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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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Atari Games Corporation
California Customer Service Office
737 Sycamore Drive
P.O. Box 361110
Milpitas, CA 95035
Fax (408) 434-3945
Telex 5101007850

(Monday–Friday, 7:30–4:00 pm Pacific Time)

**2** 

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### Europe

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062-52155

# Road Blasters<sup>™</sup> Schematic Package

Supplement to the Operators Manual

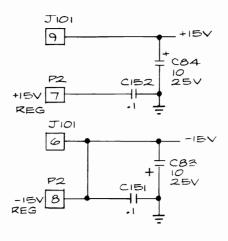
For System I Game

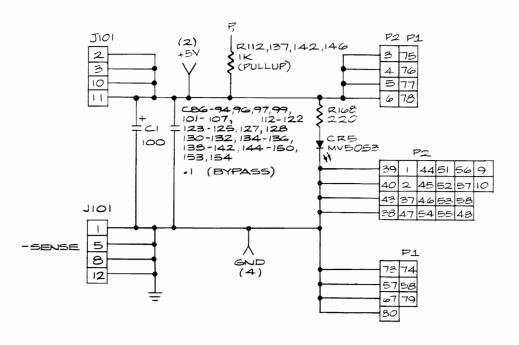


This staple temporarily holds the schematic package together. Remove the staple before using these schematics.



		LC.	C	HA	RT		
Ì	TYPE	YOU	TAC	10.		1111115	CATEG
ı		340	15.V	-5v	103	UNUSED	GATES
ŀ	74L500	7	14				
ŀ	74LS02	7	14	-	-		
ŀ	74504	7	14		-		
ł	7407	7	14				
ŀ	74L508	7	14		_		
ł	74508	7	14				
Ì	74L514	7	14				
ı	74L520	7	14				
ı	74L530	7	14				
I	74L532	7	14				
	74LS74	7	14				
	74.574	7	14				
1	74L=86	7	14				
ı	74LS125	7	14				
ļ	74LS138	8	160		-		
ŀ	7415139	8	16	-			
ŀ	74LS148	8	16	_			<u>-</u>
ŀ	745151	8	10		-		
ł	74LS153	8	16		-	-	
ł	745163	8	16		-		
t	74L5163A	8	16				
t	746174	8	16				
ı	745174	8	16	-			
ı	745175	8	16				
I	745189	8	16				
	74L5191	8	10				
ļ	74-5194	8	16				
١	74 L5197	7	14				<u> </u>
Į	745240	10	20				
1	74L5244	10	20				<u> </u>
ŀ	74L5245	10	20		$\vdash$	<u>.</u>	
ł	7415259	8	16	-	$\vdash$		•
ł	745260	7	14		$\vdash$		
1	74LS 273	10	20			:	
t	745273	10	20				
ı	74L5283	8	16				
ı	74L5367A		16		-	-	
1	74L5368A		16		1		
	74L5373	10	20				
I	74L5374	0	20			-	
	745374	10	20				
	74LS378	8	16			-	
I	LM324	11	6	4-		-	
ŀ	2149-3	9	18		_		
ŀ	2149-2	9	18		_		
ł	YM3012 825129	8	16		1		
ŀ	825153	0	٩		-	<del> </del>	<del></del>
ł	IM51420	10	20		-		
ł	9502A	1	21				
ł	48010				-		
t	2764						
t	6116	12	24				
Ì	23128						
İ	LETA					-	
	ADC0809						
	2804						
	QUAD BKEY						
	Y2151						





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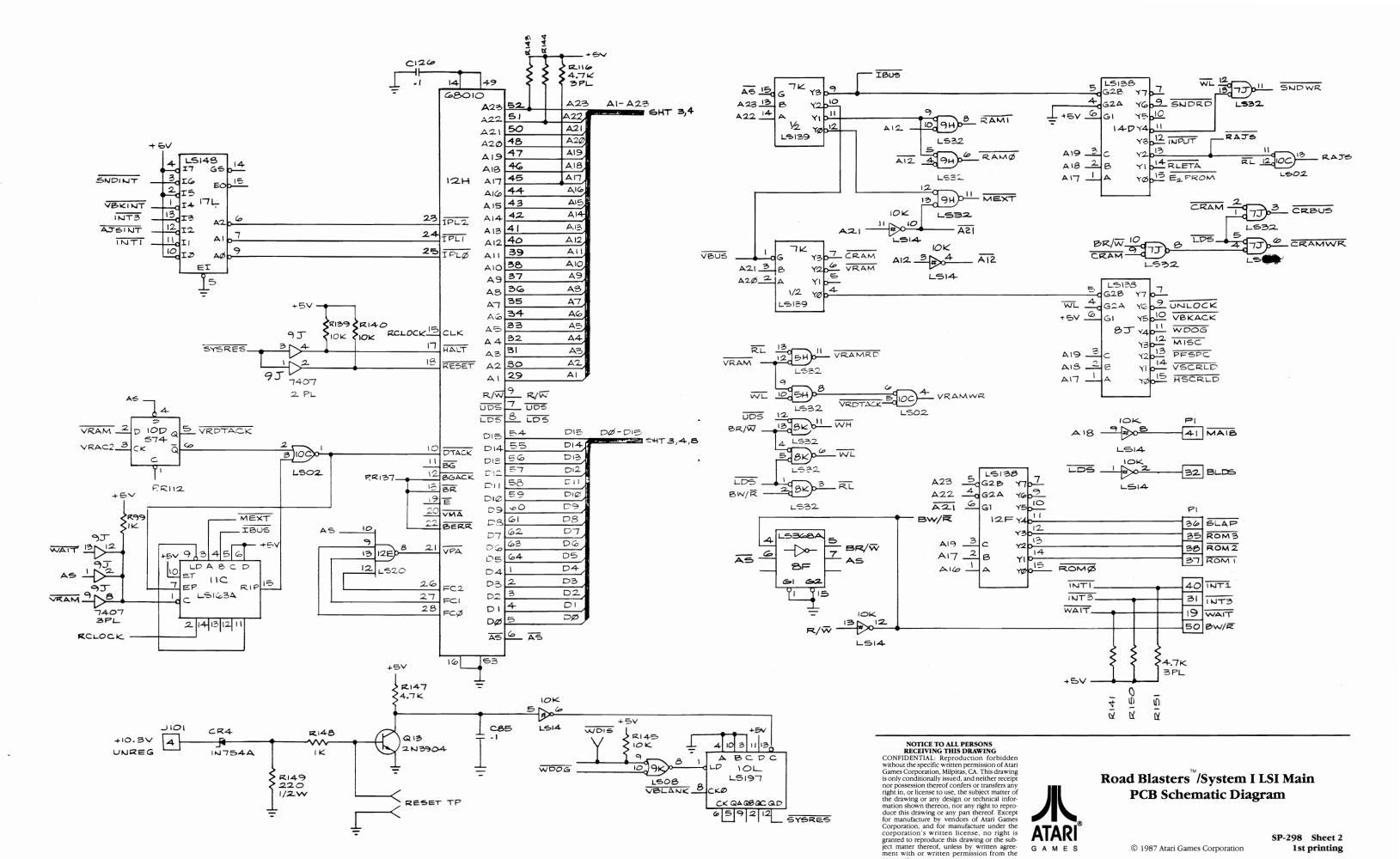


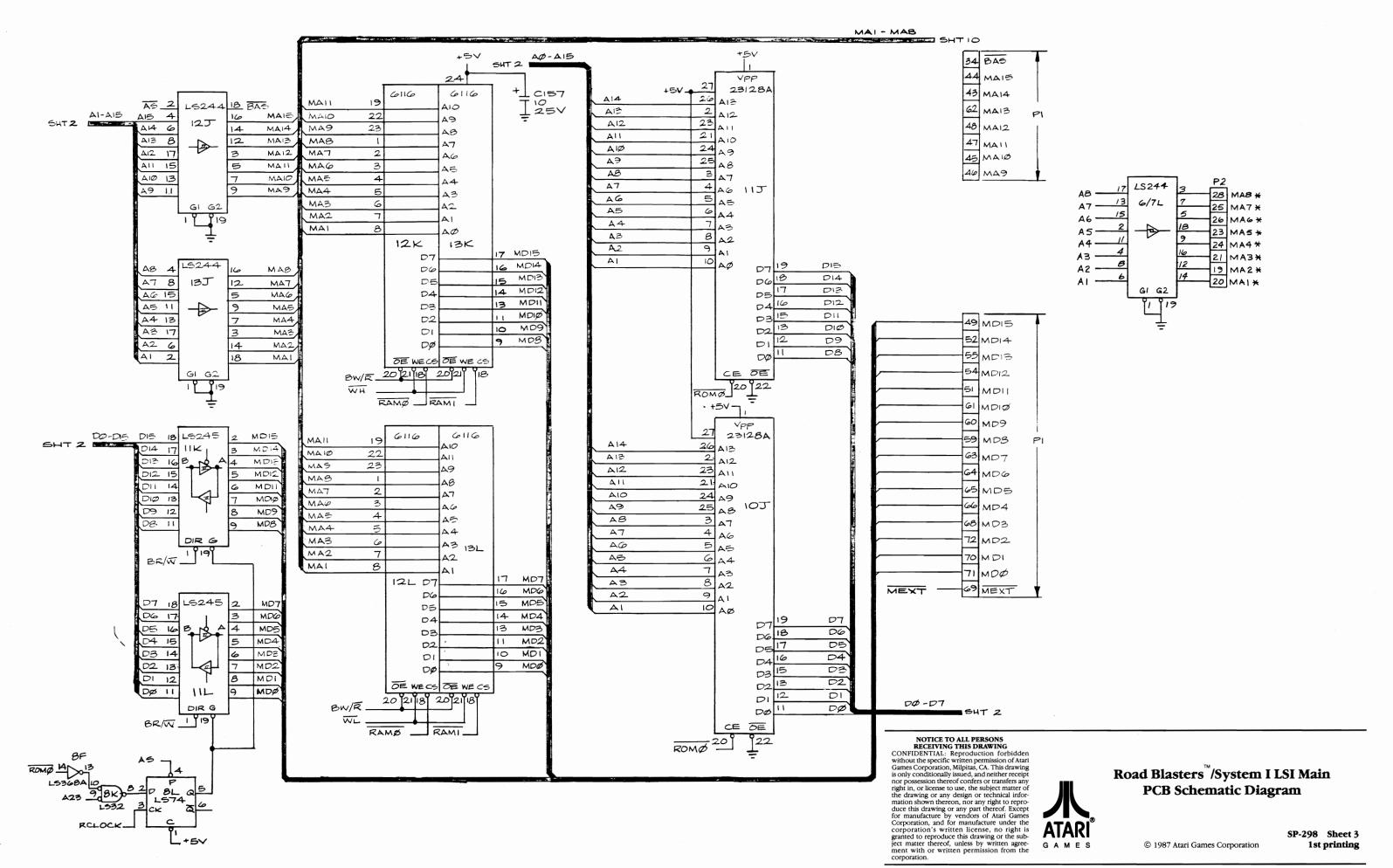
# Road Blasters<sup>™</sup>/System I LSI Main **PCB Schematic Diagram**

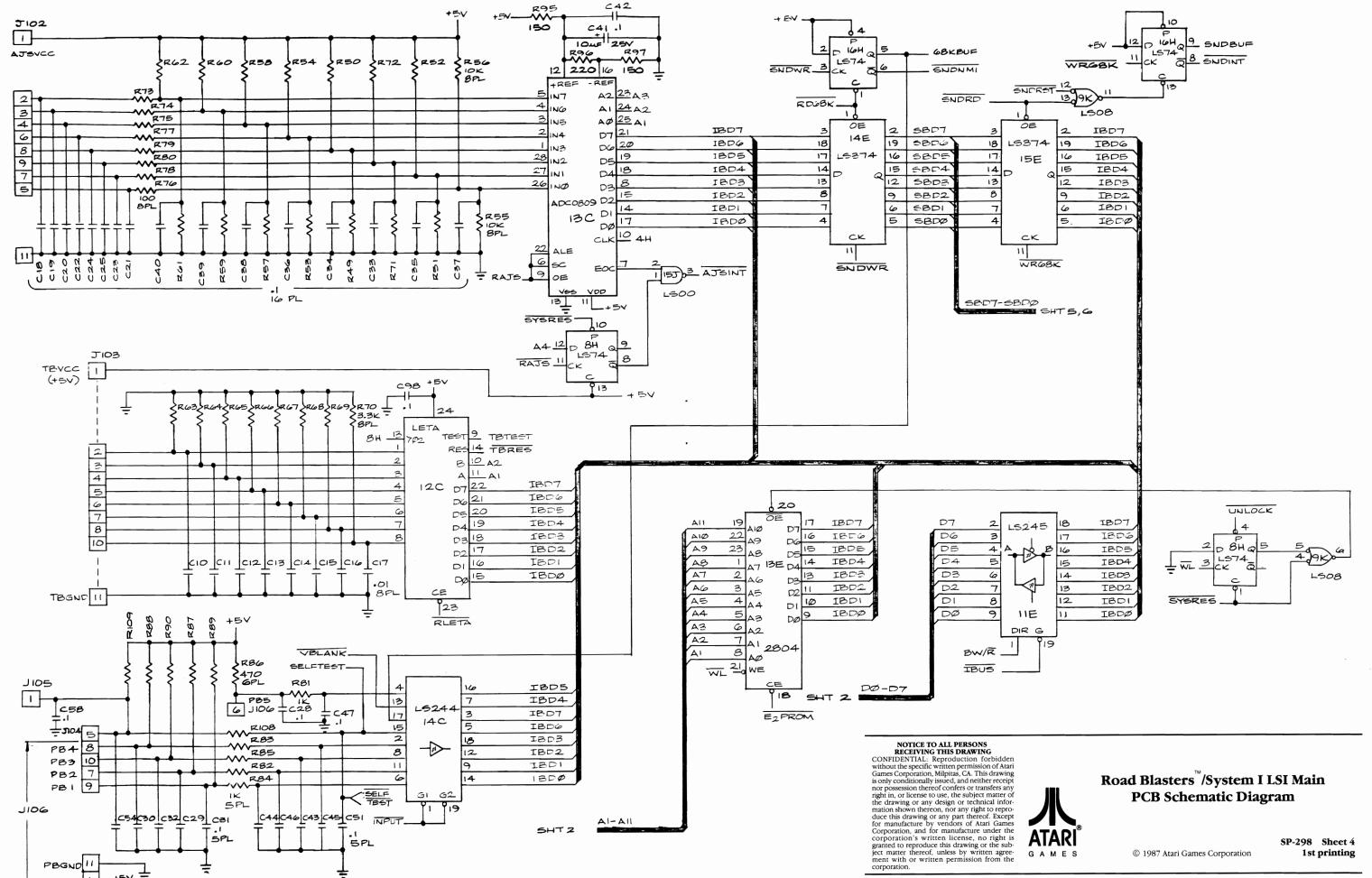
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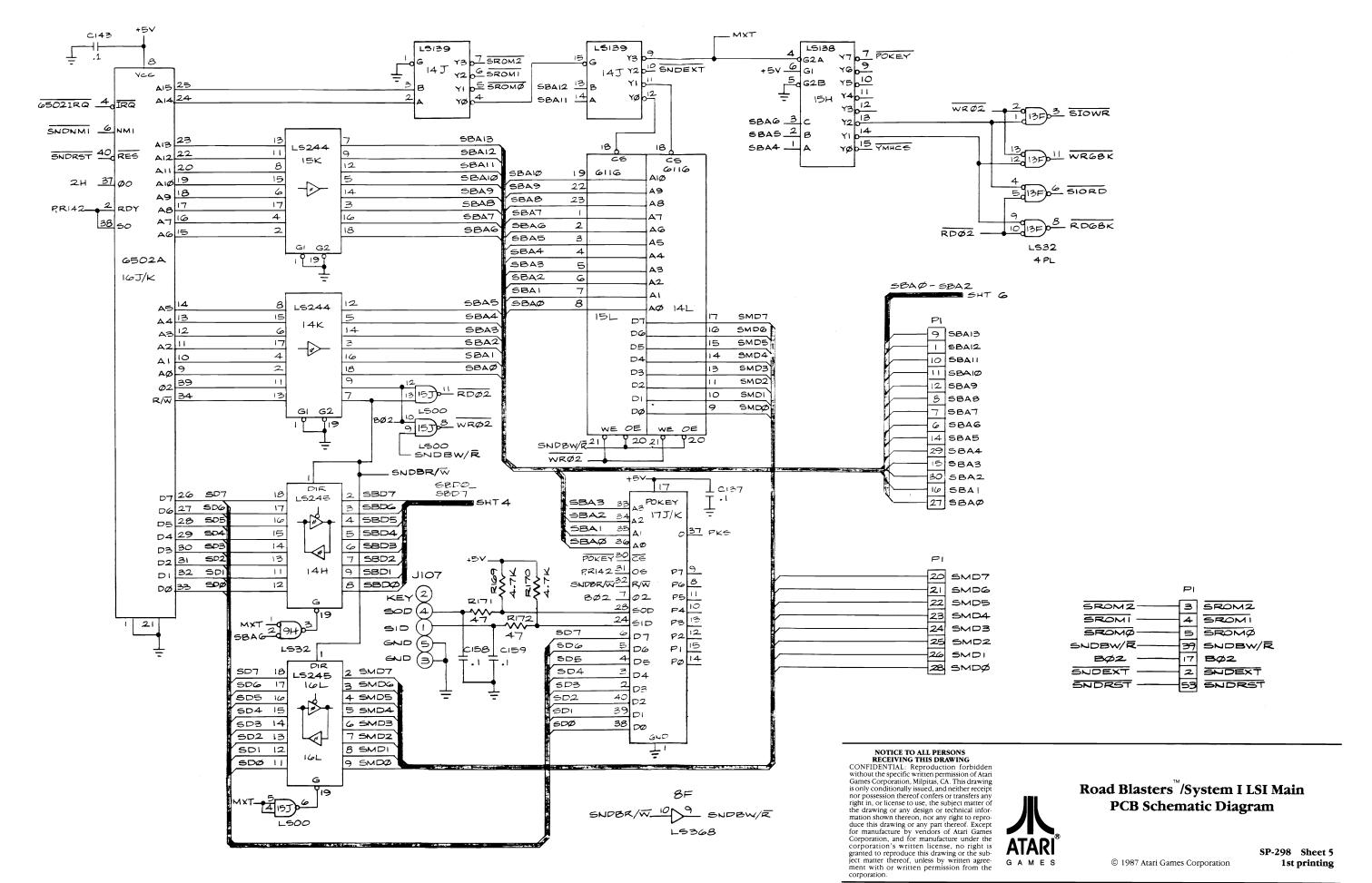
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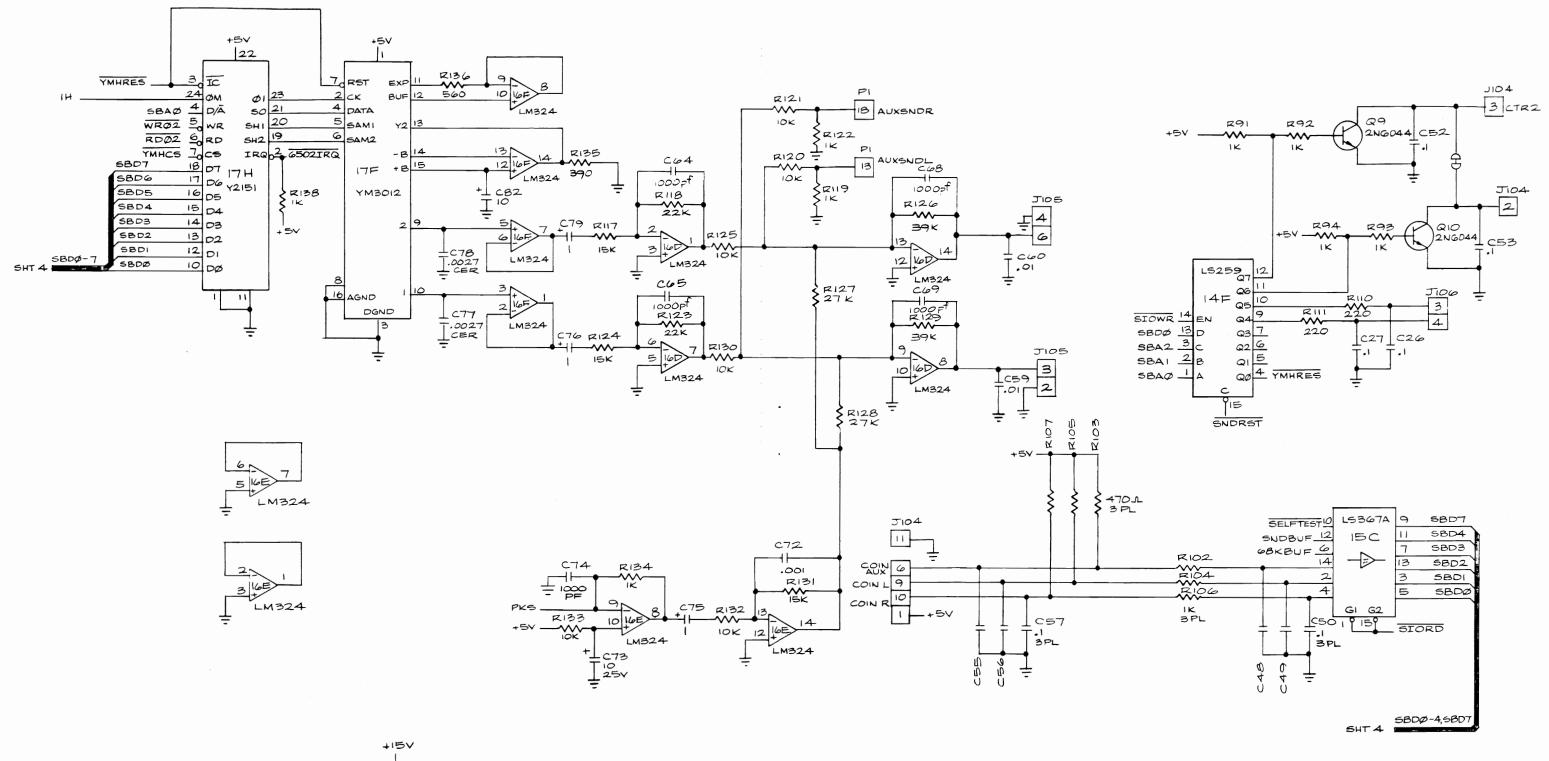
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# C66,70,80 ALL LM324 -157

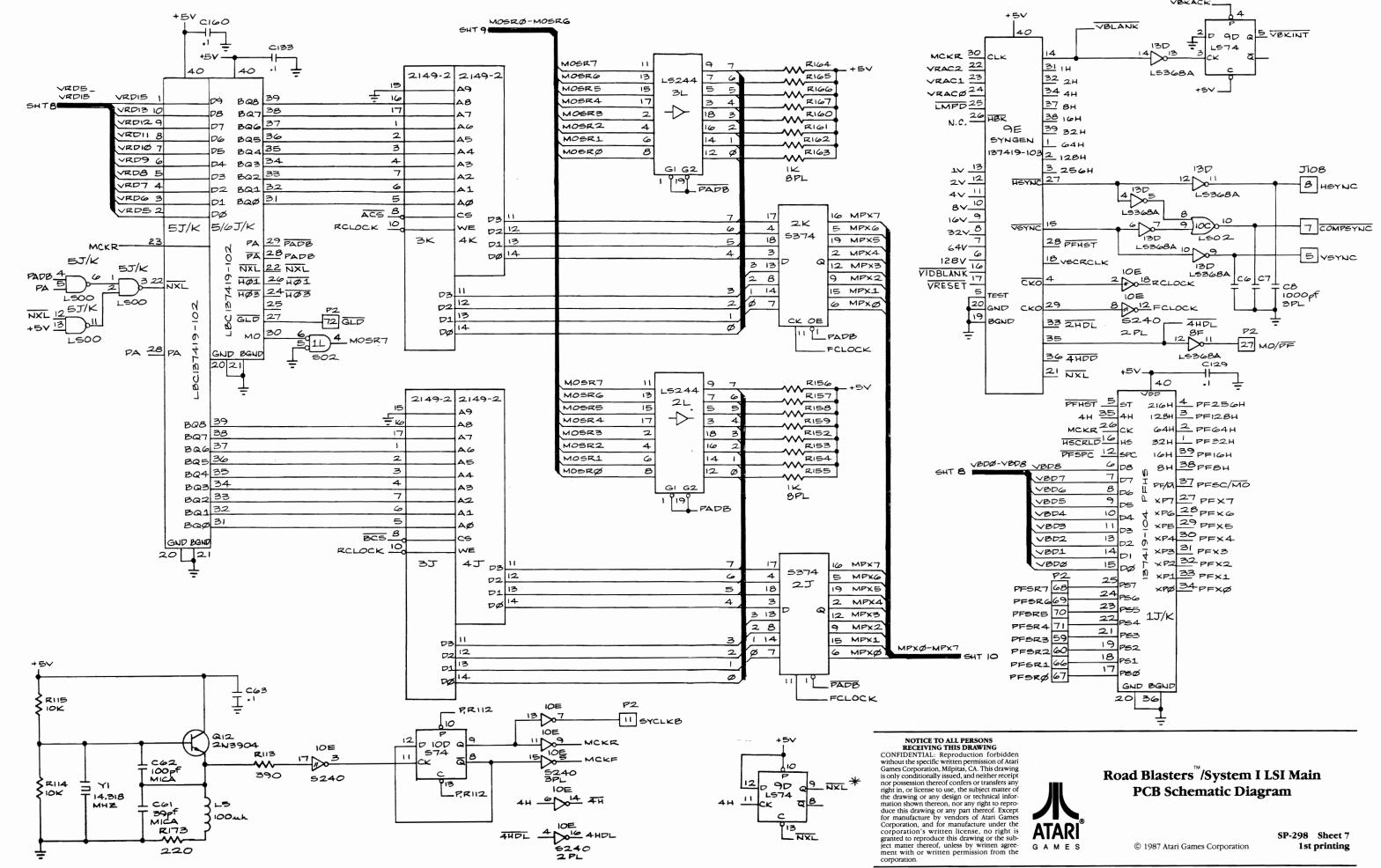
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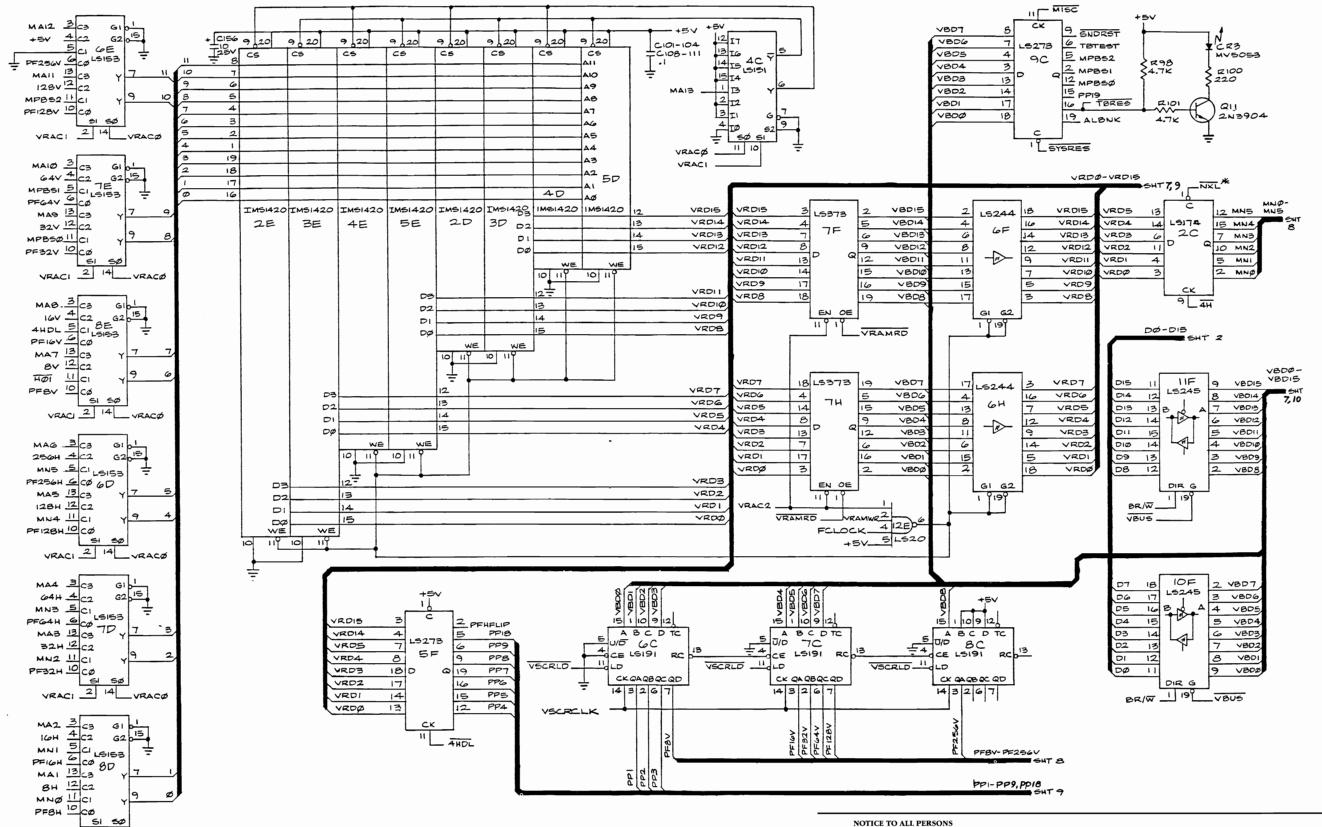


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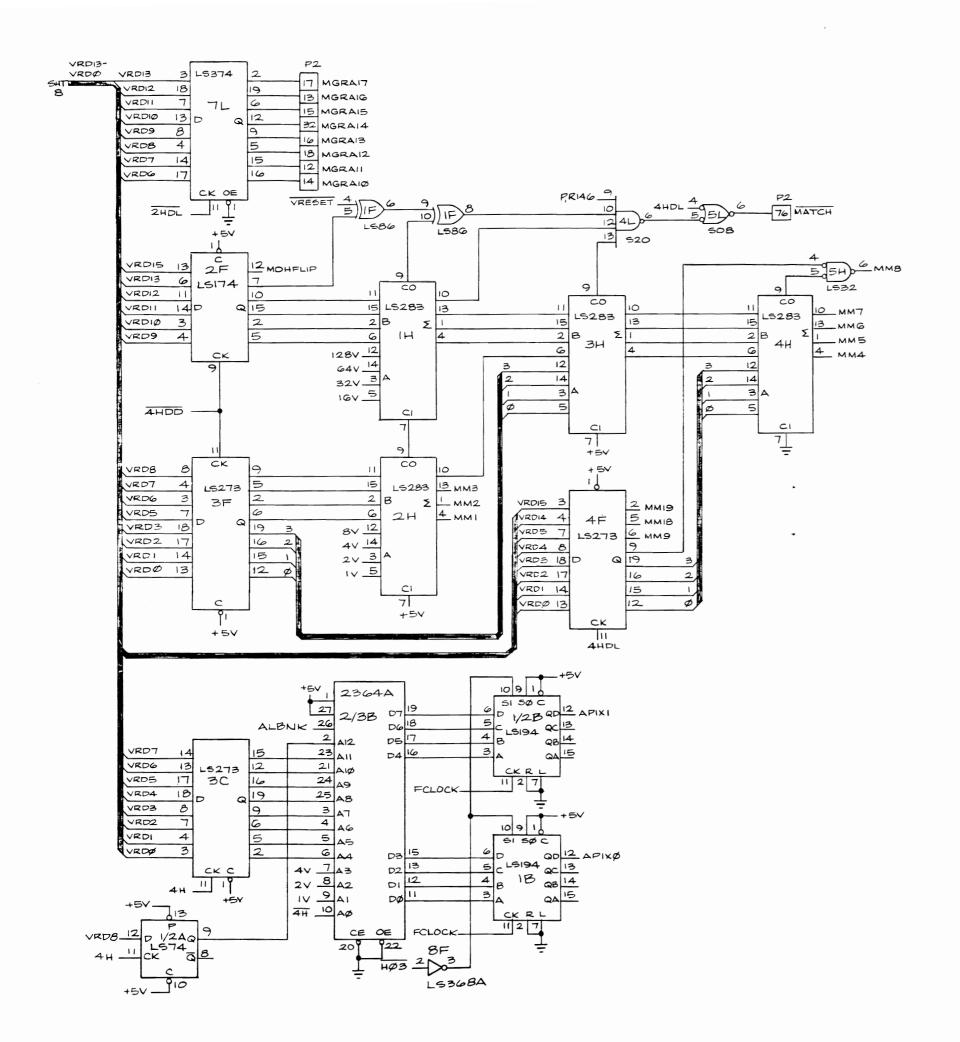
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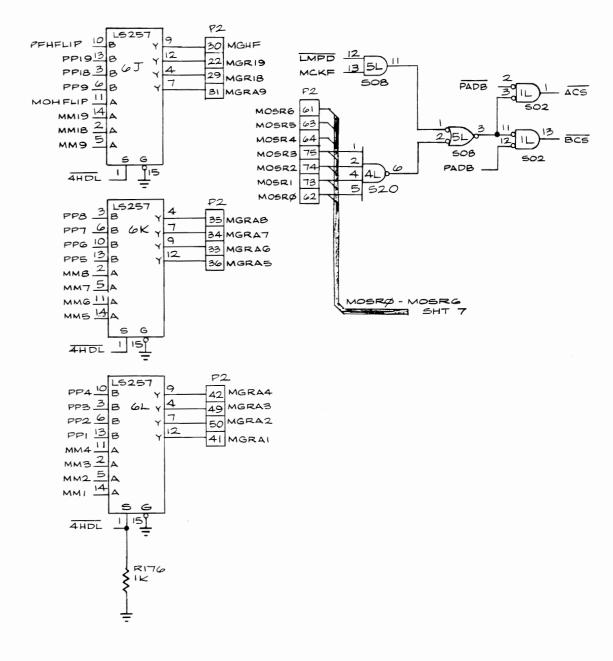


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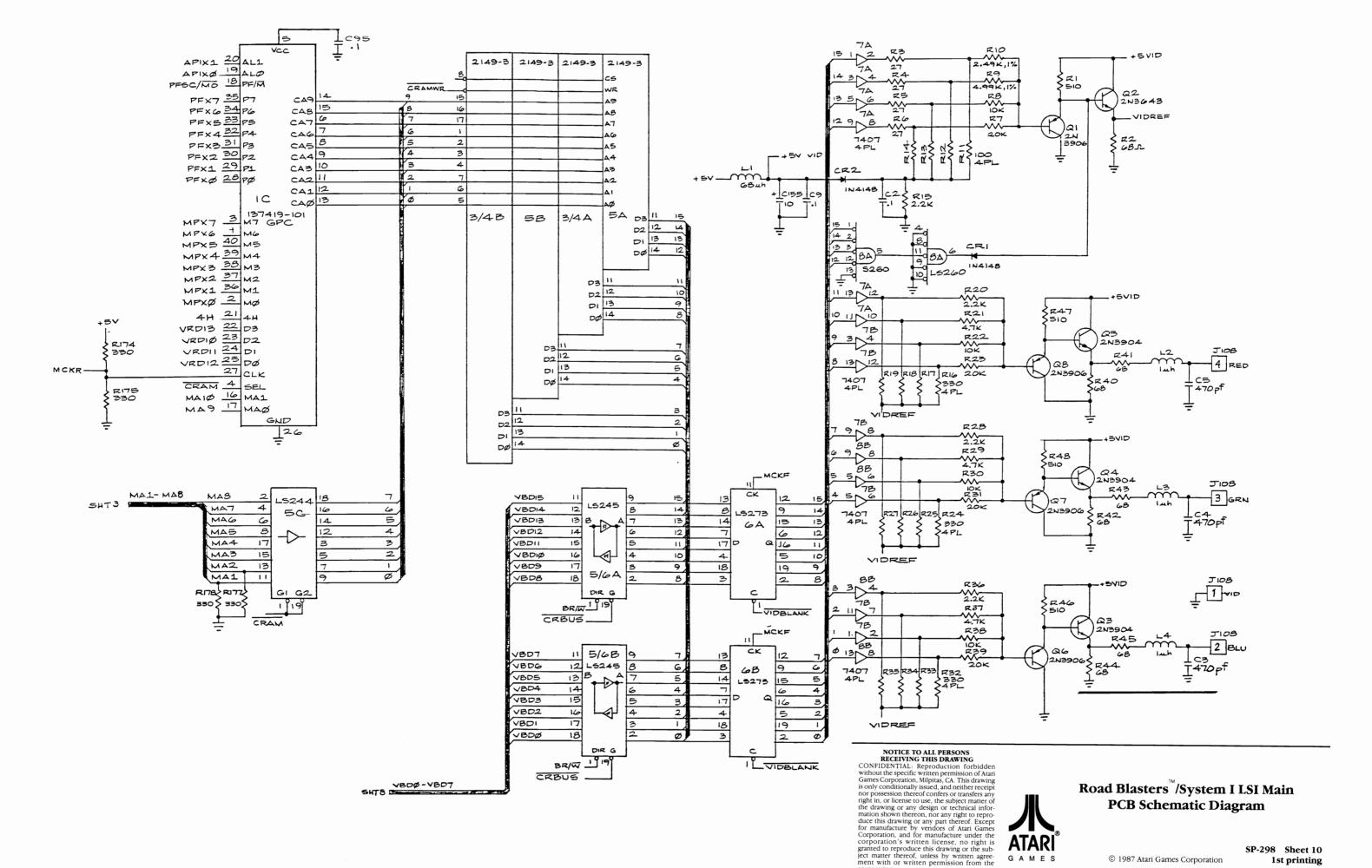


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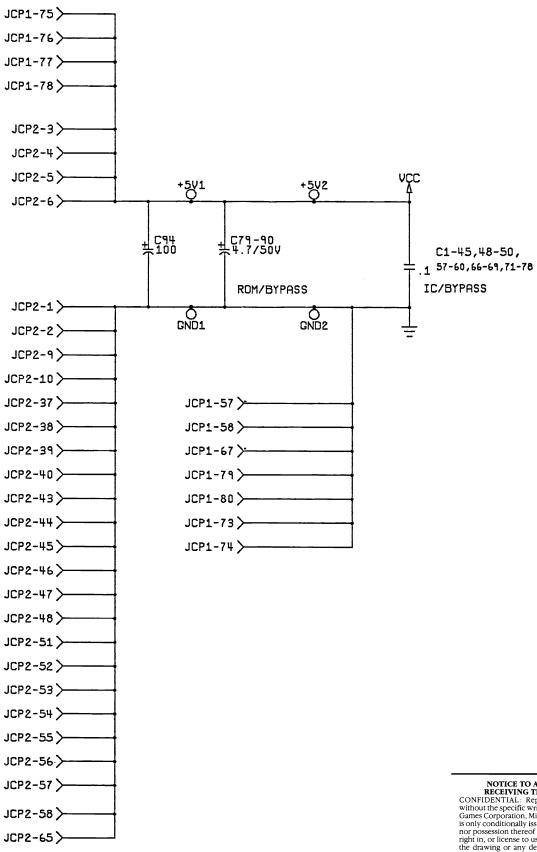
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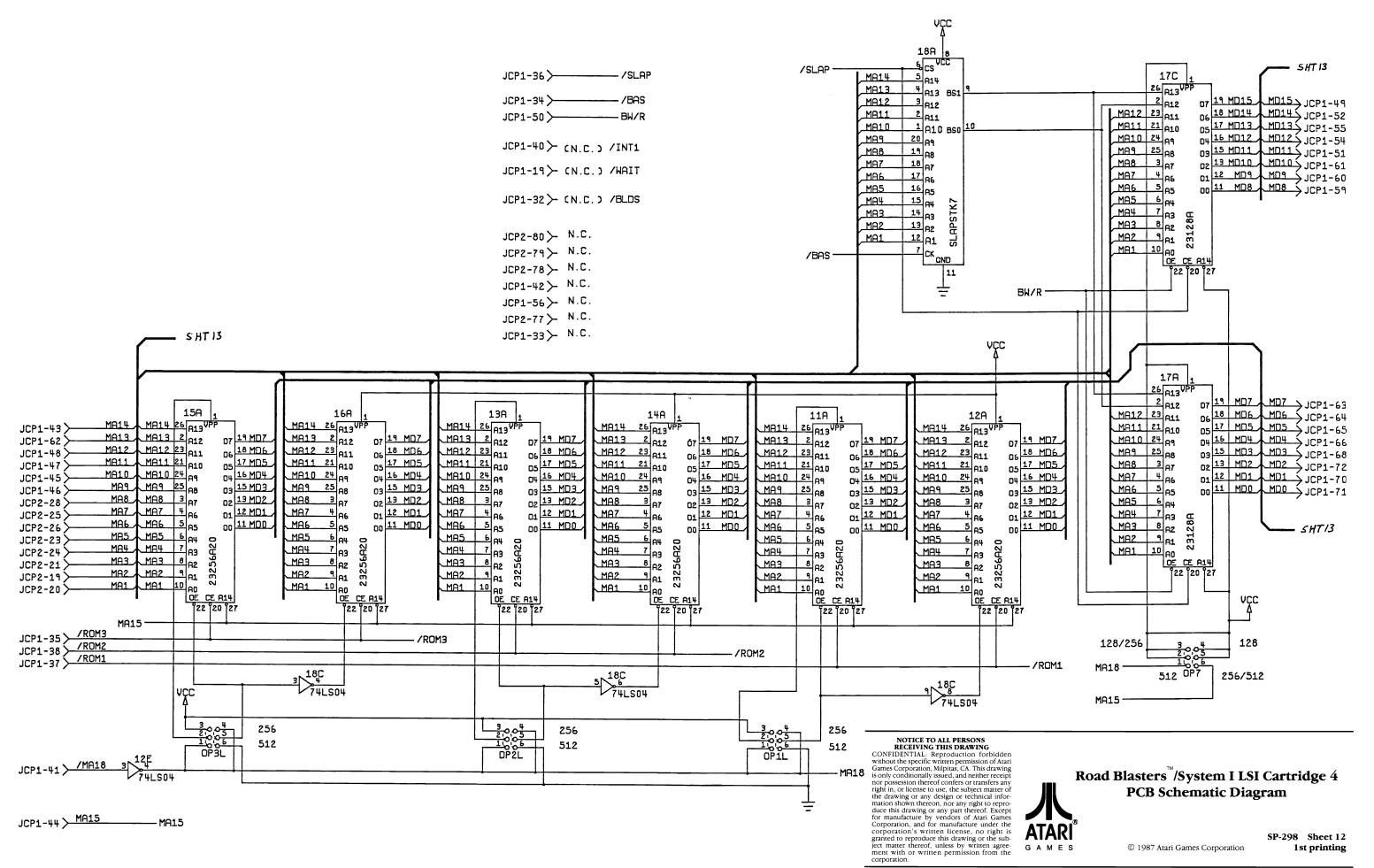


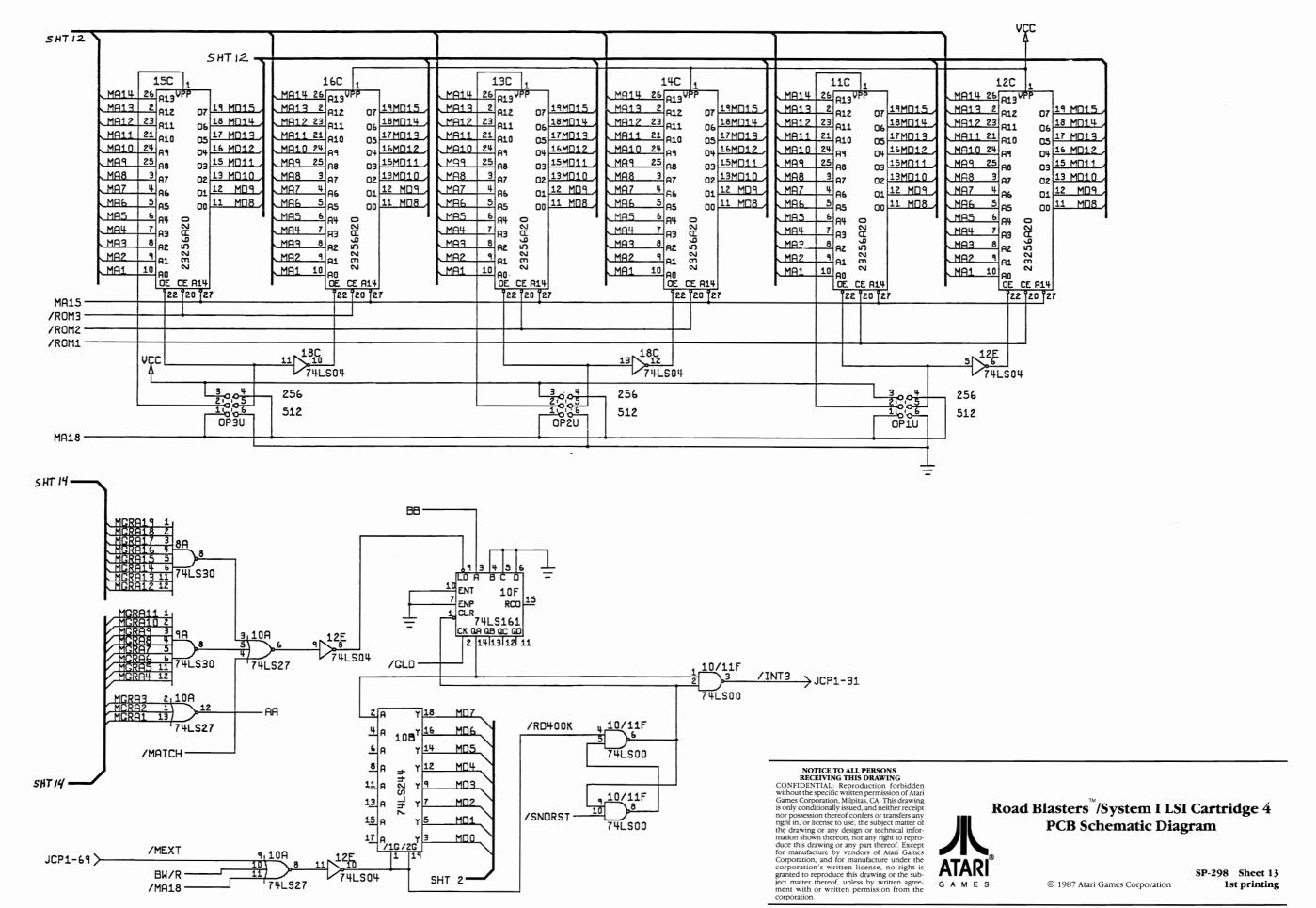
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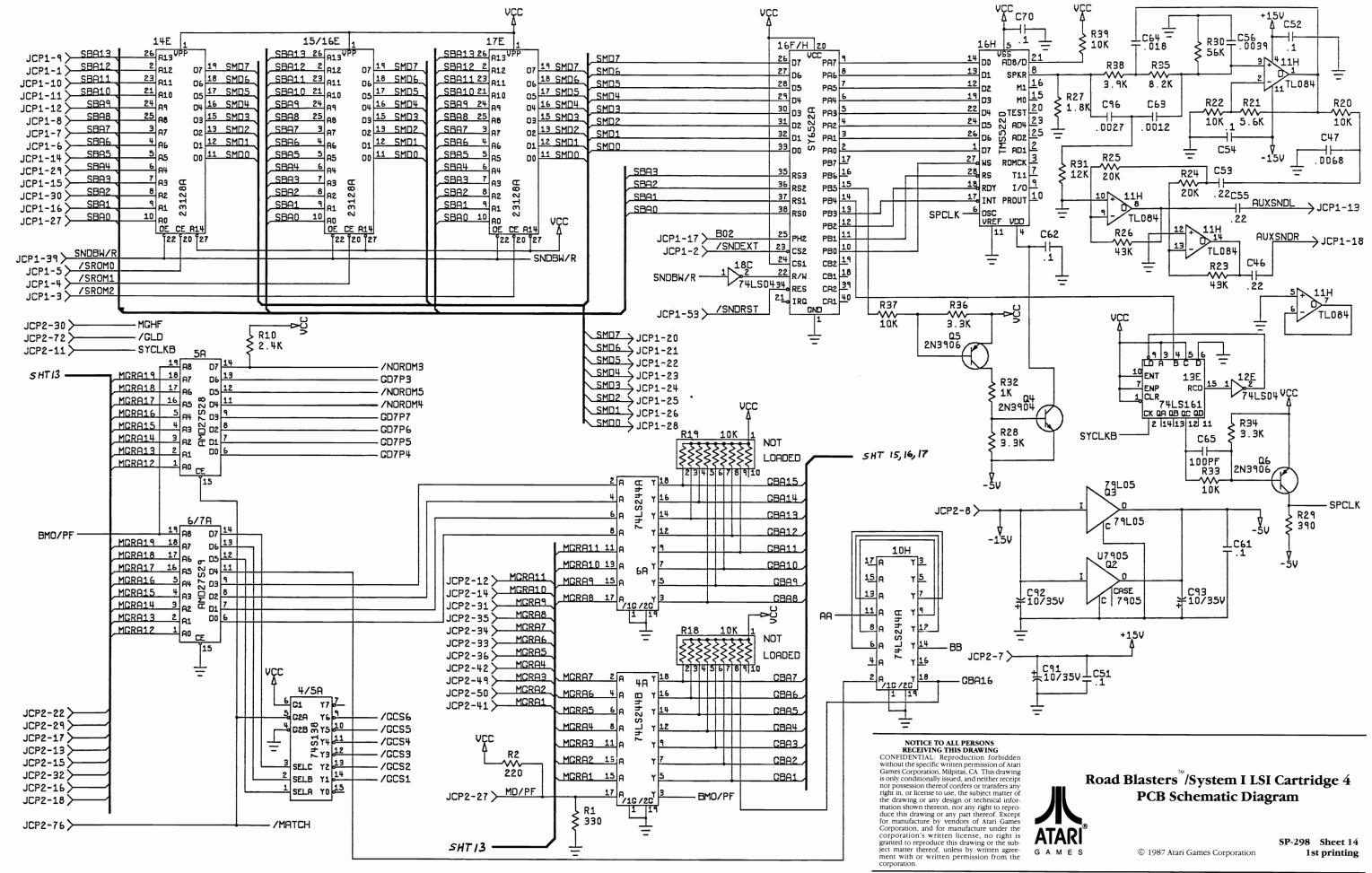
# Road Blasters <sup>™</sup>/System I LSI Cartridge 4 **PCB Schematic Diagram**

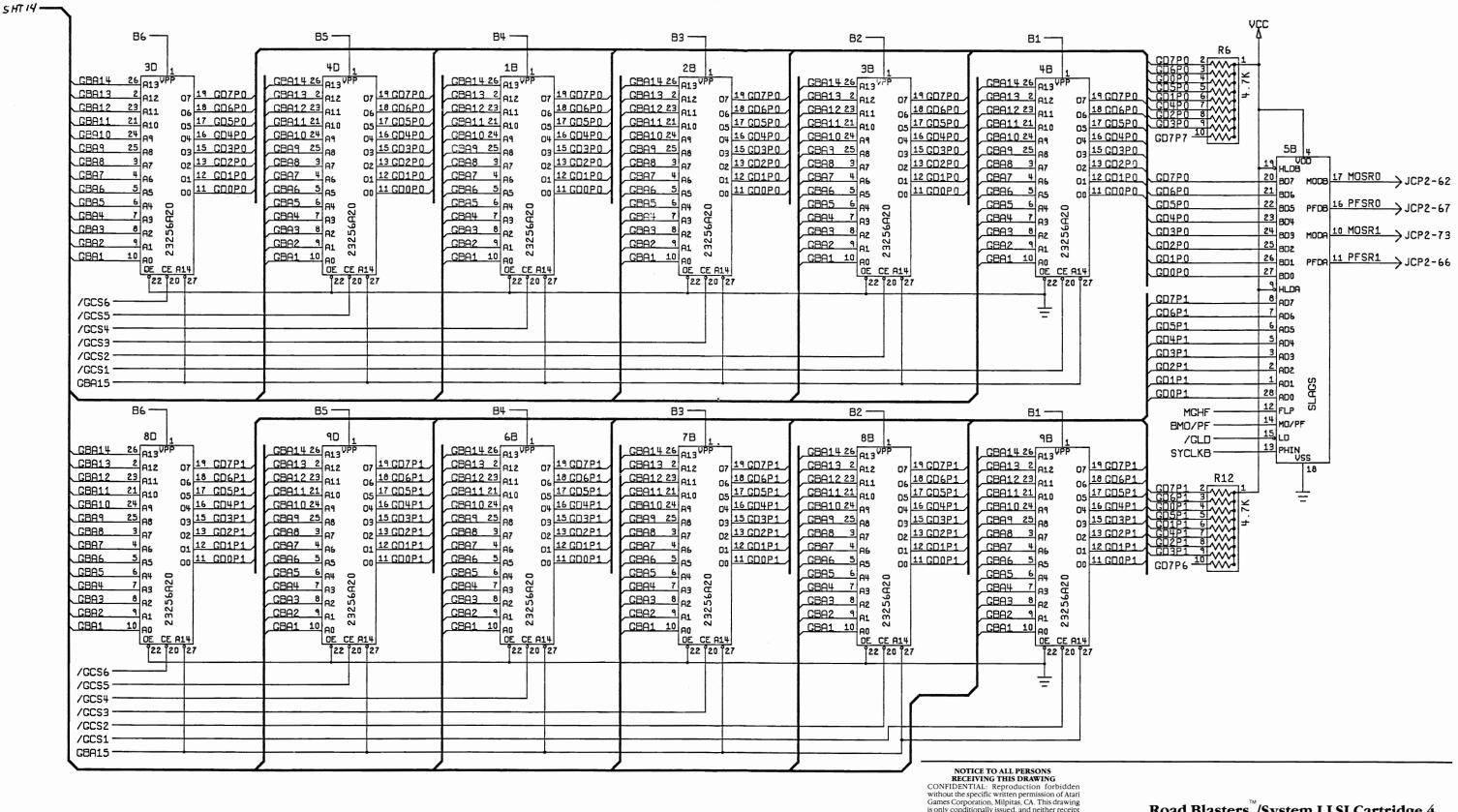
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Road Blasters <sup>™</sup>/System I LSI Cartridge 4
PCB Schematic Diagram

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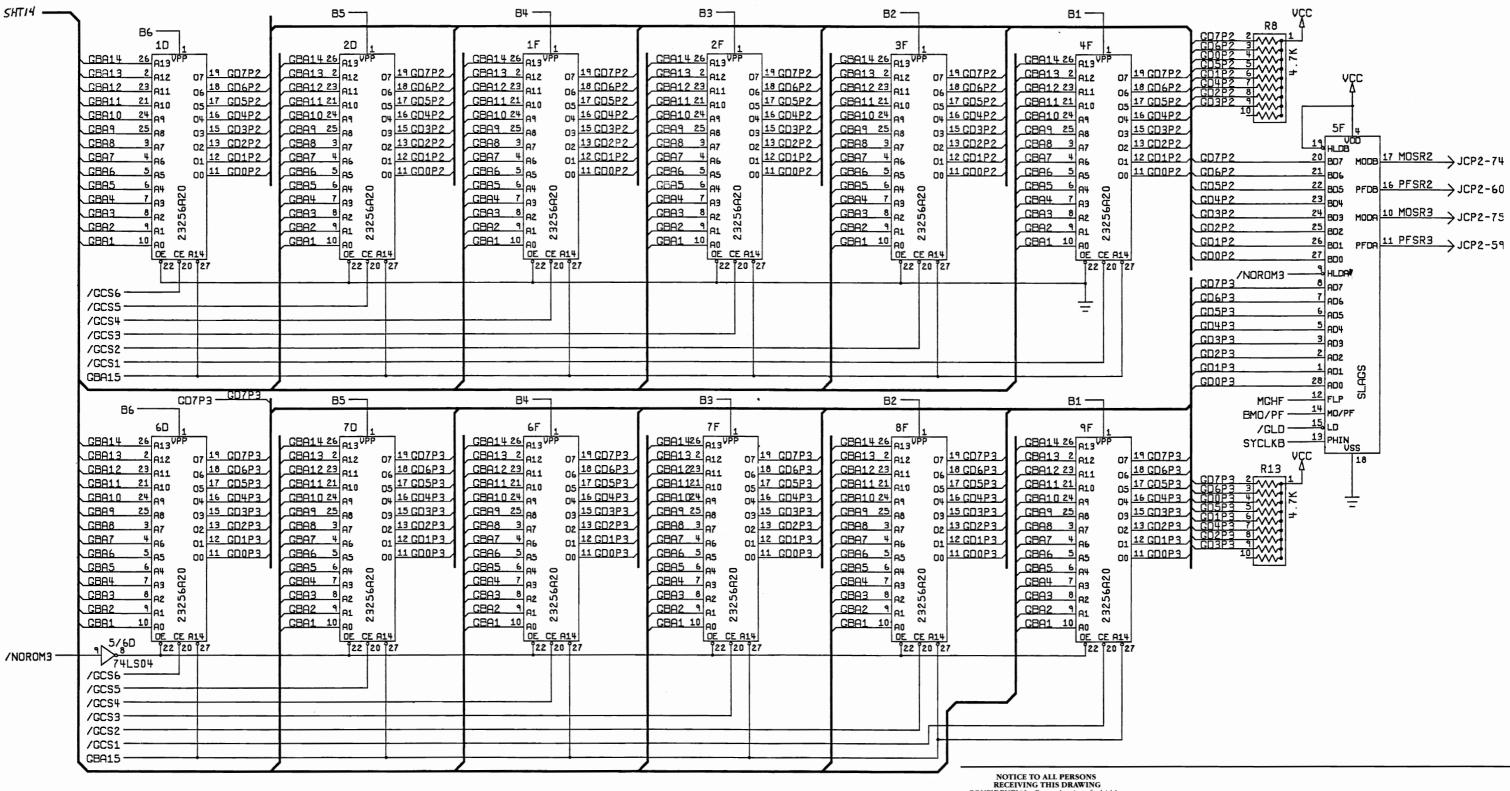
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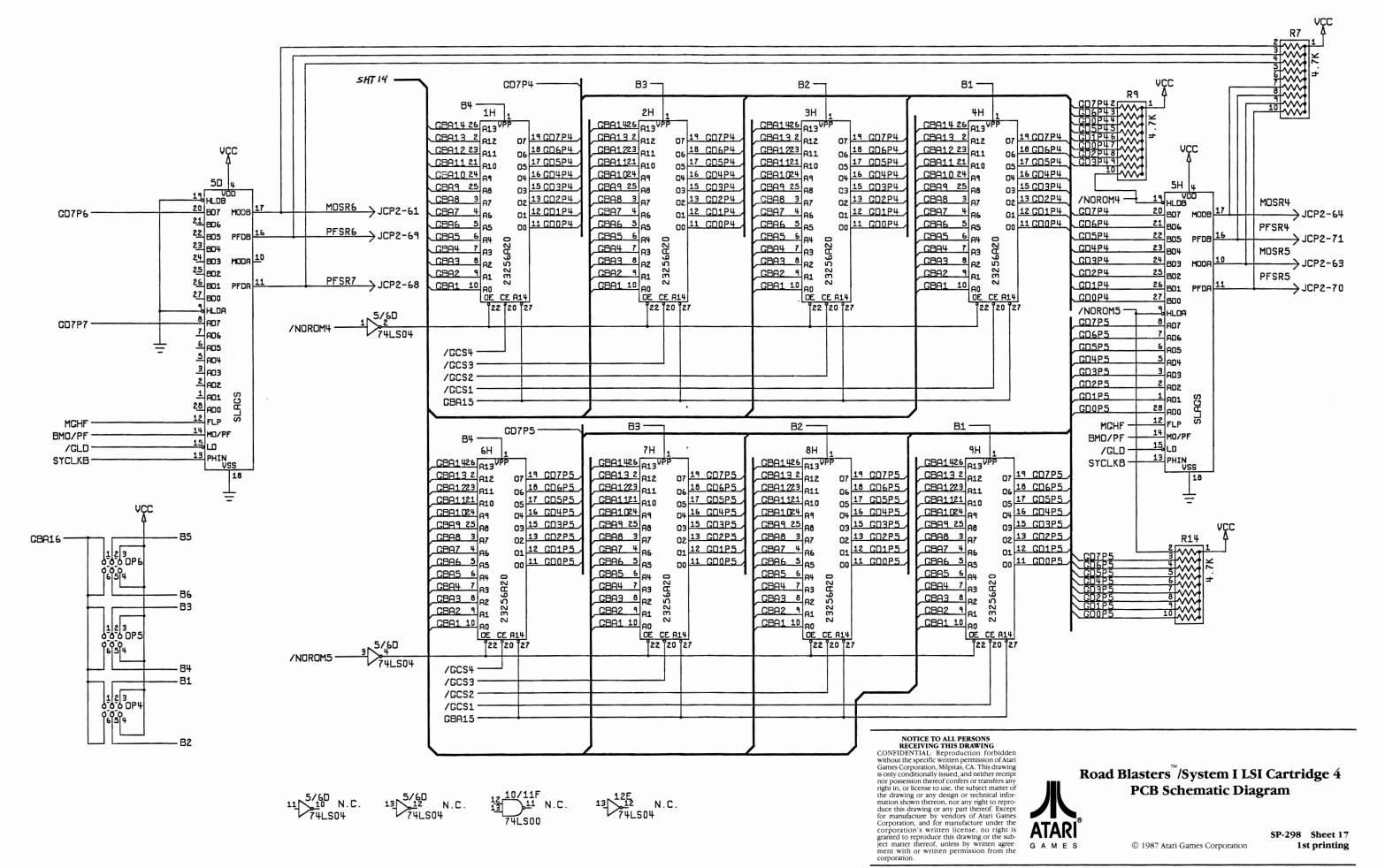
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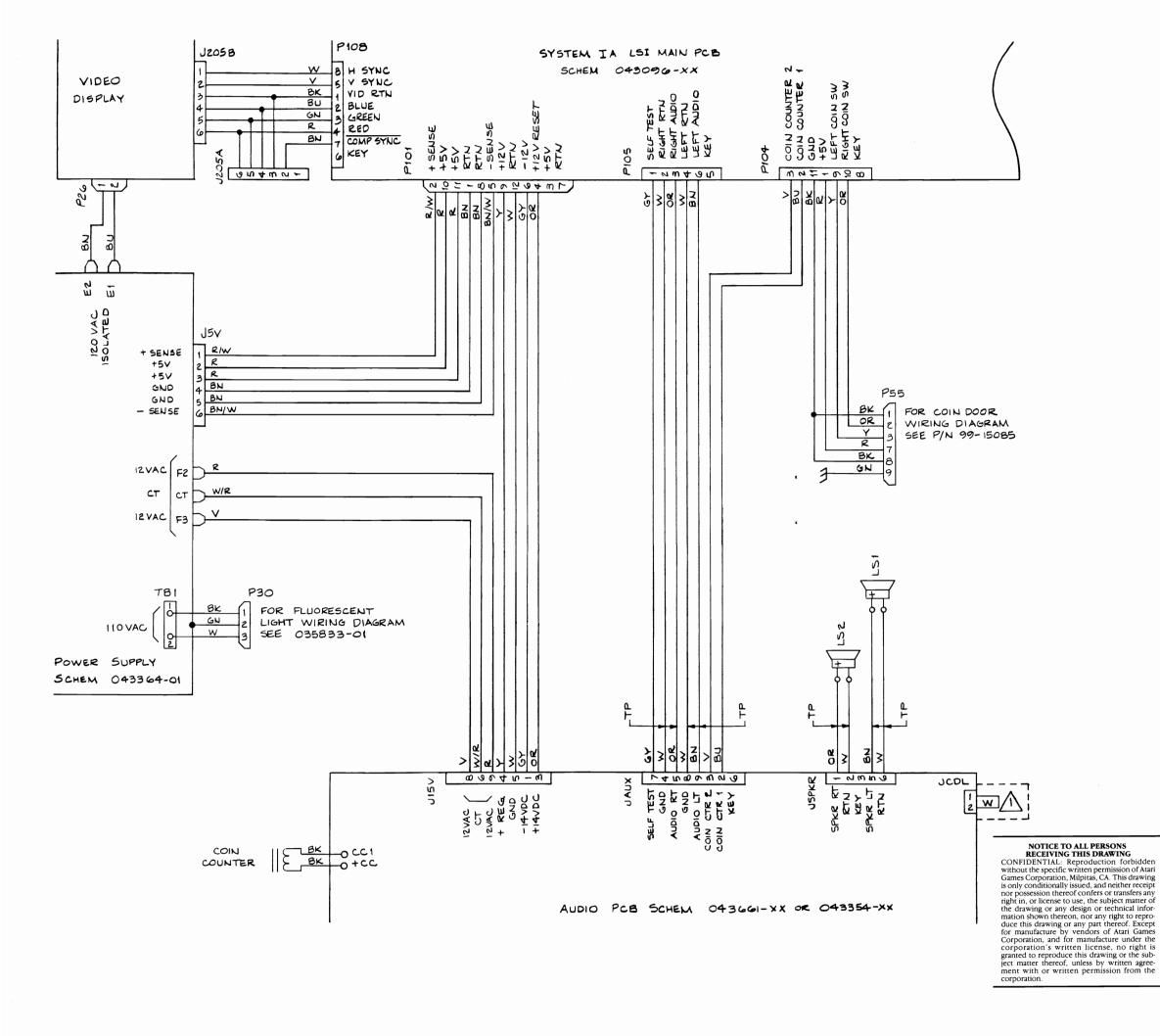
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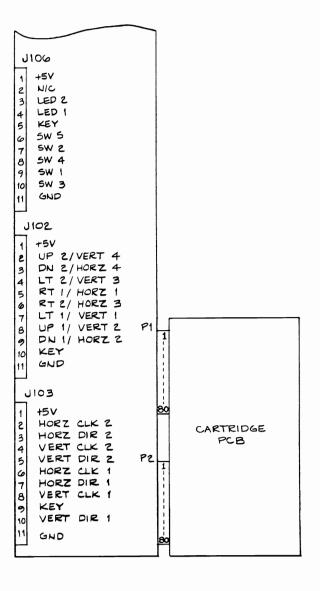
### Road Blasters <sup>™</sup>/System I LSI Cartridge 4 **PCB Schematic Diagram**

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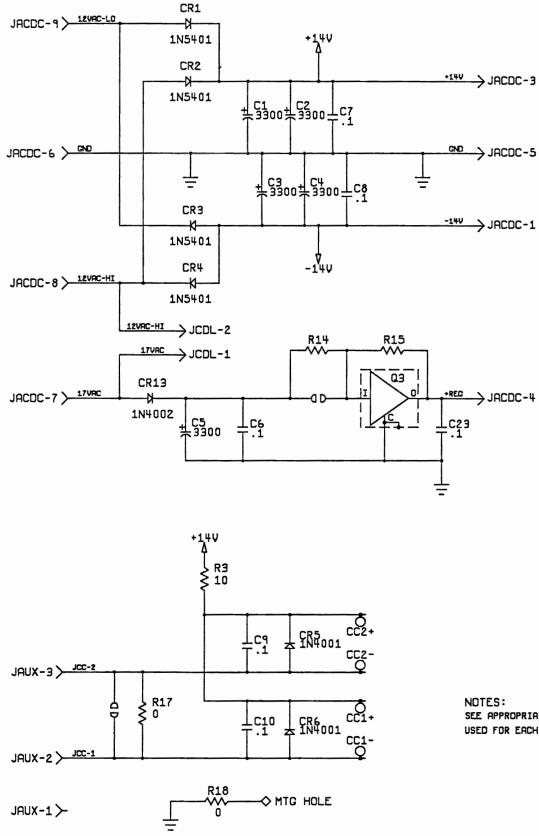
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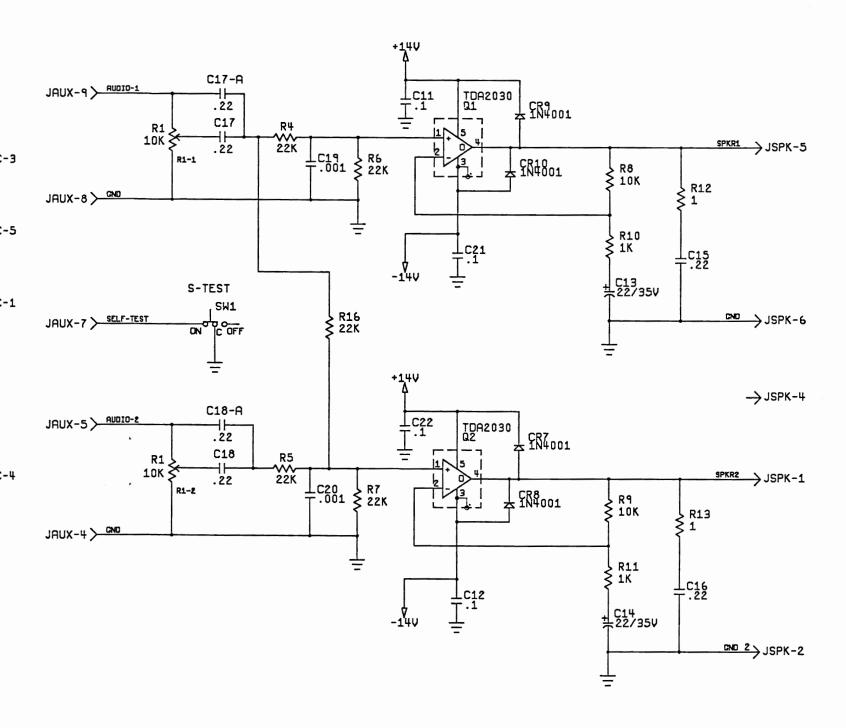
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## Road Blasters <sup>™</sup>/System I Main Wiring Diagram

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SEE APPROPRIATE PARTS LIST FOR CORRECT COMPONENTS USED FOR EACH DASH VERSION.

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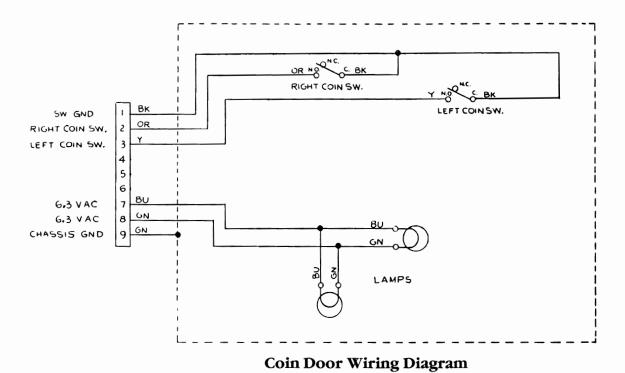
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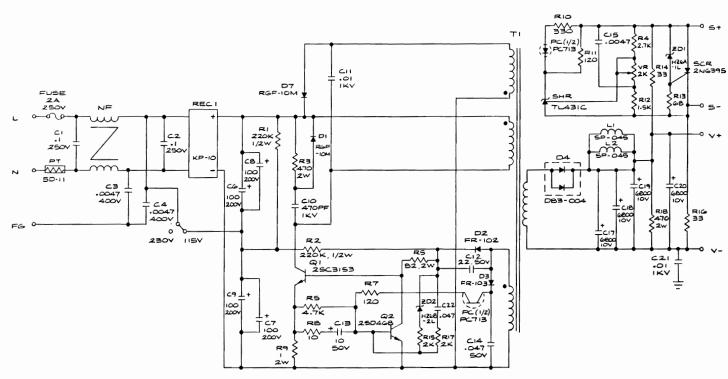


## Road Blasters<sup>™</sup> Audio II **PCB Schematic Diagram**

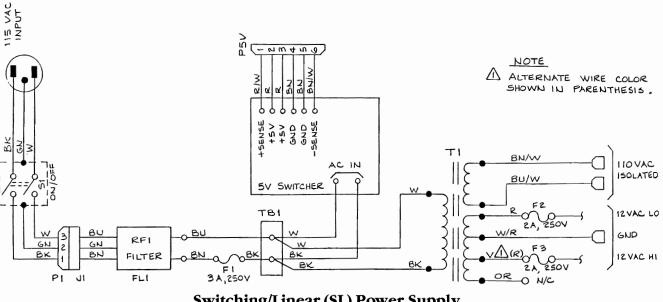
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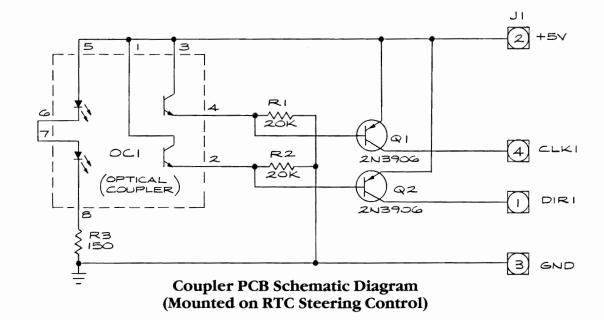




Phihong 5V, 10A Switching Power Supply Wiring Diagram



Switching/Linear (SL) Power Supply Wiring Diagram



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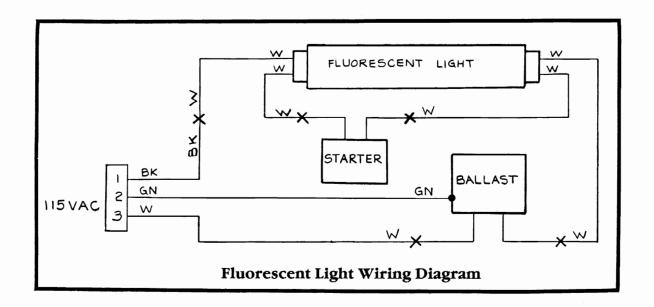
Wiring Diagrams for SL Power Supply, Coin Door, Phihong 5V 10A Power Supply, and Coupler PCB

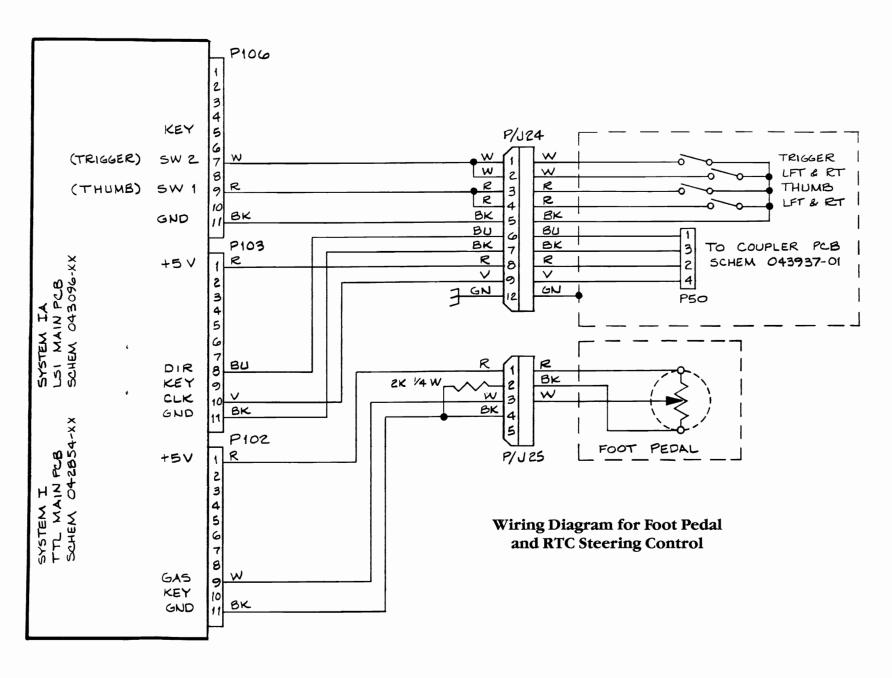
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### Wiring Diagrams for Foot Pedal, **RTC Steering Control** and Fluorescent Light

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# Video Microprocessor Memory Map

FUNCTION	HEXA- DECIMAL ADDRESS	A2	3A22	2 A 2 1	A20	A19	<b>118</b> A	<b>A</b> 17 <i>A</i>		ADE							<b>A</b> 7	A6 .	A5 A	\4 A	13 A	2 A	1 A0	READ/ WRITE	D15	<b>D14</b> 1	D131	D121			BUS 09 D					D3	D2	D1	DO
Program ROM	000000-087FFF	0	0	0	0	A	A	A	A	A	A A	A	A	A	A	A	A	A	A	A	A A	A A	. A	R	D	D	D	D	D	D :	D I	) [	) D	D	D	D	D	D	D
Program RAM	400000-401FFF	0	1	0	0	0	0	0	0	0	0	A	A	A	A	A	A	A	A .	A	A A	A A	. A	R/W	D	D	D	D	D	D I	D I	) [	D	D	D	D	D	D	D
Playfield Horizontal Scroll	800000	1	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (	0	0	w							I	) [	D	D	D	D	D	D	D
Playfield Vertical Scroll	820000	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0 (	0	0	W							I	) [	) D	D	D	D	D	D	D
Playfield Special Priority Color	840000	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (	0	0	R								Ι	) D	D	D	D	D	D	D
Sound Processor Reset	860000	1	0	0	0	0	1	1	0	0	0 (	0	0	0	0	0	0	0	0	0	0 (	0	0	W								Ι	)						
Trak-Ball Test		1	0	0	0	0	1	1	0	0	0 (	0	0	0	0	0	0	0	0	0	0 (	0	0	W									D						
Motion Object Parameter Buffer Select		1	0	0	0	0	1	1	0	0	0 0	0	0	0	0	0	0	0	0	0	0 (	0	0	W										D		D			
Playfield ROM Bank Select		1	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0 (	0	0	W													D		
Trak-Ball Resolution and Test LED		1	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0 (	) (	0	w														D	
Alphanumerics ROM Bank Select	860000	1	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0 (	) (	0	w														_	D
Watchdog	880000	1	0	0	0	1	0	0	0	0	) 0	0	0	0	0	0	0	0	0	0	0 (	) (	0	w															_
Vertical Blank IRQ Acknowledge	8A0000	1	0	•	0	1	0	1	0	0		•	Ô	Õ	0	0	0	-	-	0	0 0	, ,	•	w															
Unlock	8C0000	1	0	•	0	1	1	-	•	0	, ,	•	0	0	0	0	0	•	•	•	0 (	, ,	•	w															
Cartridge External	900000-9FFFFF	. 1	0		1	Δ	-	-	-	•	A A	•	-	A	-	-	-	-	-	-			-	R/W	D	D	D	D	D	D I	D I	) [	) D	D	D	n	D	n	D
Playfield RAM	A00000-977777		0	-	0	0	0		0	0			A	A	Α.								A	R/W	D	D	D	D	_	_	DI		_	_	_	_	D		D
r layricid realit	AUUUUU-AUIFFF		U	1	U	U	U	U	U	0	, ,	Л	Λ	А	А	Α	A	A	Α .	A	A A	A A	. A	K/W	ט	D	D	D	U.	ט .	ט נ	, ,	, ,	ט	D	D	D	D	D
Motion Object Vertical Position	A02000-A0207F	. 1	0	1	^	0	^	0	0	0	. 1	0	0	0	^	0	•							D AV	<b>D</b>	<b>D</b>			ъ		n 1			_	_	-	ъ	n	-
Motion Object Vertical Position  Motion Object Picture			•	1	0	•	0	•	•	0	•	0	•	•	0	•		A					. A	R/W	D	ט	ע	ט	ע	י ע	D I	_	_	ע	ט	ע	ם	D	D
	A02080-A020FF		0	-	0	0	0	•	0	•	•	0	0	0	0	0	1				A A			R/W	D	D	D	D	D	D :	D I	_	_	D	D	_	D	D	D
Motion Object Horizontal Position	A02100-A0217F		0	1	0	0	0	0	0	0	•	0	0	0	0	1	0				A A		. A	R/W	D	D	D	D	D	_	D I	_	_	_	_	_	D	D	D
Motion Object Link	A02180-A021FF.		0	1	0	0	0	0	0	0		0	0	0	0	1	1						A	R/W	D	D	D	D	D	D	D I	_	_	D	D	_	D	D	D
Motion Object Vertical Position	A02200-A0227F		0	-	0	0	0	•	0	0	•	0	0	0	1	0	0			A			A	R/W	D	D	D	D	D	D :	D I	_	_	D	D	_	D	D	D
Motion Object Picture	A02280-A022FF		0	-	0	0	•	•	•	0	•	0	0	0	1	0	1						A	R/W	D	D	D	D	D	_	D I	_	_	_		_	D	D	D
Motion Object Horizontal Position	A02300-A0237F		0	-	0	0	0	•	-	0		0	0	0	4	1	0			A			. A	R/W	D	D	D	_		_	D I		_	_		_	D	_	D
Motion Object Link	A02380-A023FF	- 1	0	1	0	0	0	0	0	0	) 1	0	0	0	1	1	1	Α	A	A	A A	A A	A.	R/W	D	D	D	D	D	D :	D I	) [	) D	D	D	D	D	D	D
Motion Object Vertical Position	A02E00-A02E7F	F 1	0	1	0	0	0	0	0	0	) 1	0	1	1	1	0	0	A	A	A	A A	<b>.</b> A	. A	R/W	D	D	D	D	מ	D.	D L	) г	ם כ	D	D	D	D	D	D
Motion Object Picture	A02E80-A02EFF		0	1	0	0	0	0	0	0	) 1	0	1	1	Î	0	1						A	R/W	D	D	D	D	D	D	DI	_	_	D	D	ח	D	D	D
Motion Object Horizontal Position	A02F00-A02F7F		0	-	0	Ö	•	•	•	•	) 1	0	1	1	1	-	ō				A A		Ä	R/W	D	D	D	_	_	_	DI	-	_	_	_	_	D	_	D
Motion Object Link	A02F80-A02FFF		-	-	0	0	0	-	-	0		0	1	1	1			A					A	R/W	D	D	D	_		_	DI		_	_		_	D		D
wiotion Object Link	AU2F6U-AU2FFF	. 1	U	1	U	U	U	U	U	0	, ,	U	1	1	1	1	1	A	A	A	A F	<b>1</b> A	A	R/W	D	D	ט	D	ט	D .	D I	, ,	, ,	ע	D	D	D	ט	D
Alphanumerics RAM	A03000-A03FFF	7 1	0	1	0	0	0	0	0	0	) 1	1	Α	Α	Α	Α	Α	A	Α .	A	A A	A A	. A	R/W	D	D	D	D	D	D :	D I	) [	) D	D	D	D	D	D	D
Alphanumerics Color RAM	B00000-B001FF	1	0	1	1	0	0	0	0	0	0	0	0	0	0	Α	Α	Α	A	A	A A	A A	A	R/W	D	D	D	D	D	D :	D I	) [	D	D	D	D	D	D	D
Motion Object Color RAM	B00200-B003FF	F 1	0	1	1	0	0	0	0	0	0 0	0	0	0	1	Α	Α	Α	A .	A	A A	A A	A	R/W	D	D	D	D	D	D :	D I	) [	D	D	D	D	D	D	D
Playfield Color RAM	B00400-B005FF	F 1	0	1	1	0	0	0	0	0	0	0	0	1	0	Α	Α	Α	Α .	A	A A	A A	. A	R/W	D	D	D	D	D	D :	D I	) [	) D	D	D	D	D	D	D
Translucent Color RAM	B00600-B0061F	1	0	1	1	0	0	0	0	0	0 0	0	0	1	1	0	0	0	0	A	A A	A A	A	R/W	D	D	D	D	D	D	D I	) [	) D	D	D	D	D	D	D
EEPROM	F00000-F00FFF	1	1	1	1	0	0	0	0	0	0 0	0	Α	Α	Α	Α	Α	Α	A	A	A A		A	R								Ι	) D	D	D	D	D	D	D
Trak-Ball	F20000-F20006	5 1	1	1	1	0	0	1	0	0	0	0	0	0	0	0	0						A	R									D D			D	D	D	D
Analog Joystick	F40000-F4000E		1	1	1	Ō	1		0	0		0	0	0	0	0	Ö	0		_	A A			R									) D		D				
Analog Joystick IRQ Disable	F40010	1	1	1	1	0	1	0	0	0		0	0	0	Ô	0	0	0	0	1	0 (			R								•		_	_	_	-	_	
Output Buffer Full (@ FE0000)	F60000	1	1	1	1	0	1	1	0	0	. o	0	0	n	0	Õ	0	0	0	Ô	0 0	) 0	0	R								г	)						
Self-Test	F60000	1	1	1	1	0	1	1	0	0	) 0	0	0	0	0	0	0	0	0	ñ	0 (	) 0	0	R									D						
Switch Input	F60000	1	1	1	1	0	1	1	0	0	, o	0	0	0	0	0	0	0	0	0	0 (	) 0	0	R R									D	D					
Vertical Blank	F60000	1	1	1	1	0	1	1	0	0	· ο	0	0	0	0	0	0	0	0	0	0 0	) 0	0	R										ט	D				
Switch Input	F60000	1	1	1	1	0	1	1	0	0	, ,	0	0	0	0	0	0	0	0	0	0 0	, 0	0	R R											D	D			
Switch Input	F60000	1	1	1	1	0	1	1	0	0	, ,	0	0	0	0	0	0	0	0	0	0 (	, 0	•													D	Ъ		
		1	1	1	1	0	1	1	0	0		0	0	0	0	0	0	0	0	0	0 (	, 0	0	R													D	-	
Switch Input	F60000	1	1	1	1	0	1	1	0	•	, ,	0	0	0	0	0	0	0	0	0	0 (	, 0	0	R														D	_
Switch Input	F60000	1	1	1	1	0	1	ī	0	0	, ,	0	0	0	0	0	0	Ü	0 (	Ü	U (	0	•	R								_		_	_	_	_	_	D
Read Sound Processor (6502) Write Sound Processor (6502)	FC0000	1	1	1	1	1	1	0	0	0		•	0	0	0	0	0	0	0 (	U	0 (	, 0	0	R									) D				_		D
WILE SOURG PROCESSOF (0502)	FE0000	1	1	- 1	1	1	1	1	0	0	0 (	0	0	0	()	0	0	0	0	0	0 (	0 0	0	W								Т	D	D	D	D	D	D	D

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## **Road Blasters**<sup>™</sup> **Video Microprocessor Memory Map**

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SP-298 Sheet 22 1st printing

# I/O and Sound Microprocessor Memory Map

	HEXA- DECIMAL						200	ECC	DITE	CIC	<b>NY A Y</b>	* **	T.C					25.45/								
FUNCTION	ADDRESS	A15	A14	A13	A12				BUS A8					<b>A3</b>	<b>A2</b>	<b>A1</b>	A0	READ/ WRITE	<b>D</b> 7			JS SI D4				
Program RAM	0000-0FFF	0	0	0	0	A	A	A	A		A	A	A	A	A	A		R/W	D	D	D	D	D	D	D	D
Cartridge External	1000-1FFF	0	0	0	1	Α	Α	Α	Α	Α	Α	Α	Α	Α	Α	Α	Α	R/W	D	D	D	D	D	D	D	D
Music	1800-1801	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	Α	R/W	D	D	D	D	D	D	D	D
Read 68000 Port	1810	0	0	0	1	1	0	. 0	0	0	0	0	1	0	0	0	0	R	D	D	D	D	D	D	D	D
Write 68000 Port	1810	0	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	W	·D	D	D	D	D	D	D	D
Self-Test	1820	0	0	0	1	1	0	0	0	0	0	1	0	0	0	0	0	R	D							
Buffer Output Full (@ 1810)		0	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	R				D				
Data Available (@ 1810)		0	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	R					D			
Auxiliary Coin Switch		0	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	R						D		
Left Coin Switch		0	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	R							D	
Right Coin Switch		0	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	R								D
Music Reset	1820	0	0	0	1	1	0	0	0	0	0	1	0	0	0	0	0	W								D
Light-Emitting Diode	1824	0	0	0	1	1	0	0	0	0	0	1	0	0	1	0	0	W								D
Light-Emitting Diode	1825	0	0	0	1	1	0	0	0	0	0	1	0	0	1	0	1	W								D
Right Coin Counter	1826	0	0	0	1	1	0	0	0	0	0	1	0	0	1	1	0	W								D
Left Coin Counter	1827	0	0	0	1	1	0	0	0	0	0	1	0	0	1	1	1	$\mathbf{w}$								D
Sound Effects	1870-187F	0	0	0	1	1	0	0	0	0	1	1	1	Α	Α	$\mathbf{A}$	Α	R/W	D	D	D	D	D	D	D	D
Program ROM	4000-FFFF	A	A	Α	A	A	Α	Α	A	Α	A	Α	Α	A	A	A	A	R	D	D	D	D	D	D	D	D

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

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