# **Table of Contents**

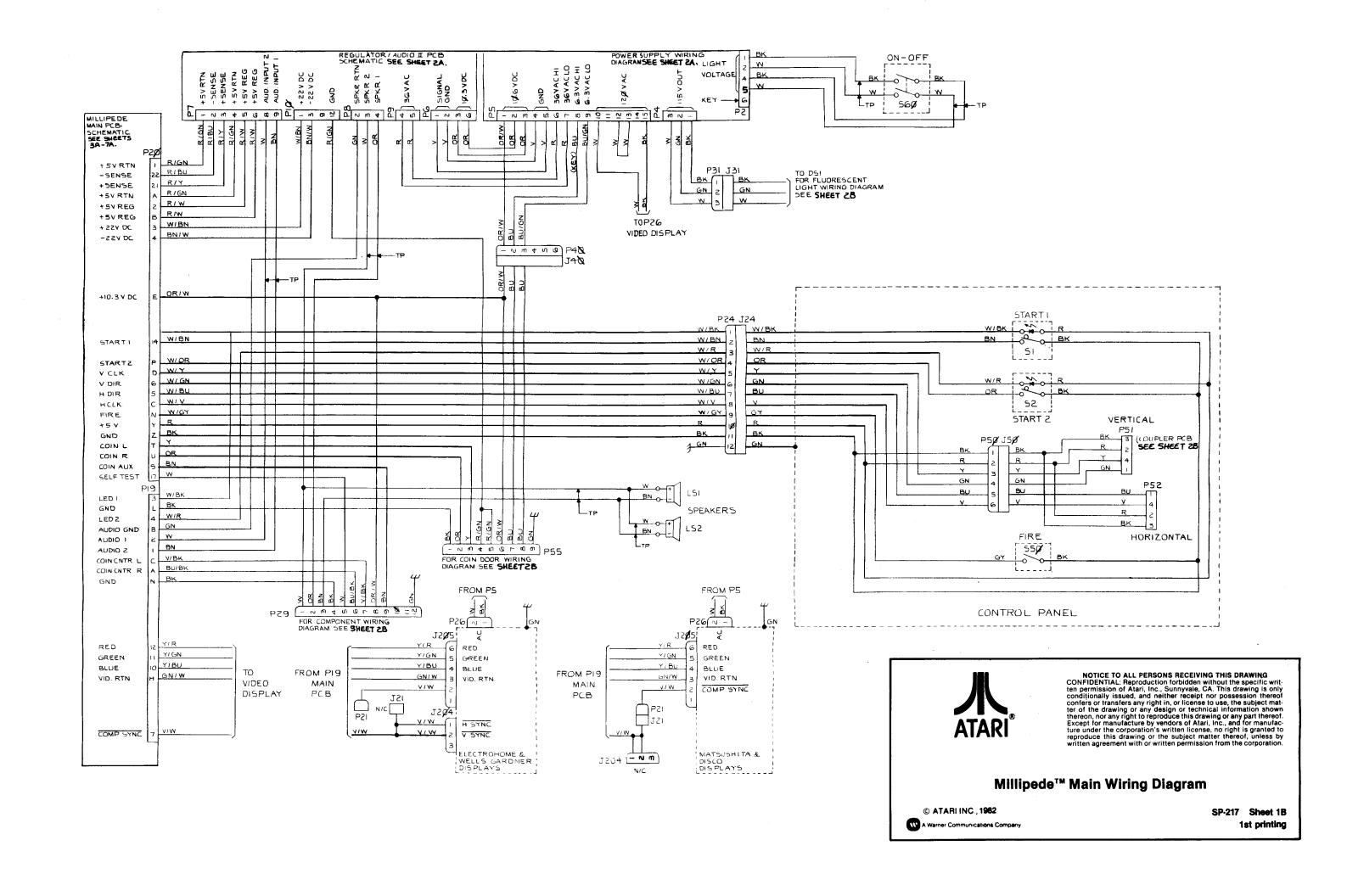
Sheet 1A	Table of Contents									
Sheet 1B	Millipede Main Wiring Diagram (039258-01 A)									
Sheet 2A	Regulator/Audio II PCB Schematic Diagram (035435-02 F), Color Raster Power Supply Wiring Diagram (037669-01 C)									
Sheet 2B	Coin-Door Wiring Diagram (A037542-01 D), Utility Panel Wiring Diagram (A038004-01 E), Fluorescent Light Wiring Diagram (035833-01 A), Coupler PCB Schematic (A035220-02 C)									

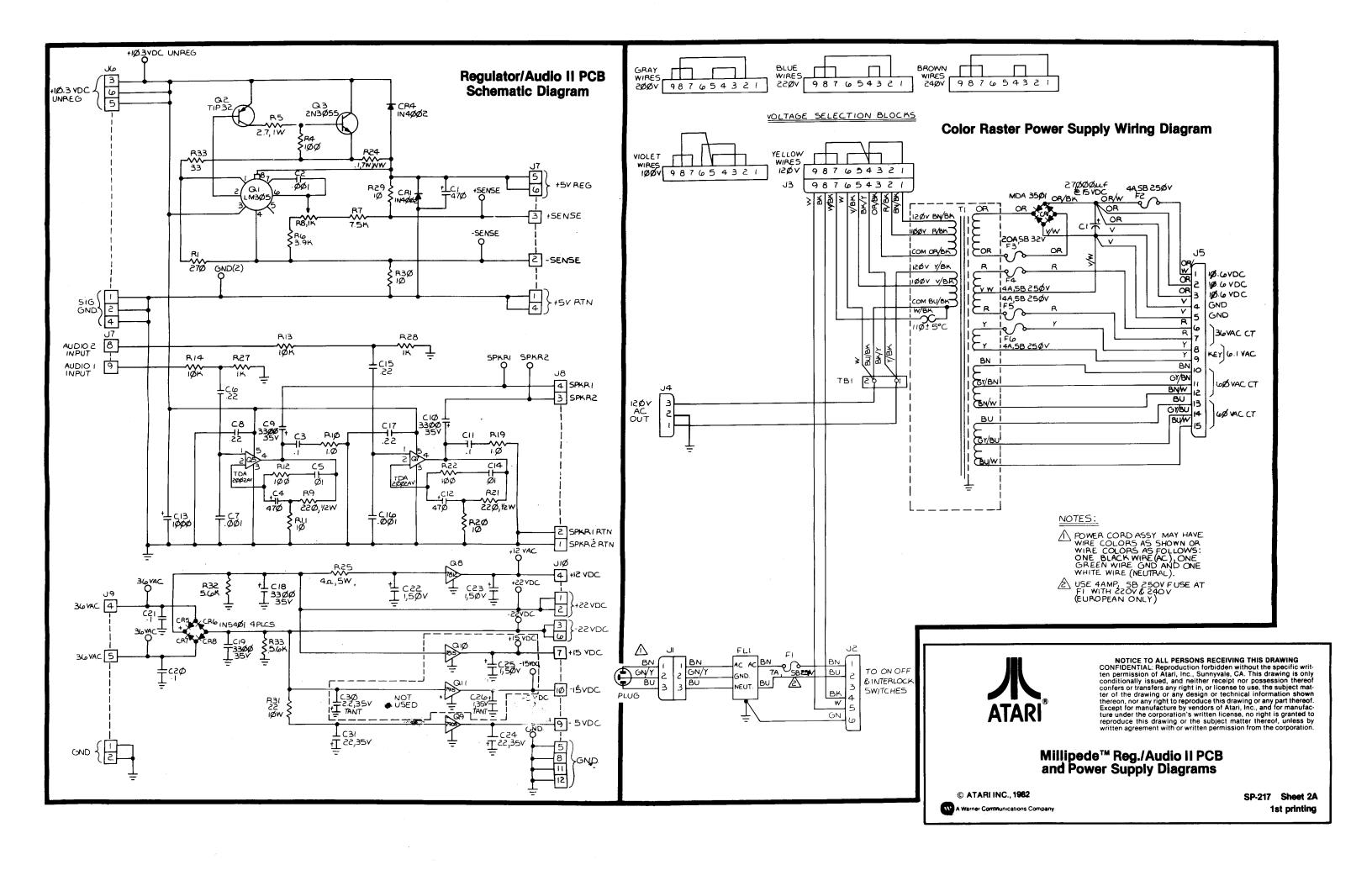
#### Game PCB Schematics (038874-XX B), Sheets 3A-7A

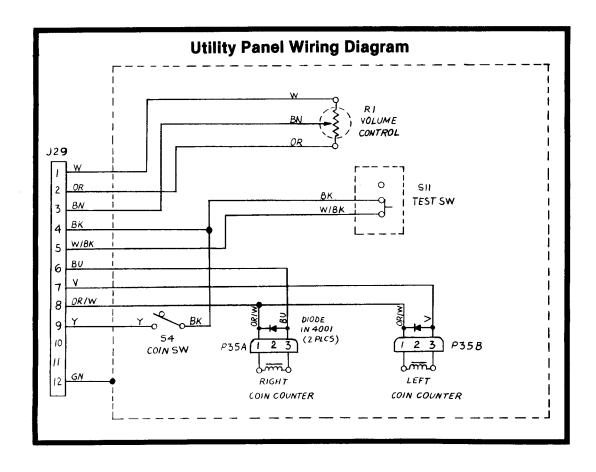
Sheet 3A	Memory Map and Schematic Notes
Sheet 3B	Power Input, Clock, Horizontal and Vertical Sync Chains
Sheet 4A	Power-On Reset, Watchdog, Microprocessor, and Address Decoders
Sheet 4B	Program Memory, -28 Volt Supply, and High-Score Table
Sheet 5A	Playfield Address Selectors, Playfield Memory, and Playfield Data
Sheet 5B	Motion Object Control, Picture Memory, Horizontal Position, and Line Buffer
Sheet 6A	Color Memory Address Selectors, Motion Object Color Selectors, Color Memory, and Color Output
Sheet 6B	Coin Door Input, Trak-Ball™ Input, Option Switch Input, Control Panel Input, and Joystick Input
Sheet 74	Audio Output Coin Counter & LED Output

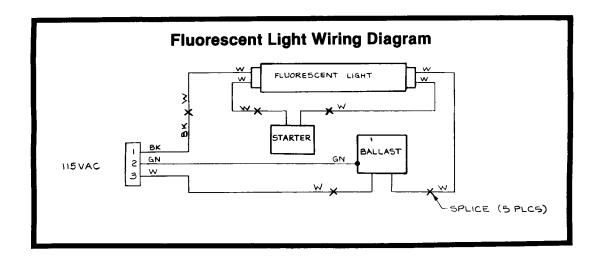
s staple temporarily holds the nematic package together. nove the staple before using se schematics

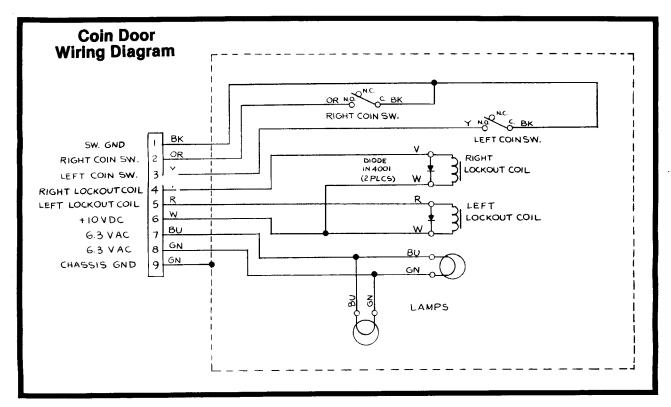


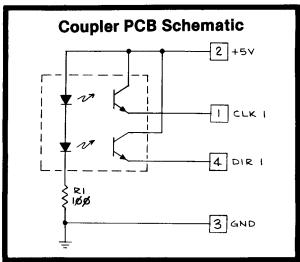














### Millipede™ Game Wiring Interfaces



SP-217 Sheet 2B 1st printing

### **MEMORY MAP**

НЕХА-		ADDRESS BUS SIGNAL LINES RA															R/W	W DATA BUS SIGNAL LINES						. LIN	IES	FUNCTION	
DECIMAL ADDRESS	A14	l A1	3 A	12 /	A11	A10	A9	A8	<b>A7</b>	A6	<b>A</b> 5	<b>A4</b>	A3	A2	A1	A0		<b>D7</b>	D6	D5	D4	DS	D	2 D	1 1	D0	
0000-03FF	٥	0	(	)	0	0	Α	A.	Α	Α	A	Α	Α	Α	Α	Α		D	D	D	D	D	C	) [	)	D	RAM
0400-0410 0408	0	0		5	0	1 1							A 1	A 0	A 0	A 0	R	D D	D D	D D	D D	D D			-	D D	1/050 OPTION SWITCH 0
0800-0810 0808	0 0	0		)	1	0 0							A 1	A 0	A 0	A 0	R	םם	D D	D D	D D	D D			-	D D	I/OS1 OPTION SWITCH 1
1000-13BF 13C0-13CF 13D0-13DF 13E0-13EF 13F0-13FF	0 0 0 0	0 0 0		1			A 1 1 1	A 1 1 1	A 1 1 1	A 1 1 1	A 0 0 1 1	A 0 1 0 1	A A A A	A A A A	A A A A	A A A A		00000	00000	D D D D	D D D D	D D D	0			D - V D - V D D D	PLAYFIELD RAM MOTION OBJECT PICTURE MOTION OBJECT VERTICAL MOTION OBJECT HORIZONTAL MOTION OBJECT COLOR
2000	0	1	(	0	0	0					0	0				0		D	D	D	D	D		_	-	D D	TRACKBALL HORIZ DIR VBLANK START 1 SWITCH FIRE 1 SWITCH TRACKBALL HORIZ COUNT OPTION SWITCH 2
2001	0	1	(	)	0	0					0	0				1		D		D	D	D D				D D	TRACKBALL VERT DIR START 2 SWITCH FIRE 2 SWITCH TRACKBALL VERT COUNT OPTION SWITCH 2
2010	0	1	(	)	0	0					0	1				0		D	D	D	D	D		) [	)	D	COIN SWITCHES SLAM SWITCH JOYSTICK POSITIONS
2011	0	1	(	0	0	0					0	1				1		۵		D							SELF-TEST SWITCH CABINET SELECT
2030	0	1	(	0_	0	0					1	1						۵	D	D	D	D	[	) (	)	D	EAROMRD.
2480-248F 2490-249F	0 0	1		)	0	1	0	0	1			0 1	A A	A A	A A	A	<b>8 8</b>	D D	D D	D D	D D	D D				D D	STAMP COLOR RAM MOTION OBJECT COLOR RAM
2501 2502 2503 2504 2505 2506 2507	000000	1 1 1 1 1 1	(		0 0 0 0 0 0 0	1 1 1 1 1 1	0 0 0 0 0 0	1 1 1 1 1 1	0 0 0 0 0					0 0 0 1 1 1	0 1 1 0 0 1 1	1 0 1 0 1 0	<b>\$\$\$\$\$\$</b> \$	000000									COIN CNTR L COIN CNTR R START LED 1 START LED 2 TRACKBALL ENABLE (TBEN) VIDEO ROTATE (VIDROT) CONTROL SELECT (CNTRLSEL)
2600 2680 2700 2780	0 0 0 0	1 1 1	- (	0	0 0 0 0	1 1 1	1 1 1	0 0 1 1	0 1 0 1								3 3 3 3	D	D	D	D	D	_		-	D D	IRORES WATCHDOG EAROMCON EAROMWR
300-3FFF 400-7FFF	0	1 A		1	A A	A A	A A	A A	A A	A	A A	A	A	A A	A	A	RR	D D	D D	D D	D	D	_		_	D D	ROM (NOT USED) ROM

## **Schematic Reference Designators and Symbols**

Logic symbols depict the logic function performed by that particular device and may differ from the manufacturer's data.

REFERENC	E DESIGNAT		WIRE COLORS:					
C CR F J	Capacitor Diode, sign Fuse Connector		etifier		R GN Y W	Red Green Yellow White		
L LS P Q	Inductor, fi Speaker Connector Transistor or rectifier		ariable n-controlled		BU BN BK OR	Blue Brown Black Orange Violet		
R S T TP	Resistor, fi Switch Transforme Twisted wi	or	ariable		ĞY	Gray		
VR Y	Voltage reg Crystal	julator						
noted:  Capacitors Resistors =	= microfar	ads (μf)	the schematic diagrams	are in the	following ur	nits unless otherwise		
SYMBOLS:		Ţ	Ground		PCB edge c	onnector pad		
		Ŷ	Test Point	0	PCB test co	onnector pad		



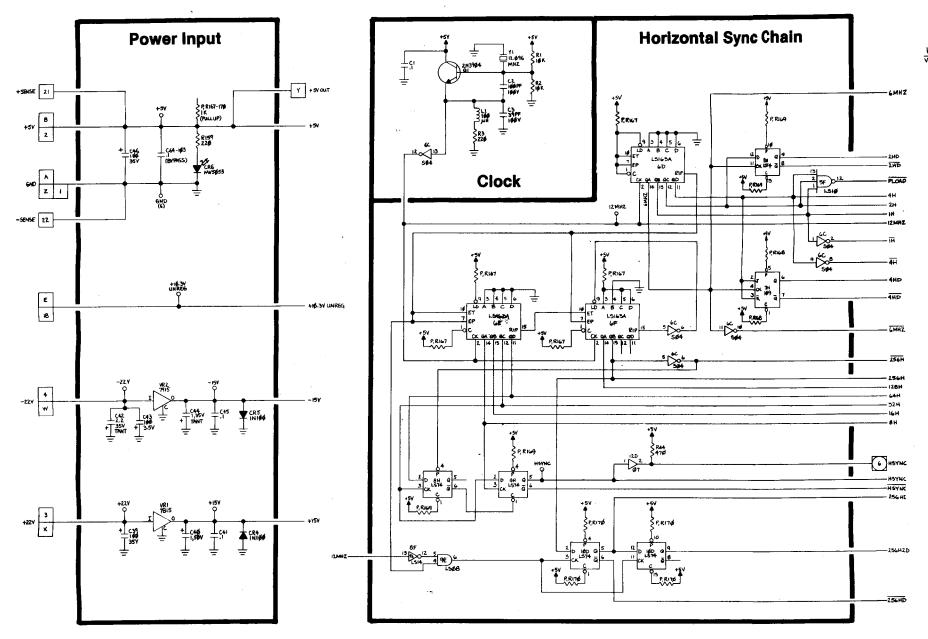
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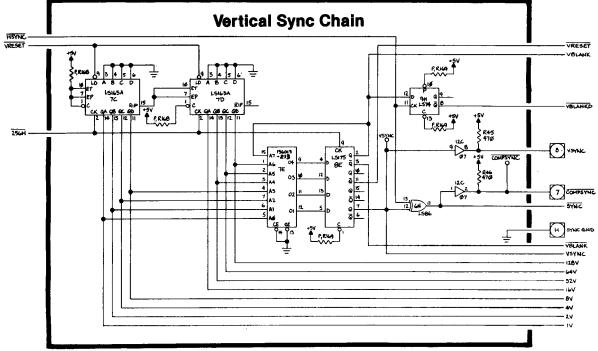
Millipede™ Memory Map and Schematic Notes

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SP-217 Sheet 3A 1st printing





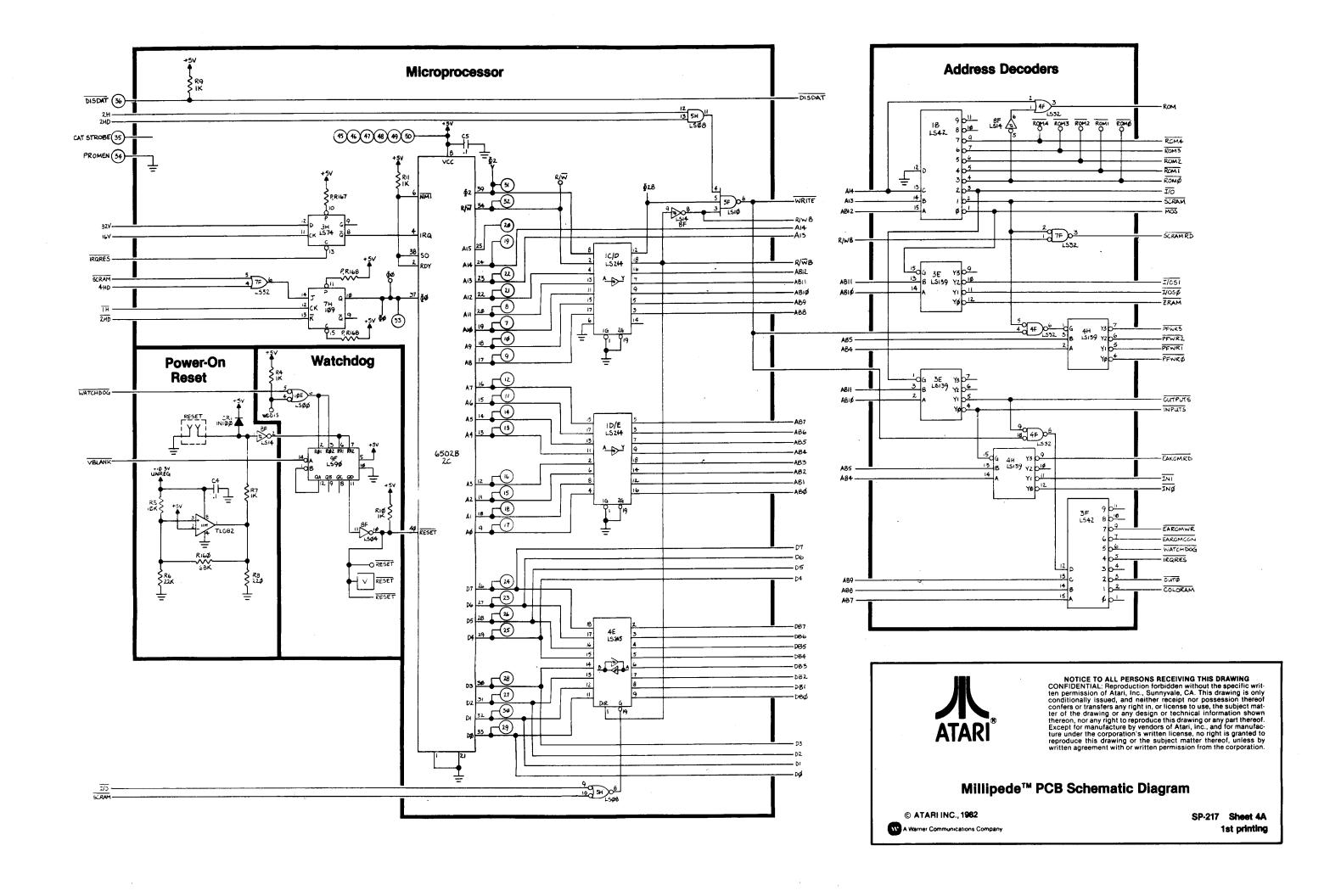


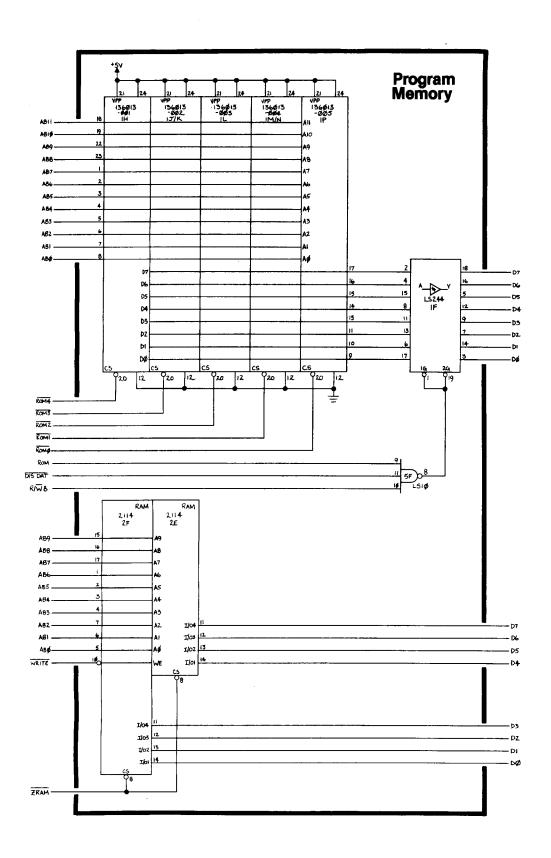
### Millipede™ PCB Schematic Diagram

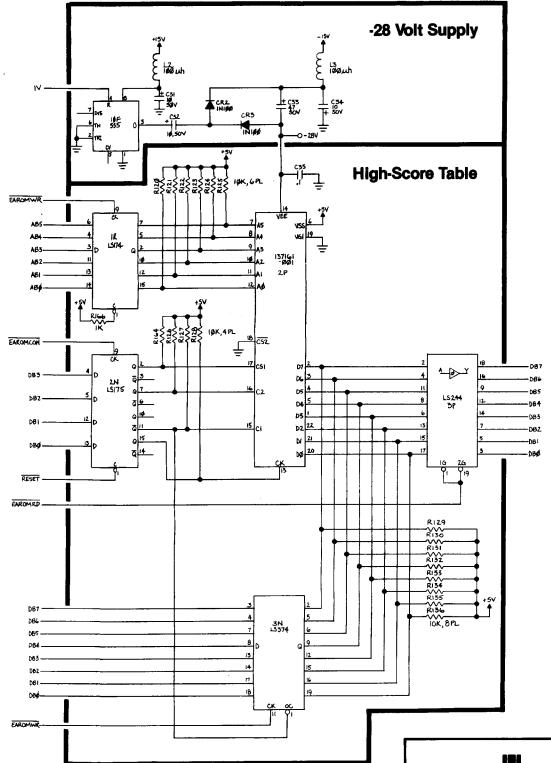
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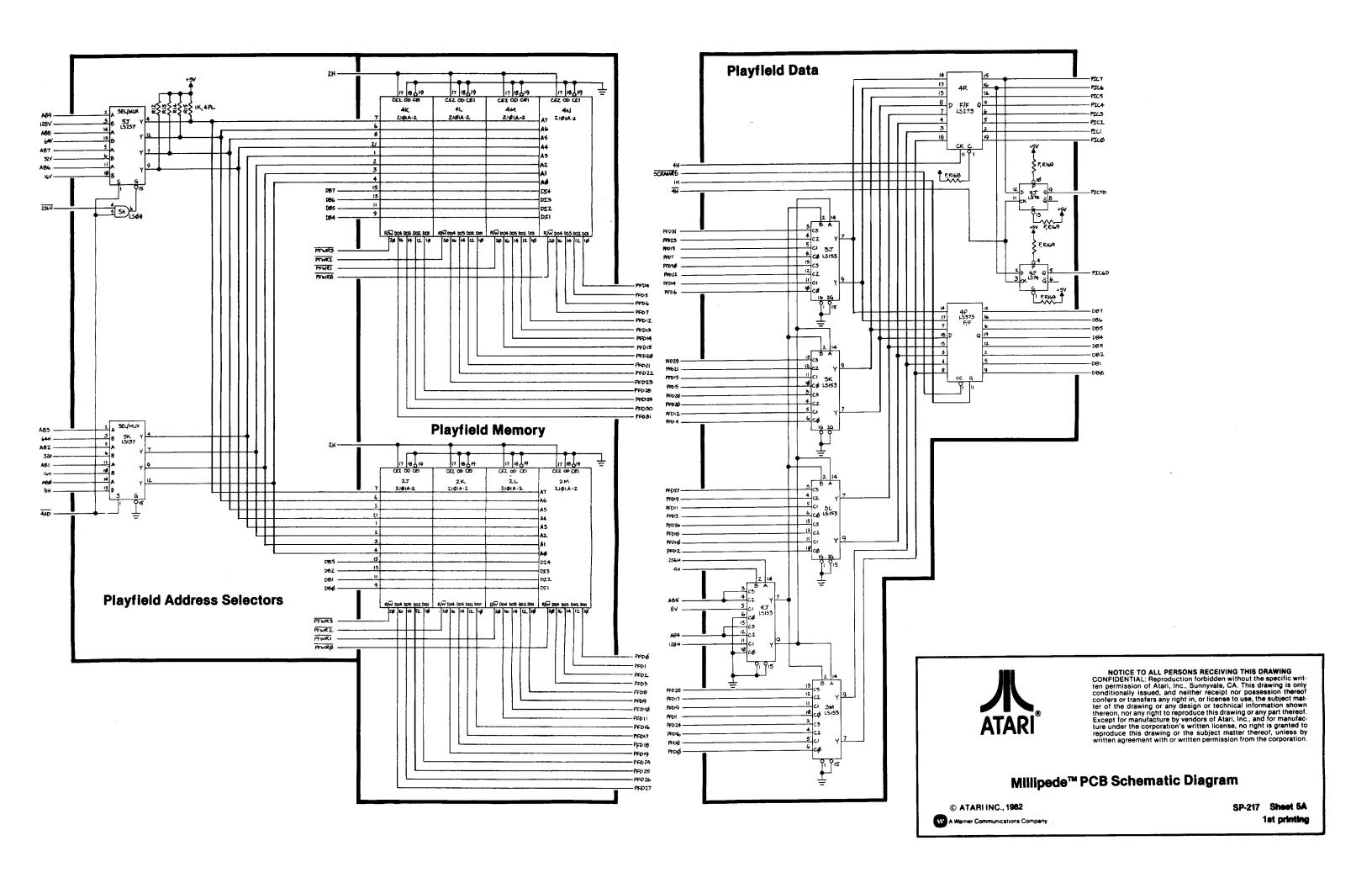


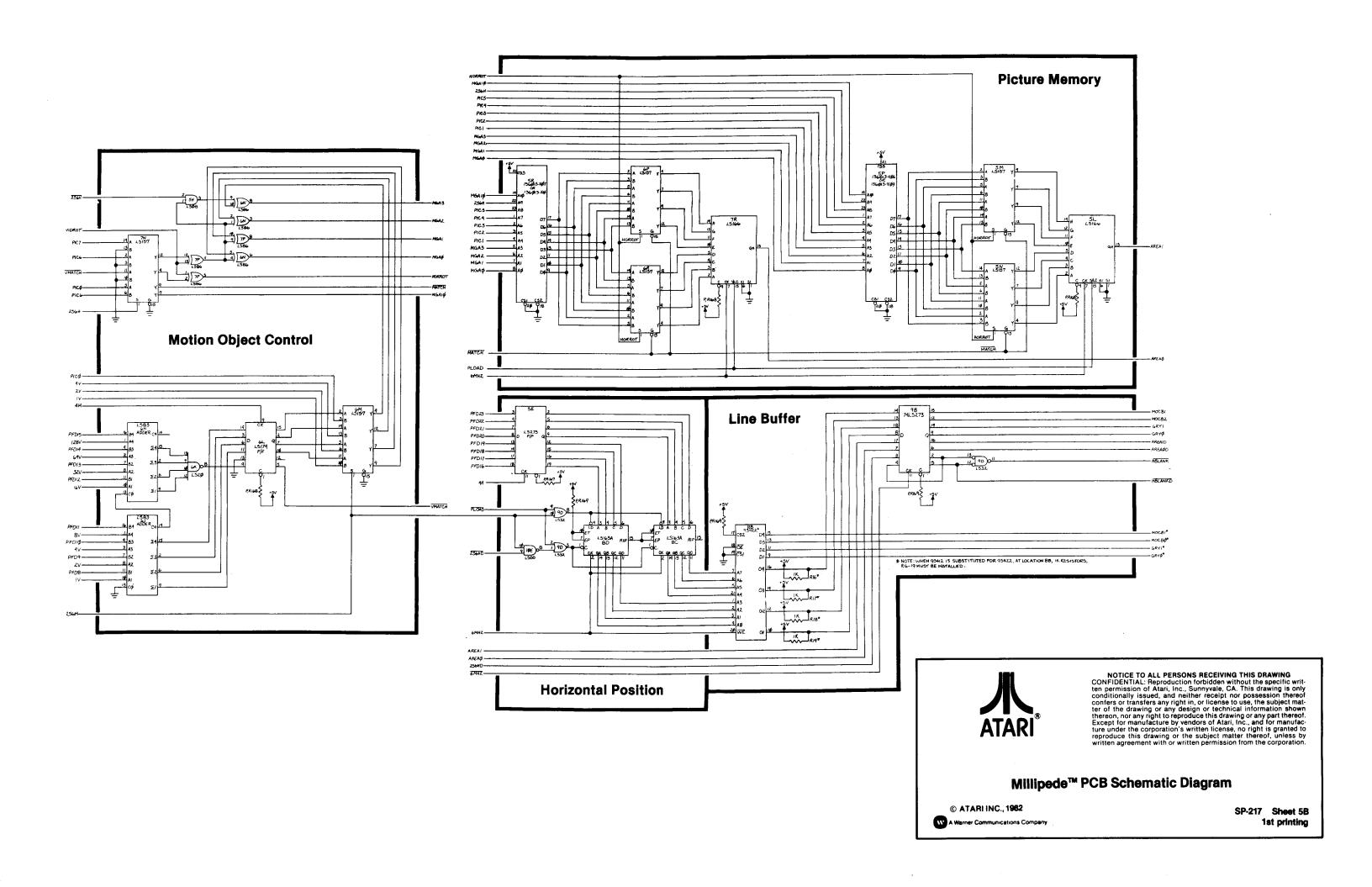
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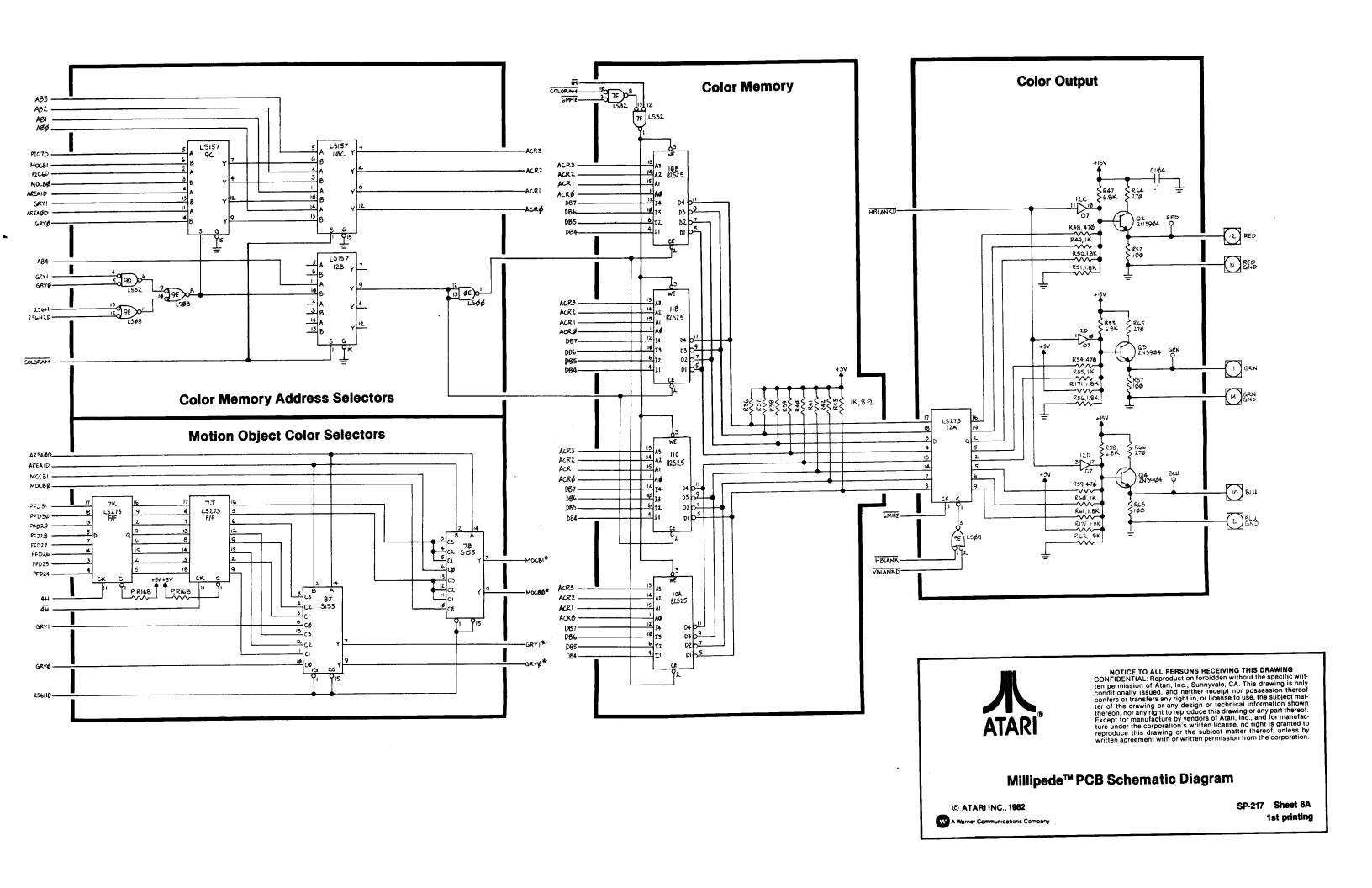
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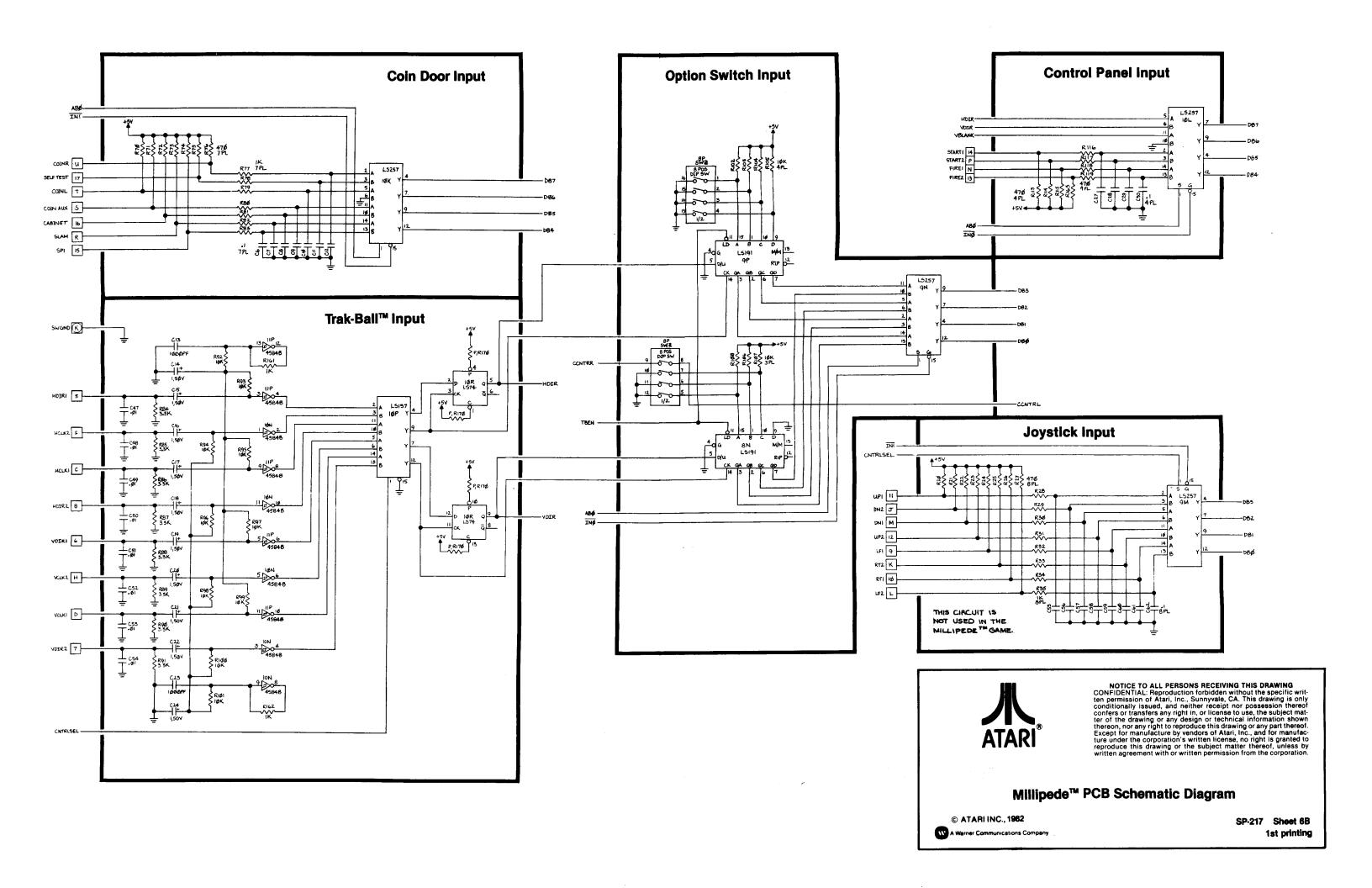
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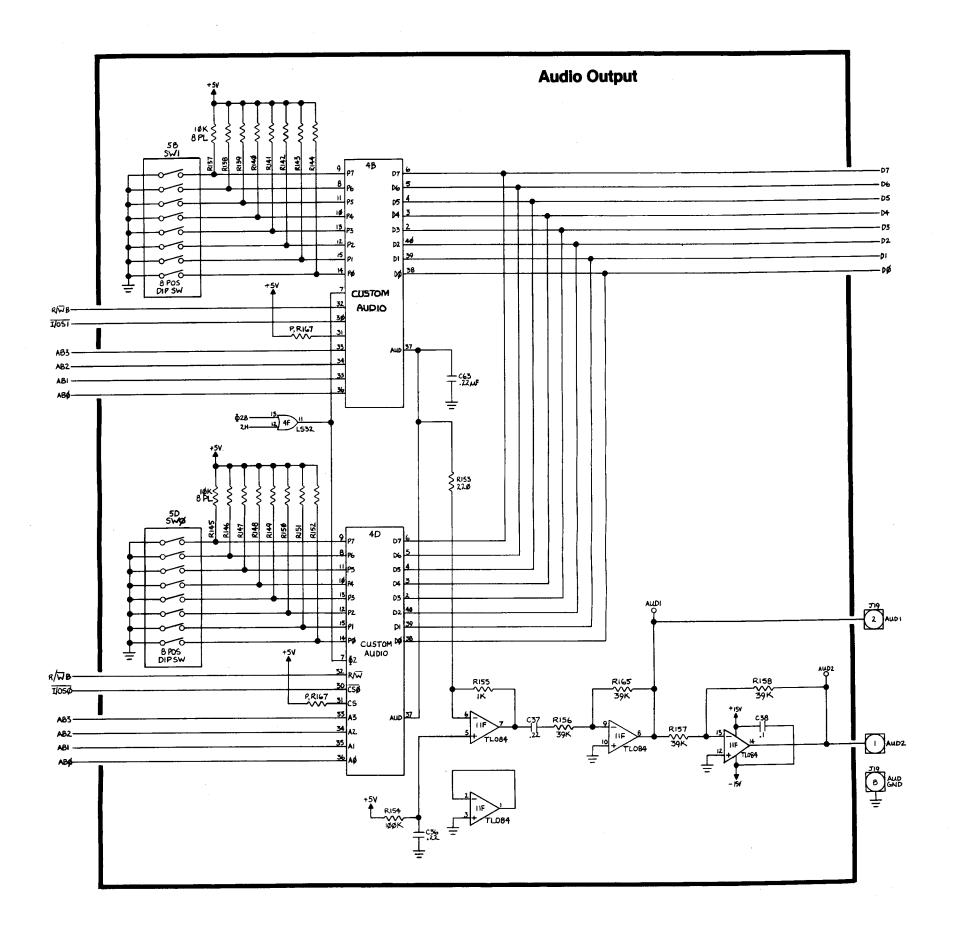
SP-217 Sheet 4B 1st printing

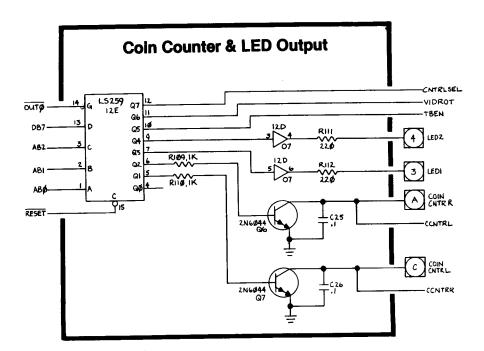














### Millipede™ PCB Schematic Diagram

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