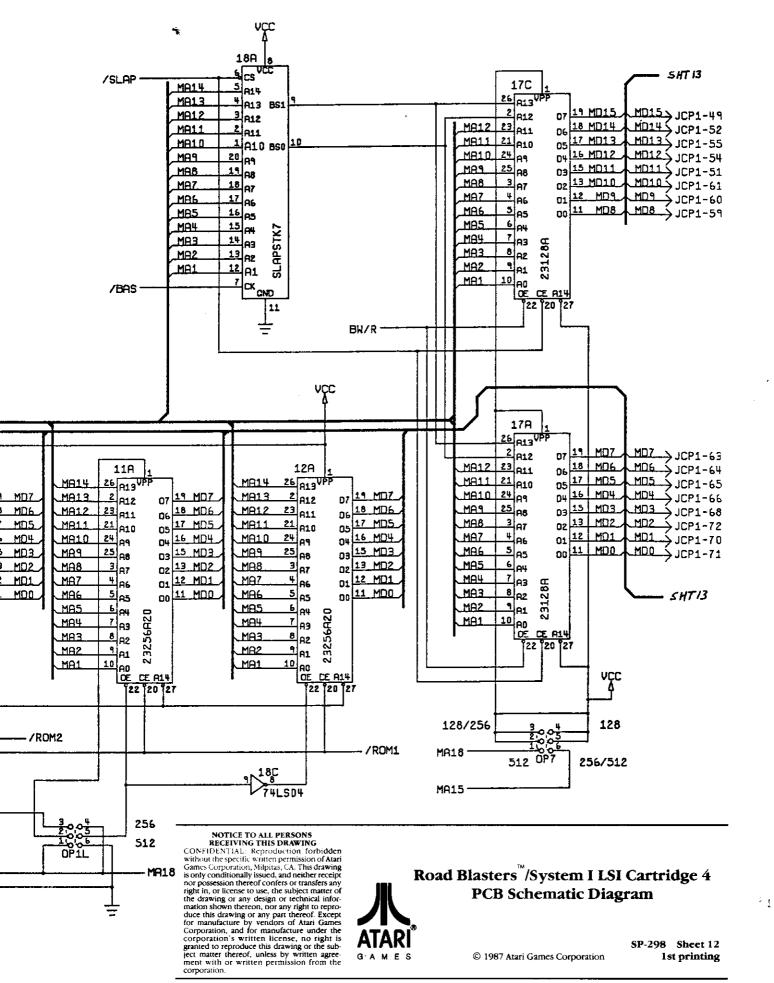
Road Blasters [™]/System I LSI Cartridge 4 **PCB Schematic Diagram**

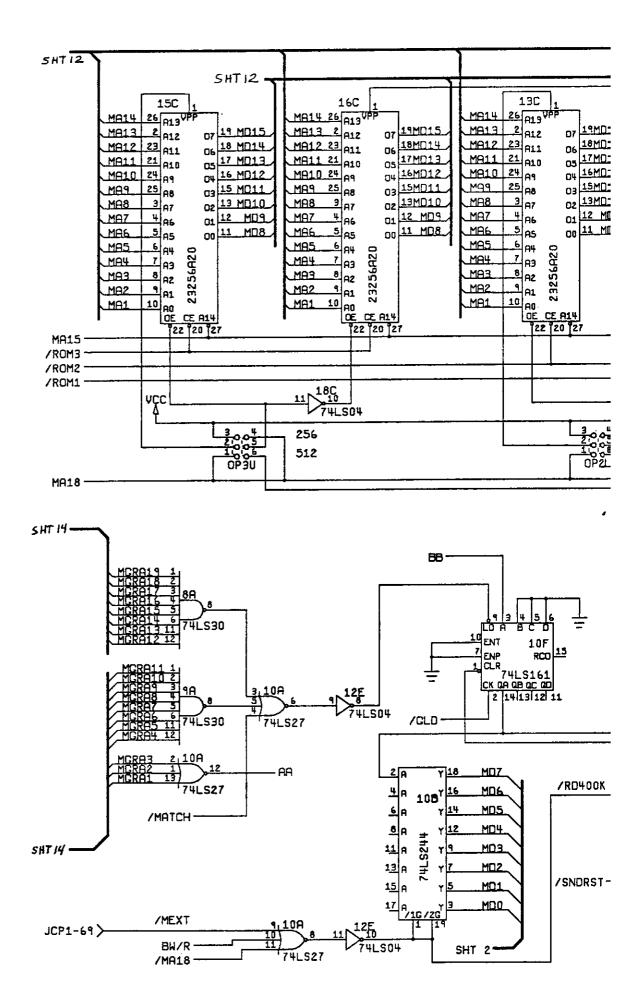
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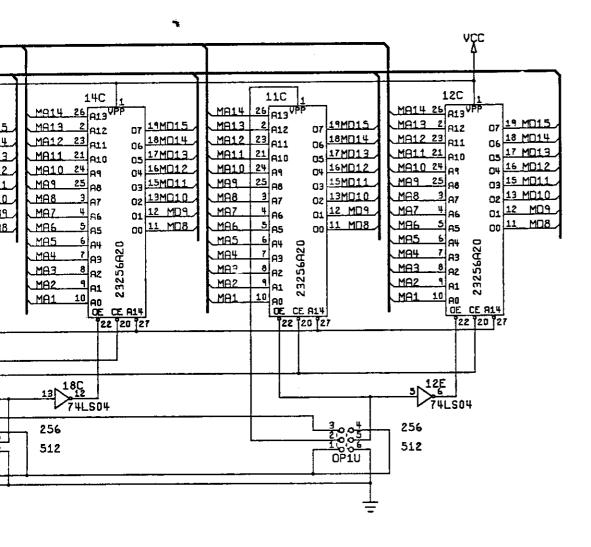
SP-298 Sheet 11 1st printing

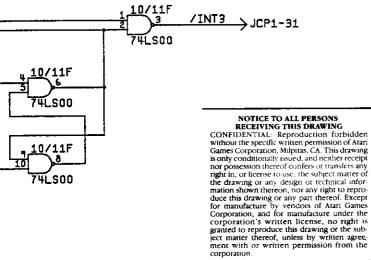


JCP1-44 > MA15 MA15







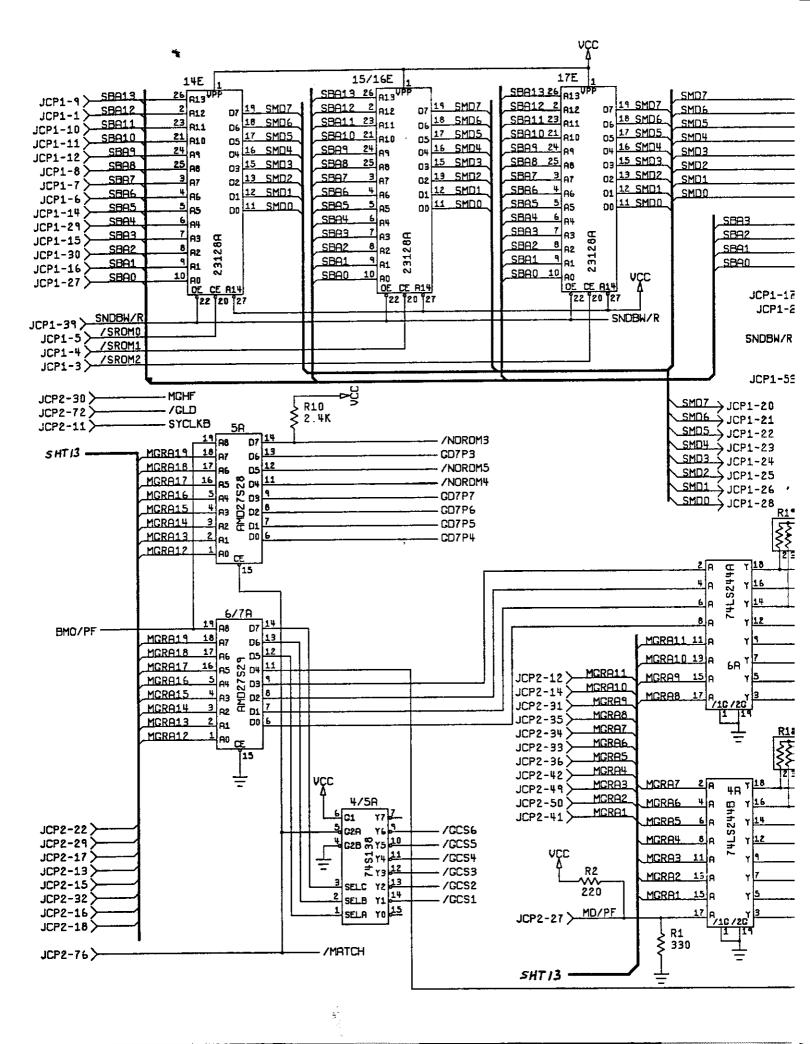


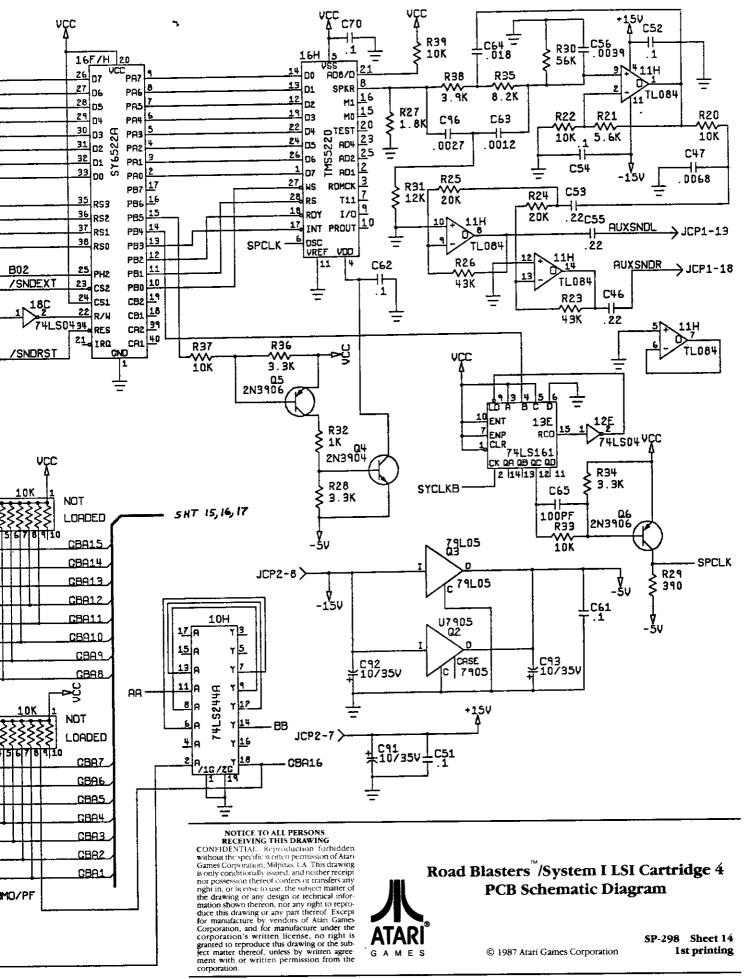
ATARI[®]

Road Blasters [™]/System I LSI Cartridge 4 PCB Schematic Diagram

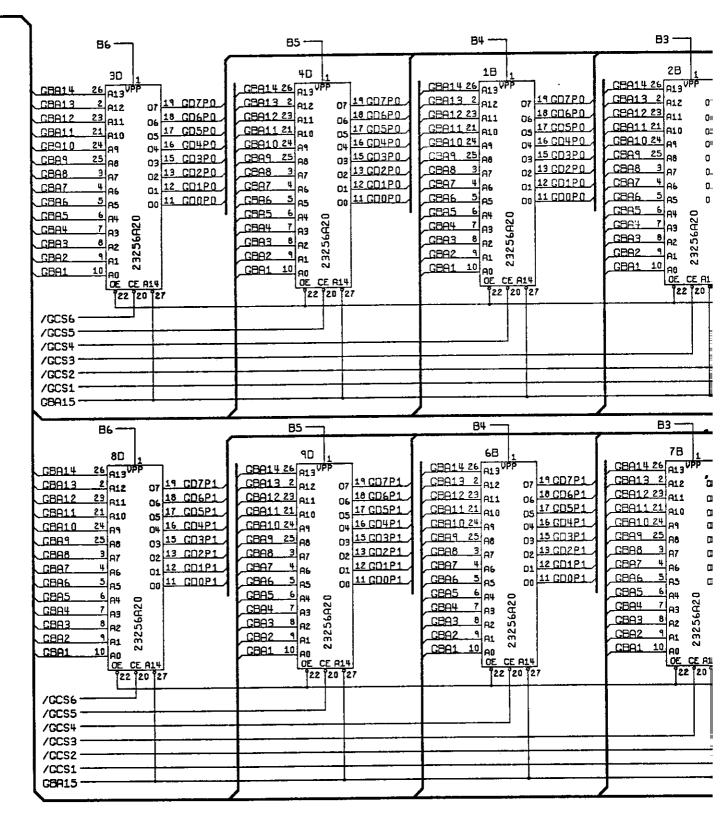
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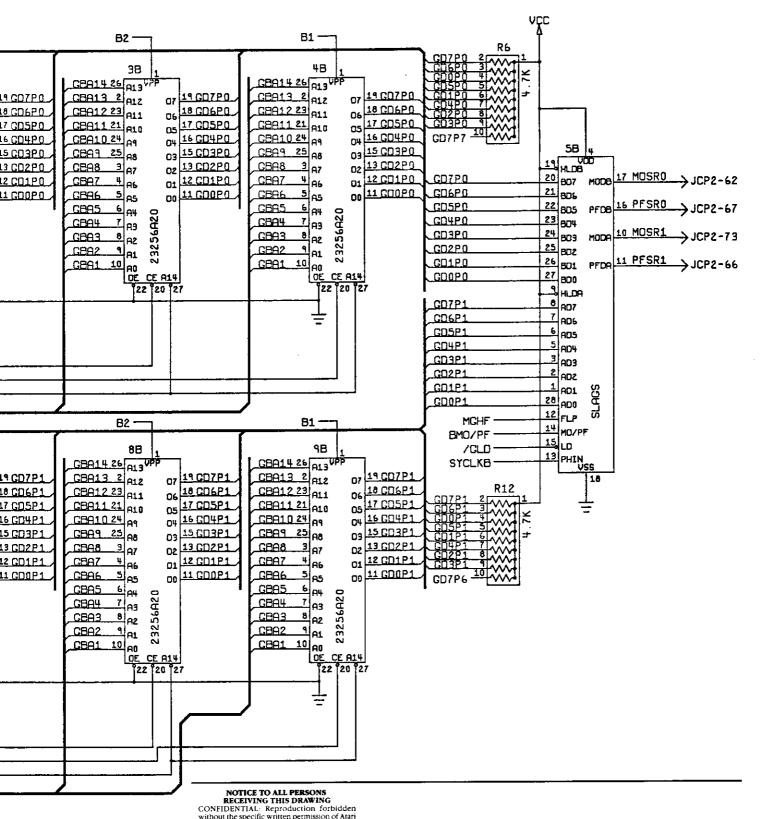
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Road Blasters [™]/System I LSI Cartridge 4 **PCB Schematic Diagram**

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J3

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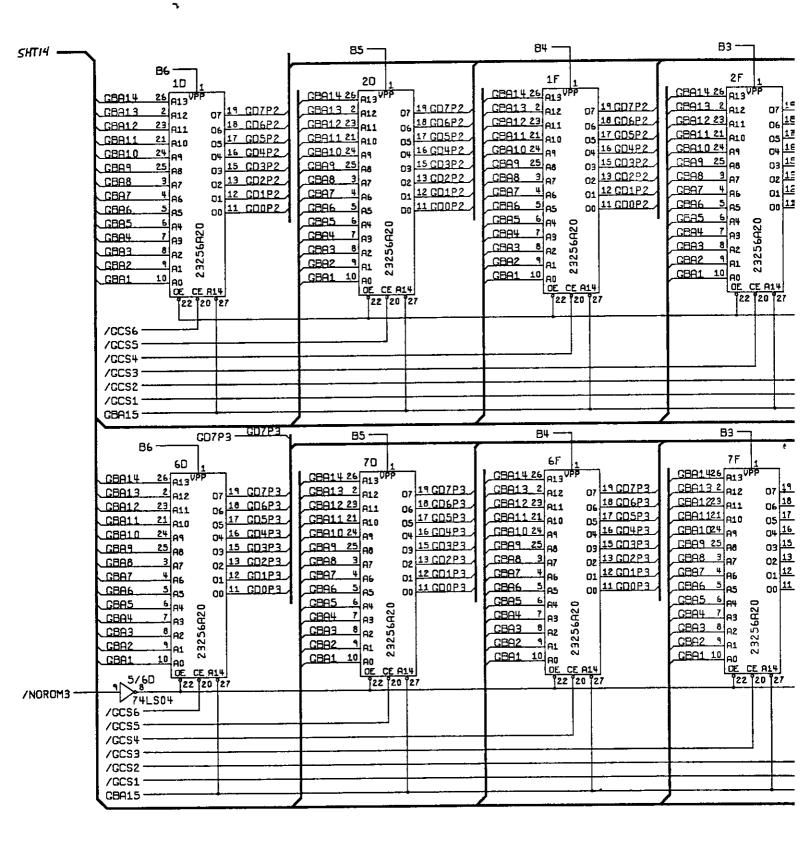
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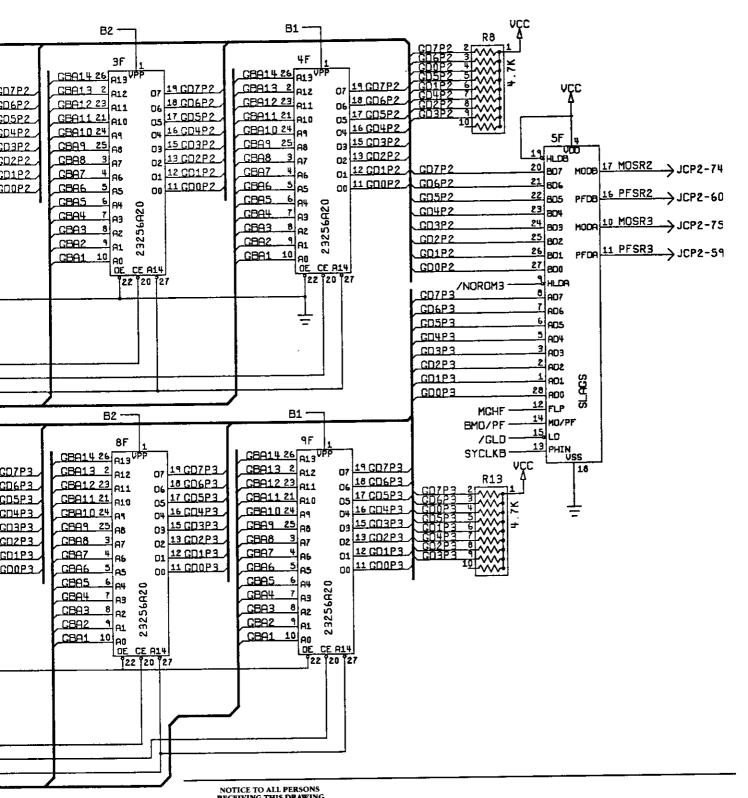
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5/60 5/41 S04 N.C



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Road Blasters [™]/System I LSI Cartridge 4 **PCB Schematic Diagram**

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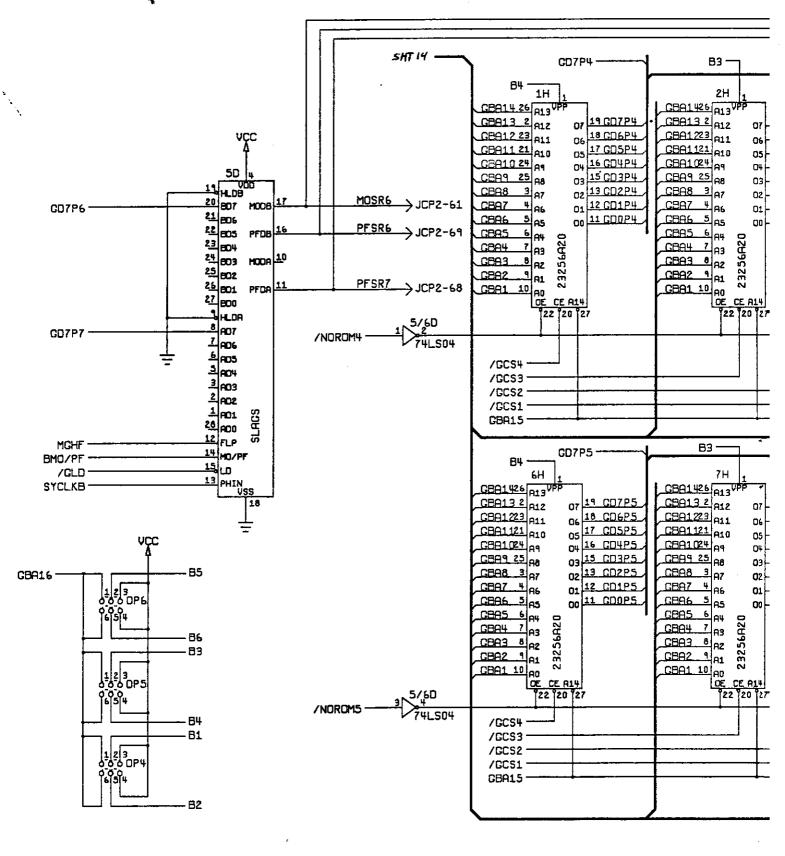
SP-298 Sheet 16 1st printing 18

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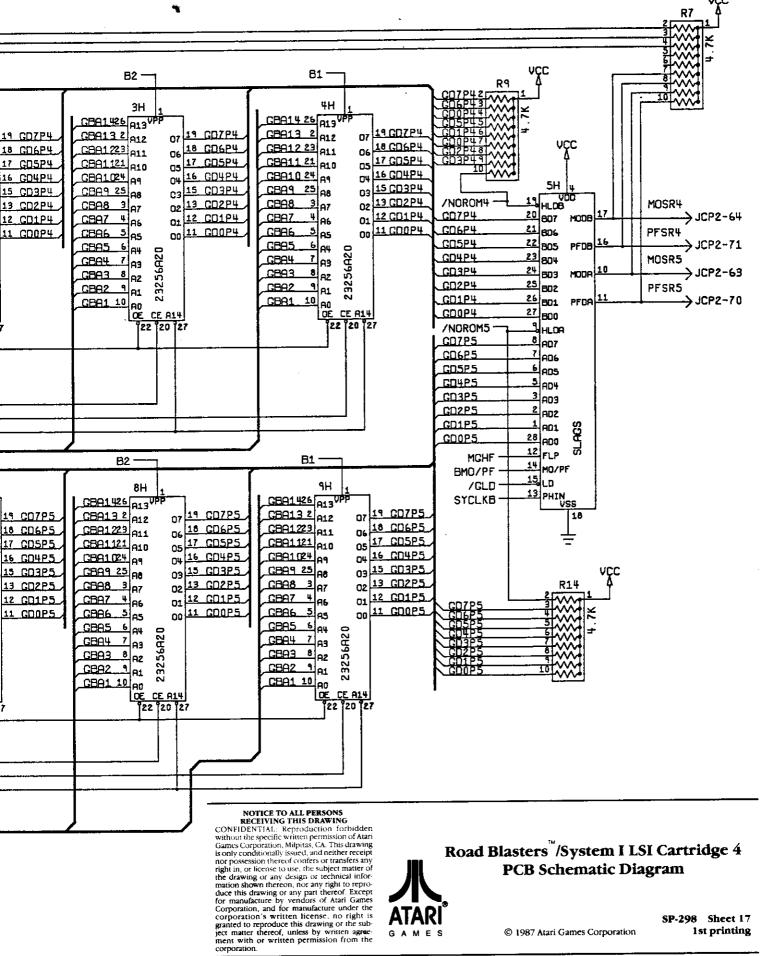
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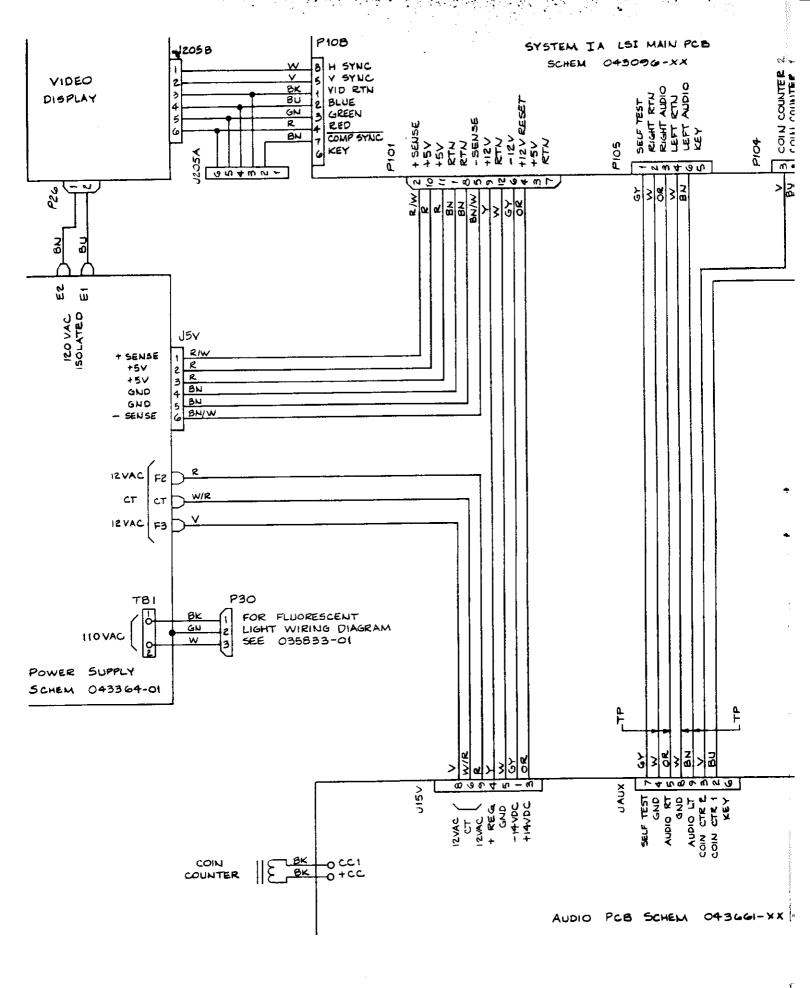


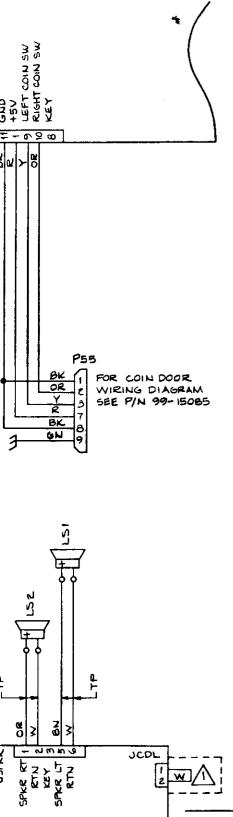
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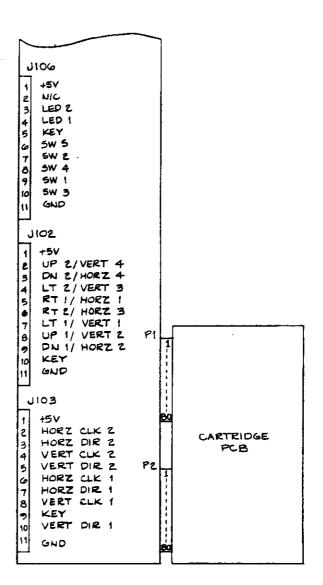
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043354-XX



NOTE

USED WITH AUDIO PCB A043661-XX ONLY.

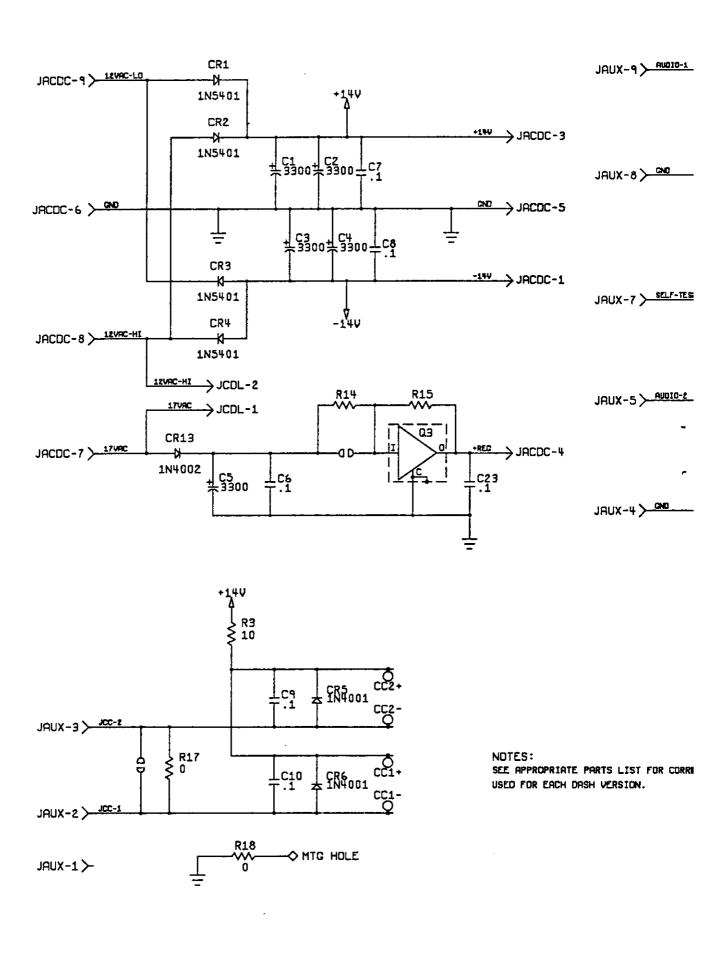
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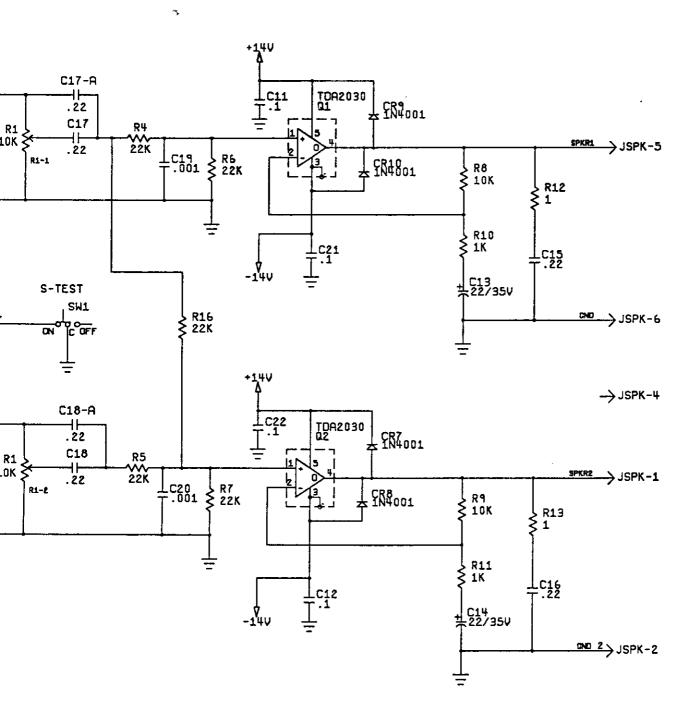


Road Blasters [™]/System I **Main Wiring Diagram**

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SP-298 Sheet 18 1st printing PU 1 SIN COUNTER





CT COMPONENTS

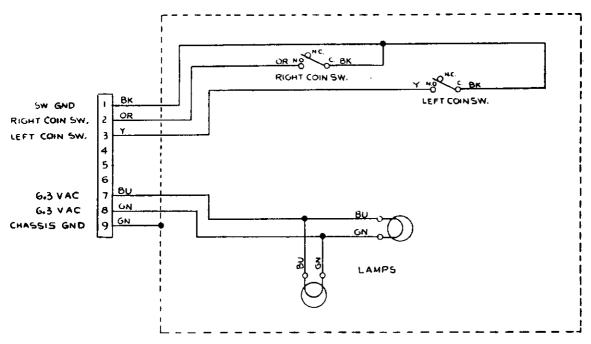
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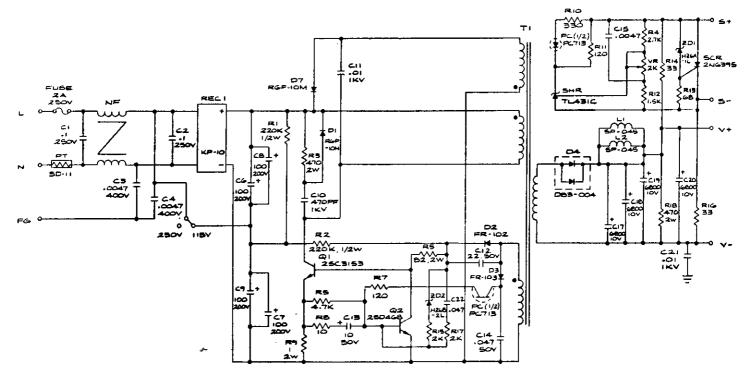
Road Blasters[™] **Audio II PCB Schematic Diagram**

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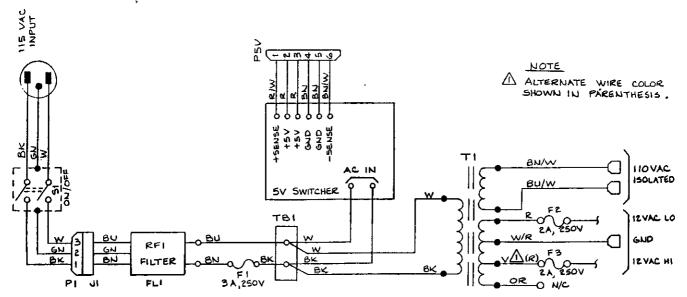
SP-298 Sheet 19 1st printing ΤE



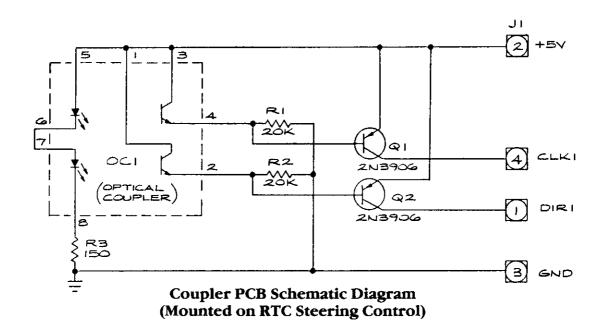
Coin Door Wiring Diagram



Phihong 5V, 10A Switching Power Supply Wiring Diagram



Switching/Linear (SL) Power Supply Wiring Diagram

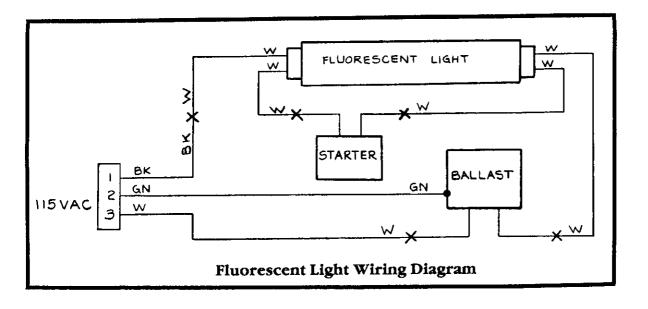


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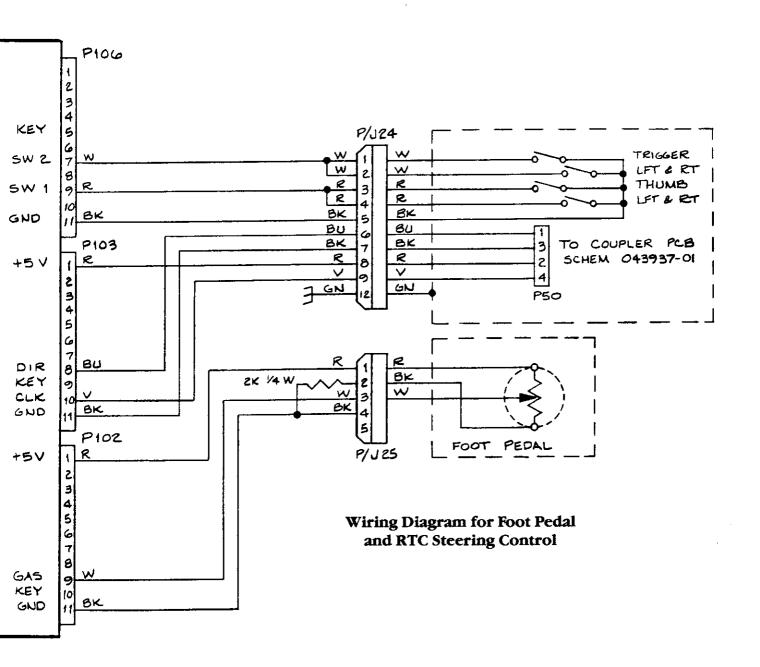
Wiring Diagrams for SL Power Supply, Coin Door, Phihong 5V 10A Power Supply, and Coupler PCB

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(TRIGGER) (THUMB) SYSTEM IA LSI MAIN PCB SCHEM 043096-XX SYSTEM I TTL MAIN PCB SCHEM O42B54-XX



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Wiring Diagrams for Foot Pedal, **RTC Steering Control** and Fluorescent Light

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3)

FUNCTION	HEXA- DECIMAL ADDRESS	A23	A22	A21	A20	A19	A18	A17	A16							LINI A9
Program ROM	000000-087FFF	0	0	0	0	A	A	A	A	A	A	A	A	A	A	A
Program RAM	400000-401FFF	0	1	0	0	0	0	0	0	0	0	0	A	A	A	A
Playfield Horizontal Scroll	800000	1	0	0	0	0	0	0	0	0	0	0	0	o	0	0
Playfield Vertical Scroll	820000	i	0	0	0	0	0	1	0	0	0	0	0	0	0	0
Playfield Special Priority Color	840000	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0
Sound Processor Reset	860000	ı	0	0	0	0	l	1	0	0	0	0	0	0	0	0
Trak-Ball Test		1	0	0	0	0	1	1	0	0	0	0	0	0	0	0
Motion Object Parameter Buffer Select		1	0	0	0	0	1	1	0	0	0	0	0	0	0	0
Playfield ROM Bank Select		1	0	0	0	0	1	1	0	0	0	0	0	0	0	0
Trak-Ball Resolution and Test LED		1	0	0	0	0	1	1	0	0	0	0	0	0	0	0
Alphanumerics ROM Bank Select	860000	1	0	0	0	0	1	1	0	0	0	0	0	0	0	0
Watchdog	880000	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0
Vertical Blank IRQ Acknowledge	8A0000	1	0	0	0	1	0	1	0	0	0	0	0	0	0	0
Unlock	8C0000	1	0	0	0	1	1	0	0	0	0	0	0	0	0	0
Cartridge External	9000 00-9FFFF F	1	0	0	1	A	A	A	A	A	A	A	A	A	A	A
Playfield RAM	A00000-A01FFF	1	0	1	0	0	0	0	0	0	0	0	A	A	A	A
Motion Object Vertical Position	A02000-A0207F	1	0	1	0	0	0	0	0	0	0	1	0	0	0	0
Motion Object Picture,	A02080-A020FF	1	0	1	0	0	0	0	0	0	0	1	0	0	0	0
Motion Object Horizontal Position	A02100-A0217F	1	0	1	0	0	0	0	0	0	0	1	0	0	0	0
Motion Object Link	A02180-A021FF	1	0	1	0	0	0	0	0	0	0	1	0	0	0	0
Motion Object Vertical Position	A02200-A0227F	1	0	1	0	0	0	0	0	0	0	1	0	0	0	1
Motion Object Picture	A02280-A022FF	1	0	1	0	0	0	0	0	0	0	1	0	0	0	1
Motion Object Horizontal Position	A02300-A0237F	1	0	1	0	0	0	0	0	0	0	1	0	0	0	1
Motion Object Link	A02380-A023FF	1	0	1	0	0	0	0	0	0	0	1	0	0	0	14
Motion Object Vertical Position	A02E00-A02E7F	1	0	1	0	0	0	0	0	0	0	1	0	1	1	1
Motion Object Picture	A02E80-A02EFF	I	0	1	0	0	0	0	0	0	0	1	0	1	1	4
Motion Object Horizontal Position	A02F00-A02F7F	1	0	1	0	0	0	0	0	0	0	1	0	1	1	1
Motion Object Link	A02F80-A02FFF	1	0	1	0	0	0	0	0	0	0	1	0	1	1	1
Alphanumerics RAM	A03000-A03FFF	I	0	1	0	0	0	0	0	0	0	1	1	A	A	A
Alphanumerics Color RAM	B00000-B001FF	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0
Motion Object Color RAM	B00200-B003FF		0	1	1	0	0	0	0	0	0	0	0	0	0	1
Playfield Color RAM	B00400-B005FF		0	1	1	0	0	0	0	0	0	0	0	0	1	0
Translucent Color RAM	B00600-B0061F	1	0	1	1	0	0	0	0	0	0	0	0	0	1	1
EEPROM	F00000-F00FFF		1	1	1	0	0	0	0	0	0	0	0	A	A	A
Trak-Ball	F20000-F20006	_	1	1	1	0	0	1	0	0	0	0	0	0	0	0
Analog Joystick	F40000-F4000E	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0
Analog Joystick IRQ Disable	F40010	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0
Output Buffer Full (@ FE0000)	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0	0	0
Self-Test	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0	0	0
Switch Input	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0	0	0
Vertical Blank	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0 :	0	0
Switch Input	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0	0	0
Switch Input	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0	0	0
Switch Input	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0	0	0
Switch Input	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0	0	0
Read Sound Processor (6502)	FC0000	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
Write Sound Processor (6502)	FE0000	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0

S									READ/						DAT	A BU	IS SI	GNA	L LI	INES	;				
A8	A7	A6	A5	A4	A 3	A2	AI	A0	WRITE	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	0	W								D	D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	0	W								D	D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	0	R									D	D	D	D	D	D	Đ	D
0	0	0	0	0	0	0	0	0	W									D	_						
0	0	0	0	0	0	0	0	0	W										D	_		_			
0	0	0	0	0	0	0	0	0	W											D		D	D		
0	0	0	0	0	0	0	0	0	W W														D	D	
0	0	0	0	0	0	0	Ö	0	W																D
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0	0	0	0	0	0	0	0	0	W																
A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D D
0	1	A	A	A	A	A	A	A	R/W	D	D	D D	D	D	D D	D									
1 1	0 1	A A	A A	A	A	A	A A	A A	R/W R/W	D	D D	D	D D	D	D	D	D	D	D	D	D	D	D	D	D
Ô	ò	Ā	A	A	A	A	A	A	R/W	D	D	D	D	D	Ď	Ď	D	D	D	D	D	Ď	D	D	D
0	1	A	A	A	A	A	A	A	R/W	D	D	Ď	D	Ď	Ď	Ď	D	D	D	D	D	D	D	Ď	D
1	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
1	1	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Đ	D
0	l	A	A	A	Ā	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D D	D	D	D
1 1	0 1	A A	A	A A	A A	A	A	A A	R/W R/W	D	D	D	D D	D D	D D	D D	D	D D	D	D	D D	D	D D	D	D D
A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Ď	Ď
A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Ā	A	A	Ā	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A.	A	R/W R/W	D D	D	D D	D	D D											
O A	0 A	O A	O A	A A	A A	A A	A A	A A	R/W R	D	D	D	D	D	IJ	ע	U	D	D	D	D	D	D	D	D
0	Ô	Ô	Ô	0	0	Ä	A	A	R									D	D	D	D	D	D	D	D
Ö	ŏ	Ö	ŏ	ŏ	Ă	A	A	A	R									D	Ď	D	D	D	Ď	Ď	Ď
0	ō	ō	Ö	1	0	0	0	0	R																
0	0	0	0	0	0	0	0	0	R									D							
0	0	0	0	0	0	0	0	0	R										D						
0	0	0	0	0	0	0	0	0	R											D	_				
0	0	0	0	0	0	0	0	0	R												D	_			
0	0	0	0	0	0	0	0	0	R													D			
0	0	0	0	0	0	0	0	0	R														D	D	
0	0	0	0	0	0	0	0	0	R R															ט	D
0	Ö	0	0	ŏ	0	o	0	0	R									D	D	D	D	D	D	D	D
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$\textbf{Road Blasters}^{^{\text{\tiny{TM}}}}$ **Video Microprocessor Memory Map**

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I/O and Sound Micropre

	HEXA-		•			A T	DR	ECC.	DIIC	
FUNCTION	DECIMAL ADDRESS	A15	A14	A13	A12		A10			
Program RAM	0000-0FFF	0	0	0	0	Α	A	A	A	
Cartridge External	1000-1FFF	0	0	0	1	Α	Α	Α	Α	
Music	1800-1801	0	0	0	1	1	0	0	0	
Read 68000 Port	1810	0	0	0	1	1	0	0	0	
Write 68000 Port	1810	0	0	0	1	1	0	0	0	
Self-Test	1820	0	0	0	1	1	0	0	0	
Buffer Output Full (@ 1810)		0	0	0	1	1	0	0	0	
Data Available (@ 1810)		0	0	0	1	1	0	0	0	
Auxiliary Coin Switch		0	. 0	0	1	1	0	0	0	
Left Coin Switch		0	0	0	1	1	0	0	0	
Right Coin Switch		0	0	0	1	1	0	0	0	
Music Reset	1820	0	0	0	1	1	0	0	0	
Light-Emitting Diode	1824	0	0	0	1	1	0	0	0	
Light-Emitting Diode	1825	0	0	0	1	1	0	0	0	
Right Coin Counter	1826	0	0	0	1	1	0	0	0	
Left Coin Counter	1827	0	0	0	1	1	0	0	0	
Sound Effects	1870-187F	0	0	0	1	1	0	0	0	
Program ROM	4000-FFFF	A	Α	A	Α	A	Α	A	A	



ocessor Memory Map

SIG	NAI.	LIN	ES					READ/	DATA BUS SIGNAL LINES									
			A4	A3	A2	A1	A0	WRITE	D7	D6	D5	D4	D3	D2	D1	DO		
A	Æ	Α	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D		
A	Α	Α	Α	Α	Α	Α	Α	R/W	D	D	D	D	D	D	D	D		
0	0	0	0	0	0	0	Α	R/W	D	D	D	D	D	D	D	D		
0	0	0	1	0	0	0	0	R	D	D	D	D	D	D	D	D		
0	0	0	1	0	0	0	0	W	D	D	D	D	D	D	D	D		
0	0	1	0	0	0	0	0	R	D									
0	0	0	1	0	0	0	0	R				D						
0	0	0	1	0	0	0	0	R					D					
0	0	0	1	0	0	0	0	R .						D				
0	0	0	1	0	0	0	0	R							D			
0	0	0	1	0	0	0	0	R								D		
0	0	1	0	0	0	0	0	W								D		
0	0	1	0	0	1	0	0	W								D		
0	0	1	0	0	1	0	1	W								D		
0	0	1	0	0	1	1	0	W								D		
0	0	1	0	0	1	1	1	W								D		
0	1	1	1	Α	Α	Α	A	R/W	D	D	D	D	D	Đ	D	D		
A	Α	Α	A	Α	Α	Α	Α	R	D	D	D	D	D	D	D	D		

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Road Blasters $^{\mathsf{IM}}$ I/O and Sound **Microprocessor Memory Map**

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If your game or kit has a *Cartridge 3* PCB Assembly, you can get a free copy of the schematic diagrams for that board from Atari Games Customer Service. Contact:

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