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# Road Blasters Schematic Package

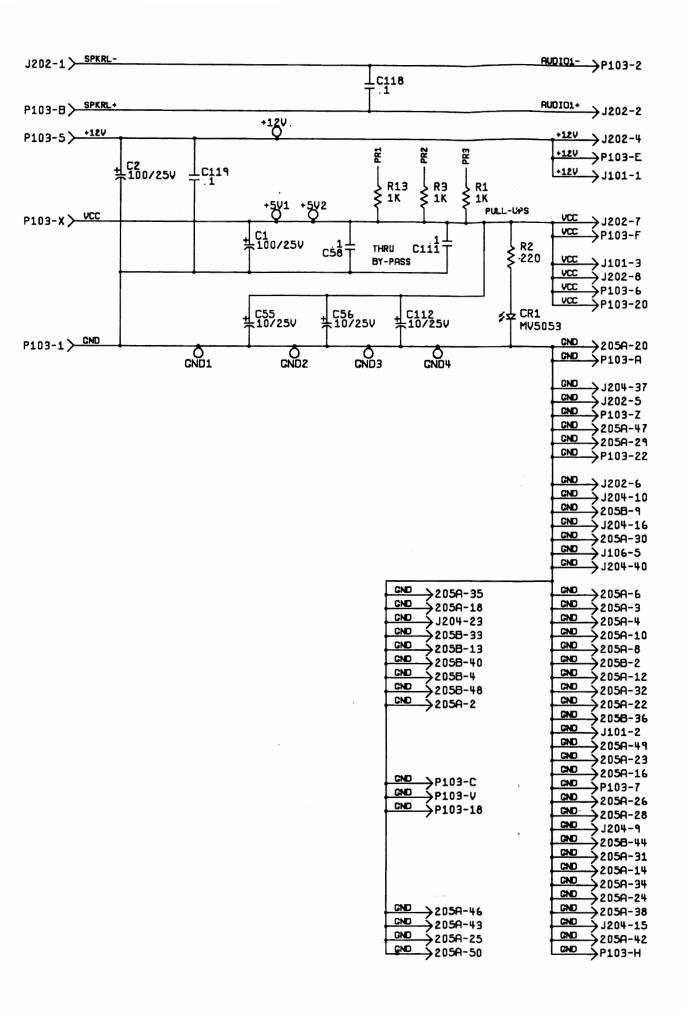
Supplement to the Operators Manual

## For Cockpit Game



This staple terr raniy holds the sche matic packag , ether. Remove the staple before using these schematics.





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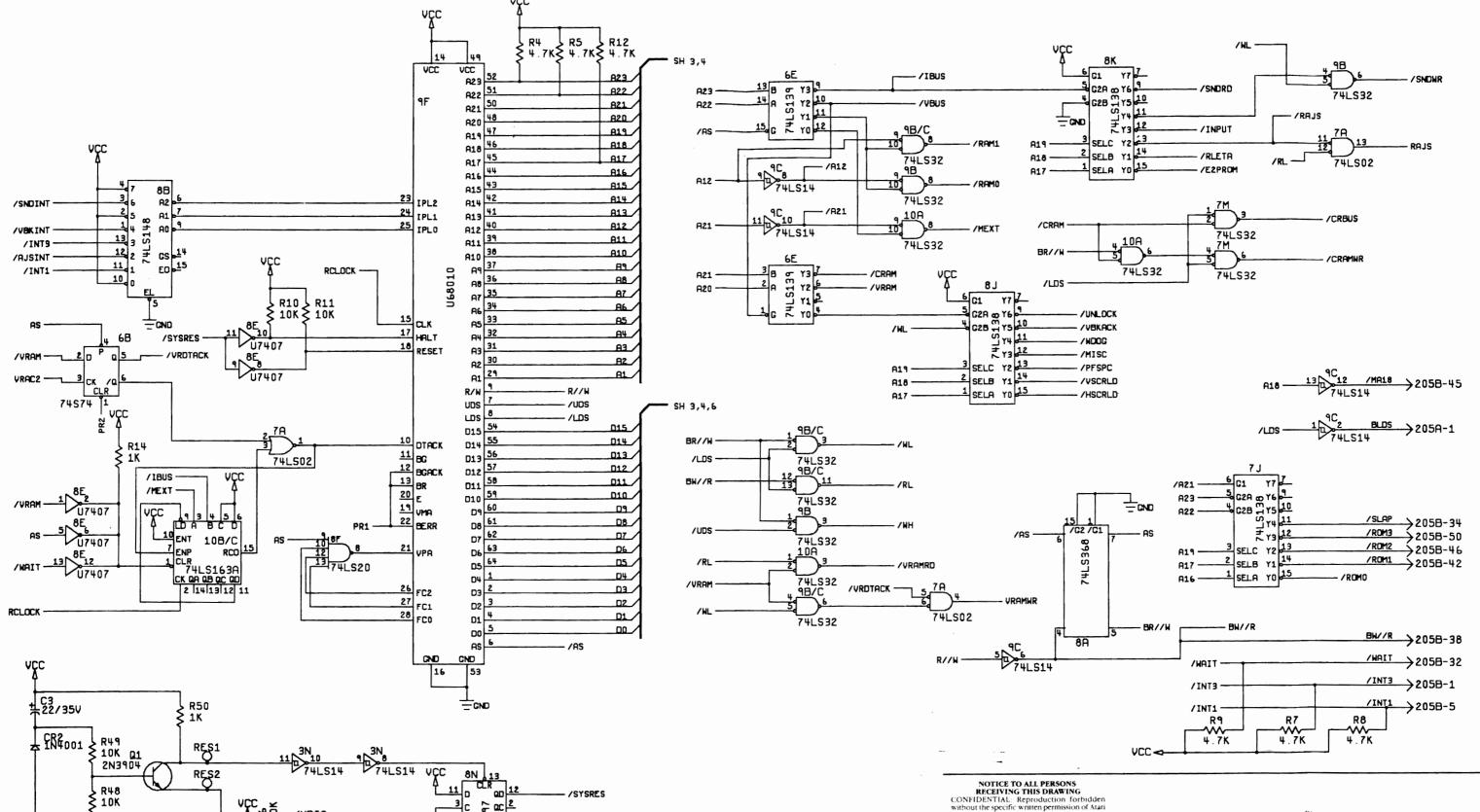


## Road Blasters <sup>™</sup>/Cockpit LSI Main **PCB Schematic Diagram**

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74LS08

/VBLANK

± cNo

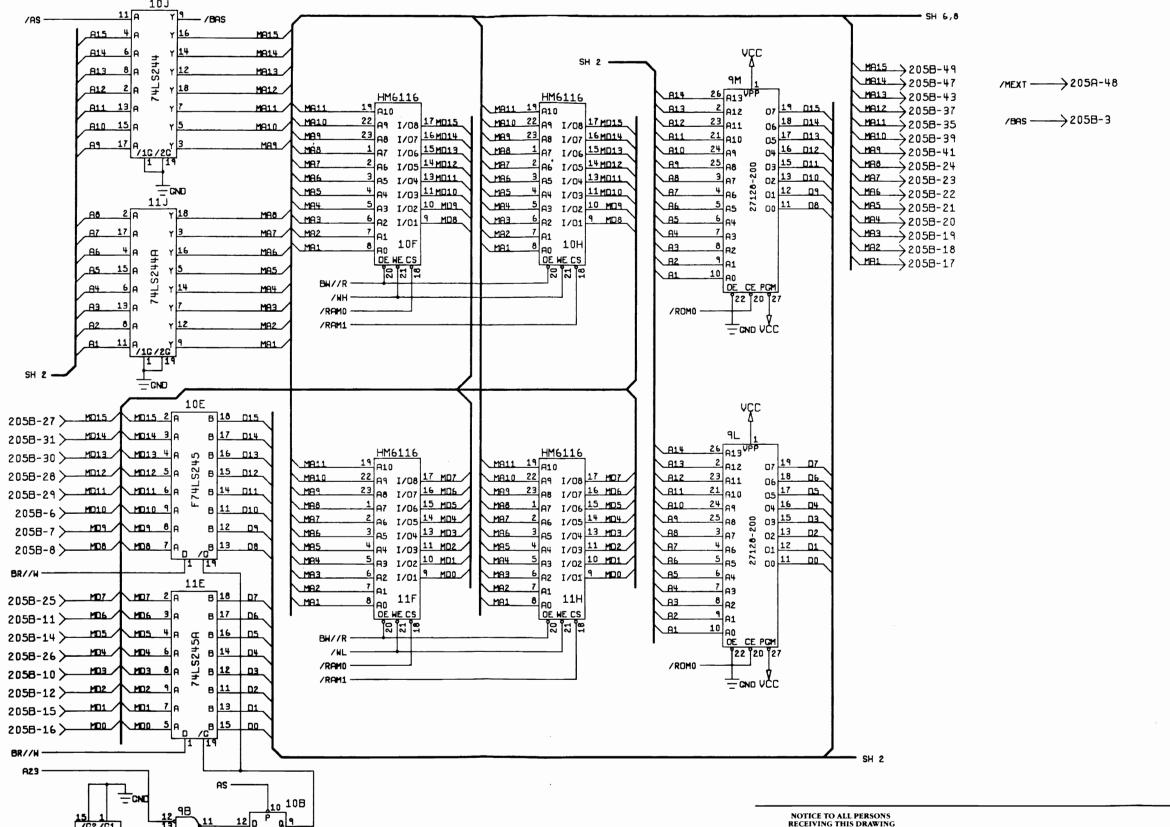
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# Road Blasters Cockpit LSI Main PCB Schematic Diagram

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/G2 /G1

88

74LS32

74LS74

RCLOCK -

/ROM0

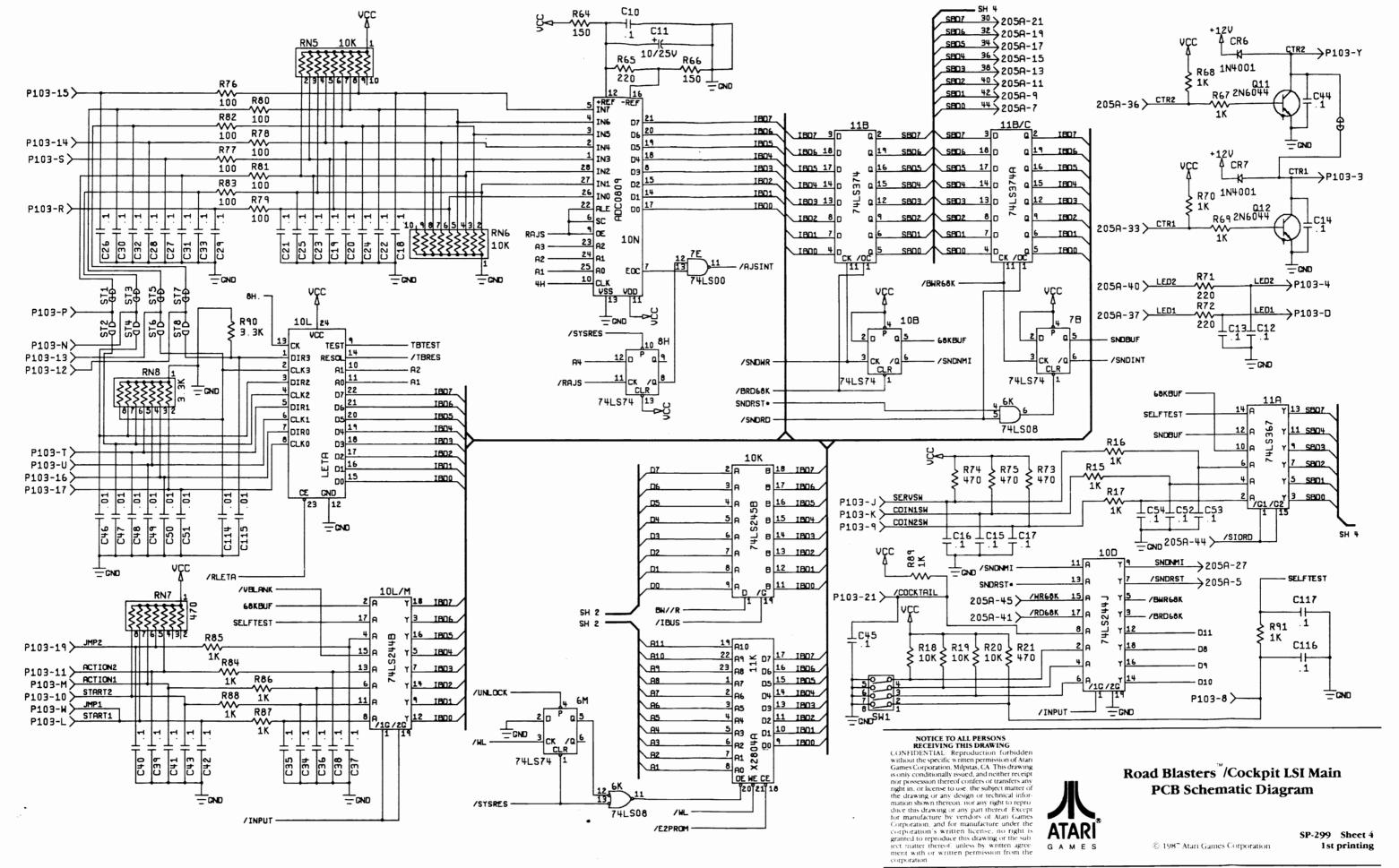
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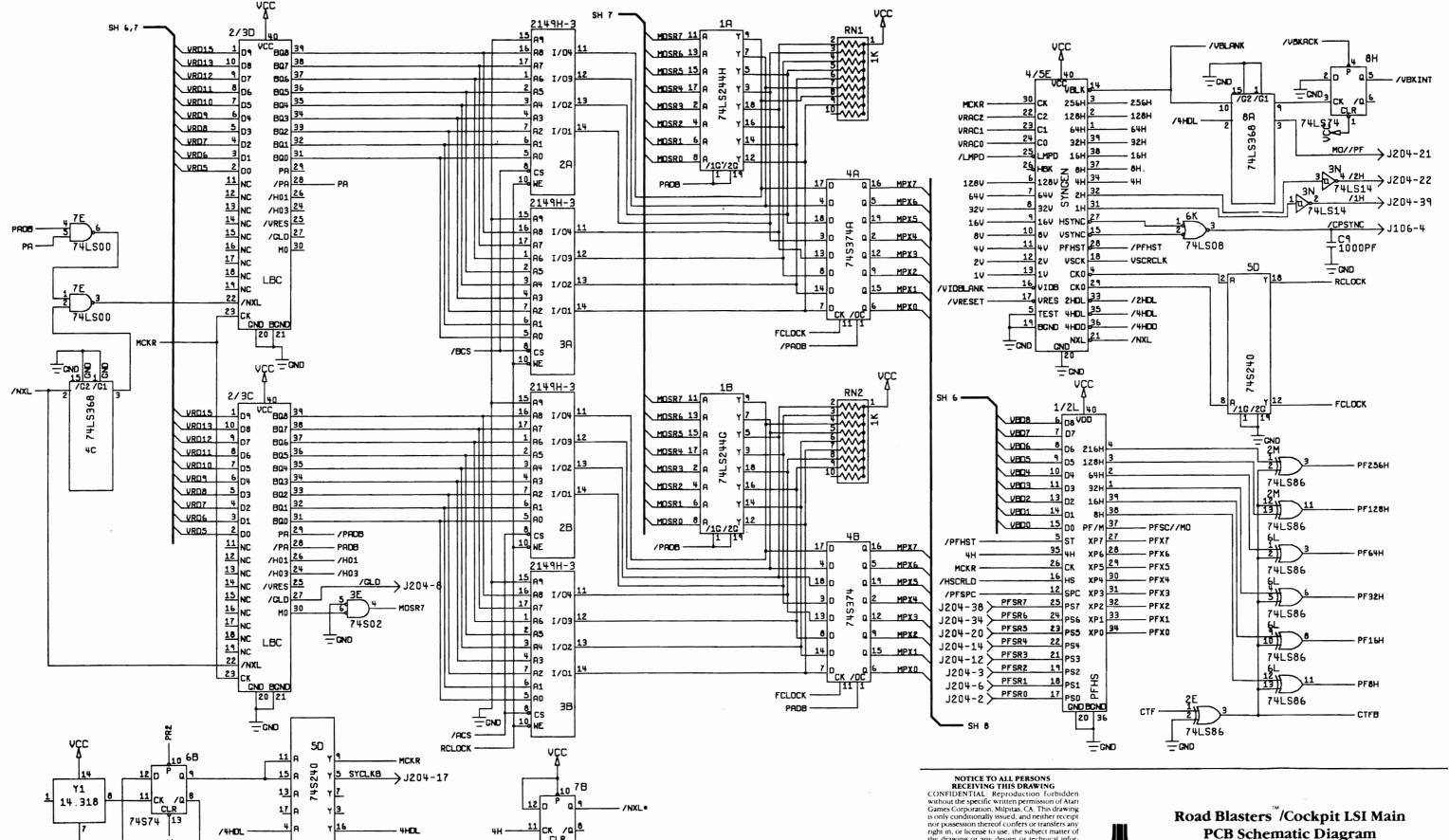
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74LS74

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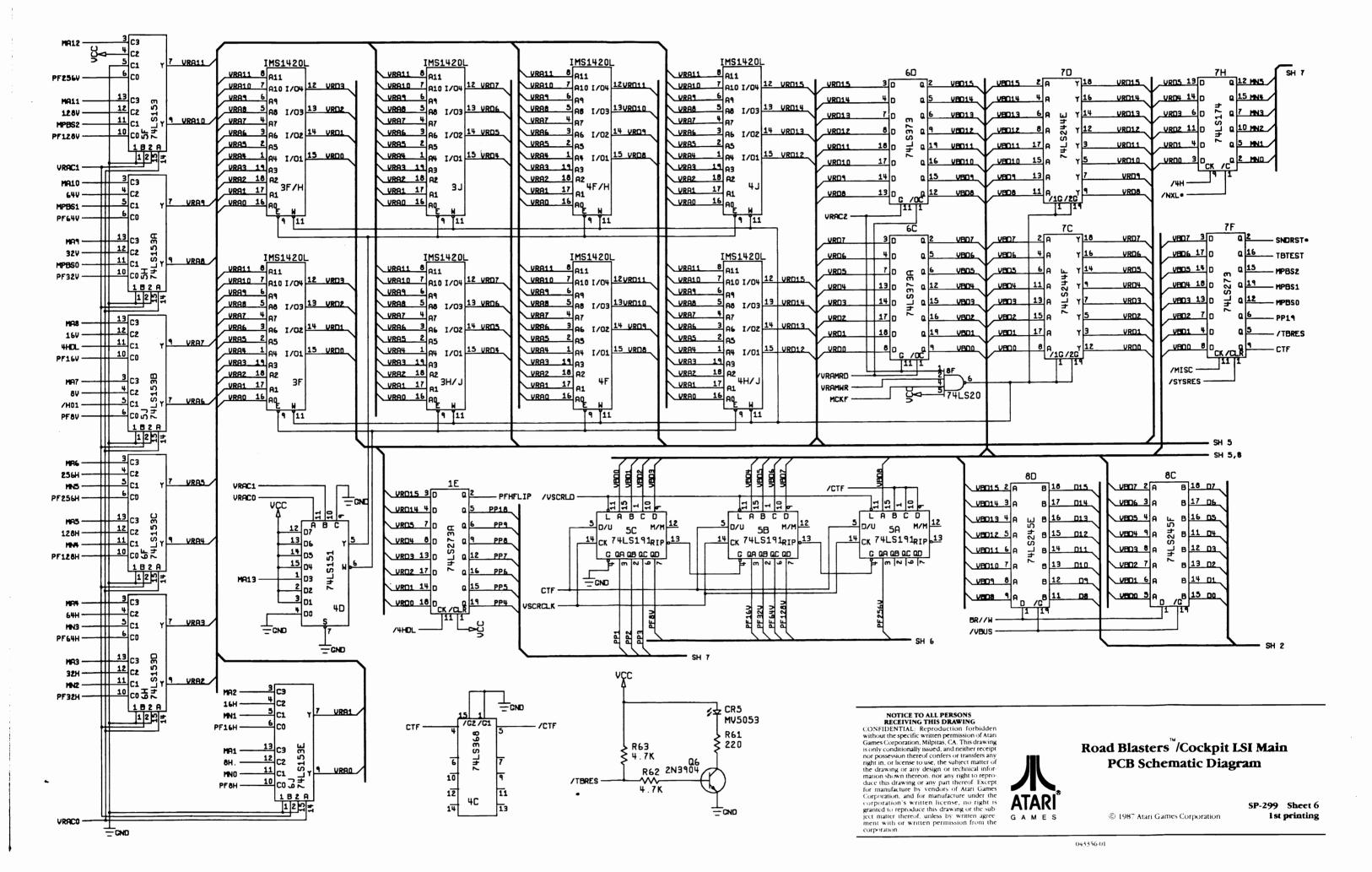
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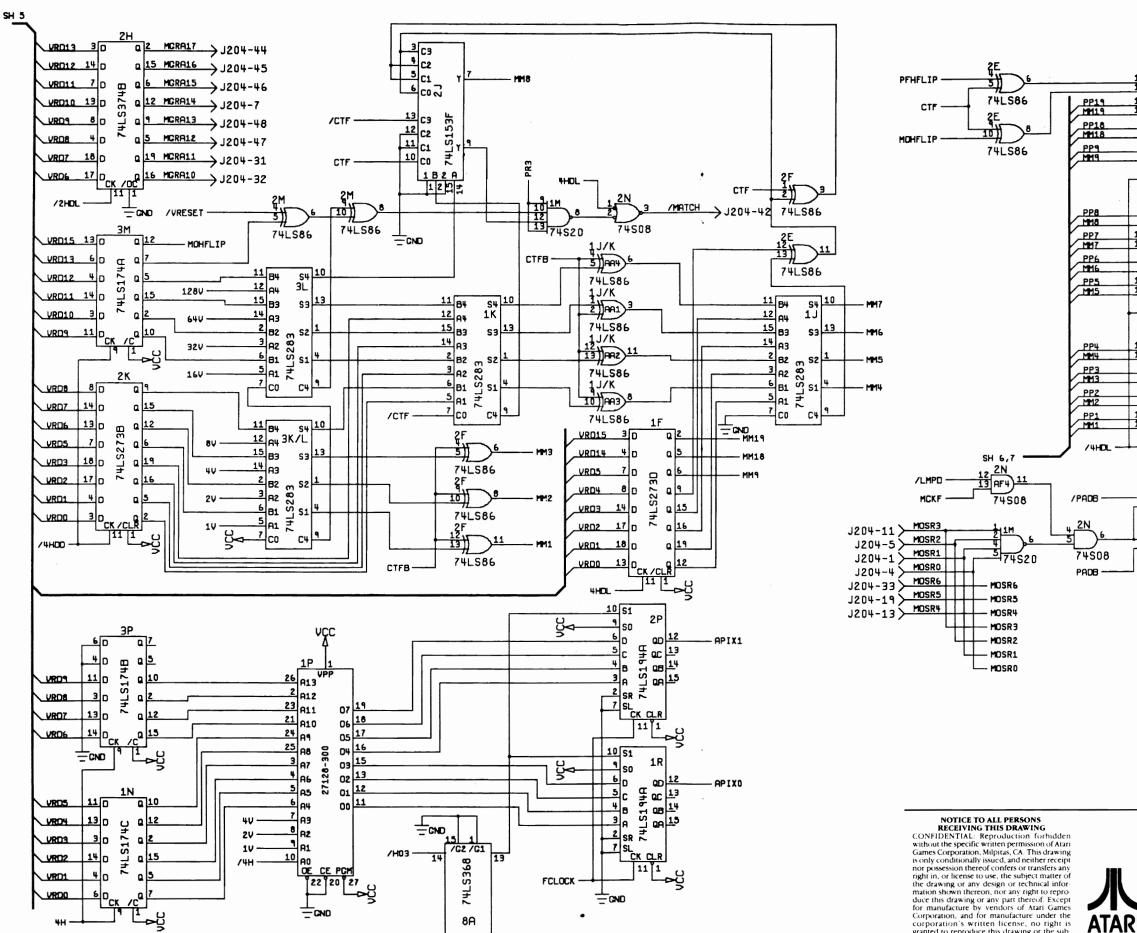
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# **PCB Schematic Diagram**

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## Road Blasters /Cockpit LSI Main **PCB Schematic Diagram**

MCHF > J204-18

MGR19 > J204-41

MCR18 > J204-43

MCRA9 > J204-28

MCRA8 > J204-27

MCRA7 ) J204-35

MGRA6 > J204-36

MCRR5 ) J204-25

MGRA4 > J204-26

MGRA3 \_\_\_ J204-24

MGRA2 > J204-29

MGRA1 > J204-30

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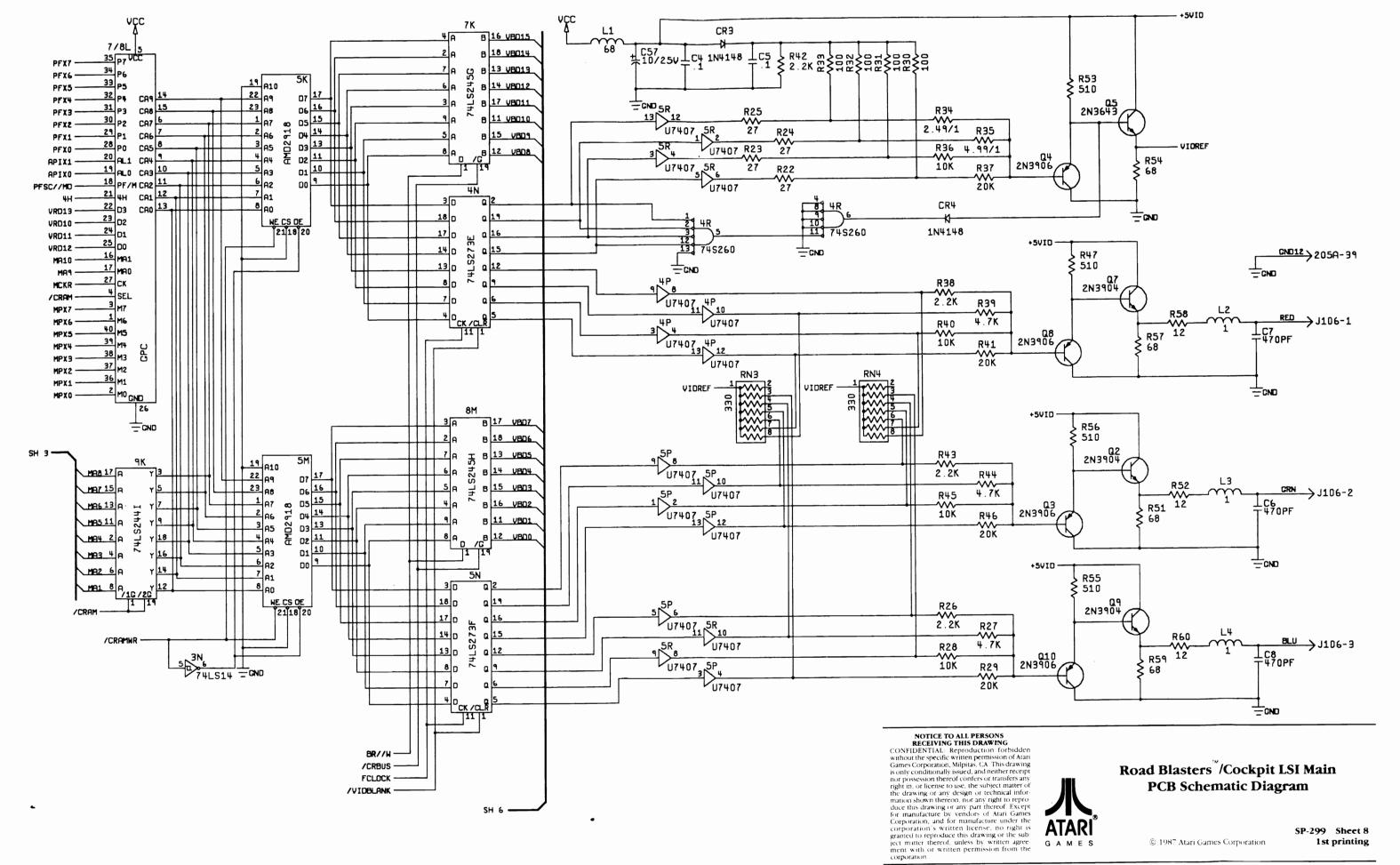
SP-299 Sheet 7 1st printing

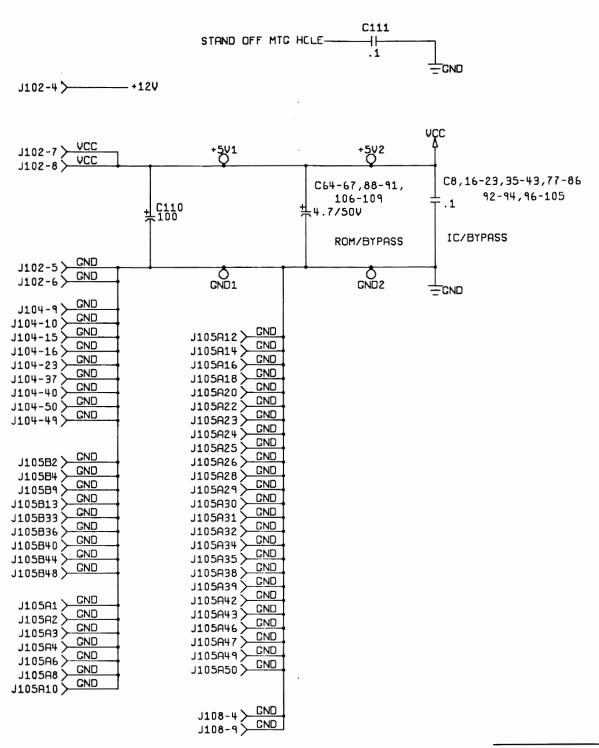
74LS257B

74502

74502

/ACS





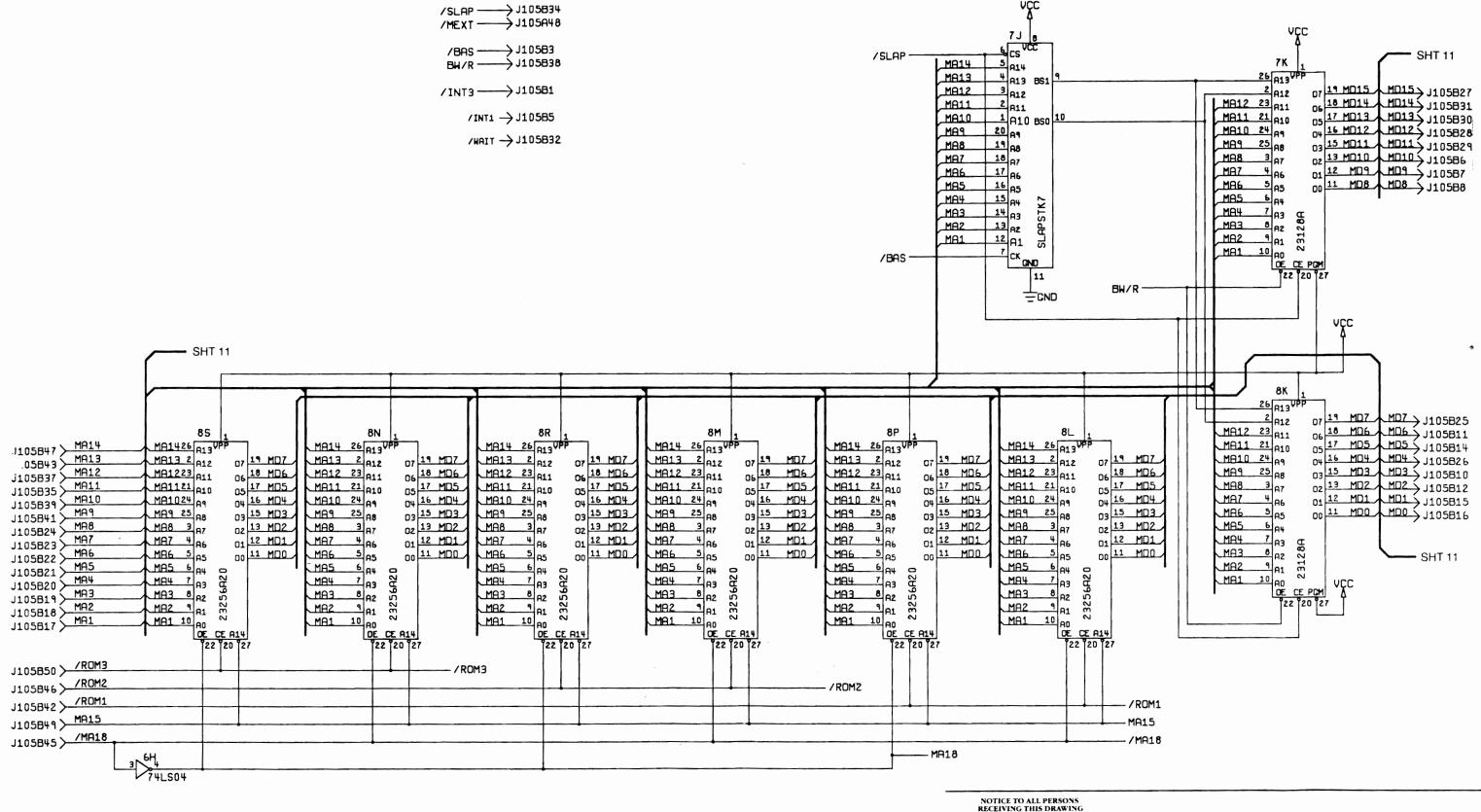
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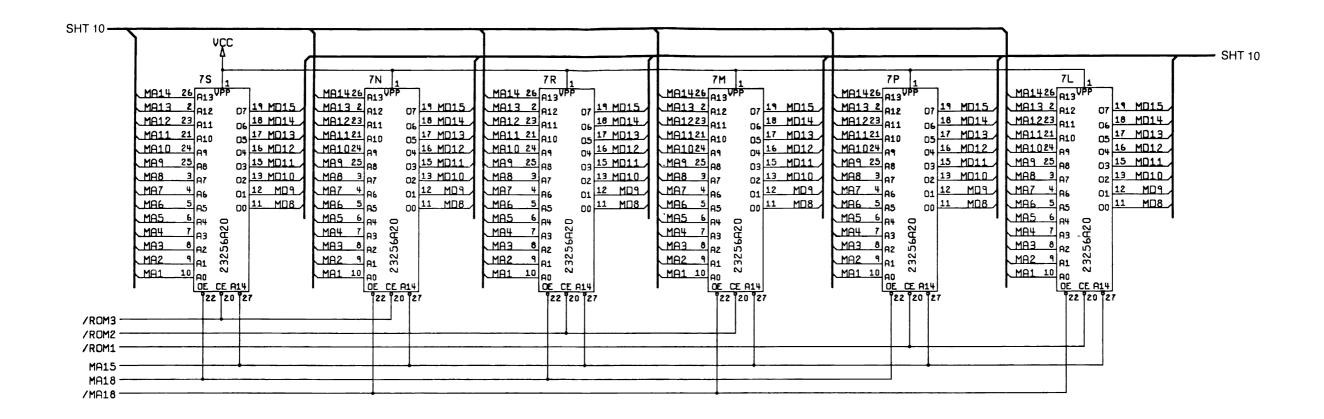


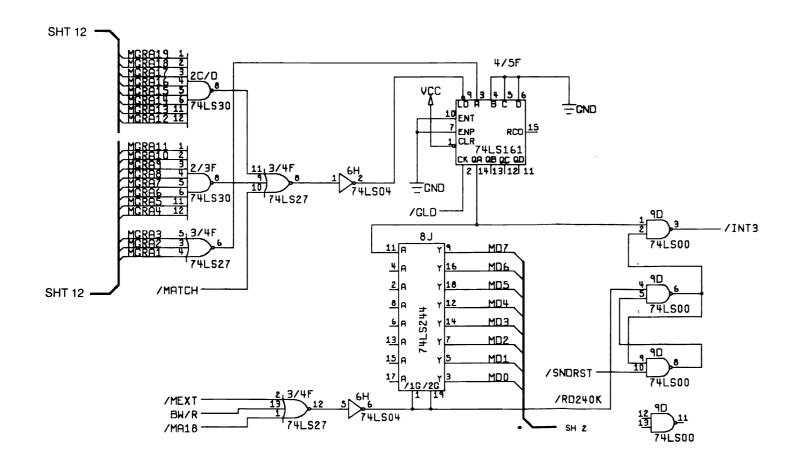
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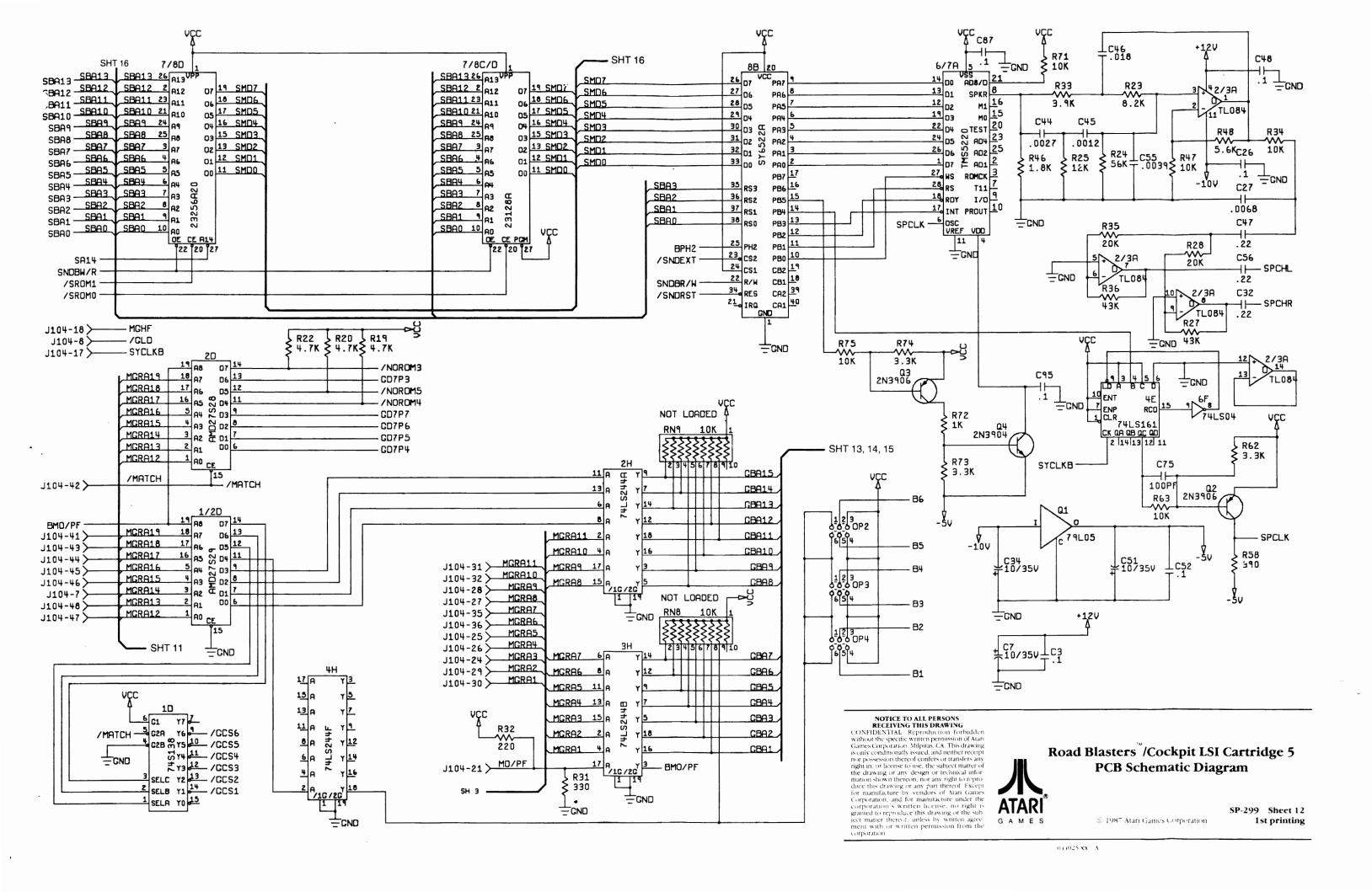


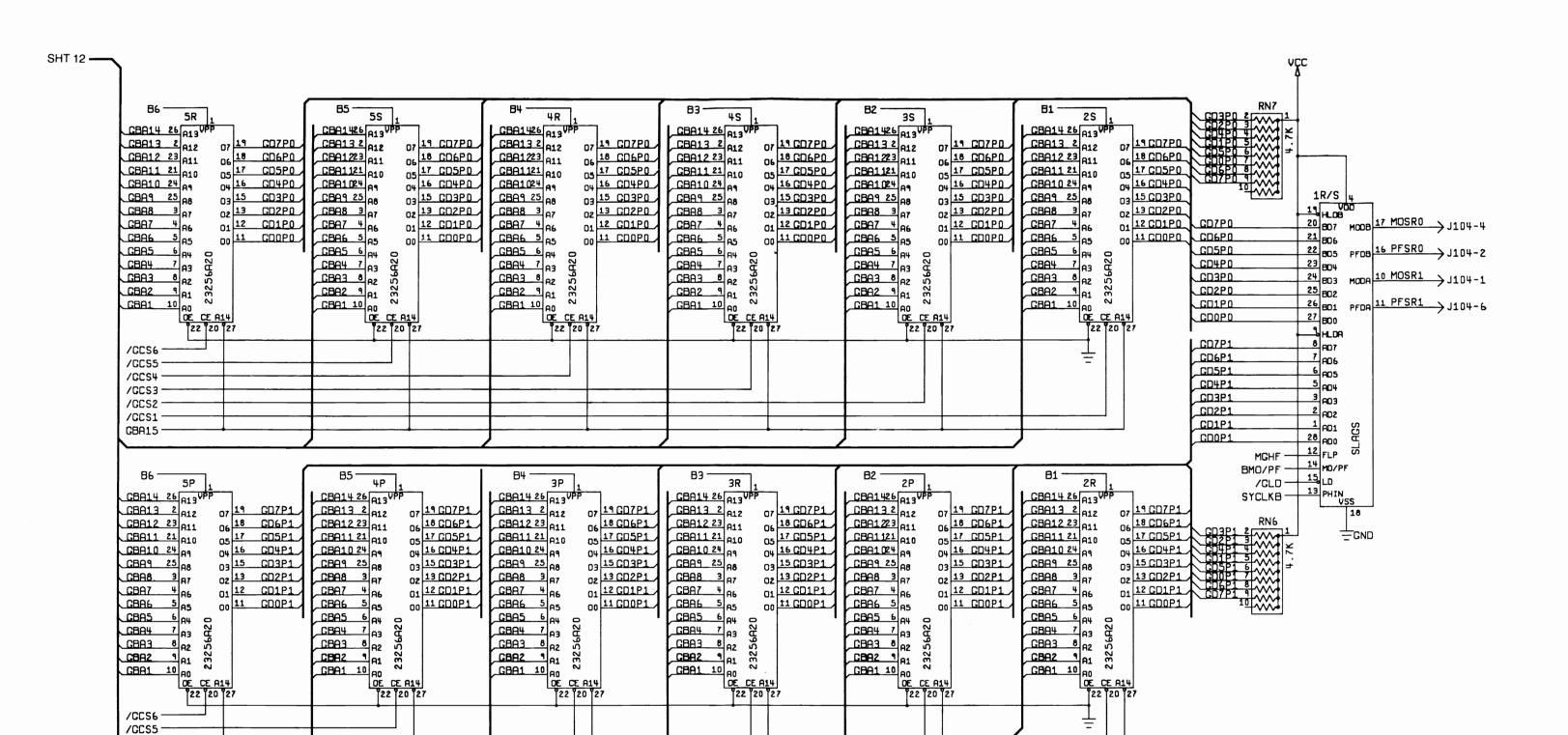
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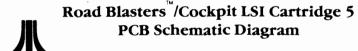




/GCS4 · /GCS3 · /GCS2 · /GCS1 · CBA15 ·

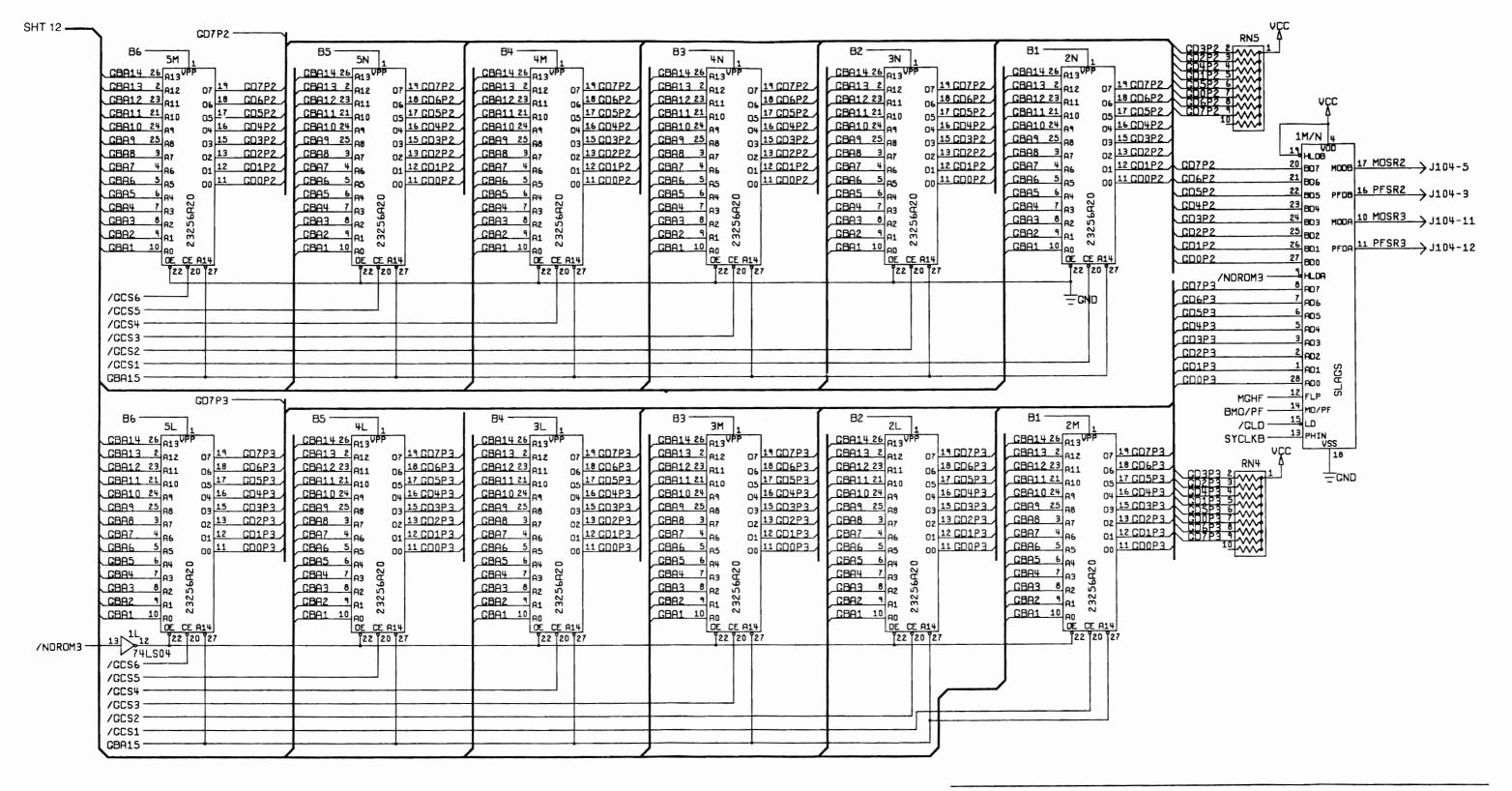
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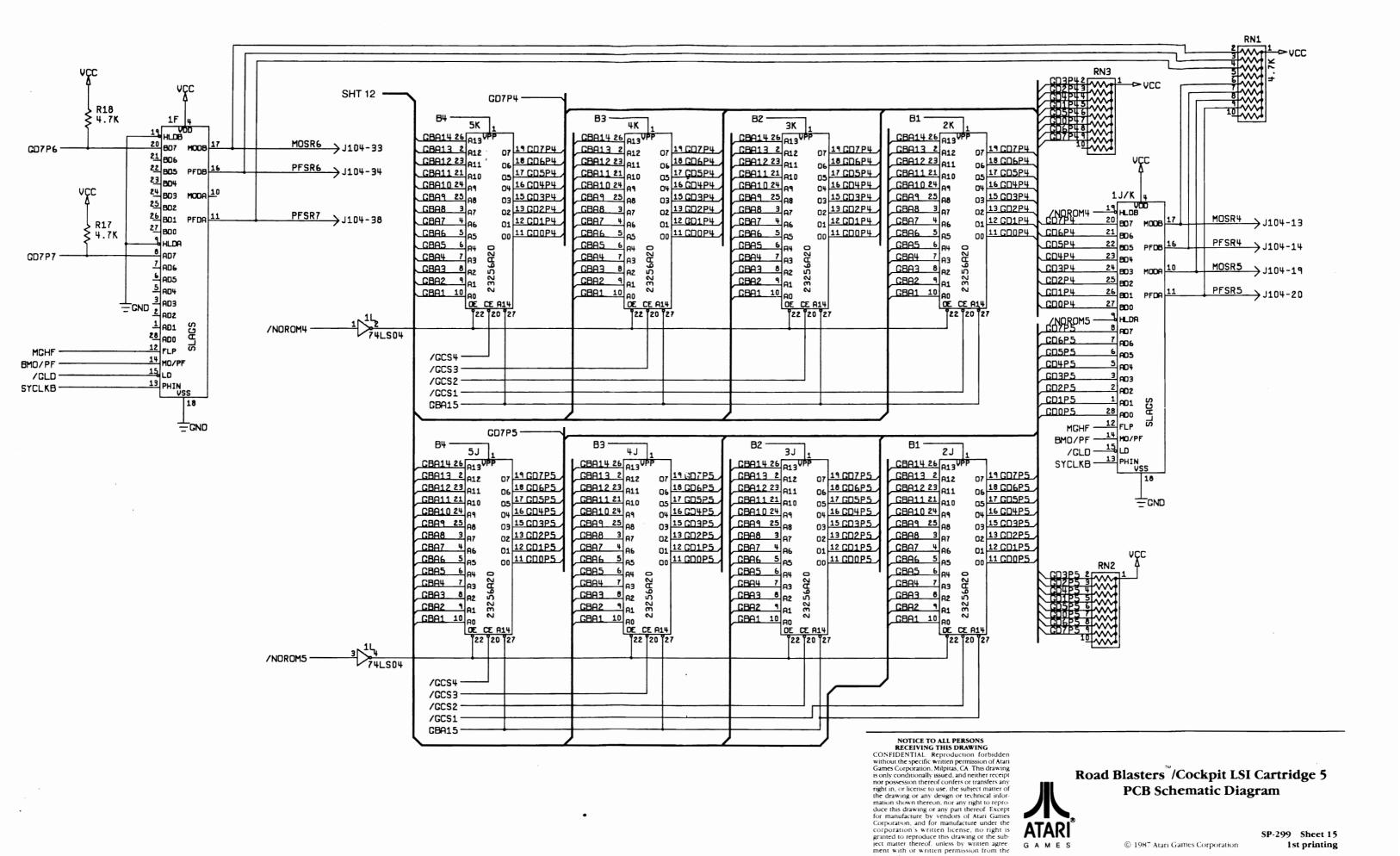


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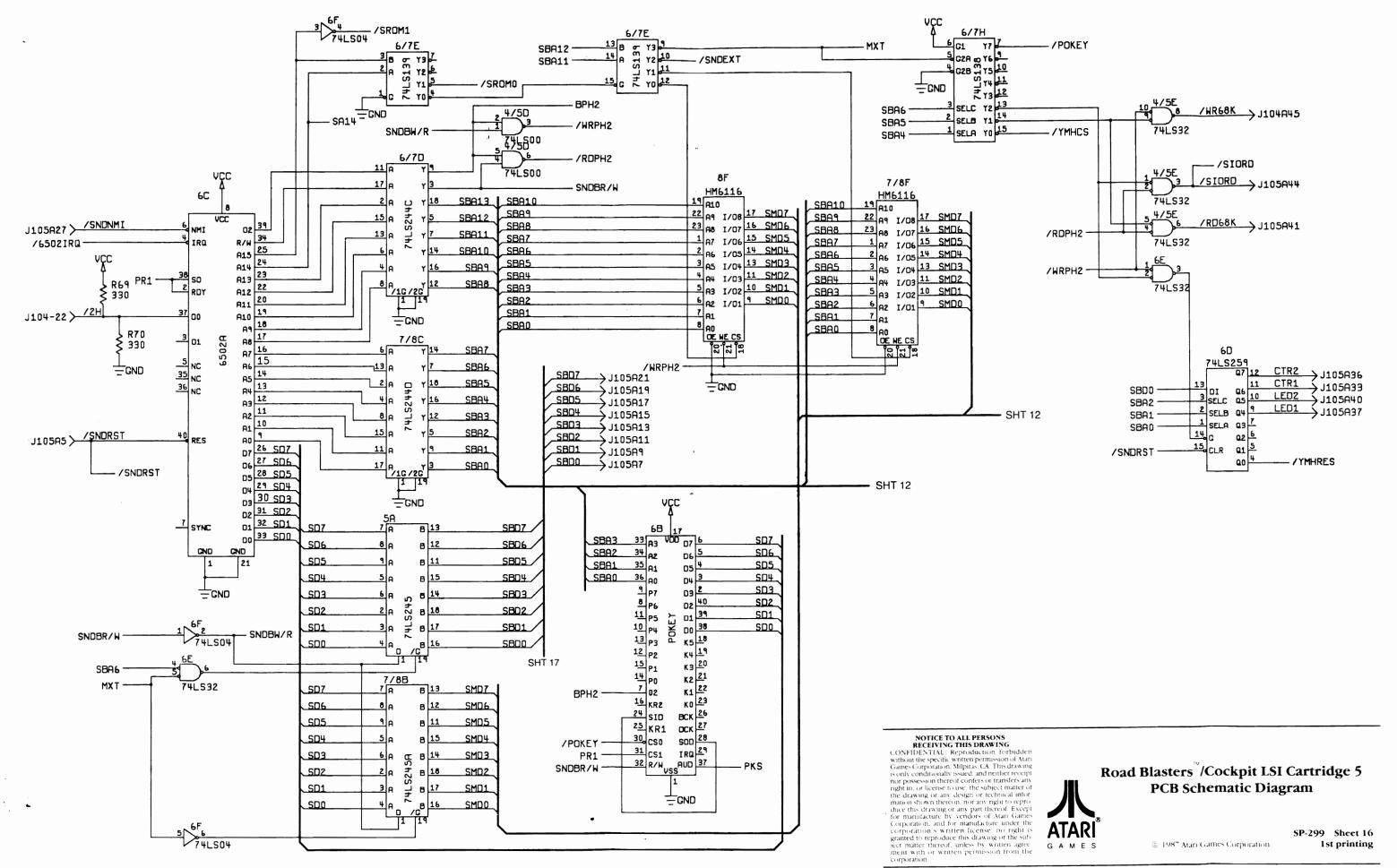


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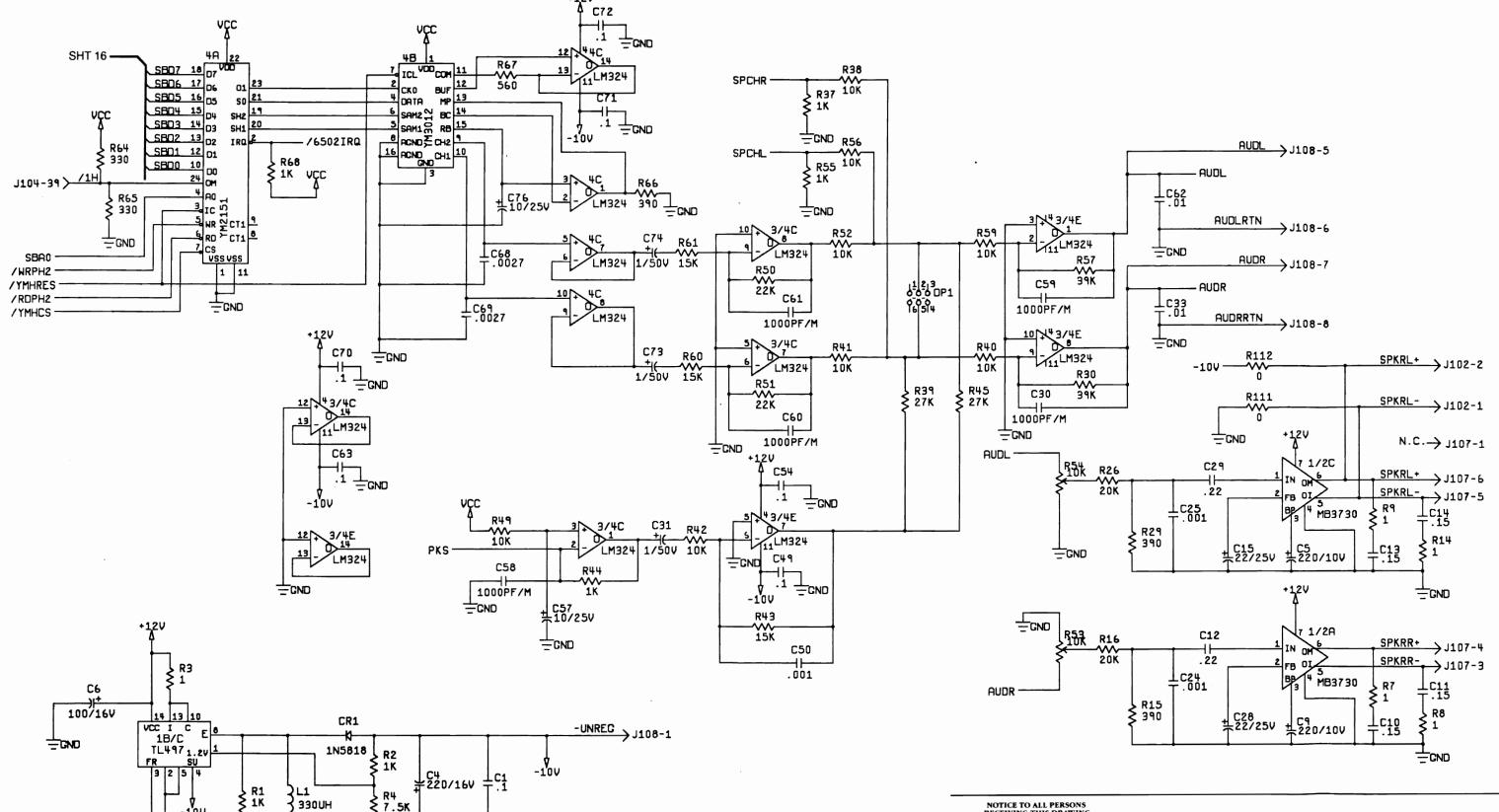
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-UNREGRTN > J108-3

-10V

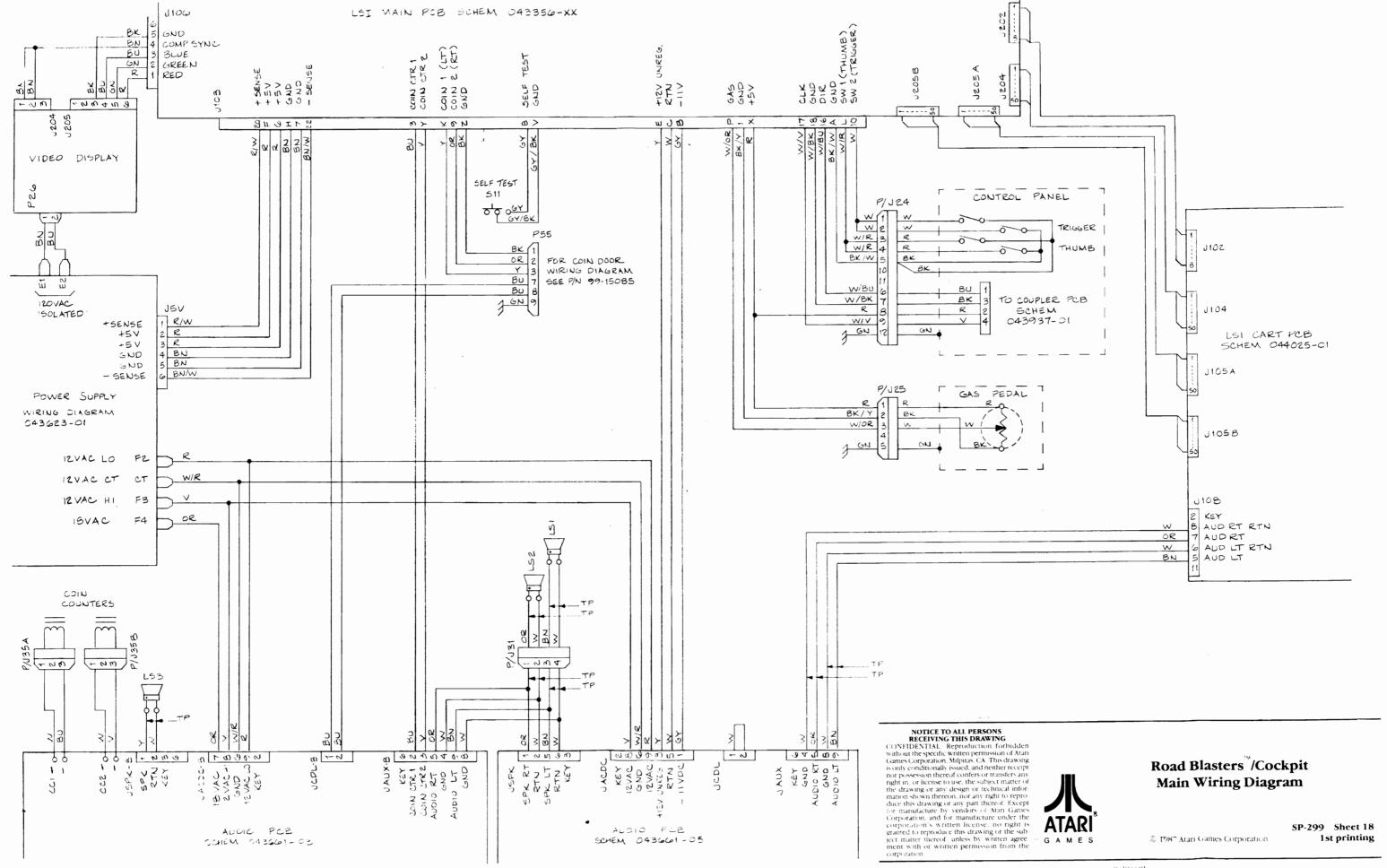
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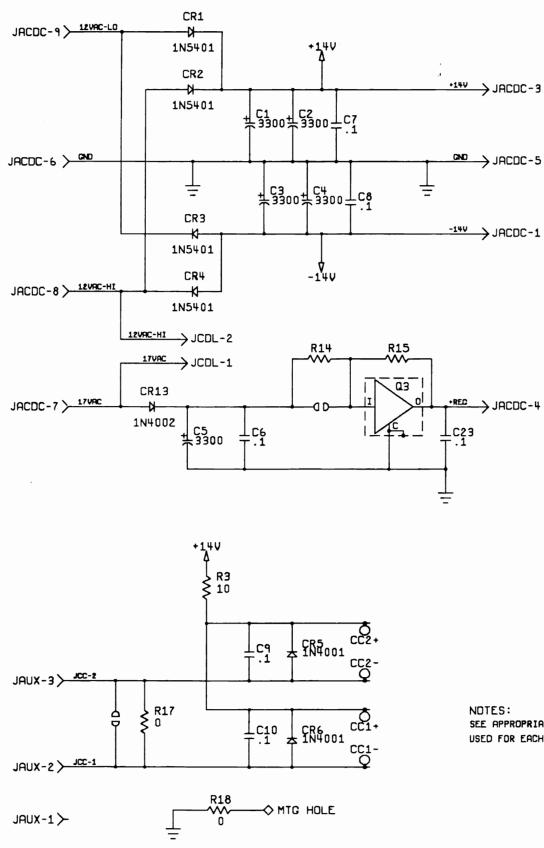


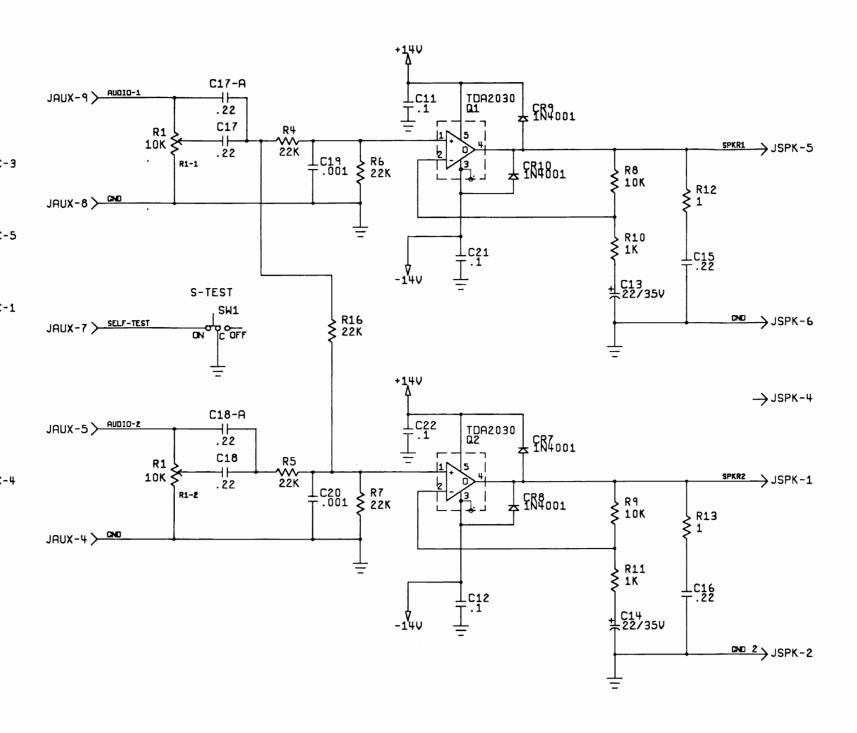
## Road Blasters <sup>™</sup>/Cockpit LSI Cartridge 5 **PCB Schematic Diagram**

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

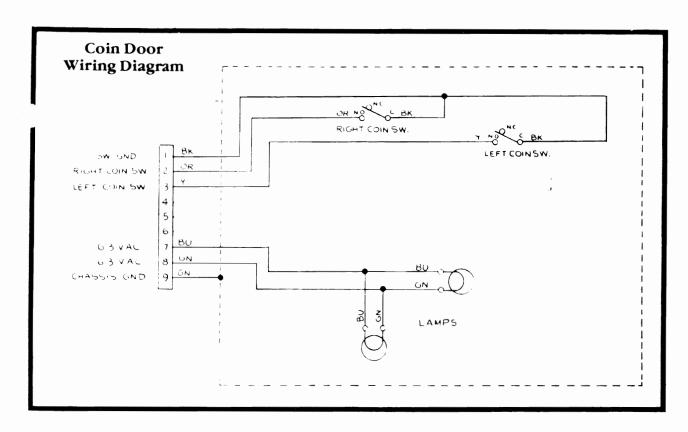
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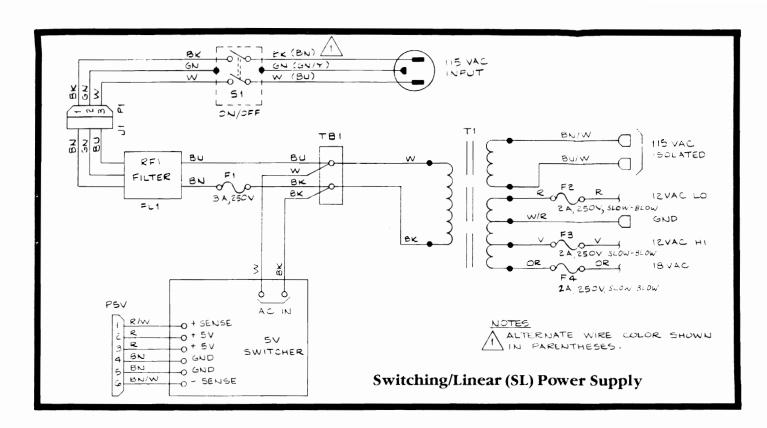


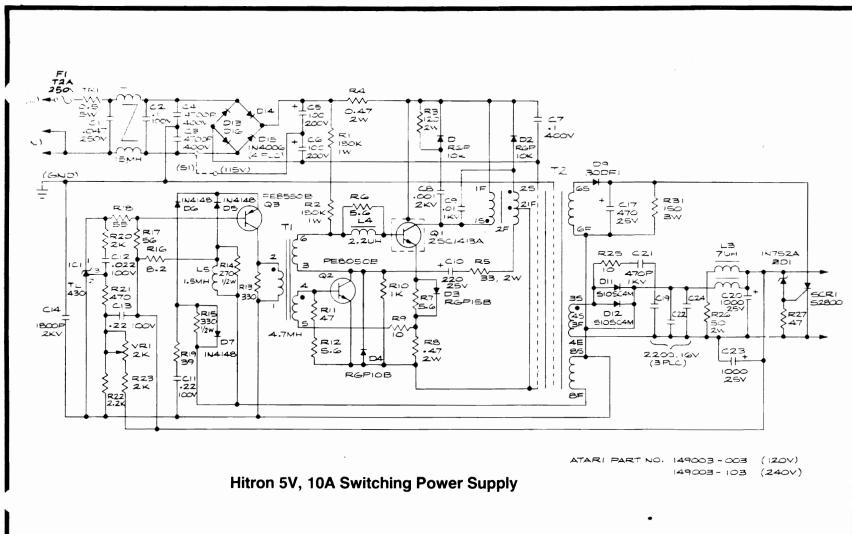
## Road Blasters Audio II **PCB Schematic Diagram**

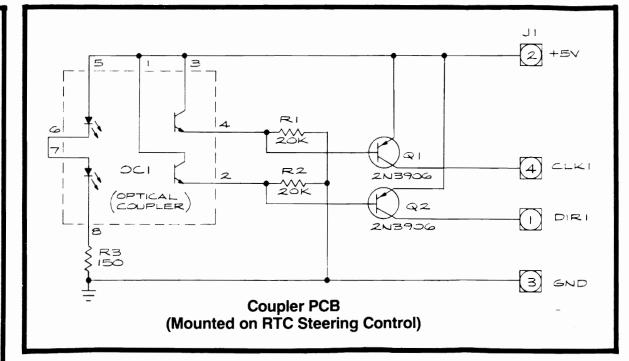
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Wiring Diagrams for SL Power Supply, Coin Door, 5V, 10A Power Supply, and Coupler PCB

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149003-003

## Video Microprocessor Memory Map

FUNCTION	HEXA- DECIMAL ADDRESS	A23	3A22	2 <b>A</b> 21	l <b>A</b> 2(	) <b>A</b> 19	A18	A17	<b>A</b> 16						L LIN 0 A9		<b>A</b> 7	<b>A6</b>	A5 /	<b>A4</b> .	A3 /	12	<b>1</b> 1 <b>A</b> 0	READ/ WRITE	D15	D14	D13	<b>D12</b> 1			BUS S					D3	D2	D1	DO
Program ROM	000000-087FFF	0	0	0	0	A	A	A	Α	A	A	A	A .	<b>A</b> A	A	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
Program RAM	400000-401FFF	0	1	0	0	0	0	0	0	0	0	0	A A	A A	A	A	A	A	A	A	A	Α	A A	R/W	D	D	D	D	D	D	D D	D	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	0 0	W							D	D	D	D	D	D	D	D	D
Playfield Vertical Scroll .	820000	1	0	0	0 .	0	0	1	0	0	0	0	0 (	0	Q.	0	0	0	0	0	0	0	0 0	W							D	D	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	ø	0	0	0	0	0	0	0	0 0	R								D	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 0	W								D							
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 0	W									D						
Motion Object Parameter Buffer Select		1	0	0	0	0	1	1	0	0	0	0	0 (	0	o*	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 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	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 0	w														D	D
Watchdog	880000	1	0	0	0	1	0	0	0	•	•	~	0 (		•	0	0	0	•	0	0	-	0 0	w															D
Vertical Blank IRQ Acknowledge	8A0000	1	0	0	0	1	0	1	0	•	•	•	0 (			0	0	0	•	•	0	-	0 0	w															
Unlock		1	0	0	0	1	1	0	0	•	_	-	0 (		-	0	0	0	-	•	•	-	-	w															
Cartridge External	8C0000 900000-9FFFFF	-	0	0	1	1	1	•	-	•	•	-	-		-	-	-	-	-	-	-		-	R/W	D	D	D	D	D	n	D D	-	D	-	-	D		Б	D
Playfield RAM				0	1	A	A	A O	A				A A			A	A	A					A A		D	D	D		_		D D			D		D	_	_	D
laylicid RAM	A00000-A01FFF	1	0	1	0	0	0	0	0	U	0	0	A A	A	Α	Α	Α	Α	Α	A	Α	A	A A	R/W	D	D	D	D	D	D	D D	D	D	D	D	D	D	D	D
Motion Object Vertical Position	402000 4020 <del>7</del> F	,	0		0		0	0	0	0	^				0		0							D AV			5		_		D D				_	-			_
	A02000-A0207F		0	1	0	0	0	0	0	0	0		0 (		0	0	0	A.			A		A A	R/W	D	D	D	D	D		D D			D	D	D	D	_	D
Motion Object Picture	A02080-A020FF	1	0	1	0	0	0	0	0	•	0	1	0 (		-	0	1	Α					A A	R/W	D	D	D	D			D D	_	_	D	D	D	D	_	D
Motion Object Horizontal Position	A02100-A0217F	1	0	1	0	0	0	0	0	•	0	-	0 (		-	1	0	Α	Α	A	Α		A A	R/W	D	D	D				D D	_		D	D	D	D	-	D
Motion Object Link	A02180-A021FF	1	0	1	0	0	0	0	0	•	0	-	0 (	_	0	1	1	Α	Α	A			A A	R/W	D	D	D	D			D D			D	D	D	D	_	D
Motion Object Vertical Position	A02200-A0227F		0	1	0	0	0	0	0	•	0	•	0 (		1	0	0	Α		A			A A	R/W	D	D	D	D			D D			D	D	D	D	D	D
Motion Object Picture	A02280-A022FF		0	1	0	0	0	0	0	0	0	1	0 (	0	1	0	1	Α	A	A	A	A	A A	R/W	D	D	D	D			D D	D	D	D	D	D	D	D	D
Motion Object Horizontal Position	A02300-A0237F	1	0	1	0	0	0	0	0	0	0	1	0 0	0	1	1	0	Α	Α	A	A	A	A A	R/W	D	D	D	D	D	D	D D	D	D	D	D	D	D	D	D
Motion Object Link	A02380-A023FF	1	0	1	0	0	0	0	0	0	0	1	0 (	0	1	1	1	Α	A	A	A	A	A A	R/W	D	D	D	D	D	D	D D	D	D	D	D	D	D	D	D
Motion Object Vertical Position	A02E00-A02E7F	1	0	1	0	0	0	0	0	0	0	1	0 1	1	1	0	0	Α	Α	A	A	A	A A	R/W	D	D	D	D	D	D	D D	D	D	D	D	D	D	D	D
Motion Object Picture	A02E80-A02EFF		0	1	0	0	0	0	0	•	0	-	0 1	1	1	0	1				A		A A	R/W	D	D	D	D		_	D D		D	D	D	D	D	_	D
Motion Object Horizontal Position	A02F00-A02F7F		0	1	0	0	0	0	0	•	0	-	0 1	,	1	1	0	A			A		A A	R/W	D	D	D				D D		_	D		_	D		D
Aotion Object Link	A02F80-A02FFF		0	1	0	0	0	0	0	-	0	-	0 1	1	1	1	1						A A	R/W	D	D	D	-			D D			D			_	D	
Alphanumerics RAM	A03000-A03FFF	1	0	1	0	0	0	0	0	0	0	1	1 A	. A	Δ	Δ	Α	Δ	Δ	Α	Α	Δ	A A	R/W	D	D	D	D	D	D	ם מ	D	D	D	D	D	D	D	D
Alphanumerics Color RAM	B00000-B001FF		0	1	1	0	0	0	0	0	0	0	0 0	0	0	A	A						A A	R/W	D	D	D	D	D	D	ם ס	D	D	D	D	D	D	D	D
Motion Object Color RAM	B00200-B003FF		0	1	1	0	0	0	0	0	0	0 (	0 0		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
Playfield Color RAM	B00400-B005FF		0	1	1	0	0	0	0	0	•	•	0 0	•	0	A	A	A		A			A A	R/W	D	D	D	D		_	D D	_	D	D	D	D	D	D	D
ranslucent Color RAM	B00600-B0061F		0	1	1	0	0	0	0	•	0	0 1	0 0		1	0	0	0						R/W	D		_	_			D D		_	_	_	D	ט	~	
EPROM			0	1	1	0	0	0	0		•	0 (	-	_	1	-	•	-	•				A A		D	D	D	D	D	D	о о			D	D	D	D		D
rak-Ball	F00000-F00FFF		1	1	1	0	0	•	0	-		_	O A			A	A			A			A A	R								D		D		D		D	
	F20000-F20006	I	1	1	1	0	0	1	0		0			0	0			_	0	_	0		A A	R								D					D	D	
nalog Joystick	F40000-F4000E	1	1	1	1	0	1	0	0			0 (			0	0	0	0		0		A	A A	R								D	D	D	D	D	D	D	D
nalog Joystick IRQ Disable	F40010	1	1	1	1	0	1	0	0	0	0	0 (	0 0	0	0	0	0	0	0	1	-		0 0	R															
Output Buffer Full (@ FE0000)	<b>F</b> 60000	1	1	1	1	0	1	1	0	0	0	0 (	0 0	0	0	0	0	0	0	0	0	0	0 0	R								D							
elf-Test	F60000	1	1	1	1	0	1	1	0	0	0	0 (	0 0	0	0	0	0	0	0	0	0	0	0 0	R									D						
witch Input	F60000	1	1	1	1	0	1	1	0	0	0	0 (	0 0	0	0	0	0	0	0	0	0	0	0 0	R										D					
ertical Blank	F60000	1	1	1	1	0	1	1	0	0	0	0 (	0 0	0	0	0	0	0	0	0	0	0	0 0	R											D				
witch Input	F60000	1	1	1	1	0	1	1	0	0	0	0 (	0 0	0	0	0	0	0	0	0	0	0	0 0	R												D			
witch Input	F60000	1	1	1	1	0	1	1	0	0	0	0 (	0 0	0	0	0	0	0	0	0	0	0	0 0	R													D		
witch Input	F60000	1	1	1	1	0	1	1	0	0	0	0 (	0 0	0	Q	0	0	0	0	0	0	0	0 0	R														D	
witch Input	F60000	1	1	1	1	0	1	1	0	0	0	0 (	0 0	0	0	0	0	0	0	0	0	0	0 0	R															D
-			,	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-	0 0	R								D	D	D	D	D	D	D	D
ead Sound Processor (6502)	FC0000	1	1	1		1		v							U	U	v	v	v	U	U	U	U U	I.								1,	D	,,	,,,				

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## Road Blasters **Video Microprocessor Memory Map**

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## I/O and Sound Microprocessor Memory Map

	HEXA- DECIMAL					A 1	DDR	ECC	DITE	erc.	NY A T	T 13	EC					READ/		DAT	A DI	16 61	CN		INT	c
FUNCTION	ADDRESS	A15	A14	A13	A12									<b>A</b> 3	A2	A1	A0								INES D1	
Program RAM	0000-0FFF	0	0	0	0	A	A	A	Ā	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D
Cartridge External	1000-1FFF	O	O	0	1	A	A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D
Music	1800-1801	O	0	0	1	1	0	0	<b>`</b> 0	0	0	0	0	0	()	0	Α	R/W	D	D	D	D	D	D	D	D
Read 68000 Port	1810	O	0	0	1	1	()	0	0	0	0	O	1	0	0	0	0	R	D	D	D	D	D	D	D	D
Write 68000 Port	1810	O	0	0	1	l	0	0	0	O	0	0	1	()	()	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	O	0	R	D							
Buffer Output Full (@ 1810)		O	()	0	1	1	0	0	0	0	0	0	1	0	0	0	0	R				D				
Data Available (@ 1810)		0	0	O	1	1	0	0	0	0	()	0	1	()	()	0	0	R					D			
Auxiliary Coin Switch		0	()	0	1	1	0	O	()	0	()	O	1	0	0	0	0	R						D		
Left Coin Switch		()	0	0	1	1	0	0	0	0	0	0	1	0	0	()	0	R							G	
Right Coin Switch		0	0	0	1	1	O	O	0	0	()	0	1	0	0	0	O	R								D
Music Reset	1820	0	0	0	1	1	0	0	0	0	0	1	0	O	()	()	0	W								D
Light-Emitting Diode	1824	O	0	0	1	1	0	0	0	0	()	1	0	0	1	0	0	W.								D
Light-Emitting Diode	1825	0	0	0	1	1	0	0	0	O	0	1	0	()	1	0	1	W.								D
Right Coin Counter	1826	0	0	()	1	1	0	0	()	0	0	1	0	0	1	1	0	W.								D
Left Coin Counter	182	0	0	0	1	1	()	0	0	0	0	1	0	0	1	1	1	W.								D
Sound Effects	1870-187F	()	0	0.	1	1	0	0	()	0	1	1	1	A	A	A	A	R/W	D	D	D	D	D	D	D	D
Program ROM	4000-FFFF	A	A	A	A	A	A	A	A	$\mathbf{A}$	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	D

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