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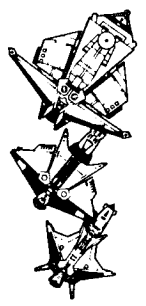
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NOTE
This staple temporarily holds the schematic package together. Remove the staple before using these schematics.

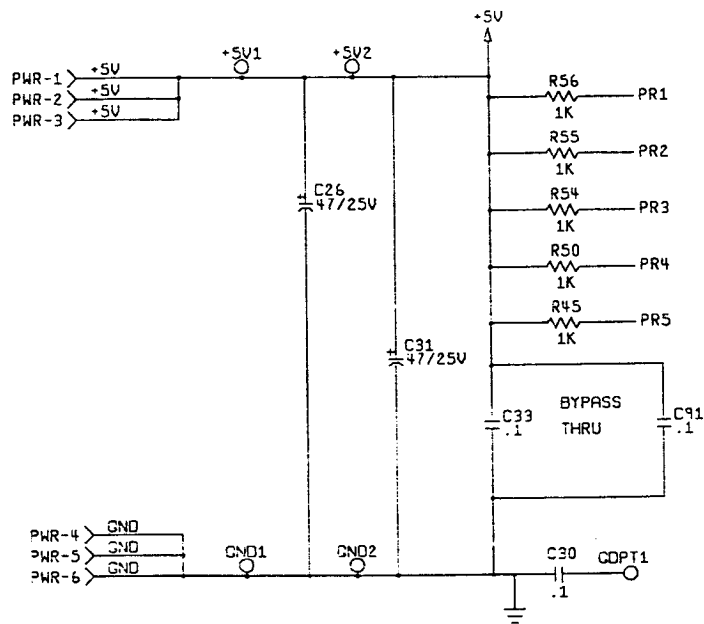


Schematic Package

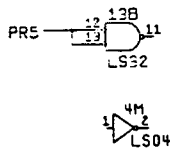
Supplement to the Operators Manual



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SPARE GATES



NOTES: UNLESS OTHERWISE SPECIFIED

1. RESISTORS ARE 1/8W, 5%.
2. A 231000 ROM MAY BE INTERCHANGED WITH A PAIR OF 27312 EPROMS ON SHEET 6,7, AND 8 :

1L = 1L, 1M
 3L = 3L, 3M
 5M = 5M, 6/7M
 5N = 5N, 6/7N

Table 1 Faulty RAM Locations

Video Characteristic	Location on Game PCB	RAM Type
Red background	67L 5L	Upper Video RAM Lower Video RAM
Black background	15/16C 15/16B	Upper Color RAM Lower Color RAM

Table 2 Faulty Program ROM Locations

Error Address	Location on Game PCB
00000	U = 6C L = 6B
20000	U = 4C L = 4B

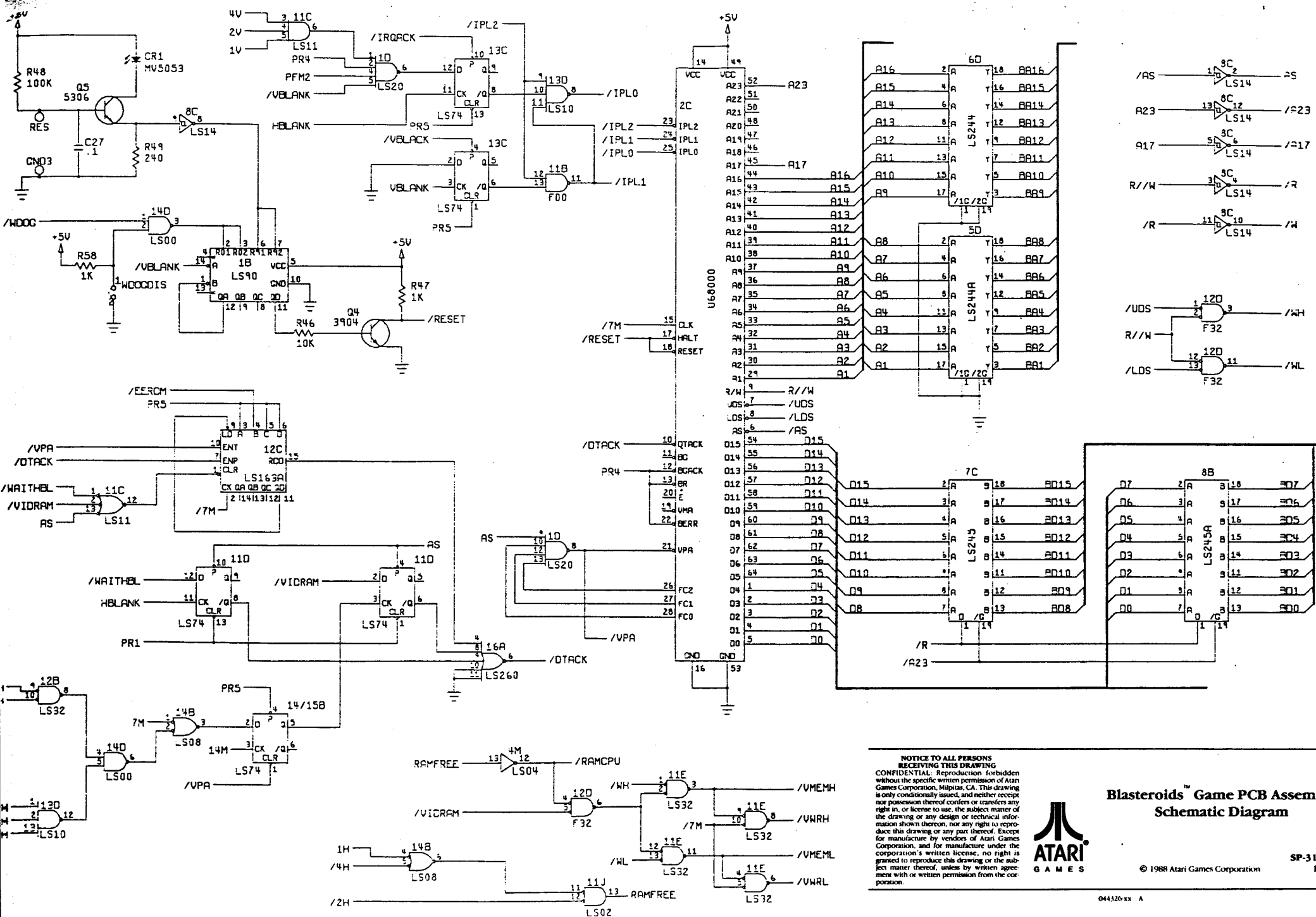
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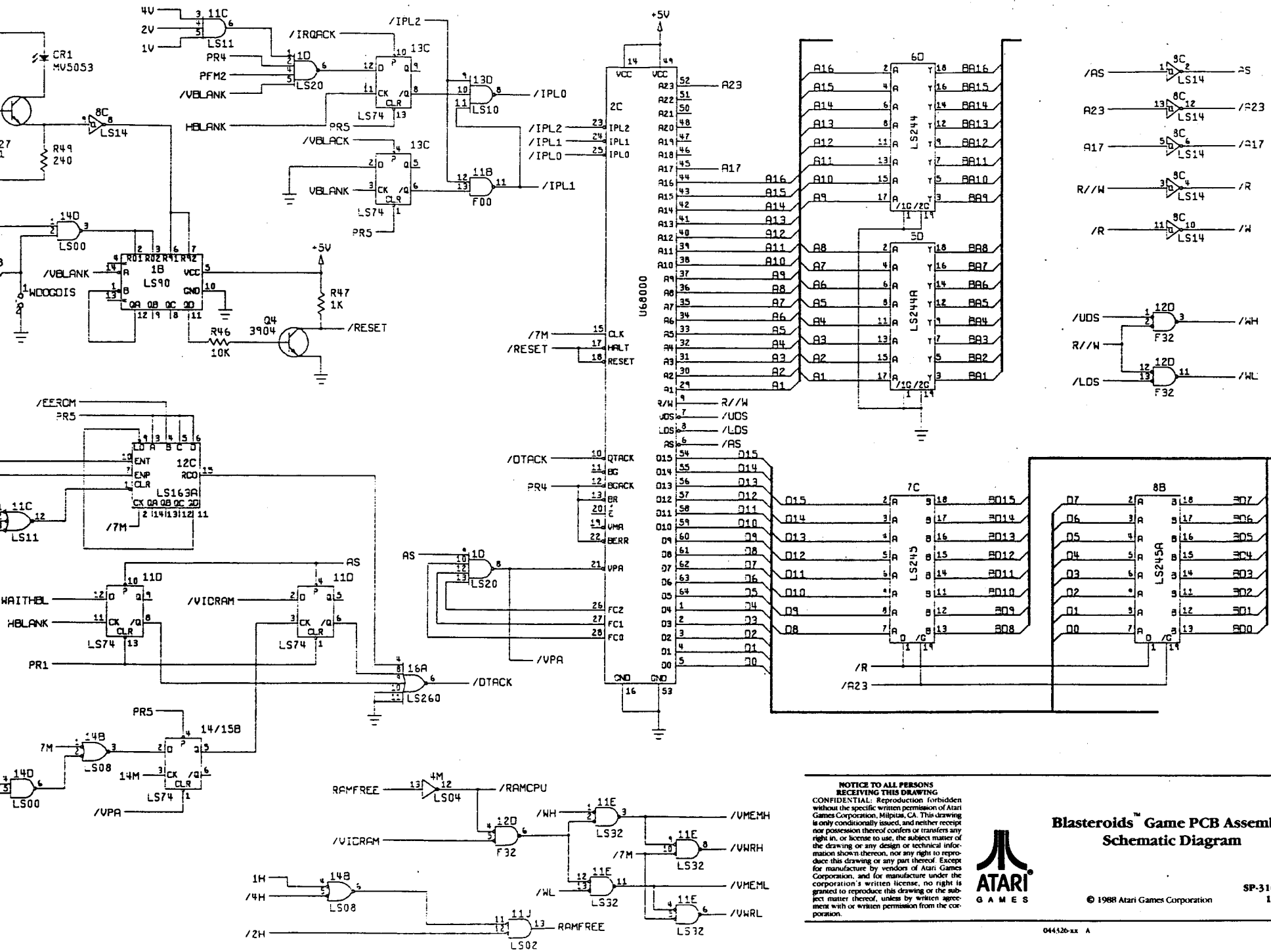


Blasteroids™ Game PCB Assembly
 Schematic Diagram, RAM/ROM Error

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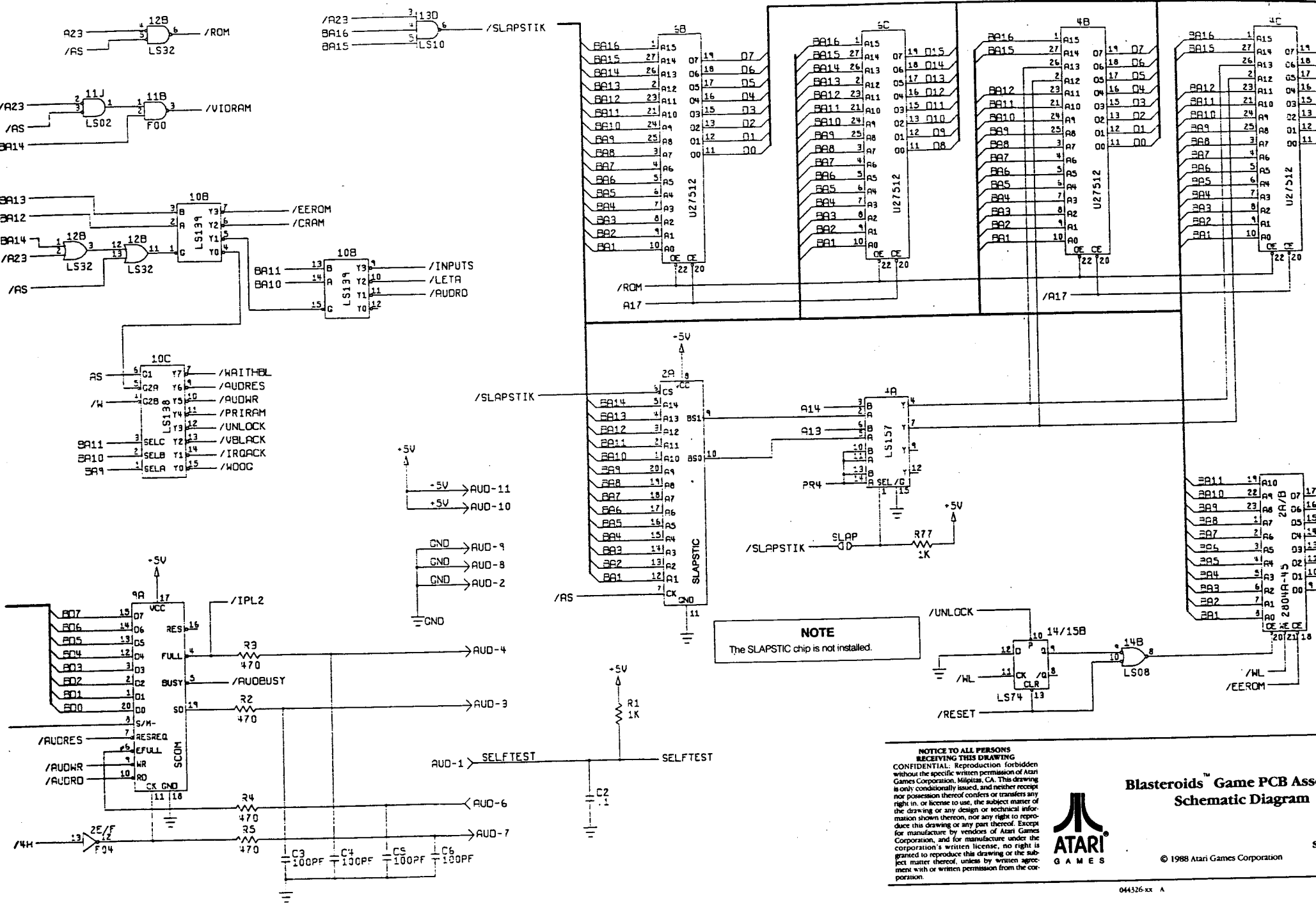


Blasteroids™ Game PCB Assembly Schematic Diagram

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SP-316 Sheet 2
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044526-zx A



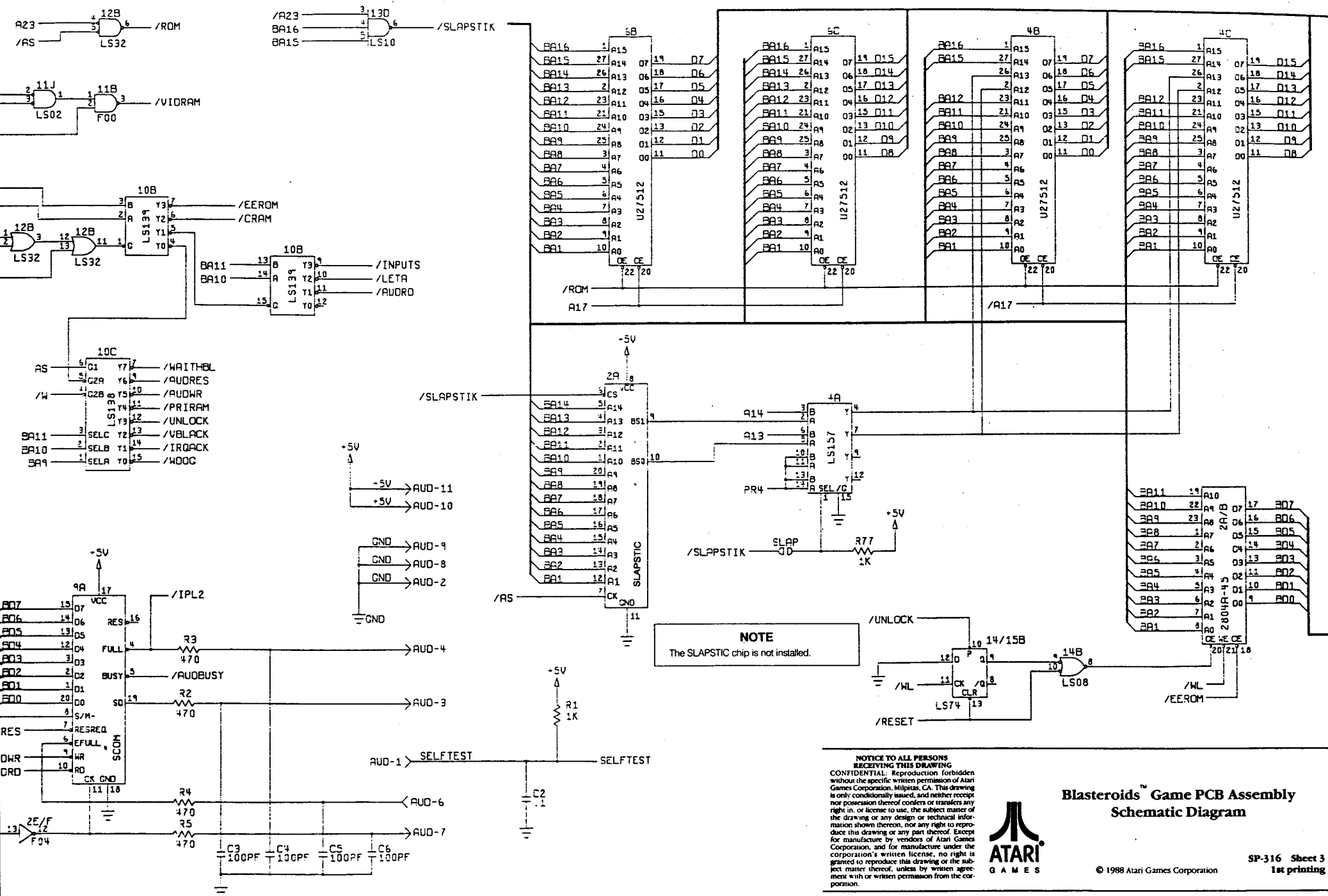
NOTE
The SLAPSTIC chip is not installed.

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Blasteroids™ Game PCB Assembly Schematic Diagram

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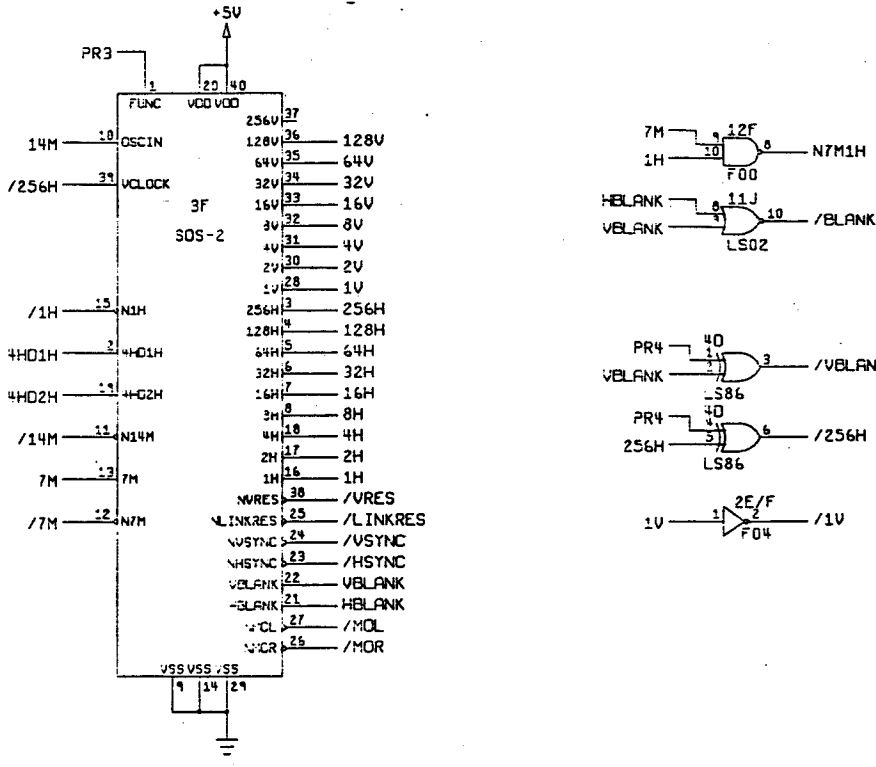
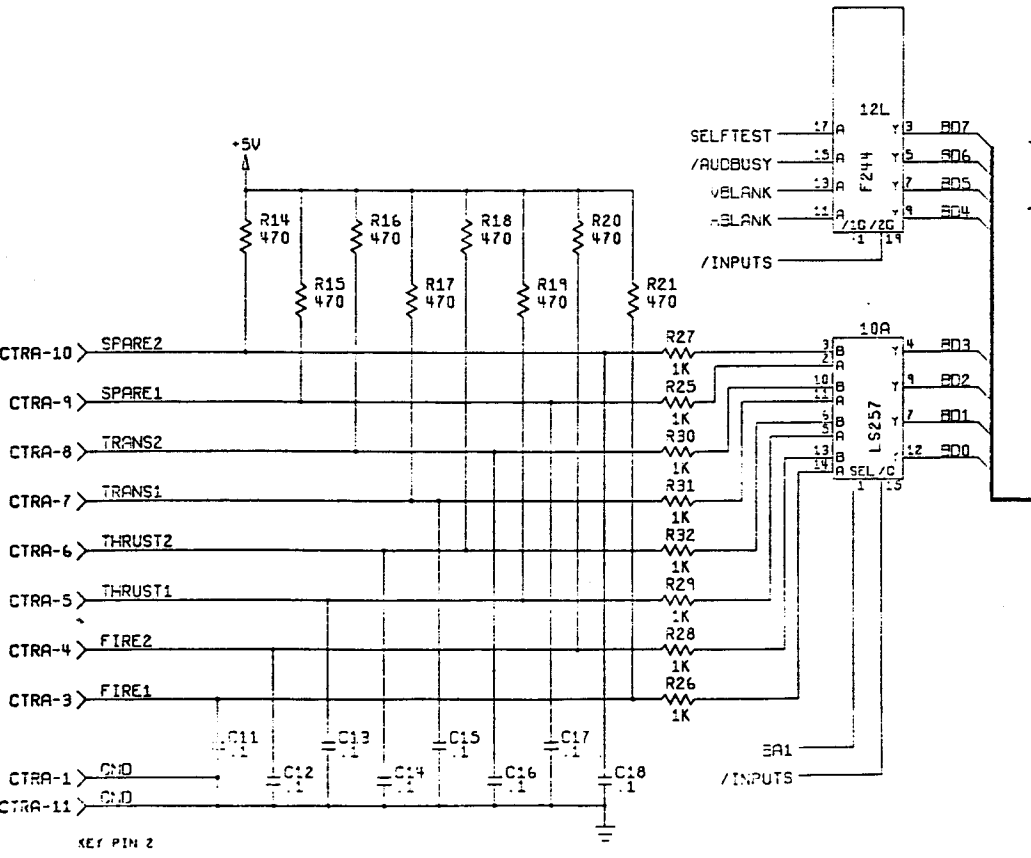
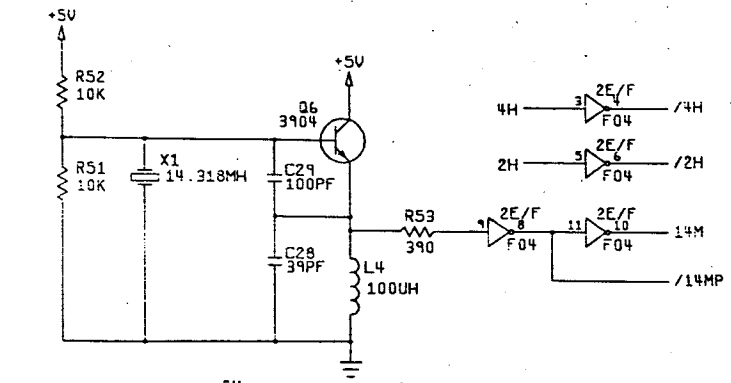
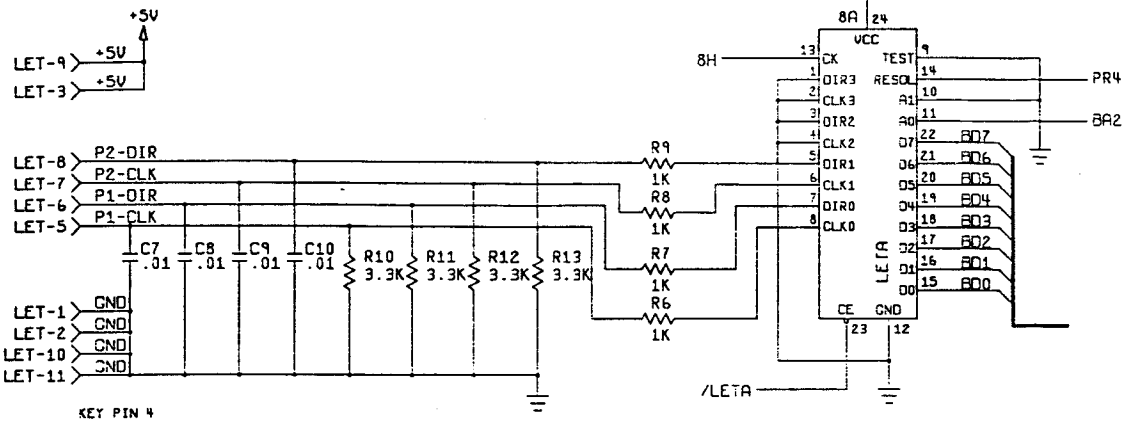
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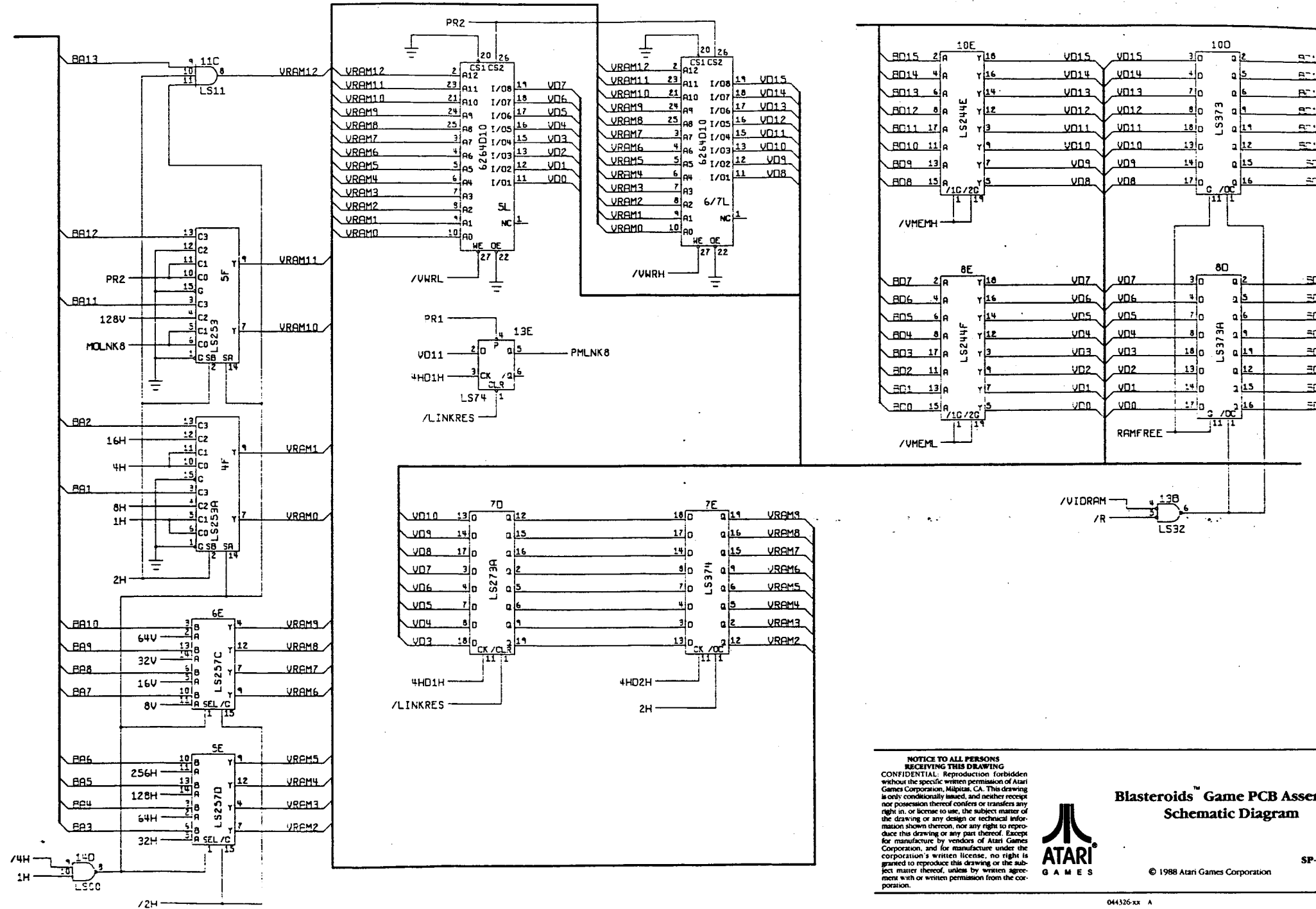
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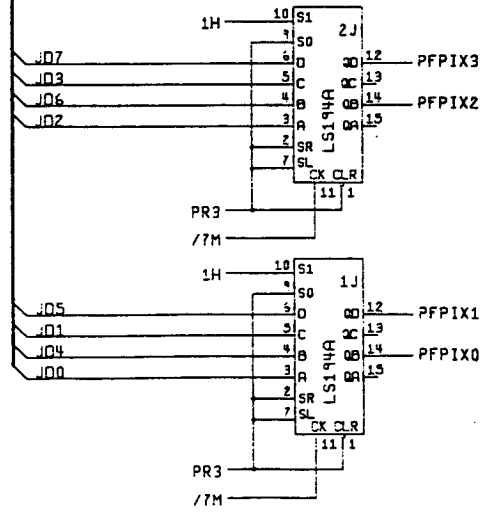
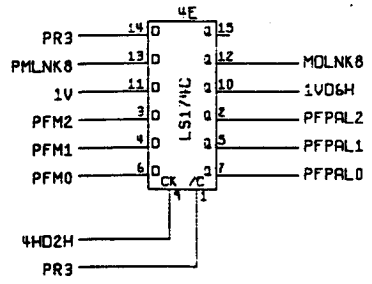
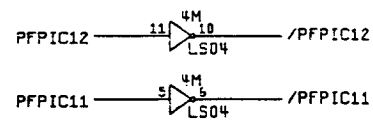
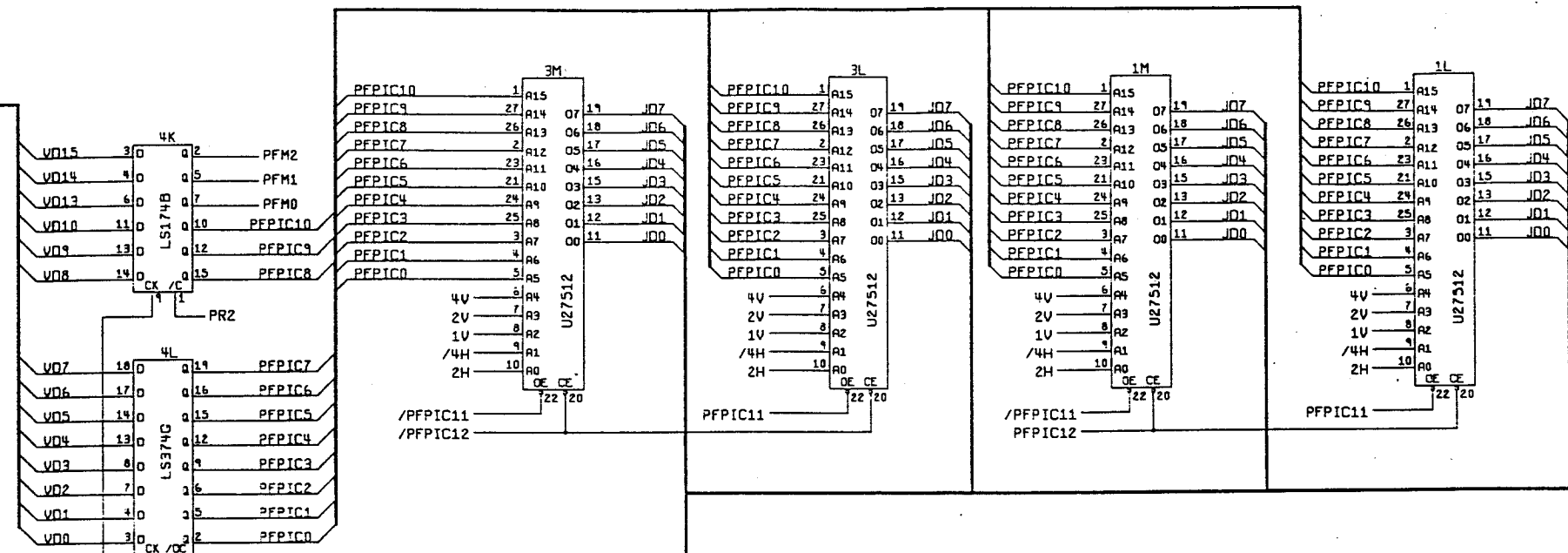


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Blasteroids™ Game PCB Assembly Schematic Diagram

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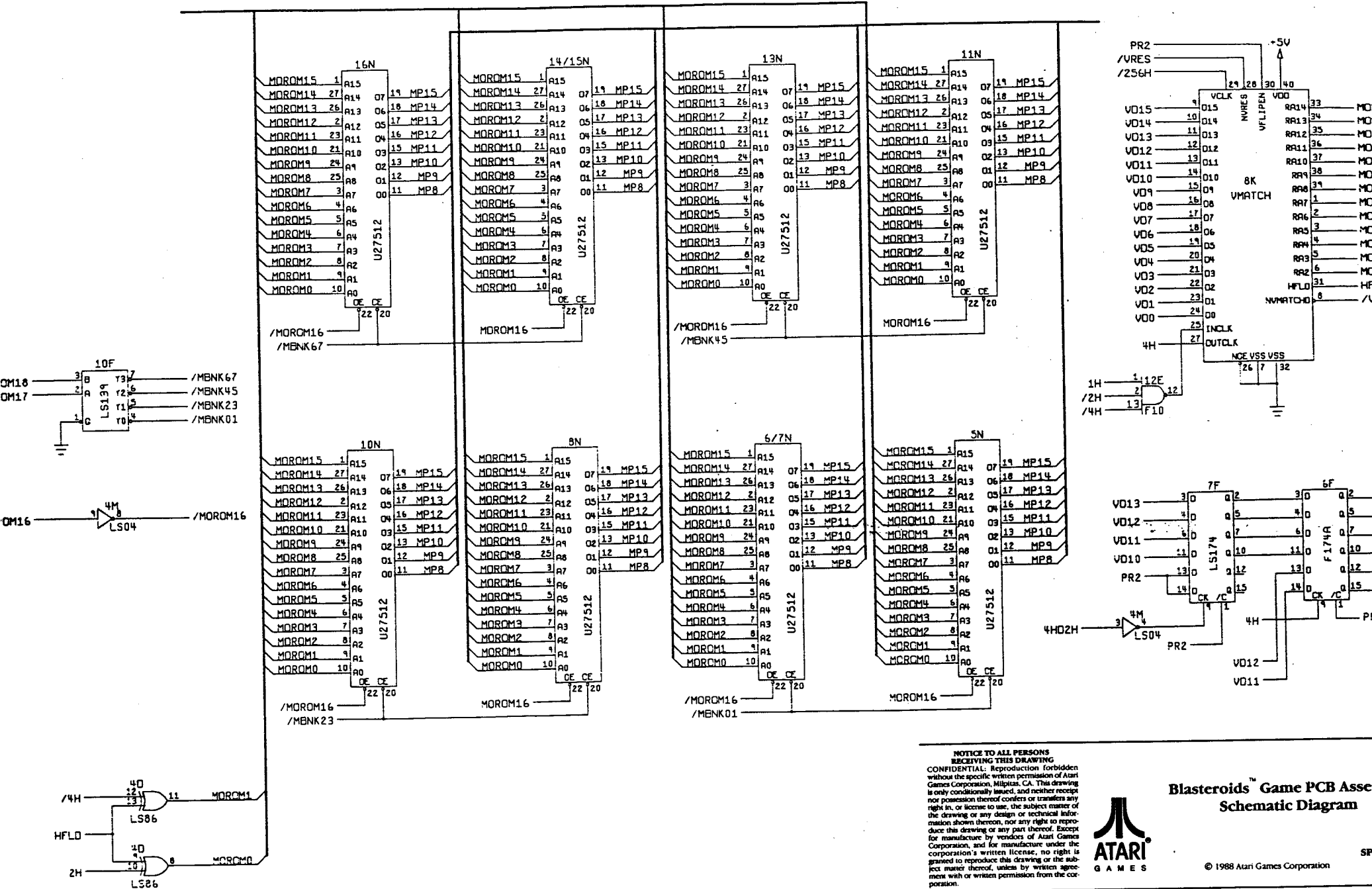
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Blasteroids™ Game PCB Assembly Schematic Diagram

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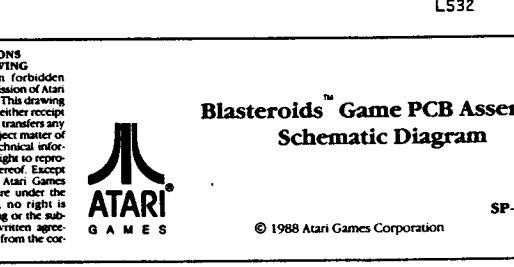
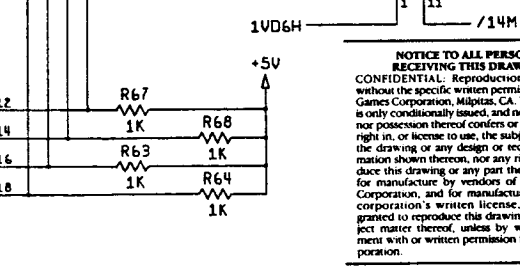
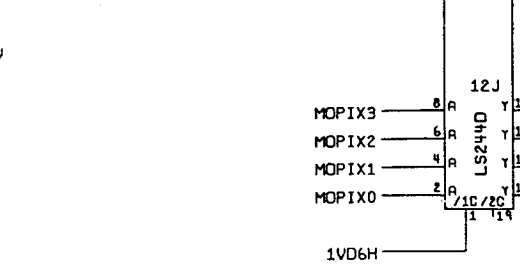
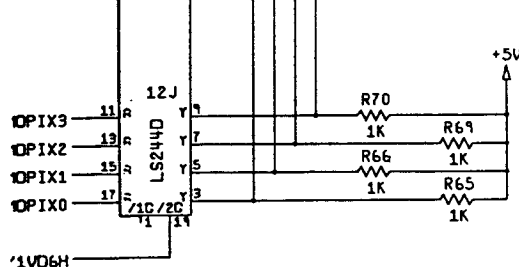
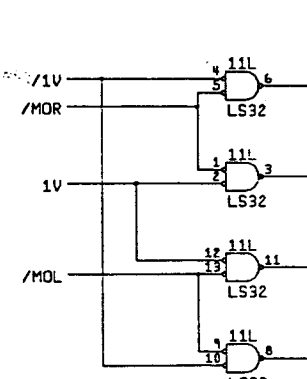
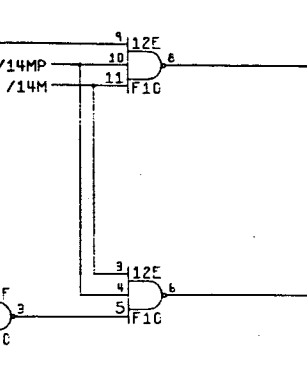
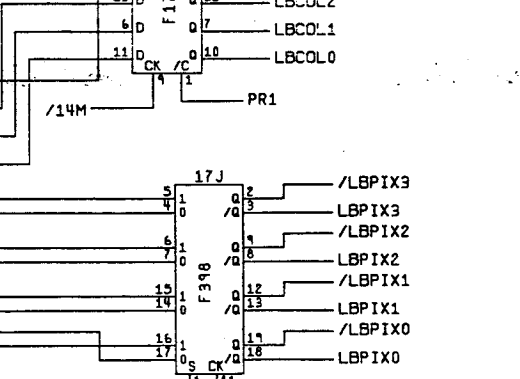
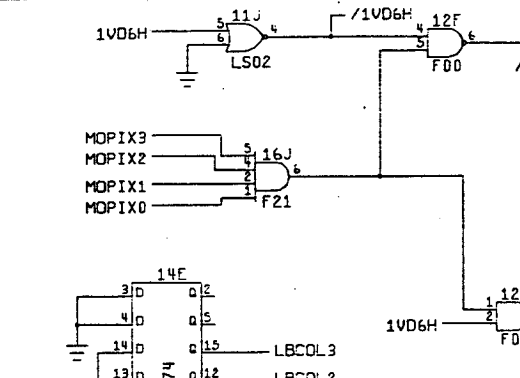
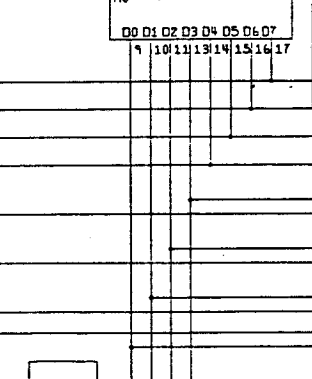
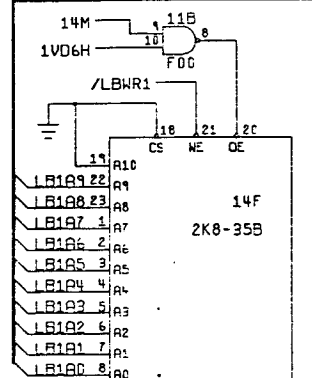
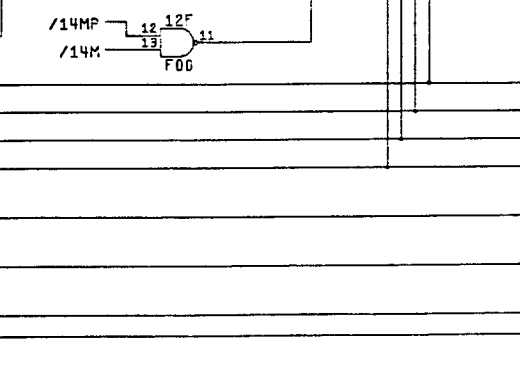
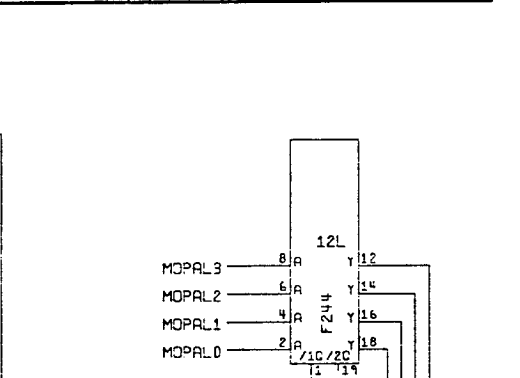
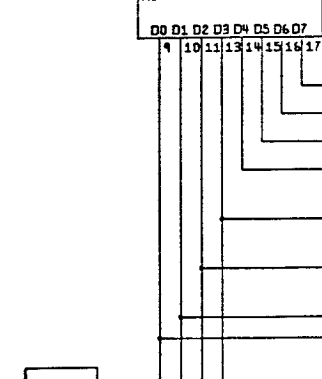
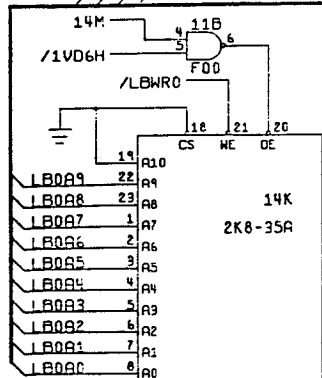
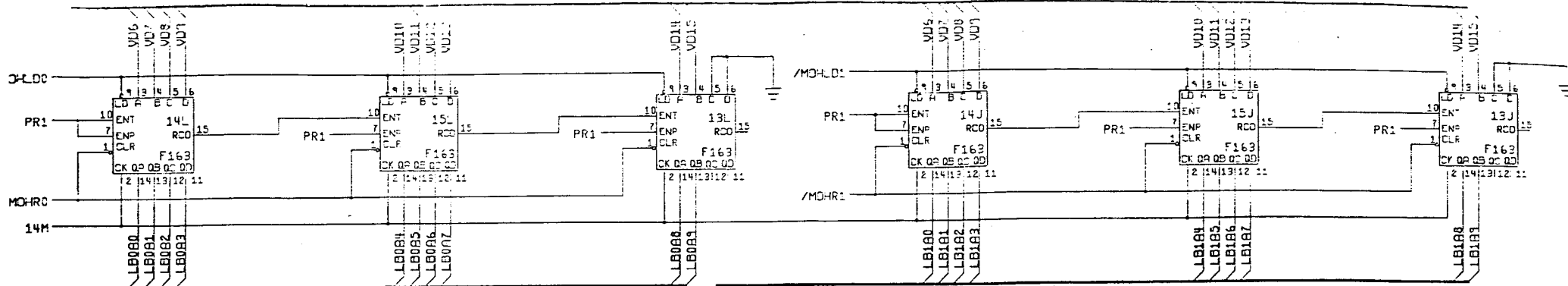


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Blasteroids™ Game PCB Assembly Schematic Diagram

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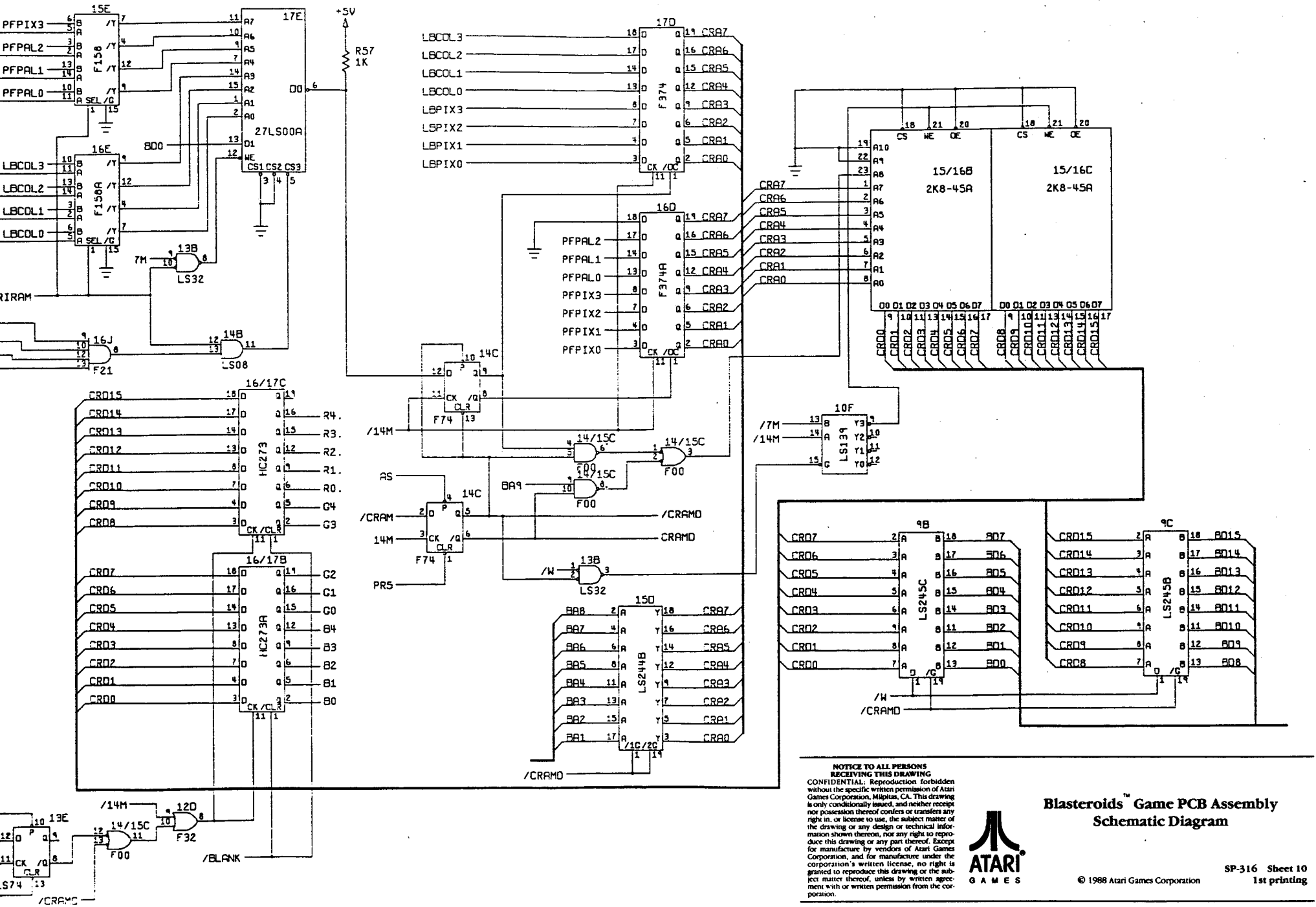


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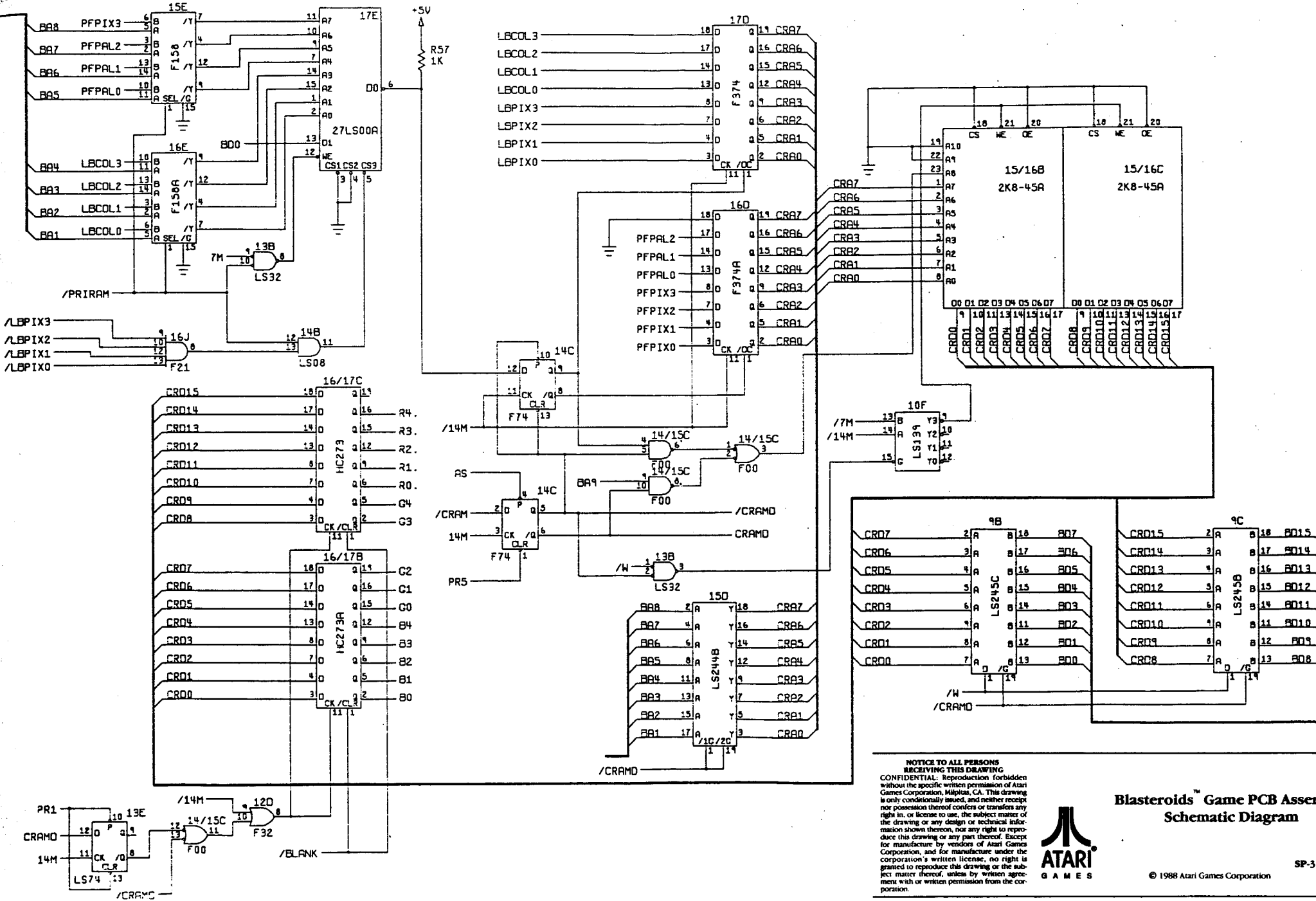
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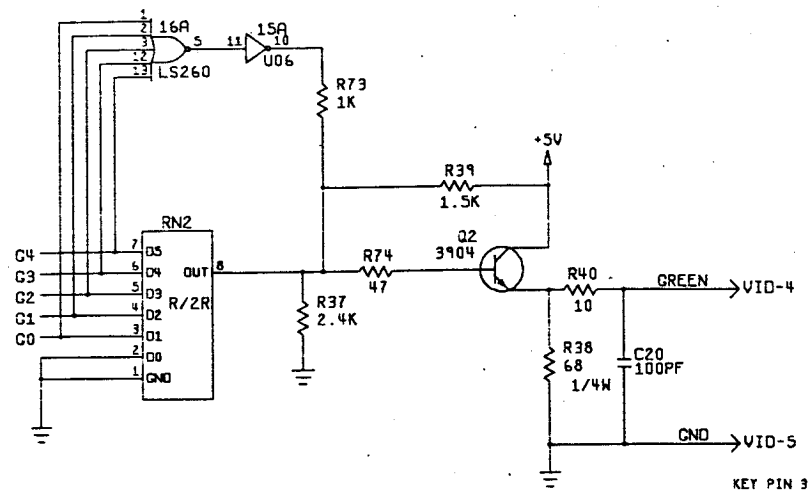
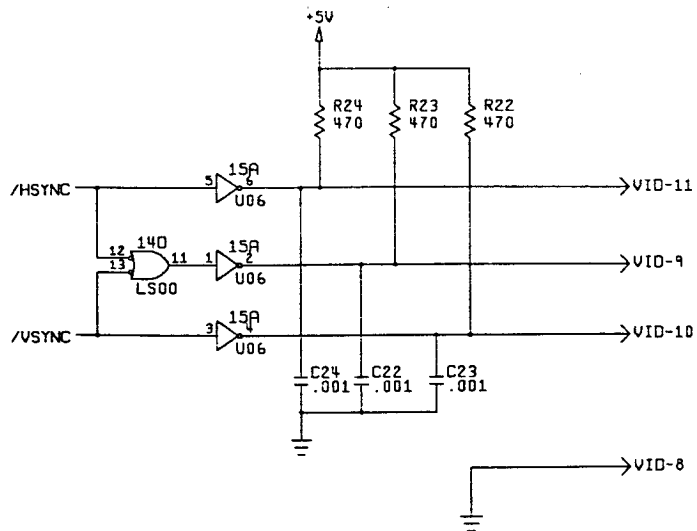


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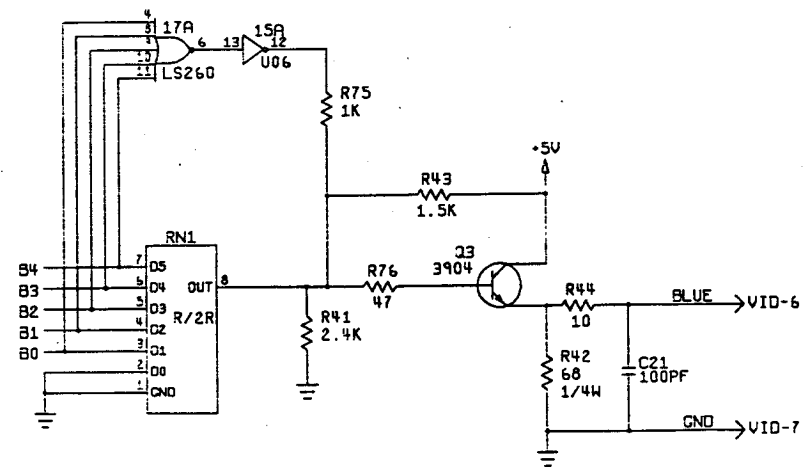
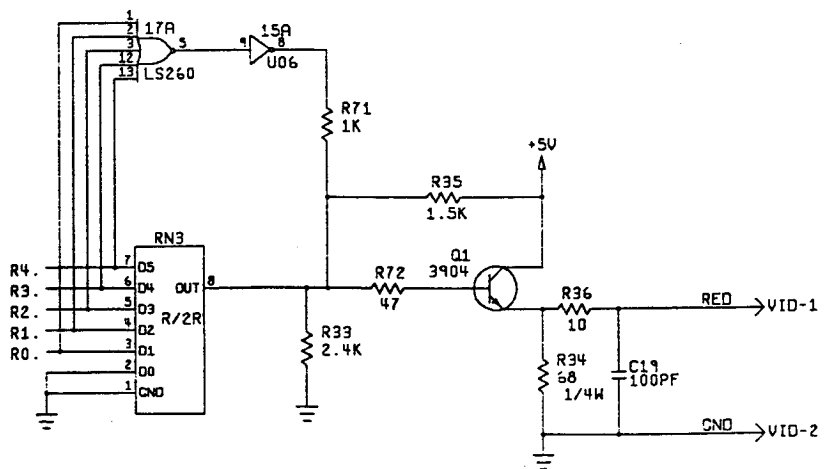


Blasteroids™ Game PCB Assembly Schematic Diagram





KEY PIN 3



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Blasteroids™ Game PCB Assembly Schematic Diagram

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BLASTEROIDS MEMORY MAP

NOTE: The address and data line numbers are stacked vertically to fit over the narrow columns. For example, the leftmost address line is A23, and the rightmost data line is D0.

HEXADECIMAL	ADDRESS				R/W	DATA				FUNCTION		
	AAAA	AAAA	AAAA	AA		DDDD	DD	DDDD	DDDD			
000000-03FFFF	0XXX	XXAA	AAAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	256K BYTES PROGRAM ROM
038000-03FFFF	0XXX	XX11	1AAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	32K BYTES SLAPSTIC PROGRAM ROM SPACE
FF8000	1XXX	XXXX	X000	00XX	XXXX	XXXX	W					WATCHDOG RESET
FF8200	1XXX	XXXX	X000	001X	XXXX	XXXX	W					IRQ ACKNOWLEDGE
FF8400	1XXX	XXXX	X000	010X	XXXX	XXXX	W					VBLANK INTERRUPT ACKNOWLEDGE
FF8600	1XXX	XXXX	X000	011X	XXXX	XXXX	W					UNLOCK EEROM
FF8800-FF89FE	1XXX	XXXX	X000	100H	PPMM	MMMO	W				D	PRIORITY RAM (D0) (1 = MOTION OBJECT, 0 = PLAYFIELD)
	H = PF HALF PALETTE, P = PF PALETTE, M = M.O. PALETTE											
FF8A01	1XXX	XXXX	X000	101X	XXXX	XX01	W		DDDD	DDDD		AUDIO SEND PORT
FF8C00	1XXX	XXXX	X000	110X	XXXX	XXXX	W					RESET AUDIO PROCESSOR
FF8E00	1XXX	XXXX	X000	111X	XXXX	XXXX	W					HALT CPU UNTIL HBLANK
FF9401	1XXX	XXXX	X001	01XX	XXXX	XX01	R		DDDD	DDDD		AUDIO RECEIVE PORT
FF9801	1XXX	XXXX	X001	10XX	XXXX	XX01	R		DDDD	DDDD		WHIRLY-GIG (PLAYER 1)
FF9805	1XXX	XXXX	X001	10XX	XXXX	XX11	R		DDDD	DDDD		WHIRLY-GIG (PLAYER 2)
FF9C01	1XXX	XXXX	X001	11XX	XXXX	XX01	R				D	SELF-TEST SWITCH (D7)
FF9C01	1XXX	XXXX	X001	11XX	XXXX	XX01	R				D	AUDIO BUSY FLAG (D6) (0 = BUSY)
FF9C01	1XXX	XXXX	X001	11XX	XXXX	XX01	R				D	VBLANK (D5)
FF9C01	1XXX	XXXX	X001	11XX	XXXX	XX01	R				D	HBLANK (D4)
FF9C01	1XXX	XXXX	X001	11XX	XXXX	XX01	R		DDDD			PLAYER 1 BUTTONS \ (D0 = FIRE; D1 = THRUST;
FF9C03	1XXX	XXXX	X001	11XX	XXXX	XX11	R		DDDD			PLAYER 2 BUTTONS / D2 = TRANSFORM; D3 = SPARE)
FFA000-FFA3FE	1XXX	XXXX	X010	XXAA	AAAA	AA00	R/W	RRR	RRGG	GGGB	BBBB	COLOR RAM
FFA000-FFA1FE	1XXX	XXXX	X010	XX0P	PPPC	CC00	R/W	RRR	RRGG	GGGB	BBBB	MOTION OBJECT COLOR RAM
FFA200-FFA2FE	1XXX	XXXX	X010	XX10	PPPC	CC00	R/W	RRR	RRGG	GGGB	BBBB	PLAYFIELD COLOR RAM
	P = PALETTE C = COLOR											
FFB001-FFB3FF	1XXX	XXXX	X011	aaAA	AAAA	AA01	R/W			DDDD	DDDD	EEROM (2804: 512 BYTES; 2816: 2K BYTES)
	a = ADDRESS BITS ON 2816 ONLY											
FFC000-FFFFF	1XXXX	X1AA	AAAA	AAAA	AAAA		R/W	DDDD	DDDD	DDDD	DDDD	16K BYTES VIDEO AND WORKING RAM
FFC000-FFCFE	1XXX	XXXX	X100	RRRR	RCCC	CC00	R/W	PPPD	DDDD	DDDD	DDDD	PLAYFIELD RAM (40 x 30 STAMPS)
FFC050-FFCED0	1XXX	XXXX	X100	RRRR	R101	0000	R/W	D				ROW PROGRAMMABLE INTERRUPT (1 = INTERRUPT)
	R = ROW C = COLUMN											
FFC000-FFCFE	1XXX	XXXX	X100	1111	AAAA	AAAA		DDDD	DDDD	DDDD	DDDD	(Last 47 bytes of each row are free) 256 BYTES FREE RAM
FFD000-FFDF8	1XXX	XXXX	X101	LLLL	LLLL	L000	R/W	VVVV	VVVV	V	ZZZZ	MOVPOS (V = vposition, Z = vsize)
FFD002-FFDFFA	1XXX	XXXX	X101	LLLL	LLLL	L010	R/W	hVSS	SSSS	SSSS	SSSS	MOPIC (h = hflip, v = vflip, S = stamp)
FFD004-FFDFFC	1XXX	XXXX	X101	LLLL	LLLL	L100	R/W		LLLL	LLLL	L	MOLINK (L = next link pointer)
FFD006-FFDFFE	1XXX	XXXX	X101	LLLL	LLLL	L110	R/W	HHHH	HHHH	HH	PPPP	MOHPOS (H = hposition, P = palette)
	L = LINK POINTER											
FFE000-FFFFF	1XXX	XXXX	X11A	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	8K BYTES FREE RAM (TOTAL FREE RAM = 9858 BYTES = 4929 WORDS + ANY UNUSED MOTION OBJECT RAM)

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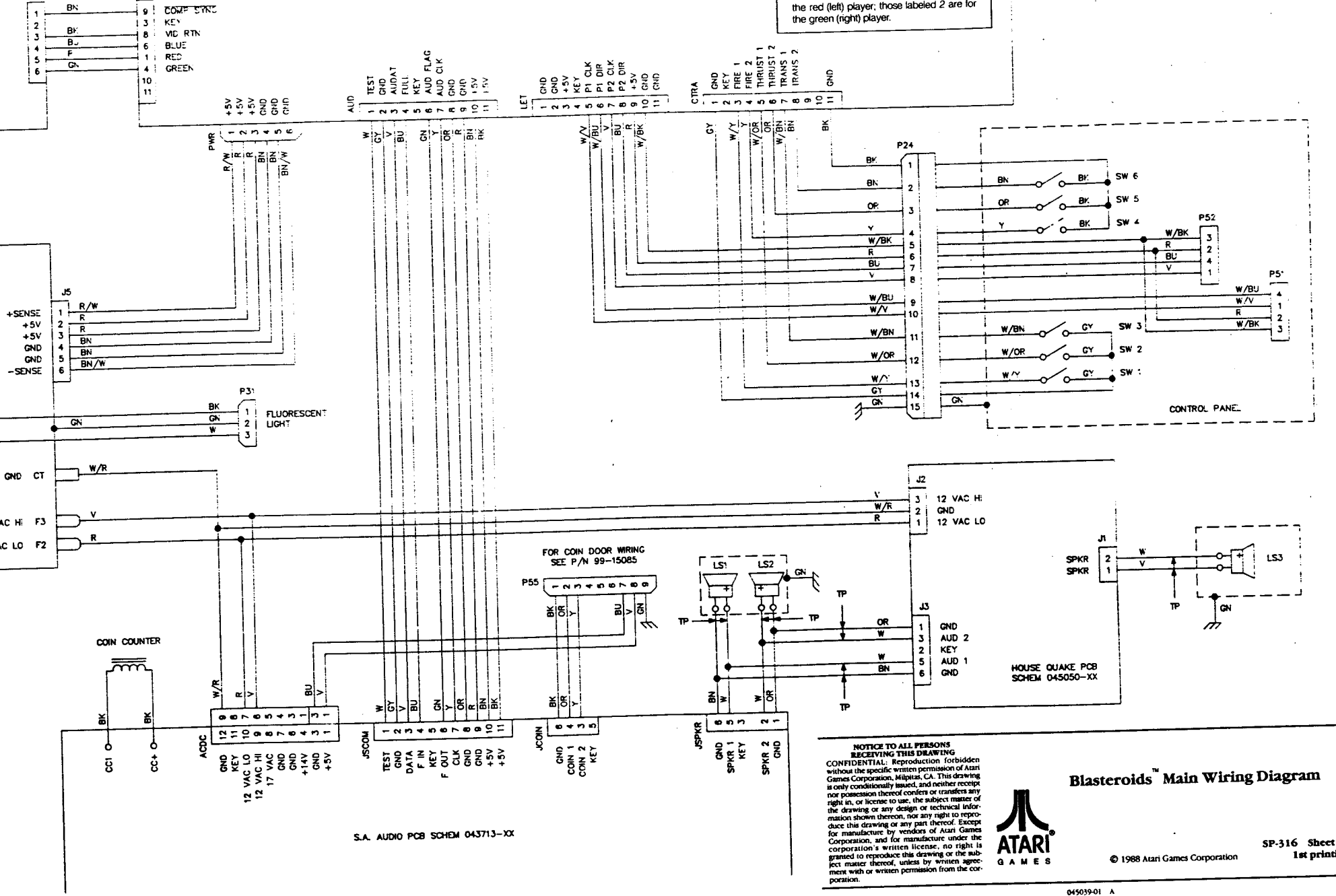
Blasteroids™ Memory Map

J205A

VC

MAIN PCB SCHEM 044326-XX

NOTE
 The control inputs below labeled 1 are for the red (left) player; those labeled 2 are for the green (right) player.



S.A. AUDIO PCB SCHEM 043713-XX

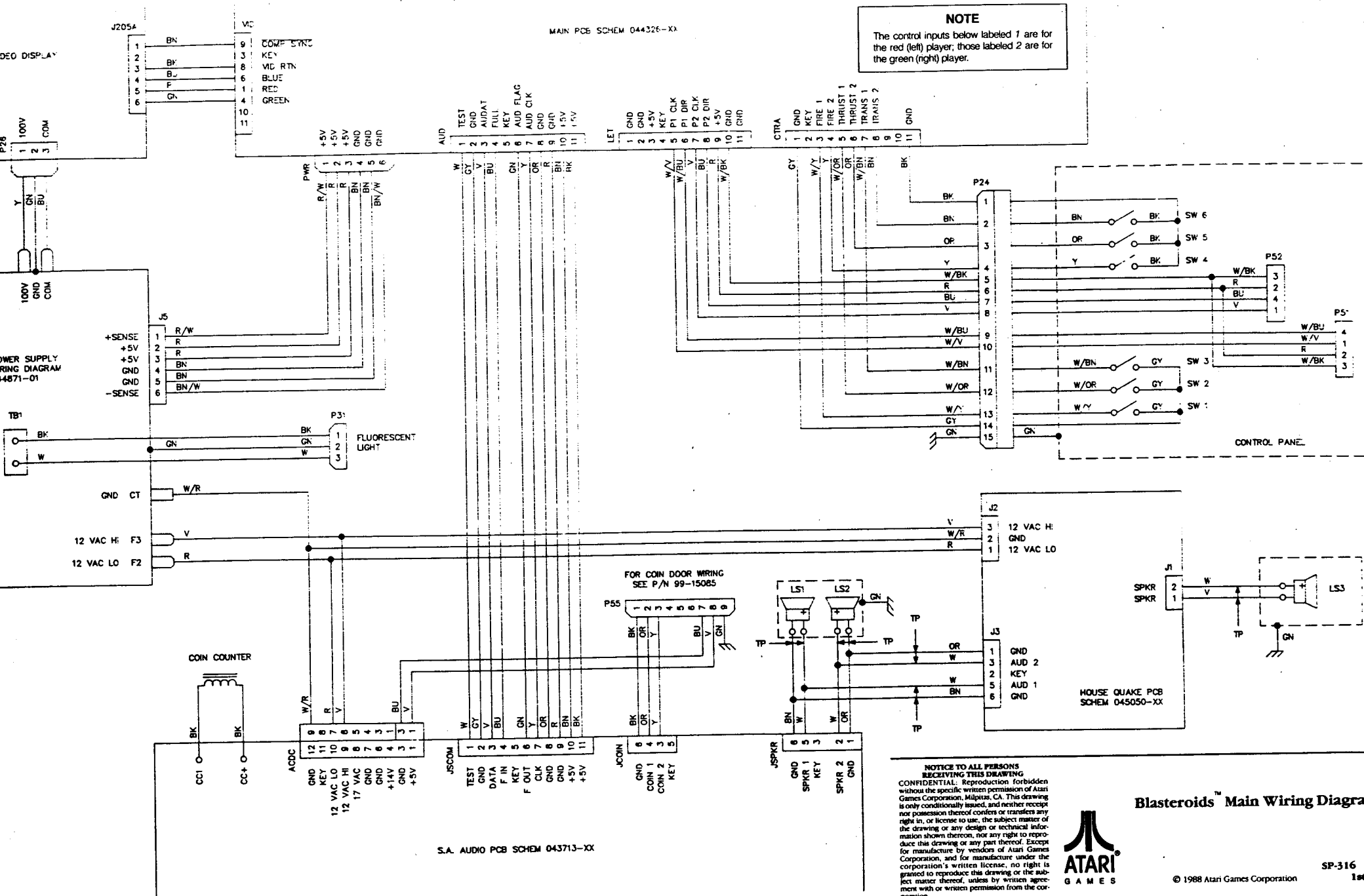
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Blasteroids™ Main Wiring Diagram

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MAIN PCB SCHEM 044326-XX

NOTE
 The control inputs below labeled 1 are for the red (left) player; those labeled 2 are for the green (right) player.

S.A. AUDIO PCB SCHEM 043713-XX

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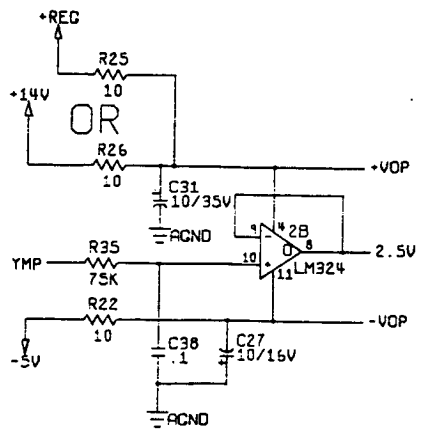
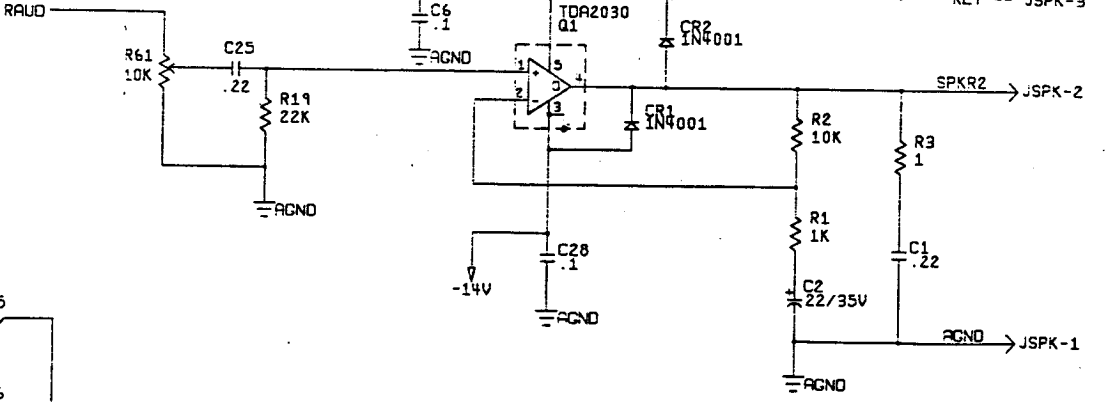
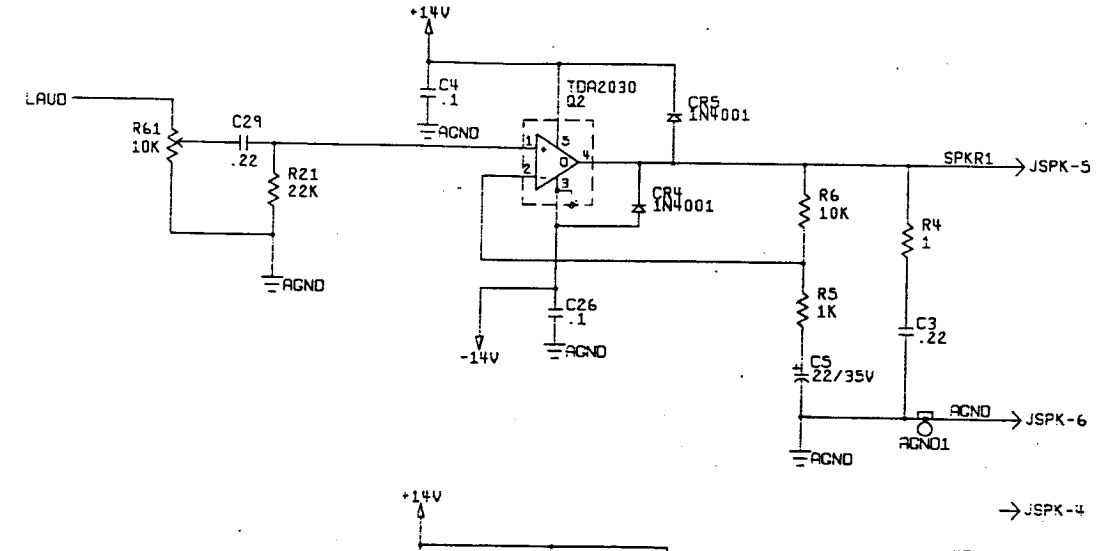
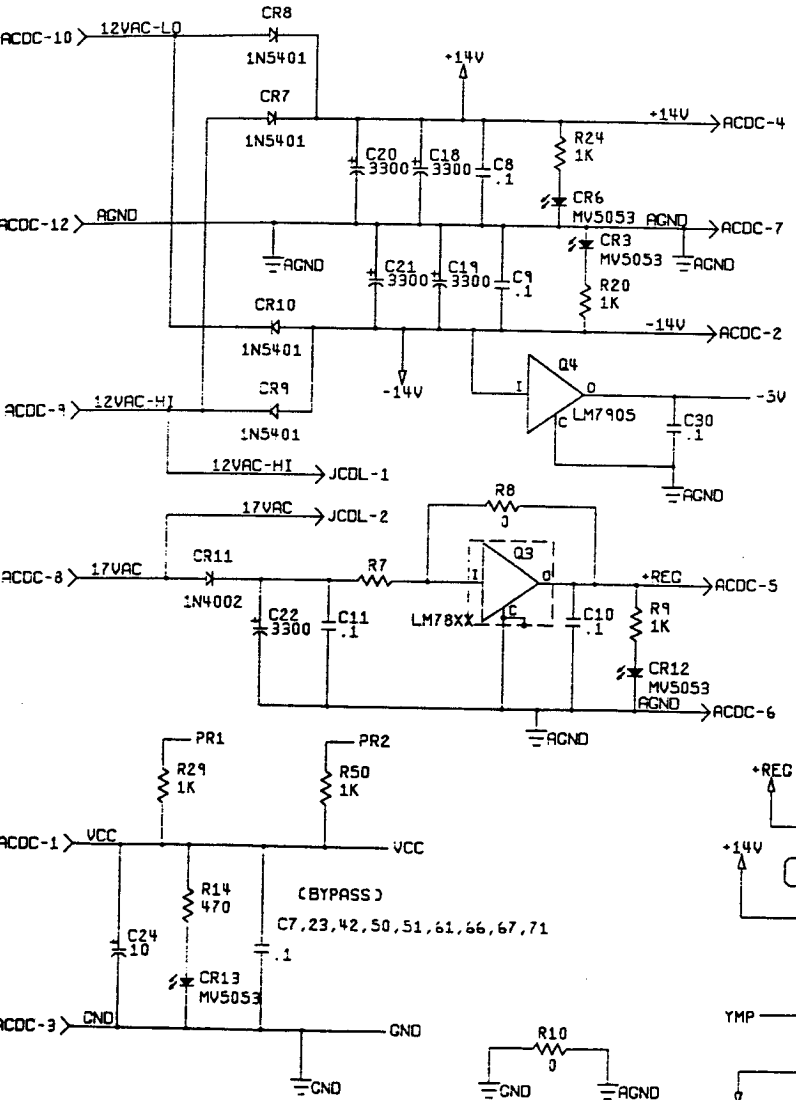


Blasteroids™ Main Wiring Diagram

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ACDC-11 -- KEY



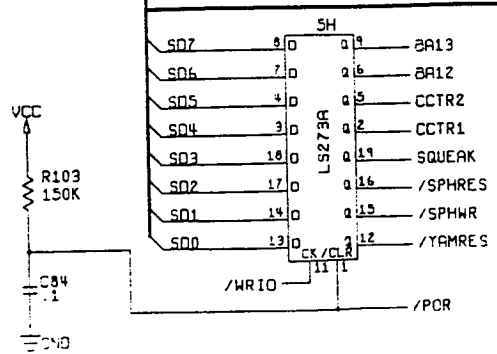
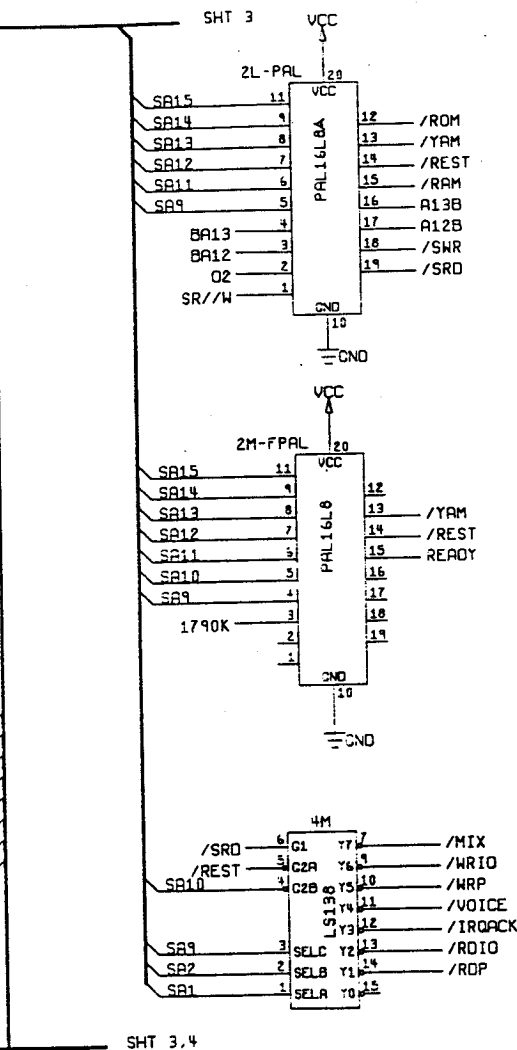
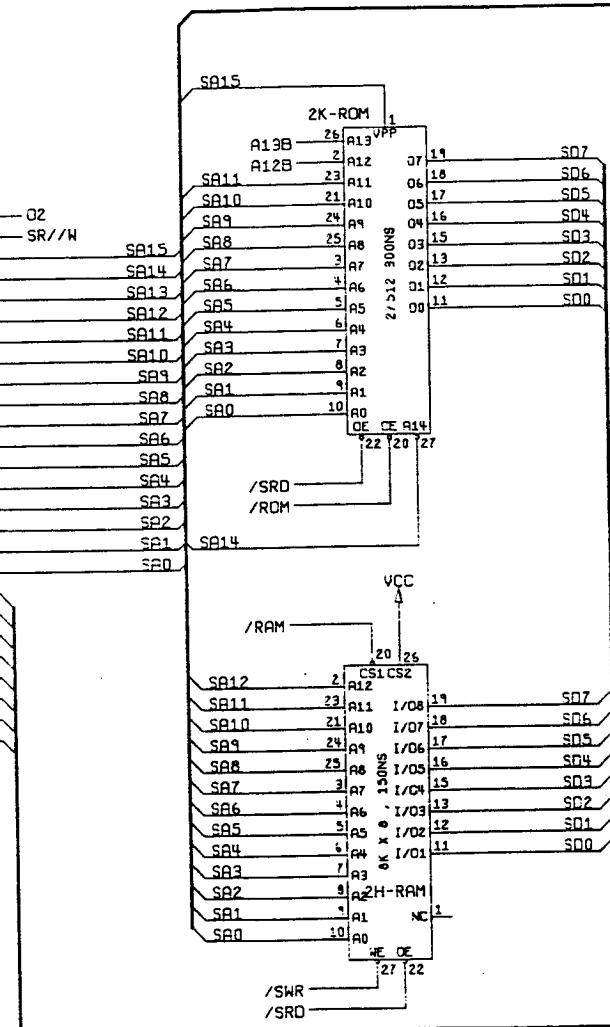
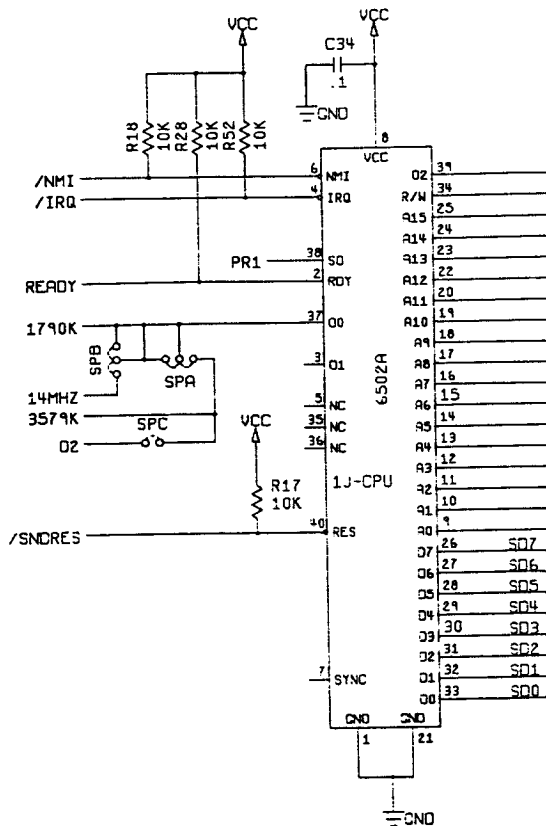
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Stand-Alone Audio PCB Assembly Schematic Diagram (Sheet 1 of 4)

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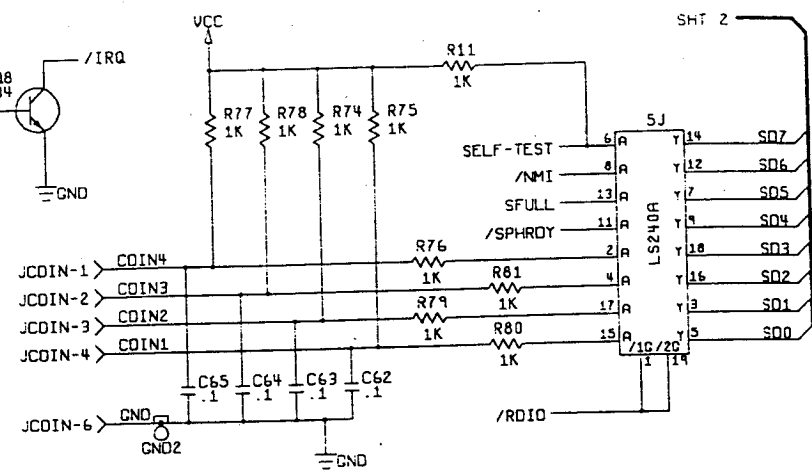
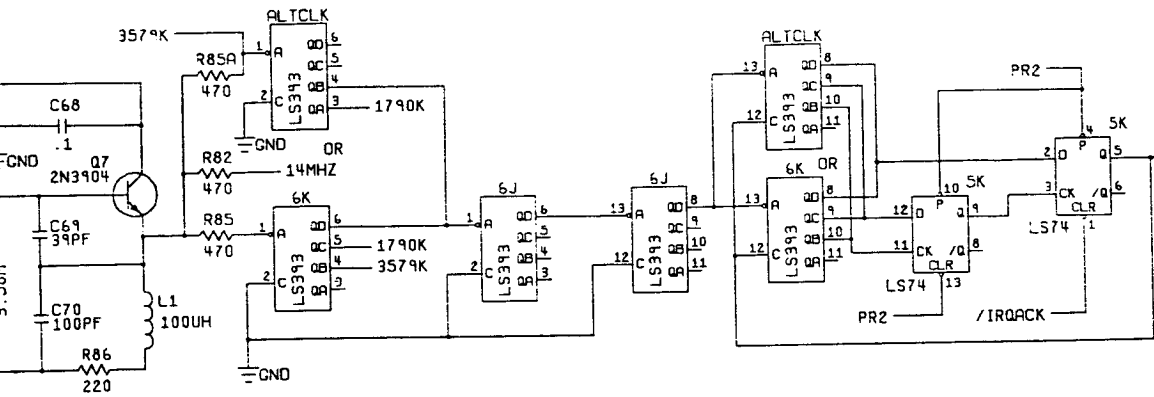
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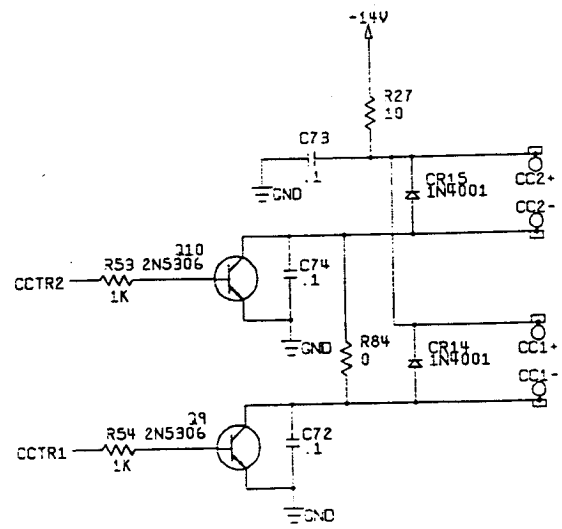
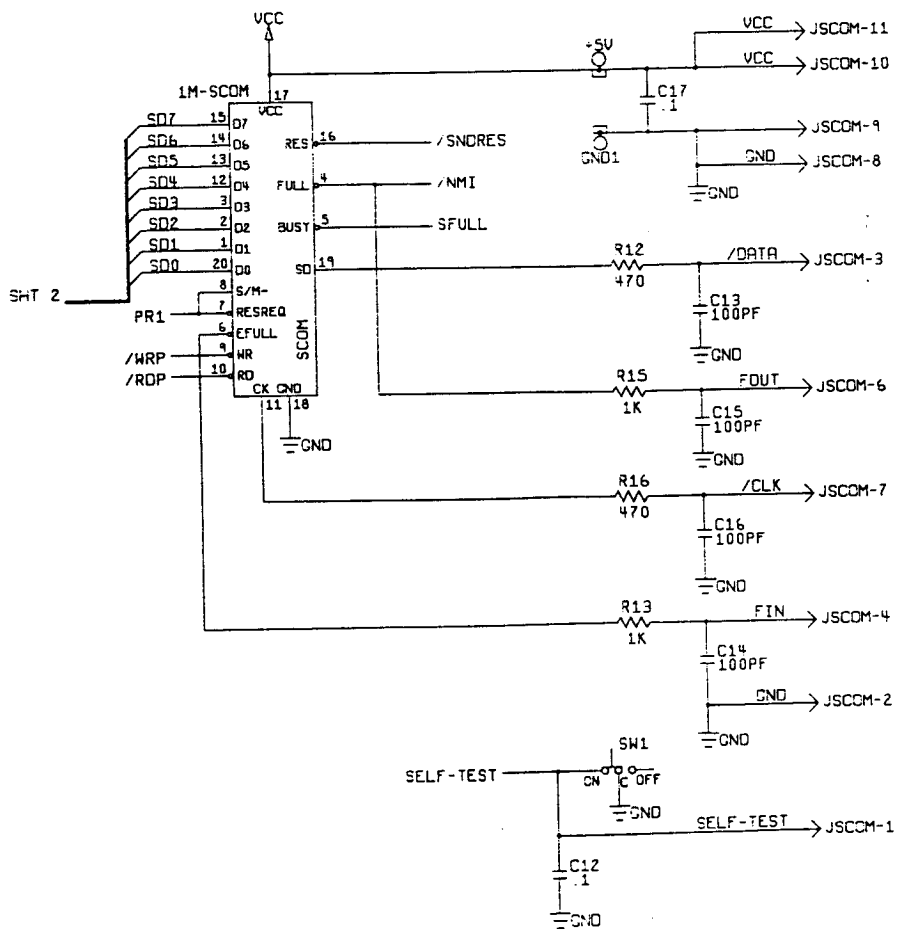
Stand-Alone Audio PCB Assembly Schematic Diagram (Sheet 2 of 4)

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KEY -- JSCOM-5



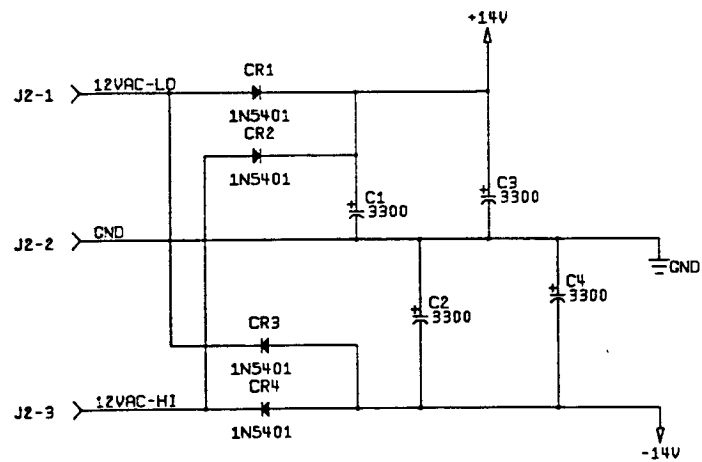
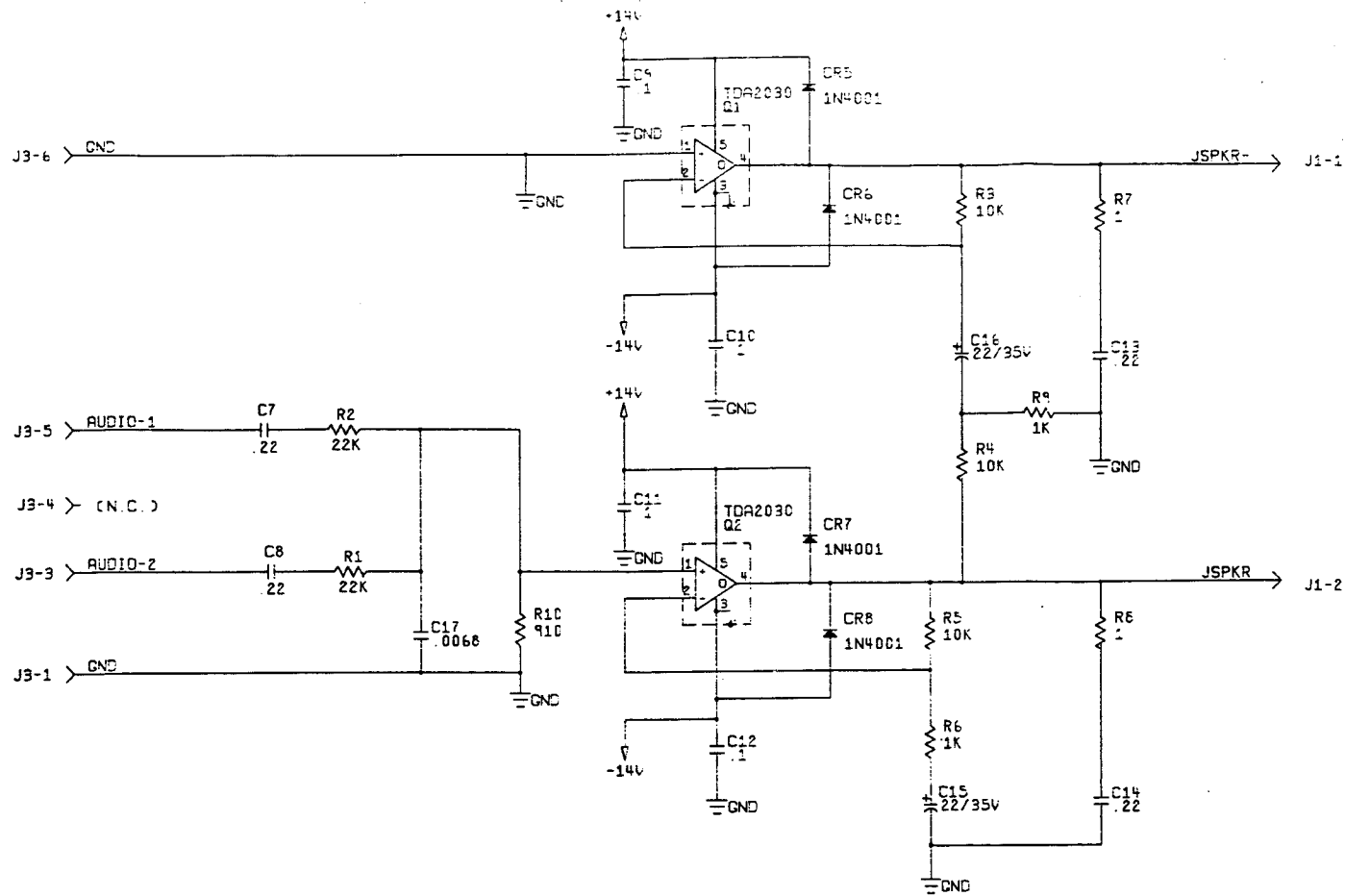
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Stand-Alone Audio PCB Assembly Schematic Diagram (Sheet 4 of 4)

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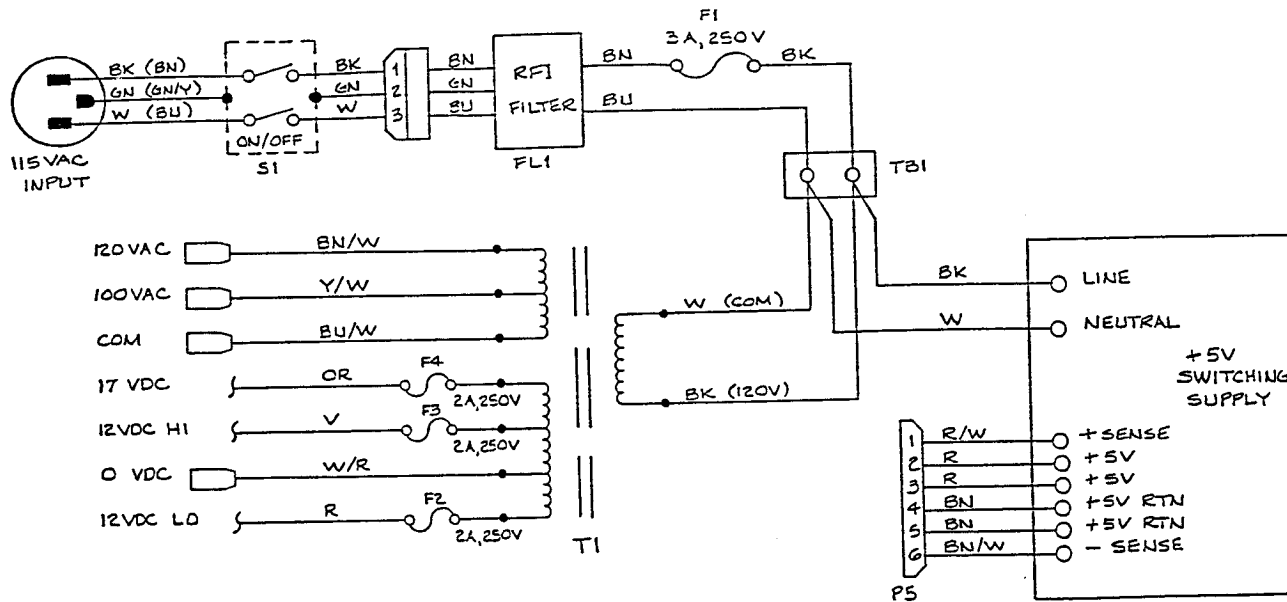
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Housequake™ PCB Assembly Schematic Diagram

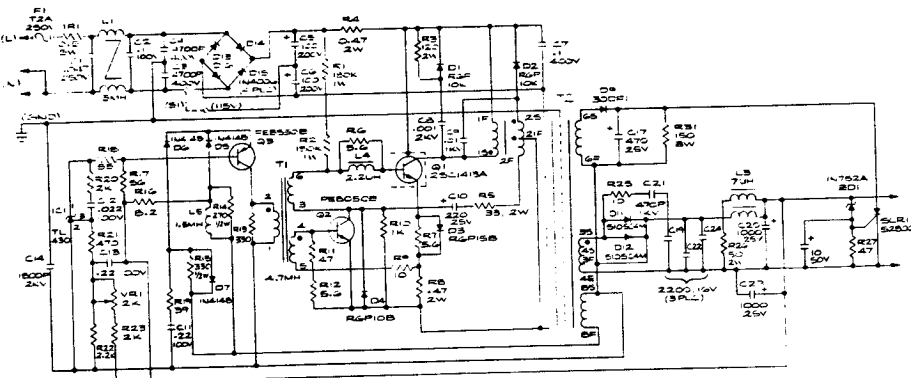
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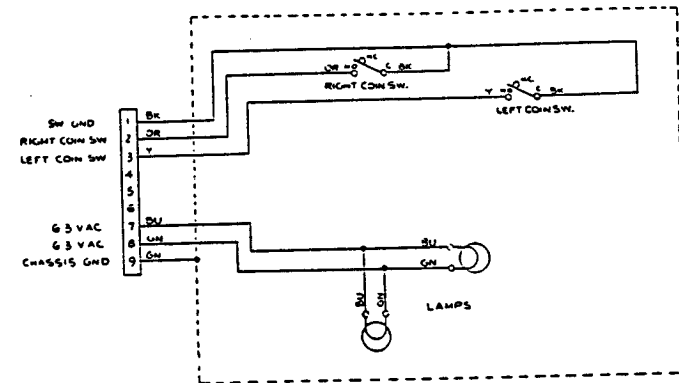


Switching/Linear (SL) Power Supply

Coin Door Wiring Diagram



Hitron 5V 10A Switching Power Supply



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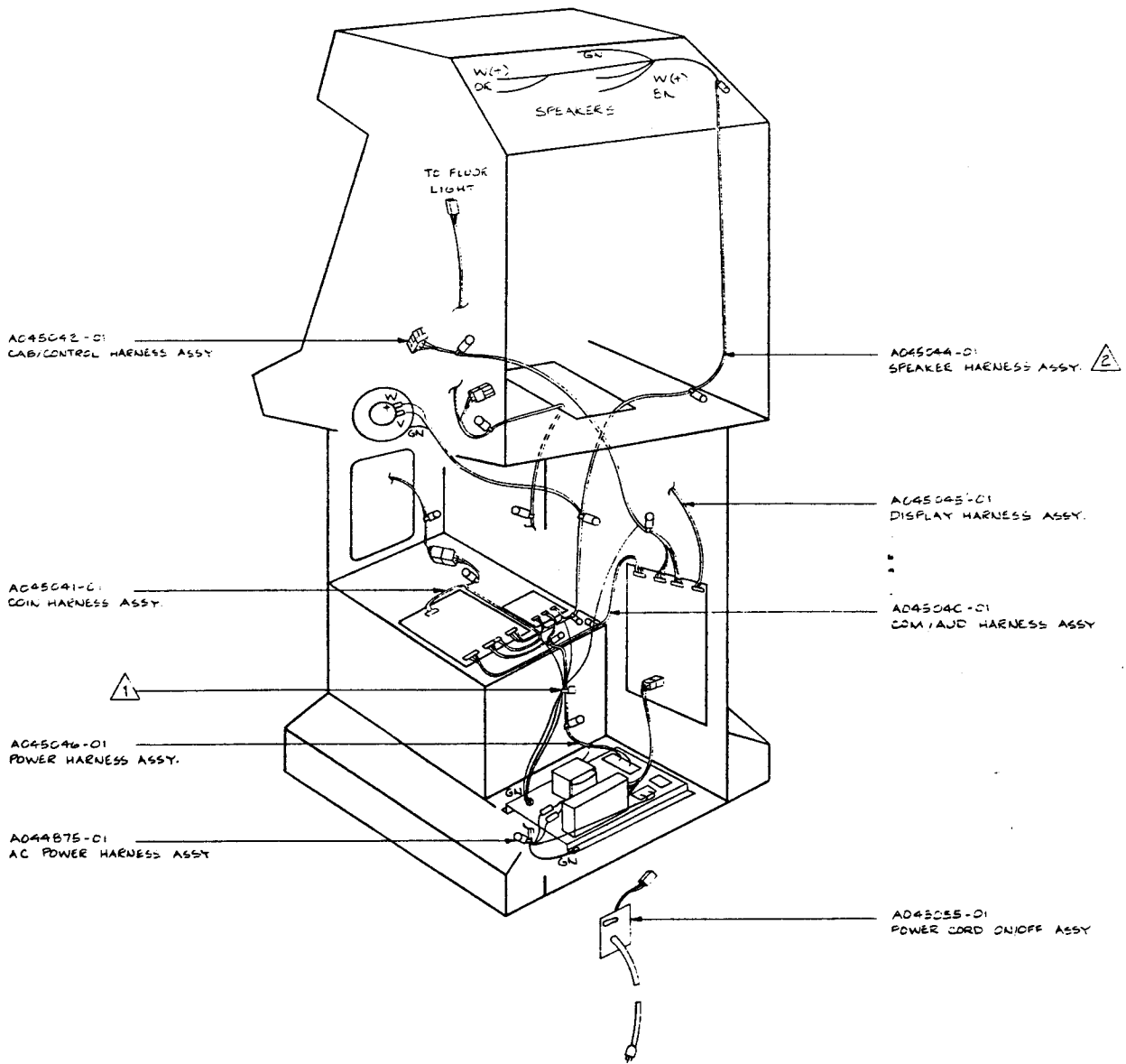
Wiring Diagrams for Switching/Linear (SL) Power Supply, Hitron 5V 10A Switching Power Supply, and Coin Door

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NOTE

If you replace any of the harnesses in this game, be sure to install them as shown in this illustration. Installing them in a different way may cause this game to generate excessive electromagnetic interference.



NOTES

- ① SECURE GROUND WIRES TO POWER HARNESS ASSY, WHERE SHOWN.
- ② STAPLE GROUND WIRE TO LEFT REAR CORNER OF TOP SPEAKER PANEL AND BOTTOM LEFT CORNER OF LOWER SPEAKER PANEL.

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Blasteroids Harness Installation

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