

# Road Blasters™ Schematic Package

Supplement to the Operators Manual

*For System I Game*

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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:

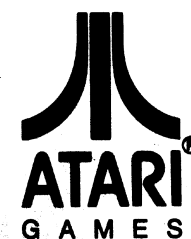
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 737 Sycamore Drive  
 P.O. Box 361110  
 Milpitas, CA 95035  
**Fax (408) 434-3945**  
**Telex 5101007850**  
 (Monday-Friday, 7:30-4:00 pm Pacific Time)  
 ☎ (408) 434-3950

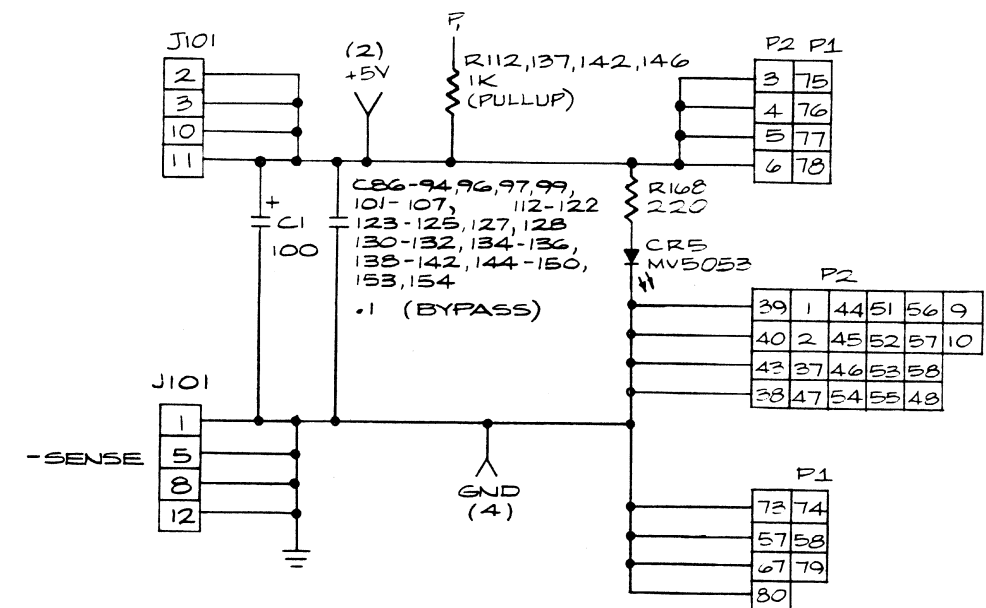
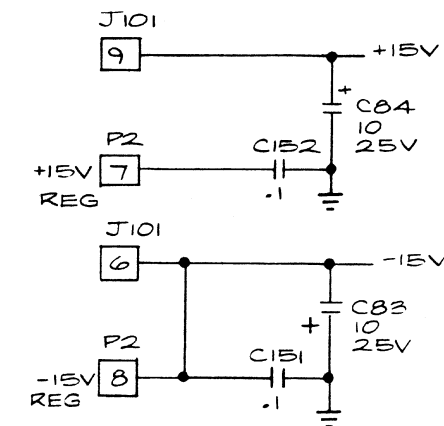
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 ☎ 062-52155

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



IC CHART					
TYPE	VOLTAGE PIN NO.				UNUSED GATES
	GND	+5V	-5V	+10V	
74LS00	7	14			
74LS02	7	14			
74LS02	7	14			
74LS04	7	14			
7407	7	14			
74LS08	7	14			
74S08	7	14			
74LS14	7	14			
74LS20	7	14			
74LS30	7	14			
74LS32	7	14			
74LS74	7	14			
74S74	7	14			
74LS86	7	14			
74LS125	7	14			
74LS138	8	16			
74LS139	8	16			
74LS148	8	16			
74LS151	8	16			
74S151	8	16			
74LS153	8	16			
74S163	8	16			
74LS163A	8	16			
74LS174	8	16			
74S174	8	16			
74S175	8	16			
74S189	8	16			
74LS191	8	16			
74LS194	8	16			
74LS197	7	14			
74S240	10	20			
74LS244	10	20			
74LS245	10	20			
74S257	8	16			
74LS259	8	16			
74S260	7	14			
74LS273	10	20			
74S273	10	20			
74LS283	8	16			
74LS367A	8	16			
74LS368A	8	16			
74LS373	10	20			
74LS374	10	20			
74S374	10	20			
74LS378	8	16			
LM324	11	6	4		
2149-3	9	18			
2149-2	9	18			
YM3012					
82S129	8	16			
82S153					
IMS1420	10	20			
6502A	1	21			
68010					
2764					
6116	12	24			
23128					
LETA					
ADC0809					
2804					
QUAD KEY					
Y2151					



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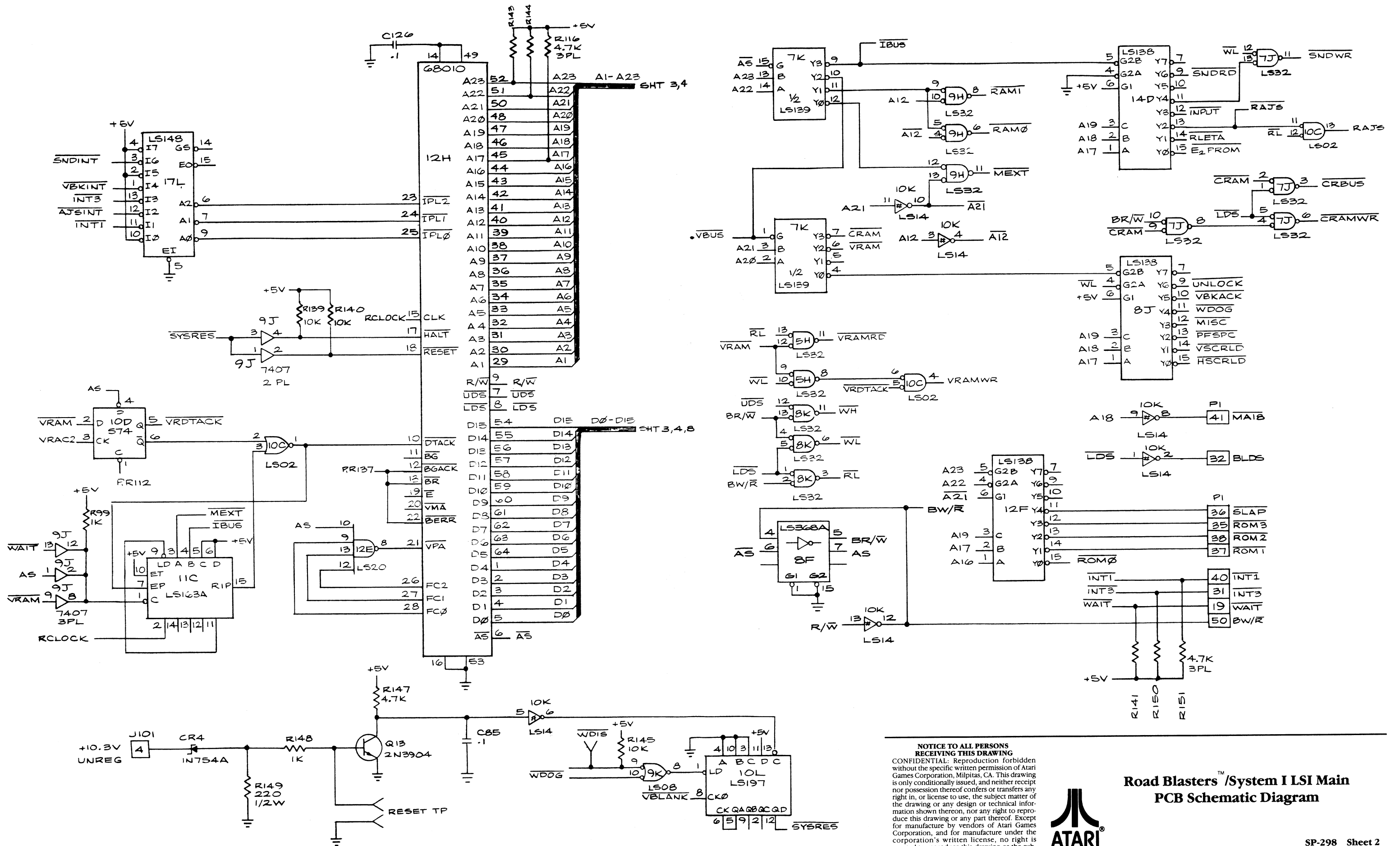
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**Road Blasters™ /System I LSI Main PCB Schematic Diagram**

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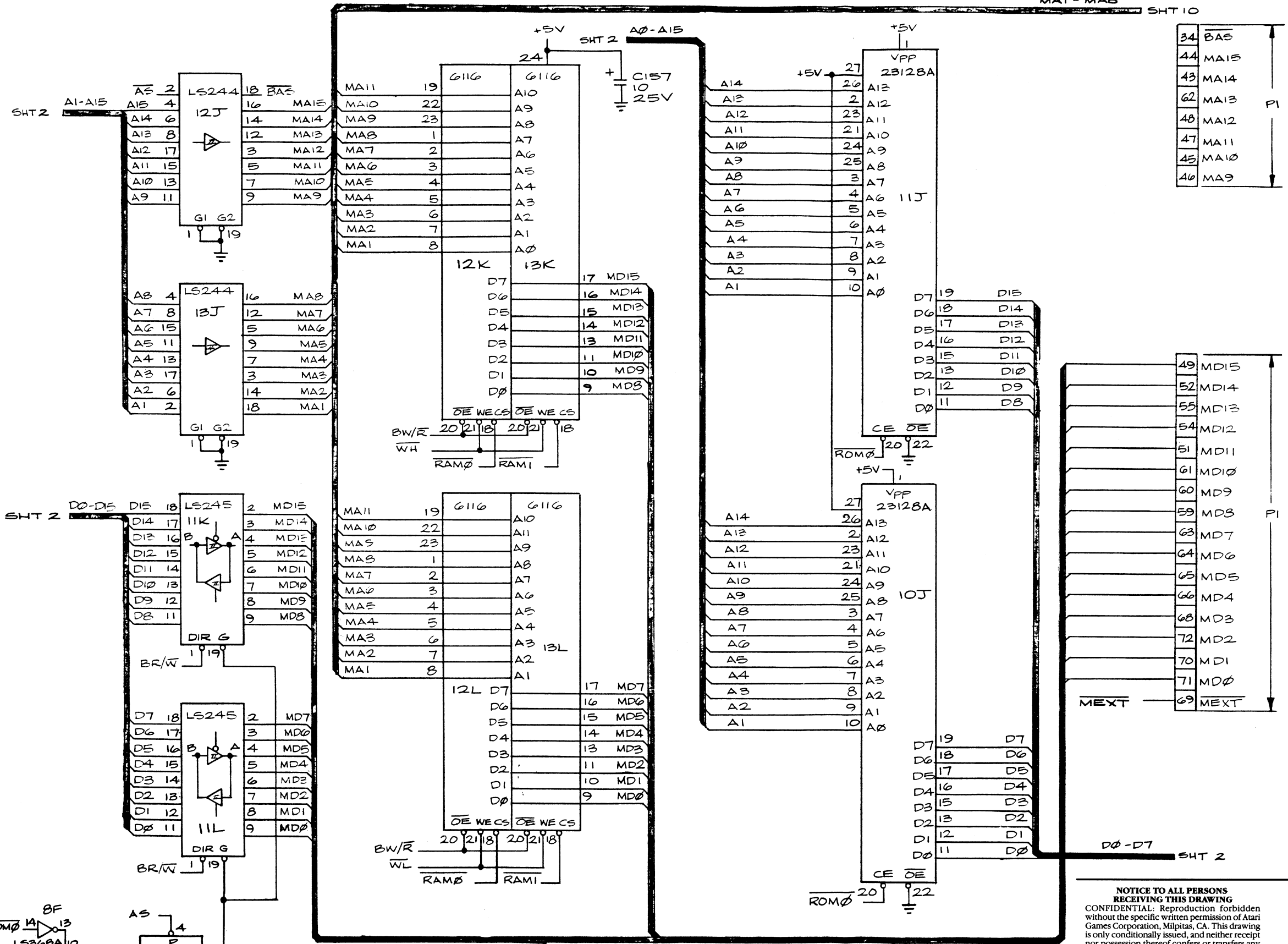
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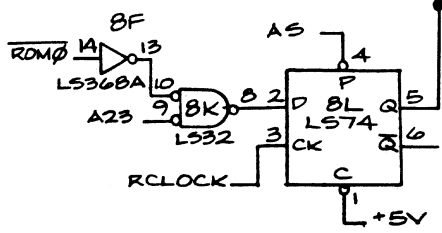
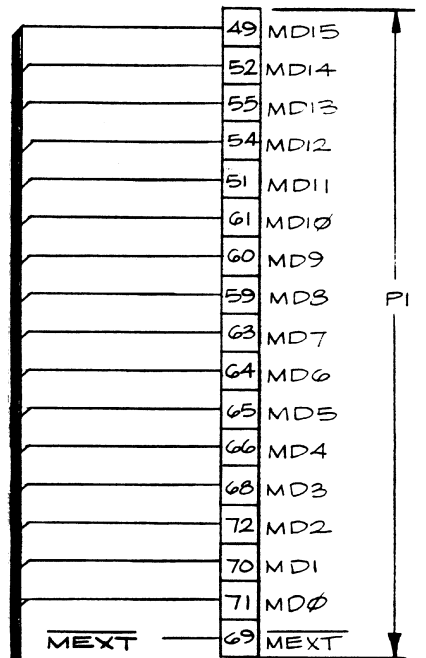
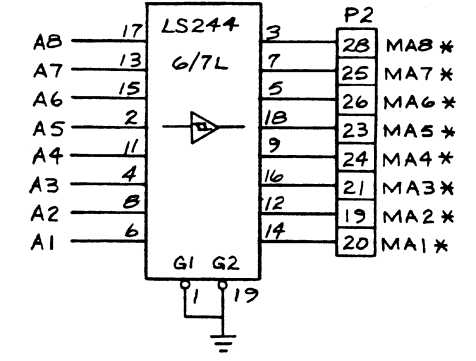
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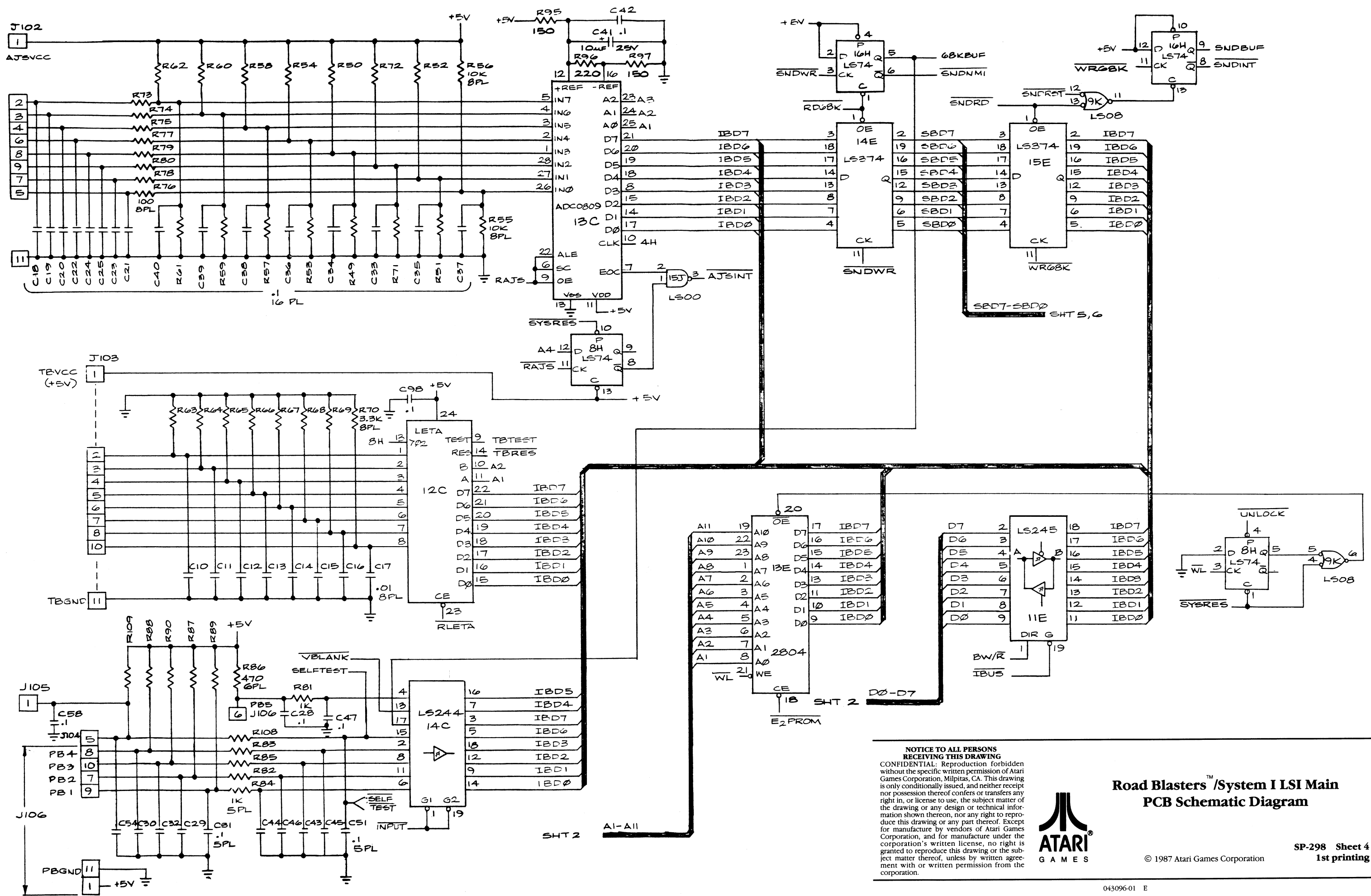
34	BAS
44	MA15
43	MA14
62	MA13
48	MA12
47	MA11
45	MA10
46	MA9



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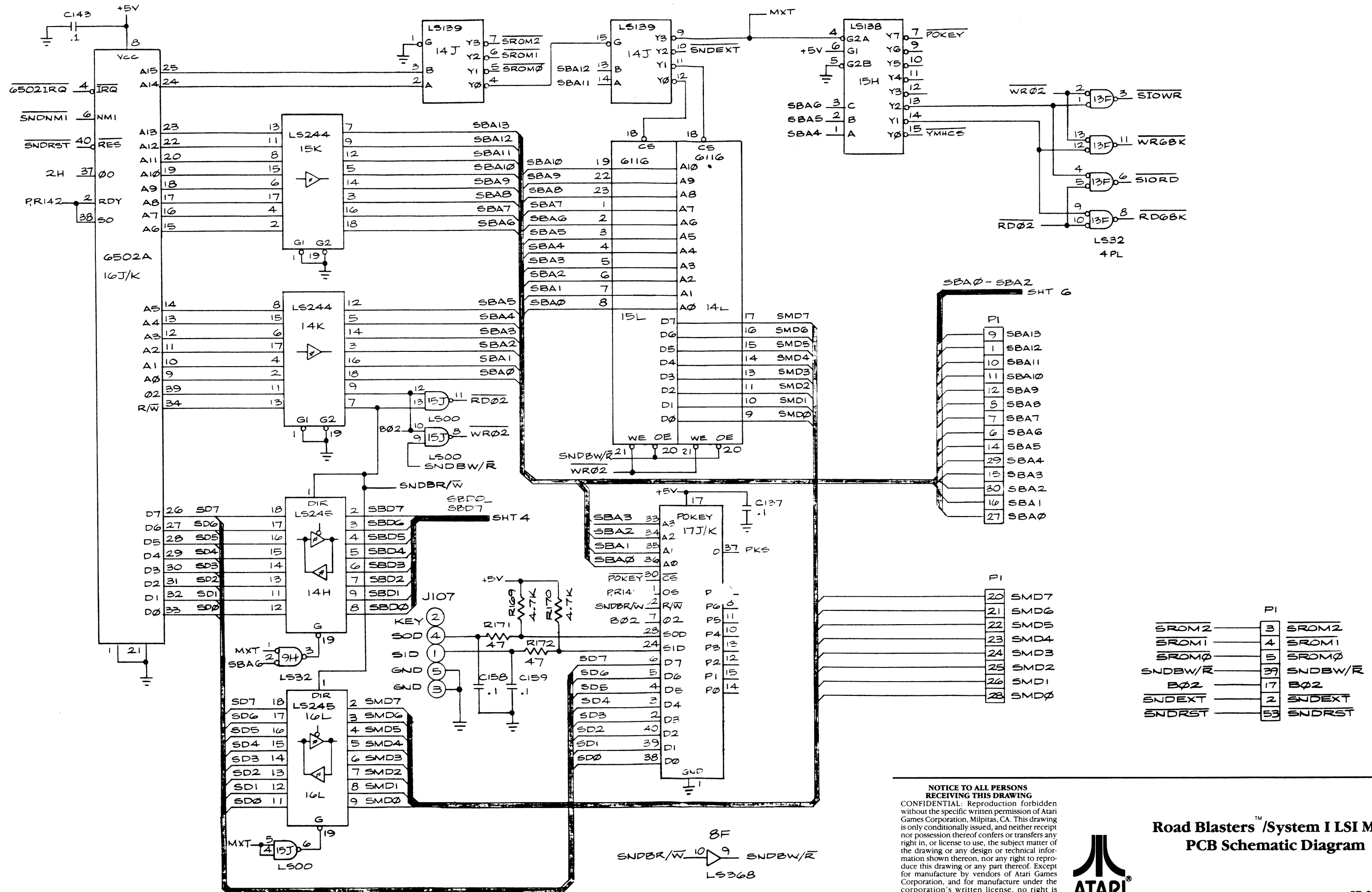
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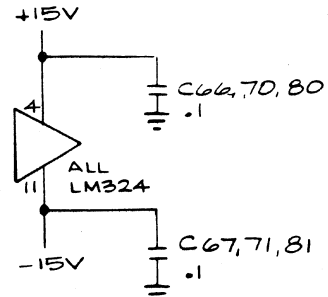
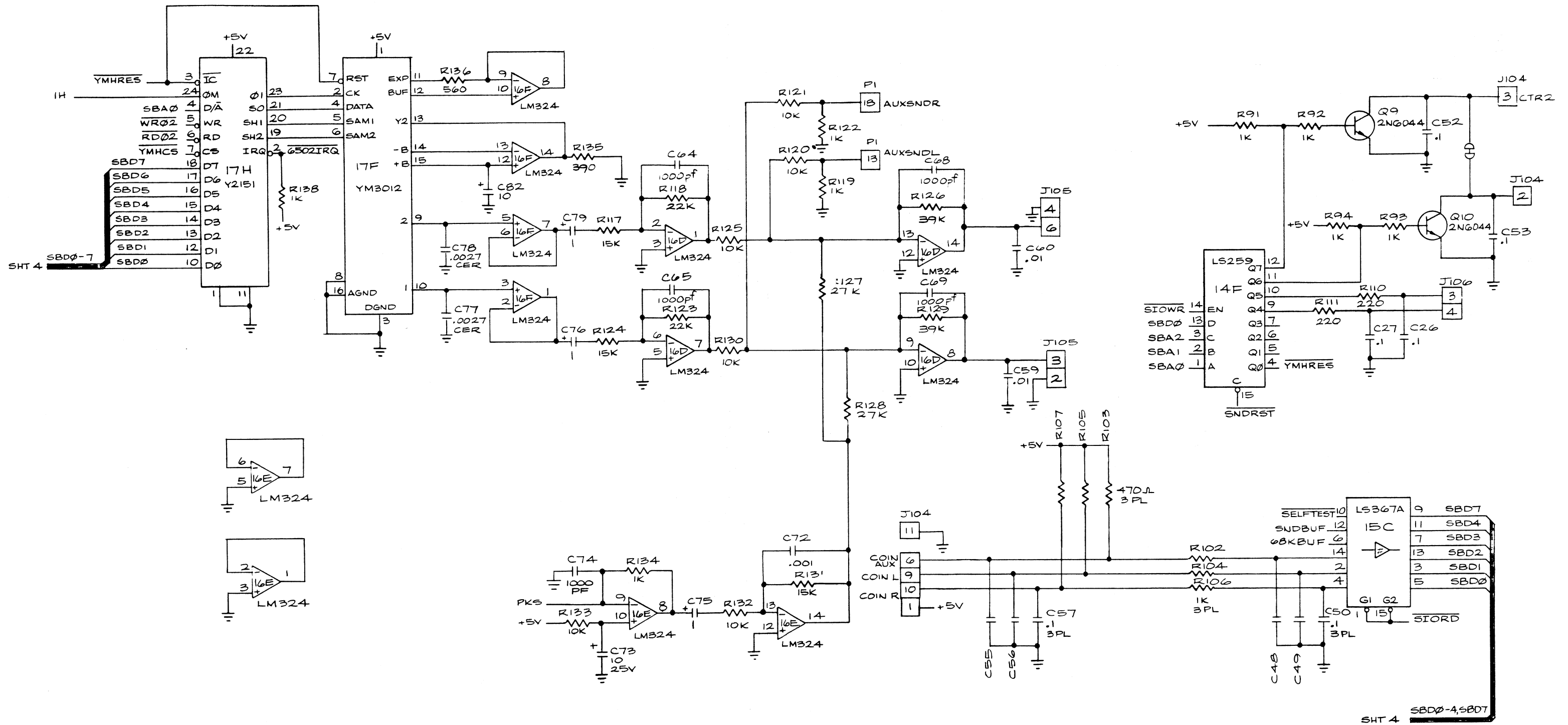
**Road Blasters™ /System I LSI Main PCB Schematic Diagram**



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**Road Blasters™ /System I LSI Main  
 PCB Schematic Diagram**



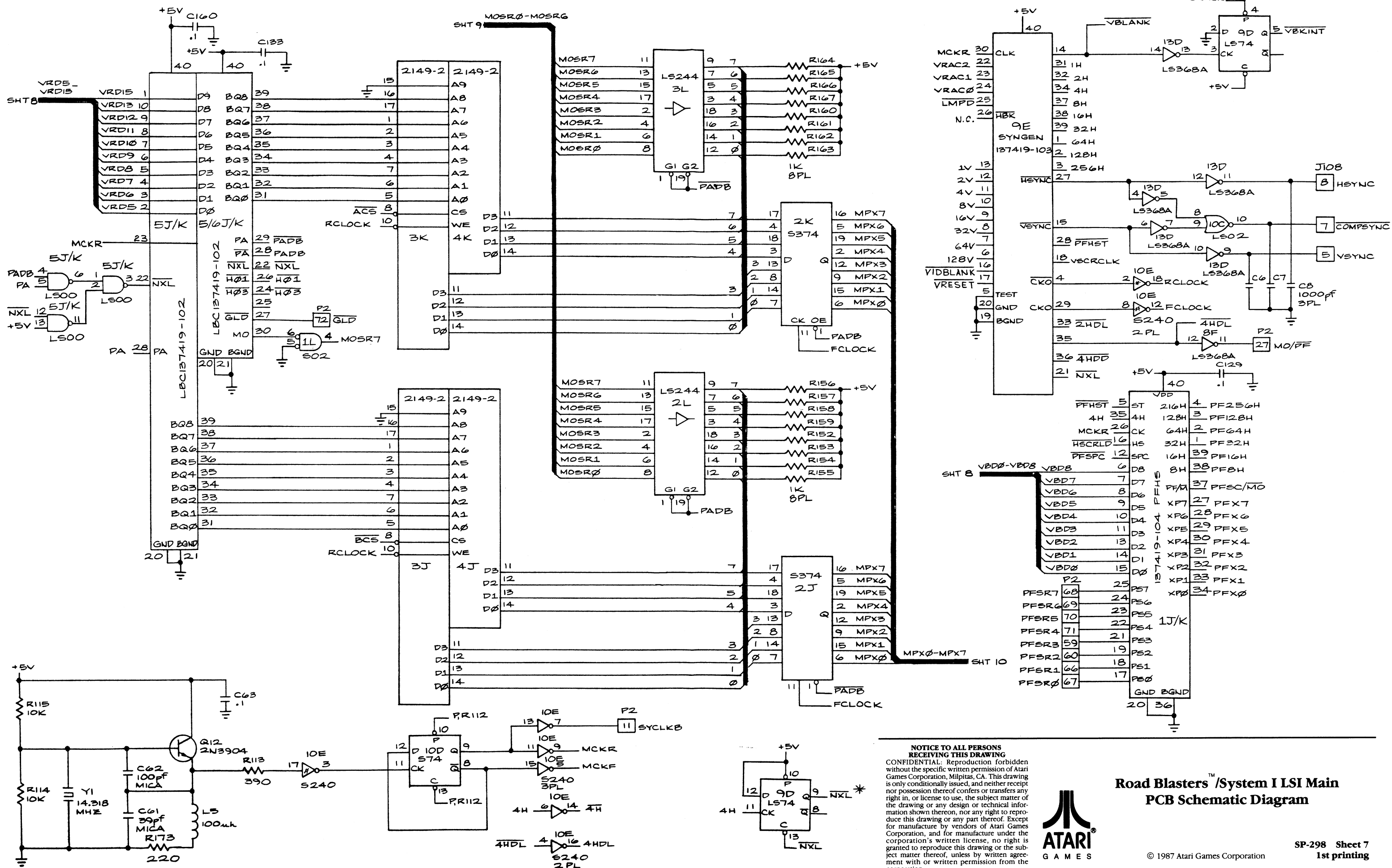
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**Road Blasters™ /System I LSI Main PCB Schematic Diagram**

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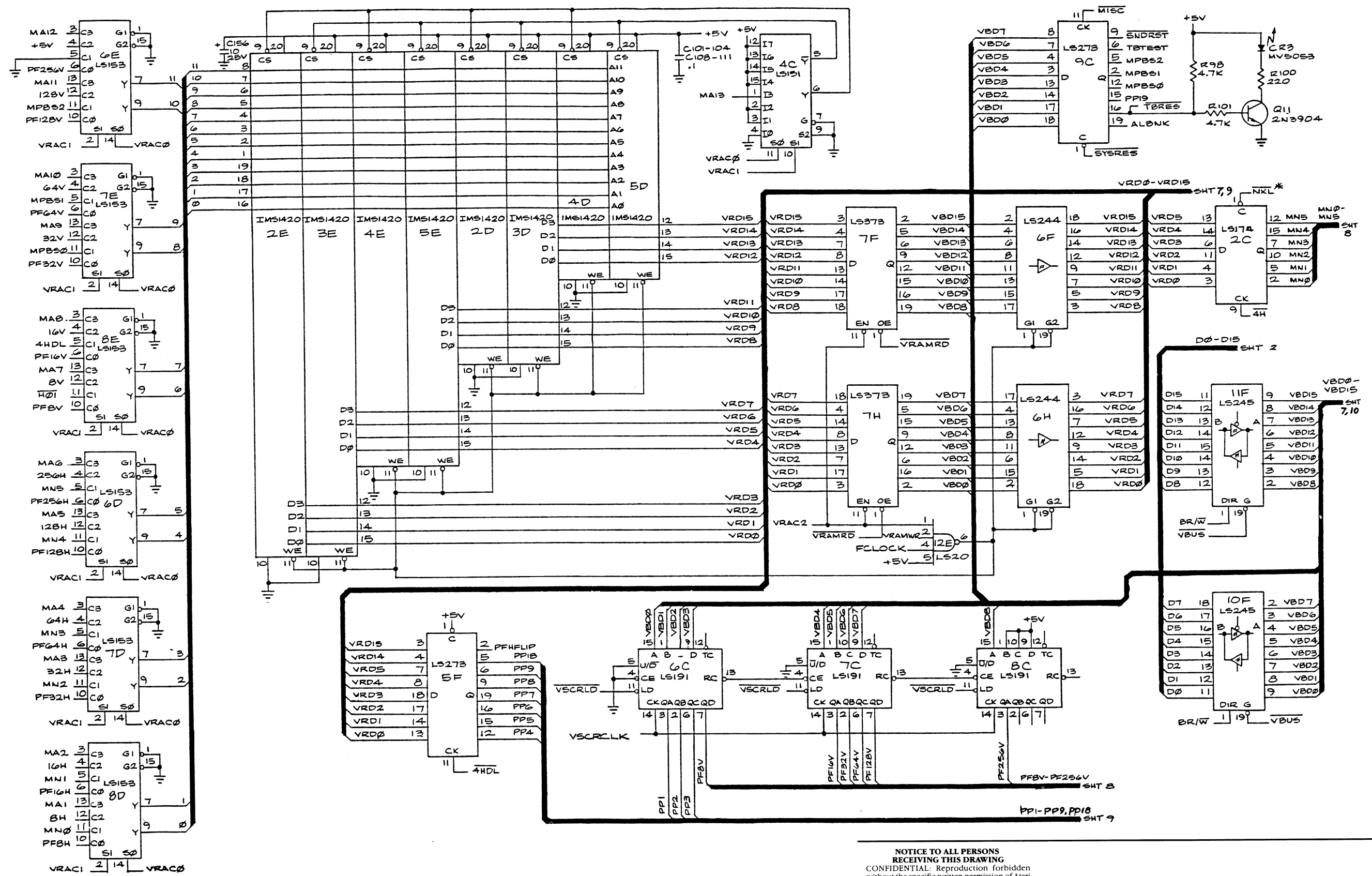


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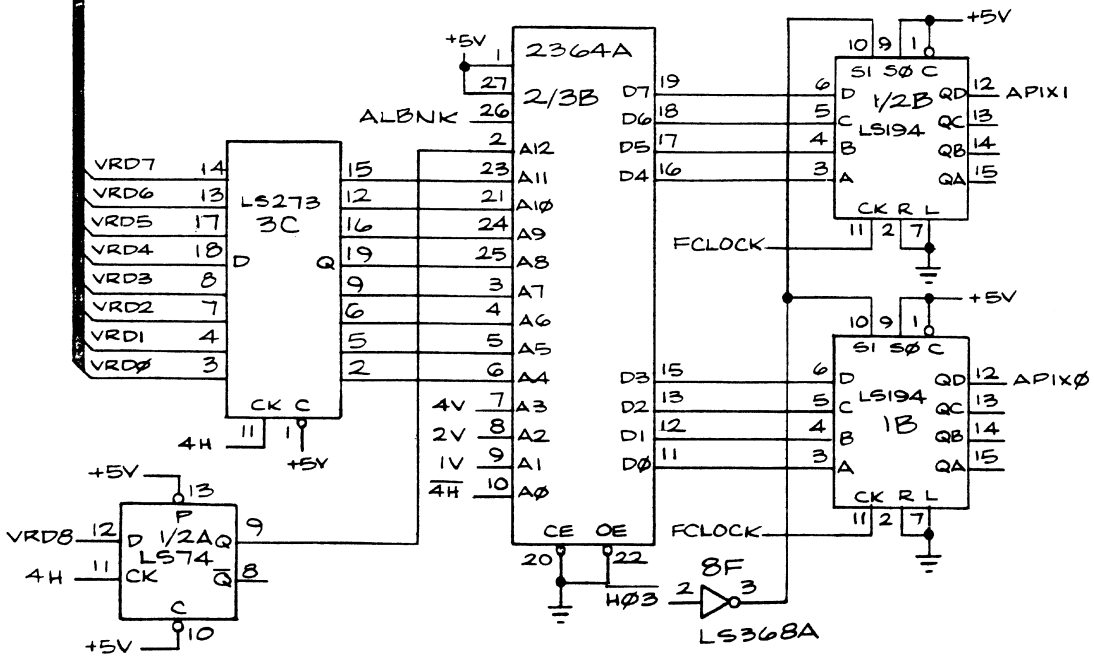
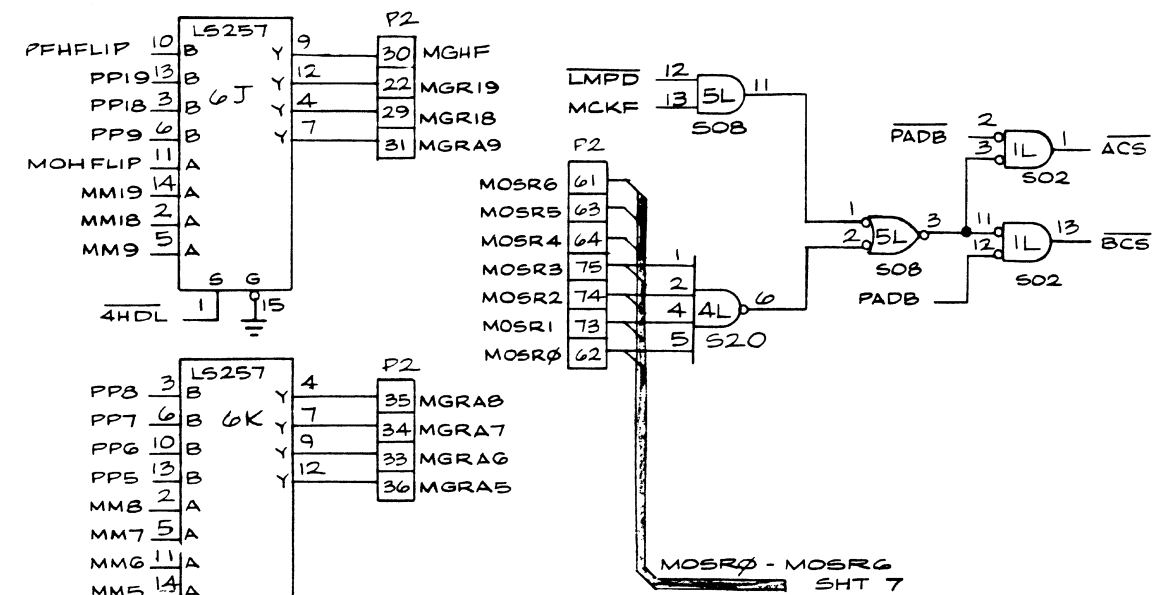
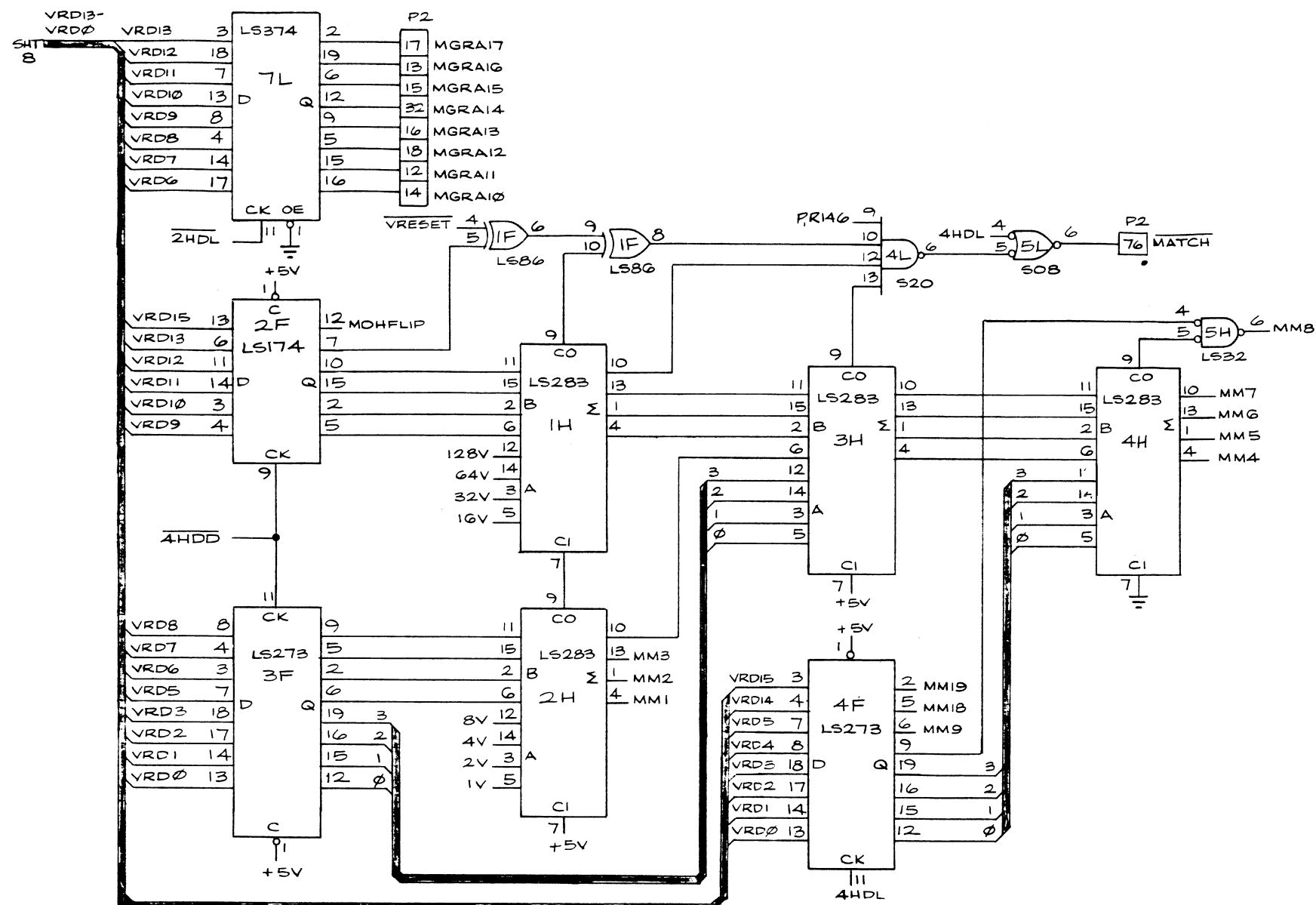




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**Road Blasters™ /System I LSI Main  
 PCB Schematic Diagram**



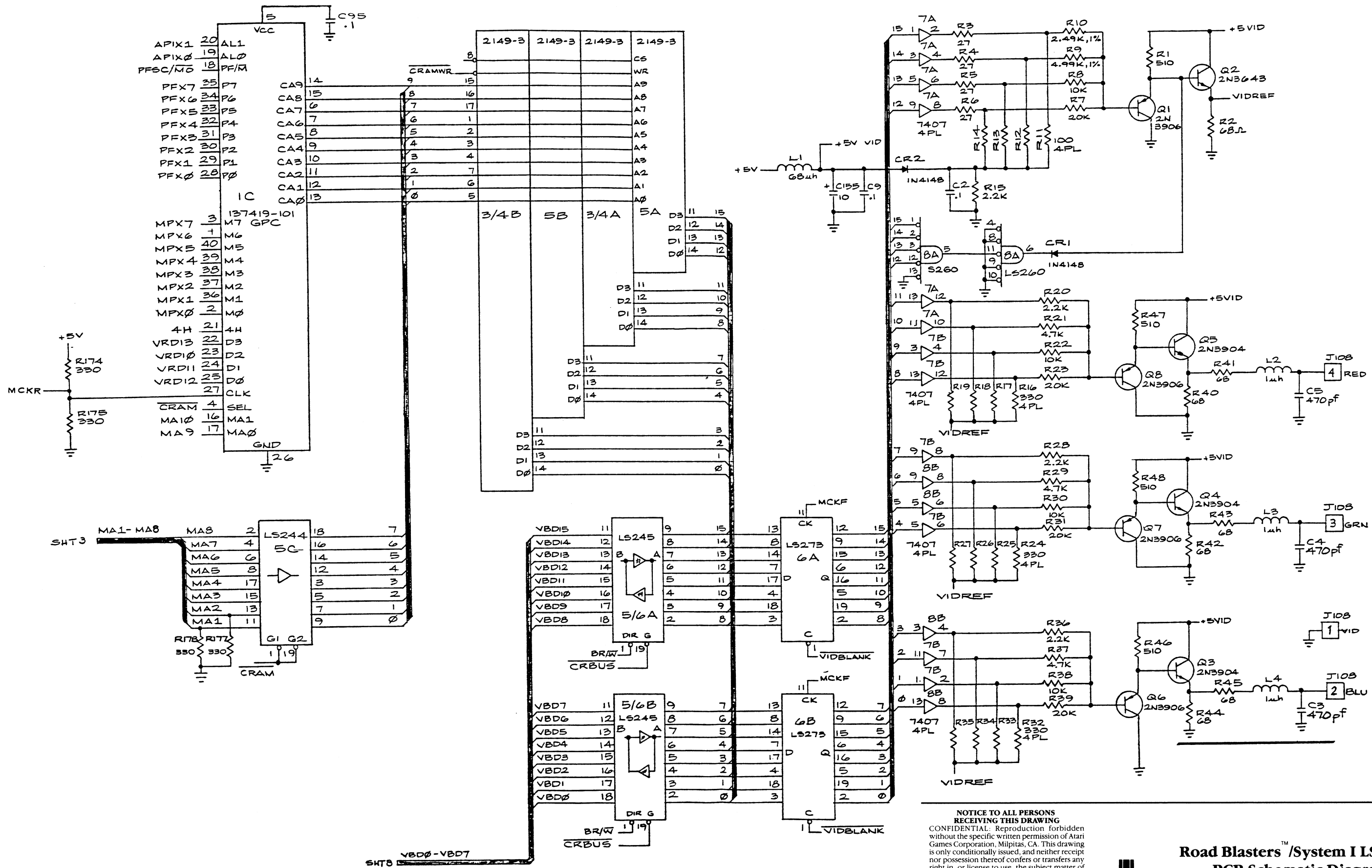
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**Road Blasters™ /System I LSI Main PCB Schematic Diagram**

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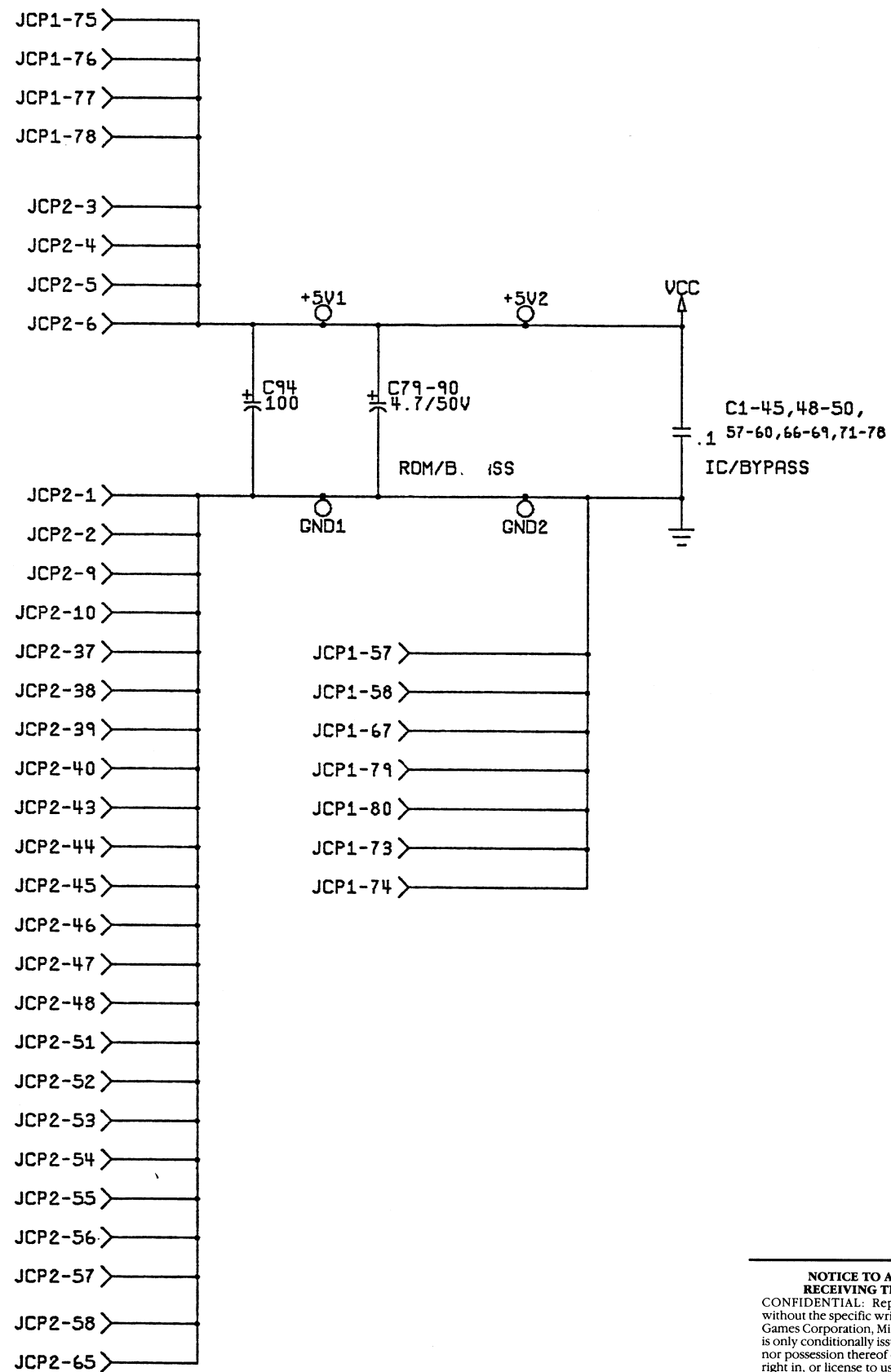
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**Road Blasters™ /System I LSI Main  
PCB Schematic Diagram**

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**Road Blasters™ /System I LSI Cartridge 4  
 PCB Schematic Diagram**

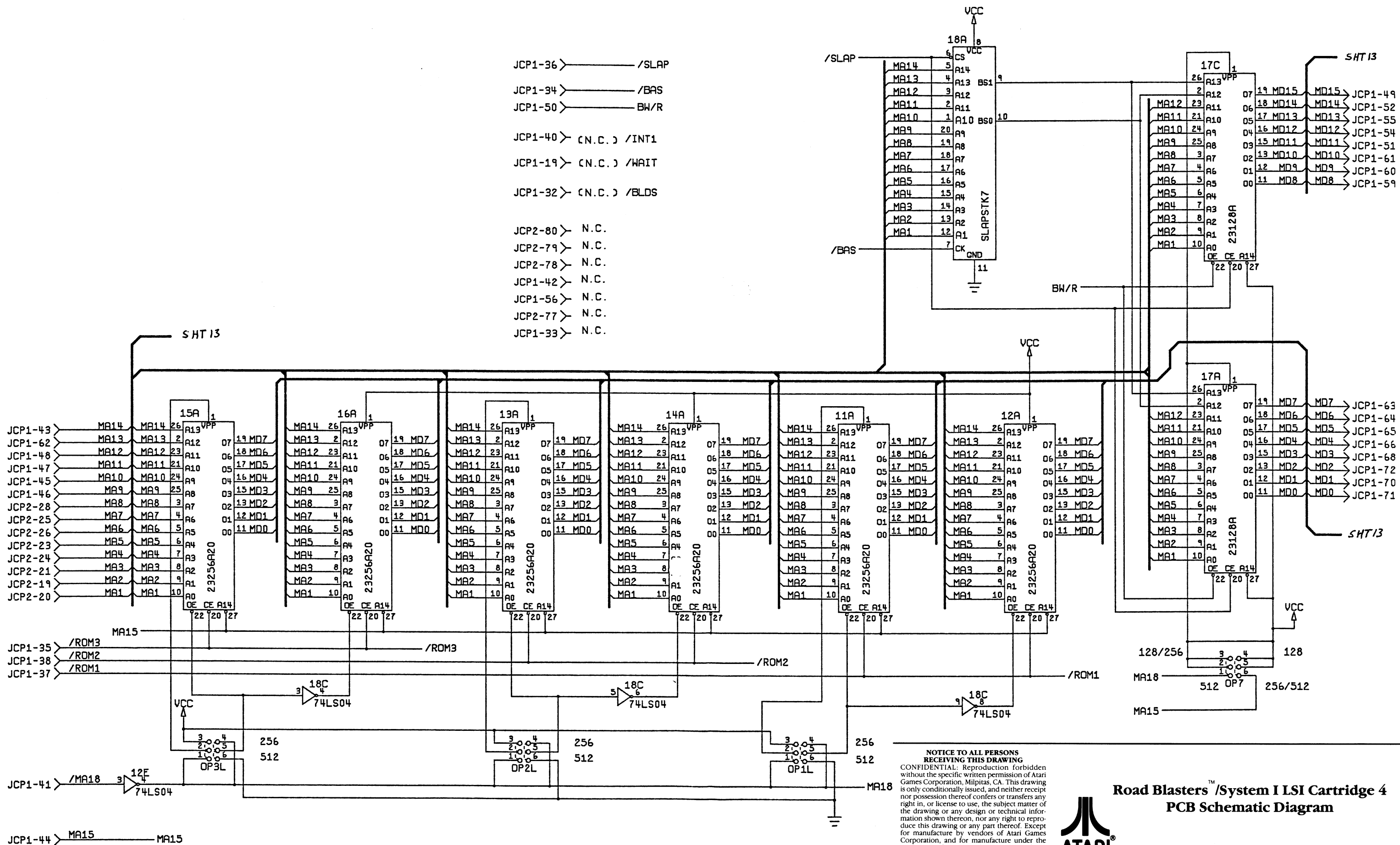
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JCP1-36 > /SLAP  
 JCP1-34 > /BAS  
 JCP1-50 > BW/R

JCP1-40 > (N.C.) /INT1  
 JCP1-19 > (N.C.) /WAIT  
 JCP1-32 > (N.C.) /BLDS

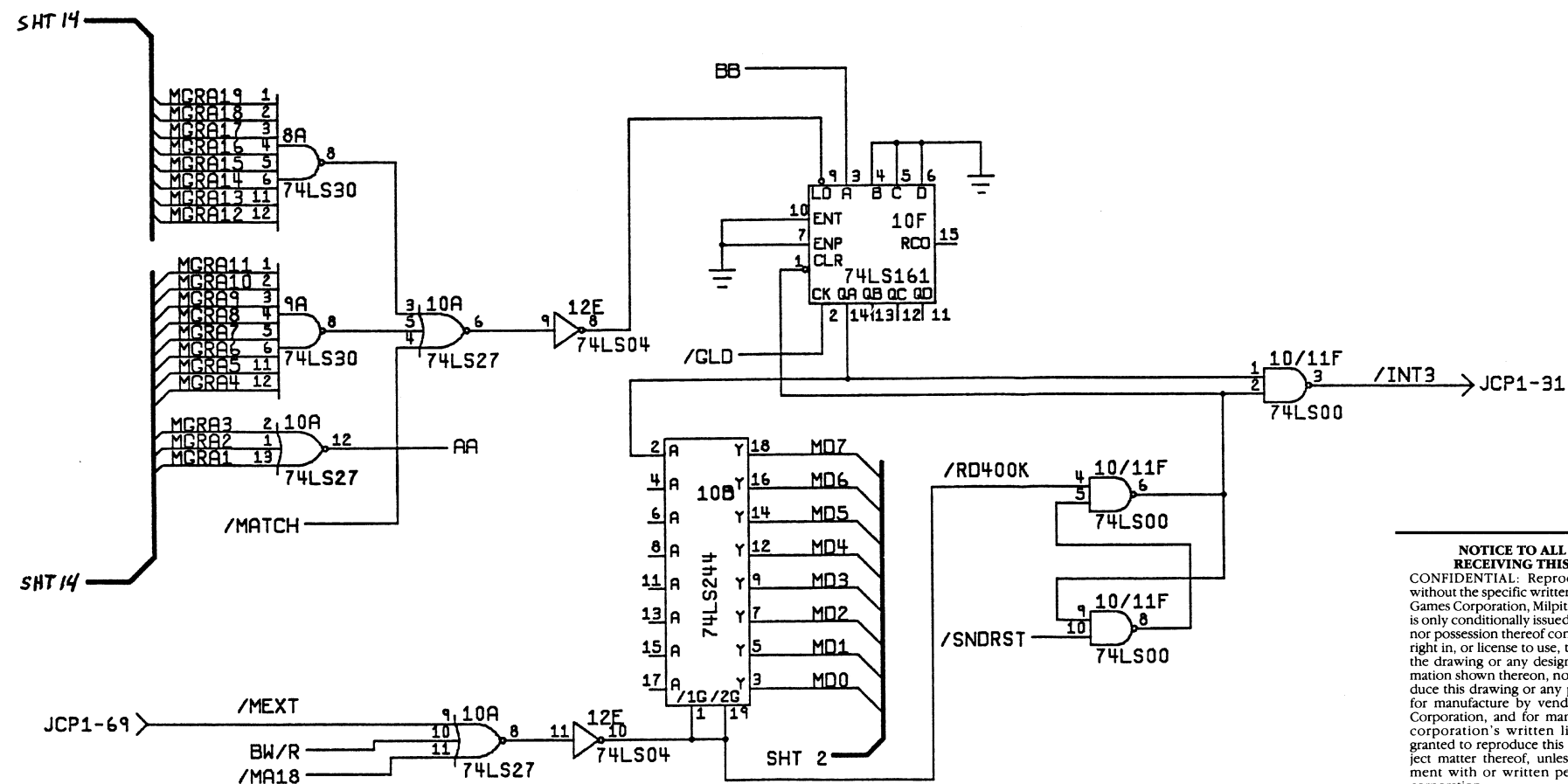
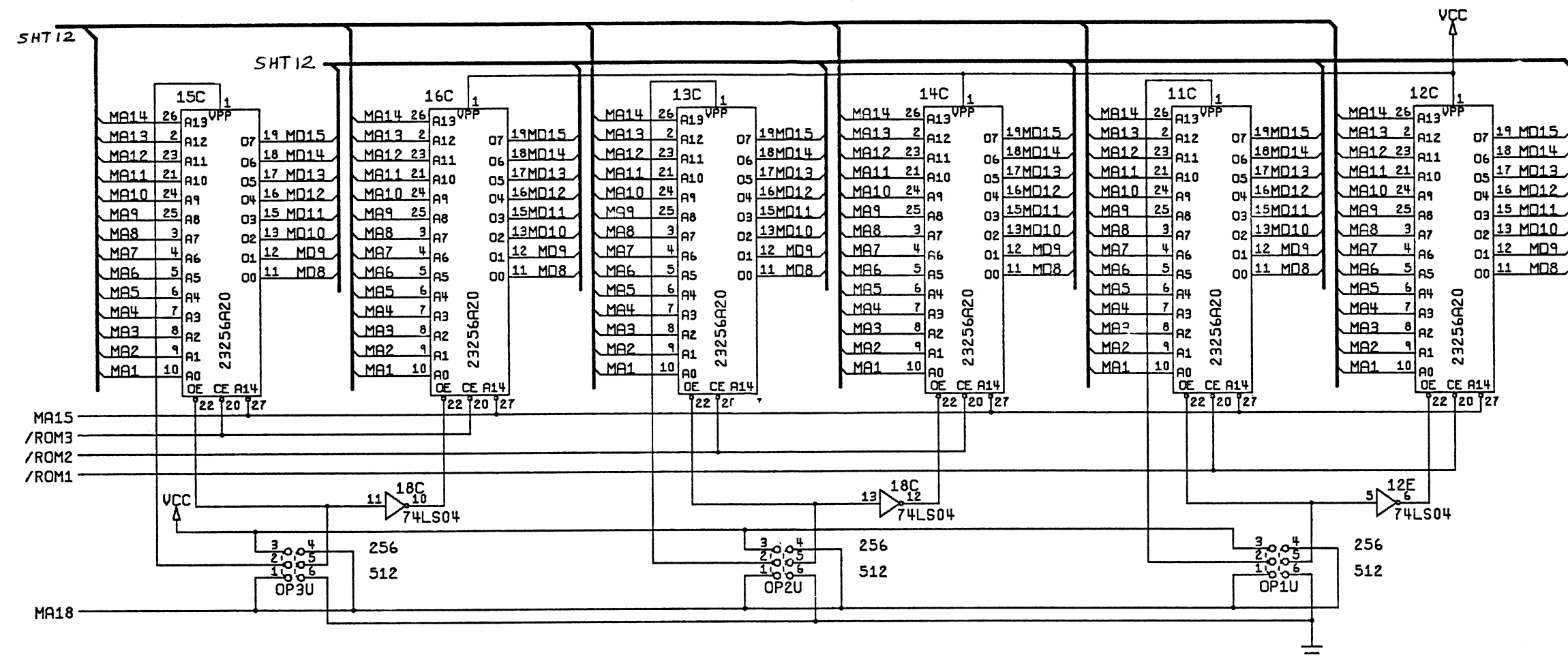
JCP2-80 > N.C.  
 JCP2-79 > N.C.  
 JCP2-78 > N.C.  
 JCP1-42 > N.C.  
 JCP1-56 > N.C.  
 JCP2-77 > N.C.  
 JCP1-33 > N.C.



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**Road Blasters™ /System I LSI Cartridge 4  
 PCB Schematic Diagram**



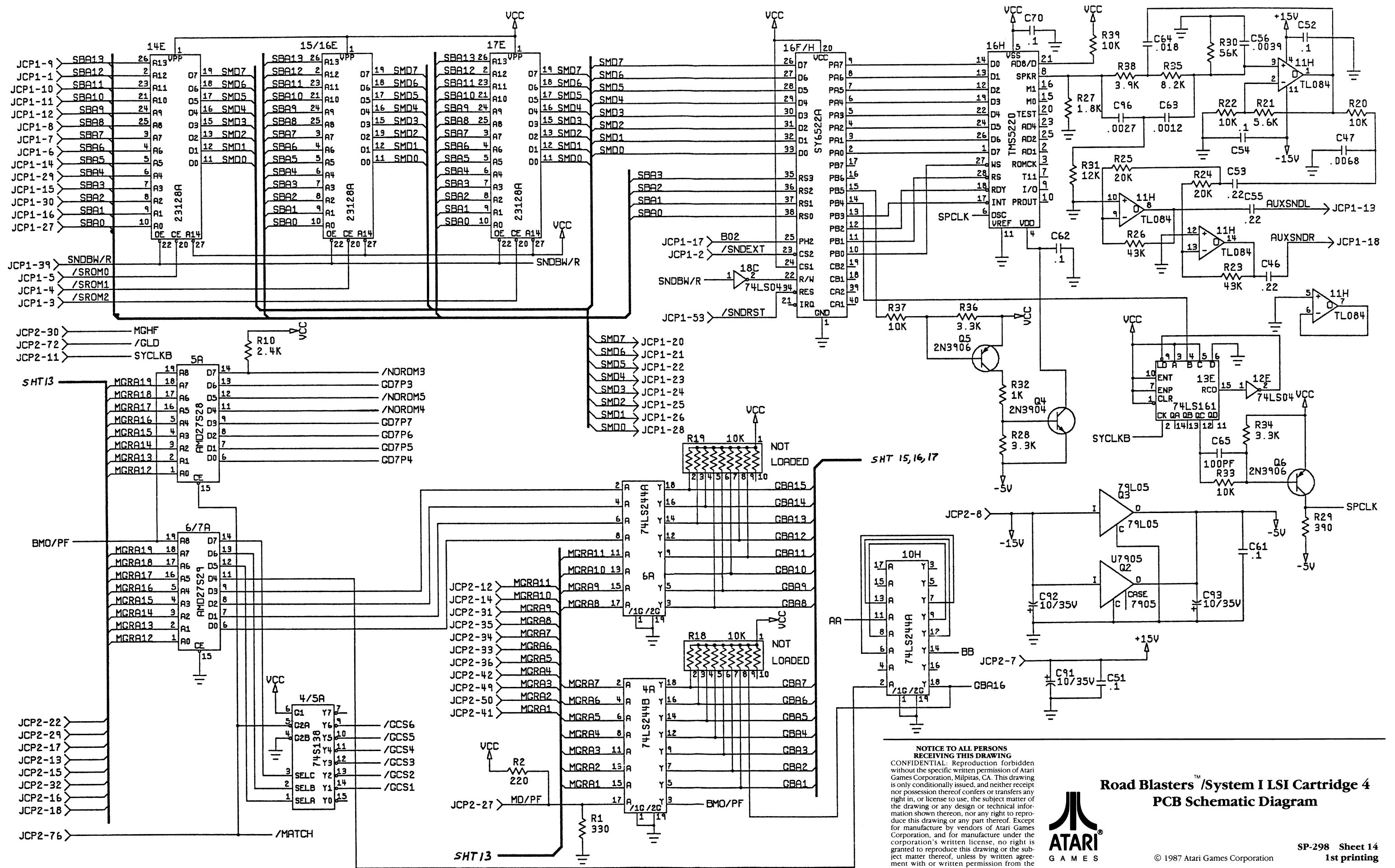
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 PCB Schematic Diagram**

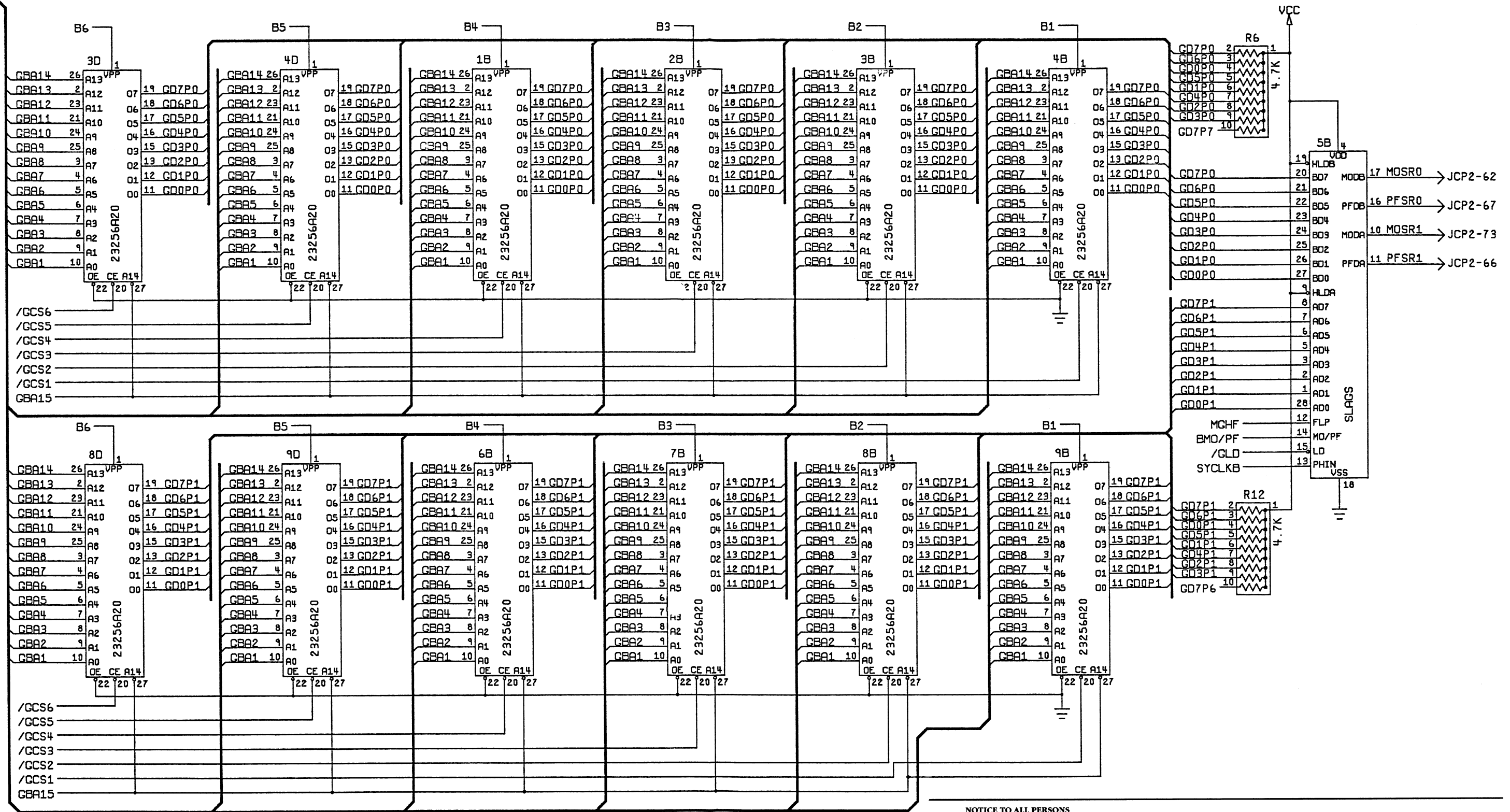
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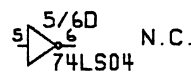
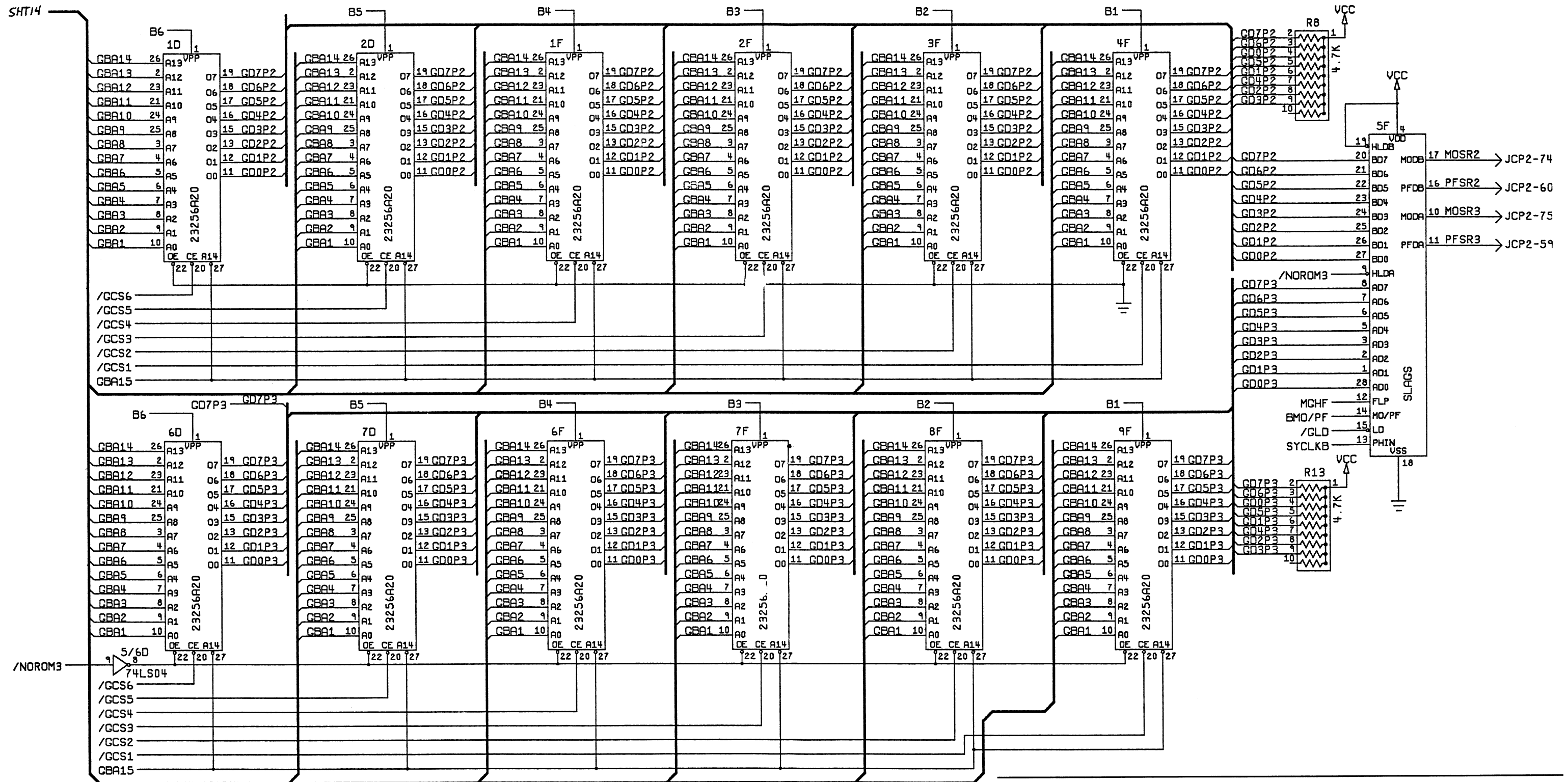
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 PCB Schematic Diagram**

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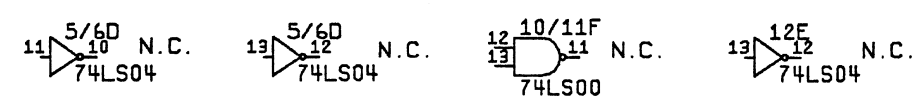
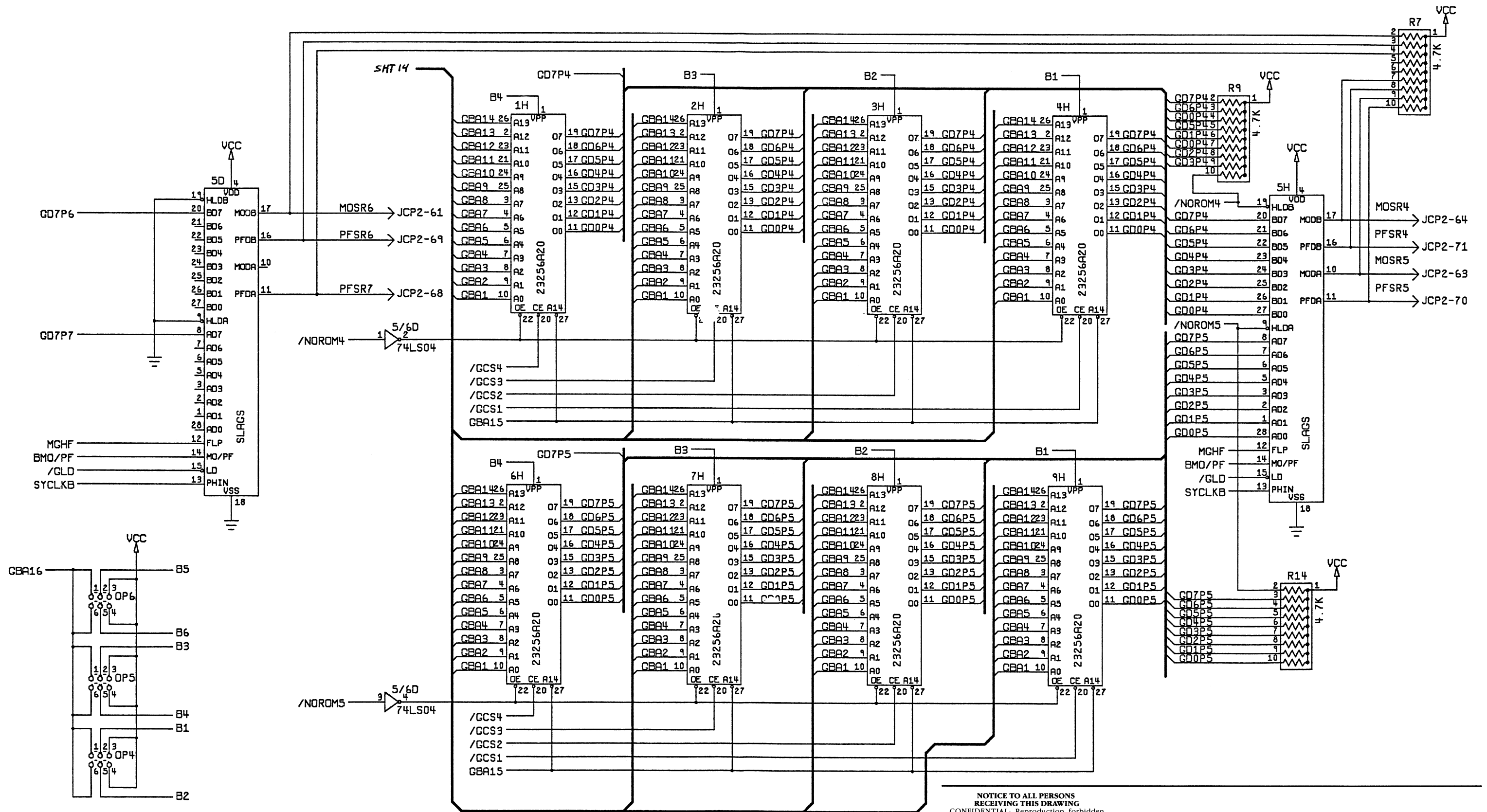
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**Road Blasters™ /System I LSI Cartridge 4  
 PCB Schematic Diagram**

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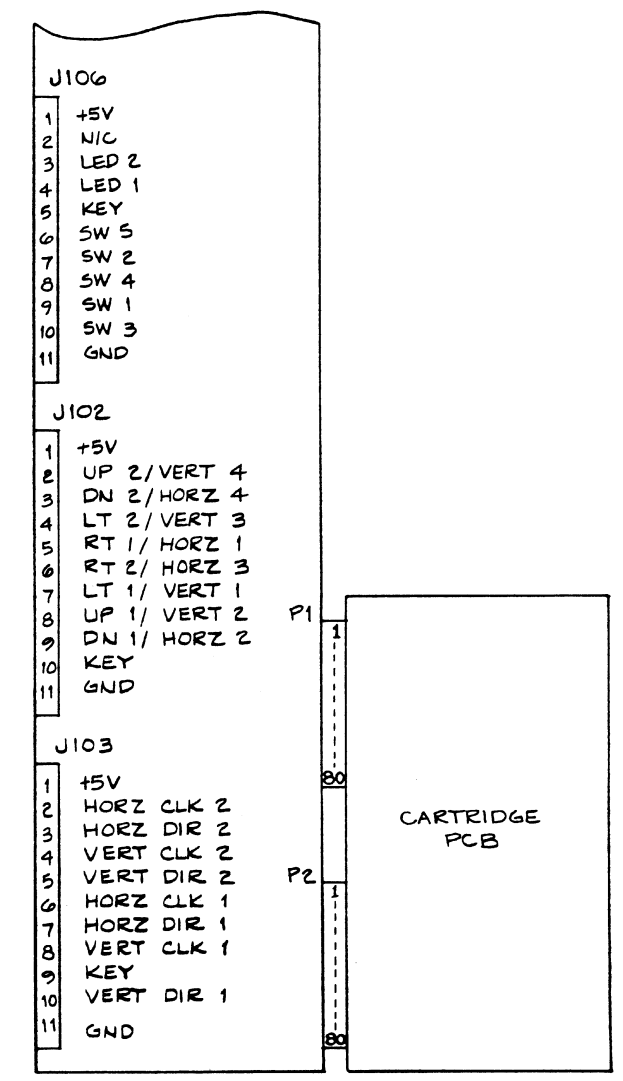
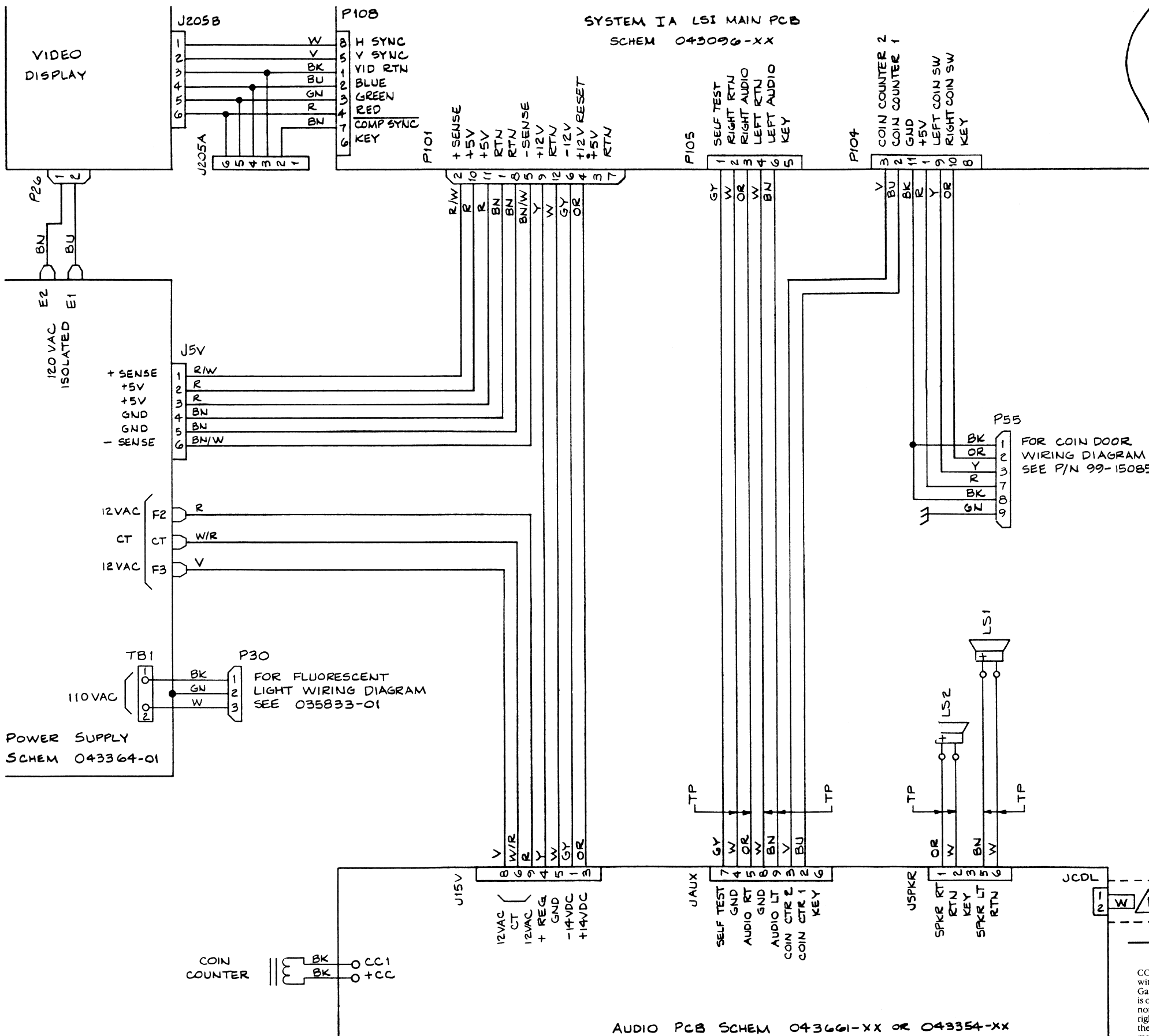
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**Road Blasters™ /System I LSI Cartridge 4  
 PCB Schematic Diagram**

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**NOTE**  
 USED WITH AUDIO PCB A043661-XX ONLY.

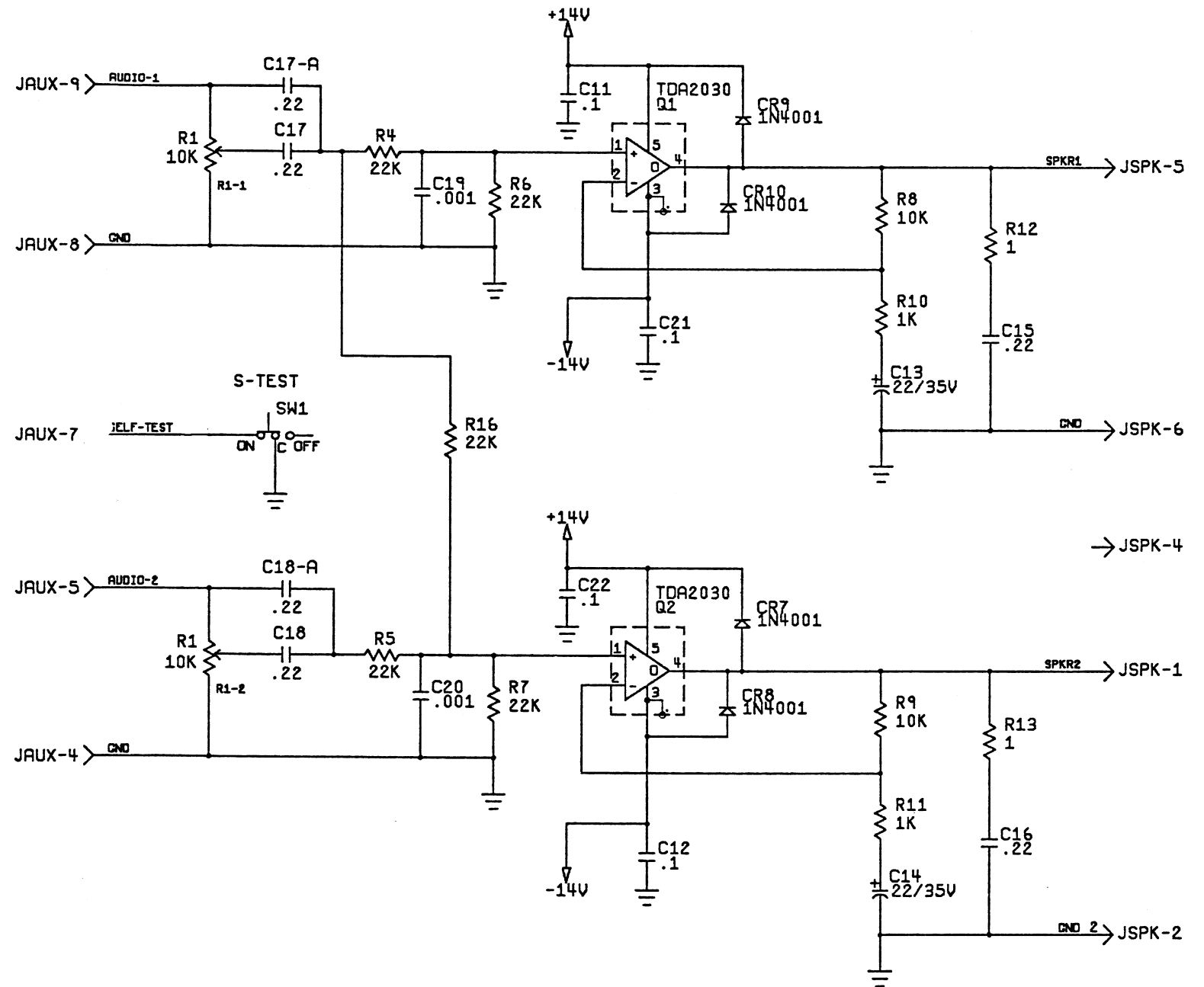
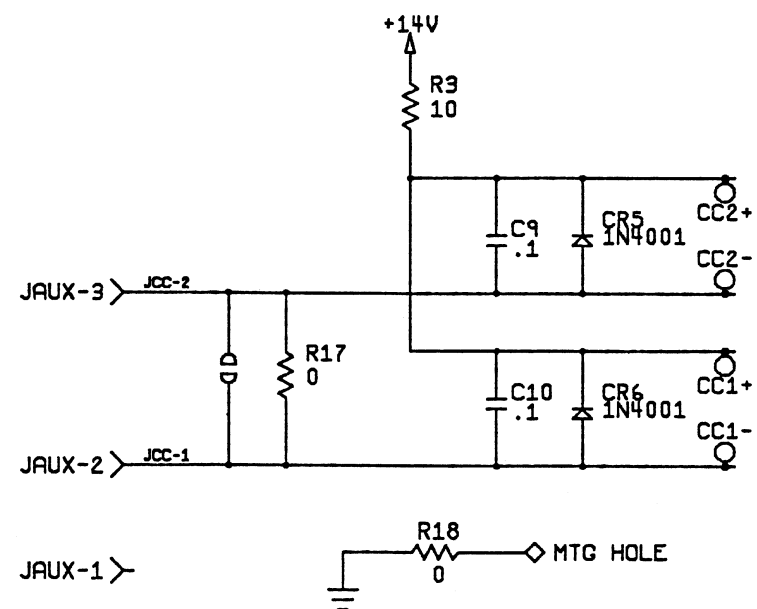
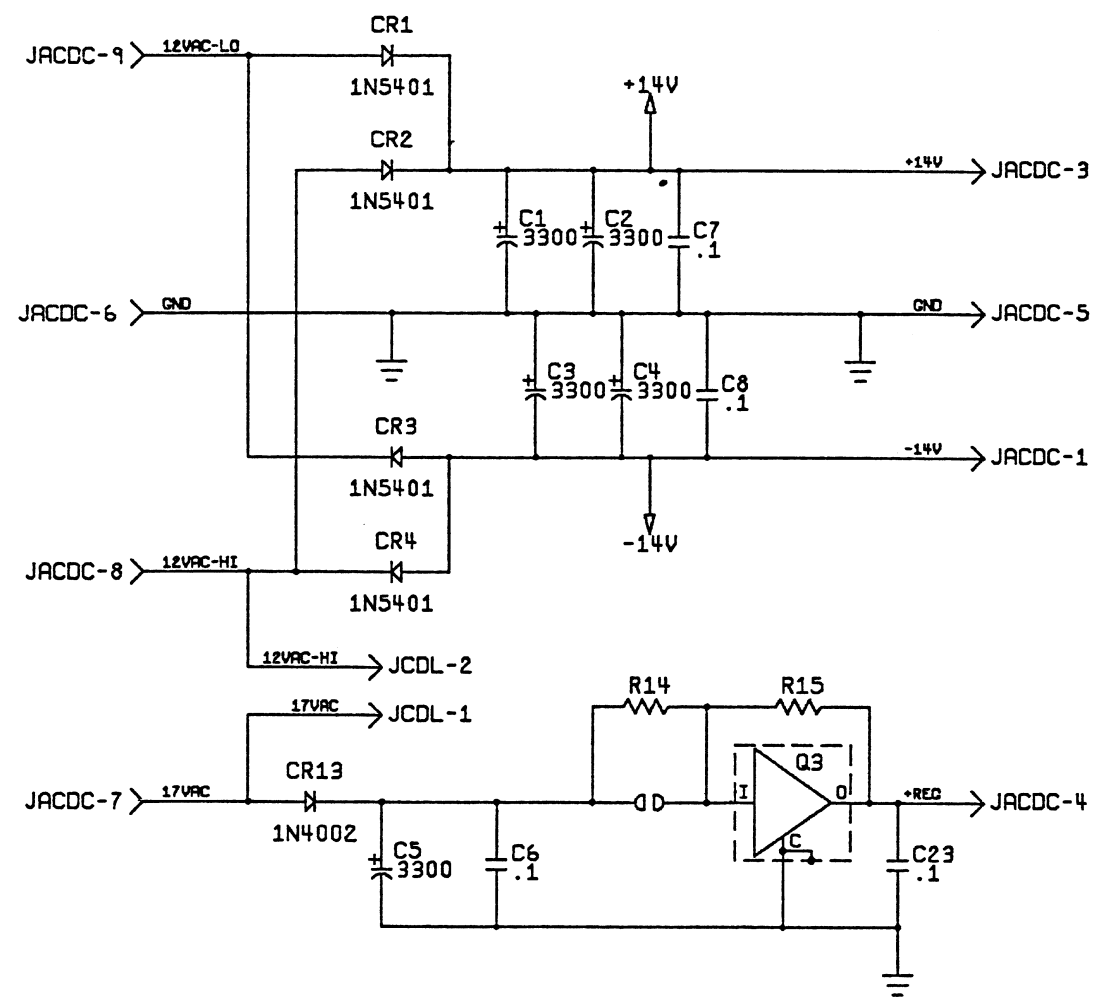
AUDIO PCB SCHEM 043661-XX OR 043354-XX

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**Road Blasters™/System I**  
Main Wiring Diagram

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

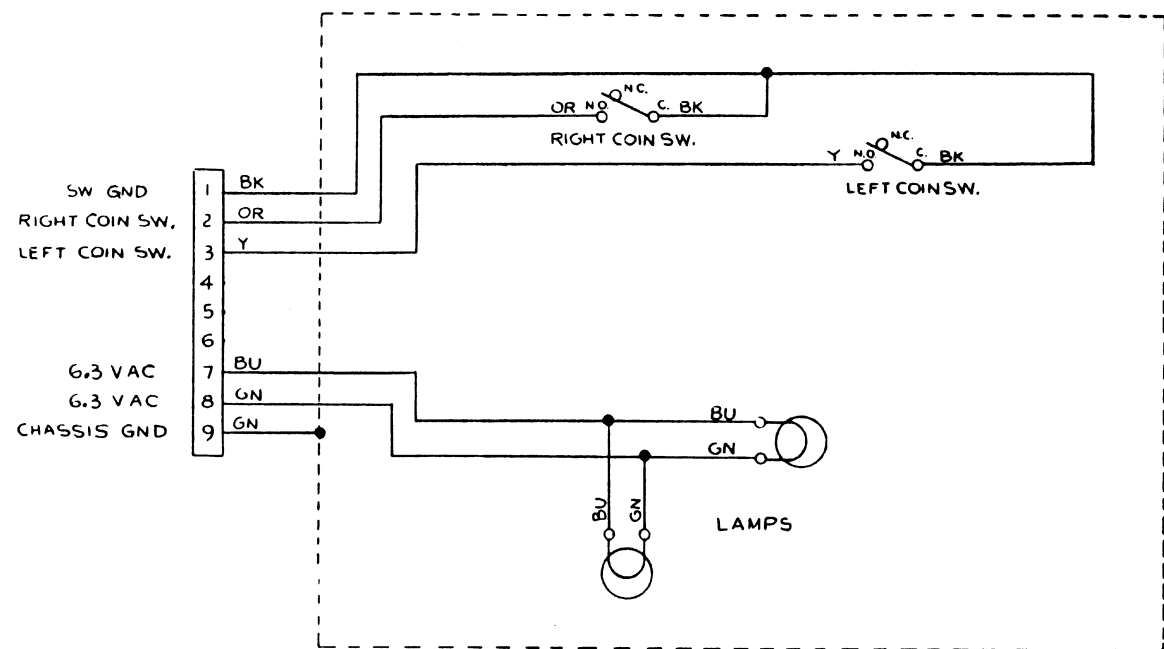
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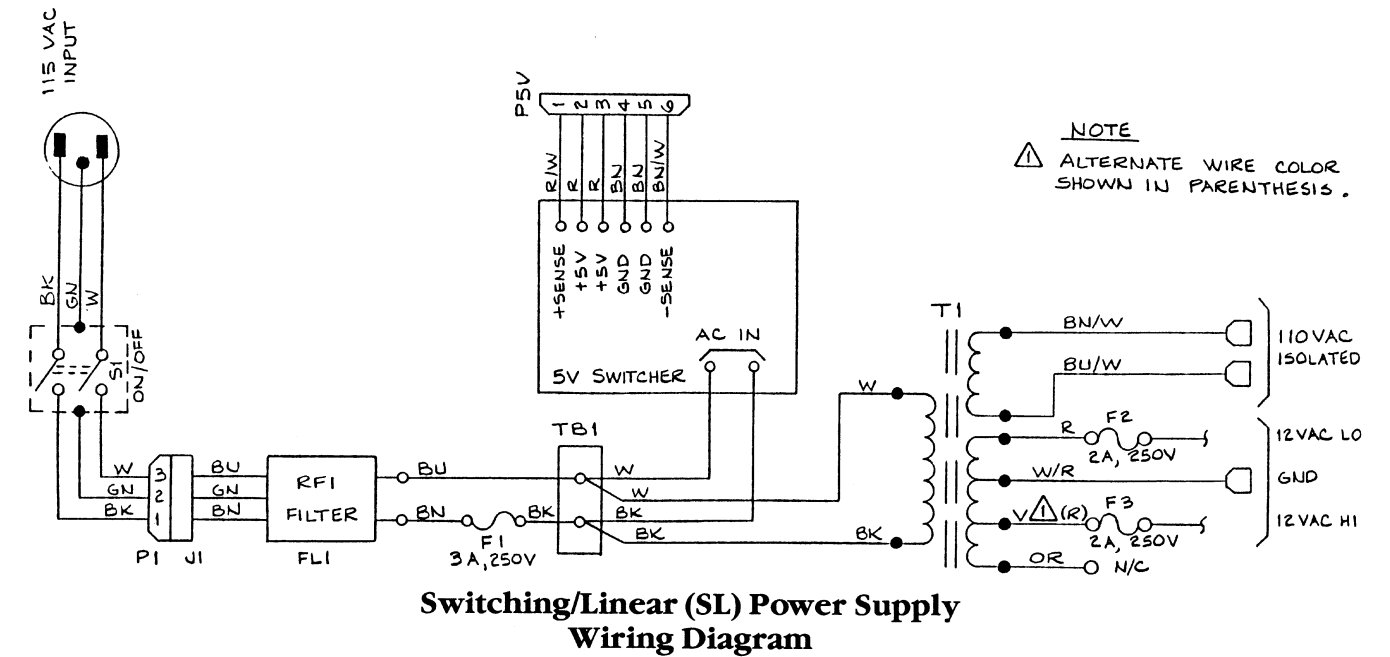
**Road Blasters™ Audio II  
PCB Schematic Diagram**

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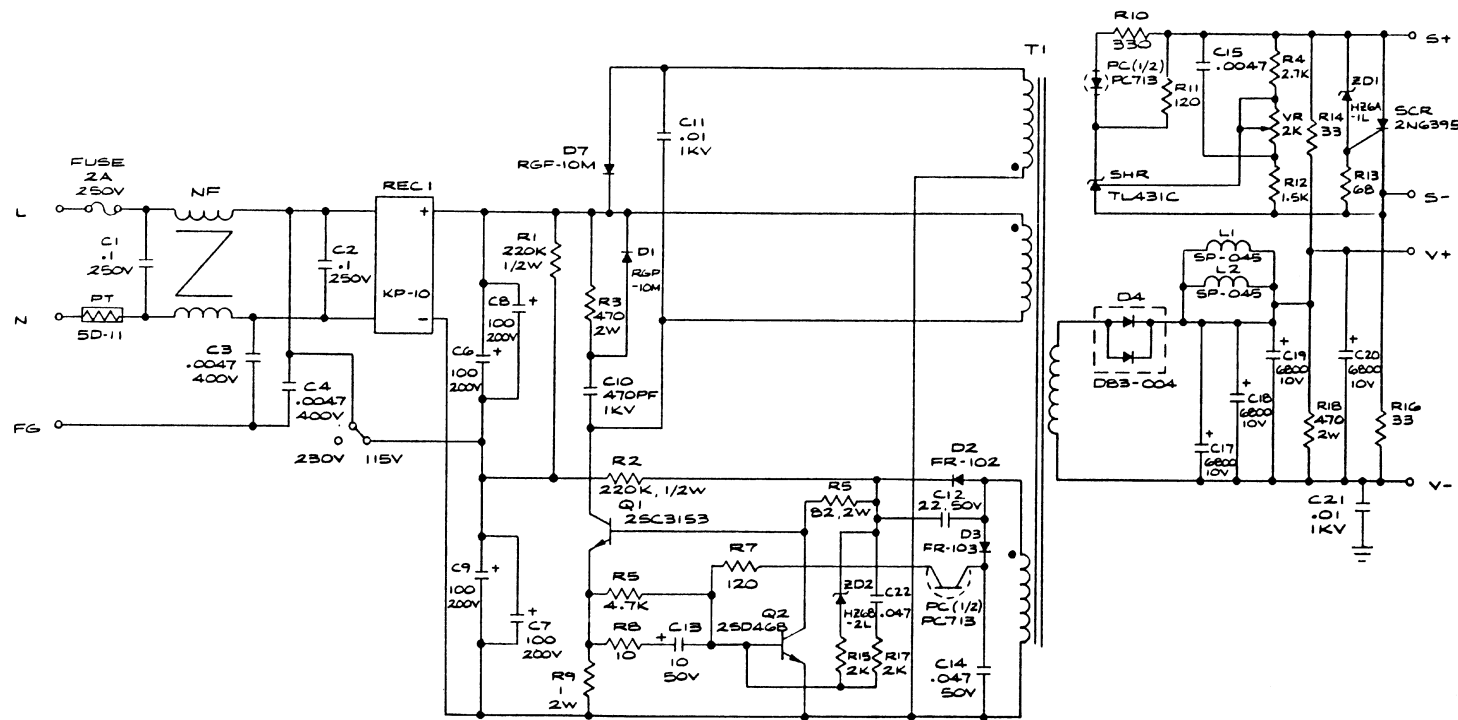
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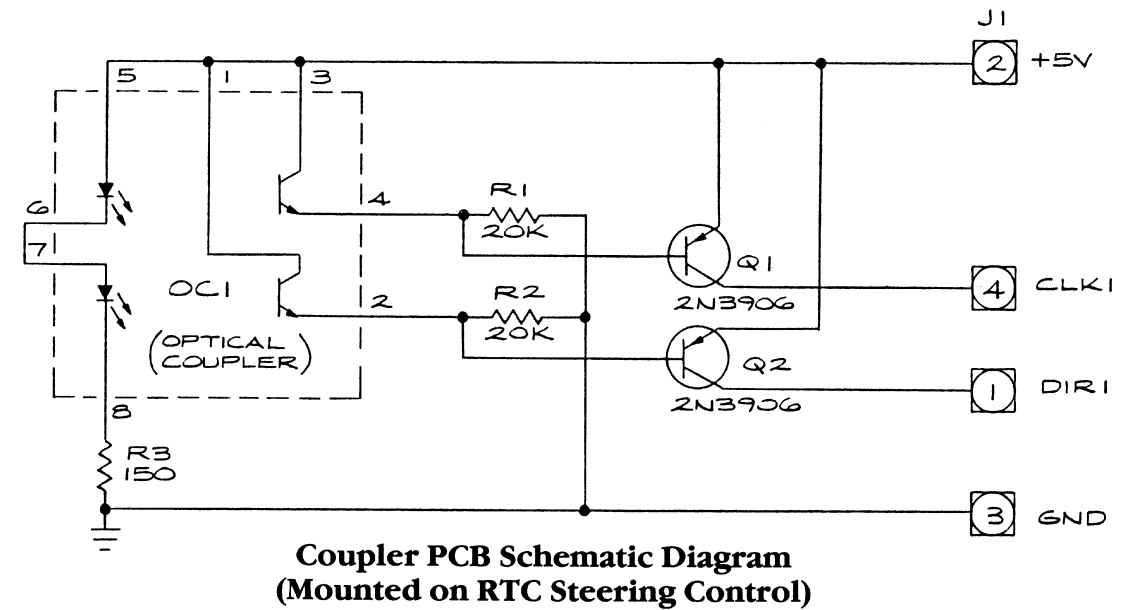
Coin Door Wiring Diagram



Switching/Linear (SL) Power Supply Wiring Diagram



Pihong 5V, 10A Switching Power Supply Wiring Diagram



Coupler PCB Schematic Diagram (Mounted on RTC Steering Control)

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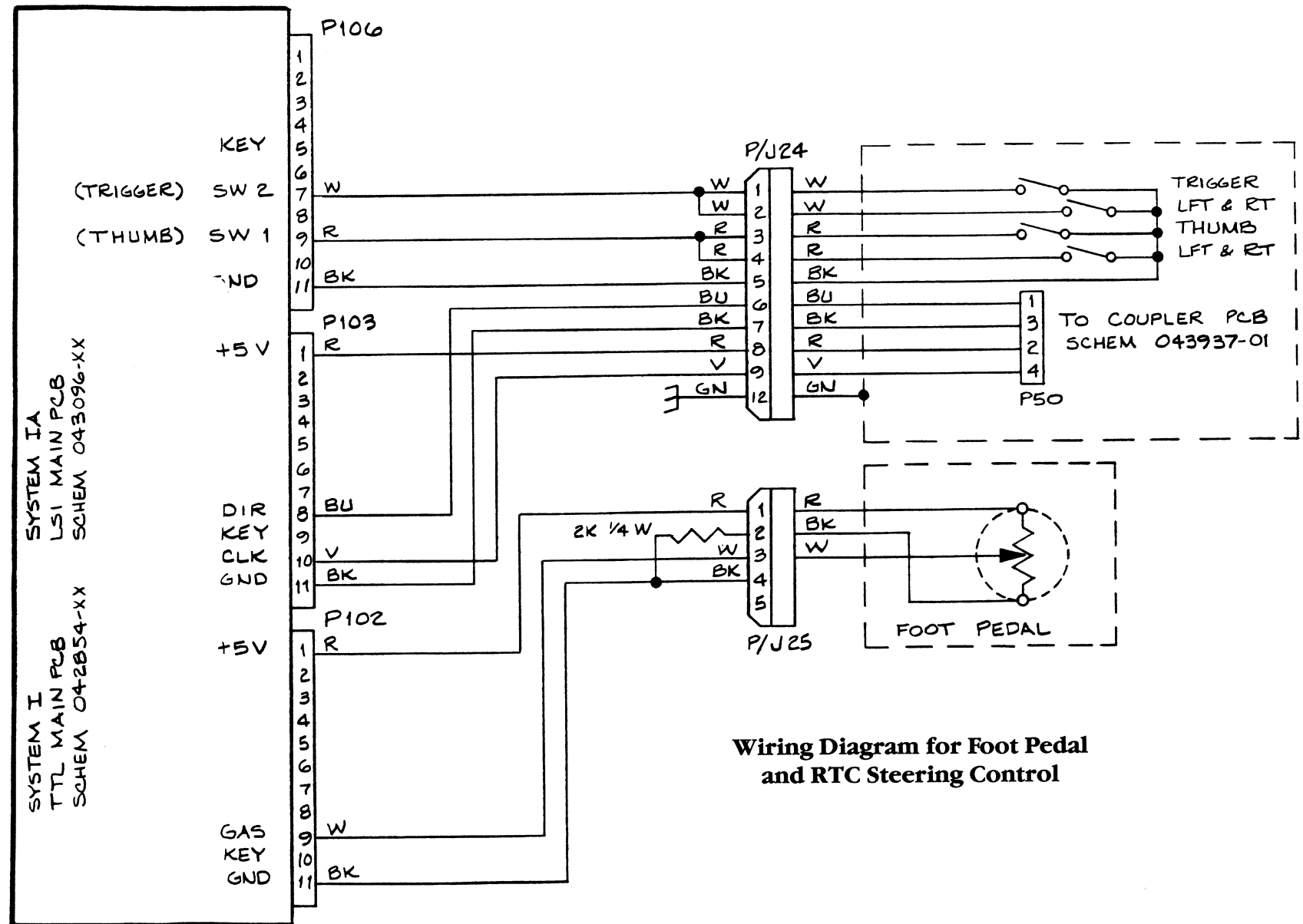
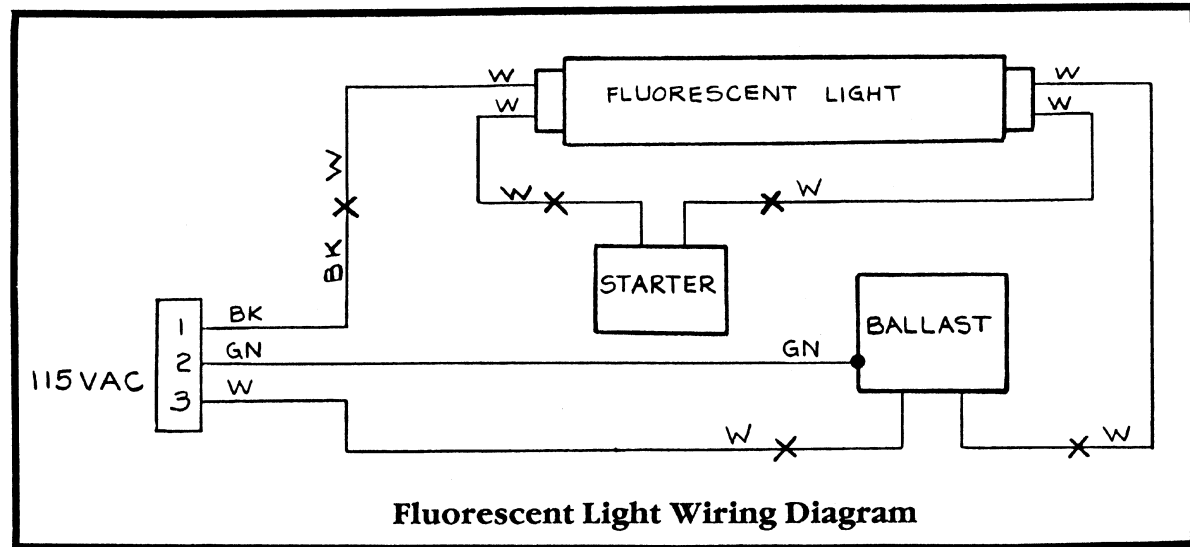
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**Wiring Diagrams for SL Power Supply, Coin Door, Pihong 5V 10A Power Supply, and Coupler PCB**

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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	ADDRESS BUS SIGNAL LINES																READ/ WRITE	DATA BUS SIGNAL LINES																												
		A23	A22	A21	A20	A19	A18	A17	A16	A15	A14	A13	A12	A11	A10	A9	A8		A7	A6	A5	A4	A3	A2	A1	A0	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0					
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	R	D	D	D	D	D	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	A	R/W	D	D	D	D	D	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																						
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	0	W																						
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	0	R																						
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																						
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																						
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																						
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																						
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																						
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	0	W																						
Watchdog	880000	1	0	0	0	1	0	0	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	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	W																						
Unlock	8C0000	1	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	W																						
Cartridge External	900000-9FFFFF	1	0	0	1	A	A	A	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	D	D	D	D	D	D	D	D	D	D	D	D	D	
Playfield RAM	A00000-A01FFF	1	0	1	0	0	0	0	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	D	D	D	D	D	D
Motion Object Vertical Position	A02000-A0207F	1	0	1	0	0	0	0	0	0	0	1	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	D	D	D	D	D	D	D	D	D
Motion Object Picture	A02080-A020FF	1	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	1	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	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	0	0	0	1	0	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	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	1	0	0	0	0	1	1	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Motion Object Vertical Position	A02200-A0227F	1	0	1	0	0	0	0	0	0	0	1	0	0	0	1	0	0	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Motion Object Picture	A02280-A022FF	1	0	1	0	0	0	0	0	0	0	1	0	0	0	1	0	1	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	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	A	A	A	A	A	A	R/W	D	D	D	D	D	D	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	0	1	1	1	A	A	A	A	A	A	R/W	D	D	D	D	D	D	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	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Motion Object Picture	A02E80-A02EFF	1	0	1	0	0	0	0	0	0	0	1	0	1	1	1	0	1	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Motion Object Horizontal Position	A02F00-A02F7F	1	0	1	0	0	0	0	0	0	0	1	0	1	1	1	1	0	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Motion Object Link	A02F80-A02FFF	1	0	1	0	0	0	0	0	0	0	1	0	1	1	1	1	1	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	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	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	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	0	0	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	D	D	D	D	D	D
Motion Object Color RAM	B00200-B003FF	1	0	1	1	0	0	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	D	D	D	D	D	D	D
Playfield Color RAM	B00400-B005FF	1	0	1	1	0	0	0	0	0	0	0	0	0	1	0	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	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	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
EEPROM	F00000-F00FFF	1	1	1	1	0	0	0	0	0	0	0	0	A	A	A	A	A	A	A	A	A	A	A	R																						
Trak-Ball	F20000-F20006	1	1	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R																						
Analog Joystick	F40000-F4000E	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R																						
Analog Joystick IRQ Disable	F40010	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R																						
Output Buffer Full (@ FE0000)	F60000	1	1	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R																						
Self-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	R																						
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	0	R																						
Vertical 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	R																						
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	0	R																						
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	0	R																						
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	0	R																						
Switch Input	F60000	1	1	1	1	0	1	1	0																																						

## I/O and Sound Microprocessor Memory Map

FUNCTION	HEXA-DECIMAL ADDRESS	ADDRESS BUS SIGNAL LINES																READ/ WRITE	DATA BUS SIGNAL LINES							
		A15	A14	A13	A12	A11	A10	A9	A8	A7	A6	A5	A4	A3	A2	A1	A0		D7	D6	D5	D4	D3	D2	D1	D0
Program RAM	0000-0FFF	0	0	0	0	A	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	A	A	A	A	A	A	A	A	A	A	A	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	A	R/W	D	D	D	D	D	D	D	D	
Read 68000 Port	1810	0	0	0	1	1	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	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	R	D								
Buffer Output Full (@ 1810)		0	0	0	1	1	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	1	0	0	0	0	R					D				
Auxiliary Coin Switch		0	0	0	1	1	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	1	0	0	0	0	R							D		
Right Coin Switch		0	0	0	1	1	0	0	0	0	0	1	0	0	0	0	R								D	
Music Reset	1820	0	0	0	1	1	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	1	0	0	1	0	0	W								D	
Light-Emitting Diode	1825	0	0	0	1	1	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	1	0	0	1	1	0	W								D	
Left Coin Counter	1827	0	0	0	1	1	0	0	0	0	1	0	0	1	1	1	W								D	
Sound Effects	1870-187F	0	0	0	1	1	0	0	0	0	1	1	1	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	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	D	

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**Road Blasters™ I/O and Sound Microprocessor Memory Map**