

8 6 1 1 5

ROMSTAR

S I D E A R M S

ROMSTAR inc.

3043 Kashiwa Street, Torrance, California 90505

Phone : (213) 539-2744 FAX : (213) 539-3626

Telex : 240320

C N 1

SOLDER SIDE			PARTS SIDE
GND	29	1	GND
GND	30	2	GND
+5V	31	3	+5V
+5V	32	4	+5V
-5V	33	5	-5V
+12V	34	6	+12V
<hr/>			
COUNTER2	36	8	COUNTER1
LOCKOUT2	37	9	LOCKOUT1
SP (-)	38	10	SP (+)
AUDIO (GND)	39	11	AUDIO (+)
VIDEO GREEN	40	12	VIDEO RED
VIDEO SYNC	41	13	VIDEO BLUE
SERVICE	42	14	VIDEO GND
TILT	43	15	TEST
COIN 2	44	16	COIN 1
START 2	45	17	START 1
2P UP	46	18	1P UP
2P DOWN	47	19	1P DOWN
2P LEFT	48	20	1P LEFT
2P RIGHT	49	21	1P RIGHT
2P PUSH 1	50	22	1P PUSH 1
2P PUSH 2	51	23	1P PUSH 2
2P PUSH 3	52	24	1P PUSH 3
	53	25	
	54	26	
GND	55	27	GND
GND	56	28	GND

28 Pin Double Card-Edge Connector

HIROSE : CR7-56DA-3.96
 or
 KEL : 1169-056-009

C N 2

A			B
GND	1	26	+5V
GND	2	27	+5V
GND	3	28	+5V
FLIP	4	29	READY
STARON	5	30	TOPORT
DB0	6	31	DB1
DB2	7	32	DB3
DB4	8	33	DB5
DB6	9	34	DB7
AB0	10	35	AB1
AB2	11	36	AB3
AB4	12	37	AB5
AB6	13	38	AB7
AB8	14	39	AB9
AB10	15	40	AB11
AB12	16	41	DMA
RDB	17	42	WRB
BUSAK	18	43	BUSRQ
SCR0	19	44	SCR1
SCR2	20	45	SCR3
SCR4	21	46	SCR5
SCR6	22	47	SCR7
GND	23	48	SCR8
GND	24	49	+5V
GND	25	50	+5V

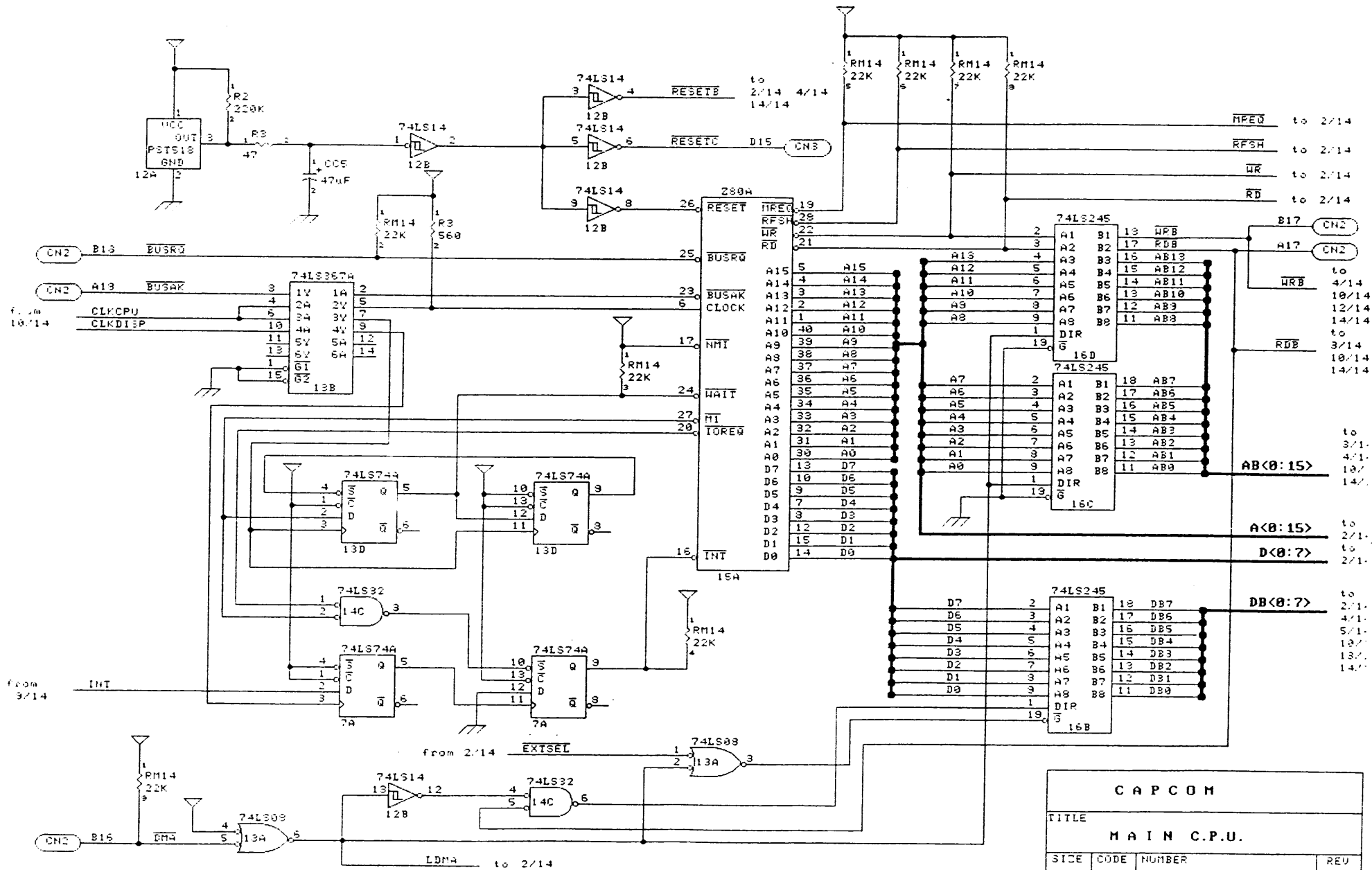
50 Pin Flat-Cable Connector

C N 3

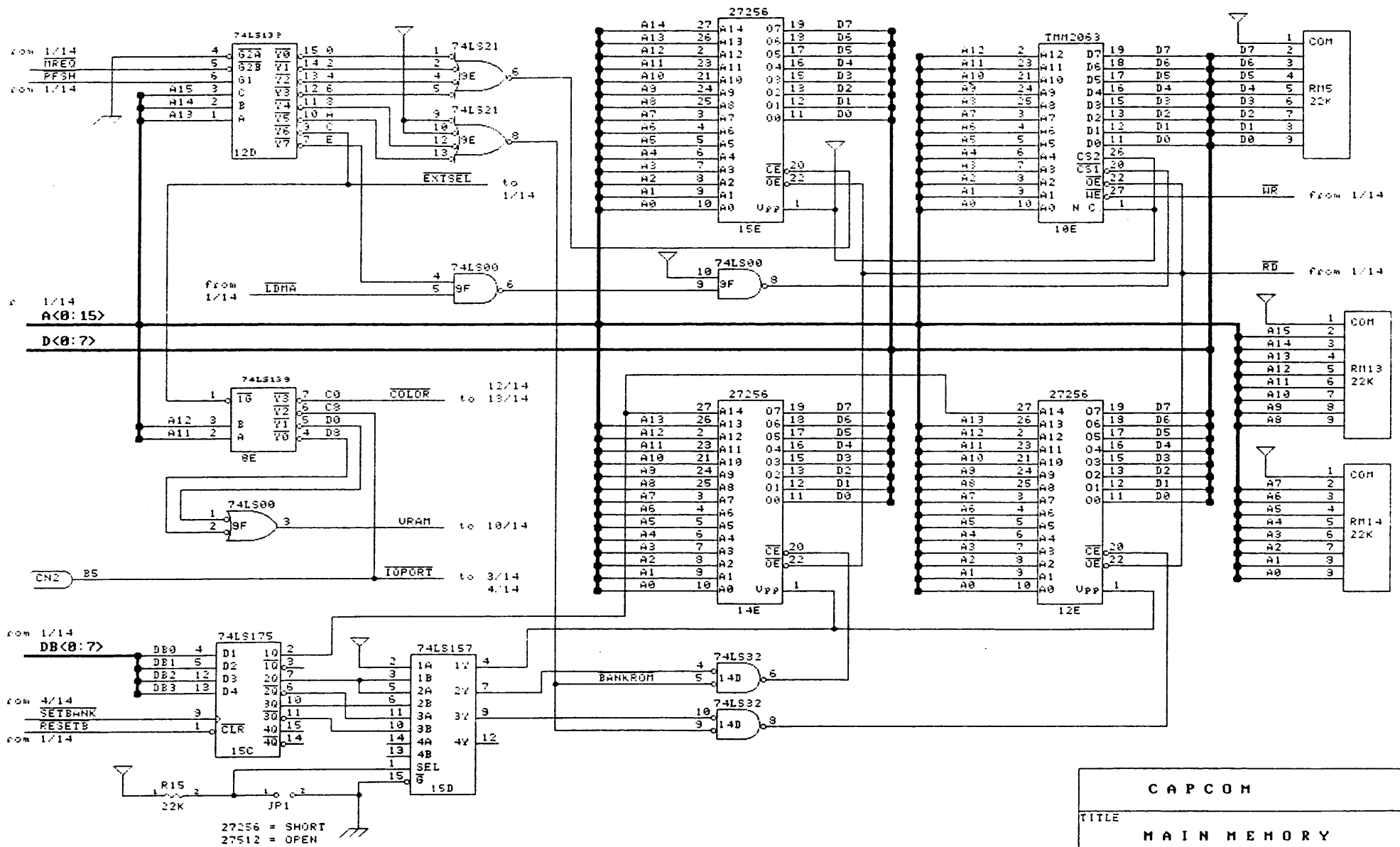
C			D
GND	1	26	+5V
GND	2	27	+5V
GND	3	28	+5V
OBJ0	4	29	OBJ1
OBJ2	5	30	OBJ3
OBJ4	6	31	OBJ5
OBJ6	7	32	OBJ7
	8	33	
STAR0	9	34	STAR1
STAR2	10	35	BLTM
V1	11	36	V2
V3	12	37	V4
V5	13	38	V6
V7	14	39	V8
HINIT	15	40	RESETC
CLX8MB	16	41	COH
C43H	17	42	C4H
H1B	18	43	H2
H3	19	44	H4
H5	20	45	H6
H7	21	46	H8
H9	22	47	LHBL
GND	23	48	+5V
GND	24	49	+5V
GND	25	50	+5V

50 Pin Flat-Cable Connector

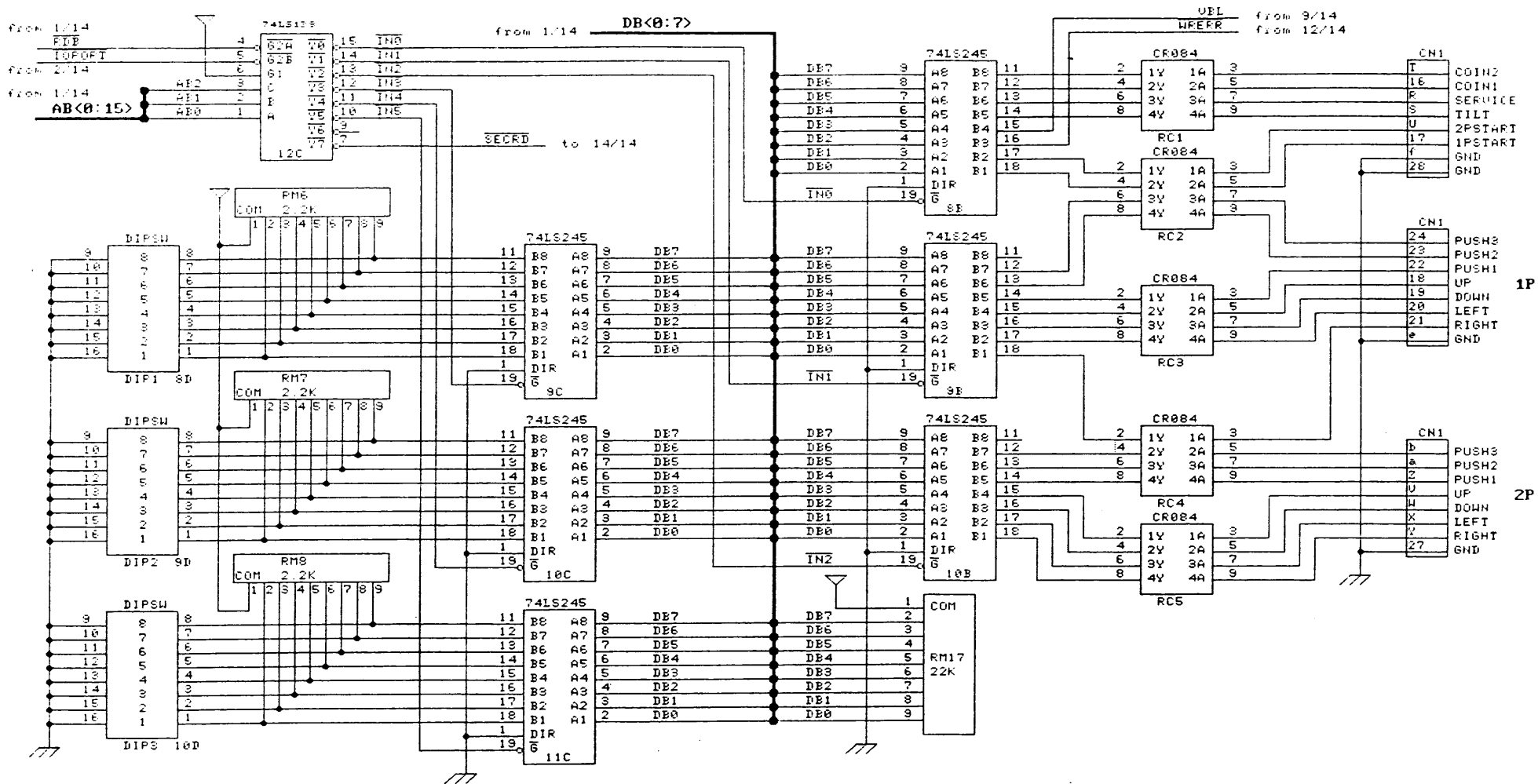
C A P C O M			
TITLE			
CONNECTOR PIN ASSIGN			
SIZE	CODE	NUMBER	REV
B		8 6 1 1 5 - 1	B
DATE	16/Sep/86	SHEET	1 OF 1



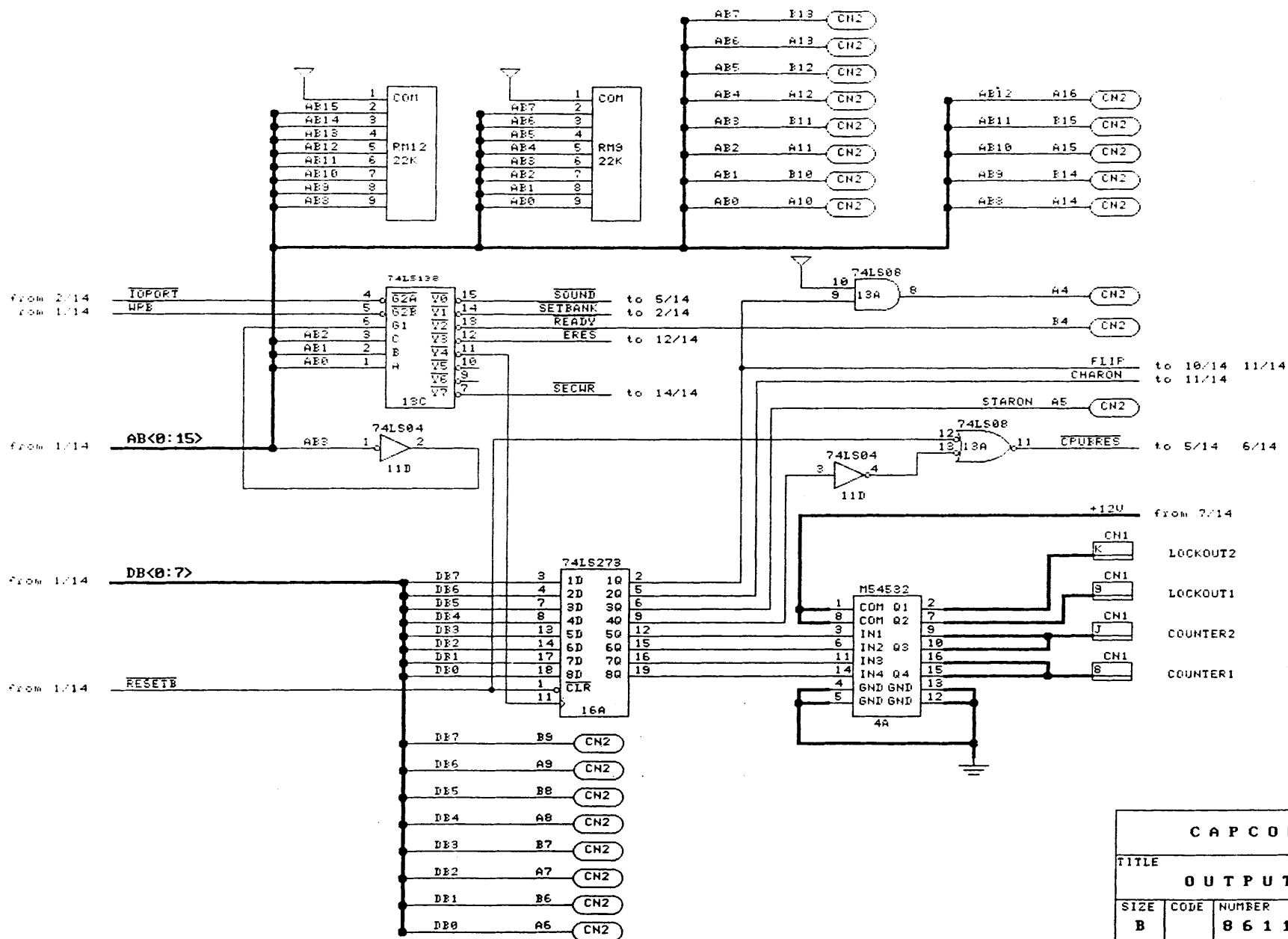
CAPCOM			
TITLE			
MAIN C.P.U.			
SIDE	CODE	NUMBER	REV
B		86115-A-1	A
DATE		29-Nov-76	SHEET 1 OF 14



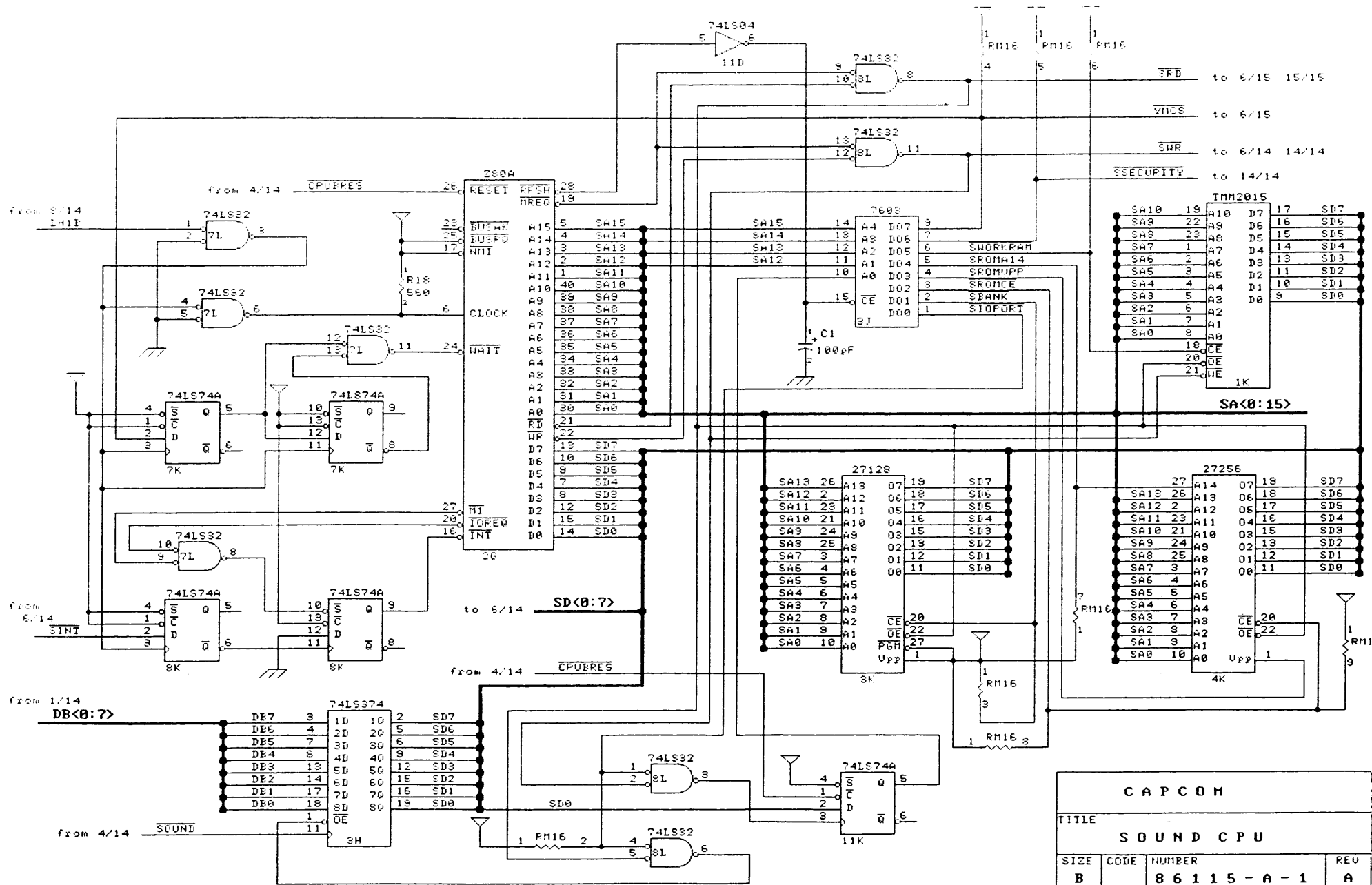
CAPCOM			
TITLE			
MAIN MEMORY			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE		SHEET	
29/Nov/86		2 OF 14	



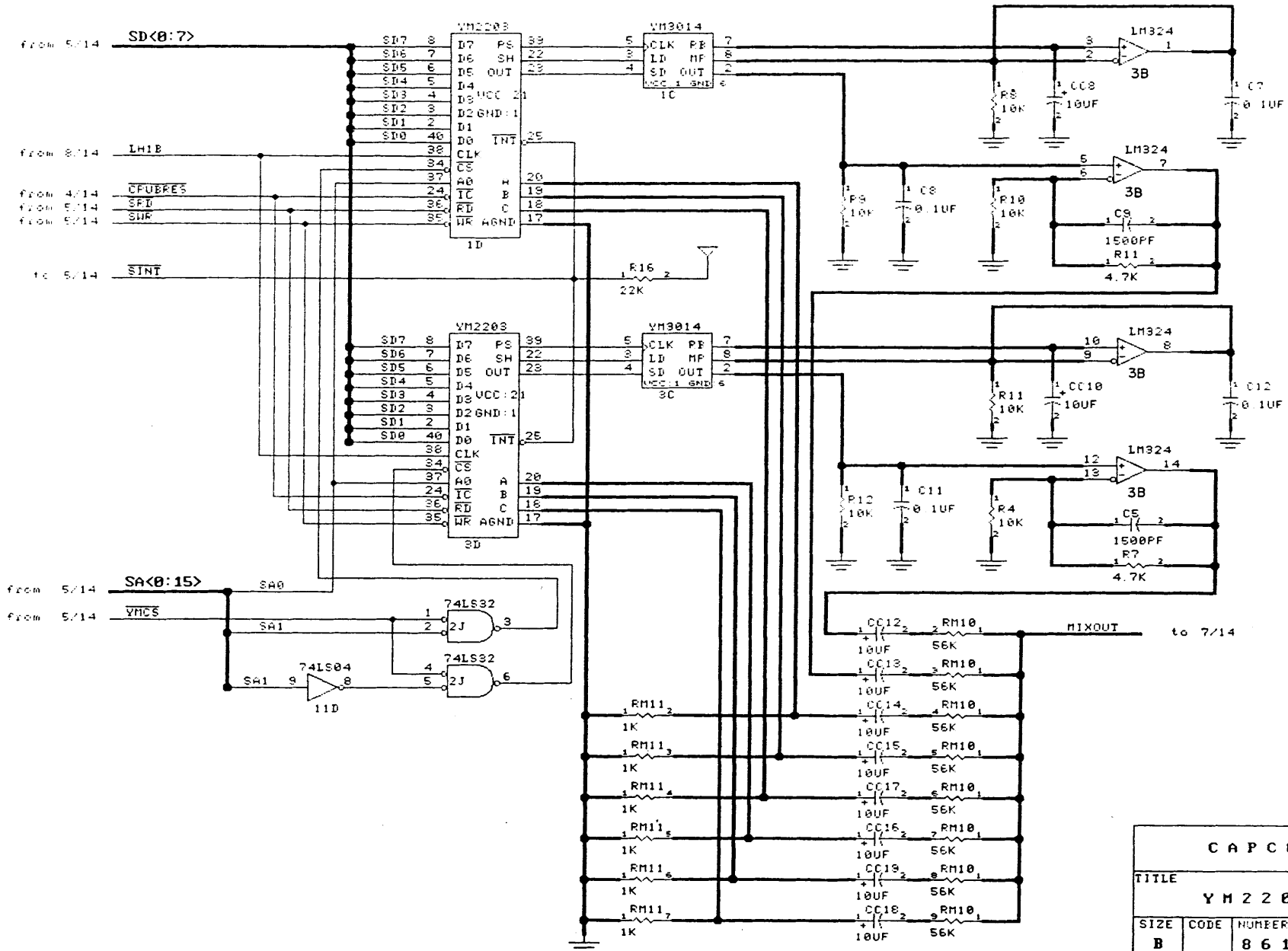
CAPCOM			
TITLE			
INPUT PORT			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE	28/Nov/86		SHEET 3 OF 14



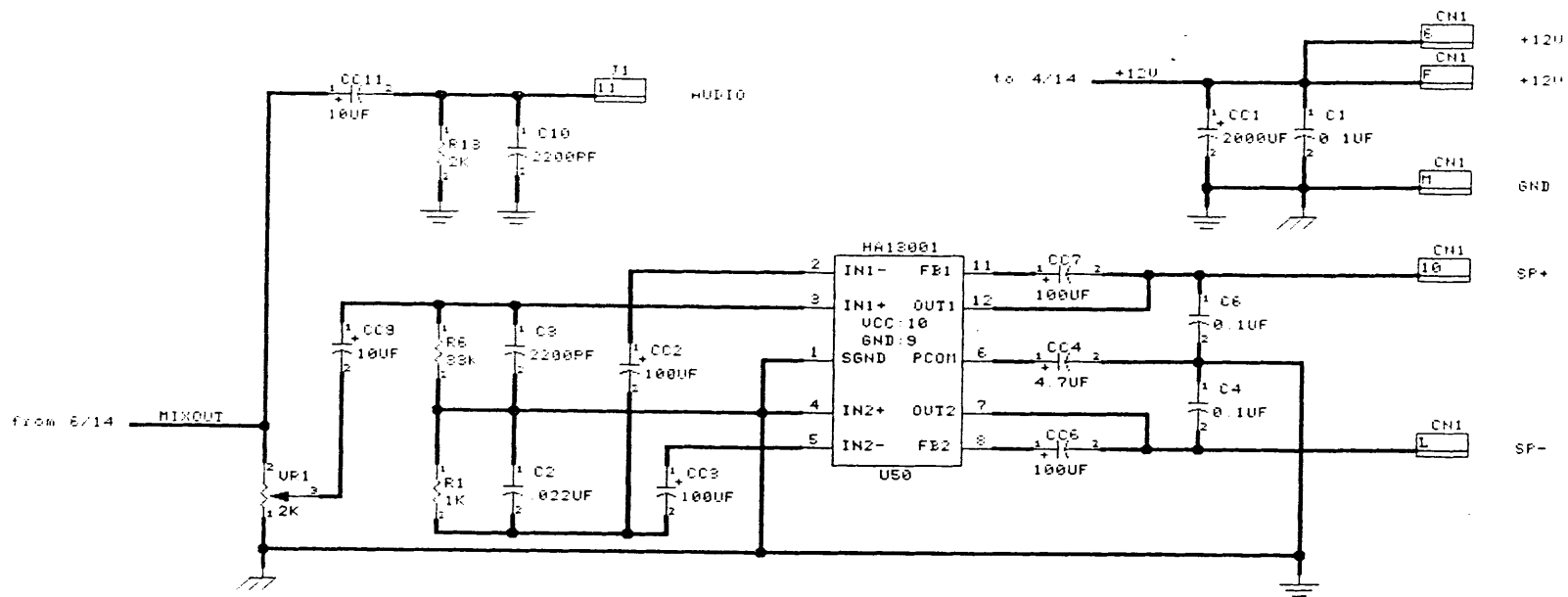
CAPCOM			
TITLE			
OUTPUT PORT			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE	29/Nov/86		SHEET 4 OF 14



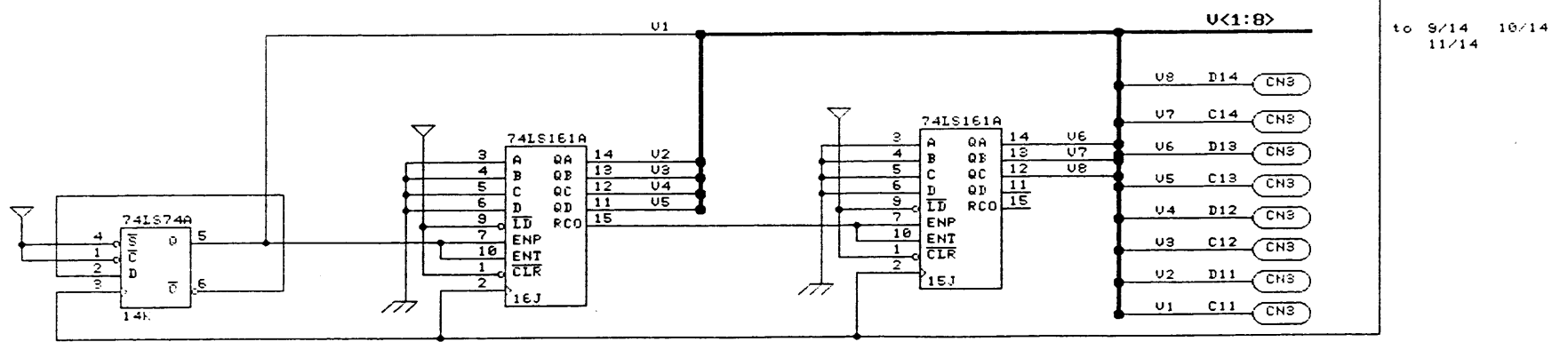
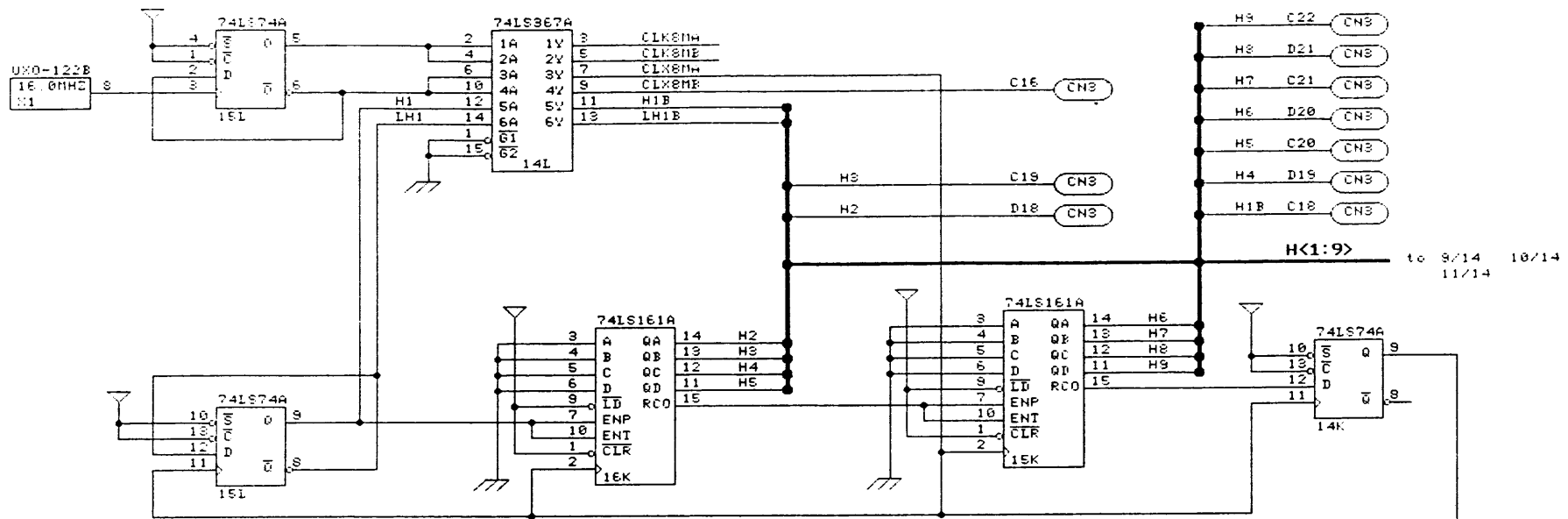
CAPCOM			
TITLE			
SOUND CPU			
SIZE	CODE	NUMBER	REV
B		B 6 1 1 5 - A - 1	A
DATE		SHEET 5 OF 14	
29/Nov/86			



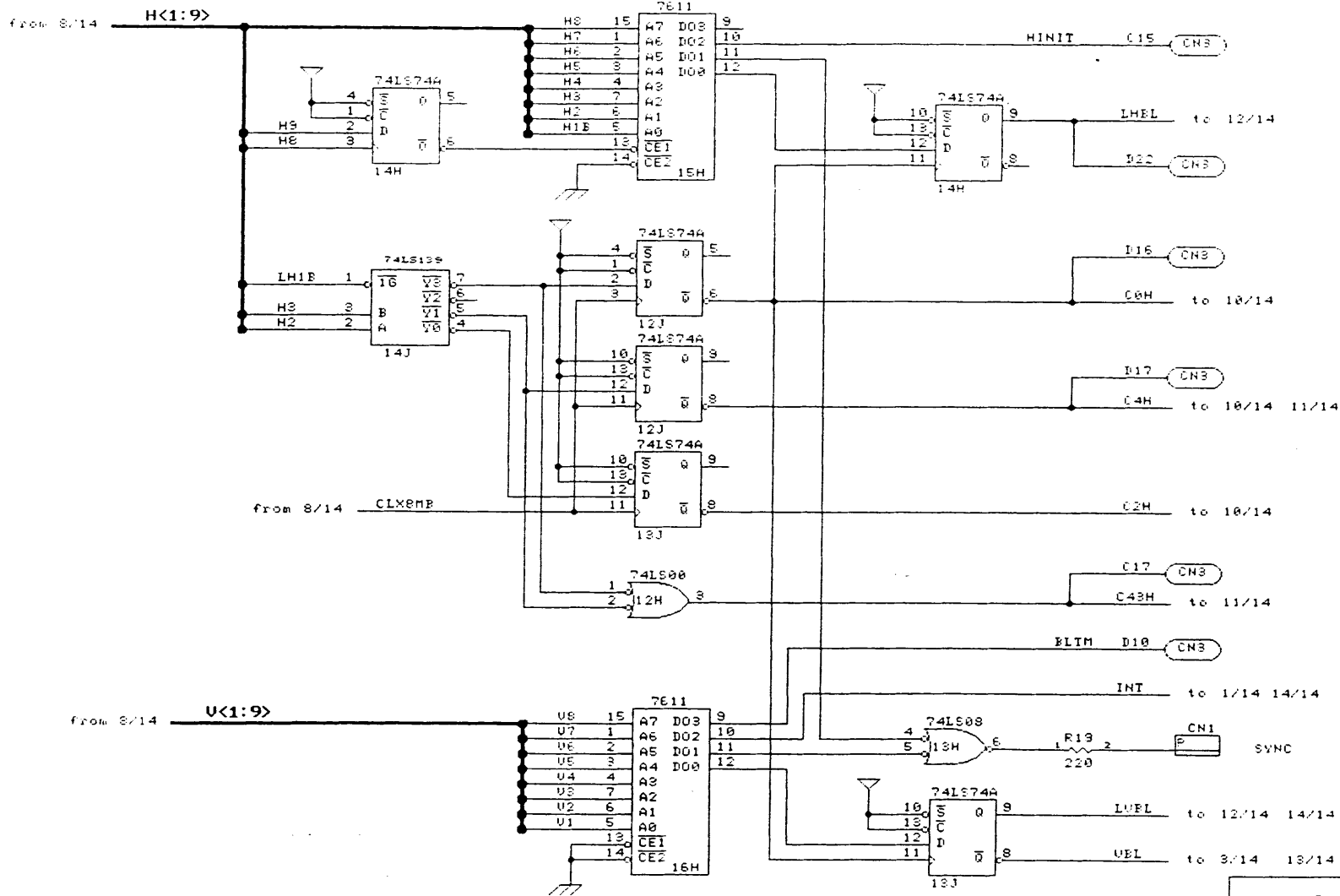
CAPCOM			
TITLE			
YM2203			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE		29/Nov/86	SHEET 6 OF 14



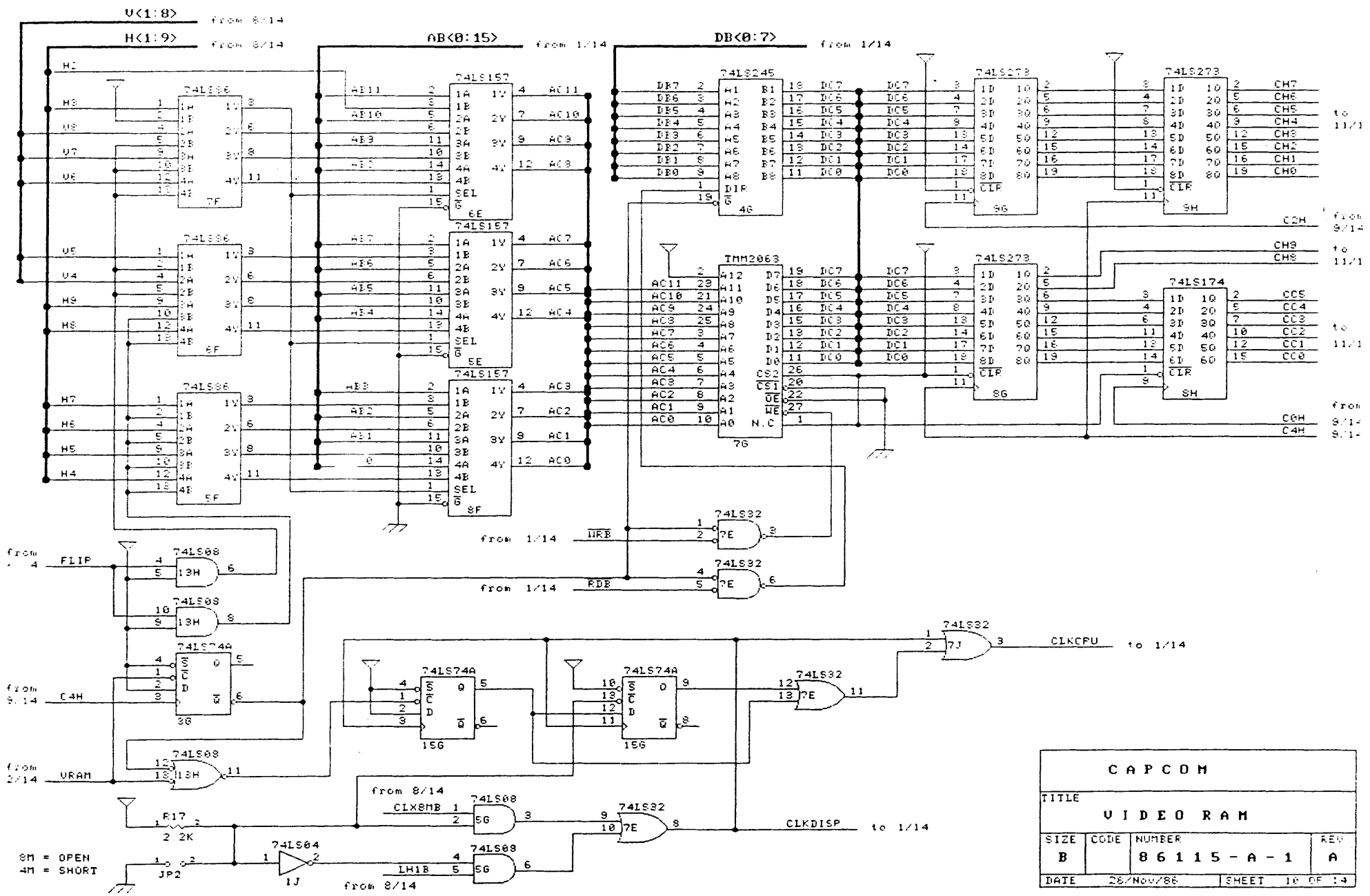
CAPCOM			
TITLE			
MAIN AMP.			
SIZE	CODE	NUMBER	REV
B		86115-A-1	1
DATE	29/Nov/86	SHEET 7 OF 1	



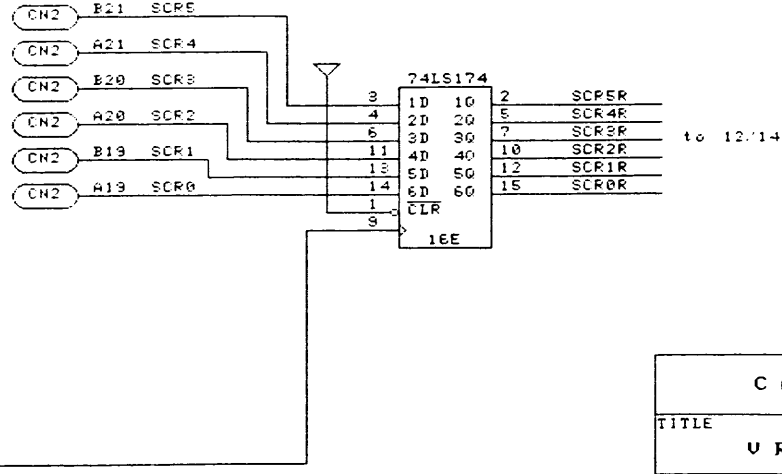
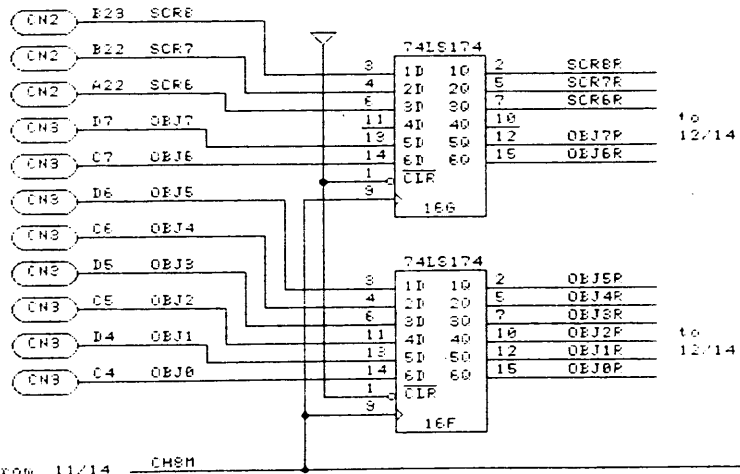
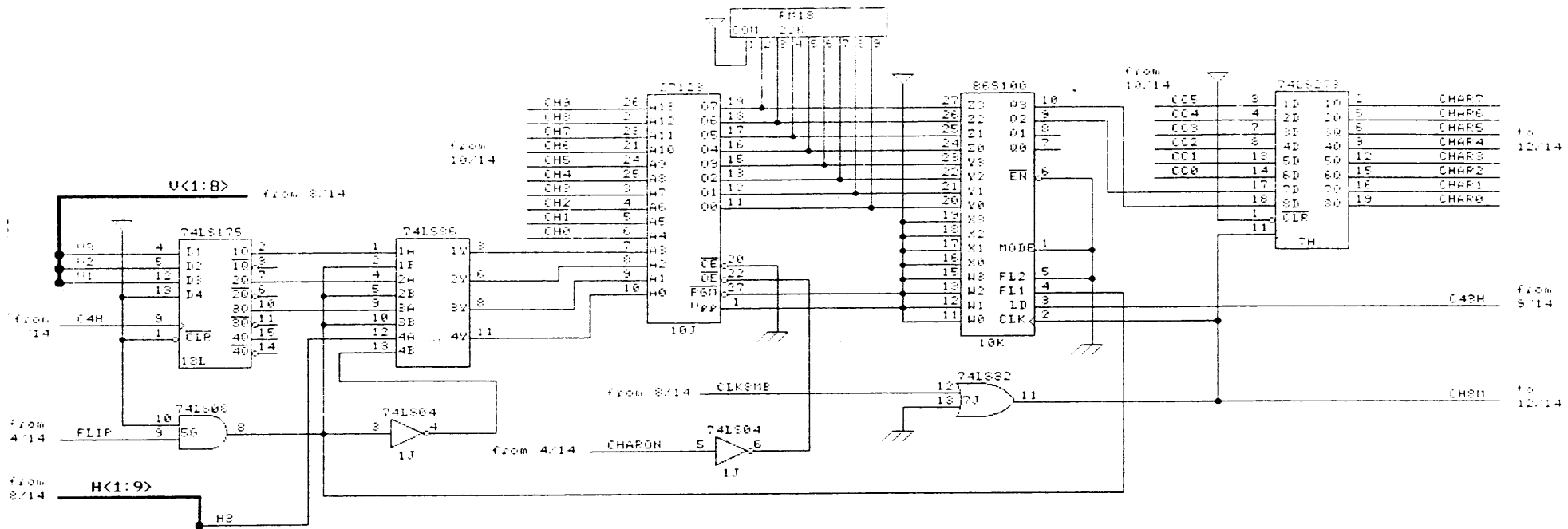
CAPCOM			
TITLE			
MASTER CLOCK GENERATOR			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE	28/Nov/86		SHEET 8 OF 14



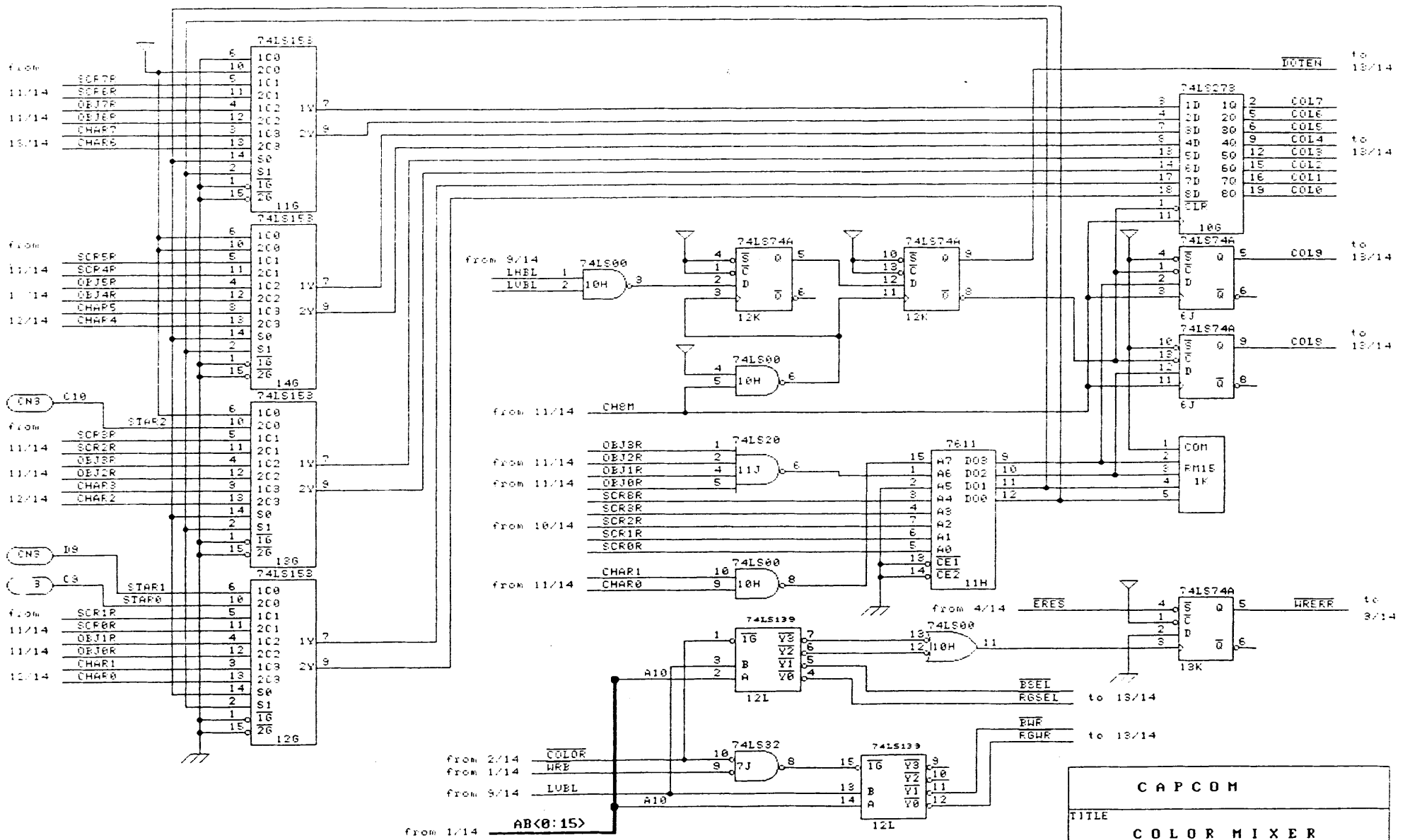
CAPCOM			
TITLE			
TIMMING CIRCUIT			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE	28/Nov/86		SHEET 3 OF 14



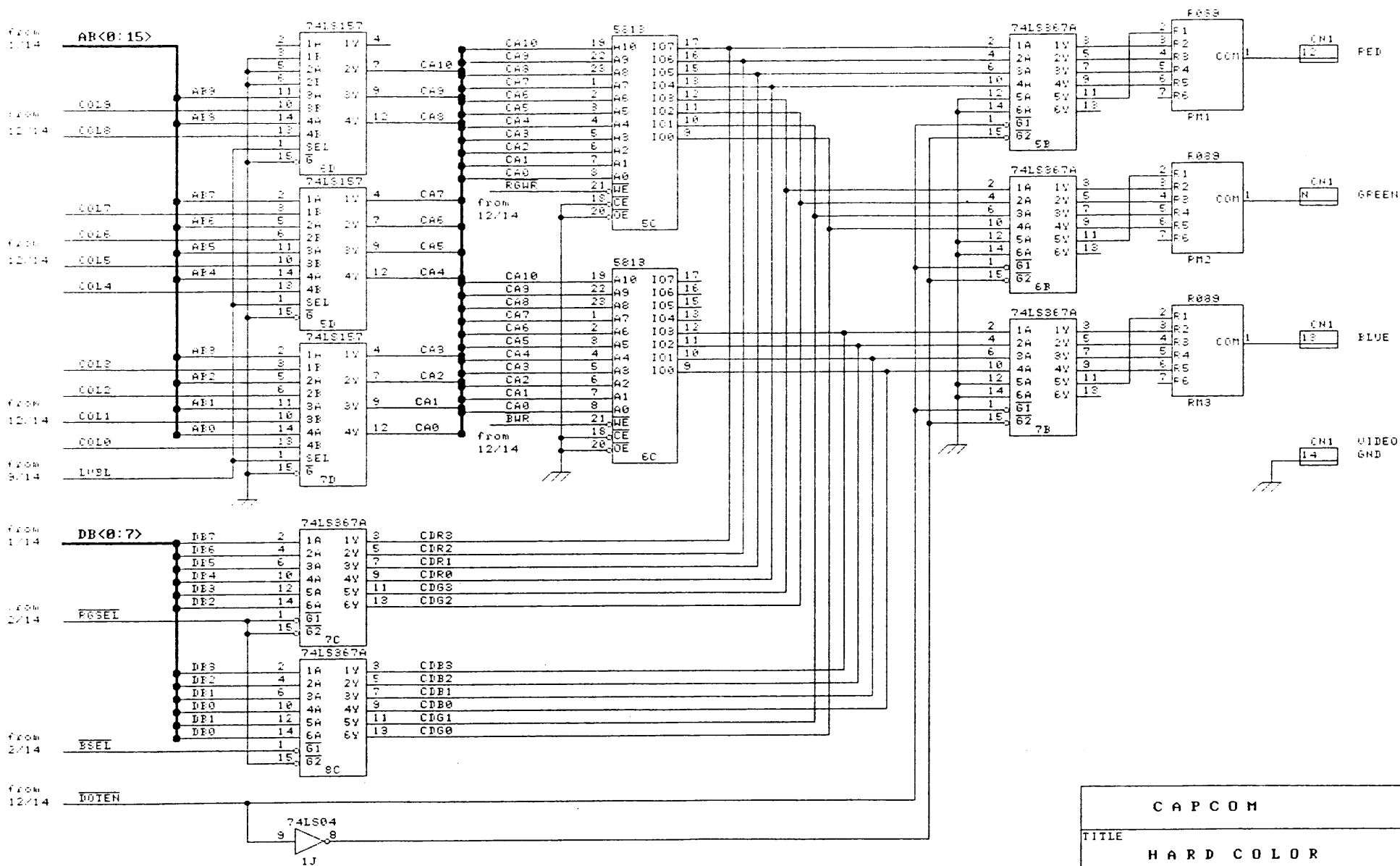
CAPCOM			
TITLE			
VIDEO RAM			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE		28/Nov/86	SHEET 10 OF 14



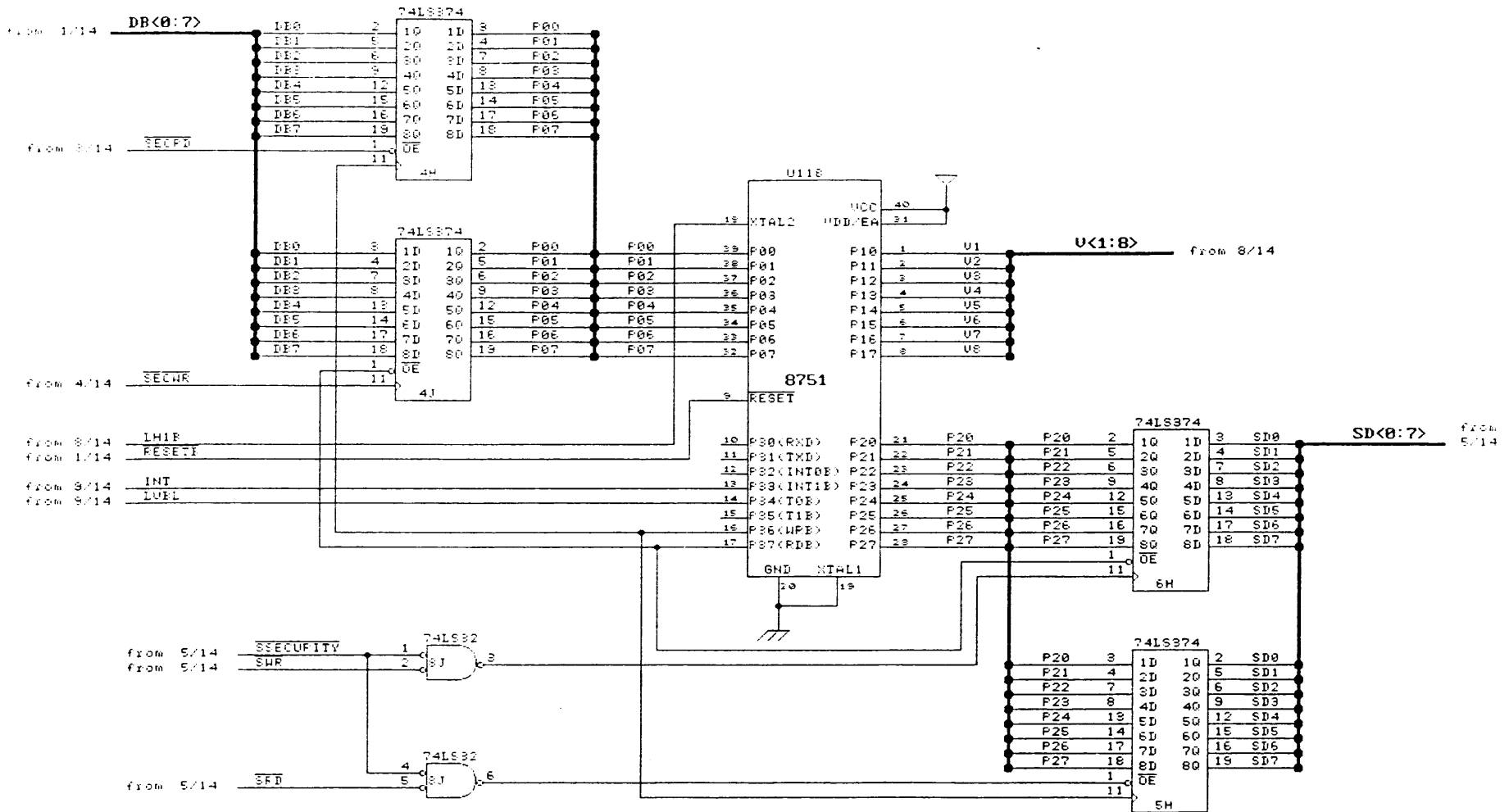
CAPCOM			
TITLE			
URAM CHAR ROM			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE	29 Nov '86		SHEET 11 OF 14



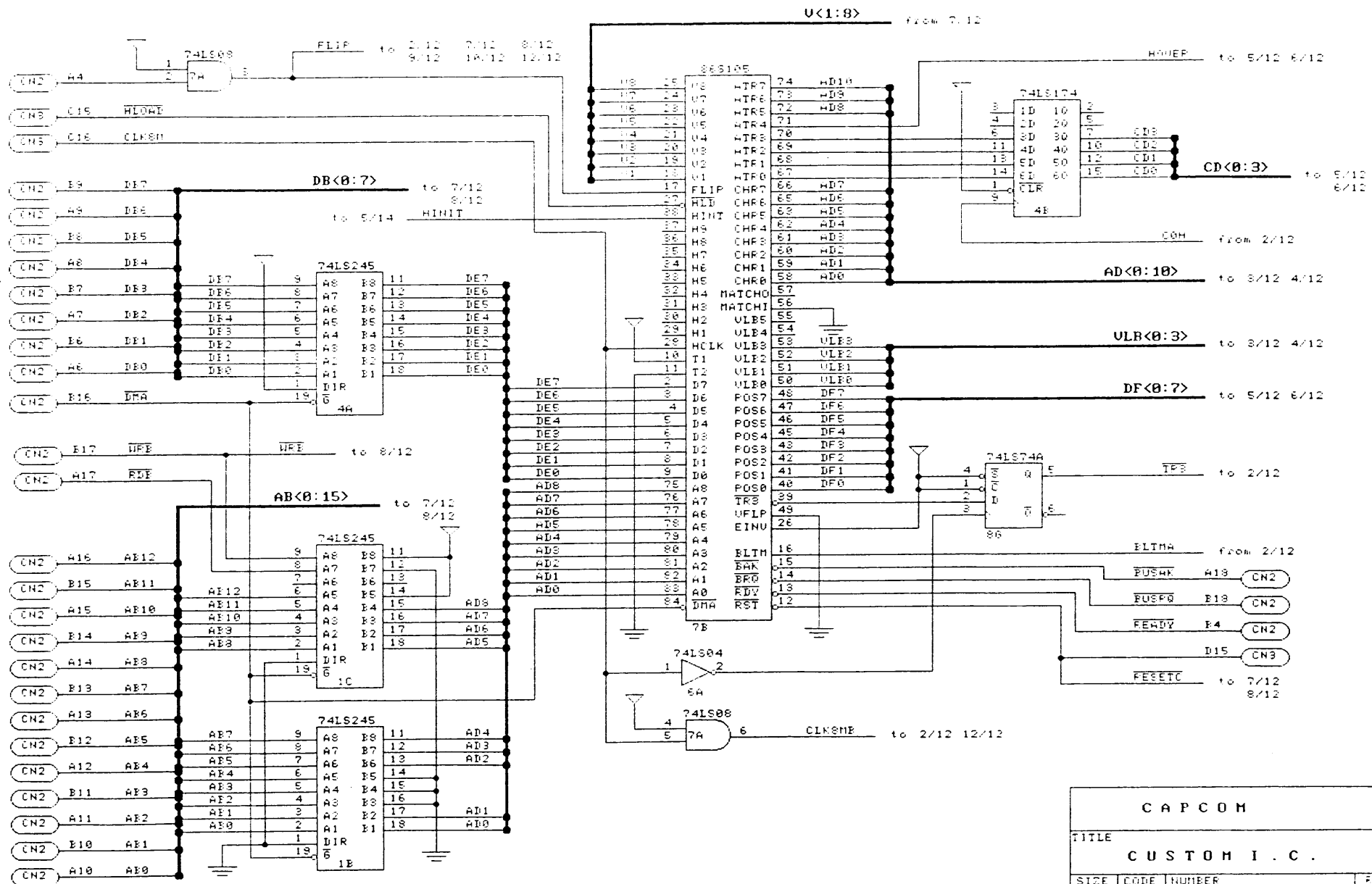
CAPCOM			
TITLE			
COLOR MIXER			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE	28/NOV/86		SHEET 12 OF 14



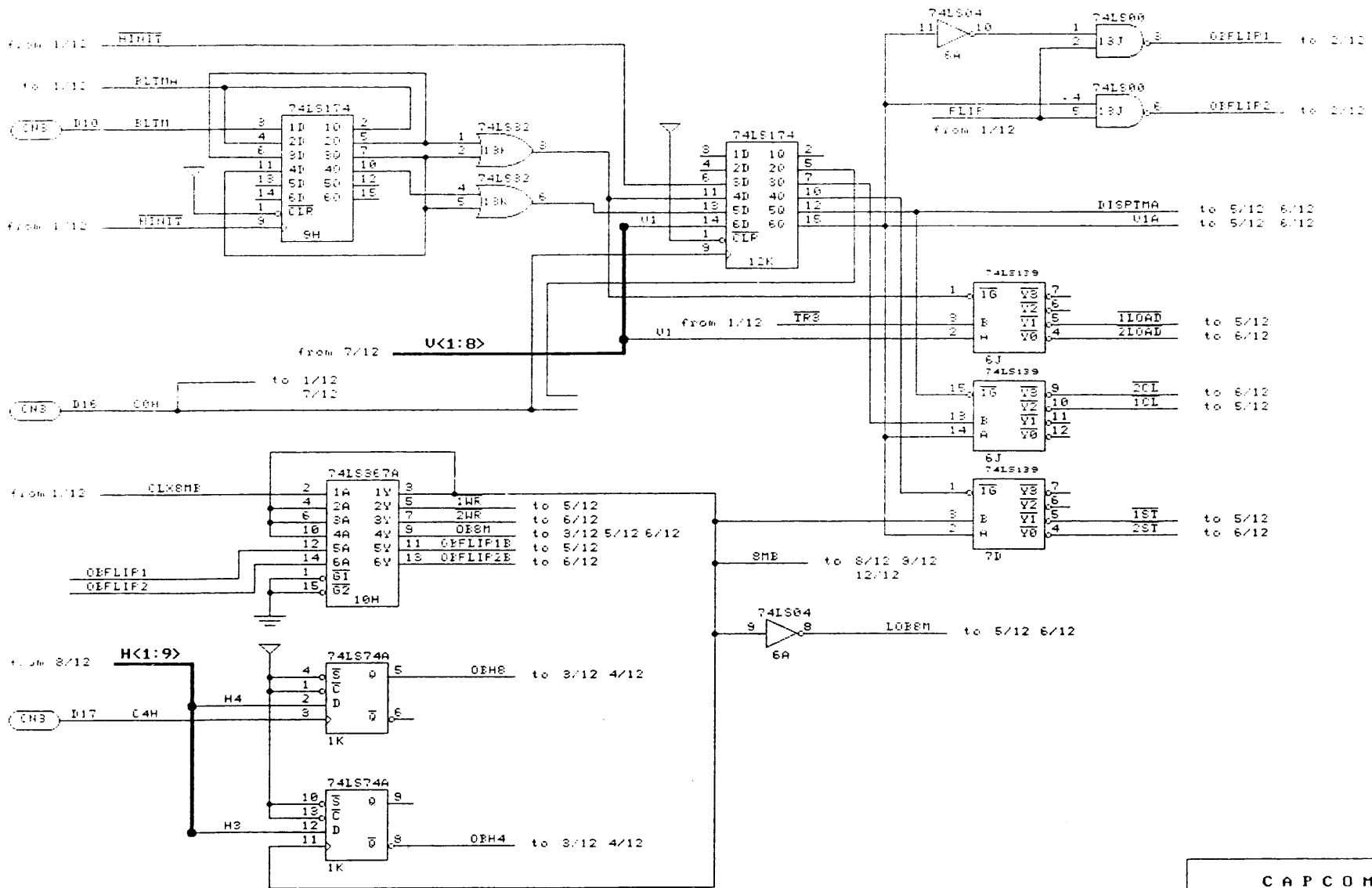
CAPCOM			
TITLE			
HARD COLOR			
SIZE	CODE	NUMBER	REV
B		86115-A-1	A
DATE	29/Nov/86		SHEET 13 OF 14



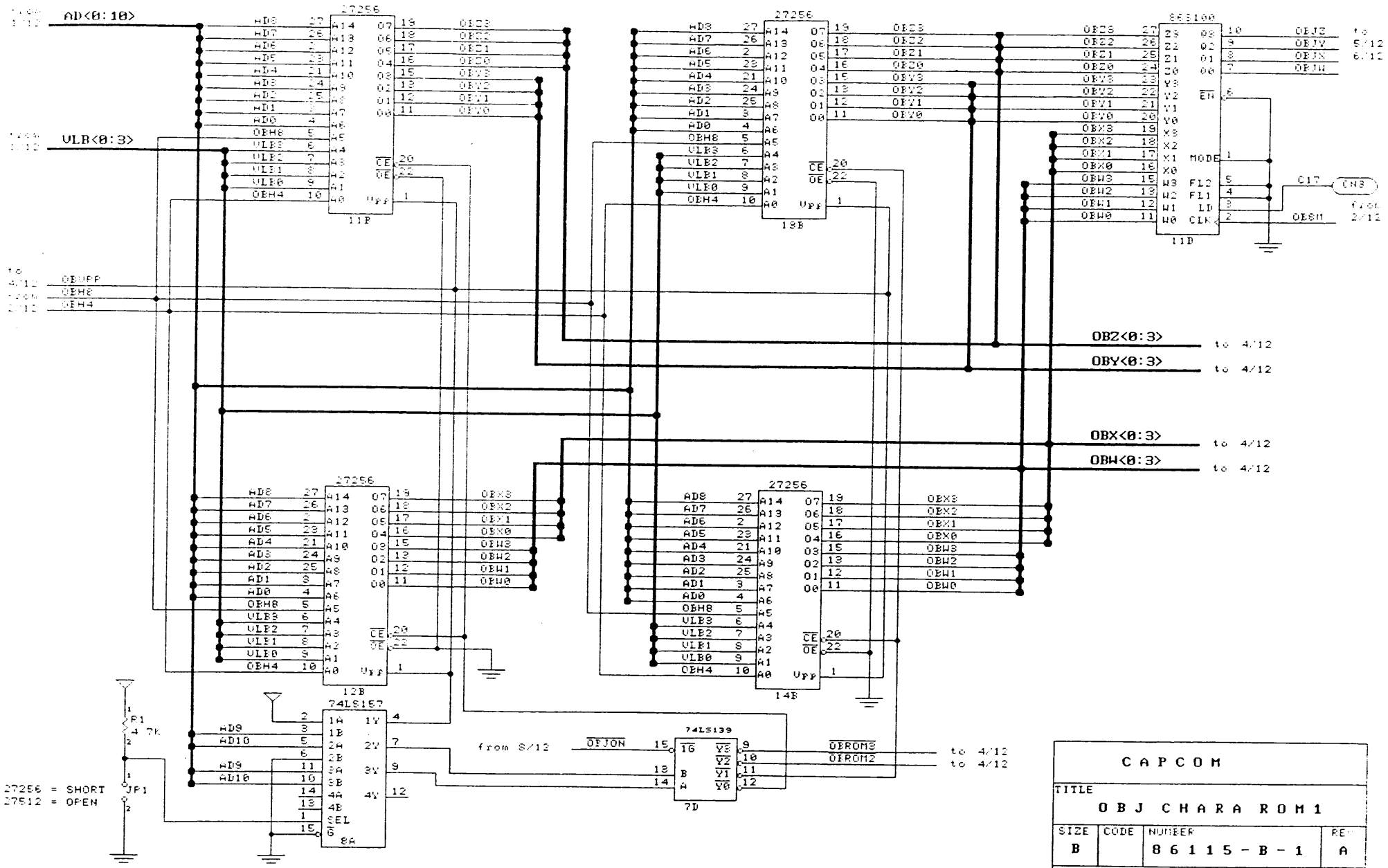
C A P C O M			
TITLE			
S E C U R I T Y			
SIZE	CODE	NUMBER	REV
B		8 6 1 1 5 - A - 1	A
DATE	23/Nov/86		SHEET 14 OF 14

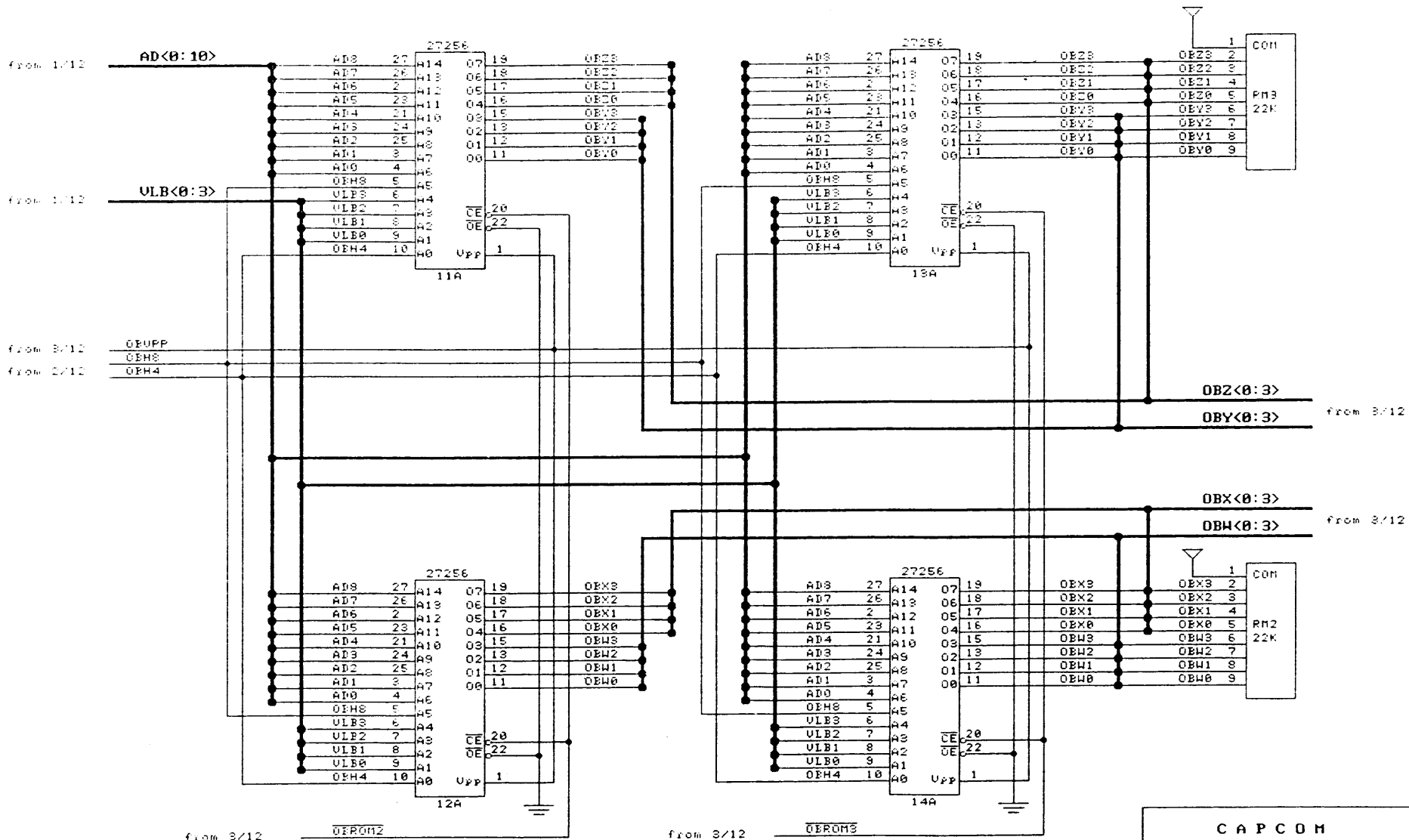


CAPCOM			
TITLE			
CUSTOM I.C.			
SICE	CODE	NUMBER	REV
B		86115-B-1	A
DATE		29-NOV-86	SHEET 1 OF 12



CAPCOM			
TITLE			
OBJECT TIMING			
SIZE	CODE	NUMBER	REV
B		86115-B-1	A
DATE	29/Nov/86		SHEET 2 OF 12

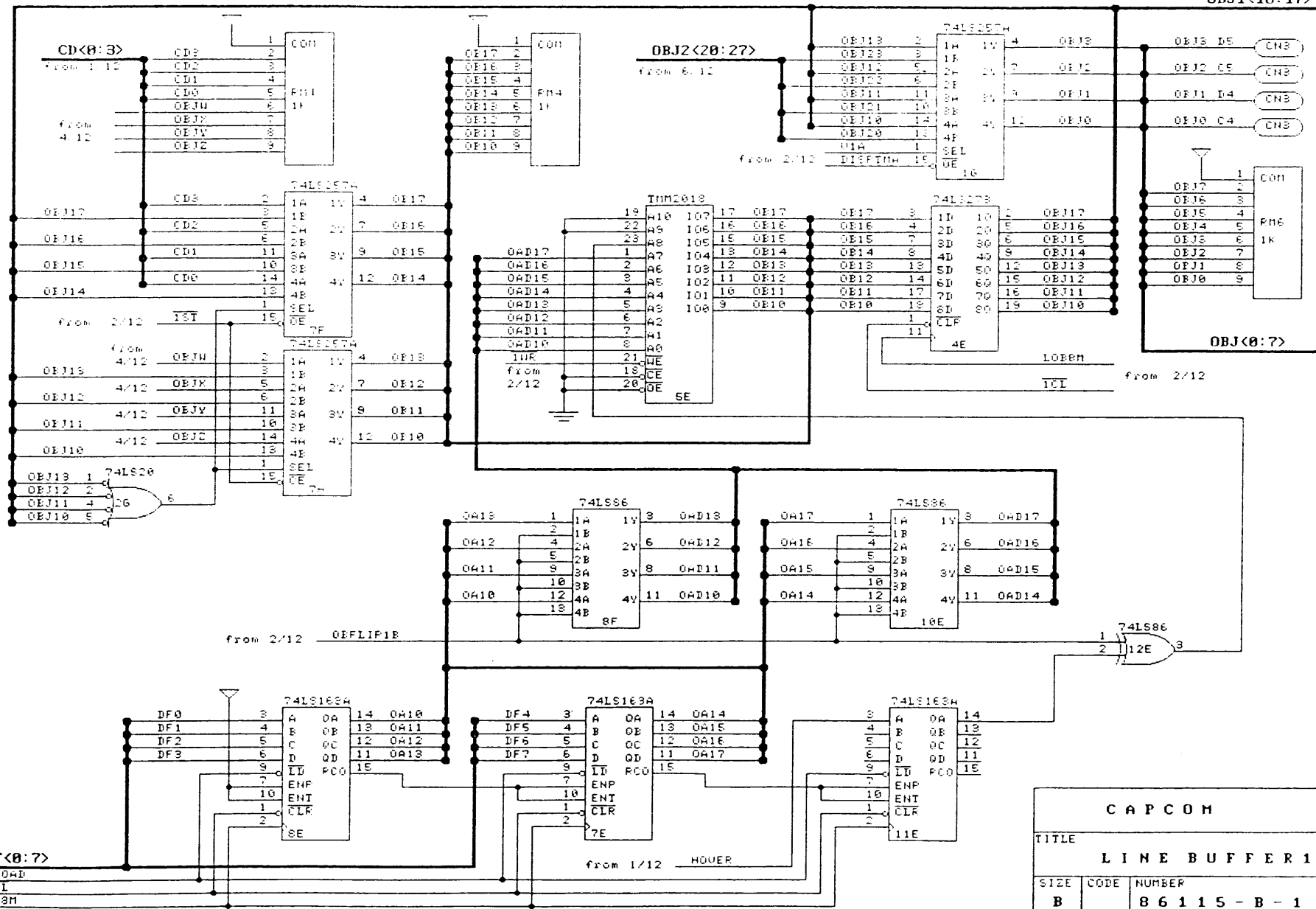




C A P C O M			
TITLE			
O B J C H A R A R O M			
SIZE	CODE	NUMBER	REV
B		8 6 1 1 5 - B - 1	A
DATE	23/Mar/86		SHEET 4 OF 12

to 8710

OBJ1<8:17>



from 1/12
110RD
from ICL
2/12 OESH

from 8/12

CAPCOM			
TITLE			
LINE BUFFER 1			
SIZE	CODE	NUMBER	REV
B		86115-B-1	A
DATE	29/Nov/85		SHEET 5 OF 12

OBJ2<20:27>
to 5/12

OBJ<0:7>
to 5/12

OBJ1<10:17>
from 5/12

from 1/12
CD<0:3>

from 2/12
ZST

from 3/12
OBJW

from 3/12
OBJX

from 3/12
OBJY

from 3/12
OBJZ

OBJ20 8
OBJ22 10
OBJ21 12
OBJ20 13

from 2/12
OBJFLIP2E

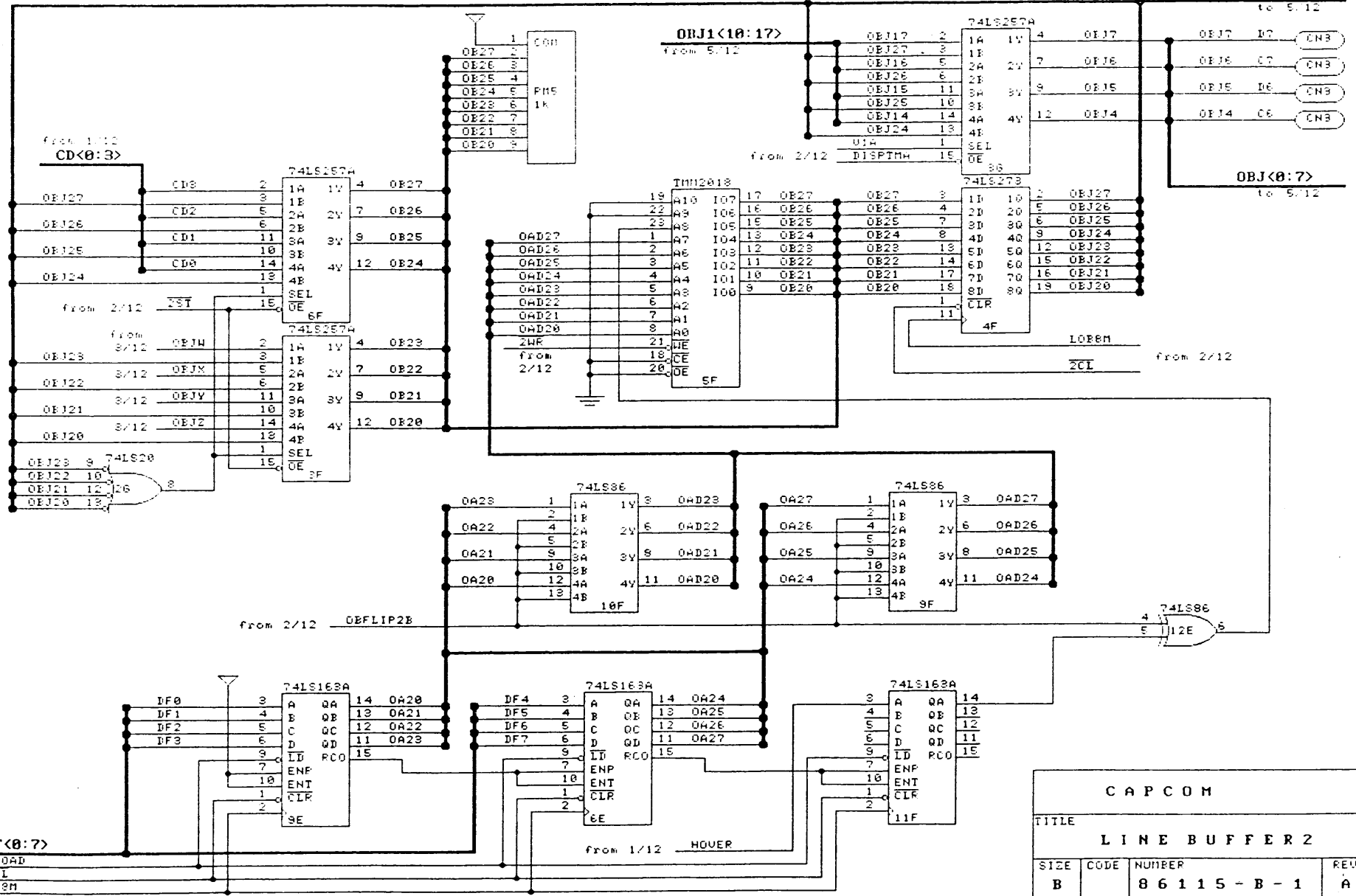
from 1/12
DF<0:7>
ZLOAD

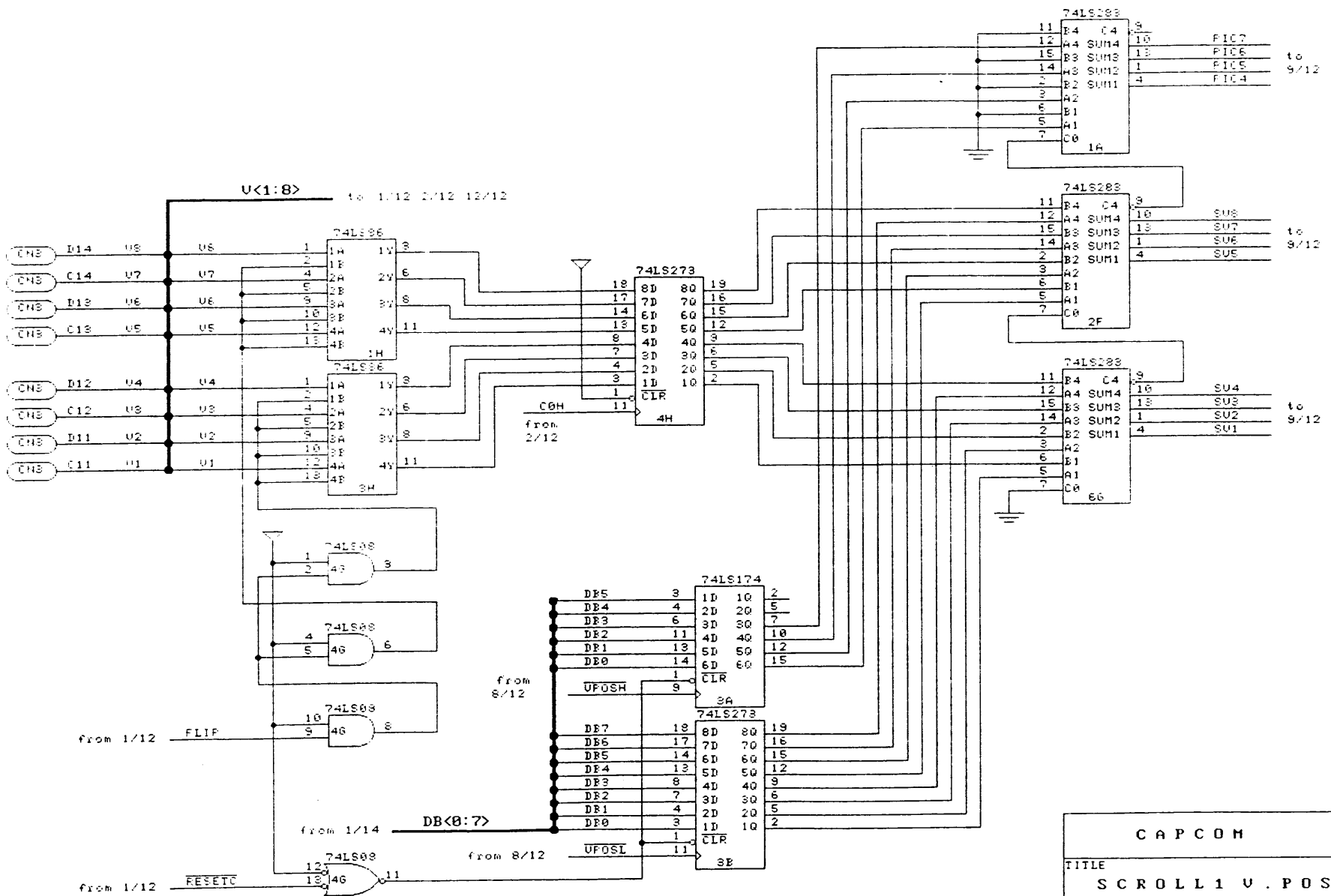
from 2/12
ZCI

from 2/12
OBJM

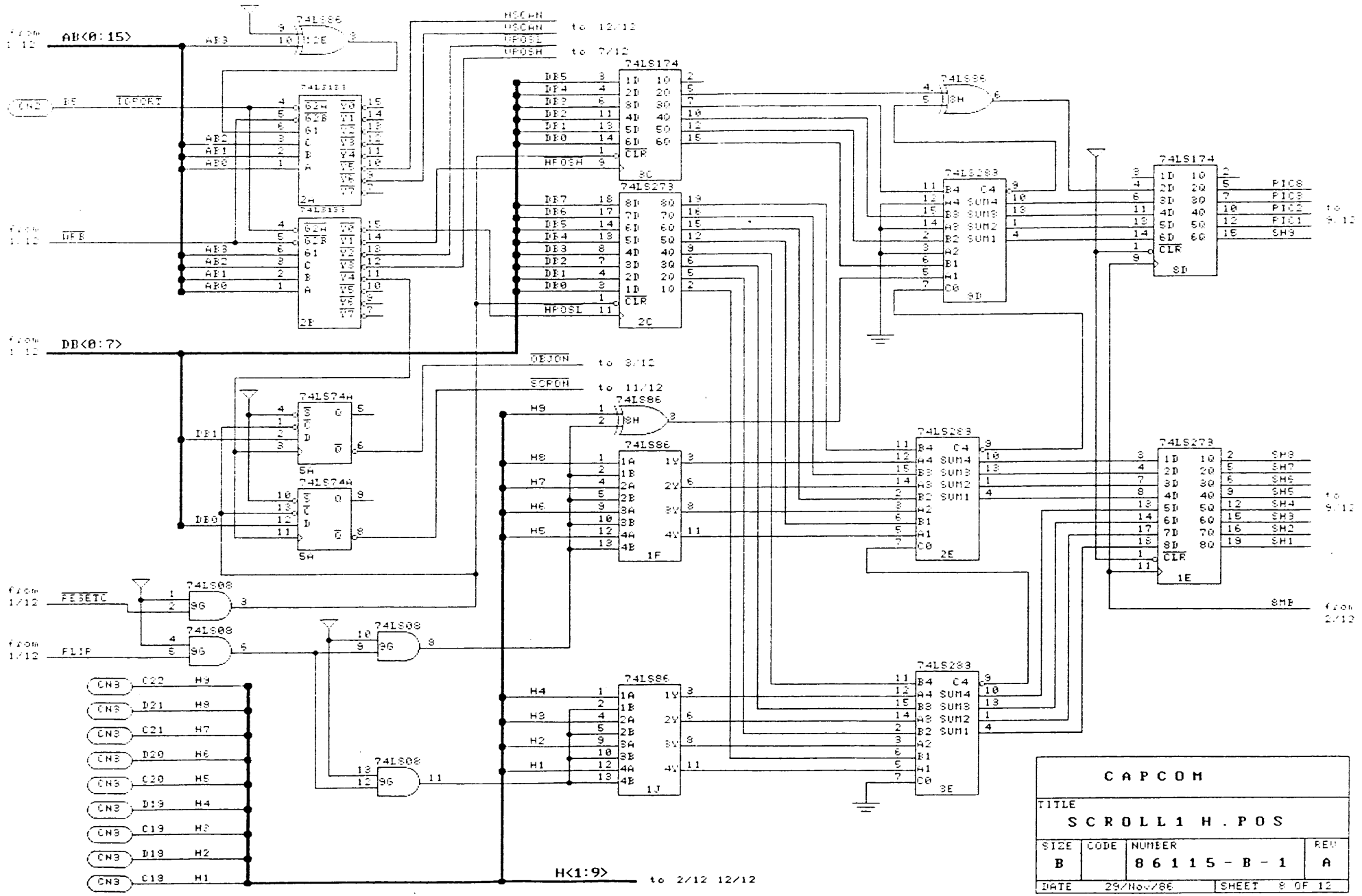
from 1/12
HOVER

CAPCOM			
TITLE			
LINE BUFFER 2			
SIZE	CODE	NUMBER	REV
B		86115-B-1	A
DATE		23/Nov/86	SHEET 6 OF 12

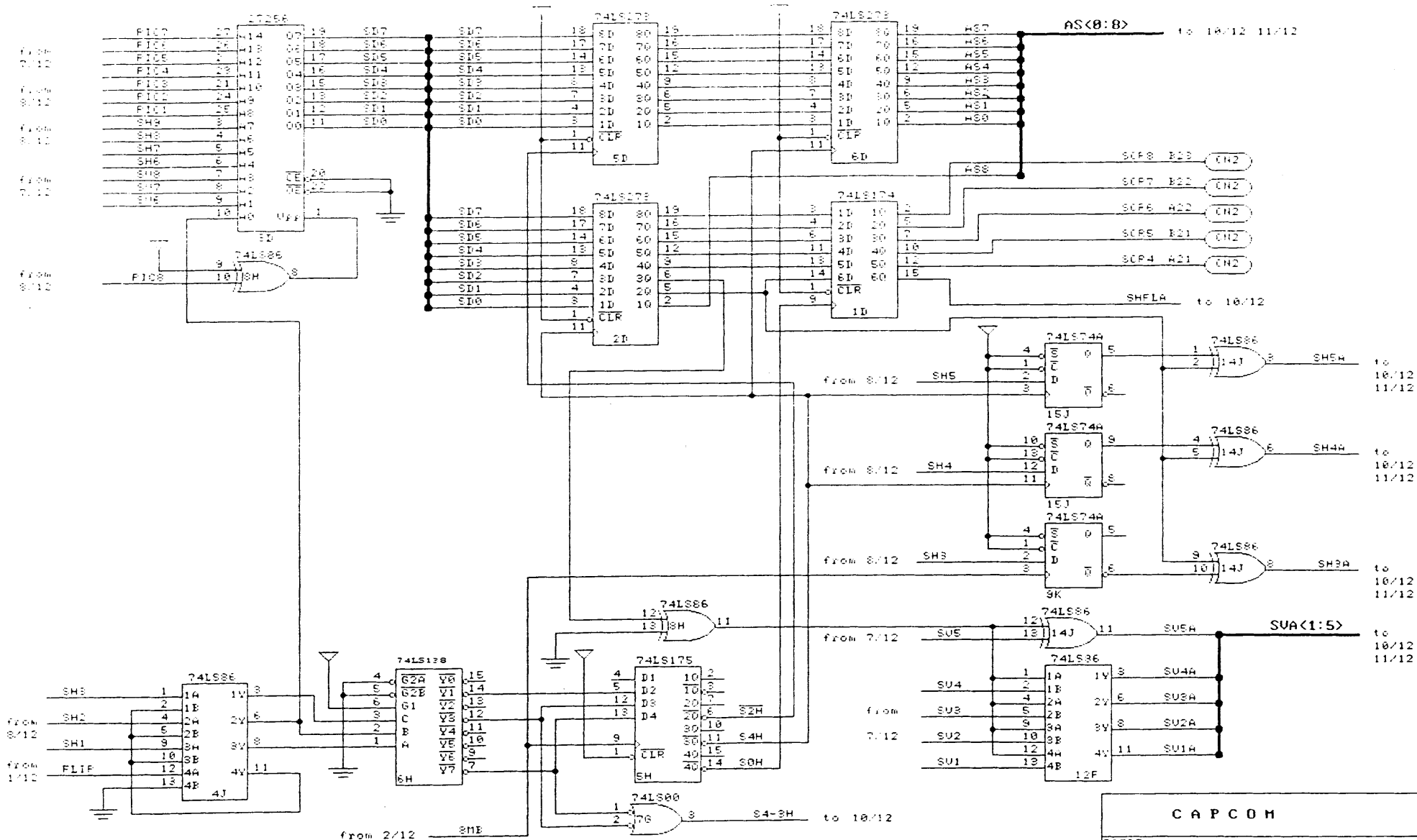




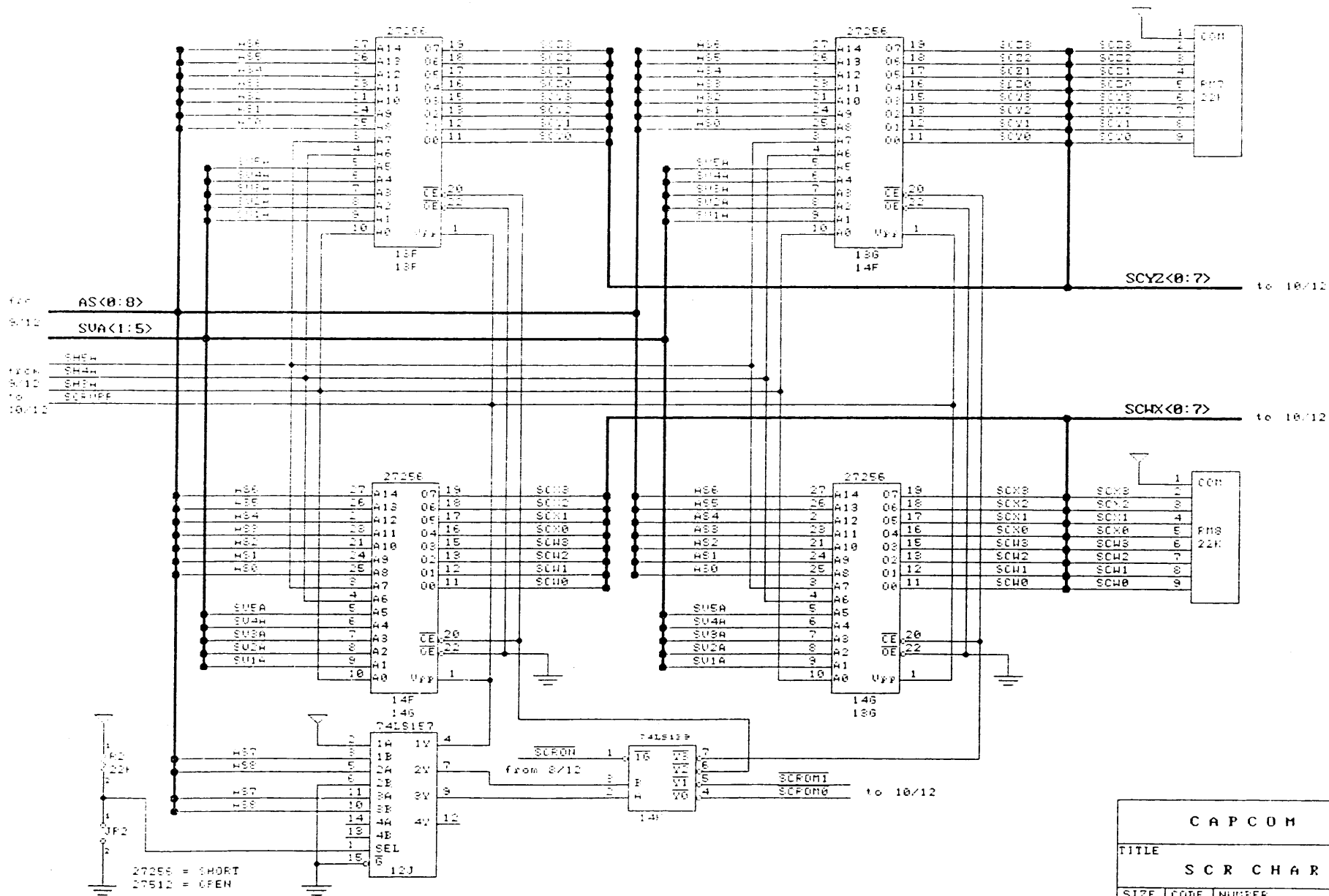
CAPCOM			
TITLE			
SCROLL 1 U . POS			
SIZE	CODE	NUMBER	REV
B		86115-B-1	A
DATE	29/Nov/86		SHEET
			7 OF 12



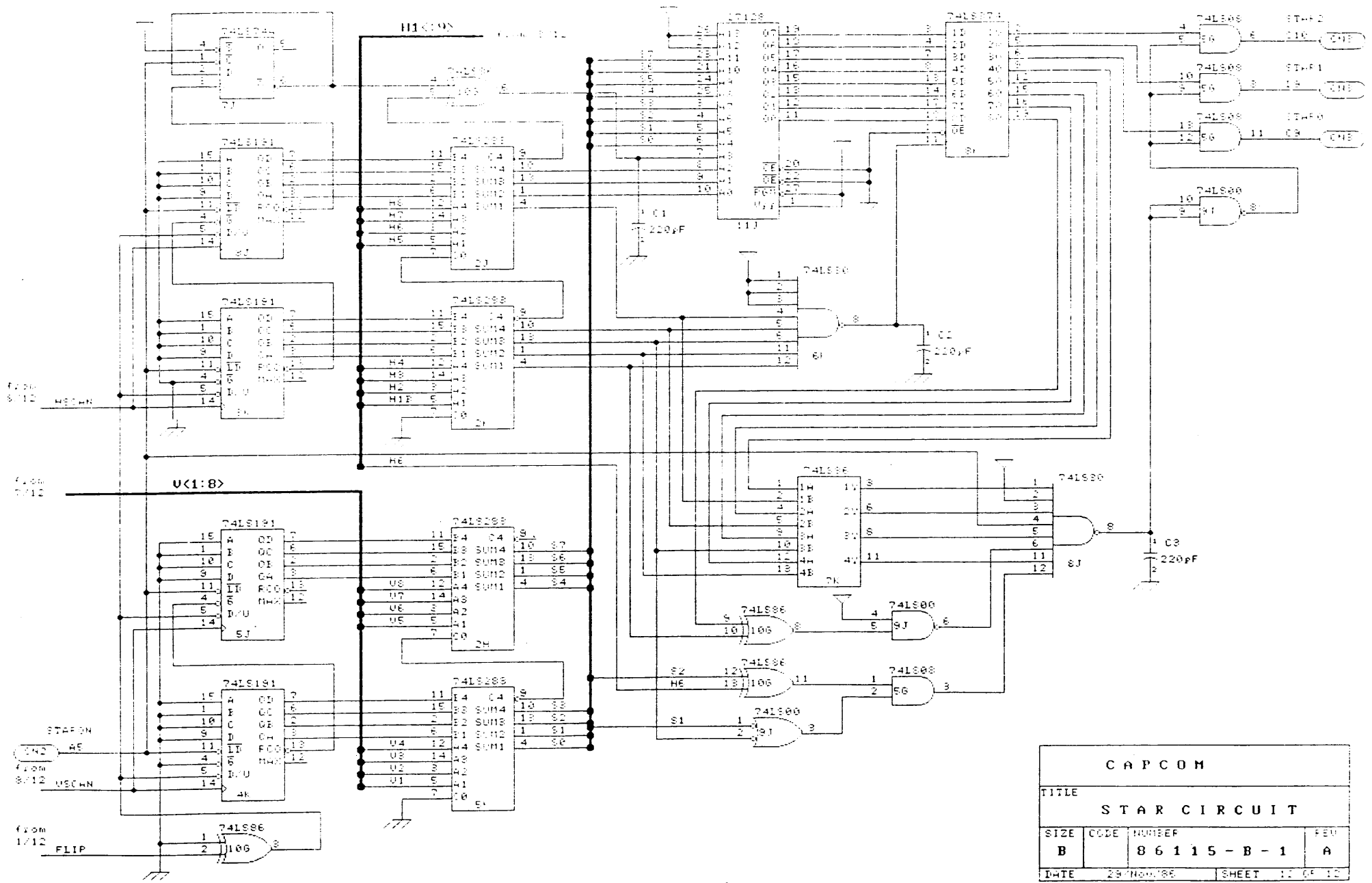
CAPCOM			
TITLE			
SCROLL 1 H. POS			
SIZE	CODE	NUMBER	REV
B		86115-B-1	A
DATE		29/Nov/86	SHEET 8 OF 12



CAPCOM			
TITLE			
SCROLL ROM			
SIZE	CODE	NUMBER	REV
B		86115-B-1	A
DATE	29/Nov/86		SHEET 3 OF 12



CAPCOM			
TITLE			
SCRCHARROM			
SIZE	CODE	NUMBEP	FEU
B		86115-B-1	A
DATE	29. Nov. 88	SHEET	11 OF 12



CAPCOM			
TITLE			
STAR CIRCUIT			
SIZE	CODE	NUMBER	REV
B		86115-B-1	A
DATE	29 Nov 66		SHEET 12 OF 12