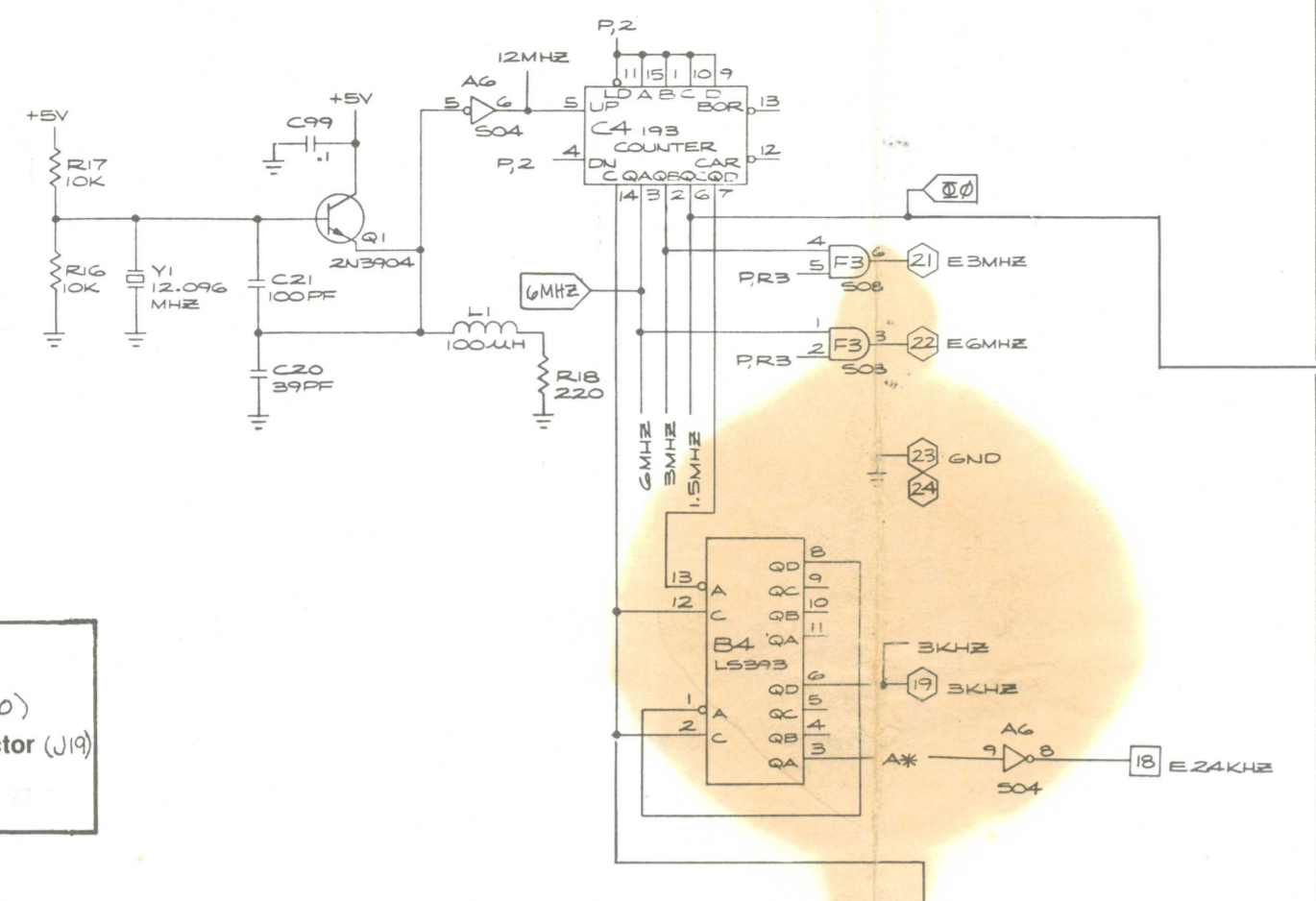
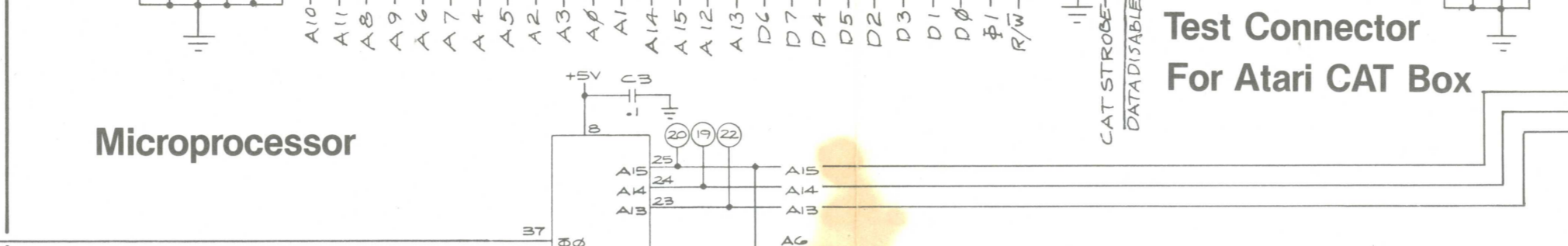


Clock Circuit



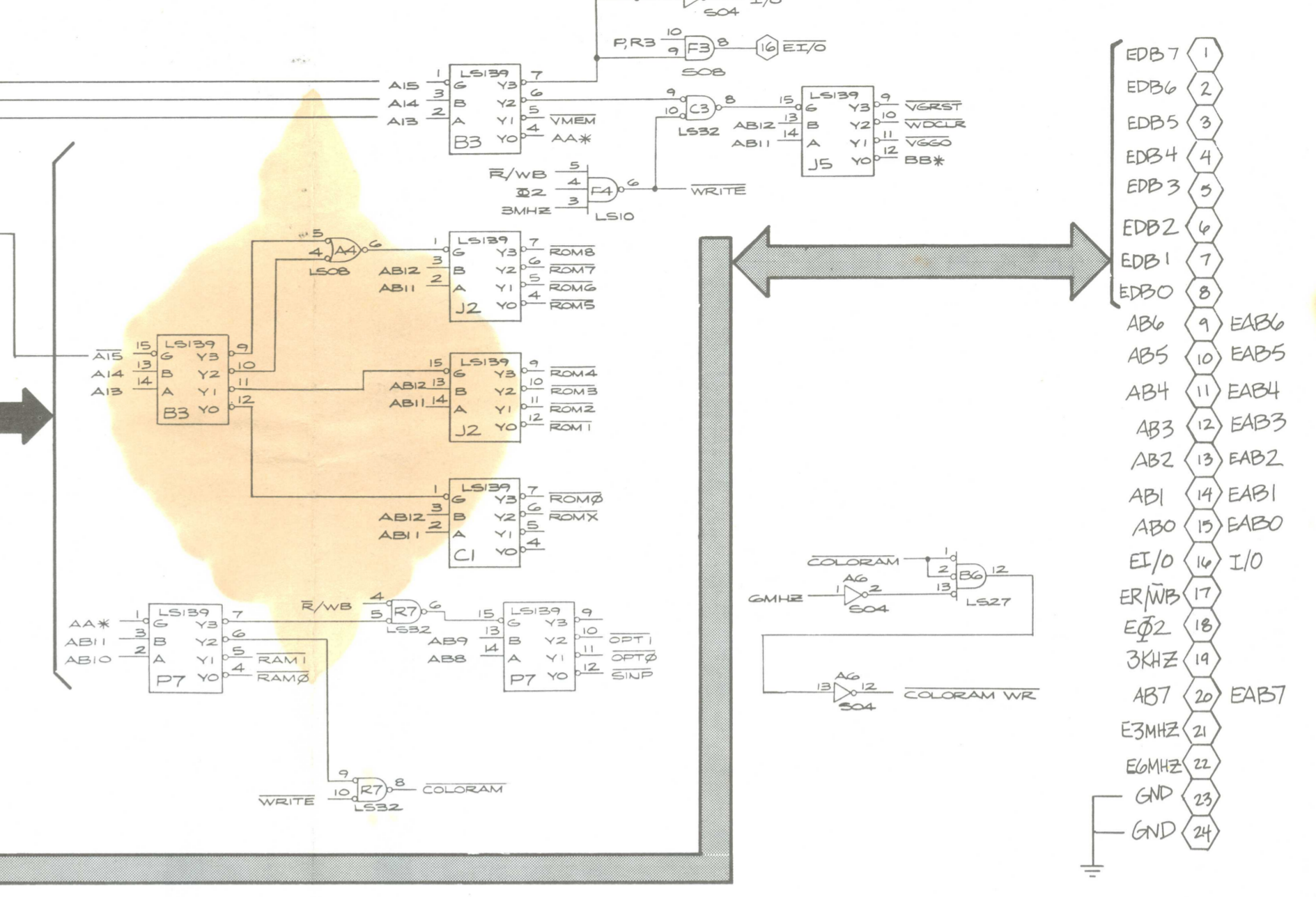
NOTE
 □ Indicates Edge Connector (J20)
 ○ Indicates Interconnect Connector (J19)
 ◻ Indicates Test Point

Microprocessor



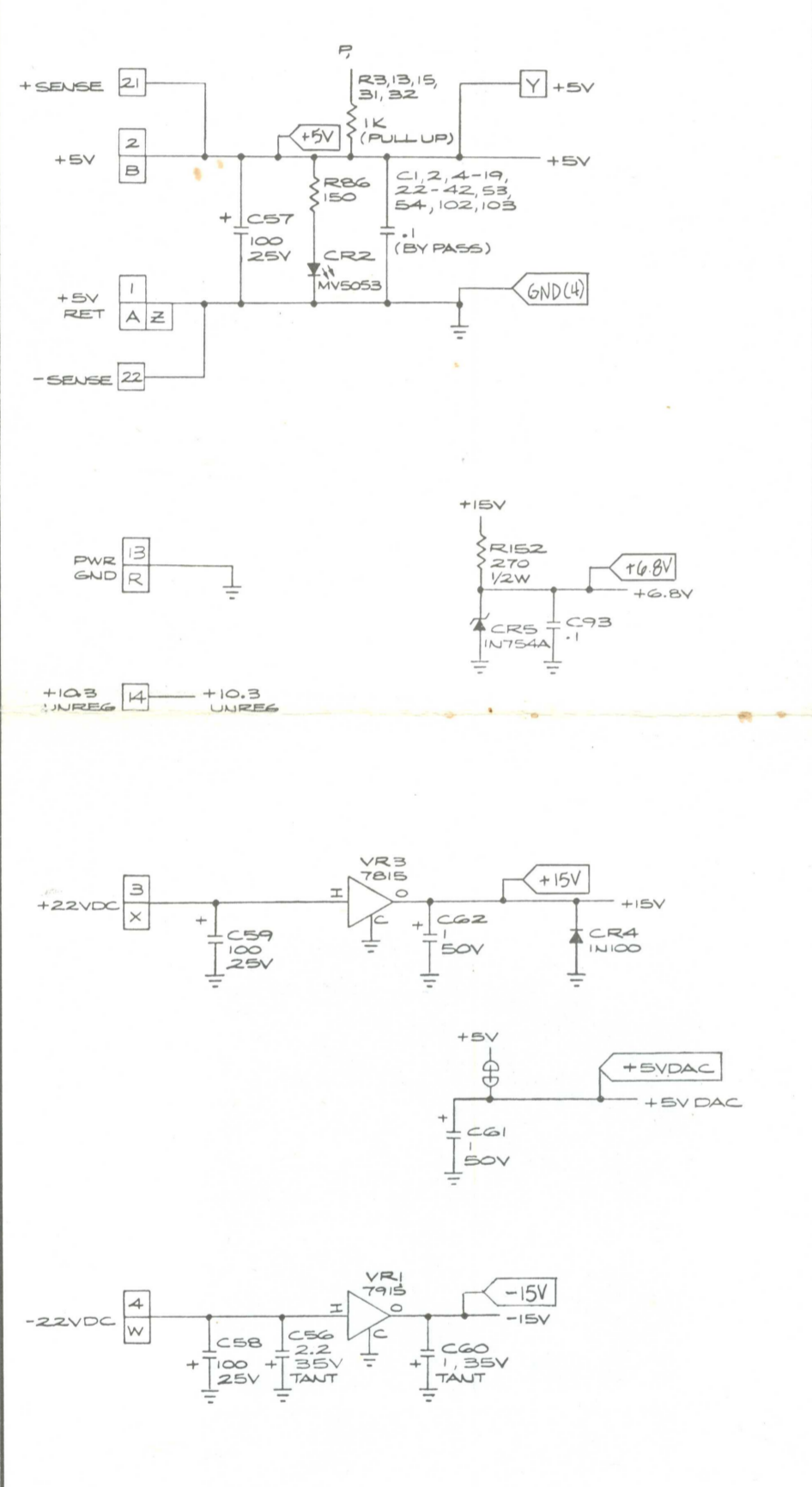
NOTE:
 The MPU in this game operates at a frequency of 1.5 MHz. Therefore the MPU chip must be 6502A. The 6502's maximum frequency is 1 MHz and is not compatible with this game.

Address Decoder

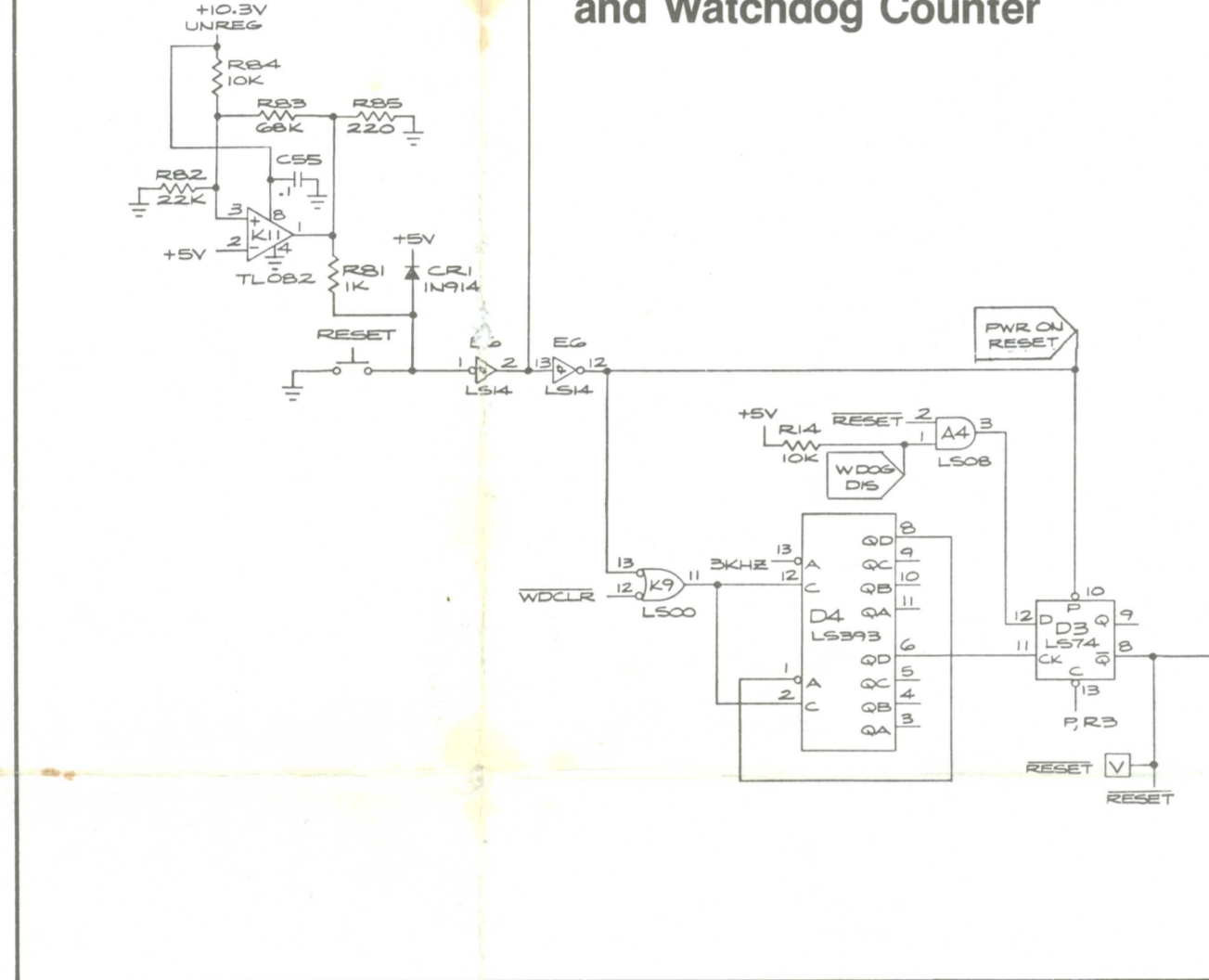


- EDB 7
- EDB 6
- EDB 5
- EDB 4
- EDB 3
- EDB 2
- EDB 1
- EDB 0
- AB6
- AB5
- AB4
- AB3
- AB2
- AB1
- AB0
- EI/O
- ER/WB
- EQ2
- 3KHZ
- AB7
- E3MHE
- E6MHE
- GND

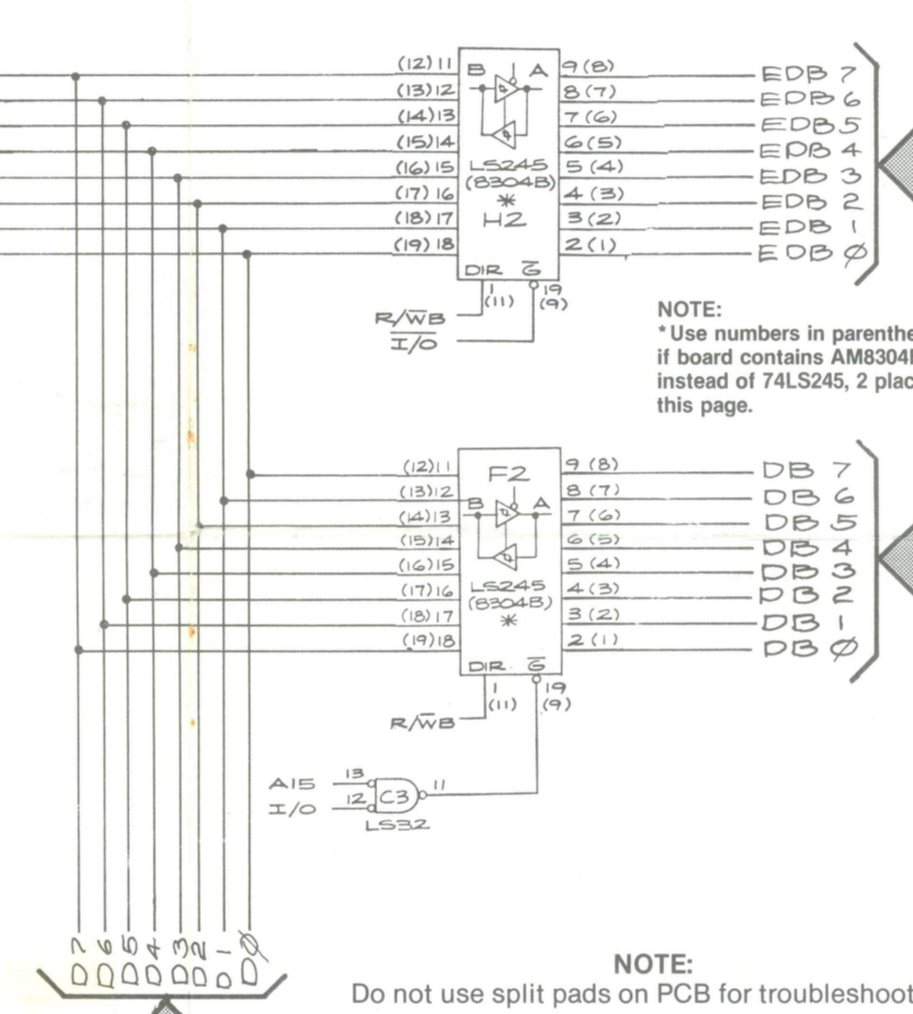
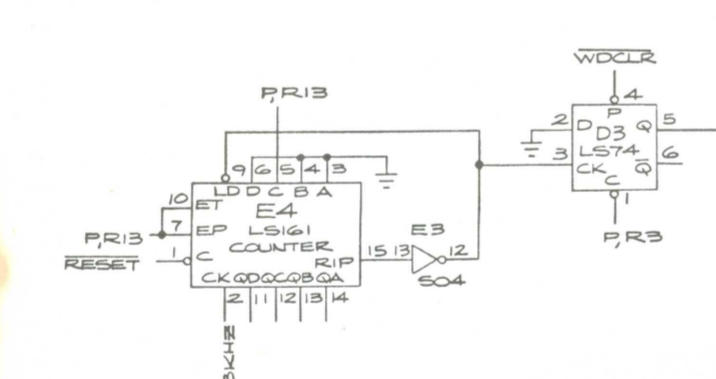
Power Inputs



Power Reset and Watchdog Counter



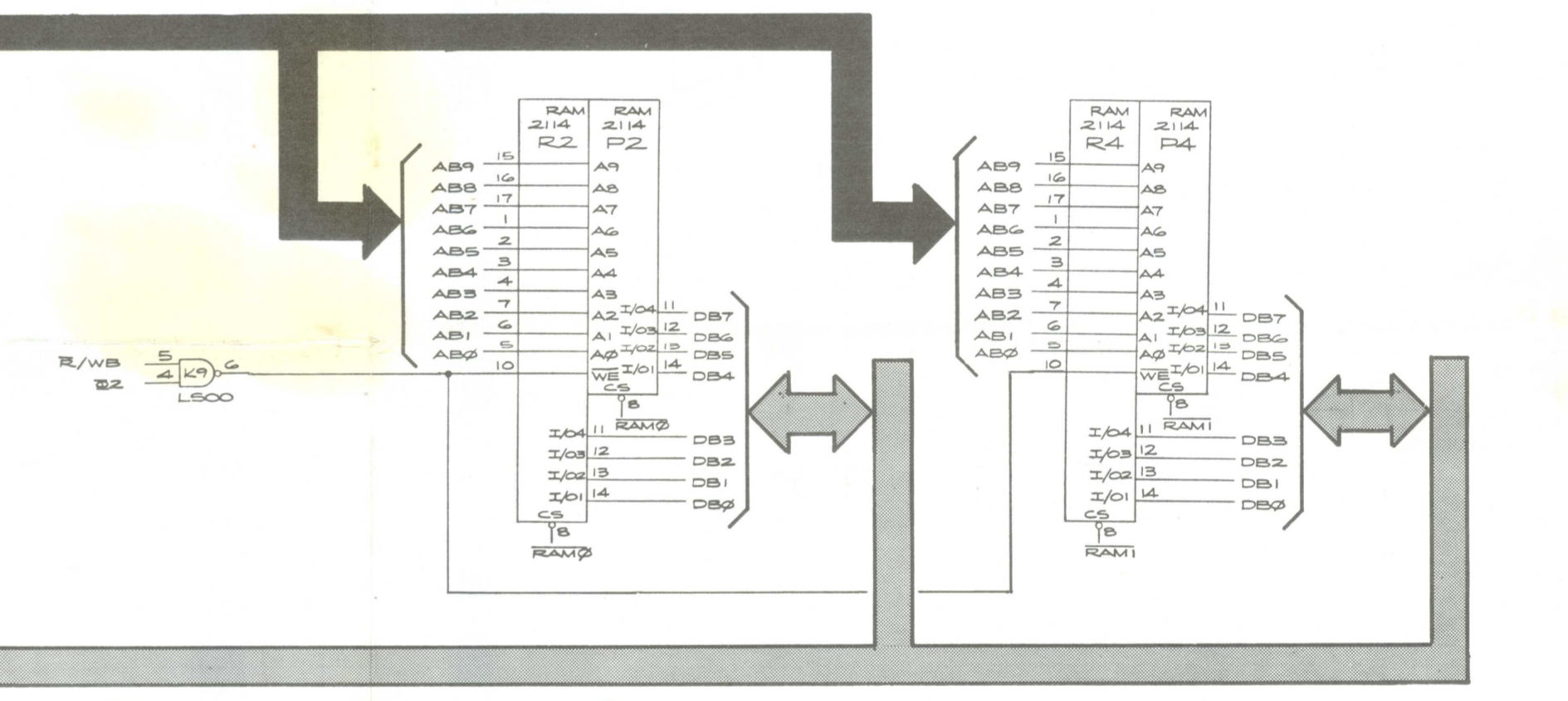
IRQ Counter



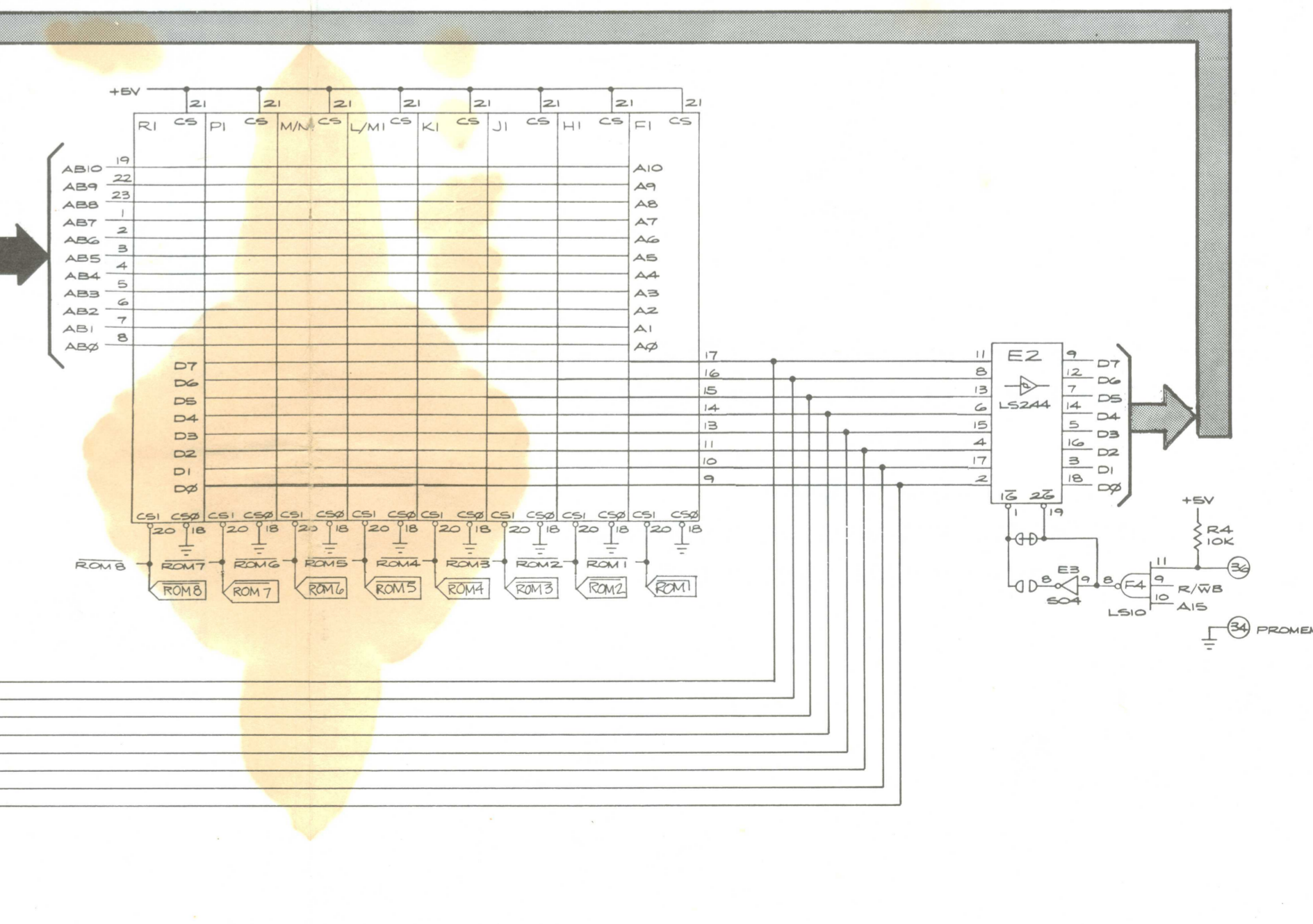
NOTE:
 *Use numbers in parentheses if board contains AM6304B instead of 74LS245, 2 places this page.

NOTE:
 Do not use split pads on PCB for troubleshooting purposes.

RAM Memory



ROM Memory



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- Analog Vector-Generator PCB
- Microprocessor
- Address Decoding
- Power Input
- Clock
- IRQ Counter
- Power Reset and Watchdog Counter
- ROM Memory
- RAM Memory
- Memory Map

HEXA-DECIMAL ADDRESS	R/W	MEMORY MAP								FUNCTION	
		D7	D6	D5	D4	D3	D2	D1	D0		
0000-7FFF	R/W	D	D	D	D	D	D	D	D	D	Program RAM (2K)
0800-080F	W										Color RAM
0C00	R									D	Right Coin Switch
0C00	R									D	Center Coin Switch
0C00	R									D	Left Coin Switch
0C00	R									D	Slam Switch
0C00	R									D	Self-Test Switch
0C00	R									D	Diag. Step Switch
0C00	R									D	HALT
0C00	R									D	3KHZ
0D00	R	D	D	D	D	D	D	D	D	D	Option Switch Inputs
0E00	R	D	D	D	D	D	D	D	D	D	Option Switch Inputs
2000-2FFF	R/W	D	D	D	D	D	D	D	D	D	Vector RAM (4K)
3000-3FFF	R	D	D	D	D	D	D	D	D	D	Vector ROM (4K)
4000	W									D	Right Coin Counter
4000	W									D	Center Coin Counter
4000	W									D	Video Invert X
4000	W									D	Video Invert Y
4800	W									D	VG GO

HEXA-DECIMAL ADDRESS	R/W	MEMORY MAP								FUNCTION	
		D7	D6	D5	D4	D3	D2	D1	D0		
5000	W										WD CLEAR
5800	W										VG Reset
6000-603F	W	D	D	D	D	D	D	D	D	D	EAROM Write
6040	W	D	D	D	D	D	D	D	D	D	EAROM Control
6040	R	D	D	D	D	D	D	D	D	D	Math Box Status
6050	R	D	D	D	D	D	D	D	D	D	EAROM Read
6060	R	D	D	D	D	D	D	D	D	D	Math Box Read
6070	R	D	D	D	D	D	D	D	D	D	Math Box Read
6080-609F	W	D	D	D	D	D	D	D	D	D	Math Box Start
60C0-60CF	R/W	D	D	D	D	D	D	D	D	D	Custom Audio Chip 1
60D0-60DF	R/W	D	D	D	D	D	D	D	D	D	Custom Audio Chip 2
80E0	R										One Player Start
80E0	R										Two Player Start
80E0	R										FLIP
9000-DFFF	R	D	D	D	D	D	D	D	D	D	Program ROM (20K)