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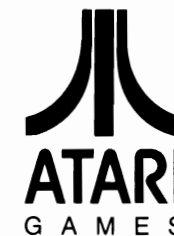
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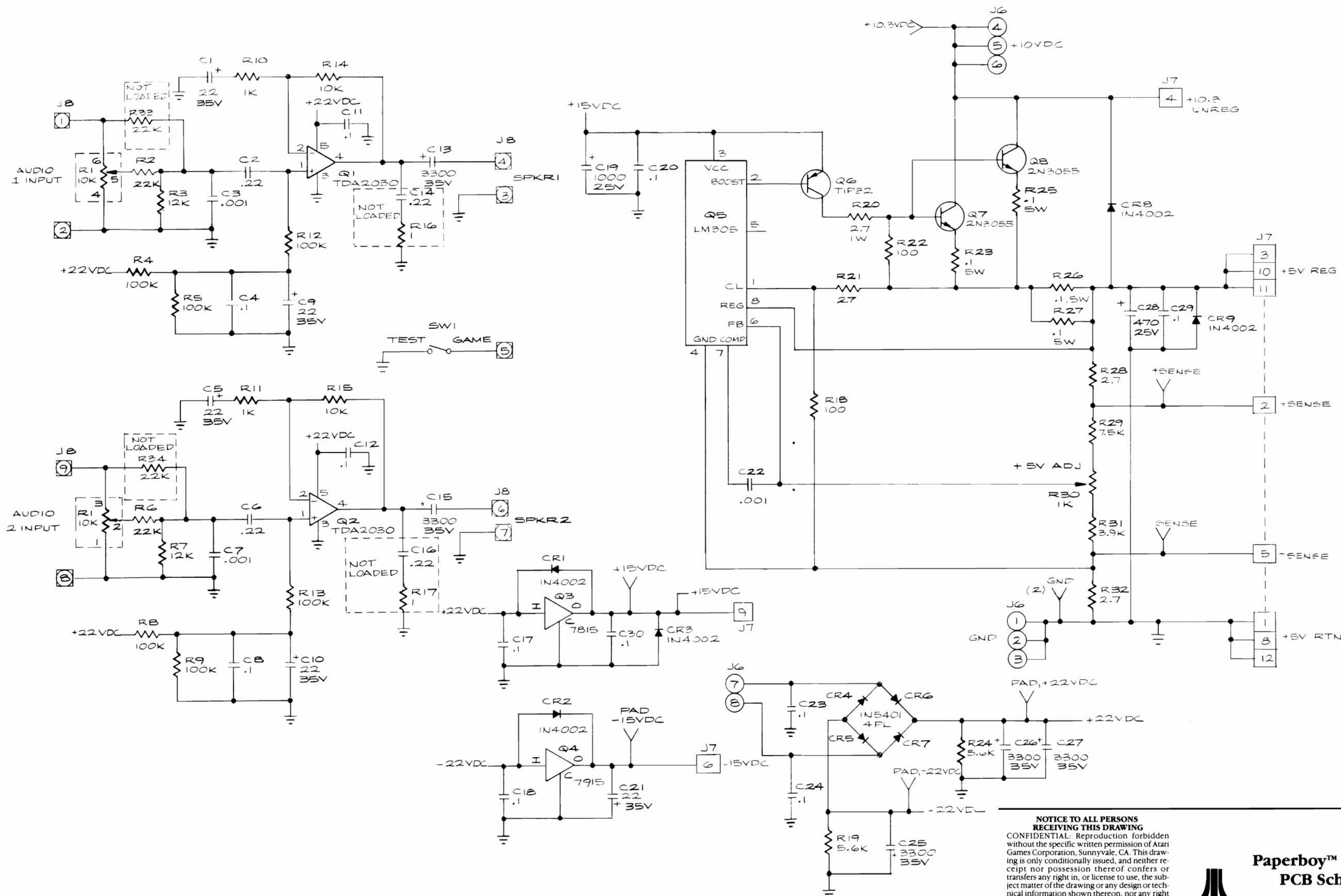
Schematic Package Supplement to



Operators Manual

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

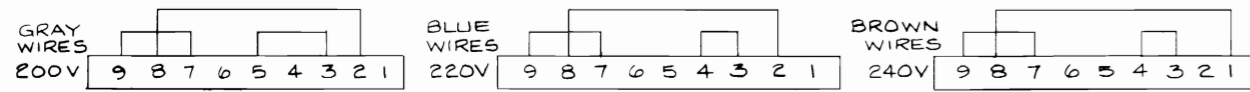




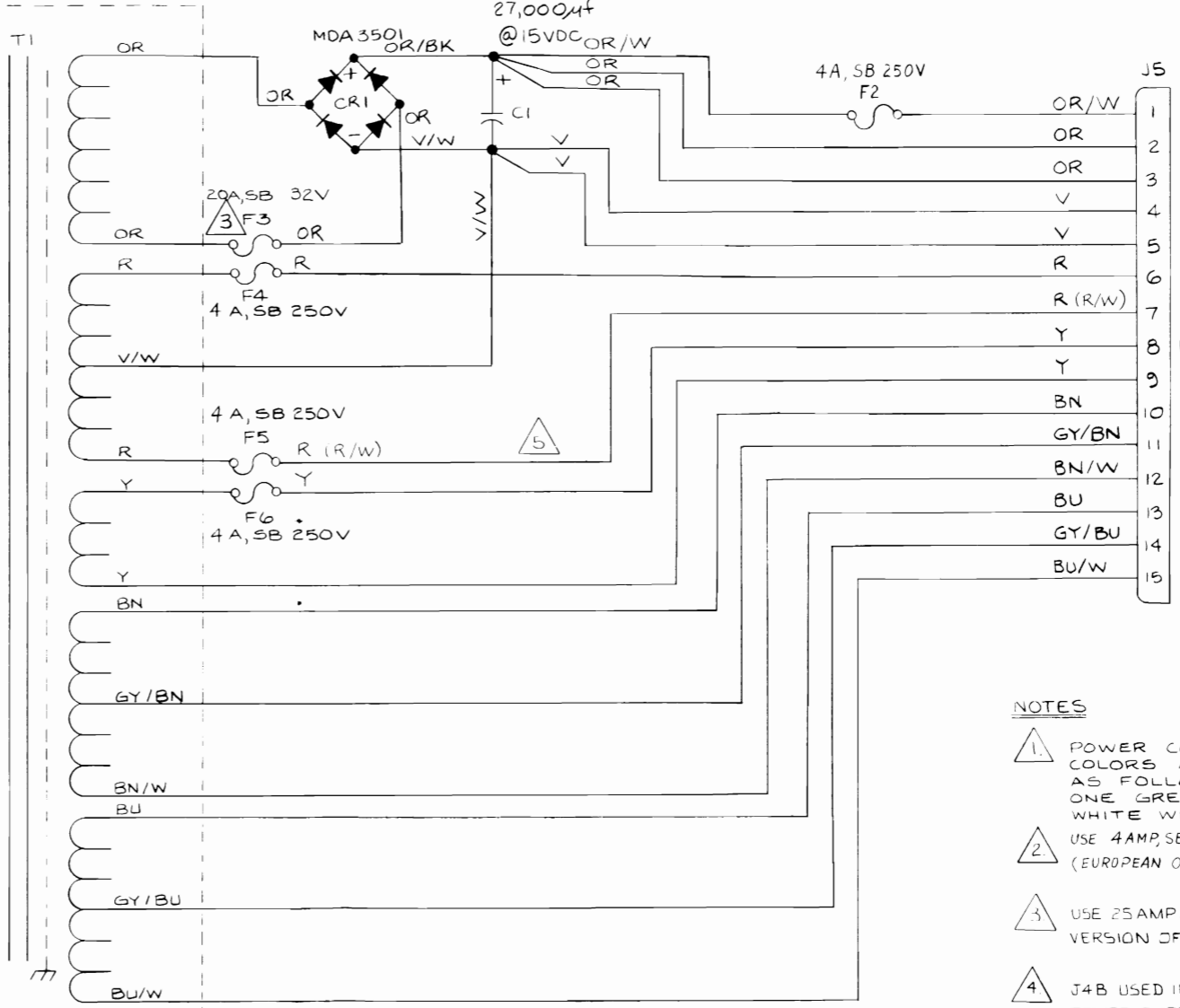
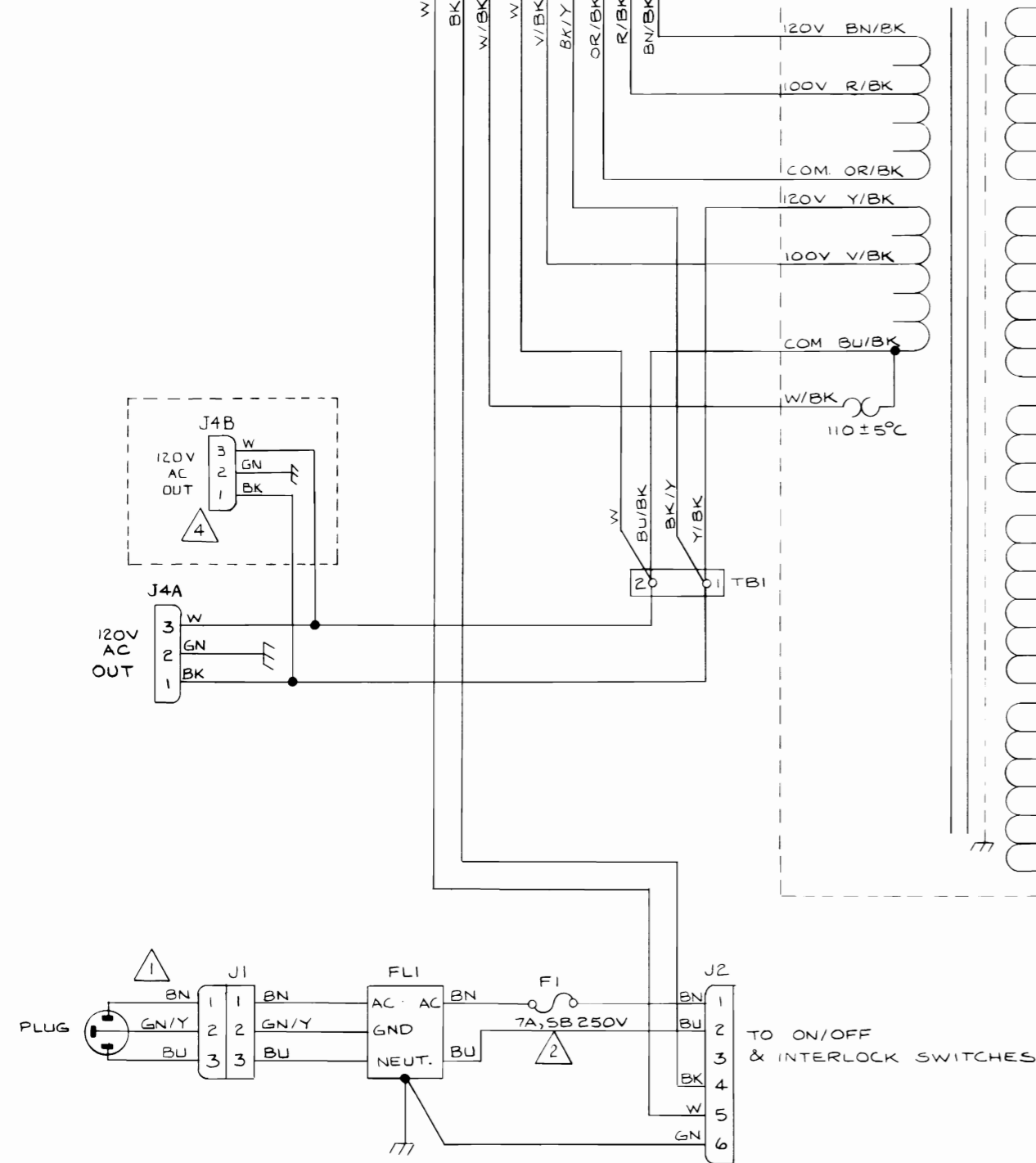
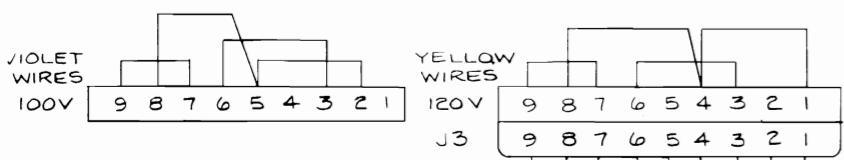
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**Paperboy™ Regulator/Audio III
 PCB Schematic Diagram**

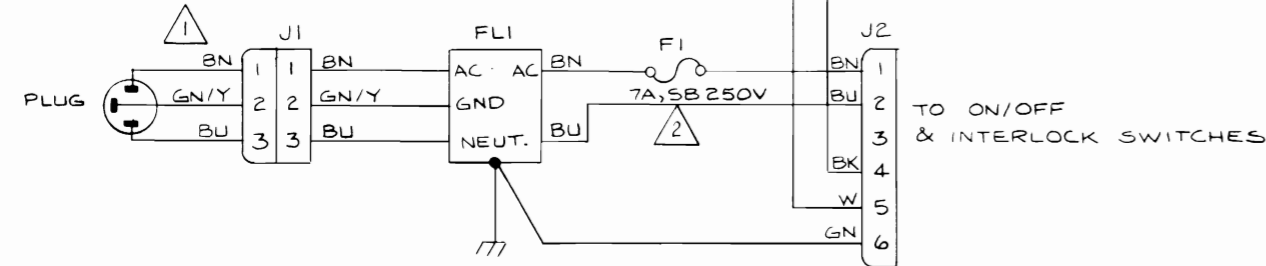


VOLTAGE SELECTION BLOCKS



1	OR/W	10.6 VDC
2	OR	10.6 VDC
3	OR	10.6 VDC
4	V	GND
5	V	GND
6	R	36 VAC CT
7	R (R/W)	
8	Y	6.1 VAC
9	Y	
10	BN	60 VAC CT
11	GY/BN	
12	BN/W	60 VAC CT
13	BU	
14	GY/BU	
15	BU/W	

- NOTES**
- POWER CORD ASSY MAY HAVE WIRE COLORS AS SHOWN OR WIRE COLORS AS FOLLOWS: ONE BLACK WIRE (AC), ONE GREEN WIRE (GND) AND ONE WHITE WIRE (NEUTRAL).
 - USE 4AMP, SB 250V FUSE AT F1 WITH 220V & 240V (EUROPEAN ONLY).
 - USE 25AMP, SB .32V FUSE AT F3 FOR -04, -05 & -06 VERSION OF A037671-XX POWER SUPPLY.
 - J4B USED IN -07 THROUGH -12 VERSION OF A037671-XX POWER SUPPLY ASSY.
 - ALTERNATE WIRE COLOR IS IN PARENTHESES ().

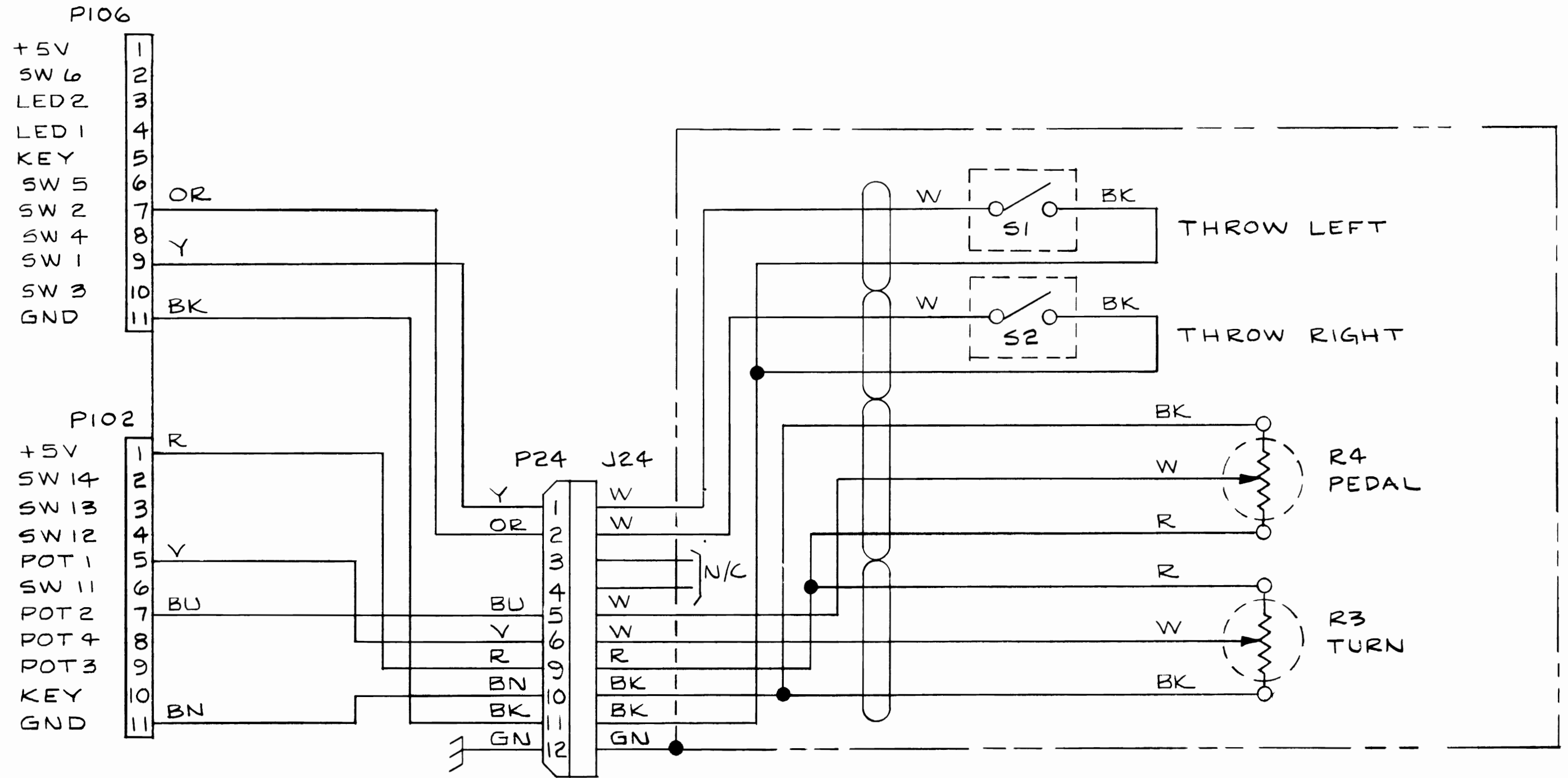


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Paperboy™ Video Display Wiring Diagram



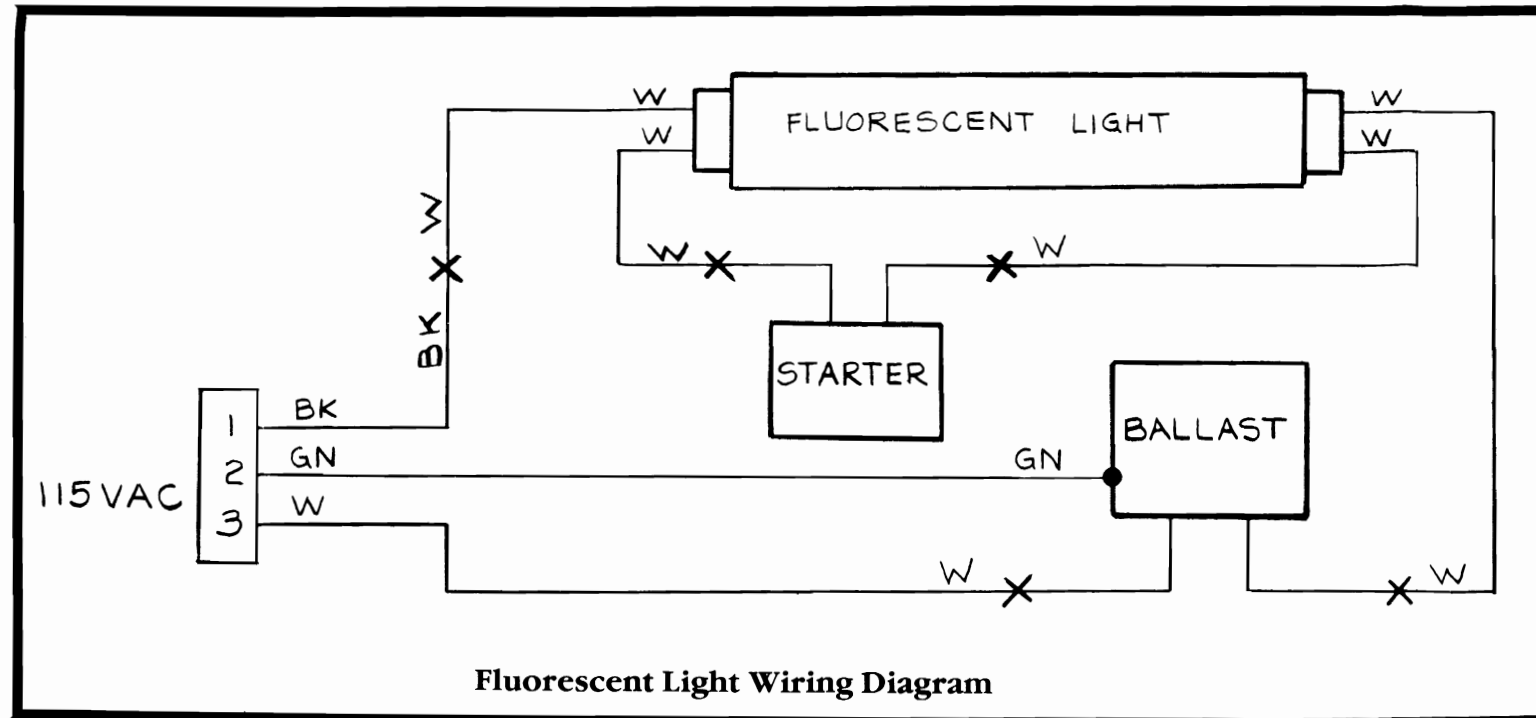
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Paperboy™ Control Panel Wiring Diagram

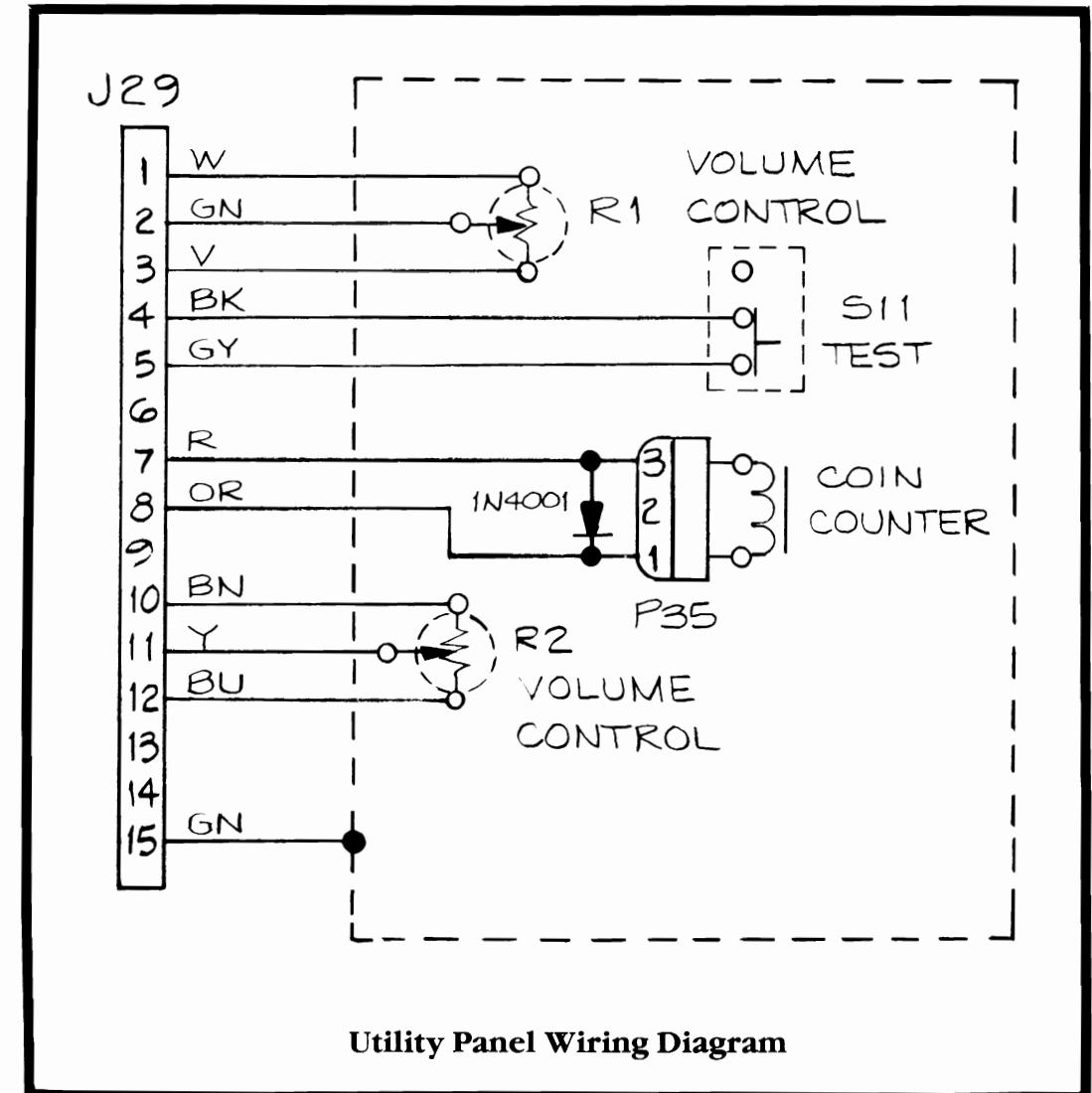
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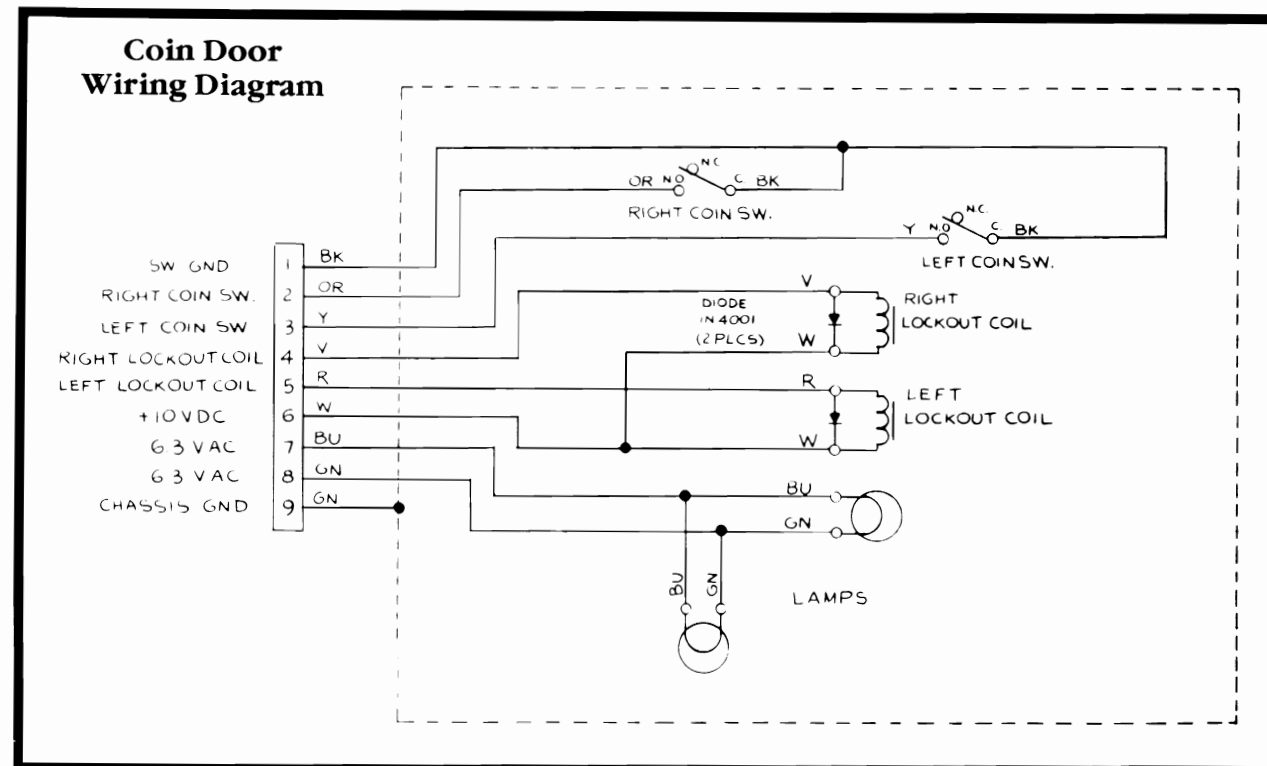
SP-275 Sheet 3A
1st printing



Fluorescent Light Wiring Diagram



Utility Panel Wiring Diagram



Coin Door Wiring Diagram

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**Paperboy™
 Game Interfaces**

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SP-275 Sheet 3B
 1st printing

Main Microprocessor (T-11) Memory Map

Octal	Address Bus Signal Lines										R/W	Data Bus Signal Lines										Function and Size
	A A A A A A A A A A A A A A											D D D D D D D D D D D D D D										
	1 1 1 1 1 0 0 0 0 0 0 0 0											1 1 1 1 1 0 0 0 0 0 0 0 0										
5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0											5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0											
00000-00777	0 0 0 0 A A A 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	Program RAM (4KB)																		
010000-010436	0 0 0 1 0 0 A A A A A A A A A A	W	D D D D D D D D D D D D D D D D	Color RAM (144W)																		
"	0 0 0 1 0 0 A A A A A A A A A A	W	D D D D D D D D D D D D D D D D	Z (Intensity)																		
"	0 0 0 1 0 0 A A A A A A A A A A	W	D D D D D D D D D D D D D D D D	Blue																		
"	0 0 0 1 0 0 A A A A A A A A A A	W	D D D D D D D D D D D D D D D D	Green																		
"	0 0 0 1 0 0 A A A A A A A A A A	W	D D D D D D D D D D D D D D D D	Red																		
010000-010176	0 0 0 1 0 0 0 0 A A A A A A A A	W	D D D D D D D D D D D D D D D D	Motion Object Color RAM (64W)																		
010200-010276	0 0 0 1 0 0 0 1 A A A A A A A A	W	D D D D D D D D D D D D D D D D	Alphanumeric Color RAM (16W)																		
010400-010776	0 0 0 1 0 0 1 0 0 0 A A A A A A	W	D D D D D D D D D D D D D D D D	Playfield Color RAM (128W)																		
012000	0 0 0 1 0 1 0 0 0 0 0	W	D D D D D D D D D D D D D D D D	Program Page 0 Address																		
012002	0 0 0 1 0 1 0 0 0 0 1	W	D D D D D D D D D D D D D D D D	Program Page 1 Address																		
012200	0 0 0 1 0 1 0 0 0 1	W	D D D D D D D D D D D D D D D D	A/D Converter Start Strobe																		
012000-012002	0 0 0 1 0 1 0 0 0 A	R	D D D D D D D D D D D D D D D D	A/D Converter Output																		
012400	0 0 0 1 0 1 0 1 0 0	W	D D D D D D D D D D D D D D D D	Video Memory Page Select (VMMU)																		
012600	0 0 0 1 0 1 0 1 1 0 0	W	D D D D D D D D D D D D D D D D	IRQ0 Clear																		
012640	0 0 0 1 0 1 0 1 1 0 1	W	D D D D D D D D D D D D D D D D	6502 Reset																		
012700	0 0 0 1 0 1 0 1 1 1 0	W	D D D D D D D D D D D D D D D D	IRQ2 Clear																		
012740	0 0 0 1 0 1 0 1 1 1 1	W	D D D D D D D D D D D D D D D D	IRQ3 Clear																		
013000	0 0 0 1 0 1 1 0 0 0	W	D D D D D D D D D D D D D D D D	IRQ0 Enable 6502 RD (Active High)																		
013000	0 0 0 1 0 1 1 0 0 0	W	D D D D D D D D D D D D D D D D	IRQ1 Enable 6502 WT (Active High)																		
013000	0 0 0 1 0 1 1 0 0 0	W	D D D D D D D D D D D D D D D D	IRQ2 Enable 32V (Active High)																		
013000	0 0 0 1 0 1 1 0 0 0	W	D D D D D D D D D D D D D D D D	IRQ3 Enable VBLANK (Active High)																		
013200	0 0 0 1 0 1 1 0 1 0	W	D D D D D D D D D D D D D D D D	Communications Port Write																		
013400	0 0 0 1 0 1 1 1 0 0	W	D D D D D D D D D D D D D D D D	Horizontal Scroll & PF Bank 0																		
013600	0 0 0 1 0 1 1 1 1 0	W	D D D D D D D D D D D D D D D D	Vertical Scroll & PF Bank 1																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	SW 6 (Active Low)																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	SW 5 (Active Low)																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	SW 4 (Active Low)																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	SW 3 (Active Low)																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	6502 Comm. Flag (Active High)																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	T-11 Comm. Flag (Active High)																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	SW 2 (Active Low)																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	SW 1 (Active Low)																		
014000	0 0 0 1 1 0 0 0 0 0	R	D D D D D D D D D D D D D D D D	Self-Test (Active Low)																		
016000	0 0 0 1 1 1 0 0 0 0	R	D D D D D D D D D D D D D D D D	Communications Port Read																		
020000-033776	0 0 1 A A A A A 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	Alphanumerics RAM (VMMU=0) (3KW)																		
"	0 0 1 A A A A A 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	ANPIC																		
034000-037776	0 0 1 1 1 A A A 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	Motion Object RAM (VMMU=0) (1KW)																		
"	0 0 1 1 1 A A A 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	MOV																		
"	0 0 1 1 1 A A A 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	MOPIC																		
"	0 0 1 1 1 A A A 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	MOH																		
"	0 0 1 1 1 A A A 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	MOLNK																		
020000-037776	0 0 1 A A A A A 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	Playfield RAM Top (VMMU=2) (4KW)																		
020000-037776	0 0 1 A A A A A 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	Playfield RAM Bottom (VMMU=3) (4KW)																		
040000-057776	0 1 0 A A A 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	Paged Program (Page 0) (4KW)																		
060000-077776	0 1 1 A A A 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	Paged Program (Page 1) (4KW)																		
100000-177776	1 A A A A A 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 ROM (16KW)																		

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Paperboy™ Main Microprocessor Memory Map

Sound Microprocessor (6502) Memory Map

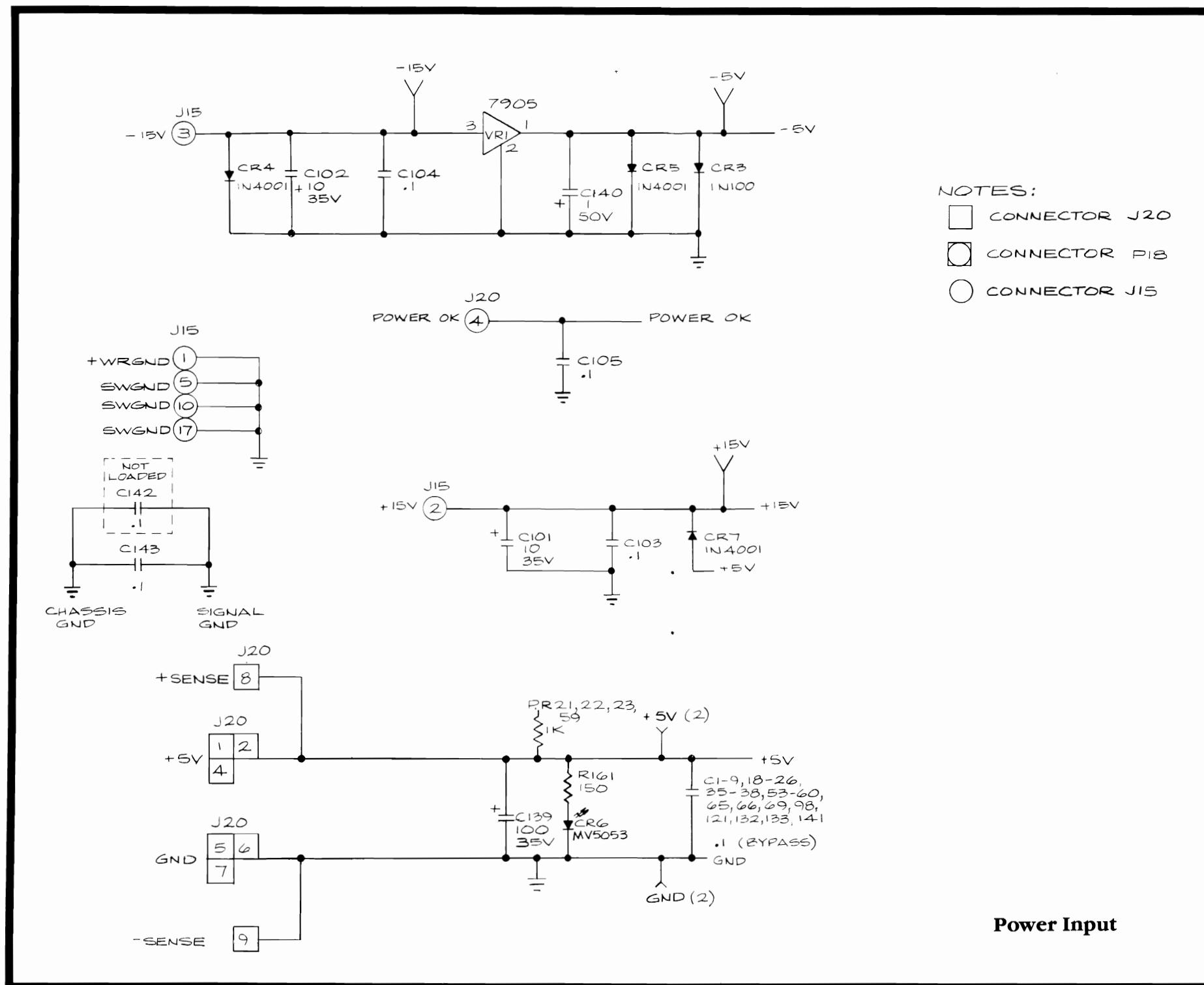
Hexa- decimal	A A A A A A A A A A A A A A A A	R/W	D D D D D D D D	Function and Size
	1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0		0 0 0 0 0 0 0 0	
	5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0		7 6 5 4 3 2 1 0	
0000-0FFF	0 0 0 0 A A A A A A A A A A A A	R/W	D D D D D D D D	Program RAM (4KB)
1000-17FF	0 0 0 1 0 A A A A A A A A A A A A	R/W	D D D D D D D D	EEROM (2KB)
1800-180F	0 0 1 1 0 0 0 A A A A	R/W	D D D D D D D D	POKEY 1 (16B)
1810-1813	0 0 1 1 0 0 1 A A	R	D D D D D D D D	LETA
1830-183F	0 0 1 1 0 1 1 A A A A	R/W	D D D D D D D D	POKEY 2 (16B)
1840	0 0 1 1 1 0 0	R	D	T-11 Talk (Active High)
1840	0 0 1 1 1 0 0	R	D	6502 Talk (Active High)
1840	0 0 1 1 1 0 0	R	D	TI READY (Active High)
1840	0 0 1 1 1 0 0	R	D	Self-Test Switch (Active Low)
1840	0 0 1 1 1 0 0	R	D	Auxiliary Coin Switch (Active Low)
1840	0 0 1 1 1 0 0	R	D	Left Coin Switch (Active Low)
1840	0 0 1 1 1 0 0	R	D	Right Coin Switch (Active Low)
1850-1851	0 0 1 1 1 0 1 A	R	D D D D D D D D	Yamaha Sound Chip
1860	0 0 1 1 1 1 0	R	D D D D D D D D	Communications Port Read
1870	0 0 1 1 1 1 1 0 0 0	W	D D D D D D D D	TI Data
1872-1873	0 0 1 1 1 1 1 0 0 1 A	W	D D D D D D D D	TI Write Enable
1874	0 0 1 1 1 1 1 0 1 0	W	D D D D D D D D	Communications Port Write
1876	0 0 1 1 1 1 1 0 1 1	W	D	Right Coin Counter (Active High)
1876	0 0 1 1 1 1 1 0 1 1	W	D	Left Coin Counter (Active High)
1878	0 0 1 1 1 1 1 0 0	W		IRQ Clear
187A	0 0 1 1 1 1 1 0 1	W	D D D	Yamaha Mixer
187A	0 0 1 1 1 1 1 0 1	W	D D	POKEY Mixer
187A	0 0 1 1 1 1 1 0 1	W	D D D	TI Sound Mixer
187C	0 0 1 1 1 1 1 1 0	W	D	LED 1
187C	0 0 1 1 1 1 1 1 0	W	D	LED 2
187C	0 0 1 1 1 1 1 1 0	W	D	LETA Resolution
187C	0 0 1 1 1 1 1 1 0	W	D	TI Frequency Select
187E	0 0 1 1 1 1 1 1 1	W	D	Sound Enable (Active High)
4000-7FFF	0 1 A A A A A A A A A A A A A A	R	D D D D D D D D	Program ROM (16KB)
8000-FFFF	1 A A A A A A A A A A A A A A A A	R	D D D D D D D D	Program ROM (32KB)

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**Paperboy™ Sound
Microprocessor Memory Map**

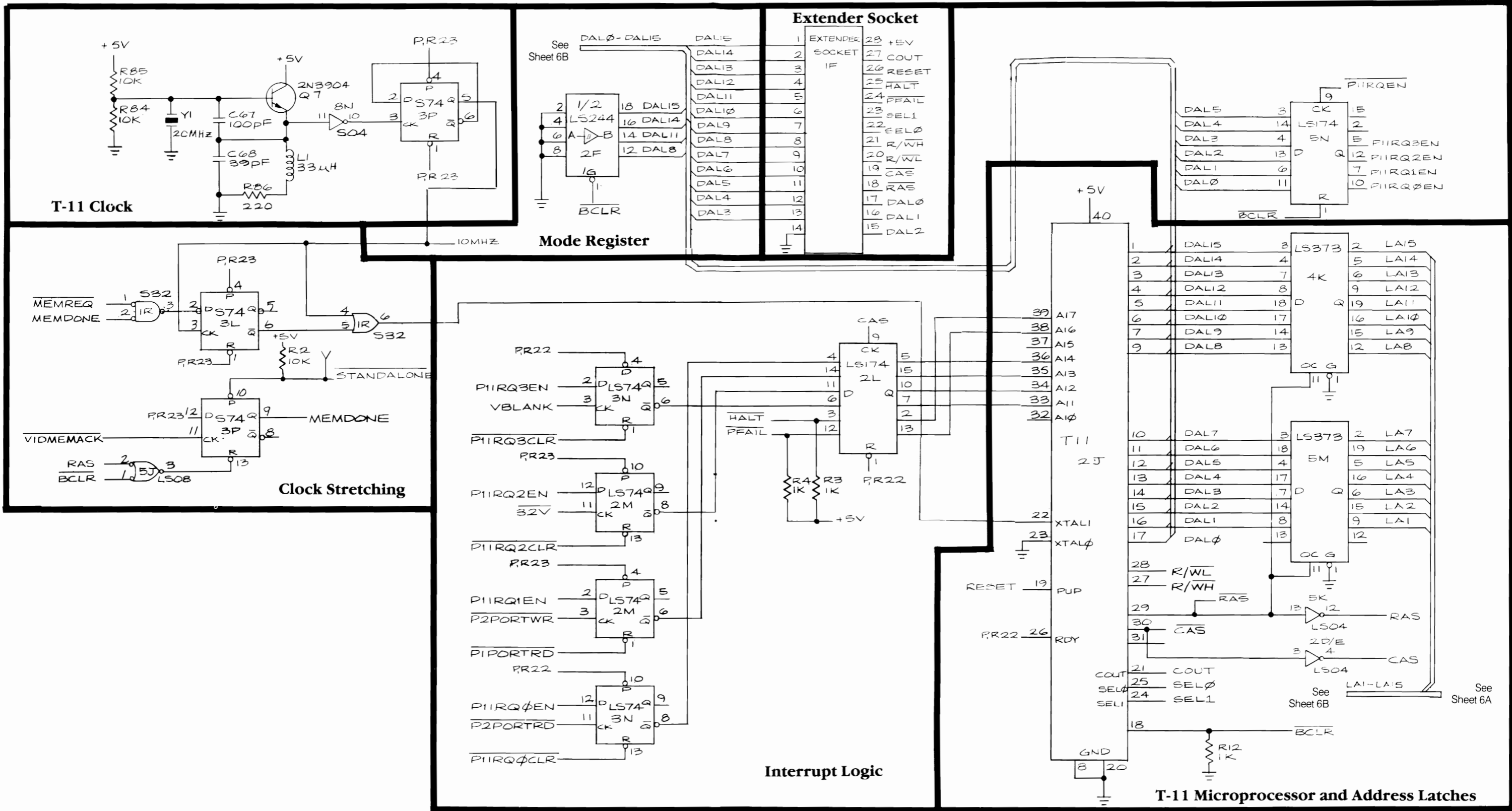


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Paperboy™ CPU PCB Schematic Diagram

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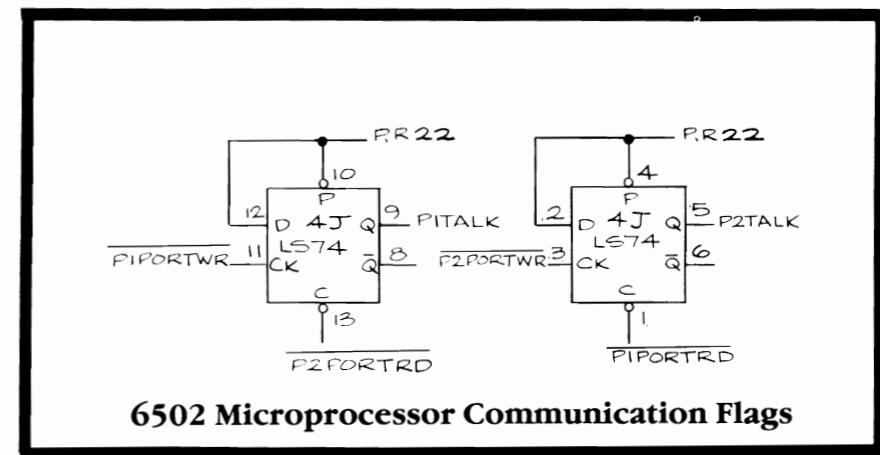
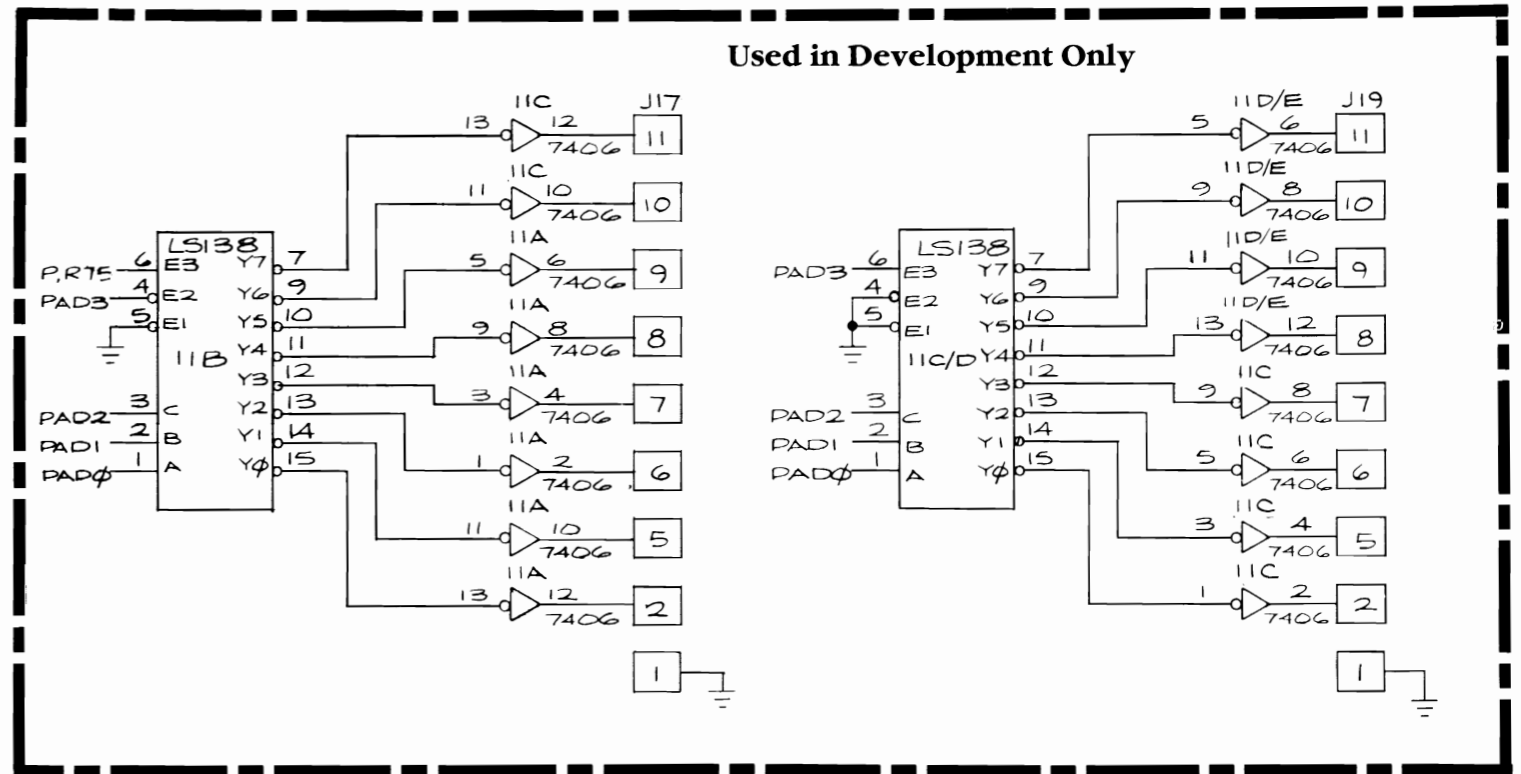
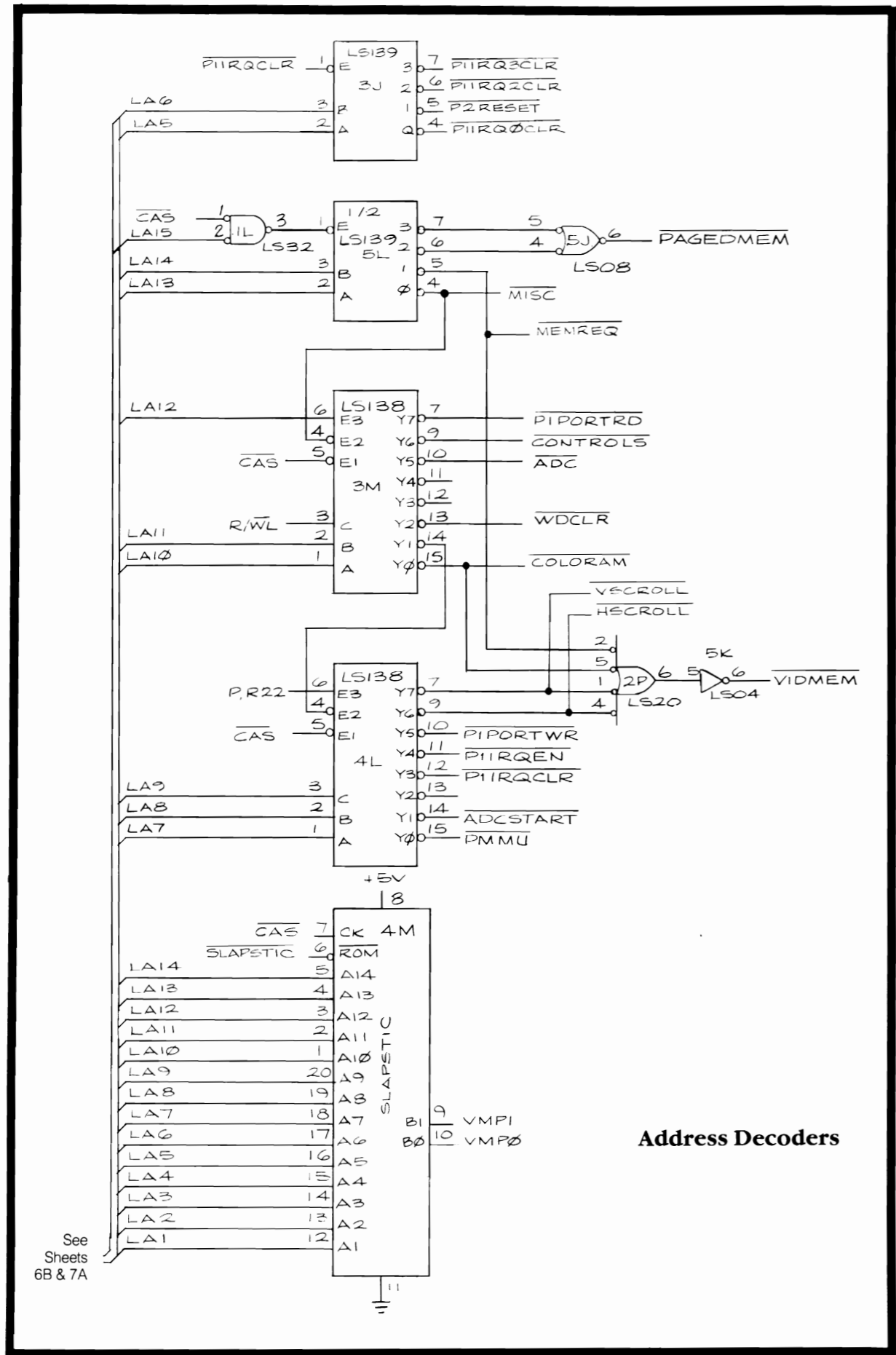


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Paperboy™ CPU PCB Schematic Diagram

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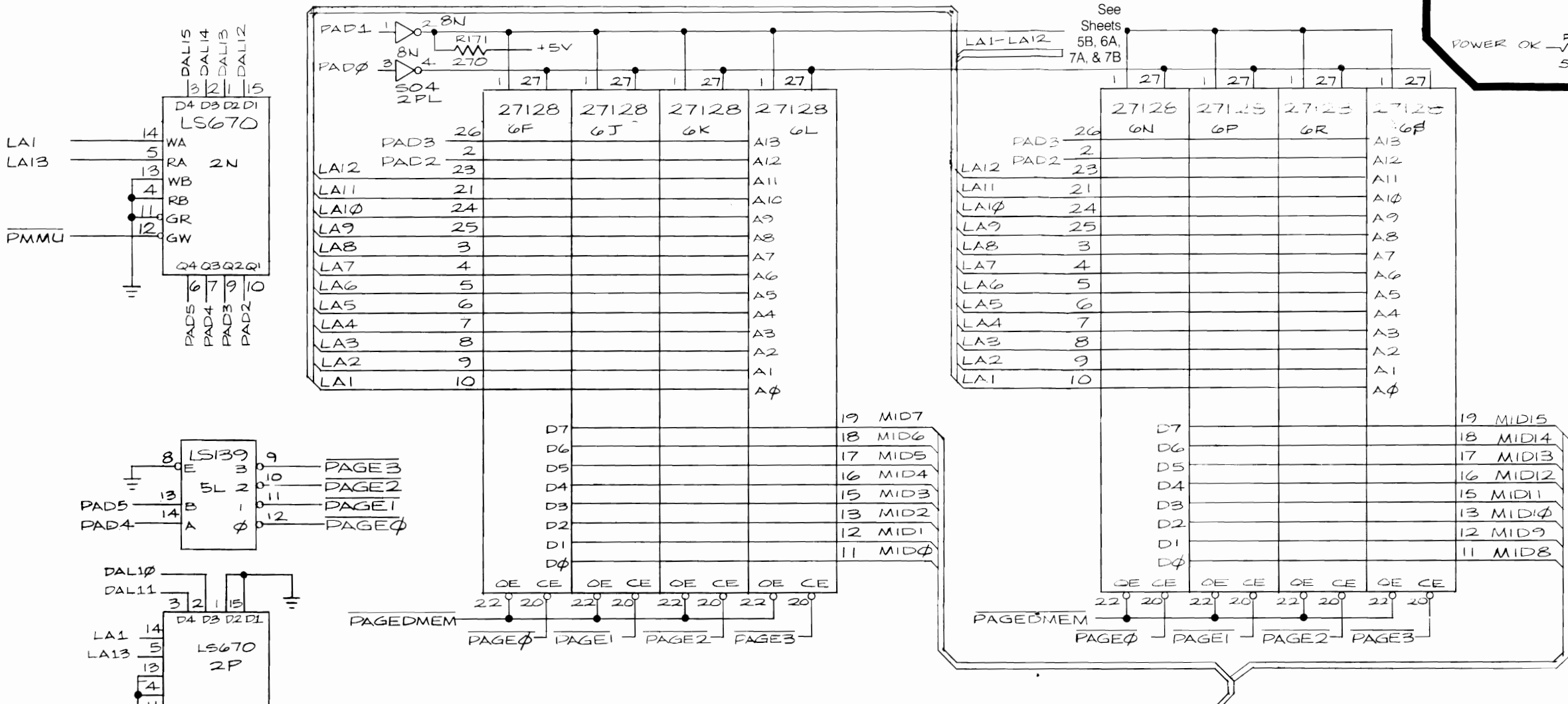


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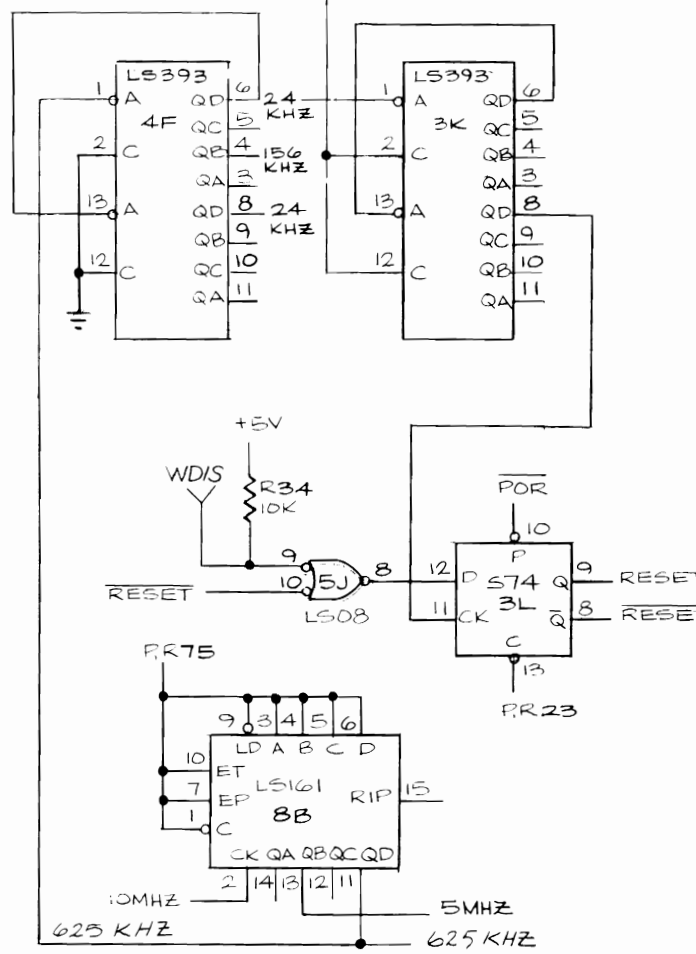
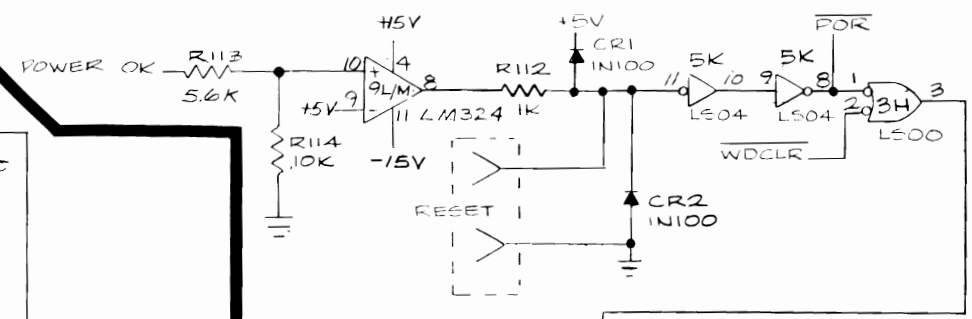
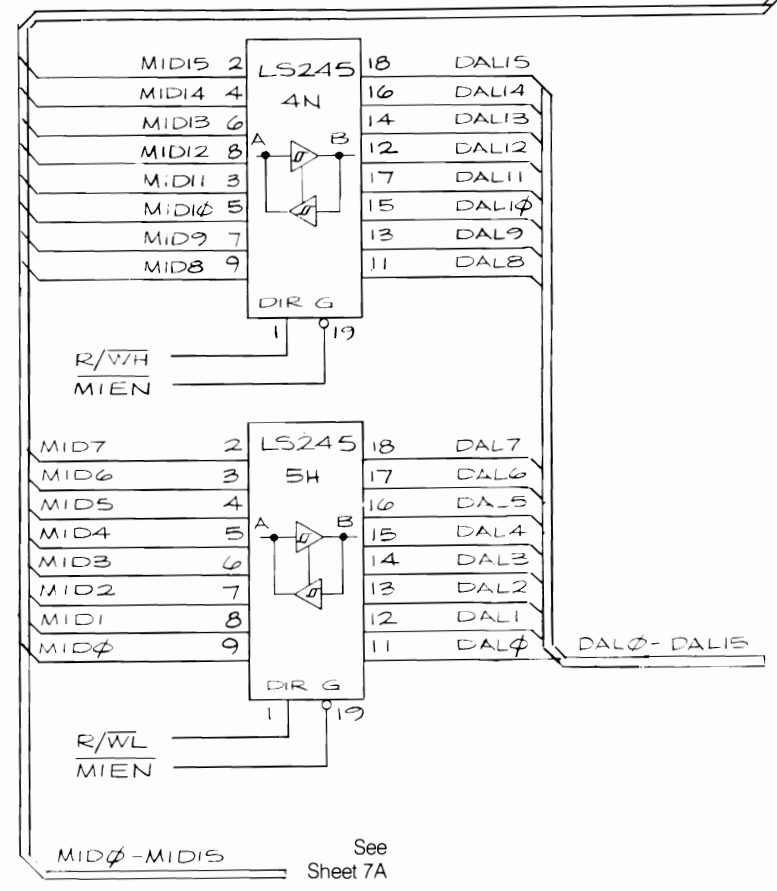


Paperboy™ CPU PCB Schematic Diagram

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Paged Program ROM



Reset and Watchdog Clear

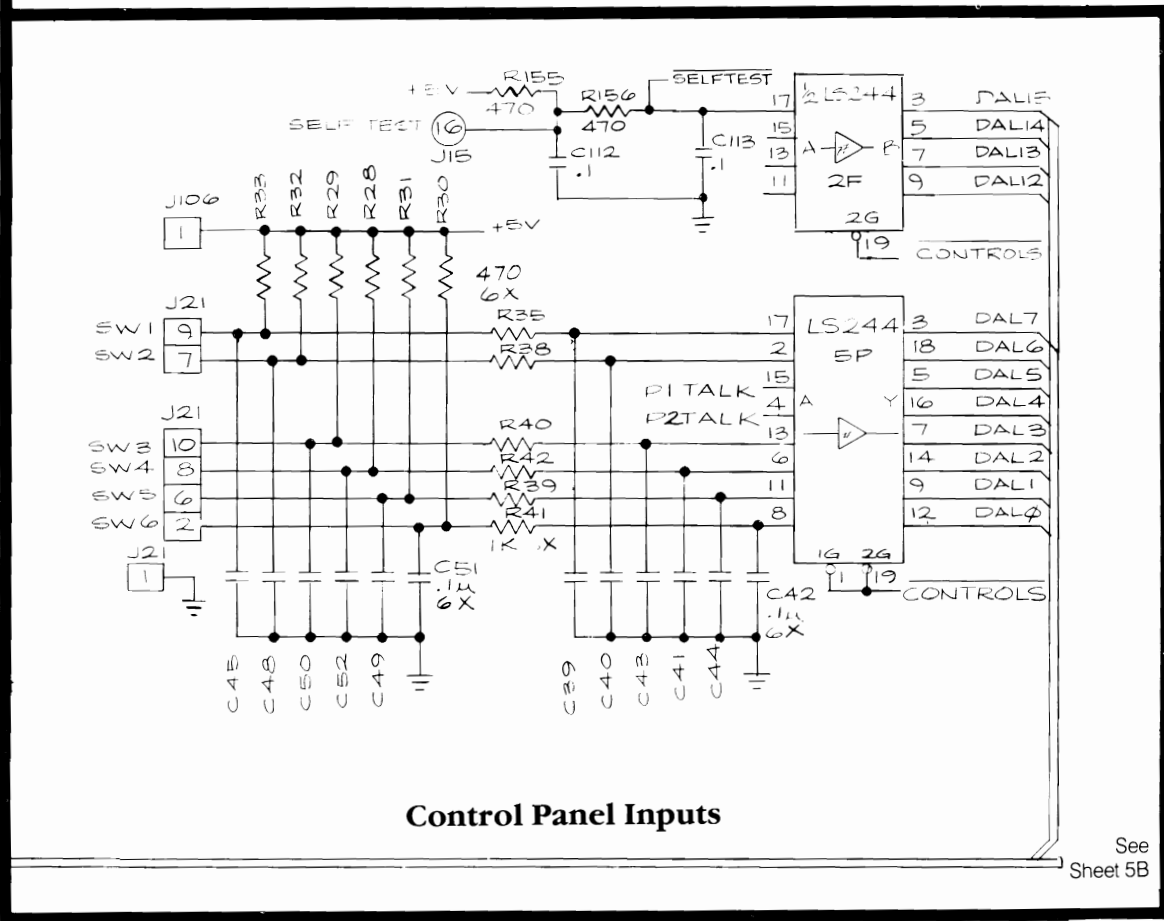
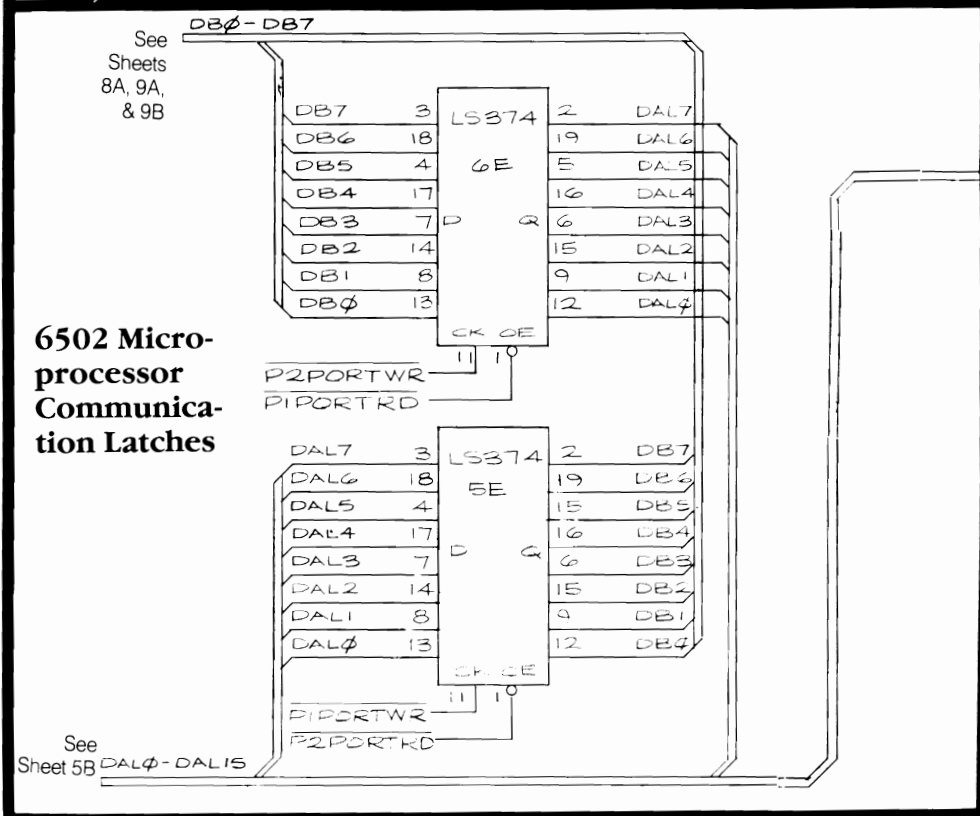
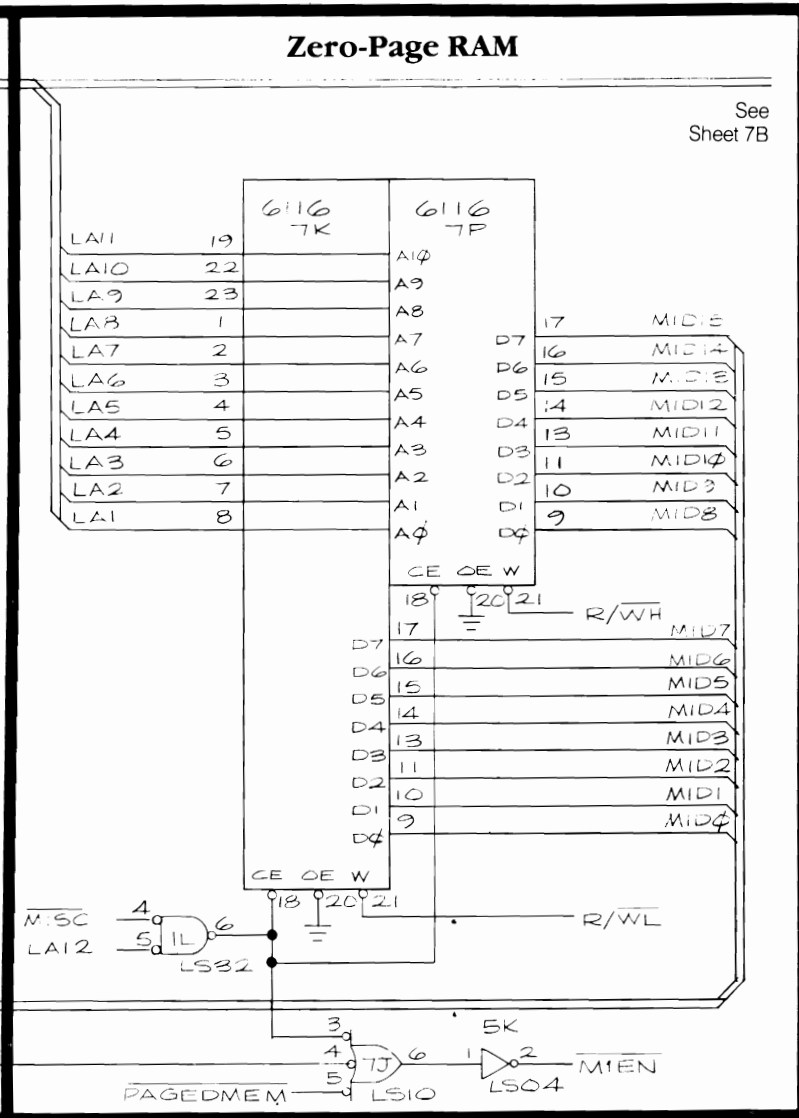
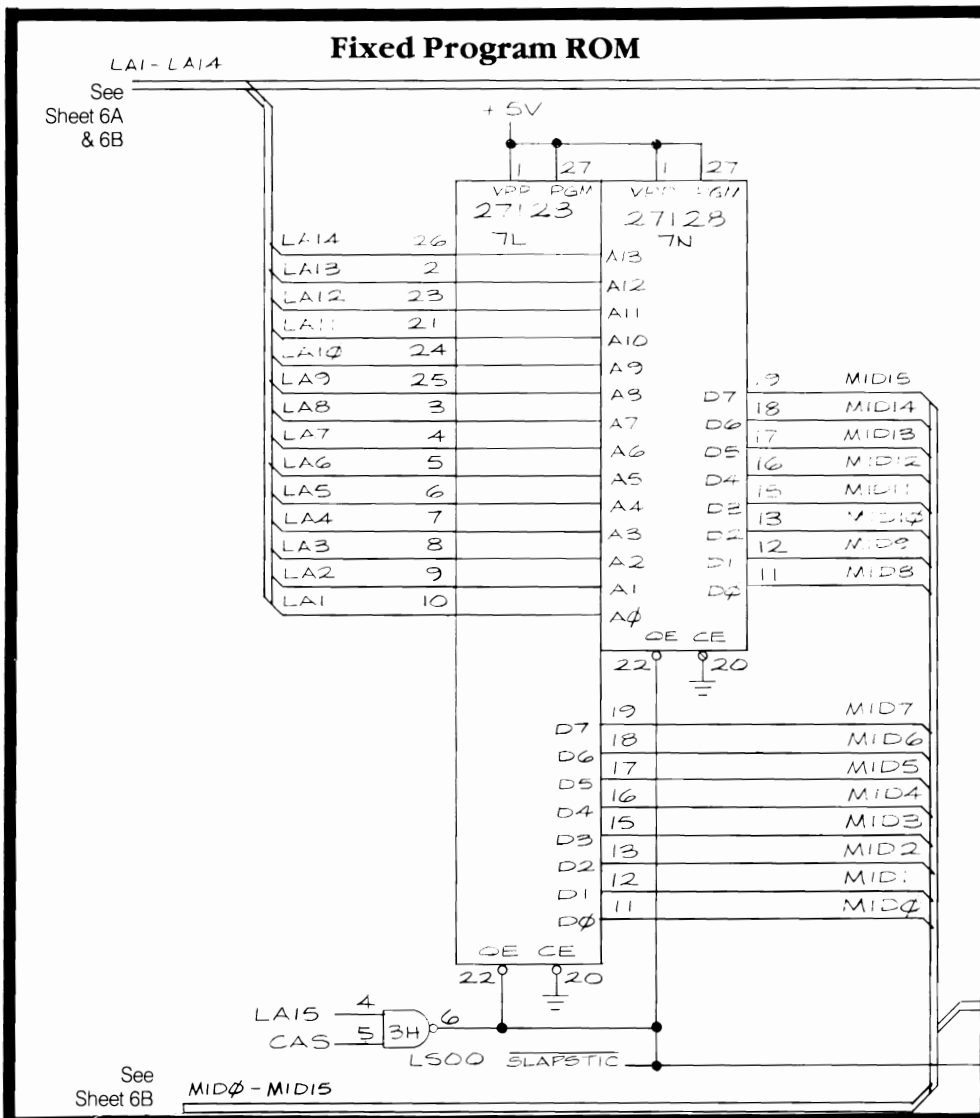
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Paperboy™ CPU PCB Schematic Diagram

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SP-275 Sheet 6B
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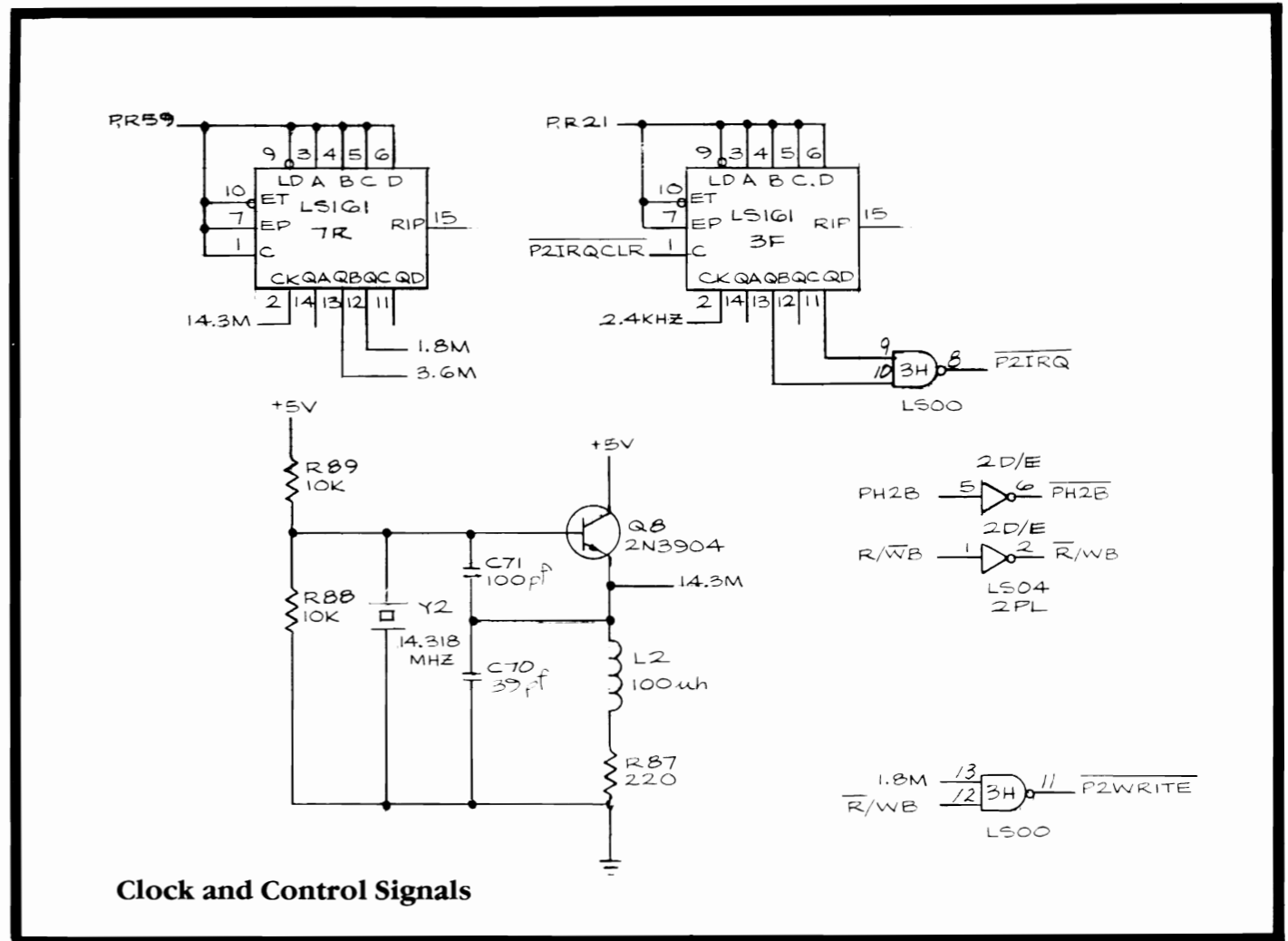
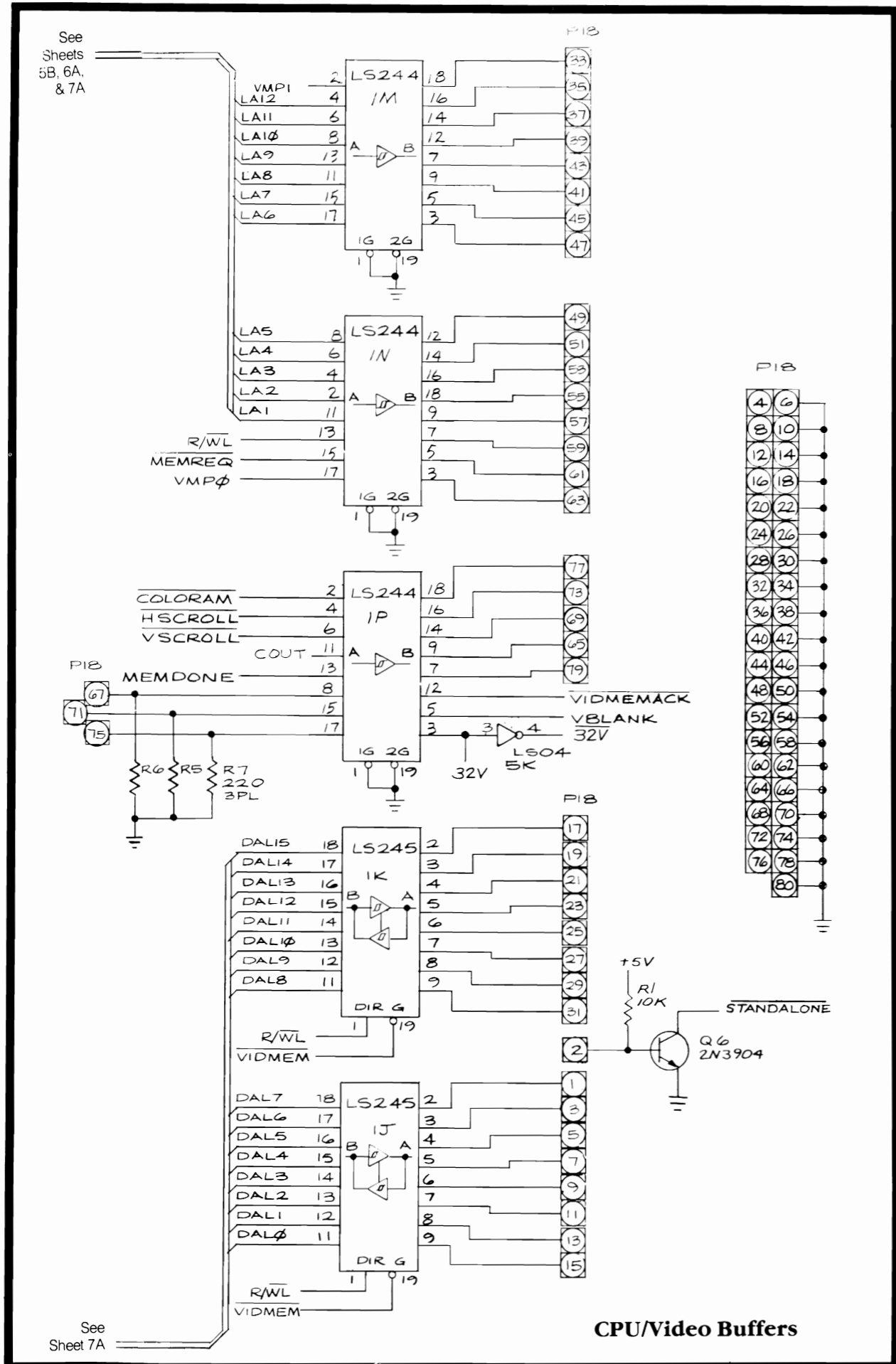
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Paperboy™ CPU PCB Schematic Diagram

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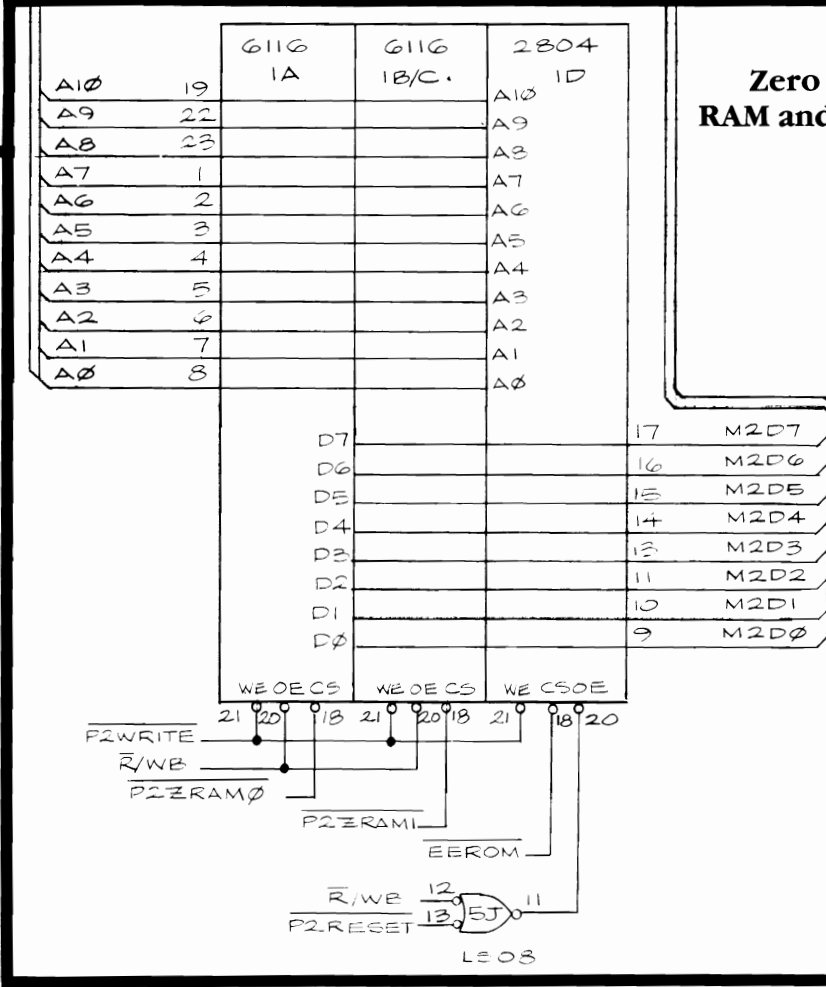
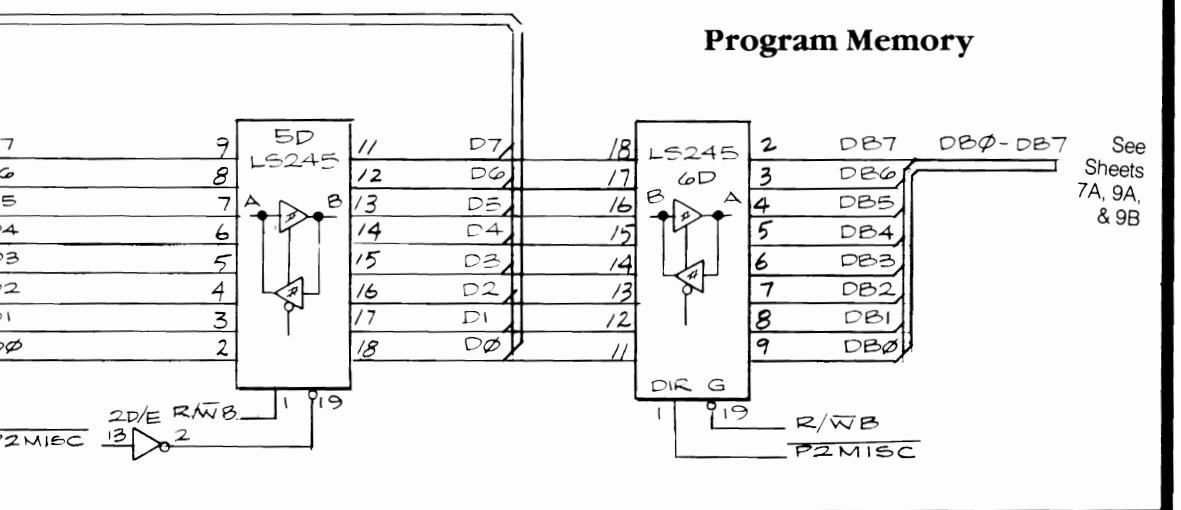
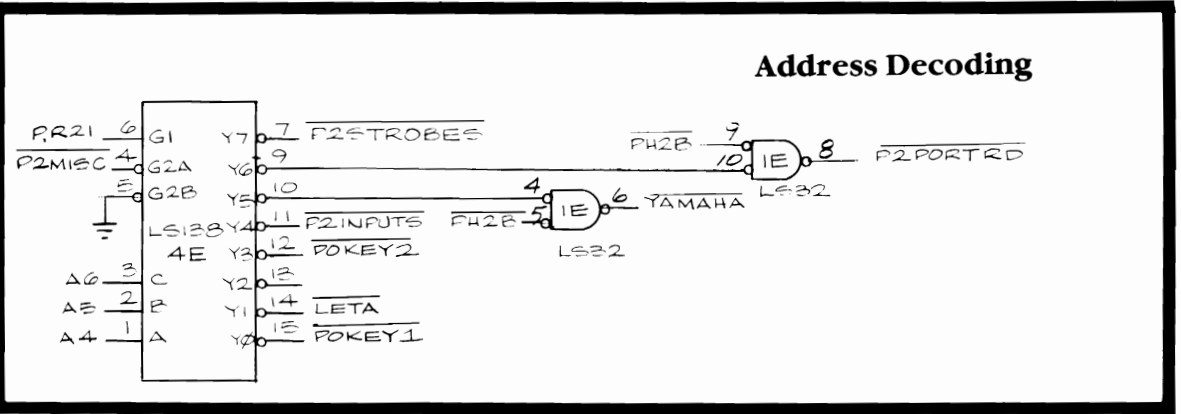
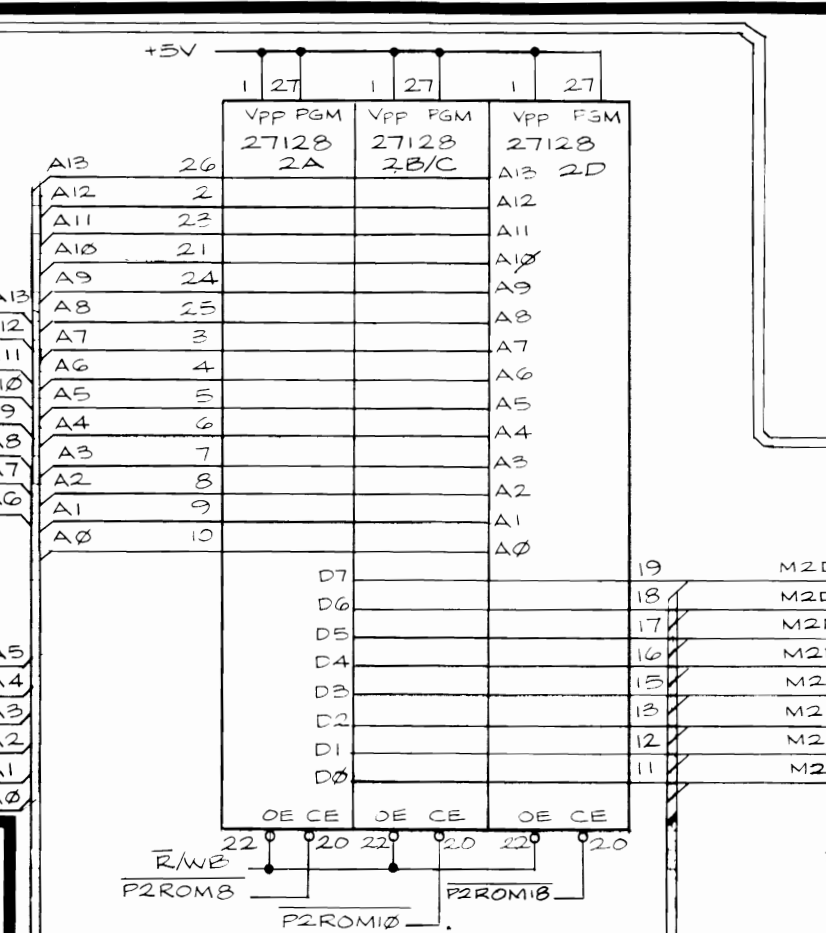
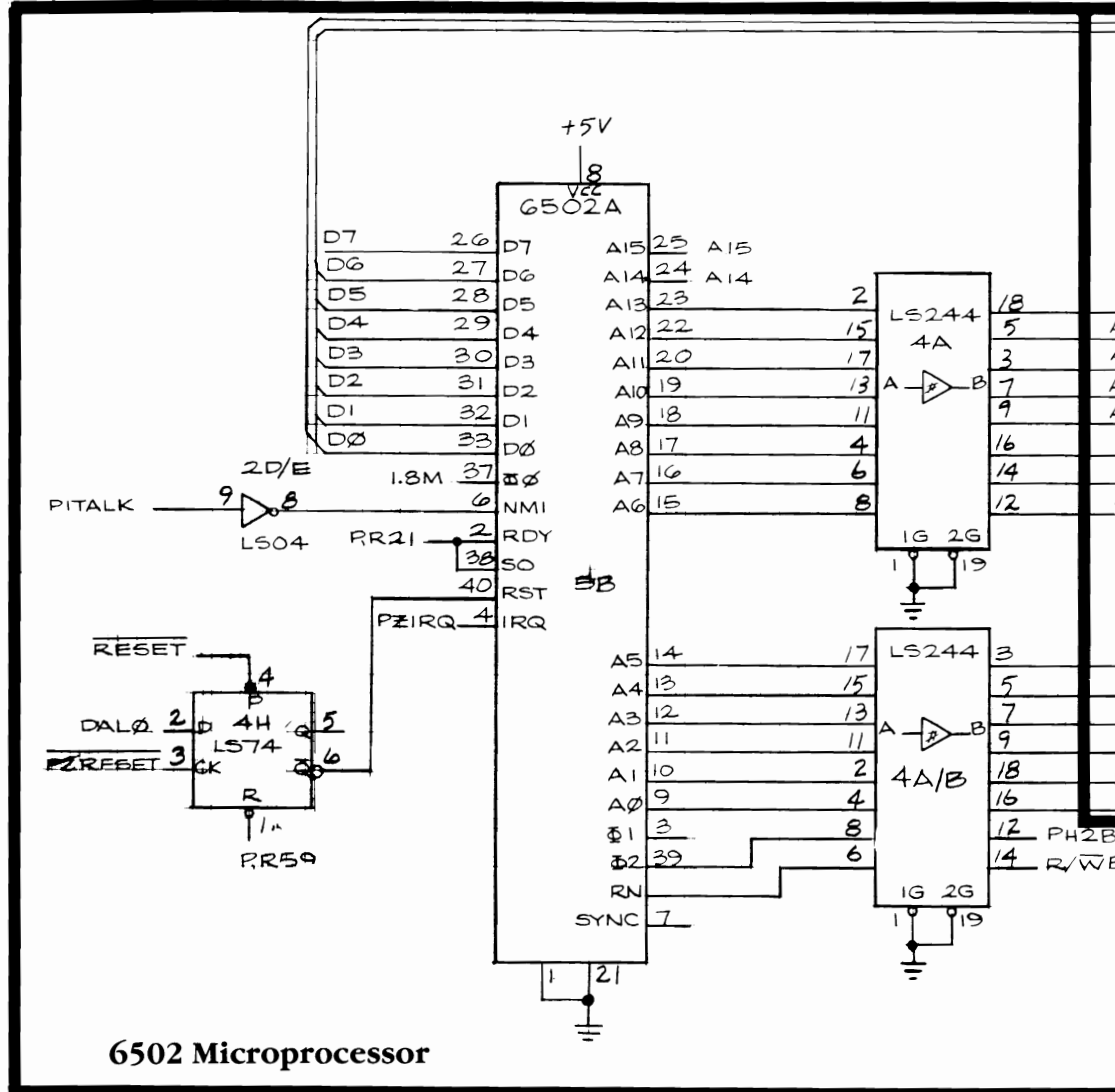


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Paperboy™ CPU PCB Schematic Diagram

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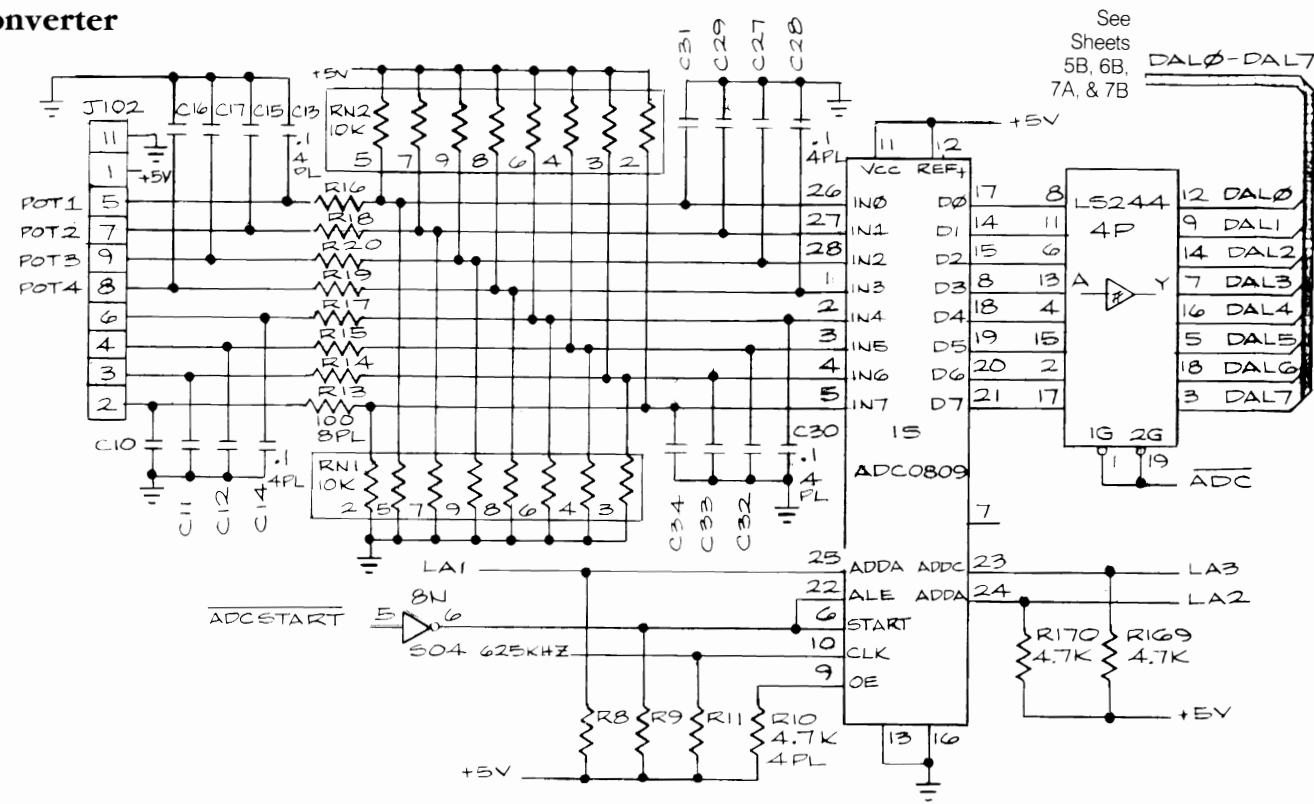
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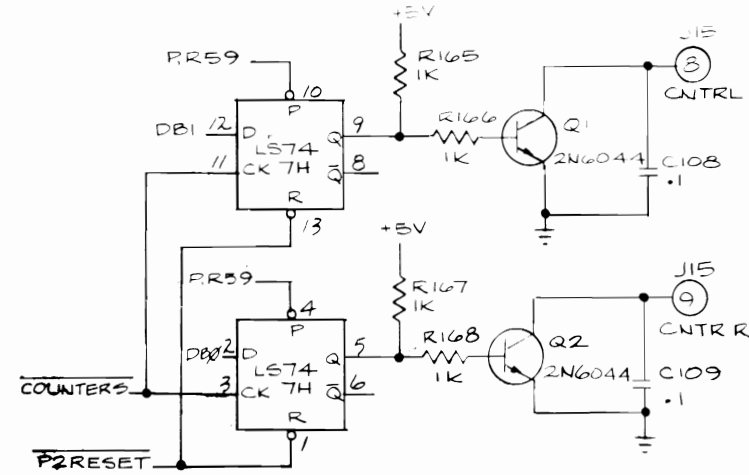
Paperboy™ CPU PCB Schematic Diagram

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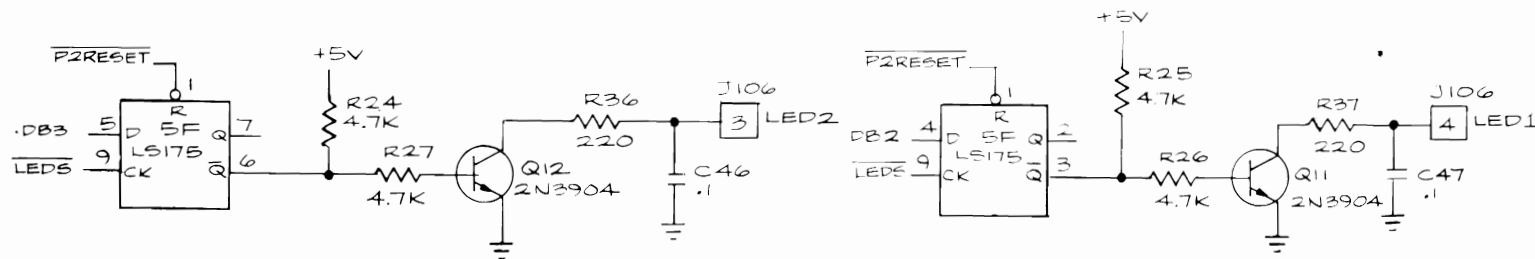
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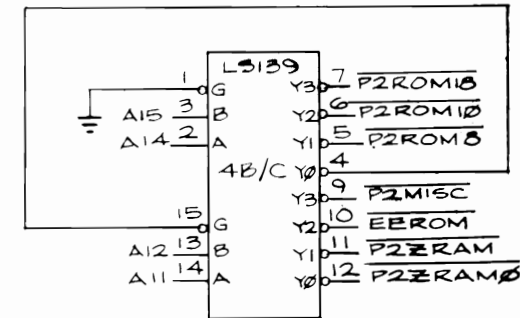
Coin Counters



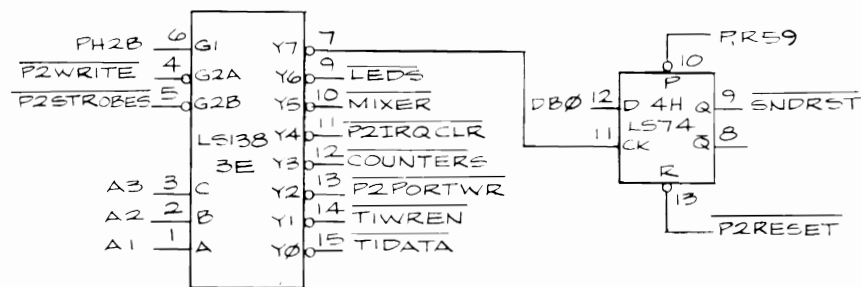
LED Drivers



Address Decoding



Address Decoding



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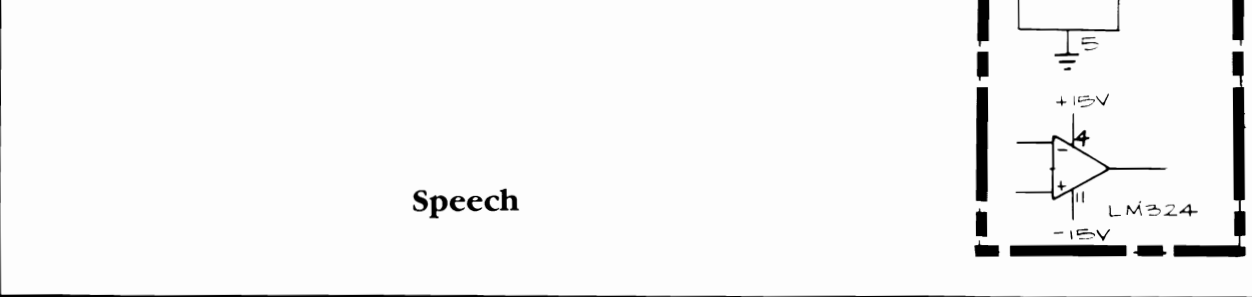
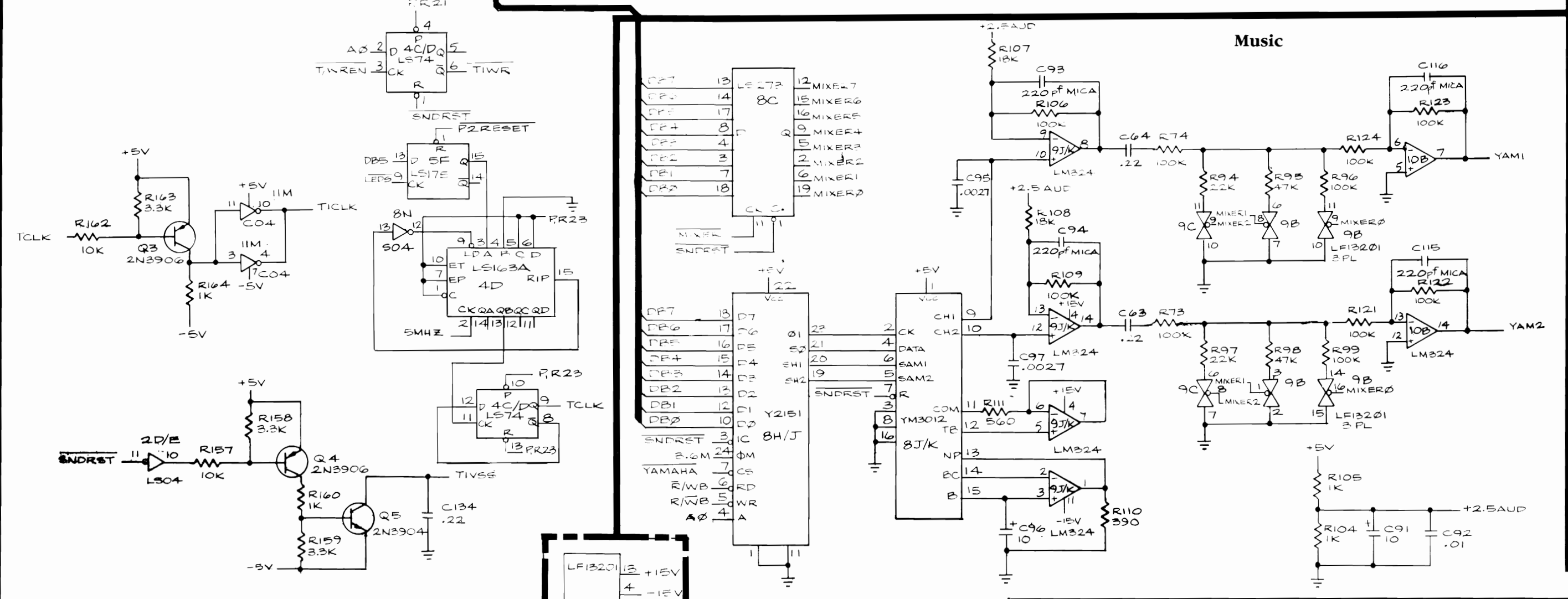
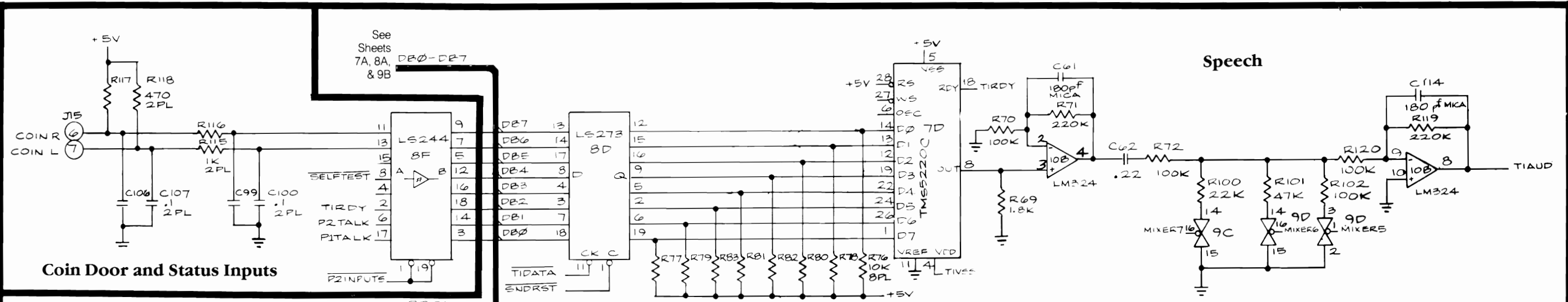
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Paperboy™ CPU PCB Schematic Diagram

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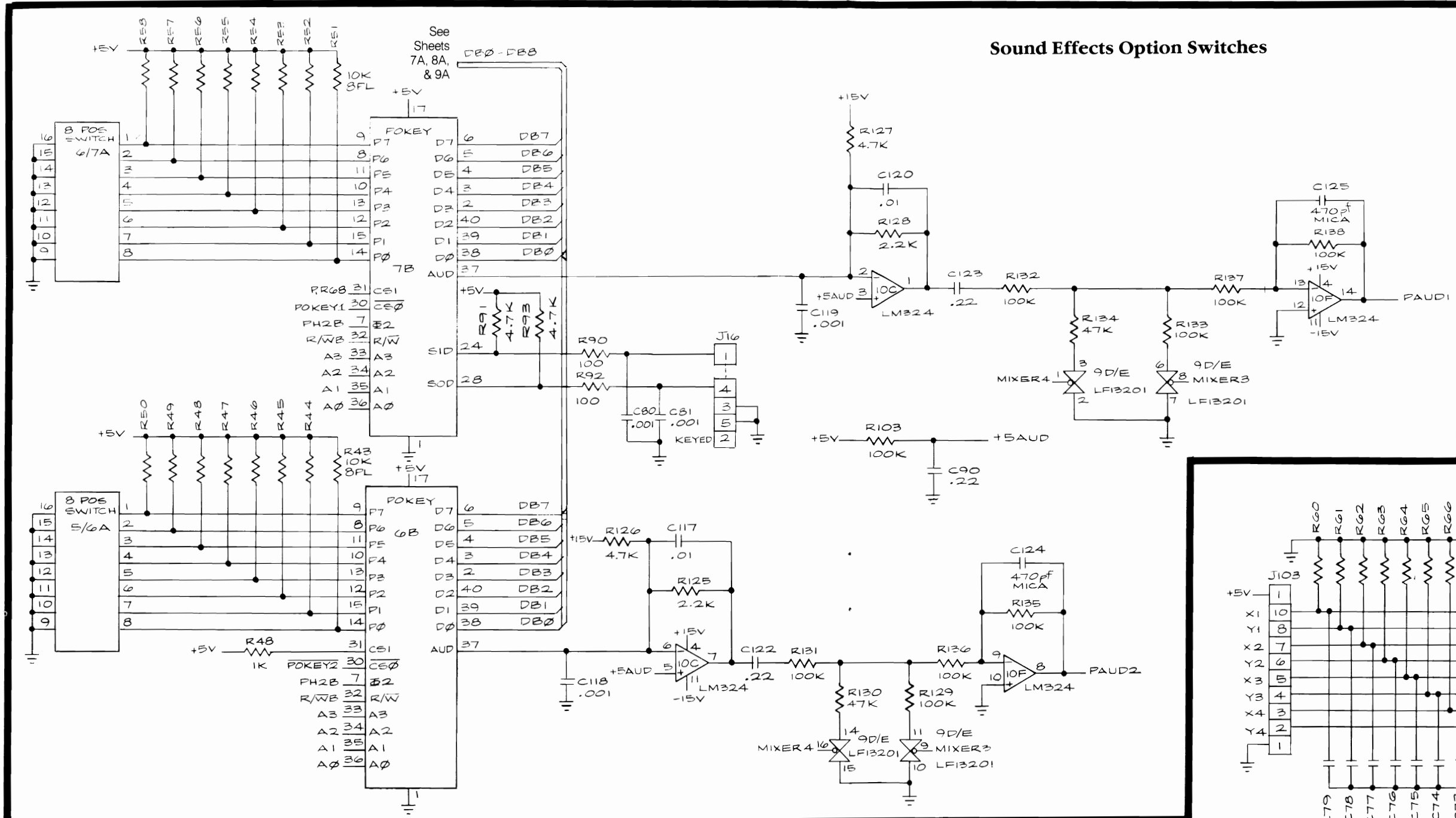
ATARI GAMES

Paperboy™ CPU PCB Schematic Diagram

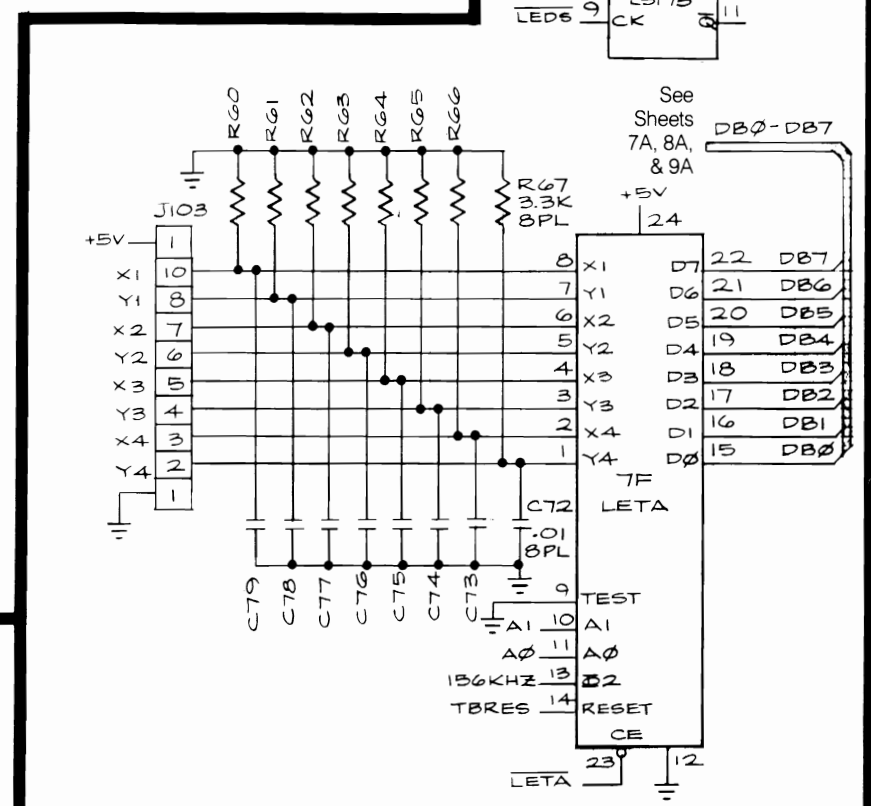
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1st printing

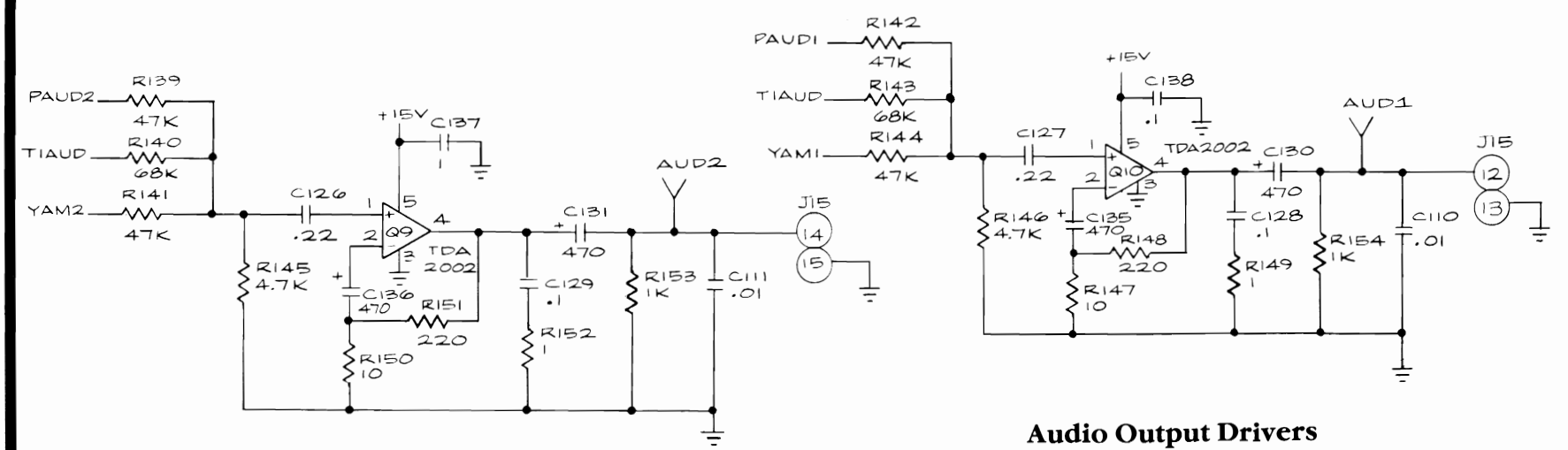
Sound Effects Option Switches



Trak Ball Control



Audio Output Drivers



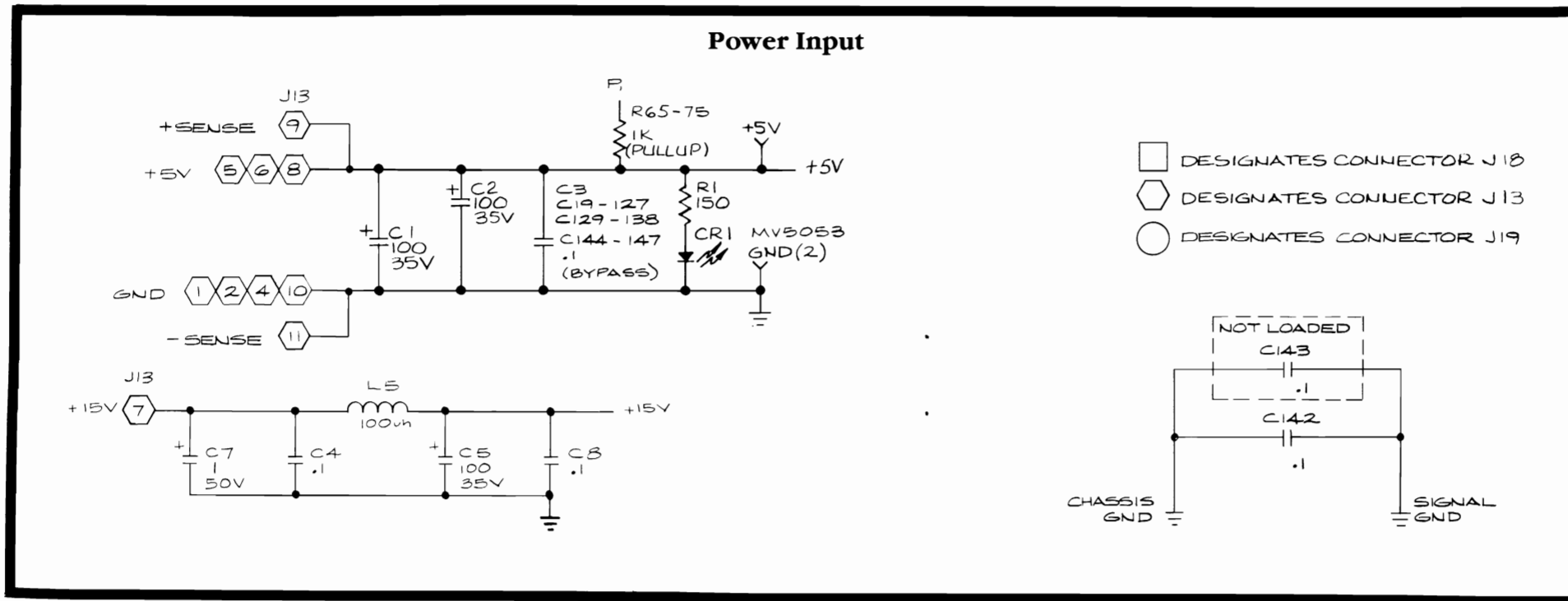
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Paperboy™ CPU PCB Schematic Diagram

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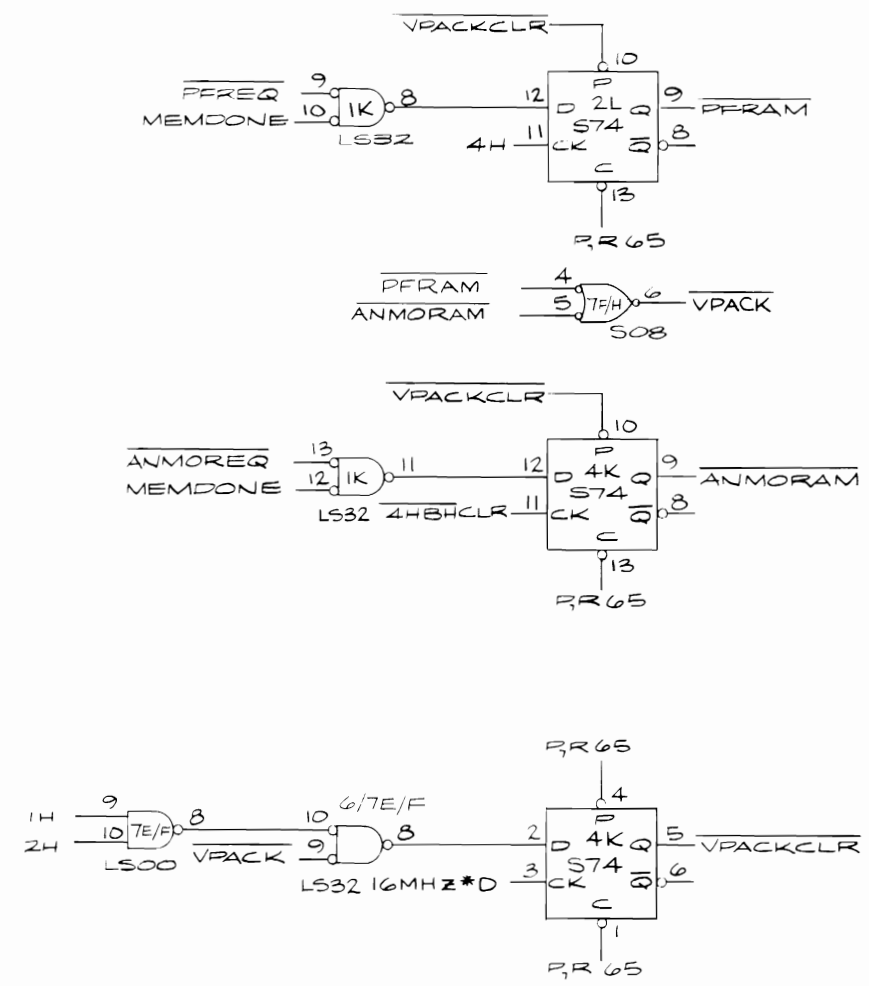
Power Input



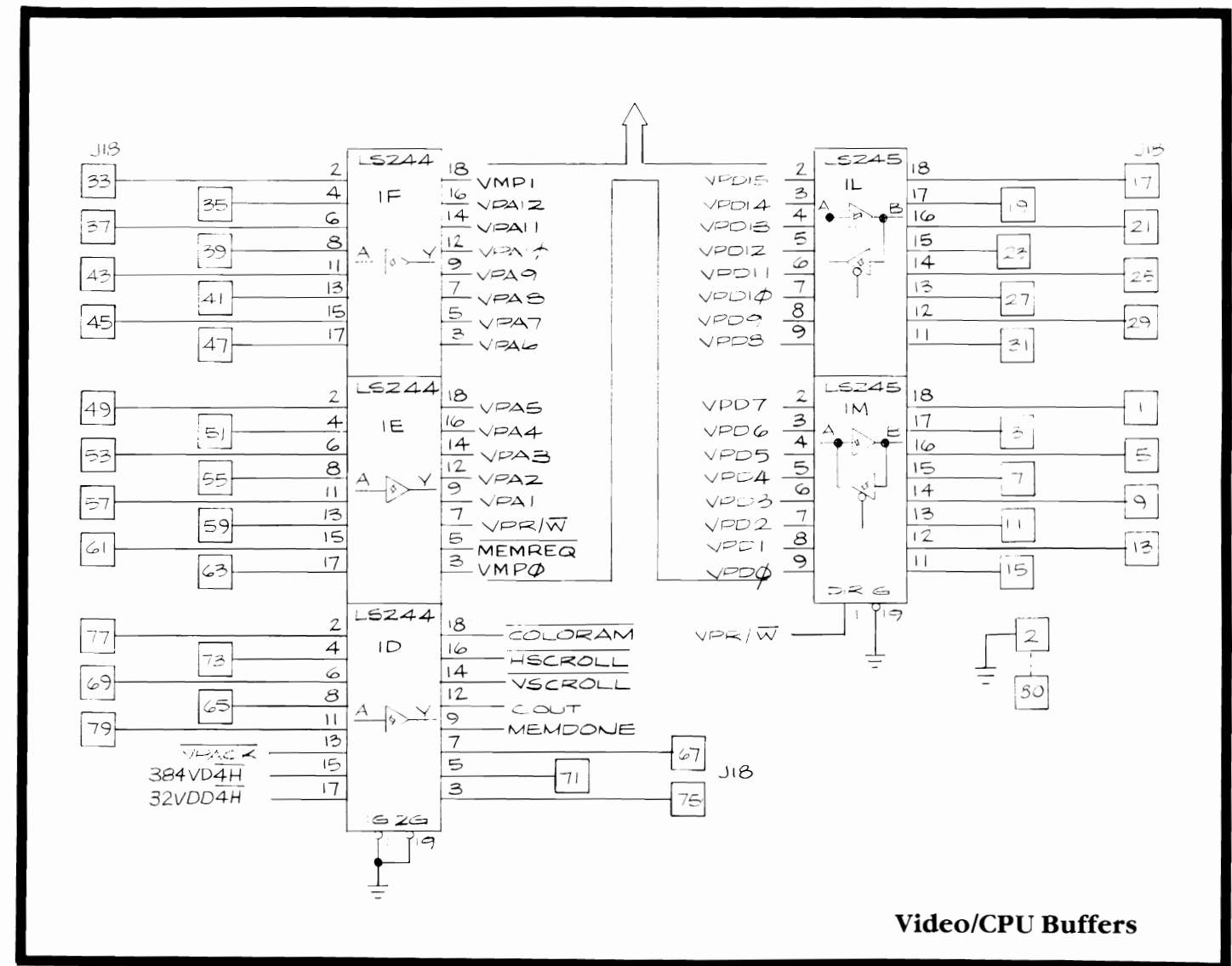
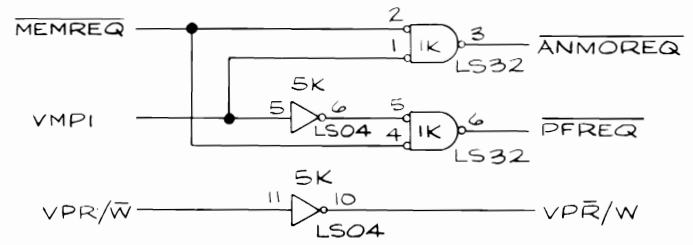
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Paperboy™ Video PCB Schematic Diagram



Address Decoding Control Signals



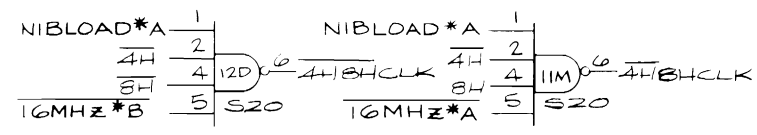
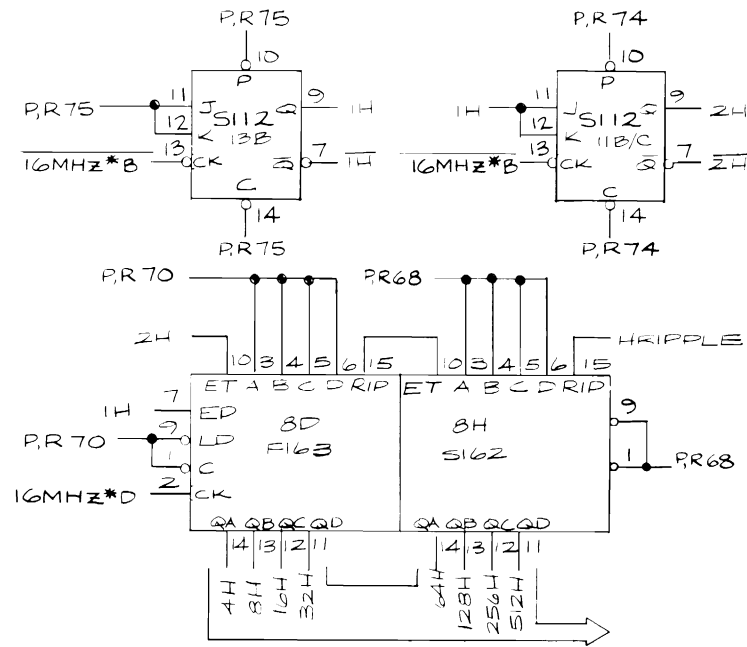
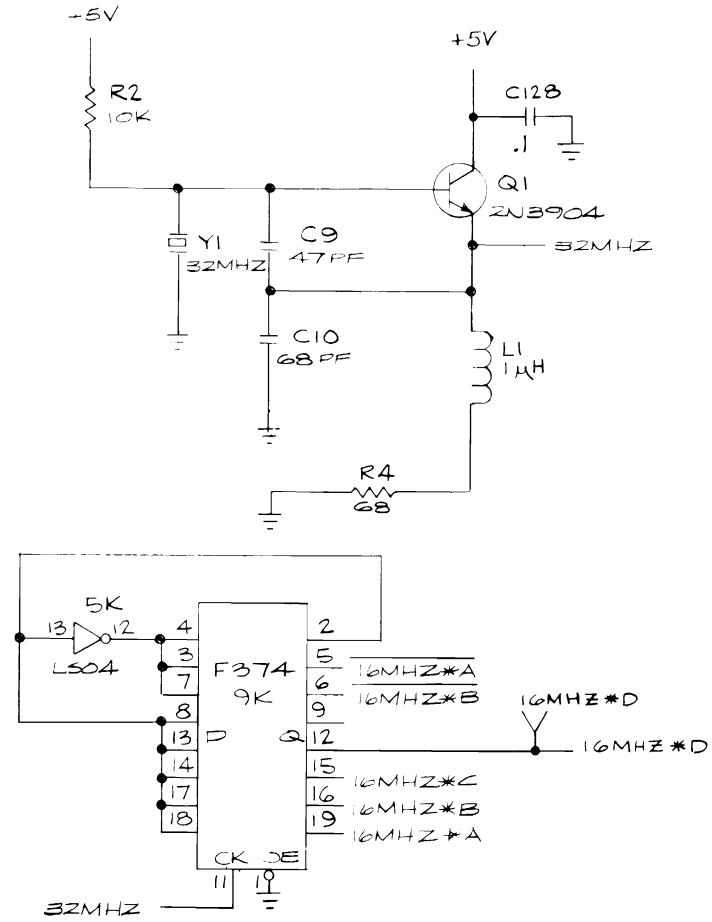
Video/CPU Buffers

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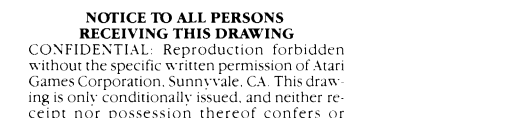
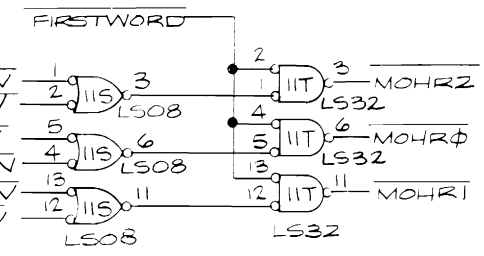
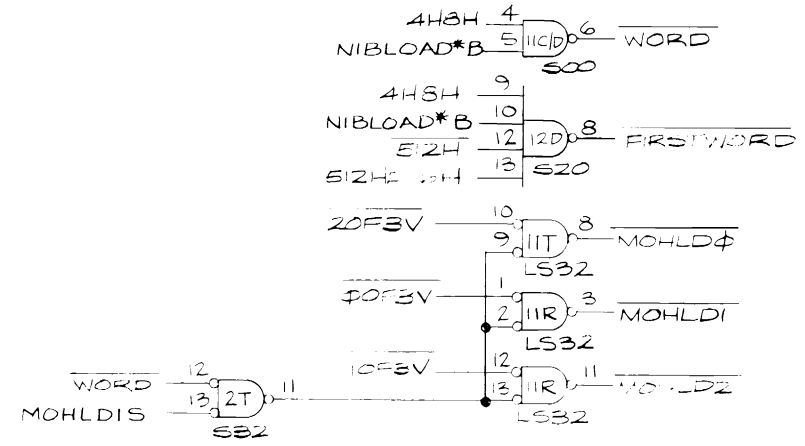
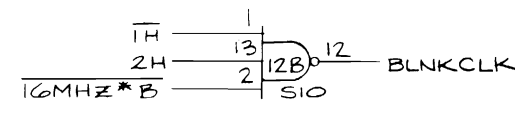
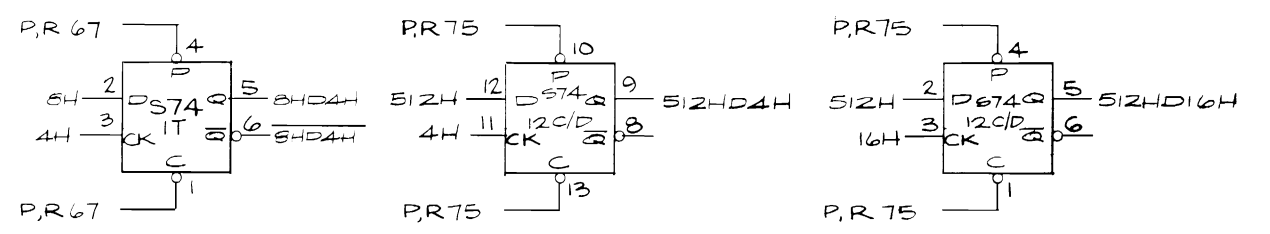
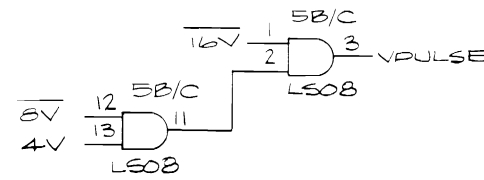
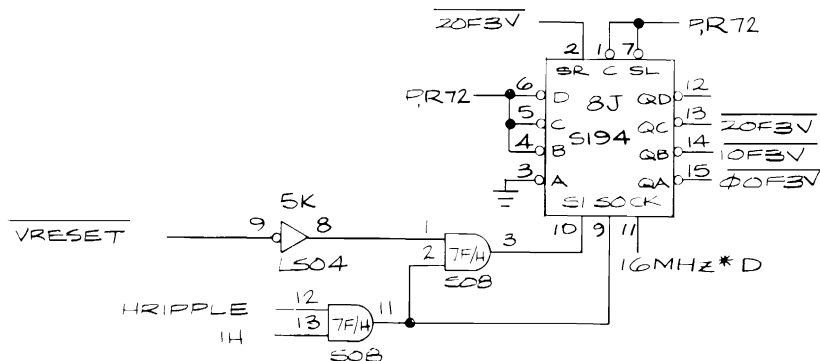
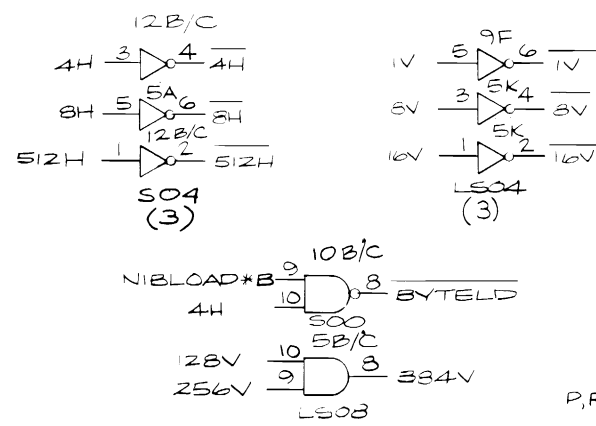
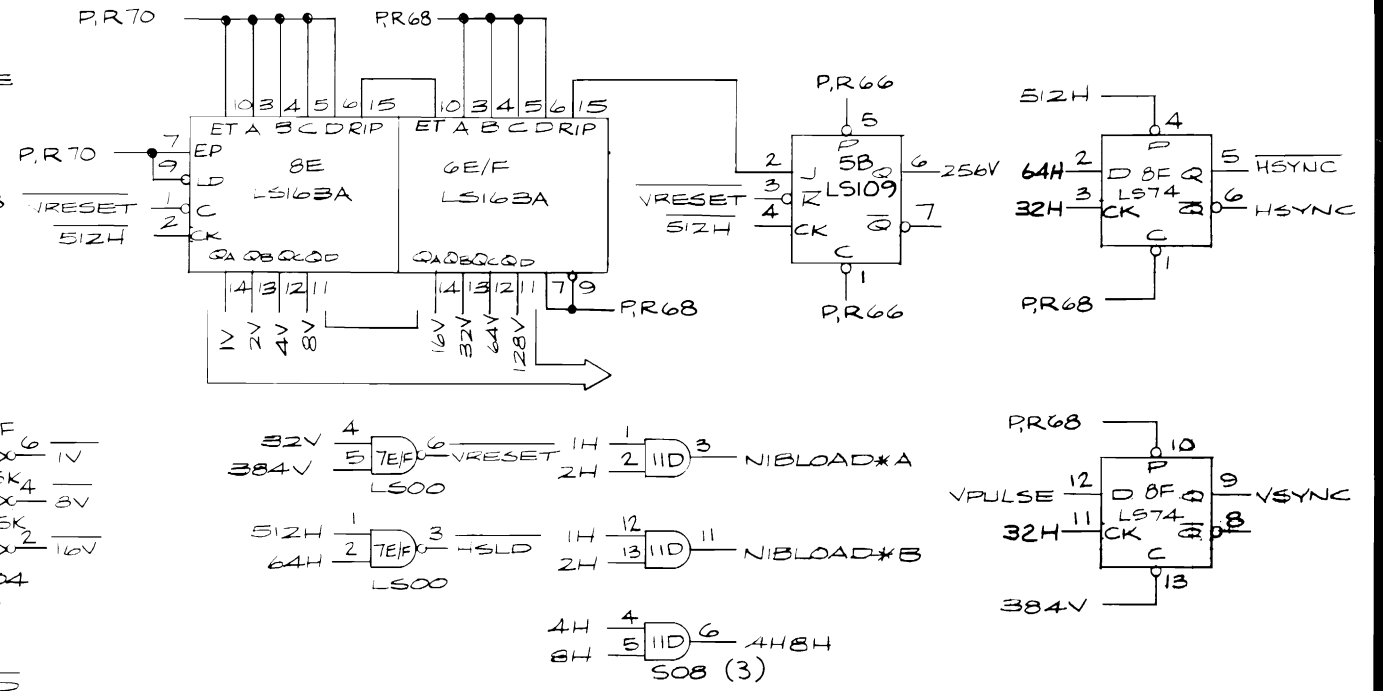


Paperboy™ Video PCB Schematic Diagram

Video Clock



Sync Chain and Timing Strobes

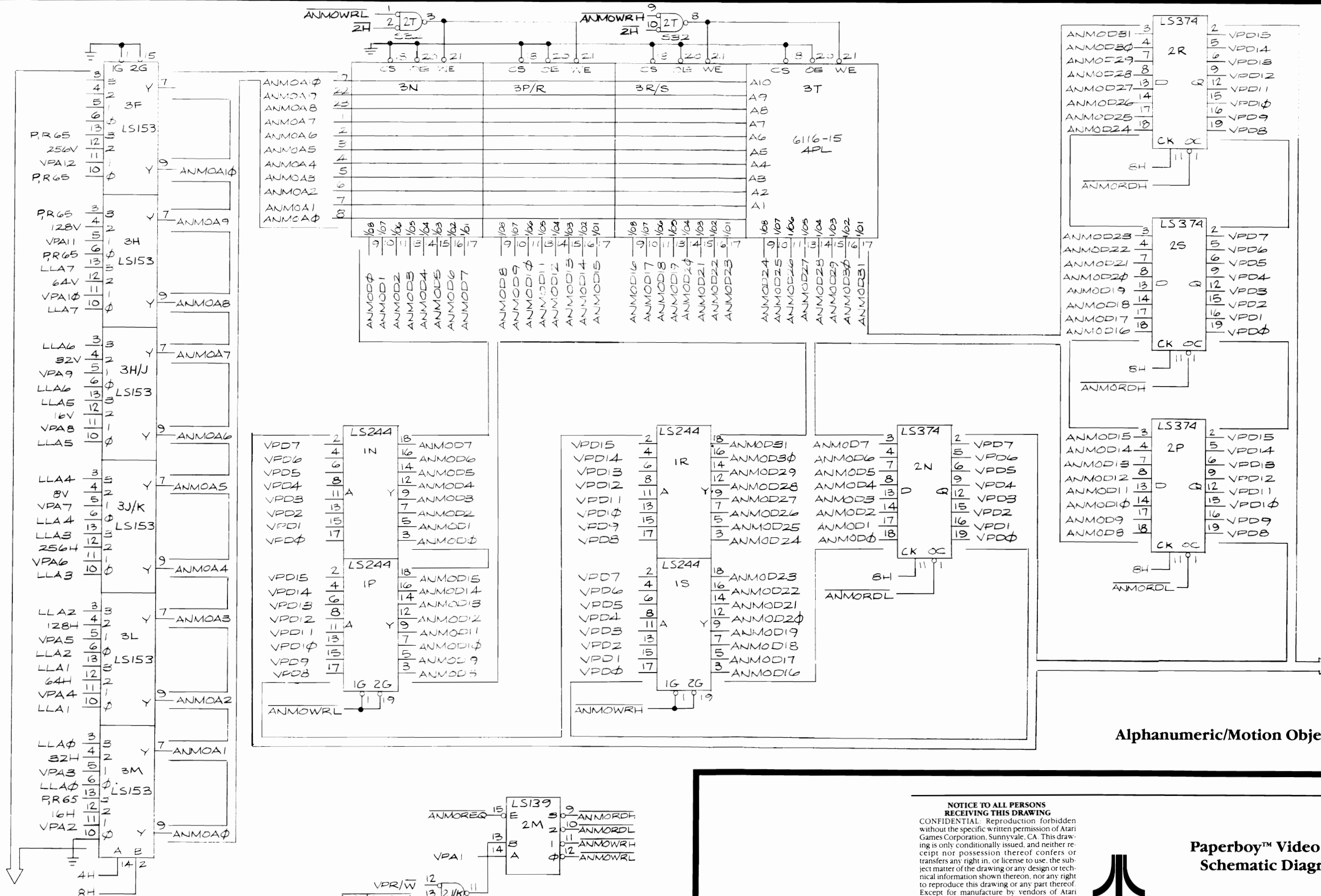


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Paperboy™ Video PCB Schematic Diagram

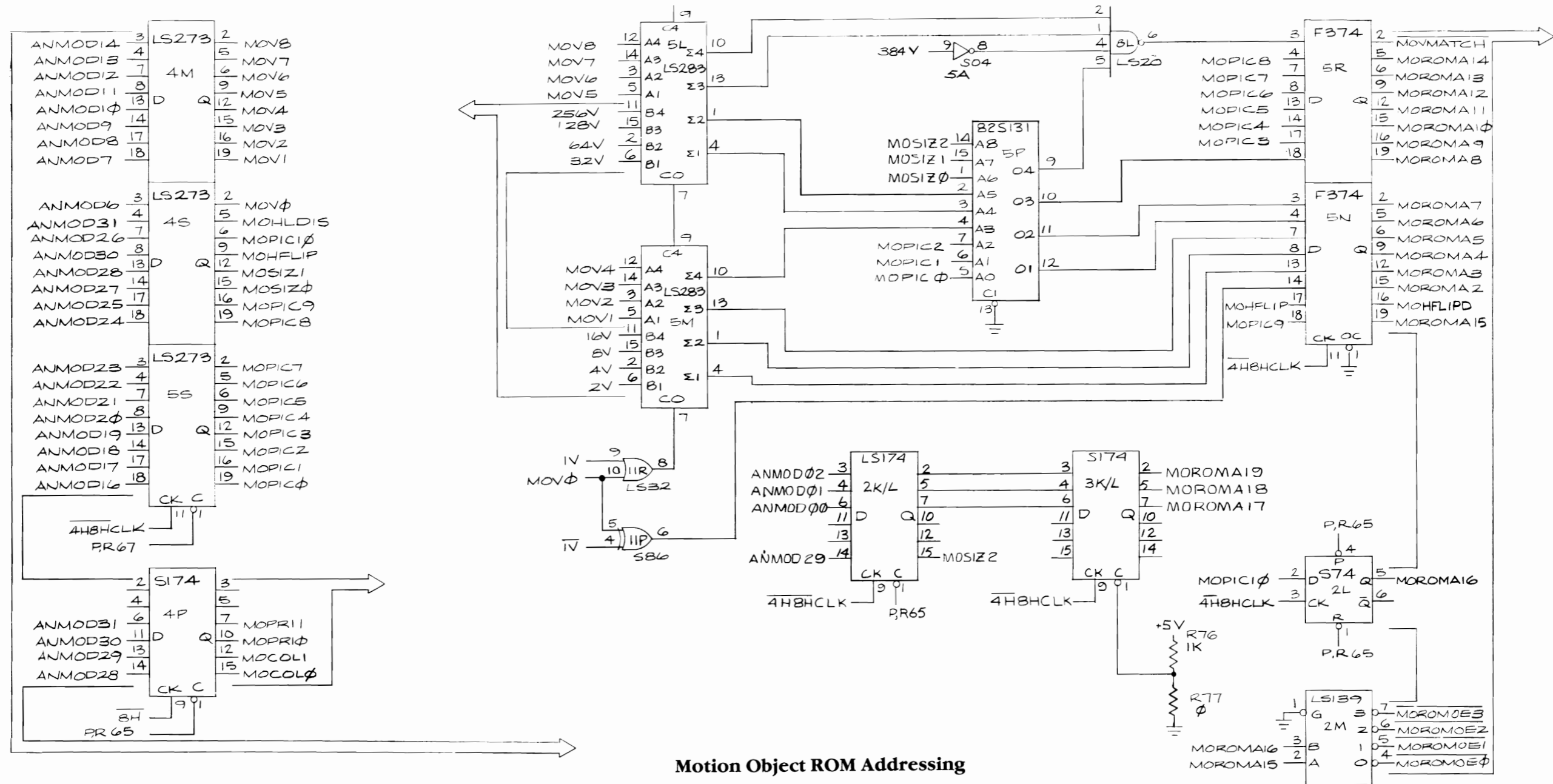


Alphanumeric/Motion Object RAM

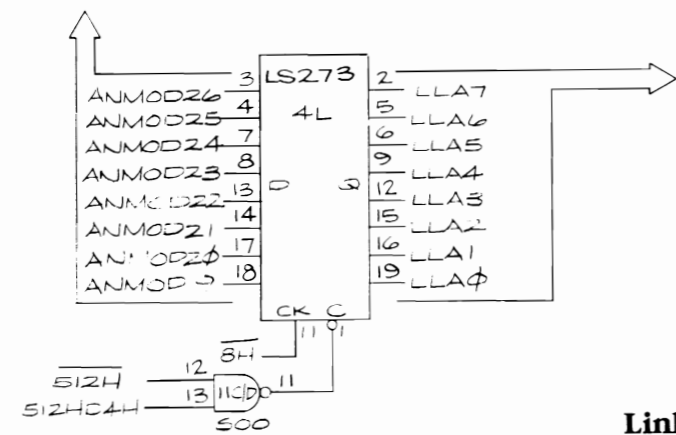
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Paperboy™ Video PCB Schematic Diagram



Motion Object ROM Addressing



Link List Address Latch

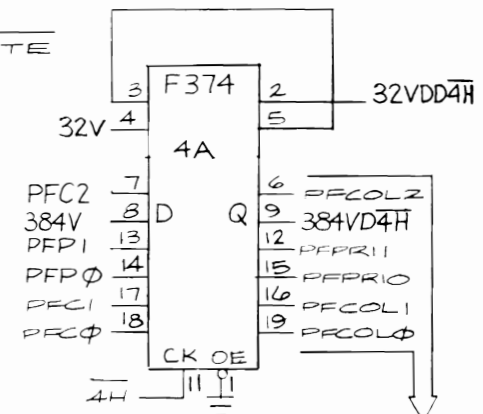
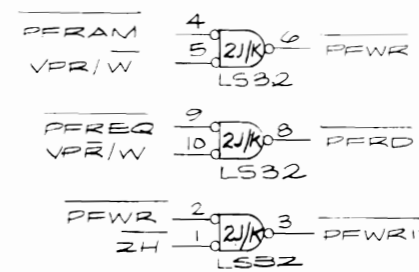
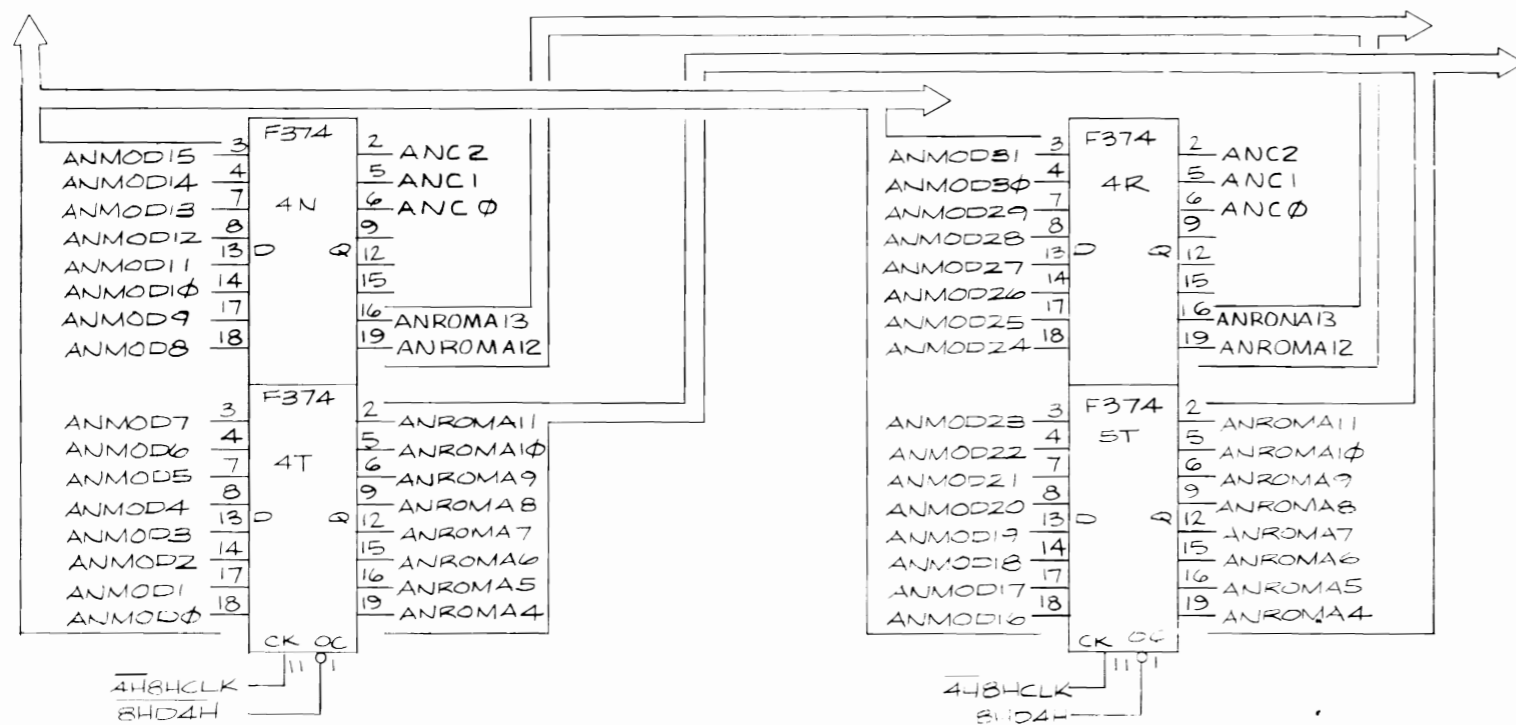
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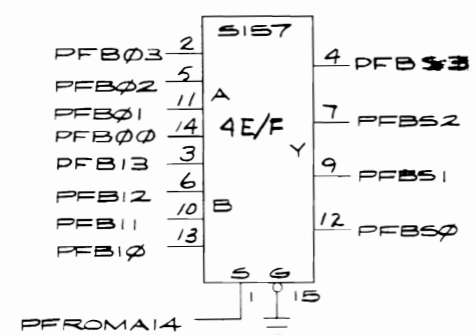
Paperboy™ Video PCB Schematic Diagram

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Alphanumeric ROM Addressing



Playfield Data Latch Strobes



Playfield Bank Select

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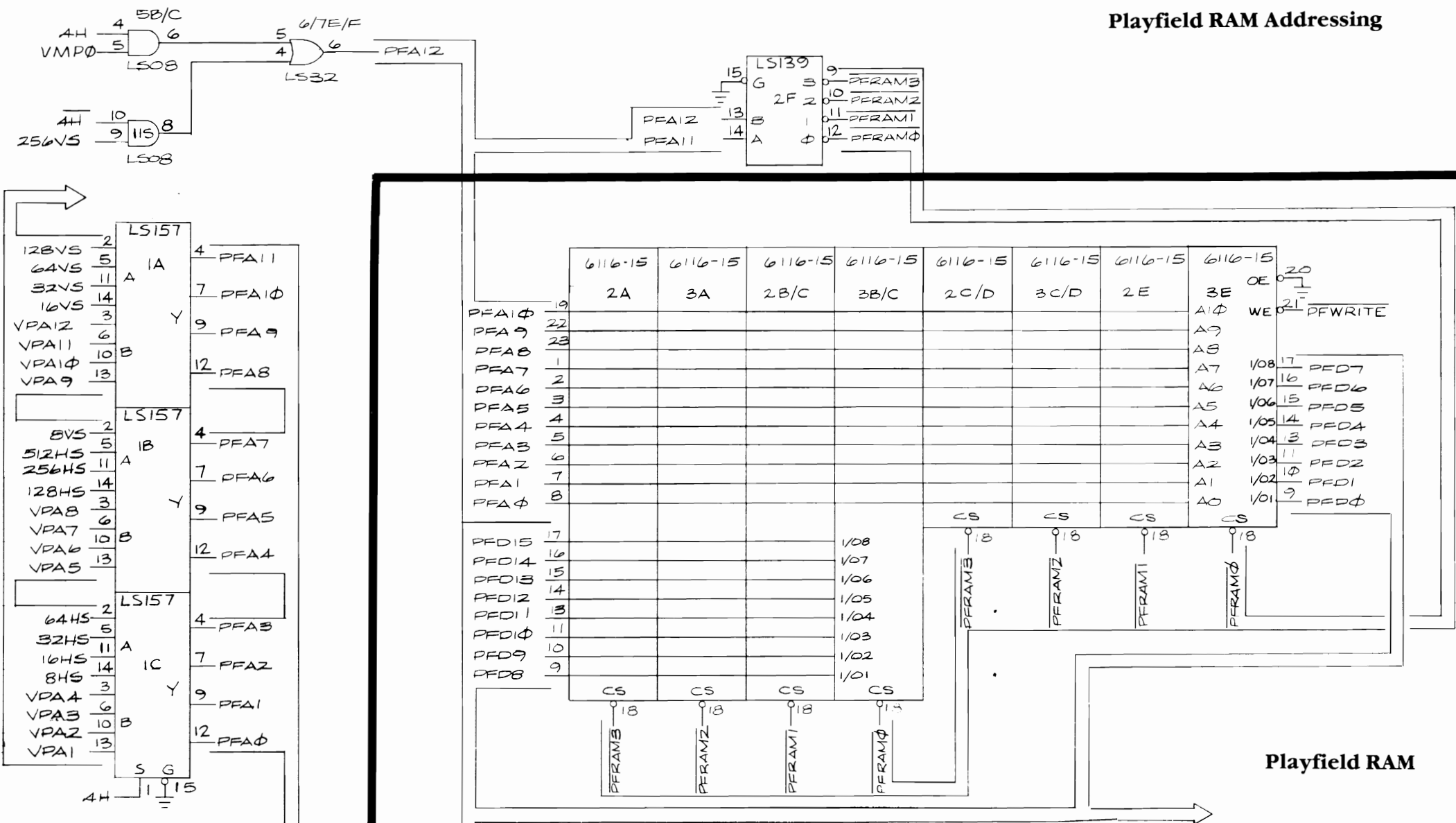


Paperboy™ Video PCB Schematic Diagram

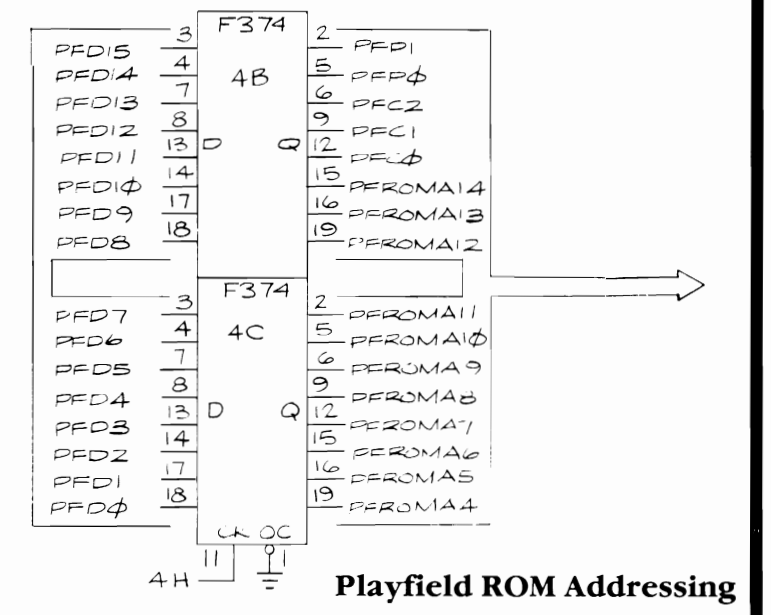
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1st printing

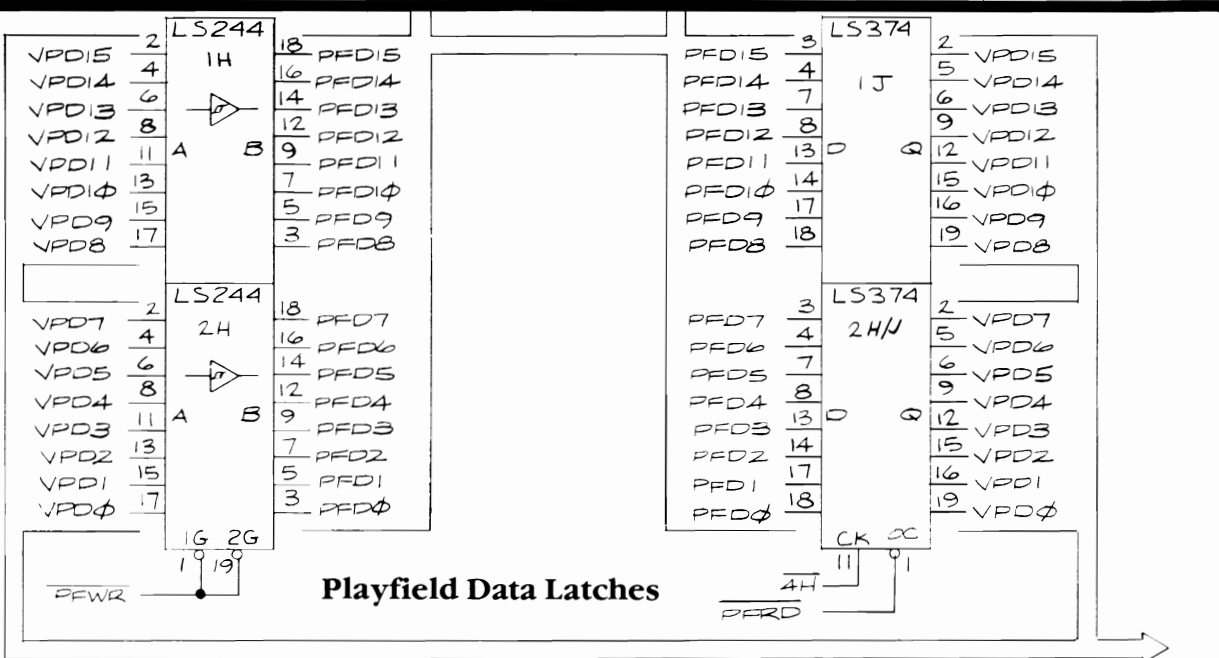
Playfield RAM Addressing



Playfield RAM



Playfield ROM Addressing



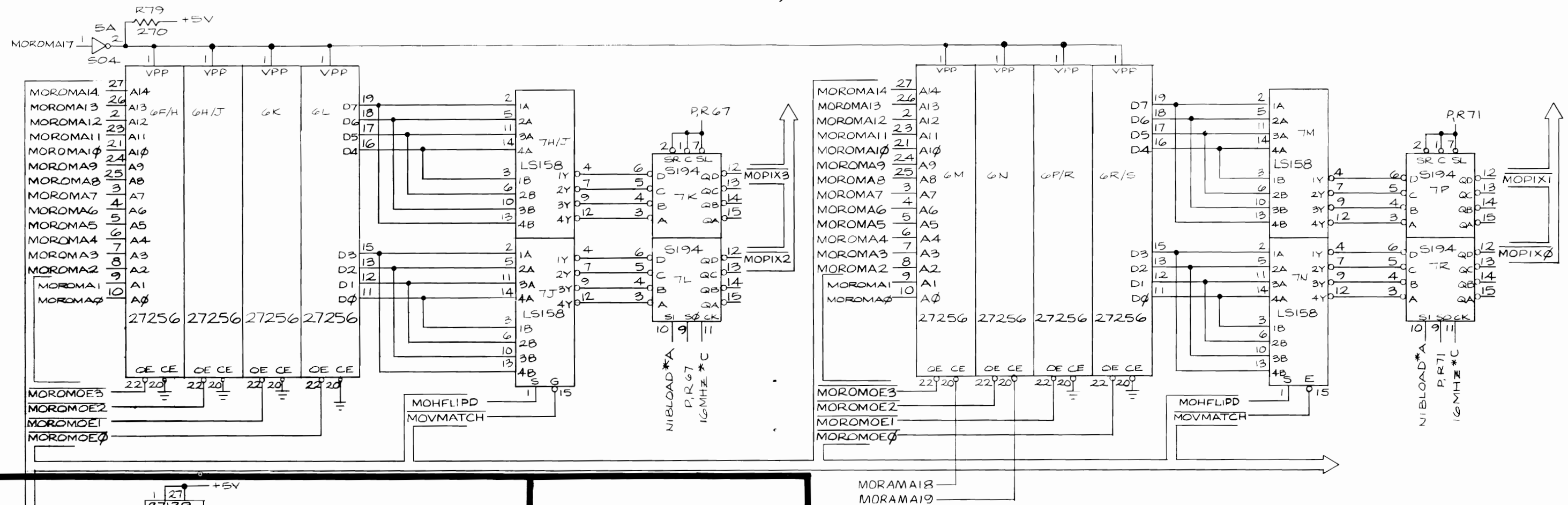
Playfield Data Latches

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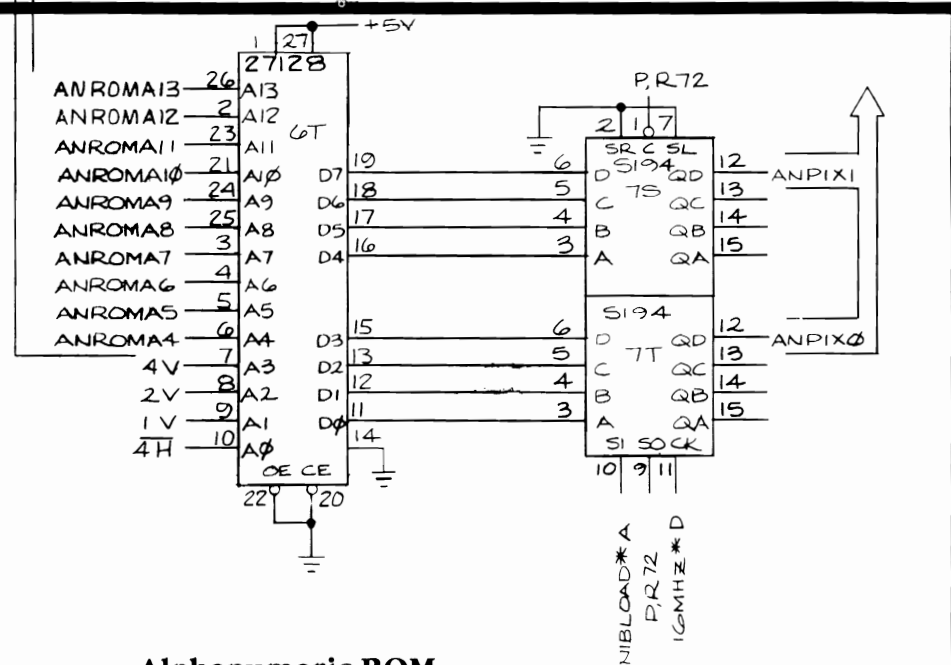


Paperboy™ Video PCB Schematic Diagram

Motion Object ROM



Alphanumeric ROM



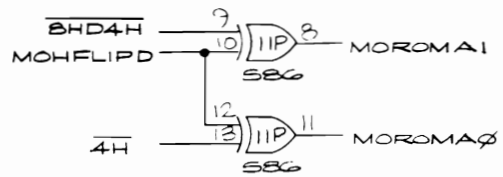
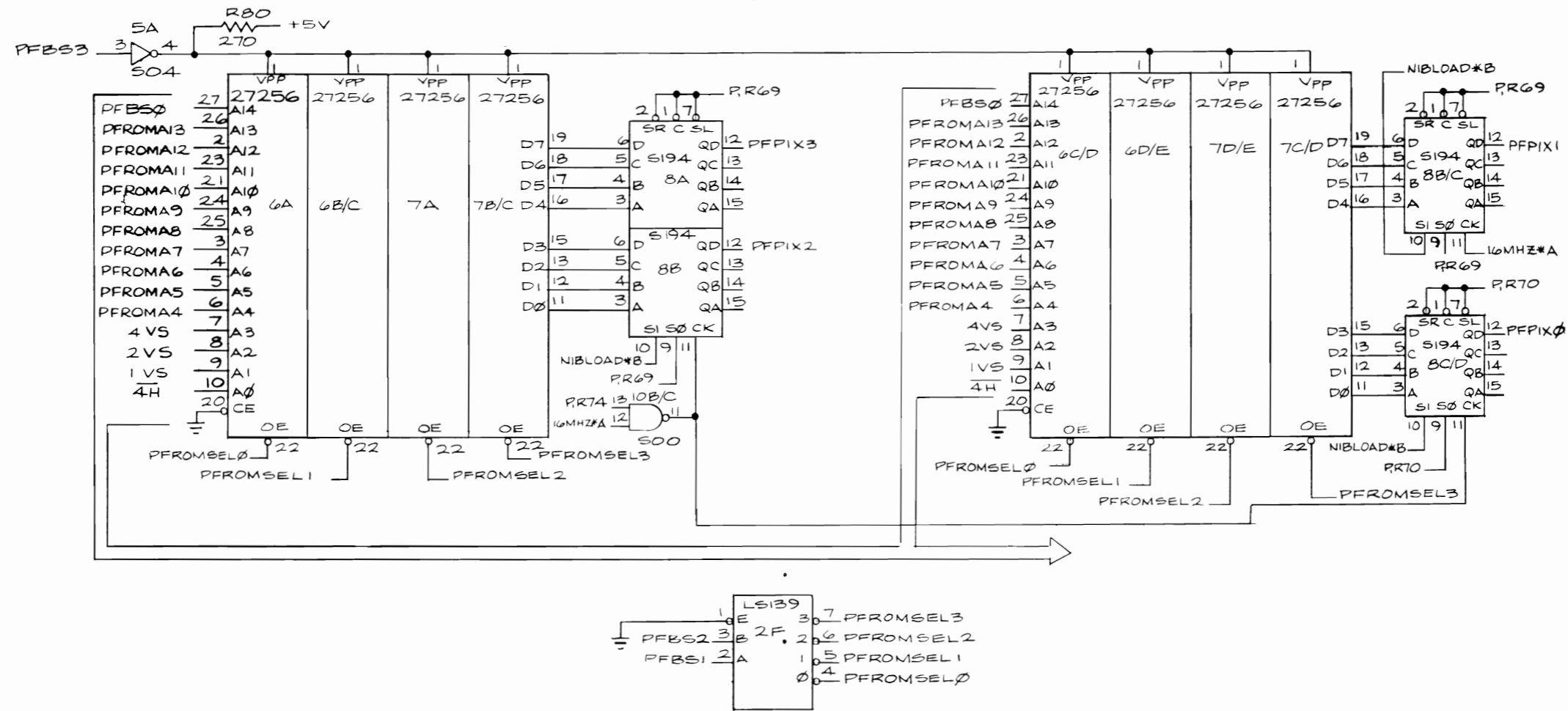
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Paperboy™ Video PCB Schematic Diagram

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Playfield ROM



Motion Object ROM Addressing

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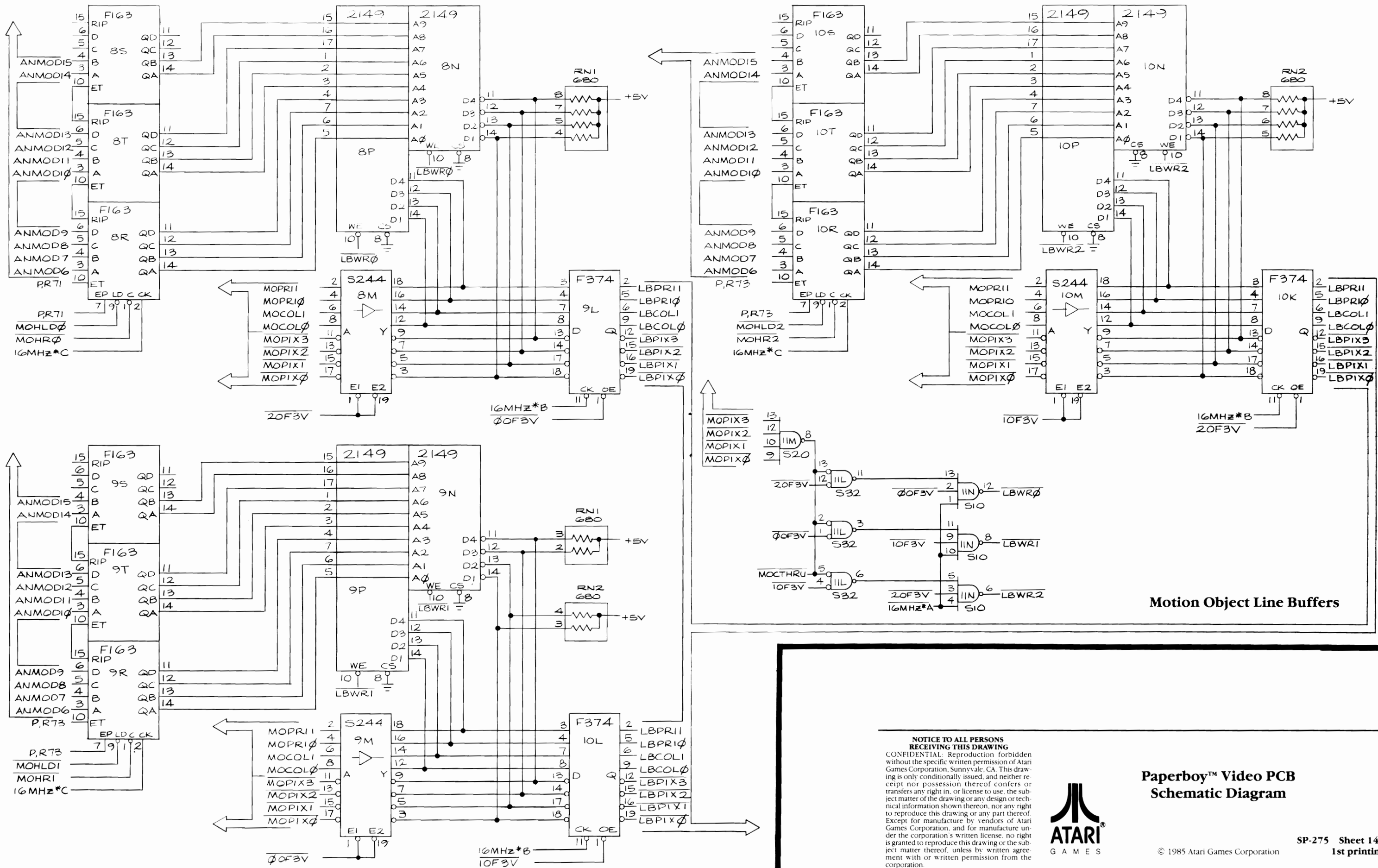
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Paperboy™ Video PCB Schematic Diagram

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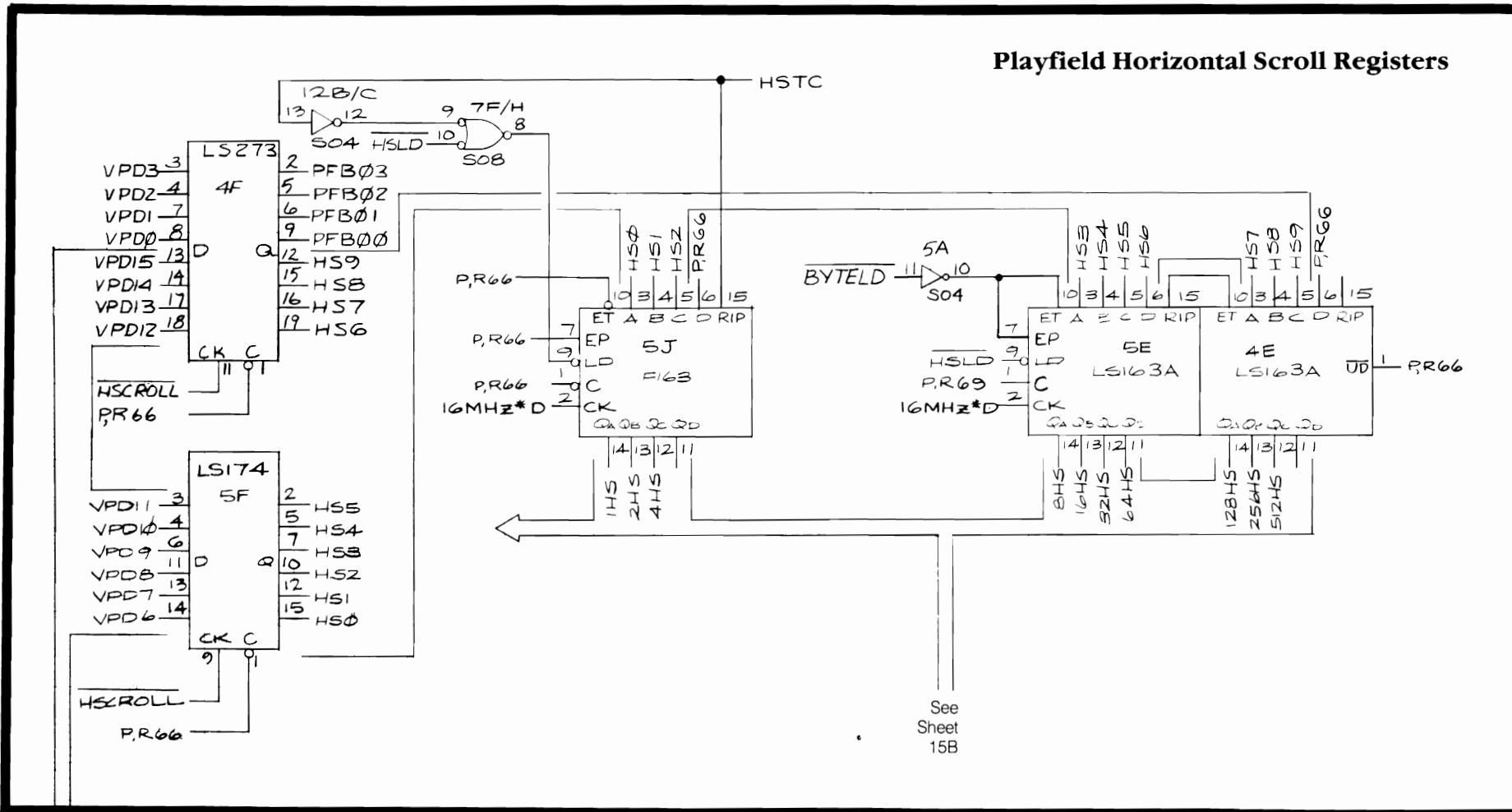
Motion Object Line Buffers

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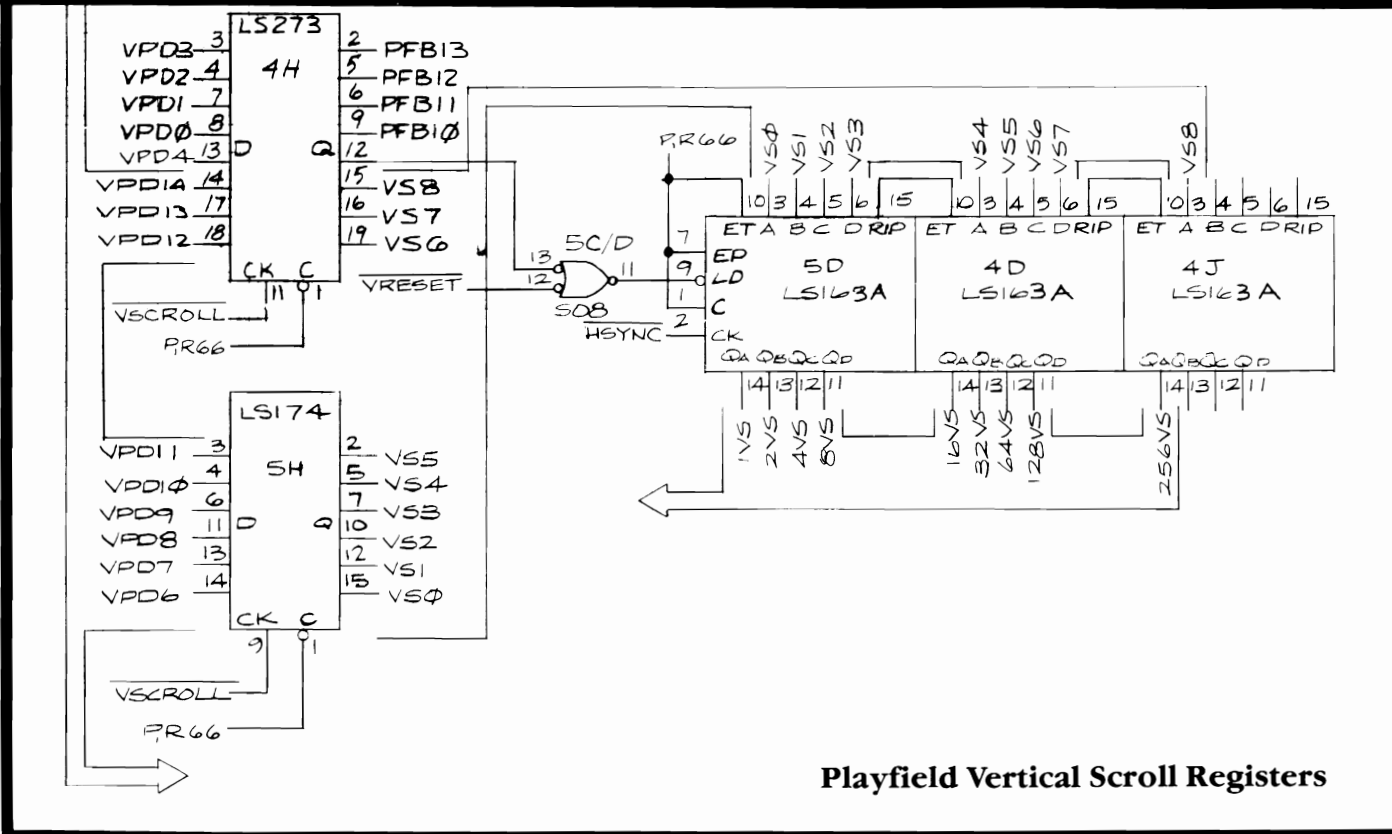
Paperboy™ Video PCB Schematic Diagram

Playfield Horizontal Scroll Registers



See Sheet 15B

Playfield Vertical Scroll Registers



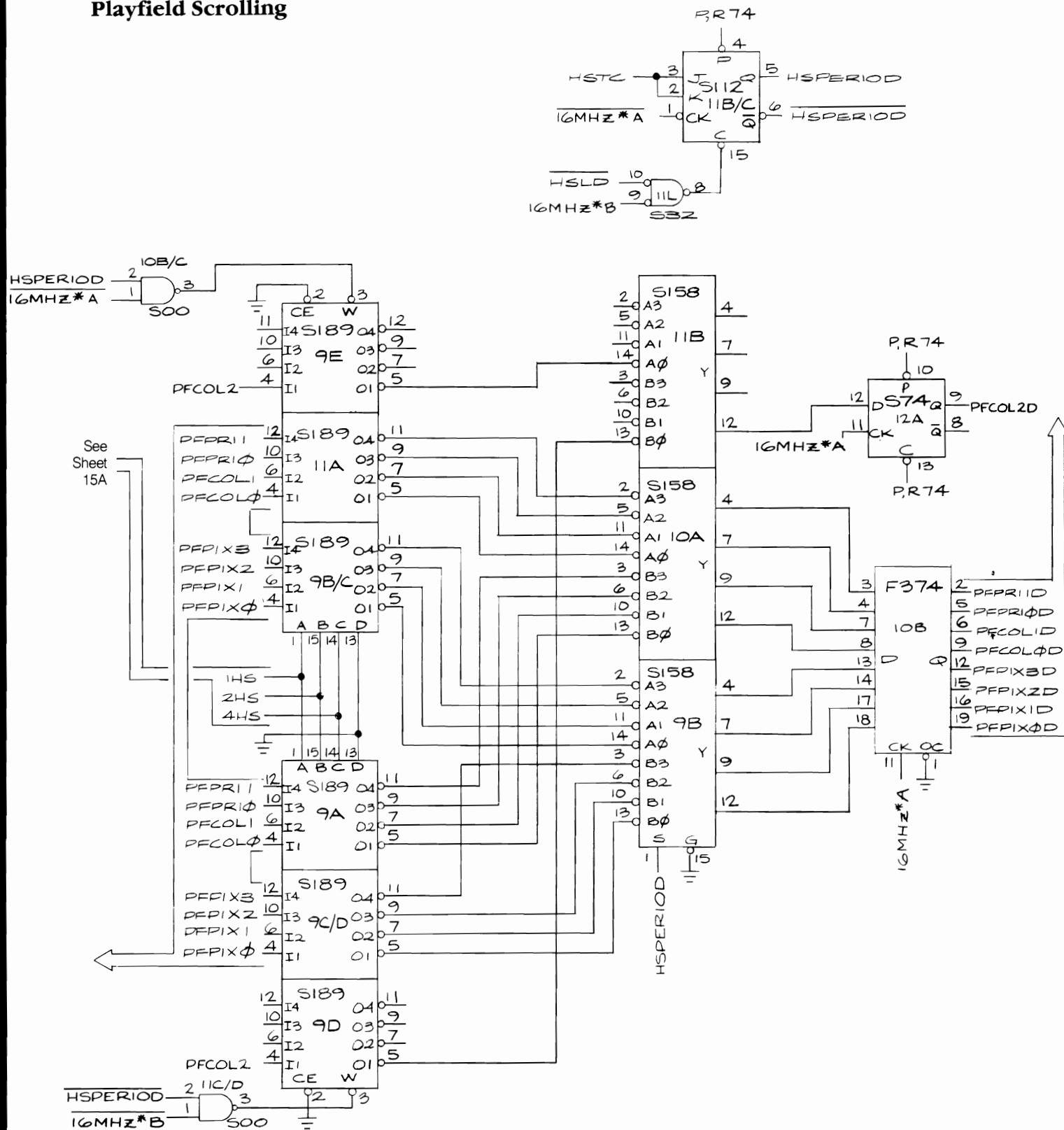
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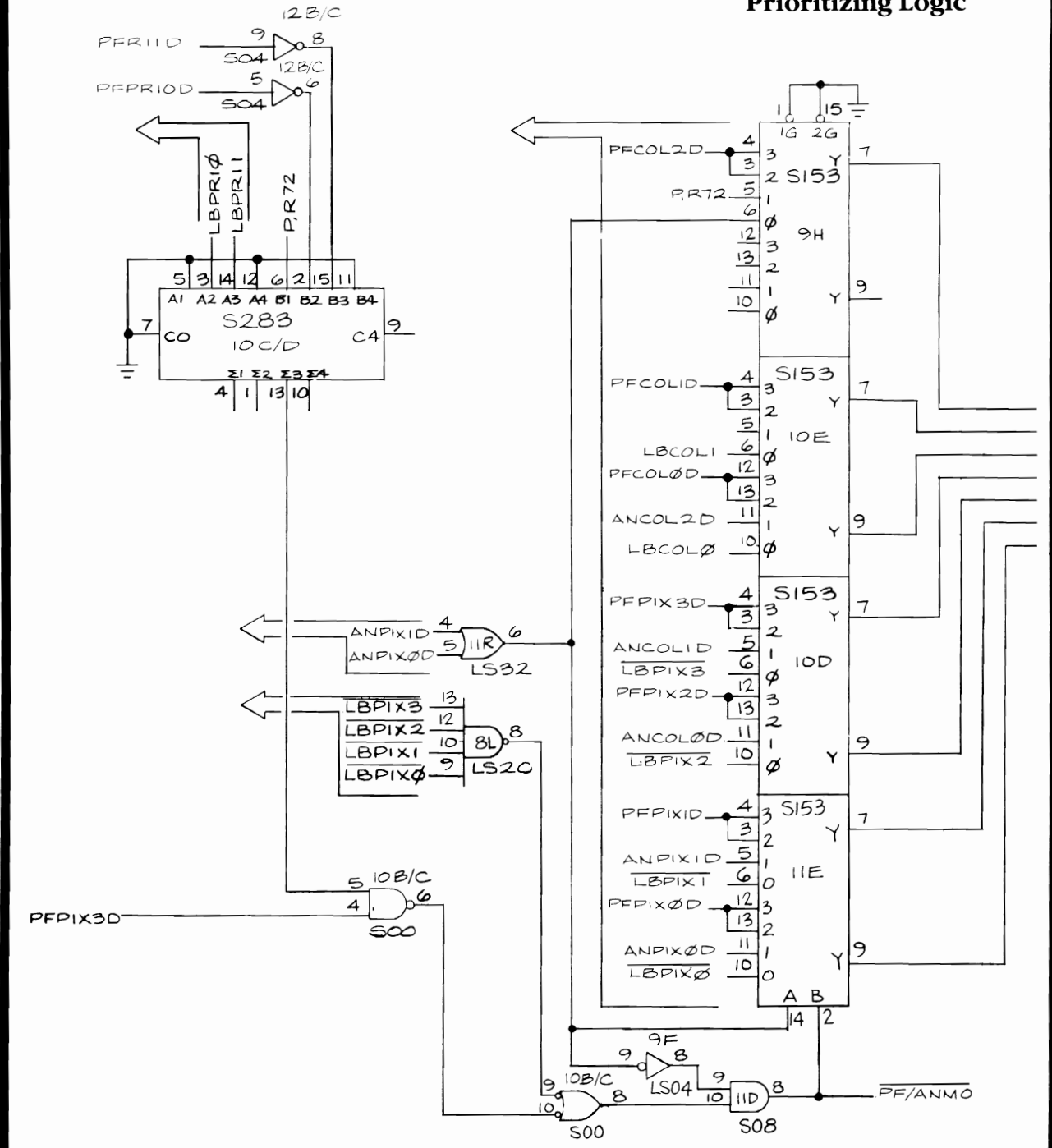


Paperboy™ Video PCB Schematic Diagram

Playfield Scrolling



Prioritizing Logic



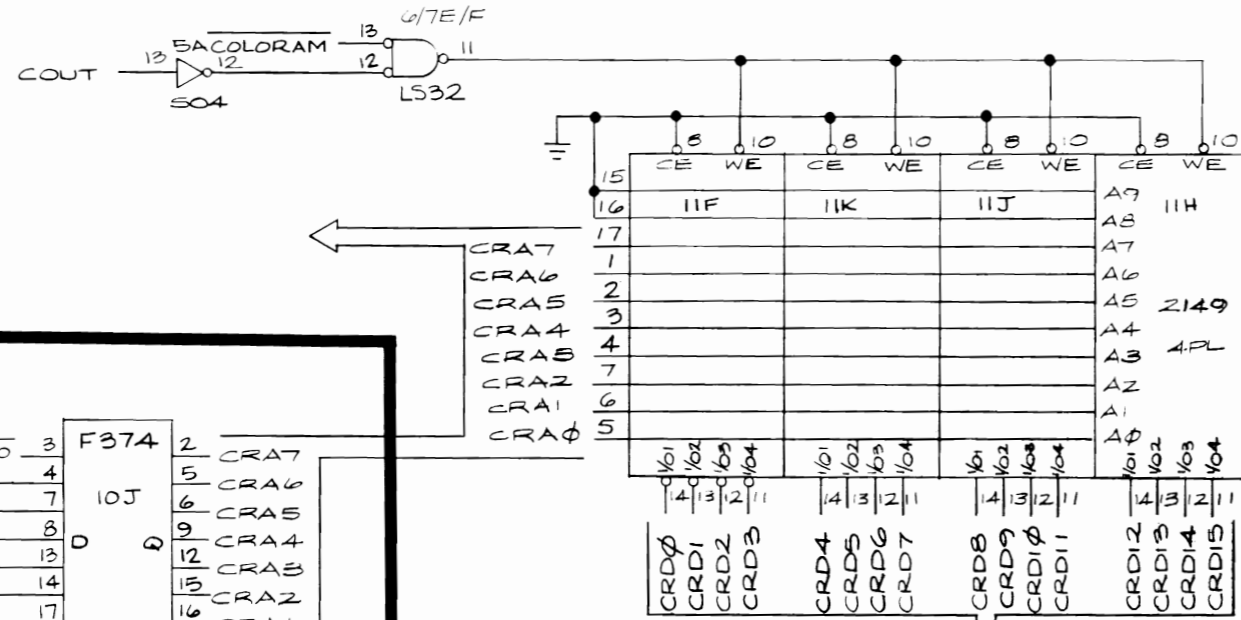
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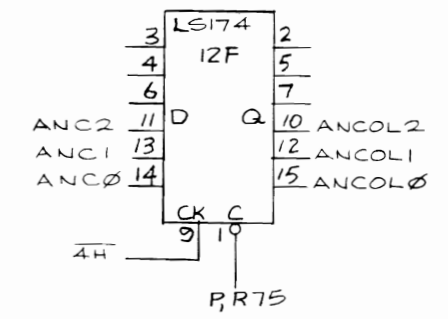
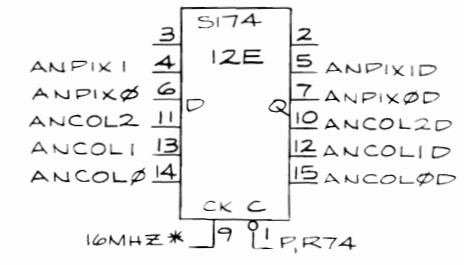
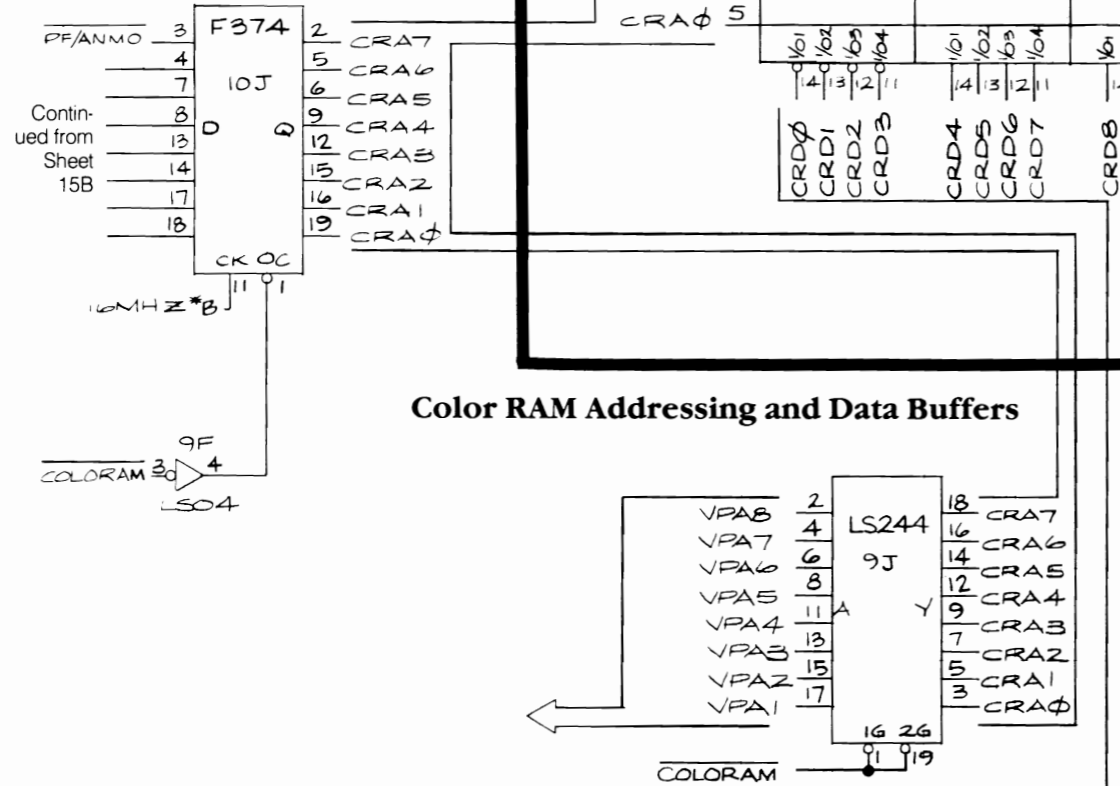


Paperboy™ Video PCB Schematic Diagram

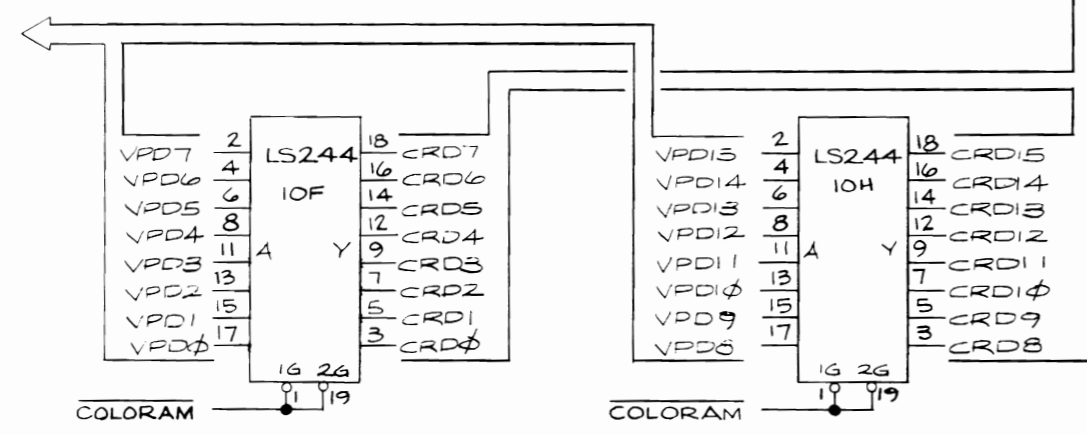
Color RAM



Color RAM Addressing and Data Buffers



Alphanumeric Color Palettes Selects

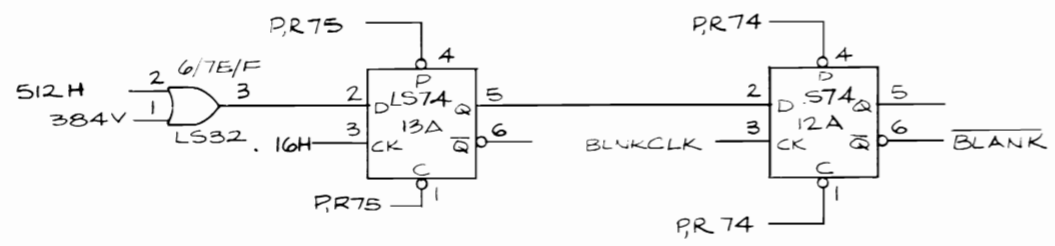
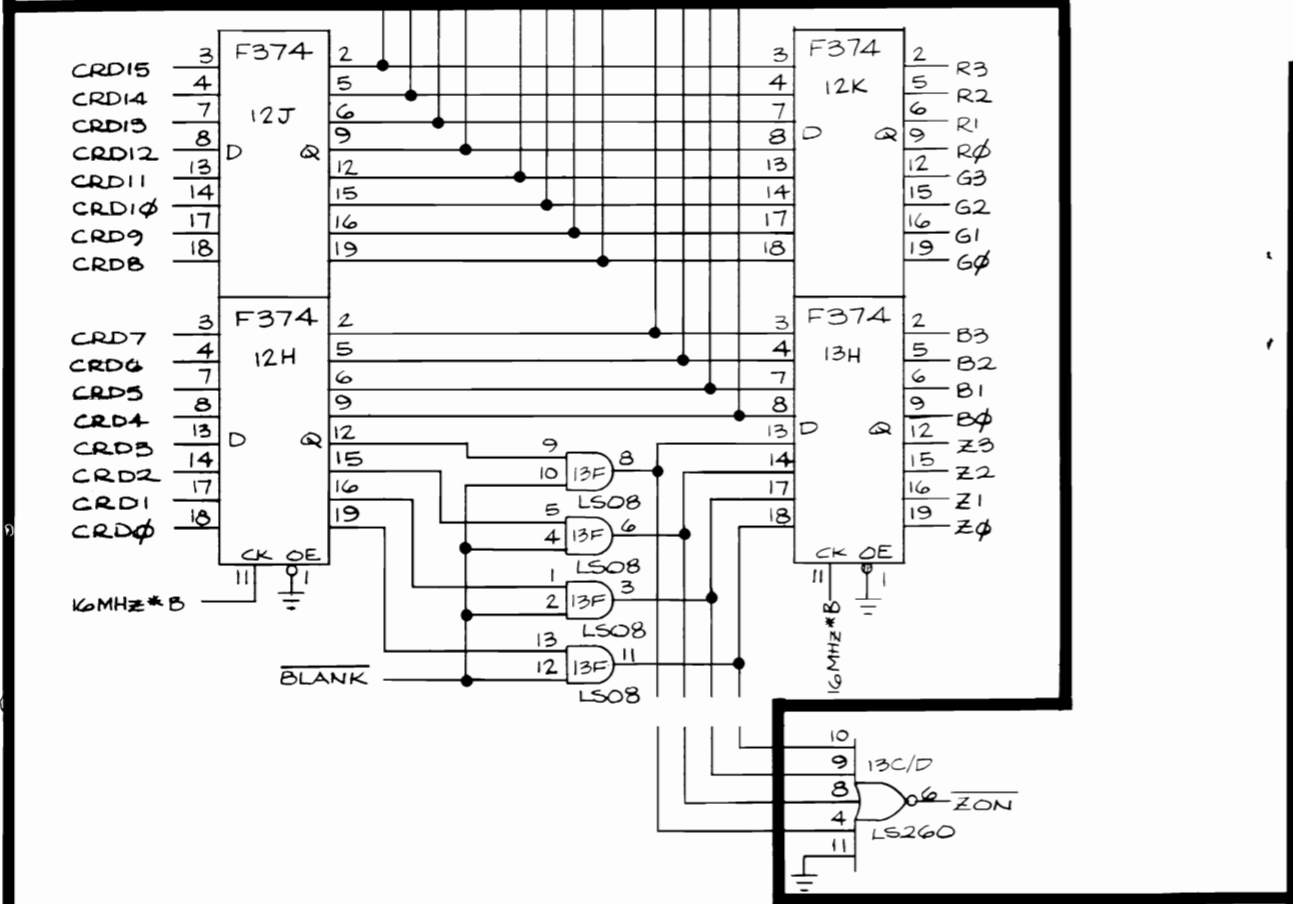
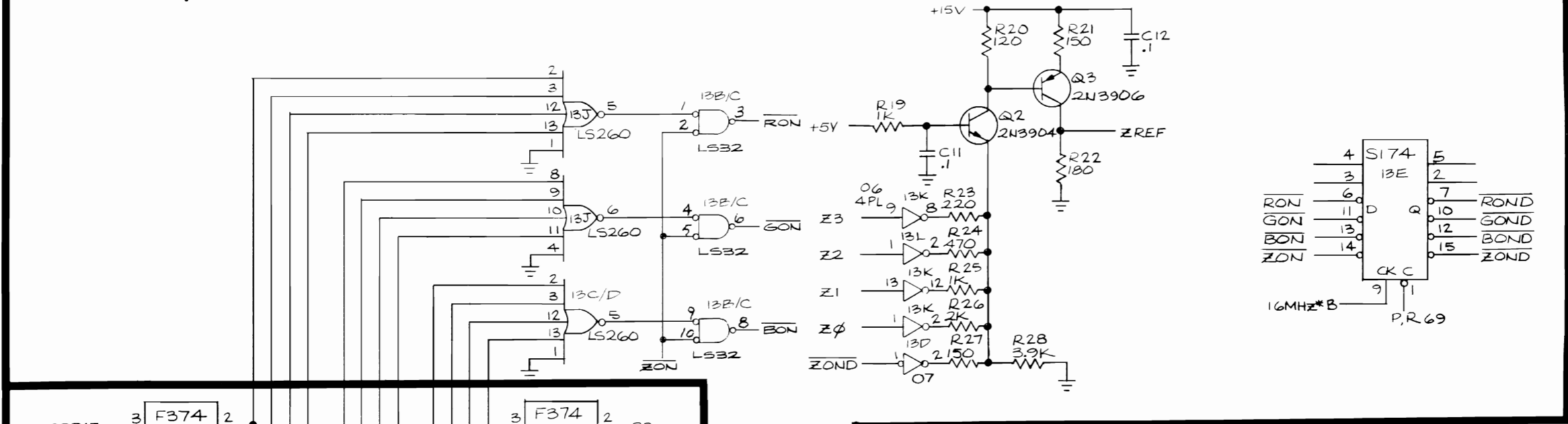


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Video Intensity Control and Driver Enables



Data Latches and Blanking

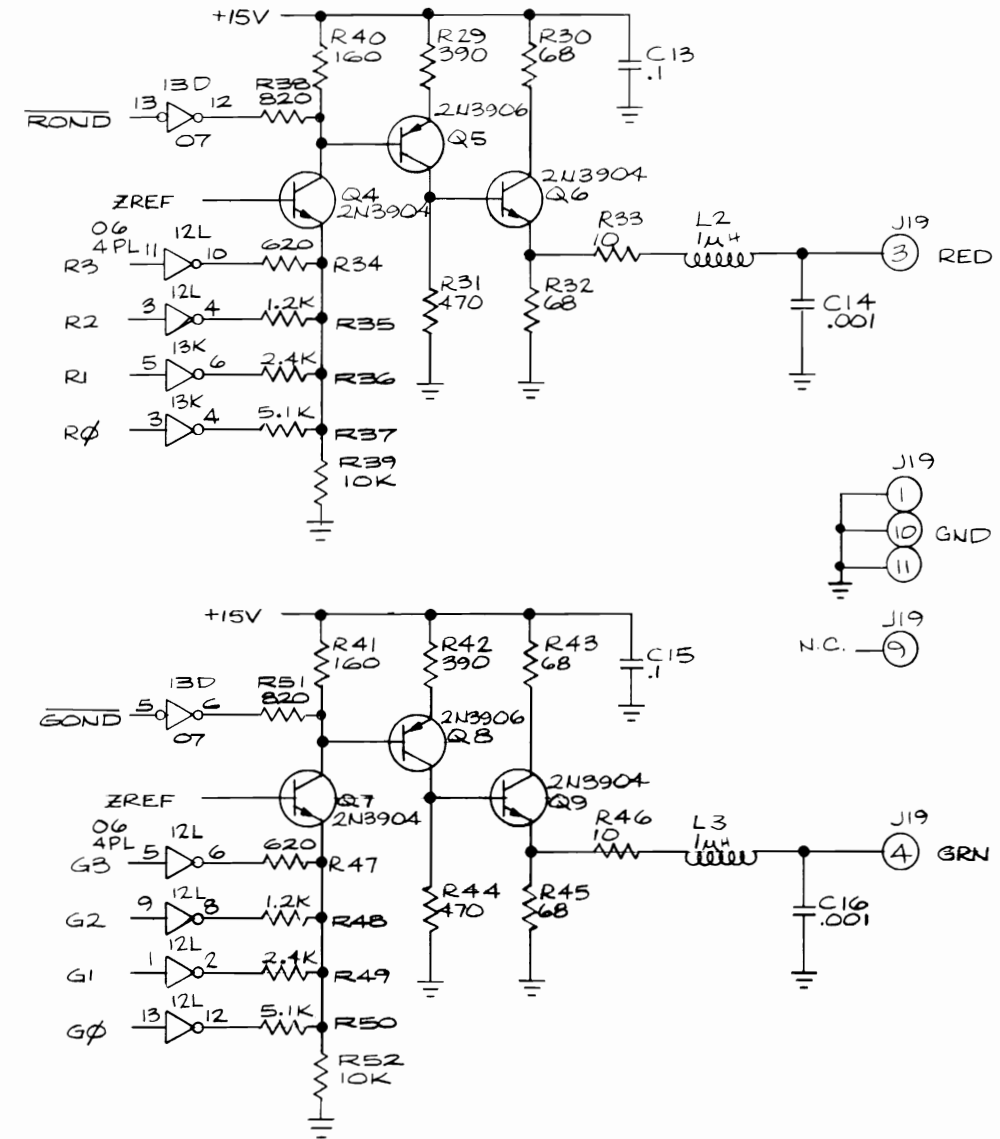
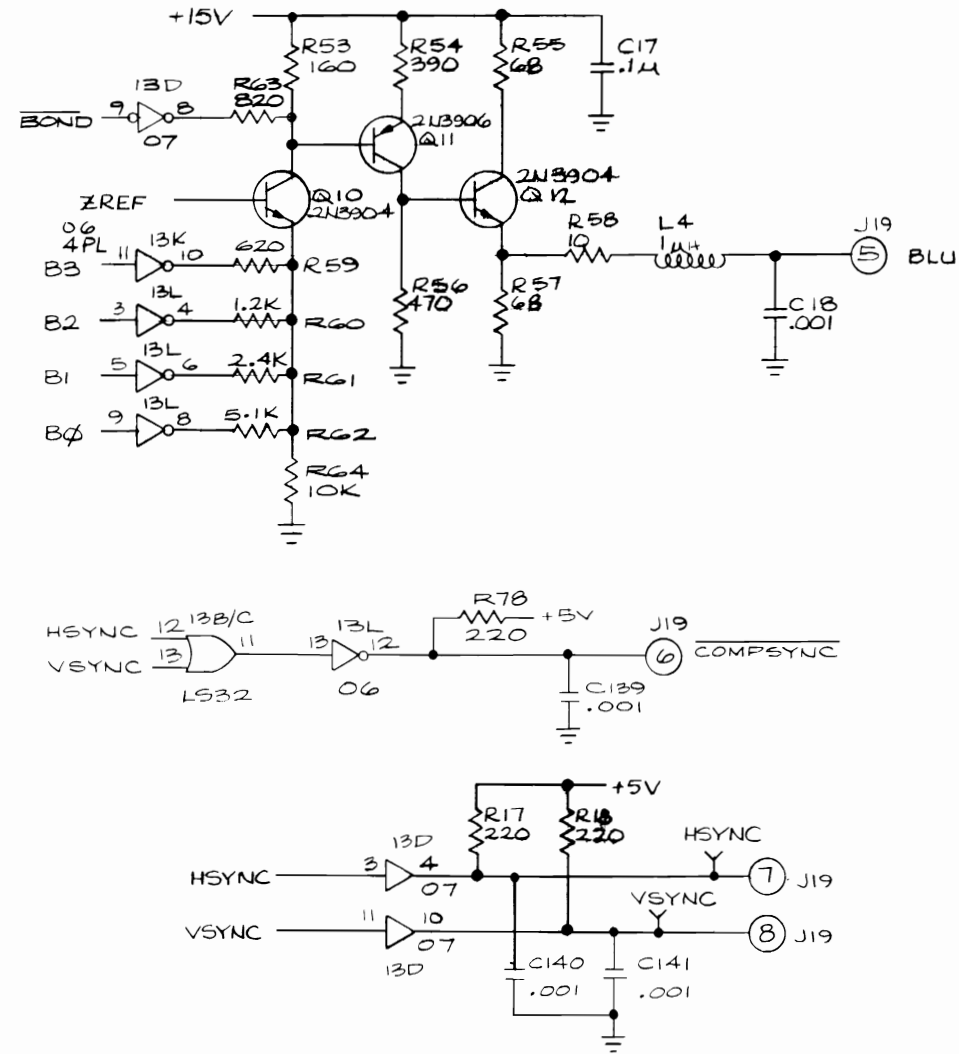
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Output Drivers



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SP-275 Sheet 17A
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