



MEMORY MAP																										
HEXADDECIMAL	A15	A14	A13	A12	A11	A10	A9	A8	A7	A6	A5	A4	A3	A2	A1	A0	R/W	D7	D6	D5	D4	D3	D2	D1	D0	FUNCTION
0000-03FF	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	PROGRAM RAM (1K)
0800	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	RIGHT COIN SWITCH	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	CENTER COIN SWITCH	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	LEFT COIN SWITCH	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	SLAM SWITCH	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	SELF TEST SWITCH	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	DIAG-STEP SWITCH	
0A00	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	3 KHZ	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	OPTION SWITCH INPUTS	
0C00	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	OPTION SWITCH INPUTS	
1000	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	COIN COUNTER RIGHT	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	W	D	D	D	D	D	D	D	D	COIN COUNTER CENTER	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	W	D	D	D	D	D	D	D	D	COIN COUNTER LEFT	
	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	W	D	D	D	D	D	D	D	D	VIDEO INVERT X	
1200	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	W	D	D	D	D	D	D	D	D	VIDEO INVERT Y	
1400	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	W	D	D	D	D	D	D	D	D	VECTOR GENERATOR GO	
1600	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	W	D	D	D	D	D	D	D	D	WATCHDOG CLEAR	
1800-187F	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	W	D	D	D	D	D	D	D	D	VECTOR GENERATOR RESET	
	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	AUXILIARY PCB ENABLE	
2000-27FF	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	VECTOR RAM (2K)	
2800-2FFF	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	VECTOR RAM/VECTOR ROM (2K)	
3000-3FFF	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	VECTOR ROM (4K)	
5000-5FFF	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	PROGRAM ROM (4K)	
6000-7FFF	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R	D	D	D	D	D	D	D	D	PROGRAM ROM (8K)	

NOTE:
 □ Indicates Edge Connector
 ○ Indicates Interconnect Connector
 ◀ Indicates Test Point

Sheet 2, Side A
BATTLEZONE™
 Game Microprocessor
 Game Address Decoding Circuitry
 Analog Vector-Generator PCB Power Input
 Clock
 NMI Counter
 Power Reset and Watchdog Counter
 Game Program Memory
 Game RAM
 Game Memory Map
 Section of 035742-01 & -02 B