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Schematic Package Supplement to

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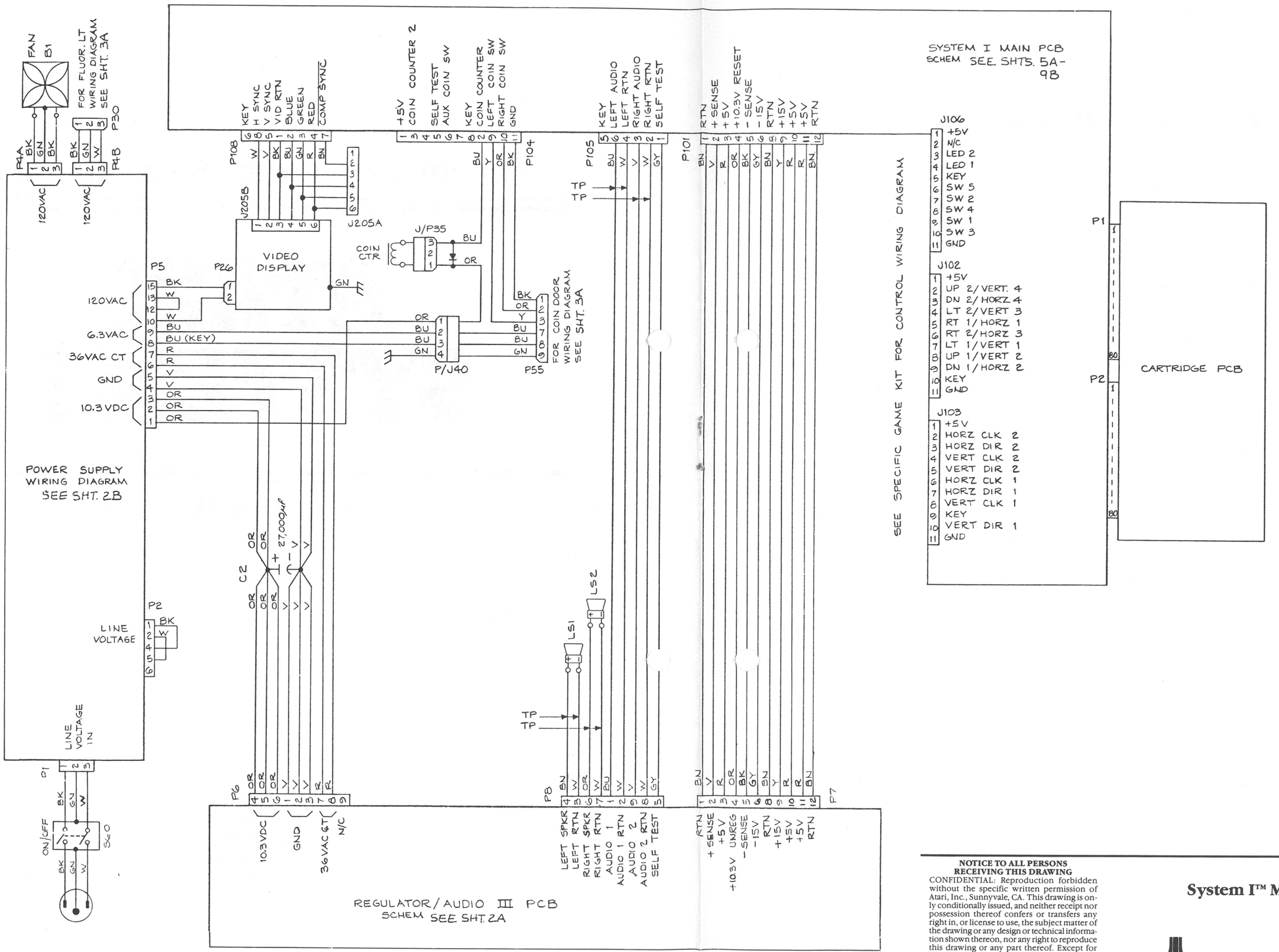
Operators Manual

NOTE

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

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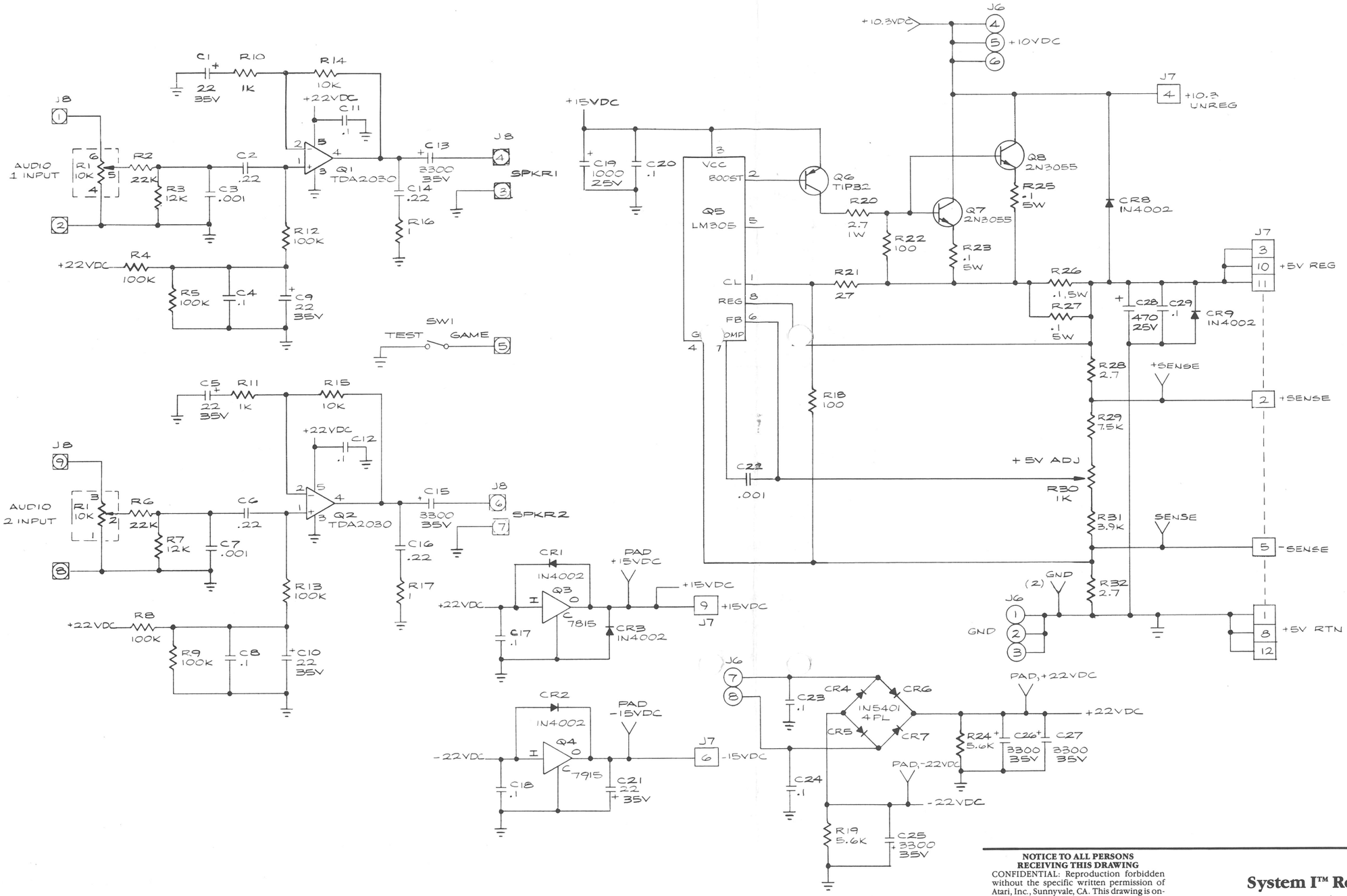
System I™ Main Wiring Diagram

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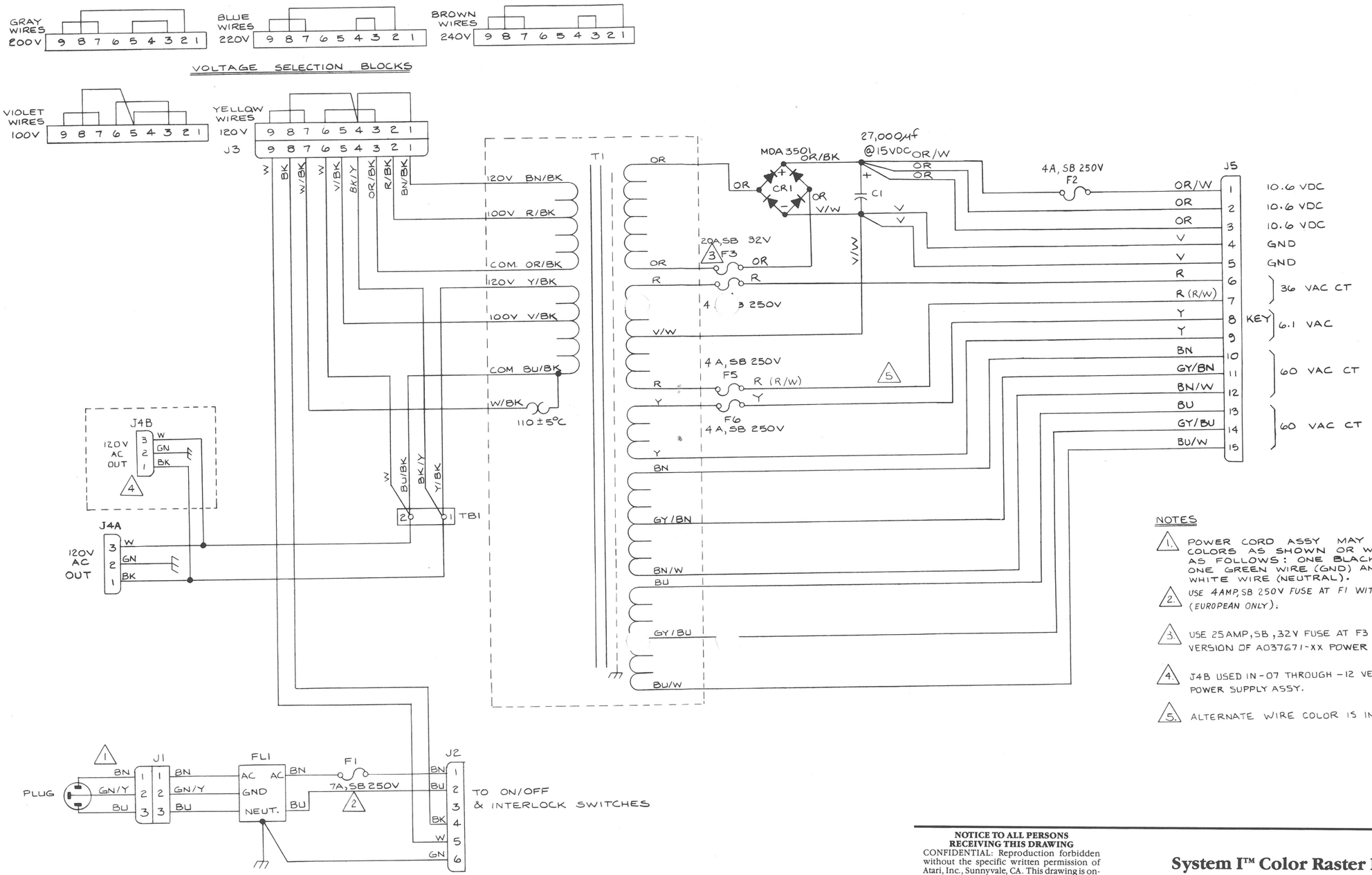
System I™ Regulator/Audio III PCB Schematic Diagram

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NOTES

1. 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).
2. USE 4AMP, SB 250V FUSE AT F1 WITH 220V & 240V (EUROPEAN ONLY).
3. USE 25AMP, SB, 32V FUSE AT F3 FOR -04, -05, & -06 VERSION OF A037671-XX POWER SUPPLY.
4. J4B USED IN -07 THROUGH -12 VERSION OF A037671-XX POWER SUPPLY ASSY.
5. ALTERNATE WIRE COLOR IS IN PARENTHESES ( ).

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System I™ Color Raster Power Supply Wiring Diagram

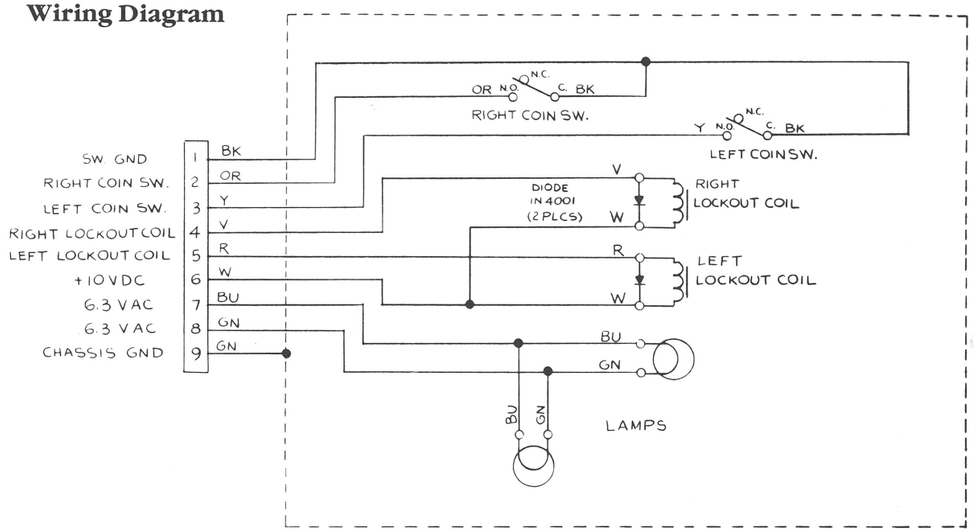
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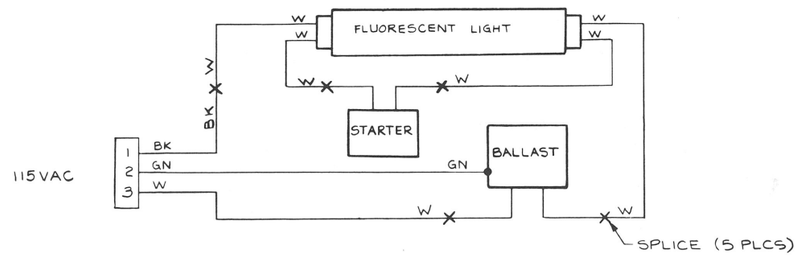
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Coin Door Wiring Diagram



Fluorescent Light Wiring Diagram



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System I™ Game Interfaces

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Video Microprocessor Memory Map

FUNCTION	HEXA-DECIMAL ADDRESS	ADDRESS 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	READ/ WRITE	DATA BUS SIGNAL LINES 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	A	R	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	A	R/W	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	0	W							D	D	D	D	D	D	D	D	D
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	0	W							D	D	D	D	D	D	D	D	D
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	0	R								D	D	D	D	D	D	D	D
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	0	W								D							
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	0	W									D						
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	0	W										D		D			
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	0	W													D		
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	0	W														D	
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	0	W															D
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	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	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	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	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	A	R/W	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	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 Color RAM	B00200–B003FF	1	0	1	1	0	0	0	0	0	0	0	0	0	0	1	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 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	A	R/W	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	0	0	A	A	A	A	A	R/W	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	R								D	D	D	D	D	D	D	D
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	A	A	A	R								D	D	D	D	D	D	D	D
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	A	A	A	R								D	D	D	D	D	D	D	D
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	1	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	0	R								D							
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	0	R									D						
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	0	R										D					
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	0	R											D				
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	0	R												D			
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	0	R													D		
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	0	R														D	
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	0	R															D
Read Sound Processor (6502)	FC0000	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R								D	D	D	D	D	D	D	D
Write Sound Processor (6502)	FE0000	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	W								D	D	D	D	D	D	D	D

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System I™
Video Microprocessor Memory Map

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I/O and Sound Microprocessor Memory Map

FUNCTION	HEXA-DECIMAL ADDRESS	ADDRESS BUS SIGNAL LINES A15	A14	A13	A12	A11	A10	A9	A8	A7	A6	A5	A4	A3	A2	A1	A0	READ/ WRITE	DATA BUS SIGNAL LINES 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	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	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	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	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	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	0	R	D							
Buffer Output Full (@ 1810)		0	0	0	1	1	0	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	0	1	0	0	0	0	R					D			
Auxiliary Coin Switch		0	0	0	1	1	0	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	0	1	0	0	0	0	R							D	
Right Coin Switch		0	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	R								D
Music Reset	1820	0	0	0	1	1	0	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	0	1	0	0	1	0	0	W								D
Light-Emitting Diode	1825	0	0	0	1	1	0	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	0	1	0	0	1	1	0	W								D
Left Coin Counter	1827	0	0	0	1	1	0	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	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	A	R	D	D	D	D	D	D	D	D

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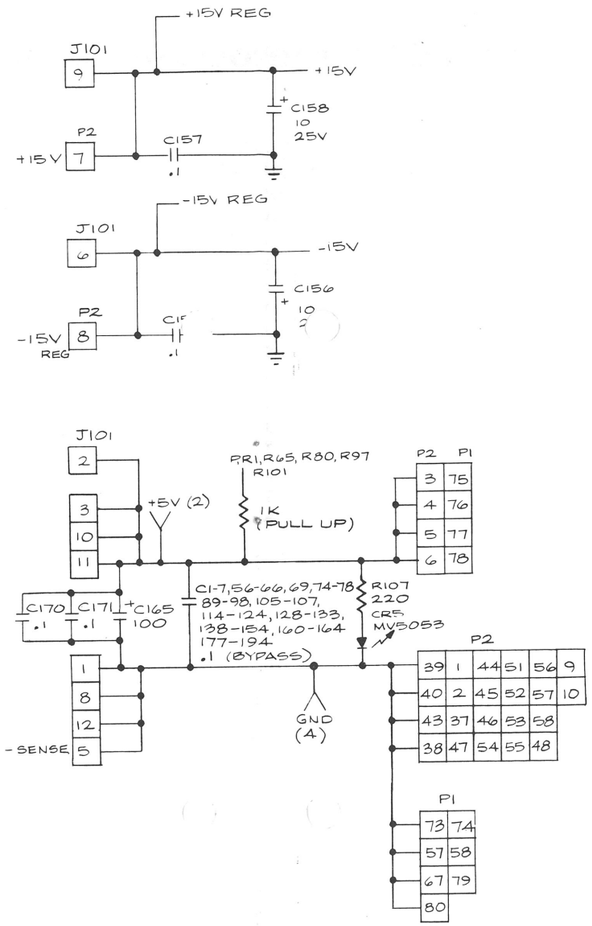
System I™
I/O and Sound Microprocessor Memory Map

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Power Input



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System I™ Main PCB Schematic Diagram

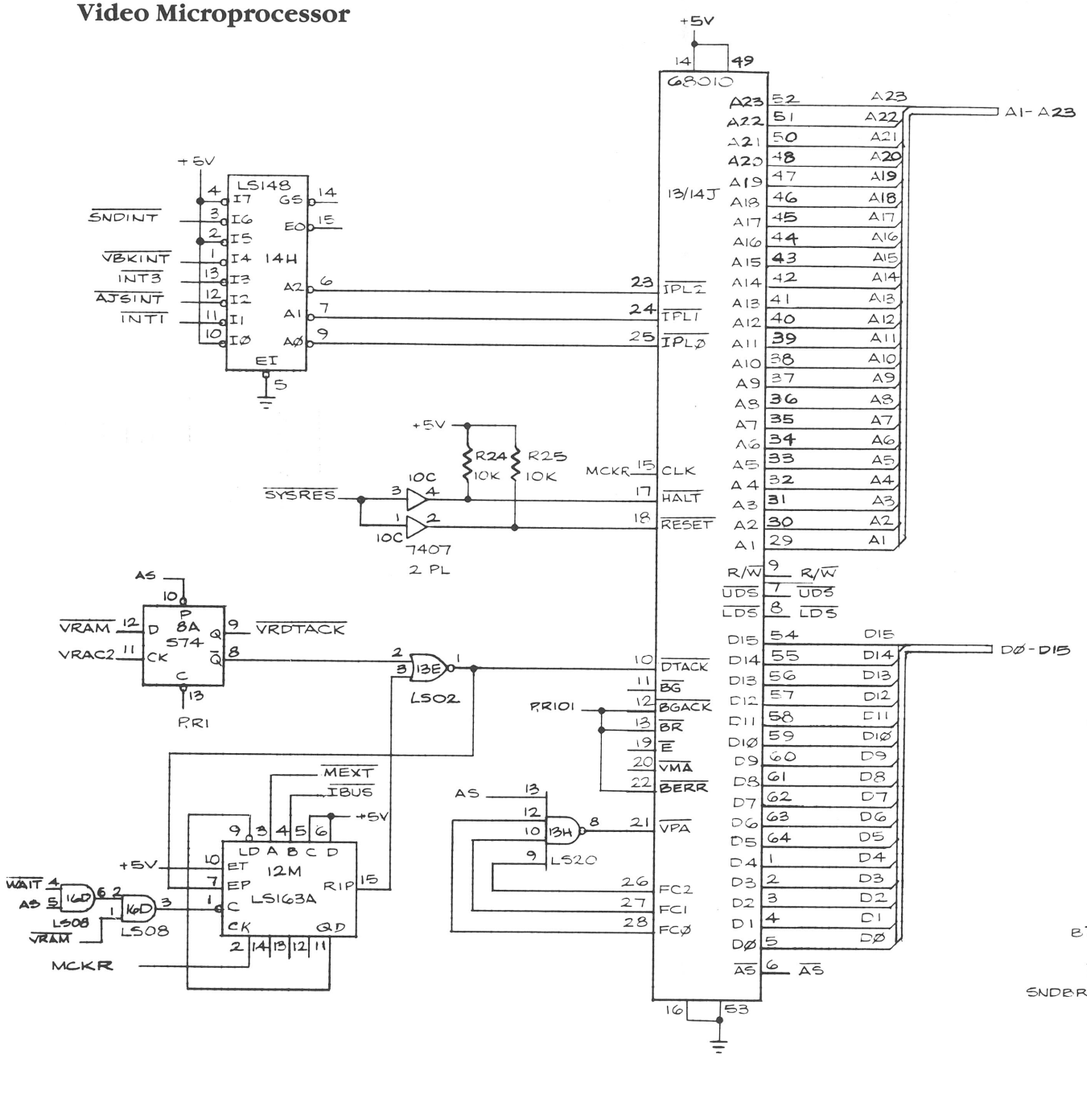
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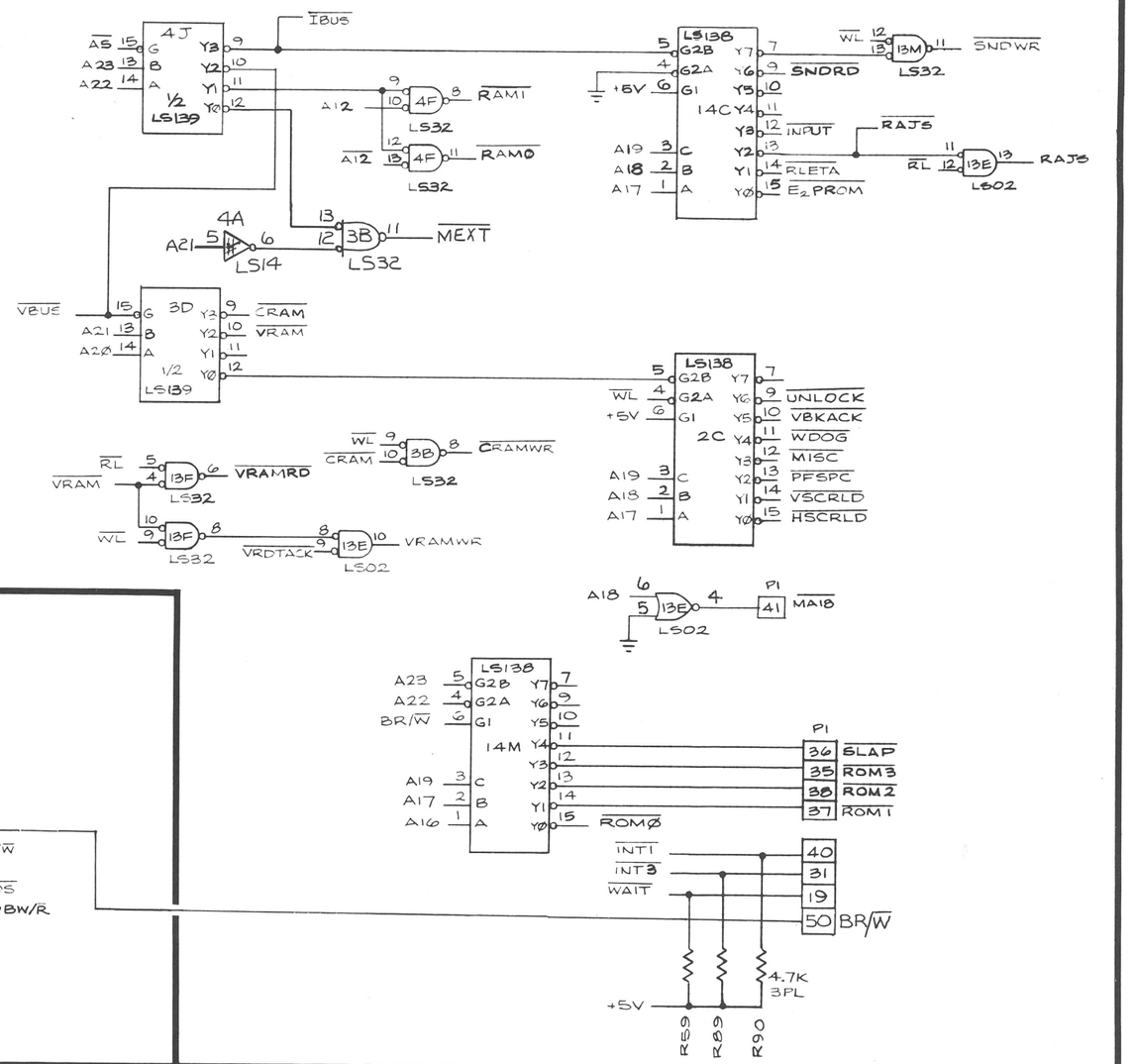
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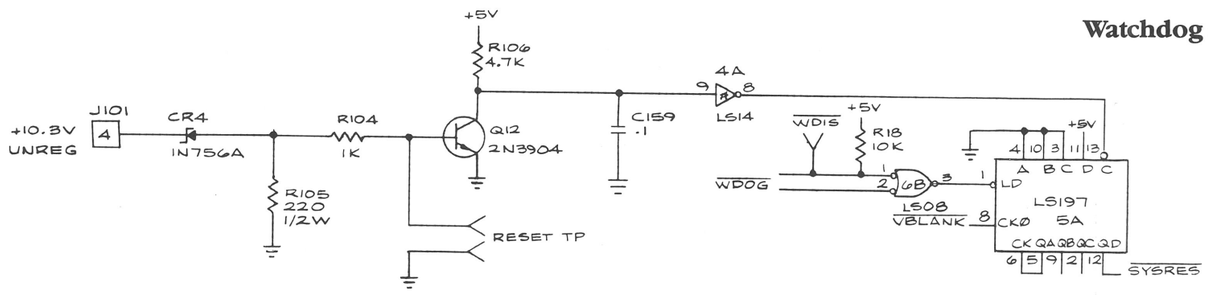
Video Microprocessor



Address Decoder



Watchdog and Reset



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System I™ Main PCB Schematic Diagram

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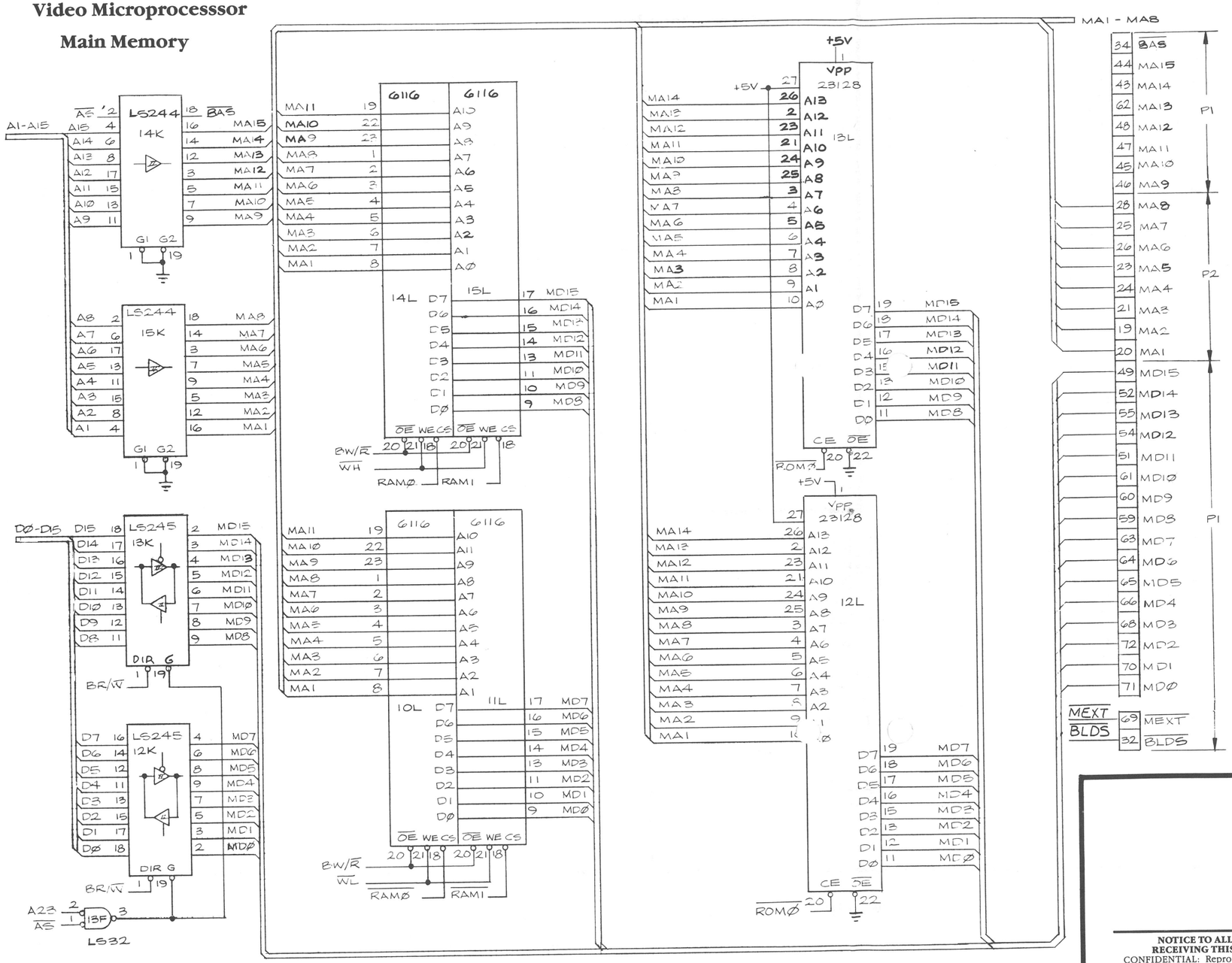
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Video Microprocesssor

Main Memory



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System I™ Main PCB Schematic Diagram

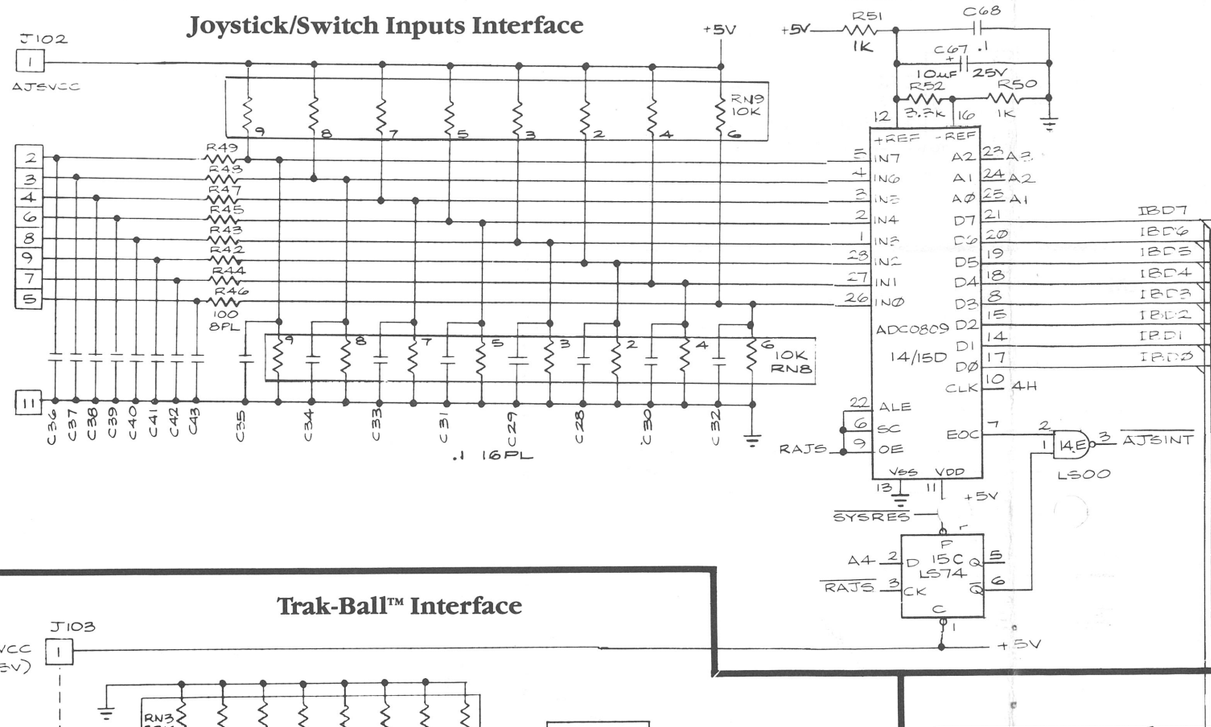
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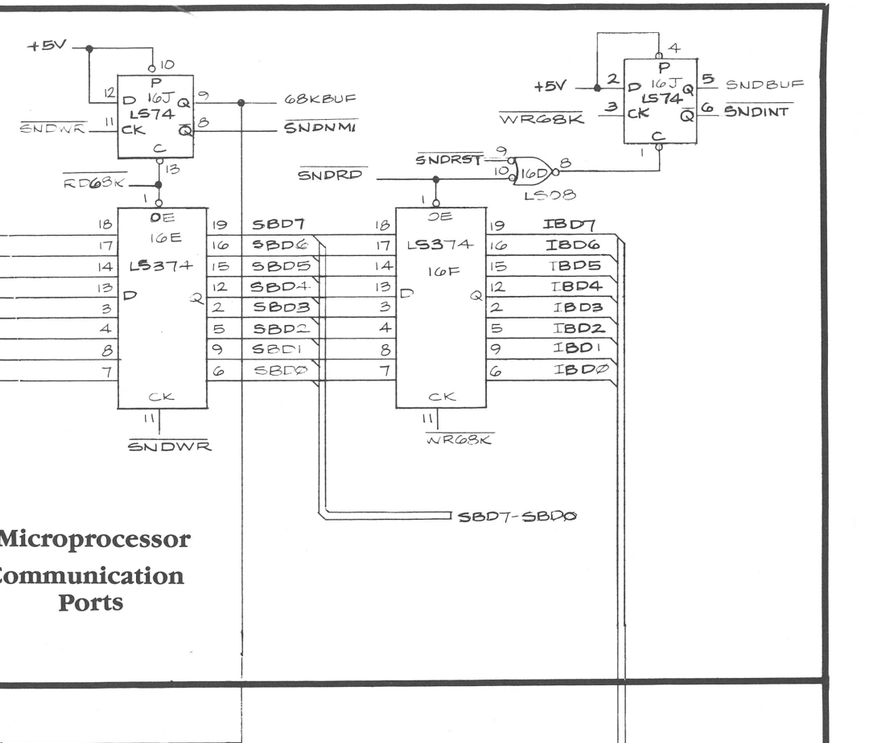
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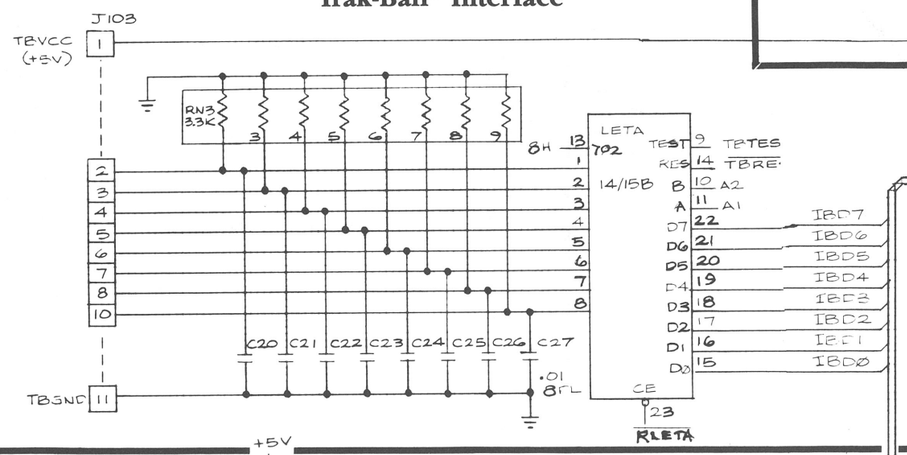
Joystick/Switch Inputs Interface



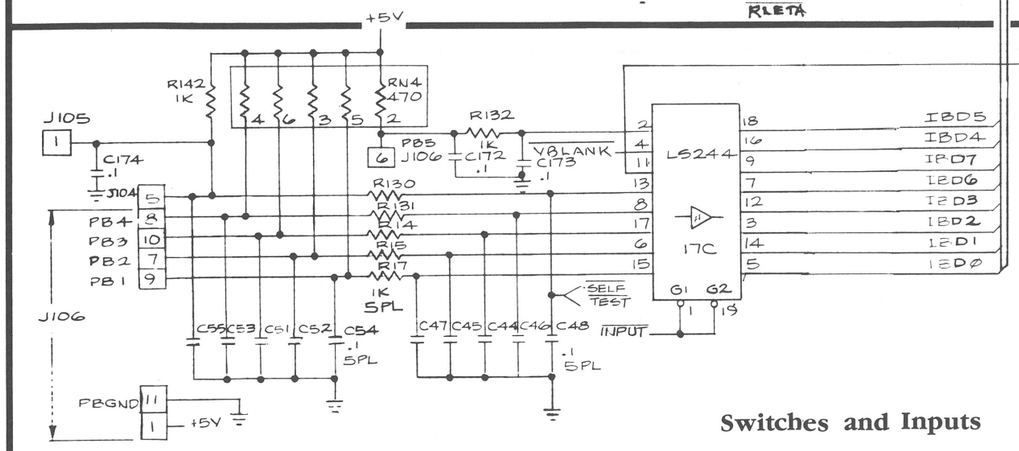
Microprocessor Communication Ports



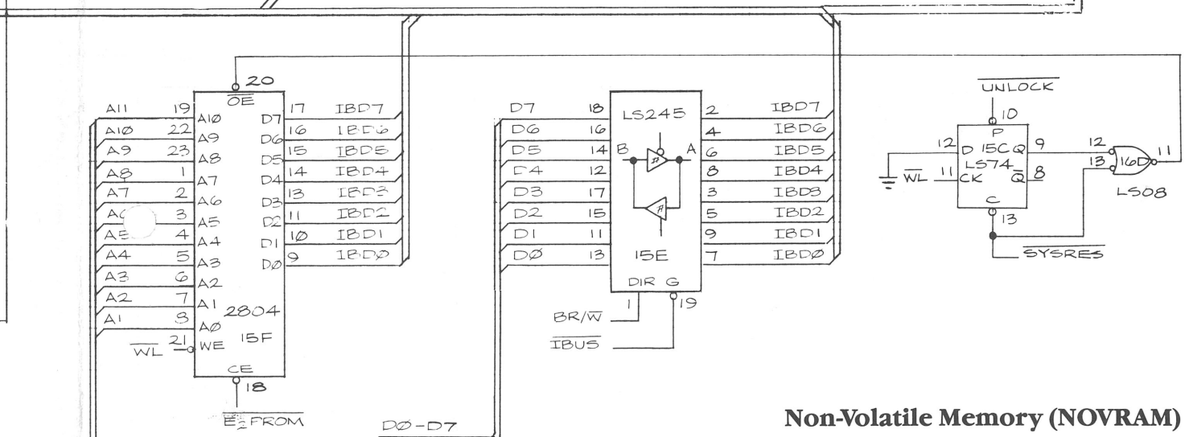
Trak-Ball™ Interface



Switches and Inputs



Non-Volatile Memory (NOVRAM)



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System I™ Main PCB Schematic Diagram

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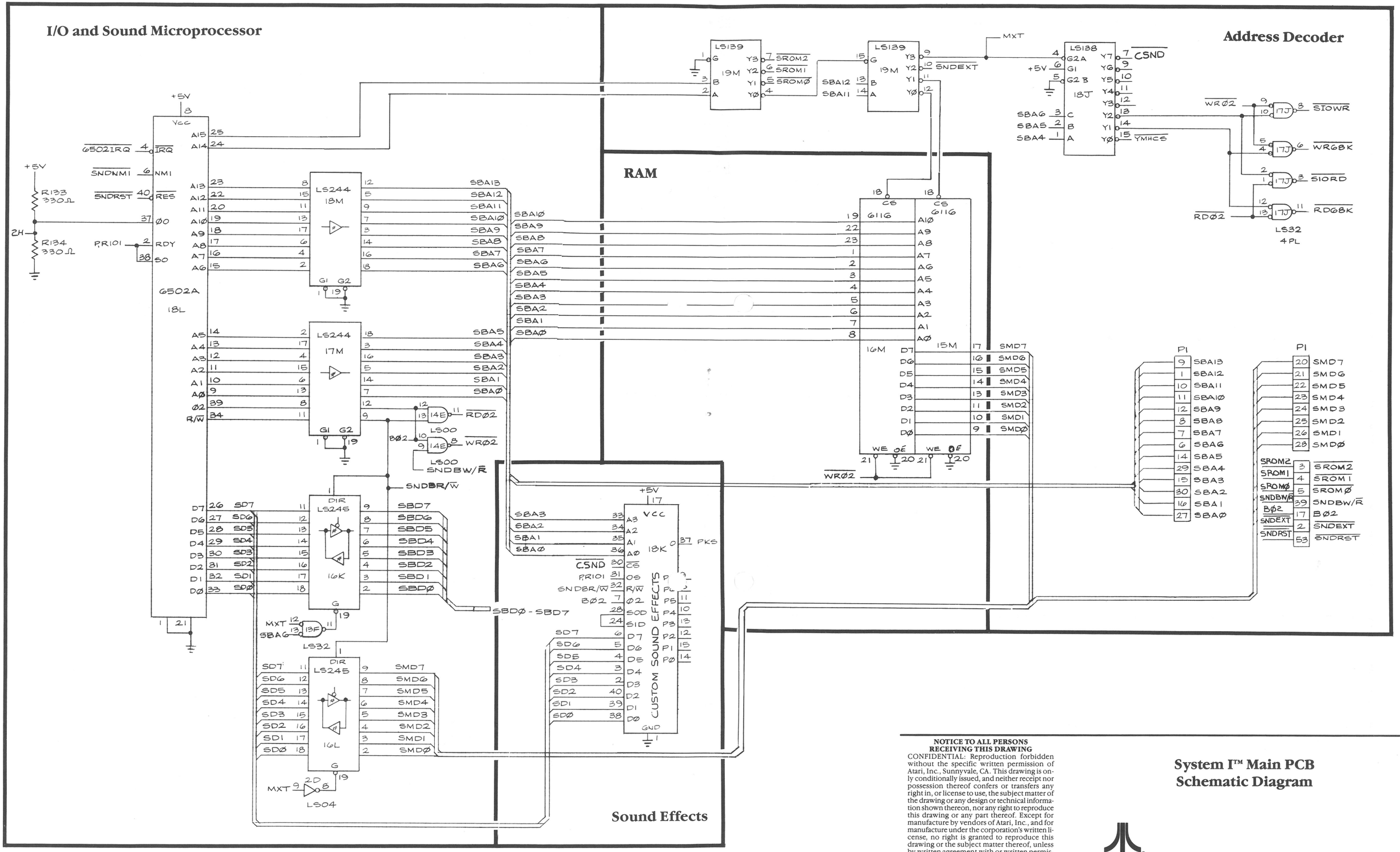
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I/O and Sound Microprocessor

Address Decoder

RAM

Sound Effects



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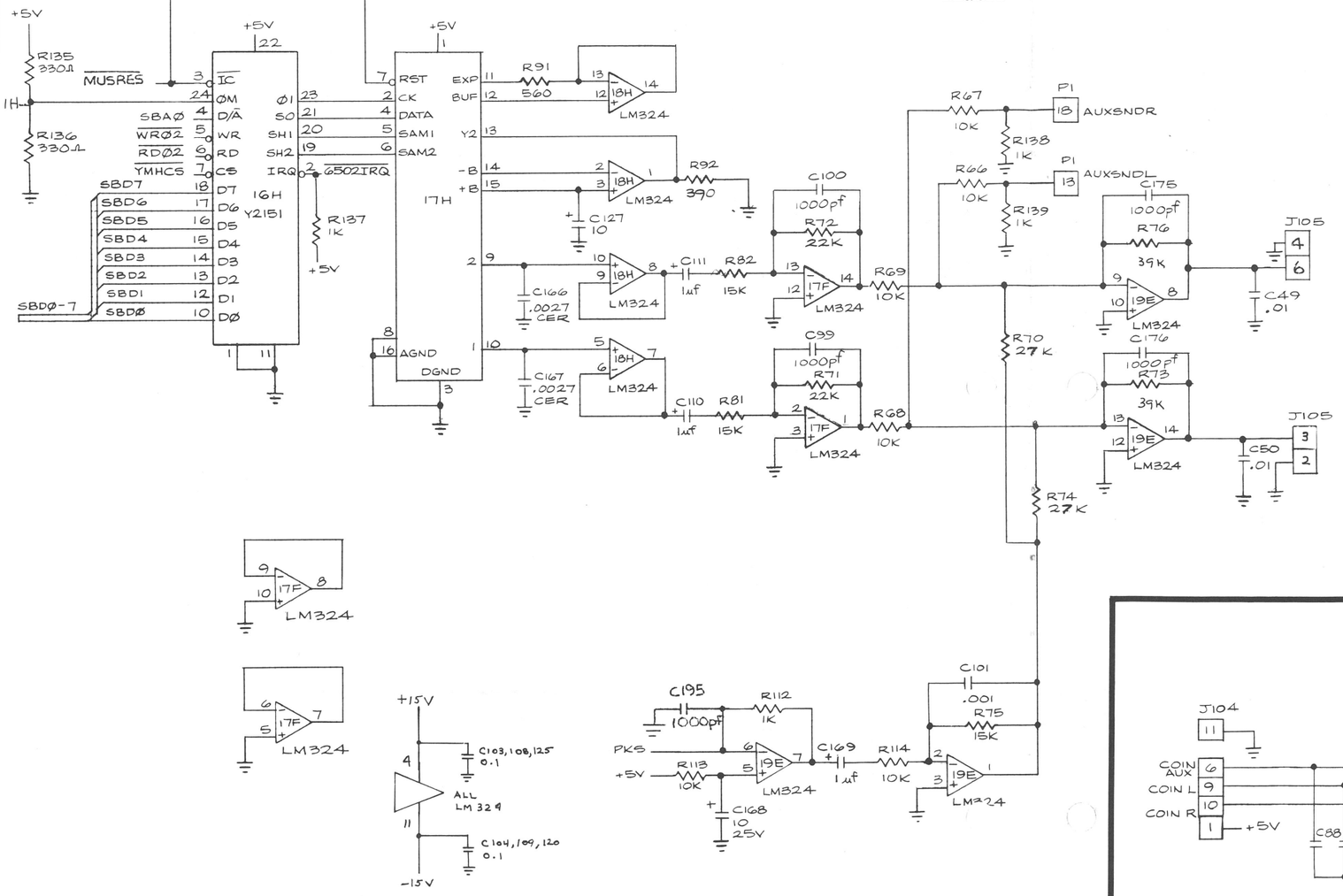
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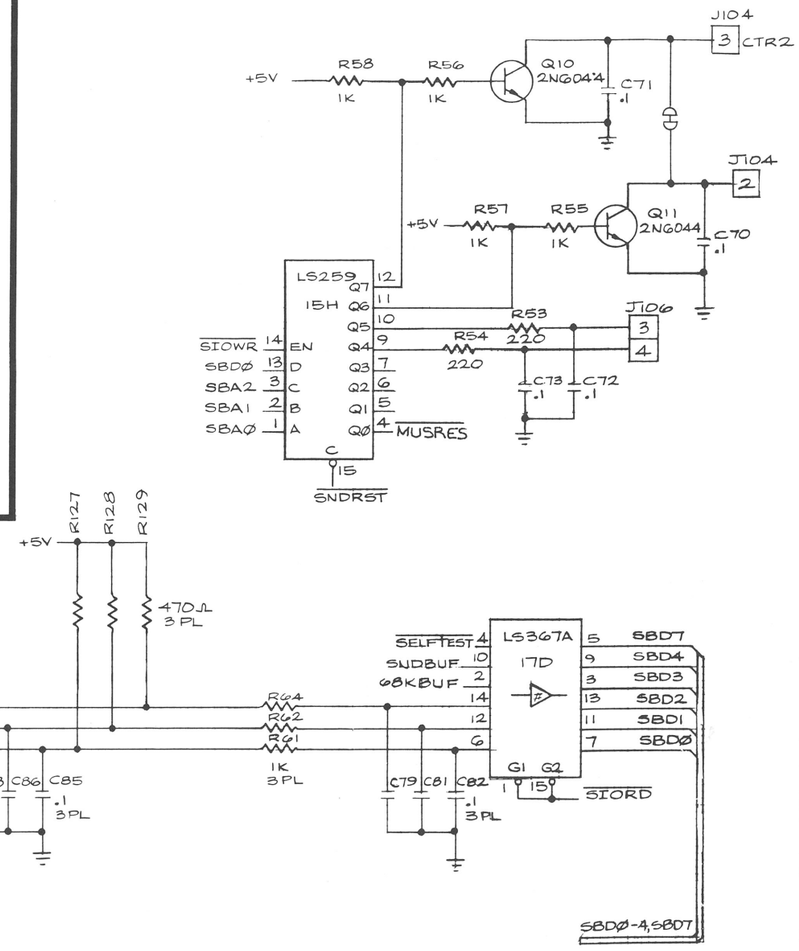
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Music



Coin I/O and LED



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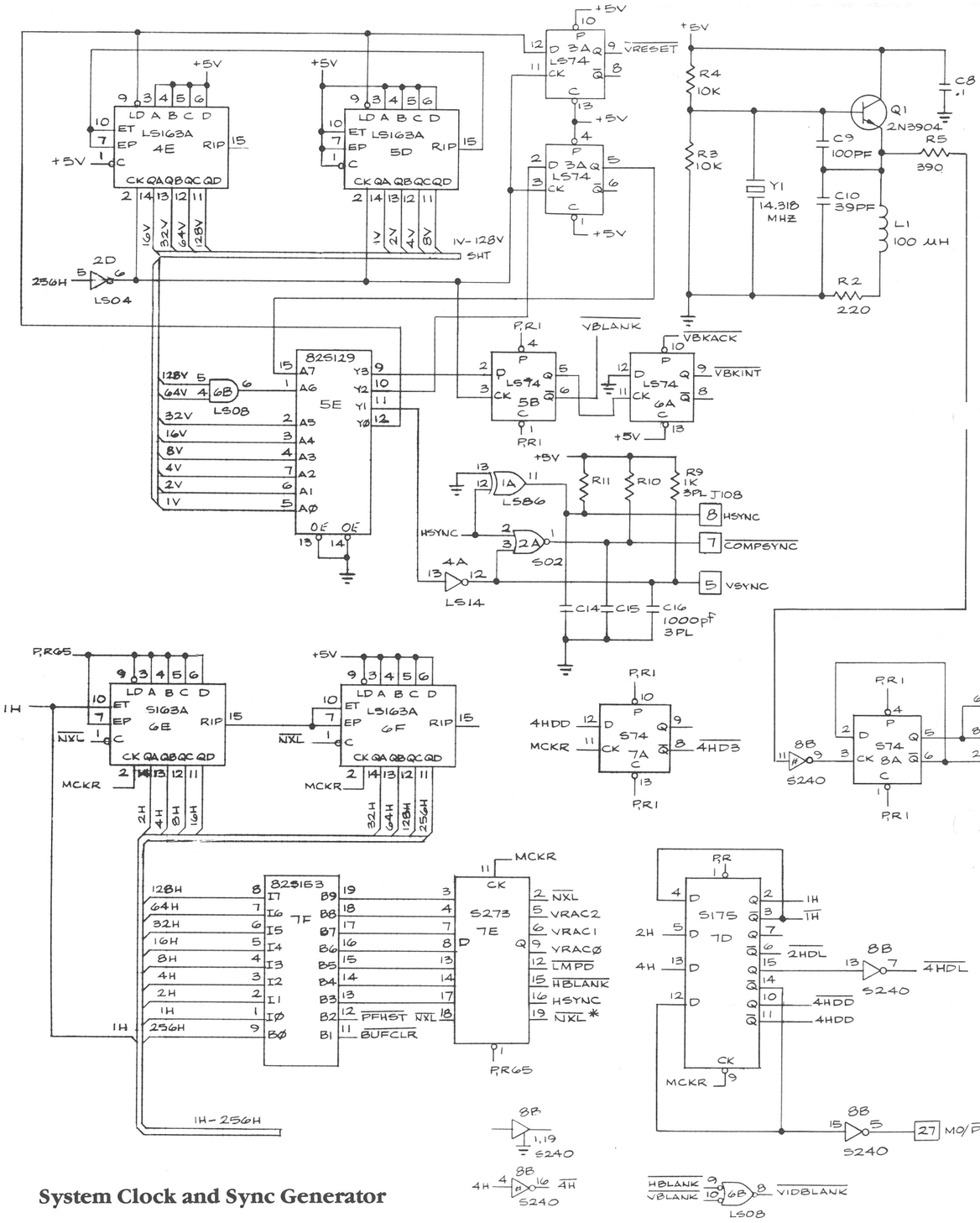
System I™ Main PCB Schematic Diagram

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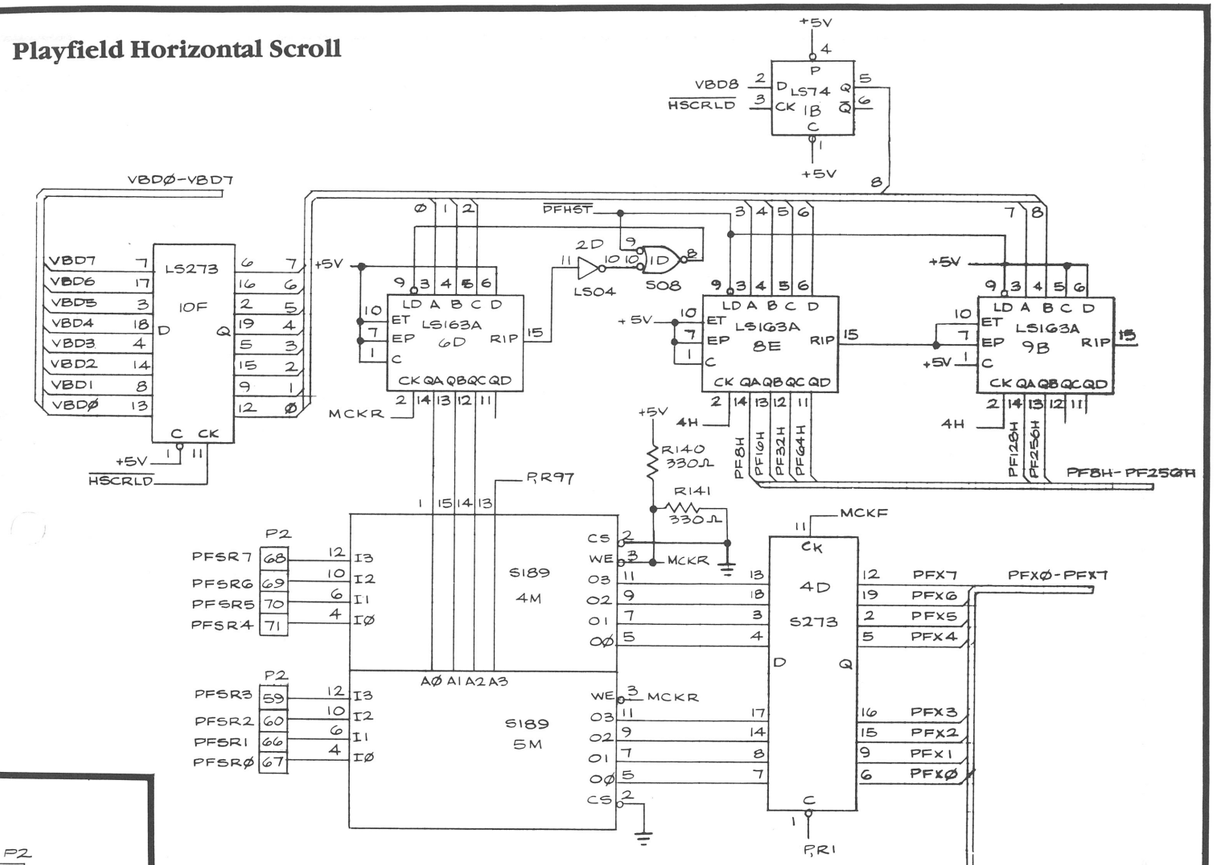
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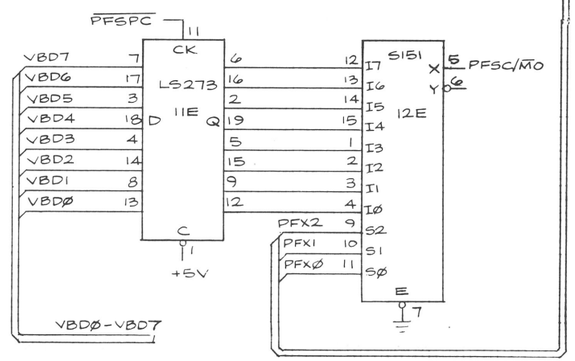


System Clock and Sync Generator

Playfield Horizontal Scroll



Playfield Priority



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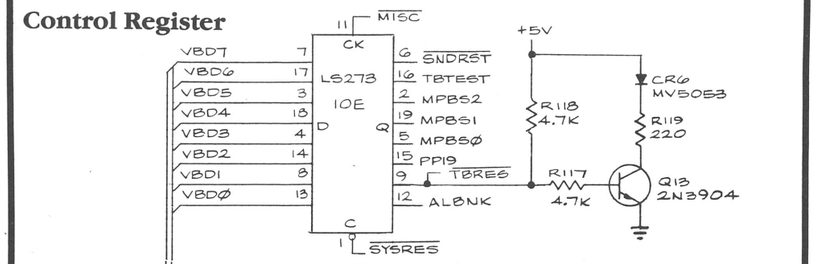
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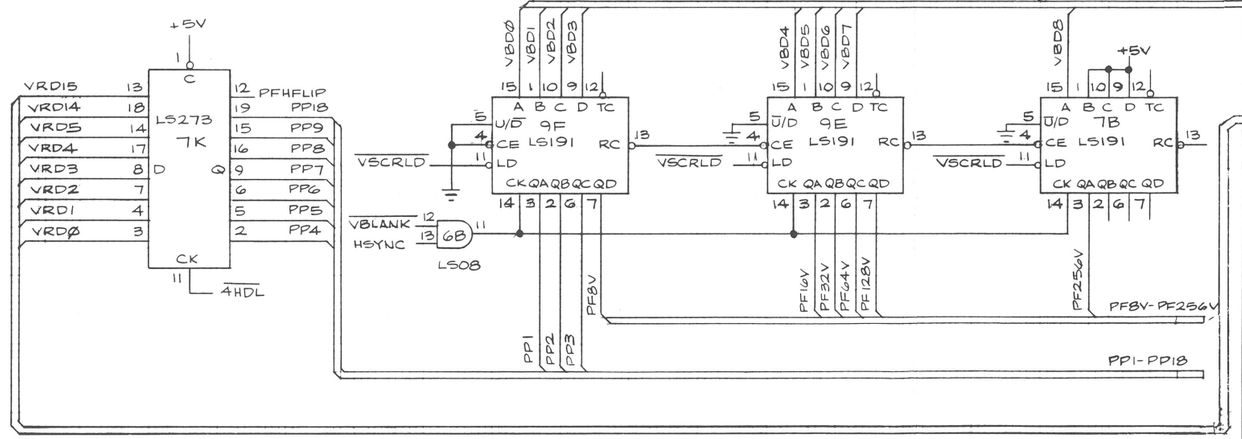
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Control Register



Video RAM and Data Buffer

Playfield Vertical Scroll



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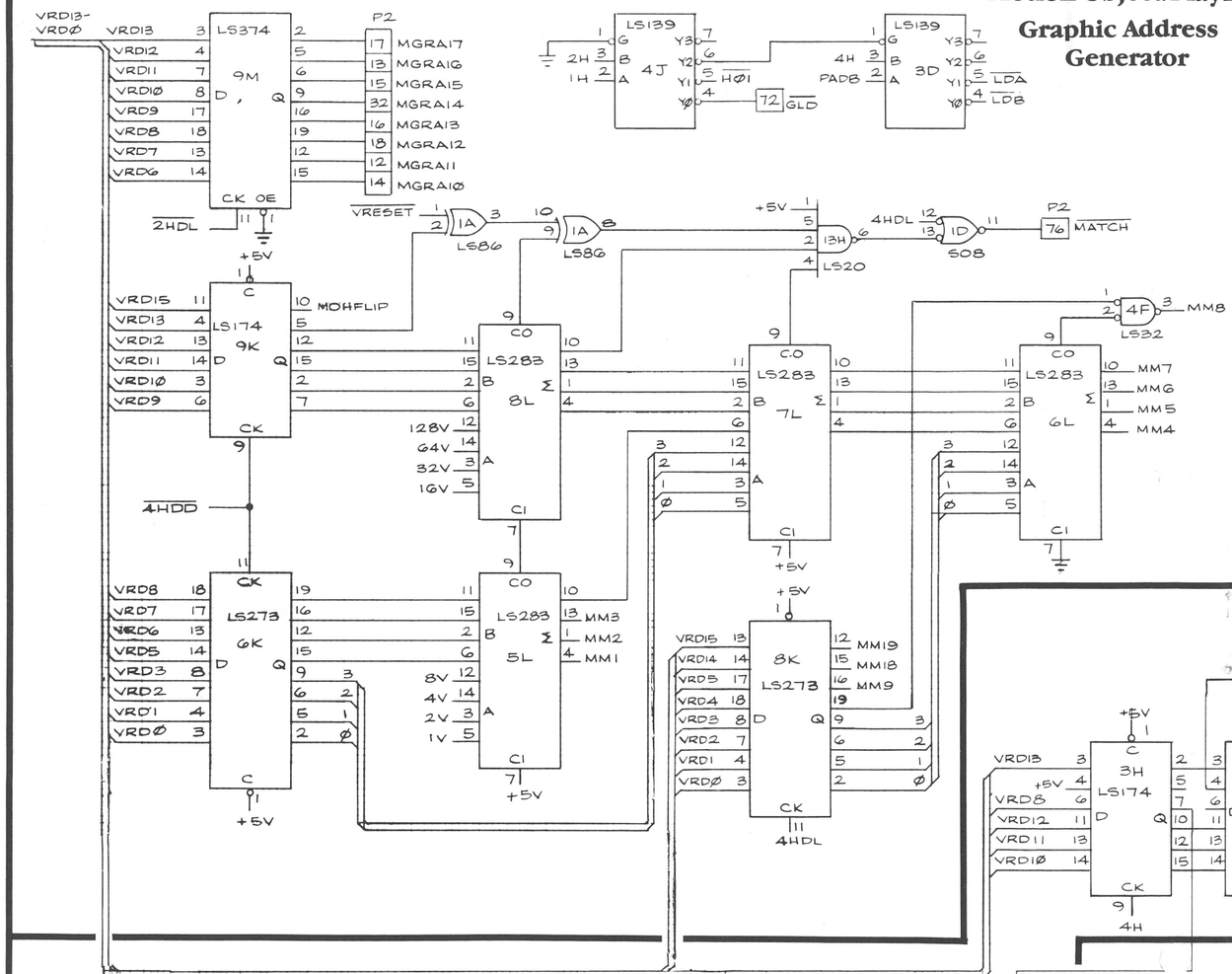
System I™ Main PCB Schematic Diagram

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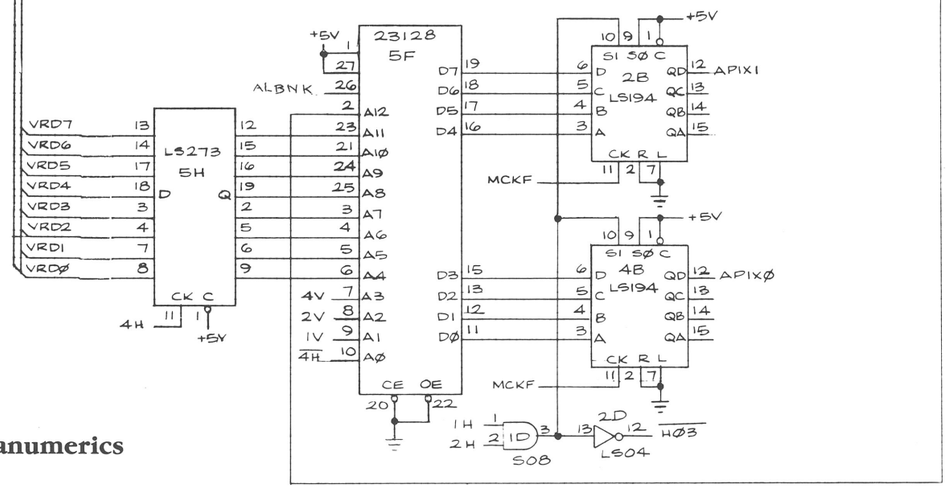
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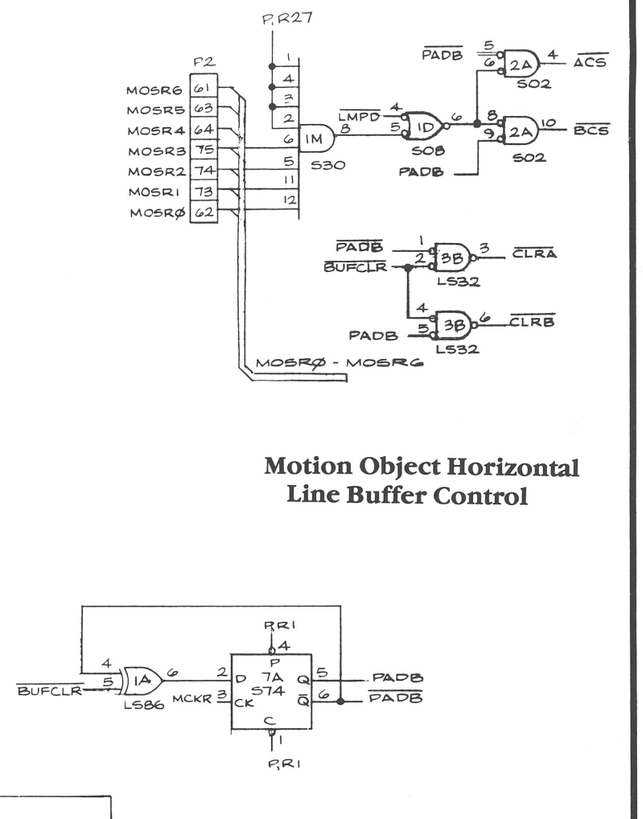
Motion Object/Playfield Graphic Address Generator



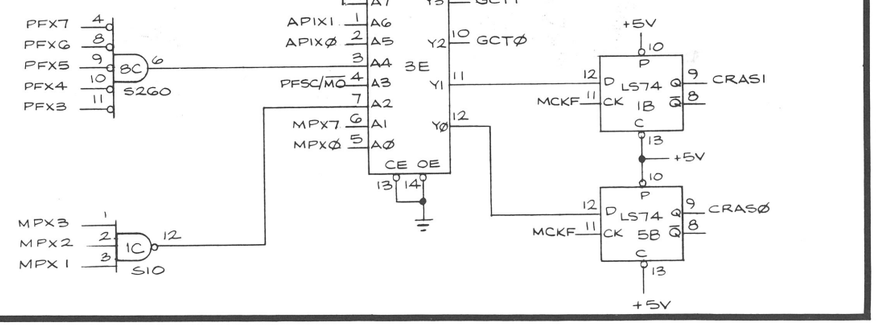
Alphanumerics



Motion Object Horizontal Line Buffer Control



Graphic Priority Control



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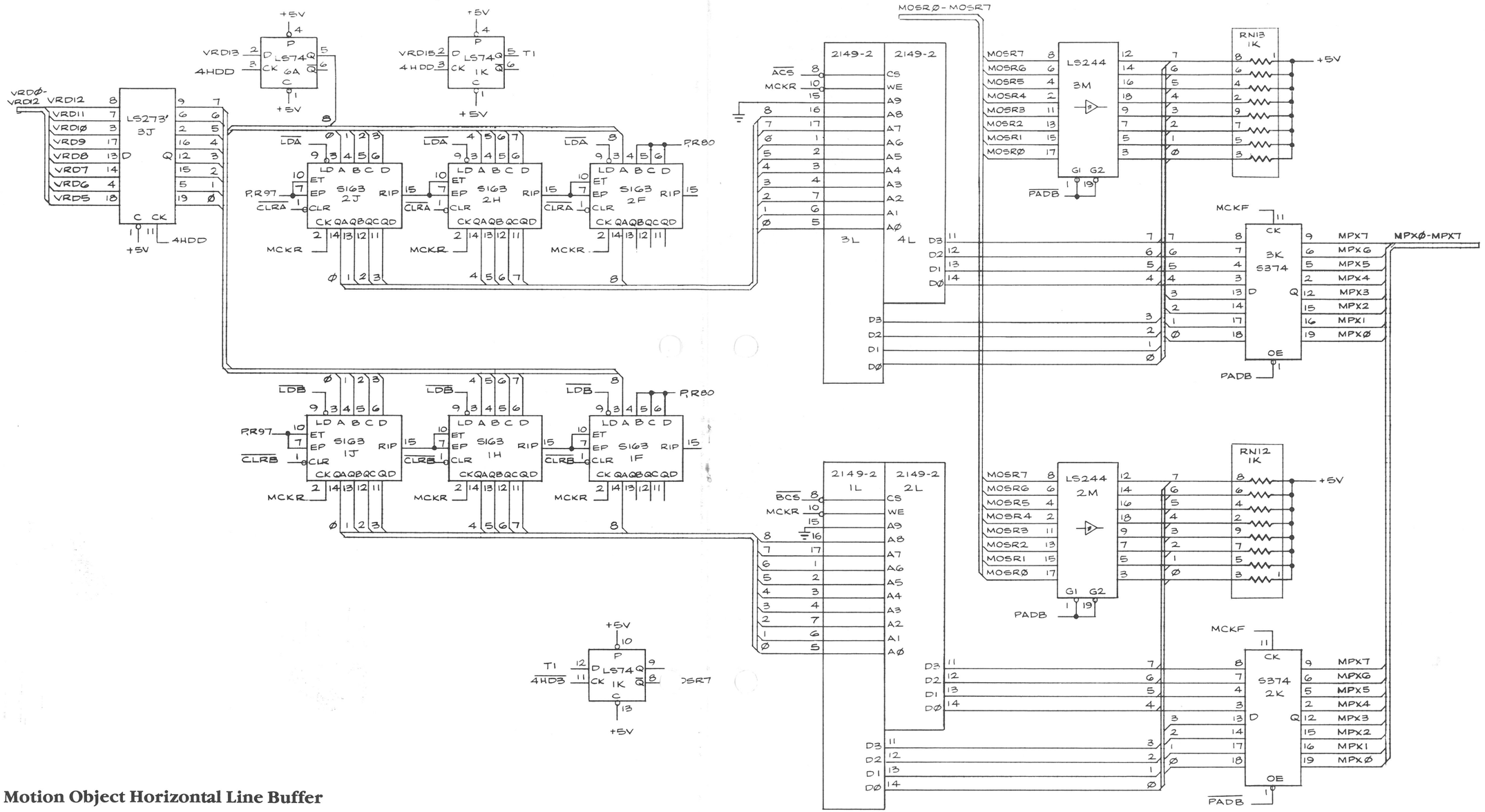
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Motion Object Horizontal Line Buffer

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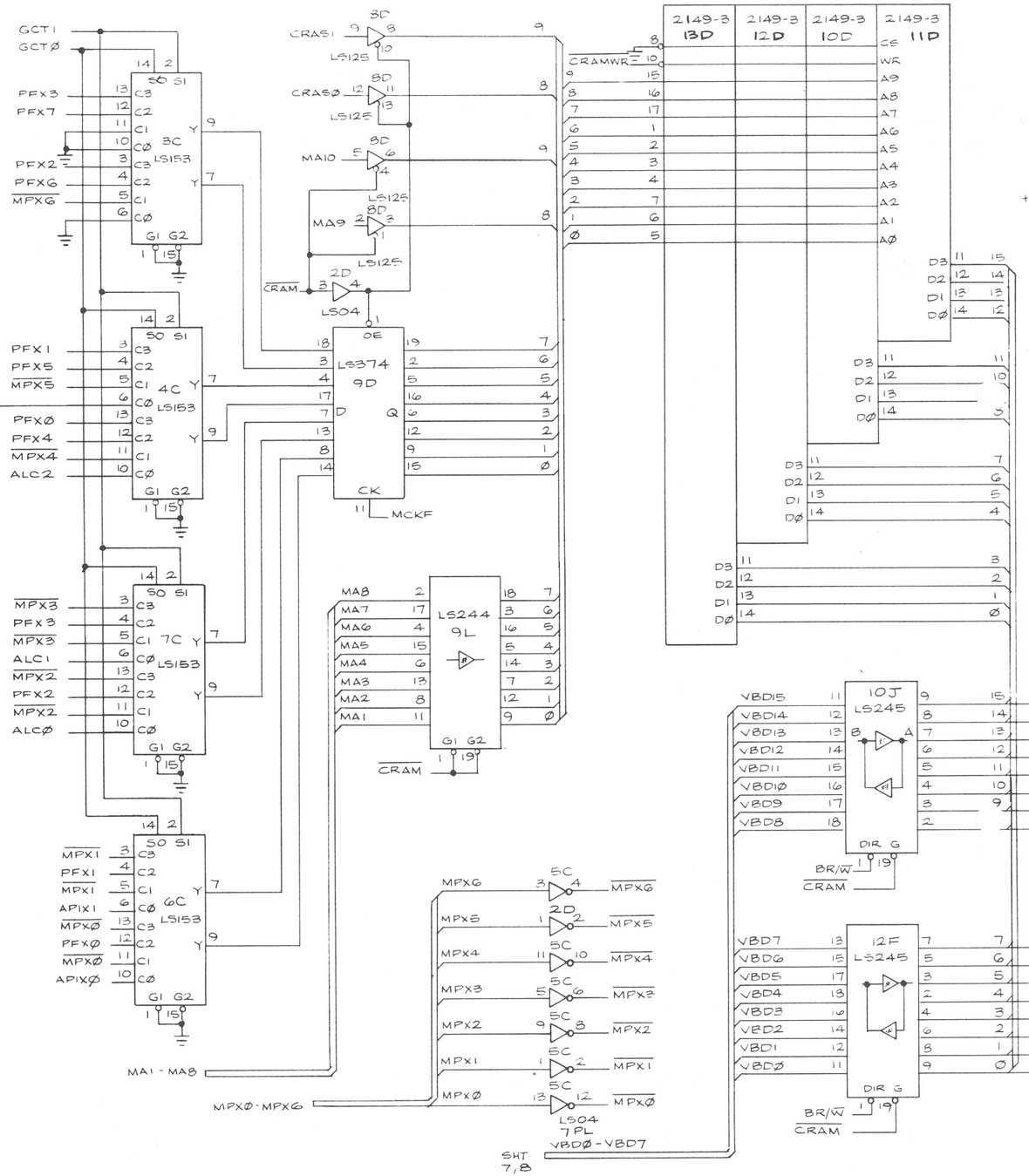
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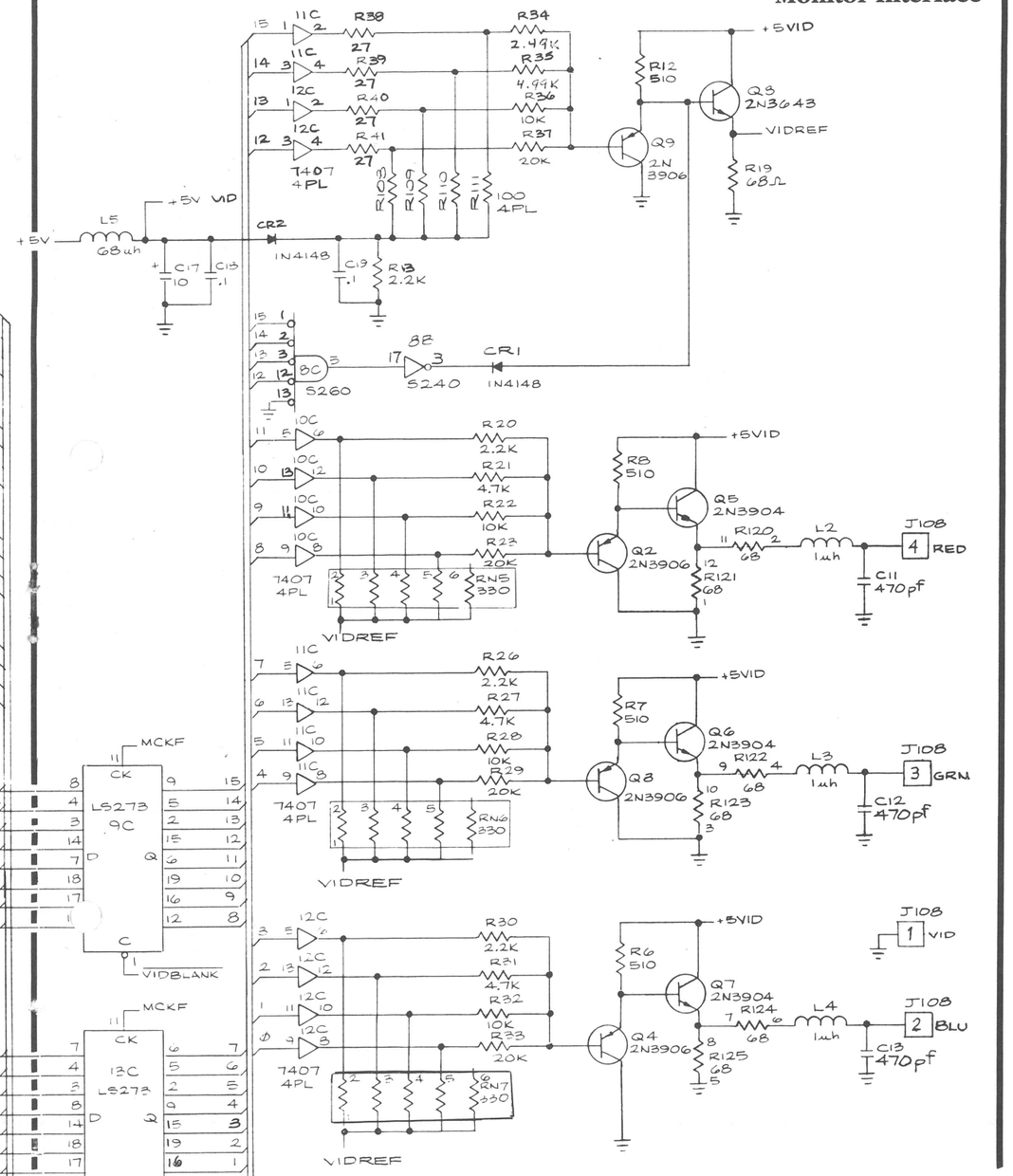
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Color RAM



Monitor Interface



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