

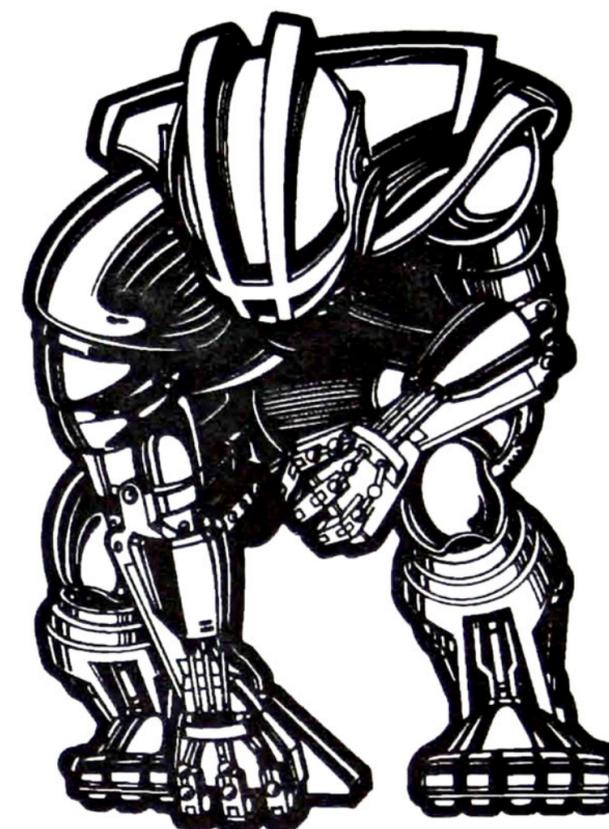
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NOTE

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



Cyberball™

Schematic Package

Supplement to the Operators Manual



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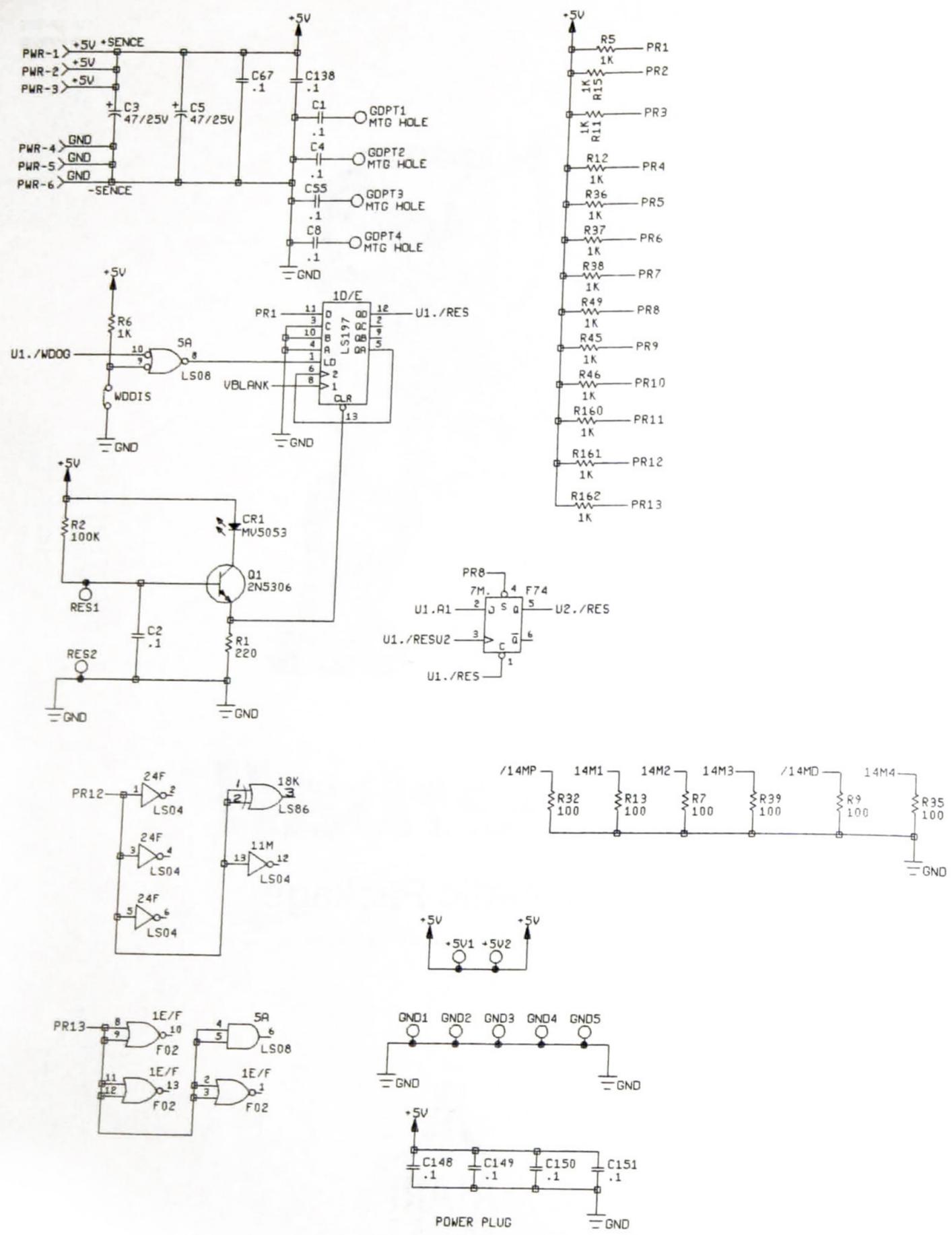


Table 1 RAM and Communication Error Messages

Error Message ¹	Display Background	Location
P2 ² —Working RAM Bad	Red	4E, 4F
Video—Left RAM Bad	Green	9K, 11K
Video—Right RAM Bad	Green	8K, 10K
Color RAM—Left Bad	Black	21M, 22M
Color RAM—Right Bad	Black	25M, 26M
P2 ² —Common RAM Bad	Blue	4E, 4F
P2 ² —Detects Communications Error ³	Purple	
P1 ² —Working RAM Bad	Red	4E, 4F
P1 ² —Common RAM Bad	Blue	4E, 4F
P1 ² —Detects Communications Error ³	Purple	

¹ If two errors are detected, for instance, P2 finds the common RAM bad and P1 finds a communications error, then the screen may be split or may have only one color. However, both messages will appear, no matter what the display background is.
² P1 and P2 are the dual microprocessors.
³ "Detects Communications Error" applies to communications problems other than the common RAM being bad.

Table 2 Faulty ROM Locations

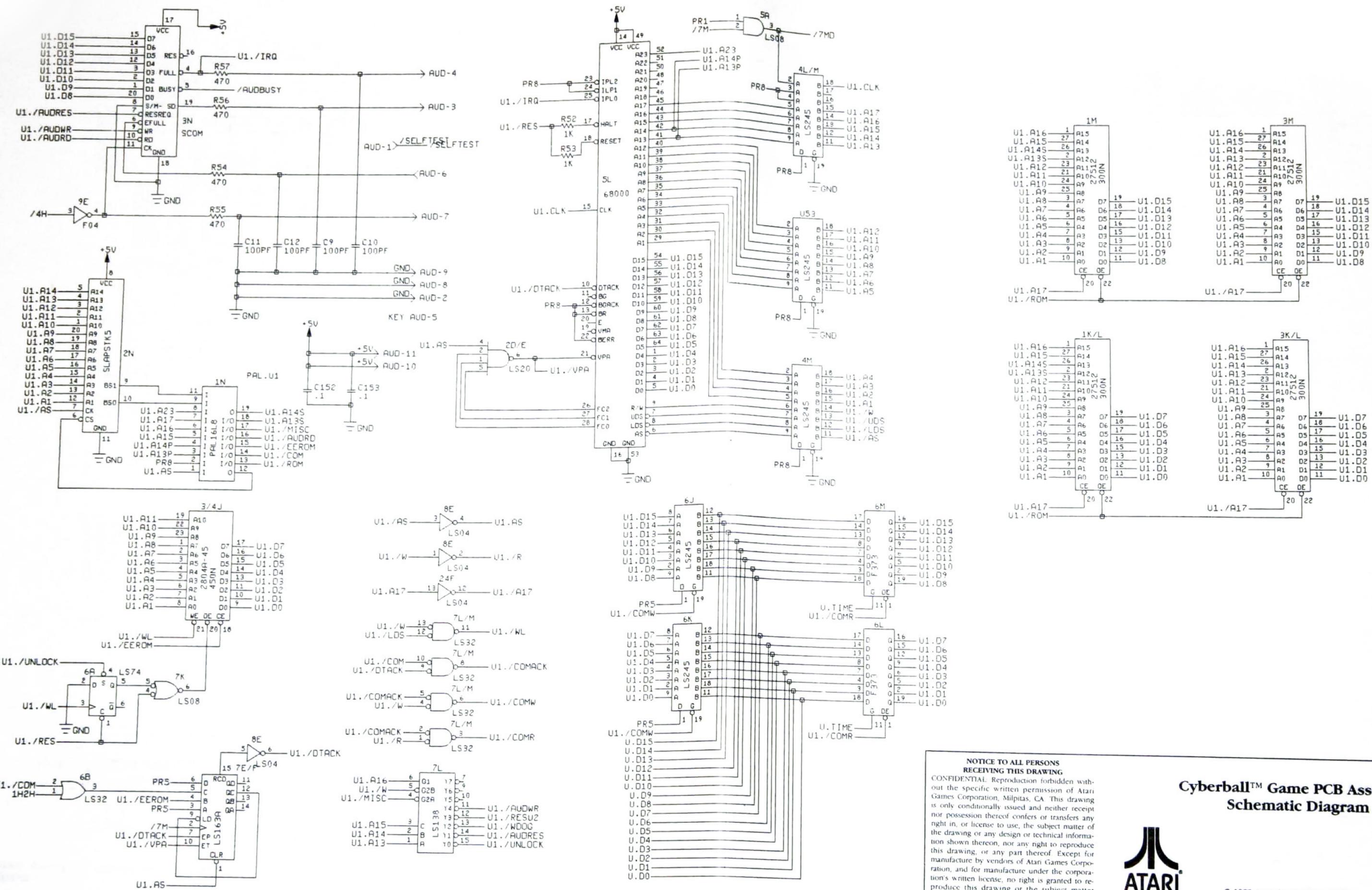
Micro-processor	Error Address	Location on Game PCB	
P1	0	U=1M	L=1K/L
P2	0	U=3C/D	L=1B
P2	20000	U=1C/D	L=3B

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Cyberball™ Game PCB Assembly Schematic Diagram, Faulty RAM/ROM Tables



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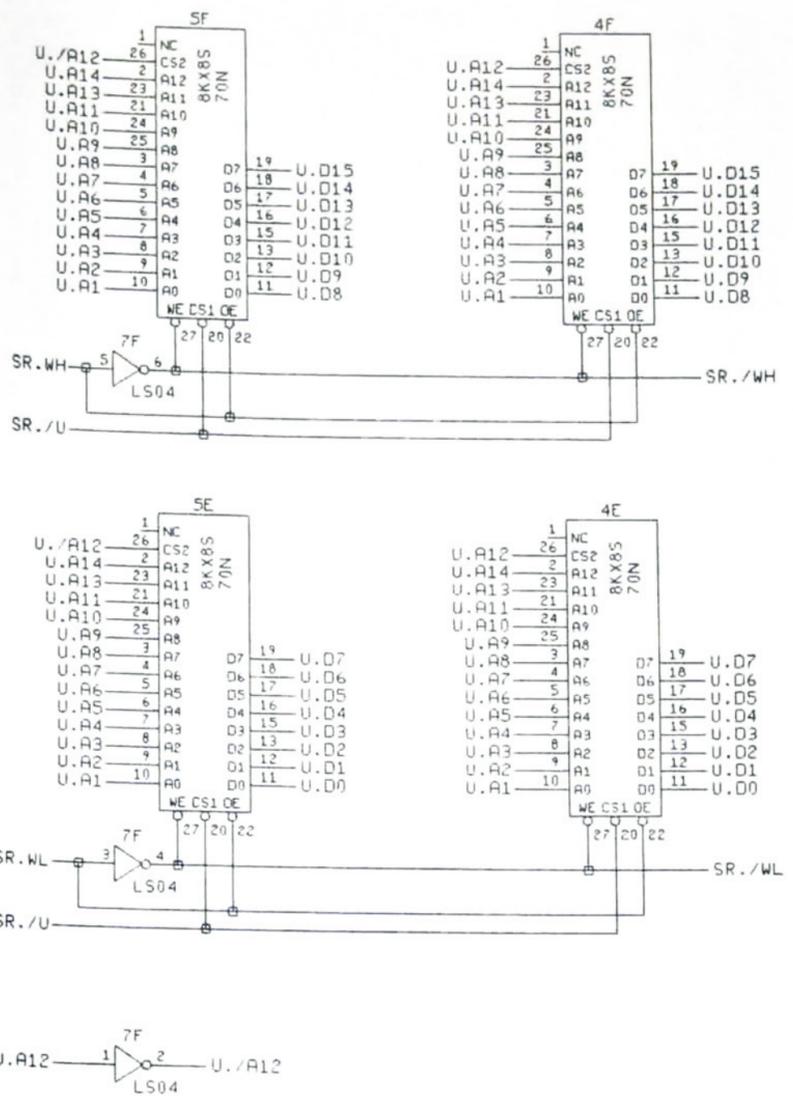
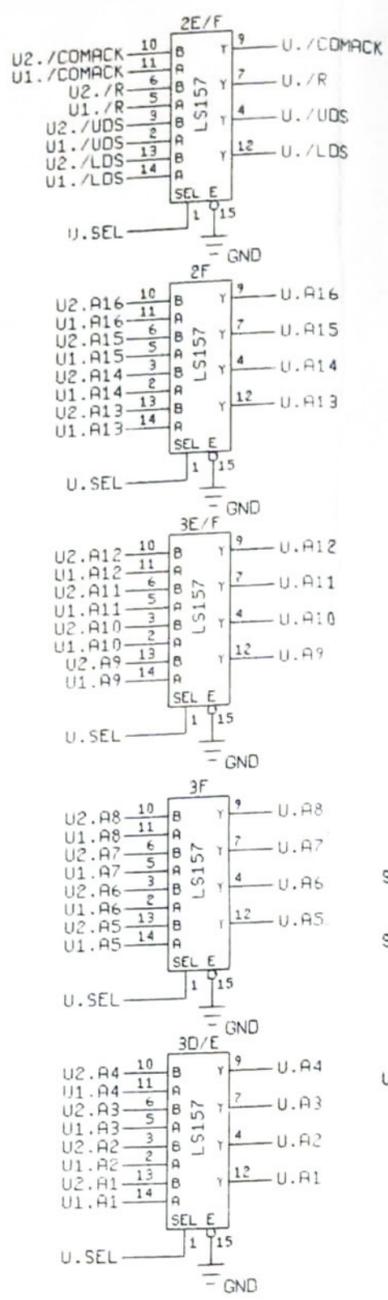
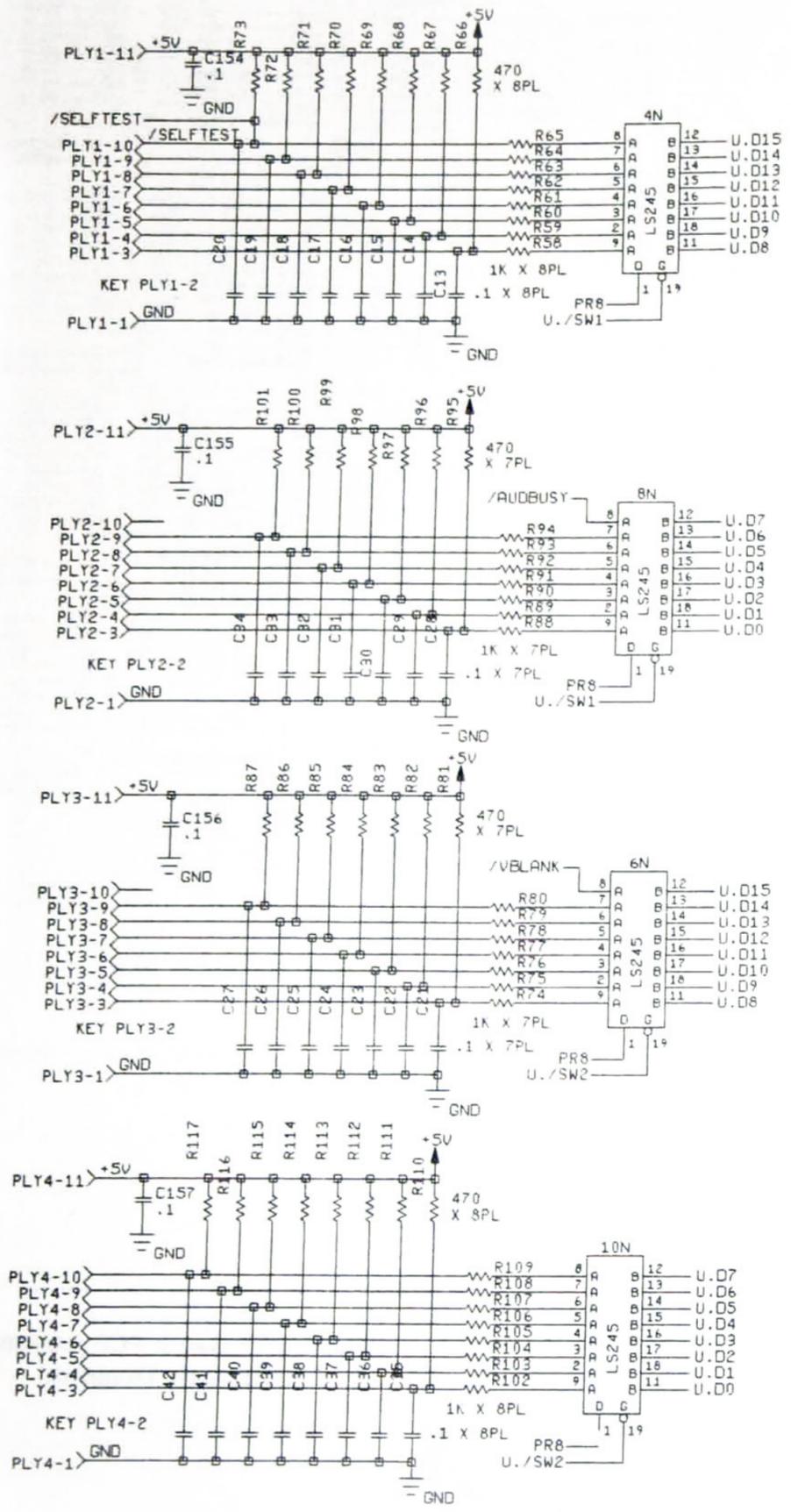
Cyberball™ Game PCB Assembly Schematic Diagram

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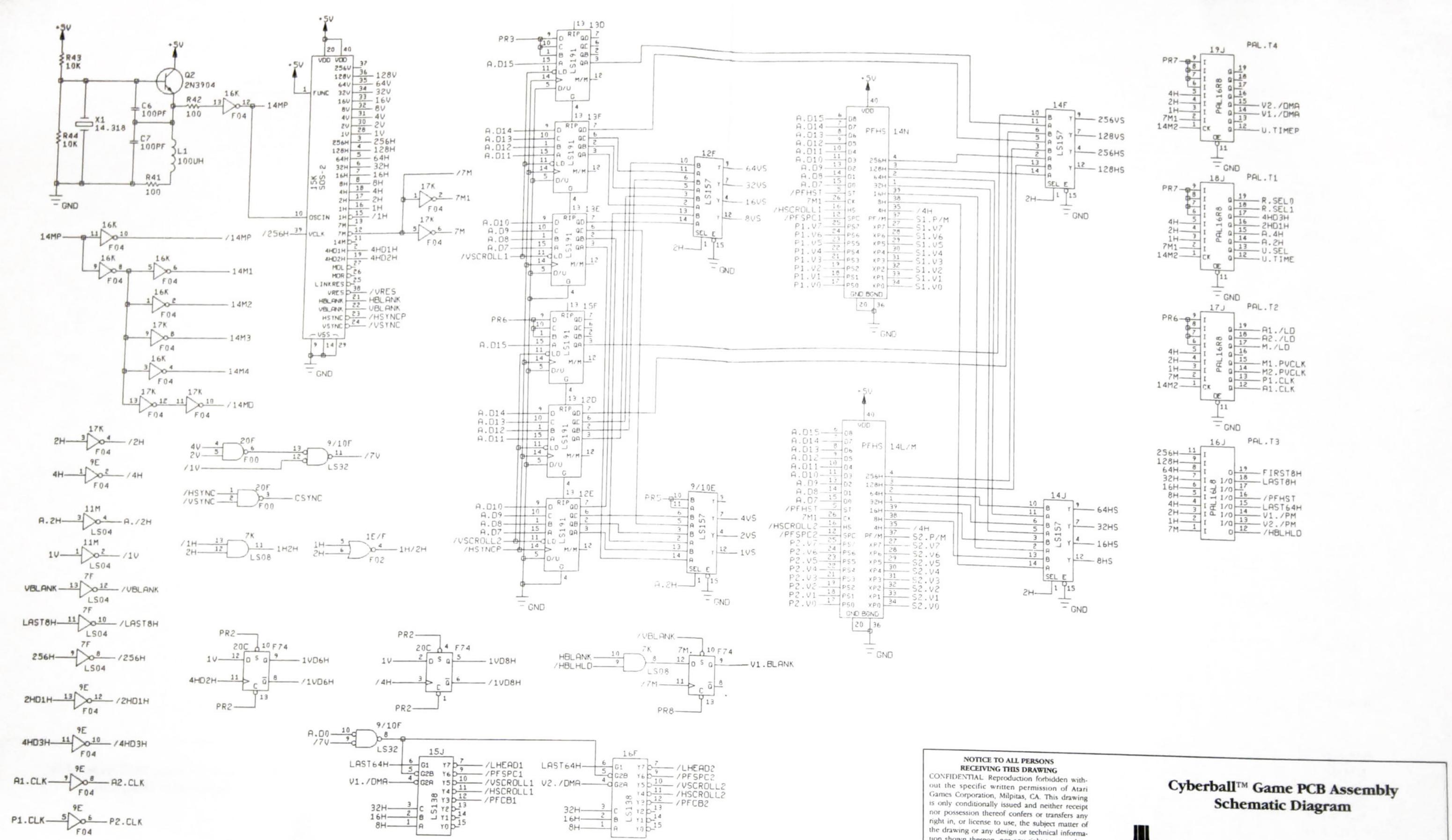
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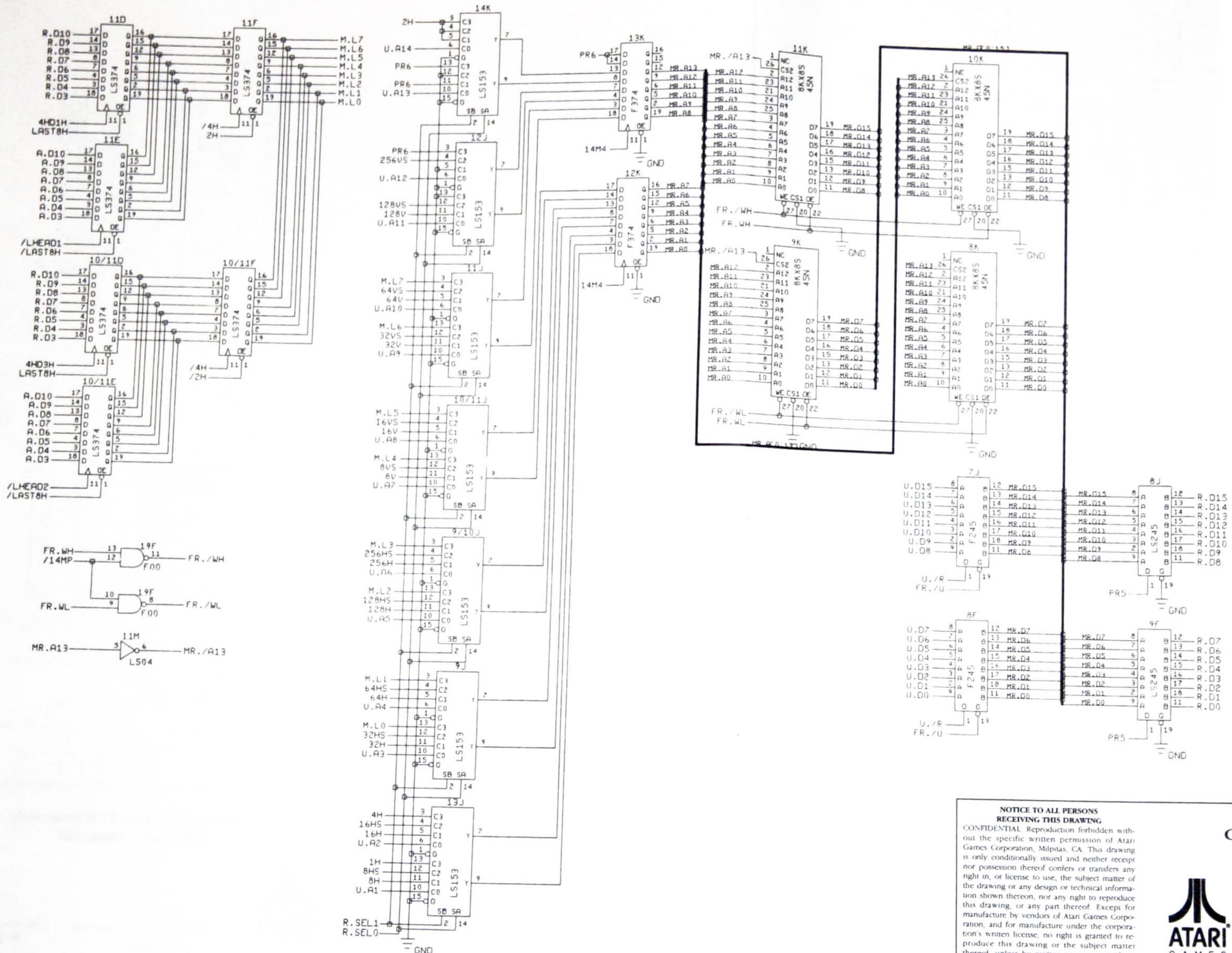
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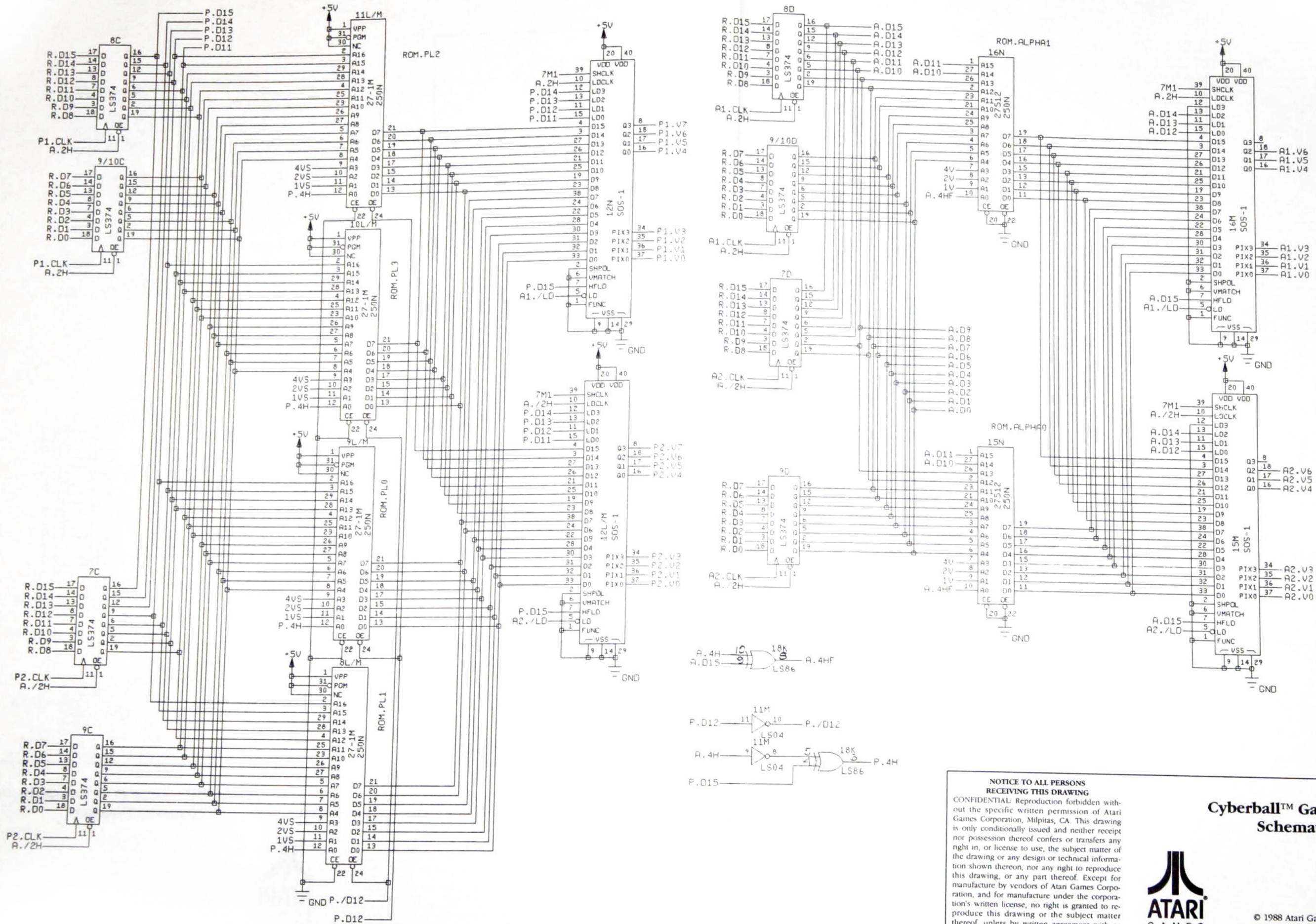
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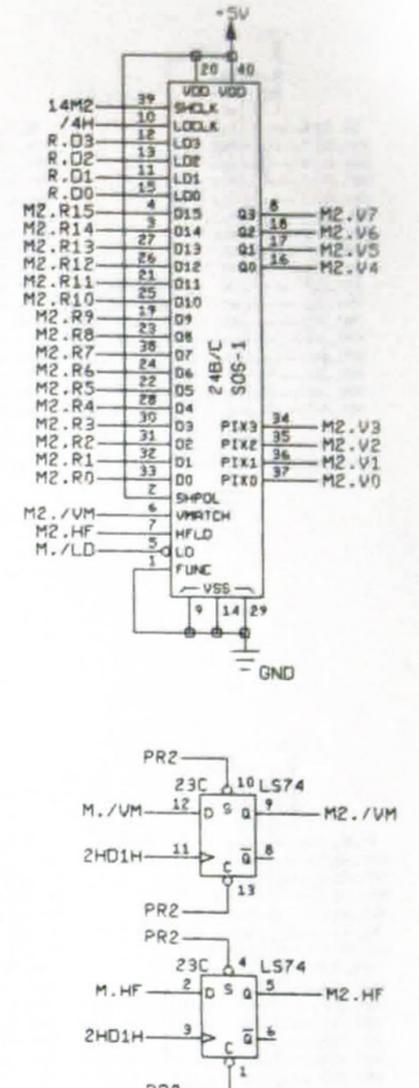
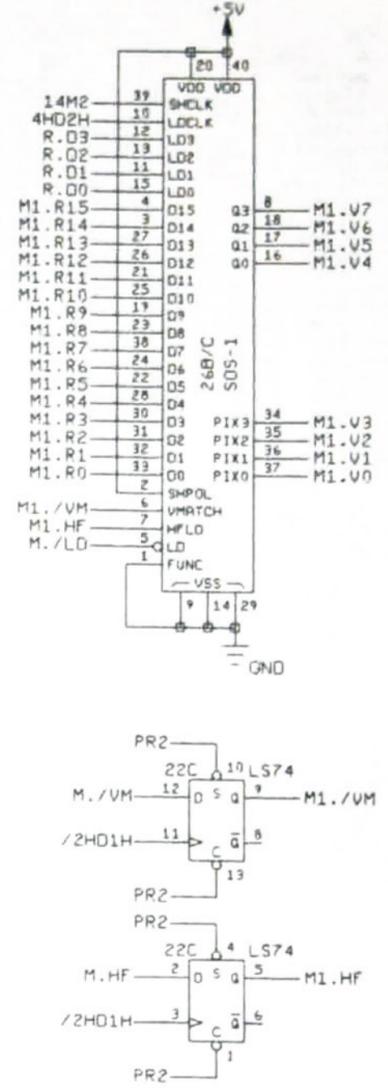
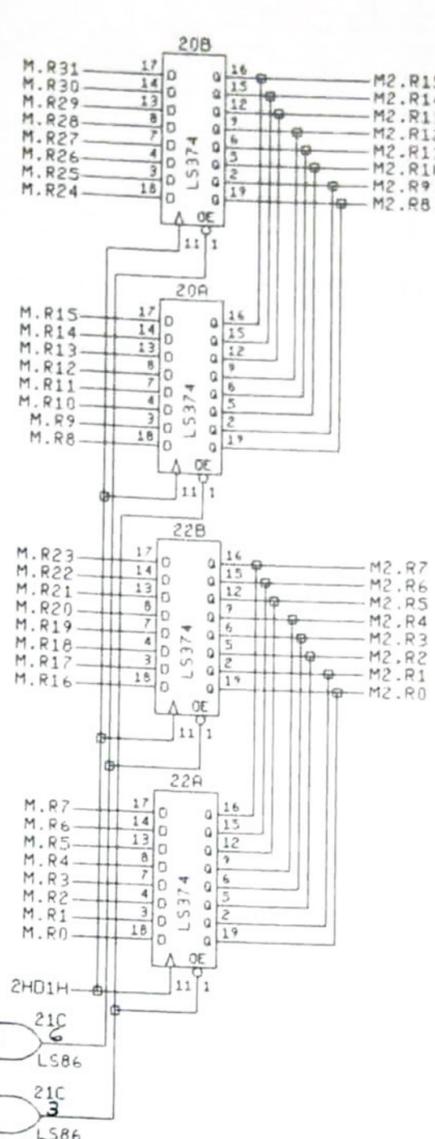
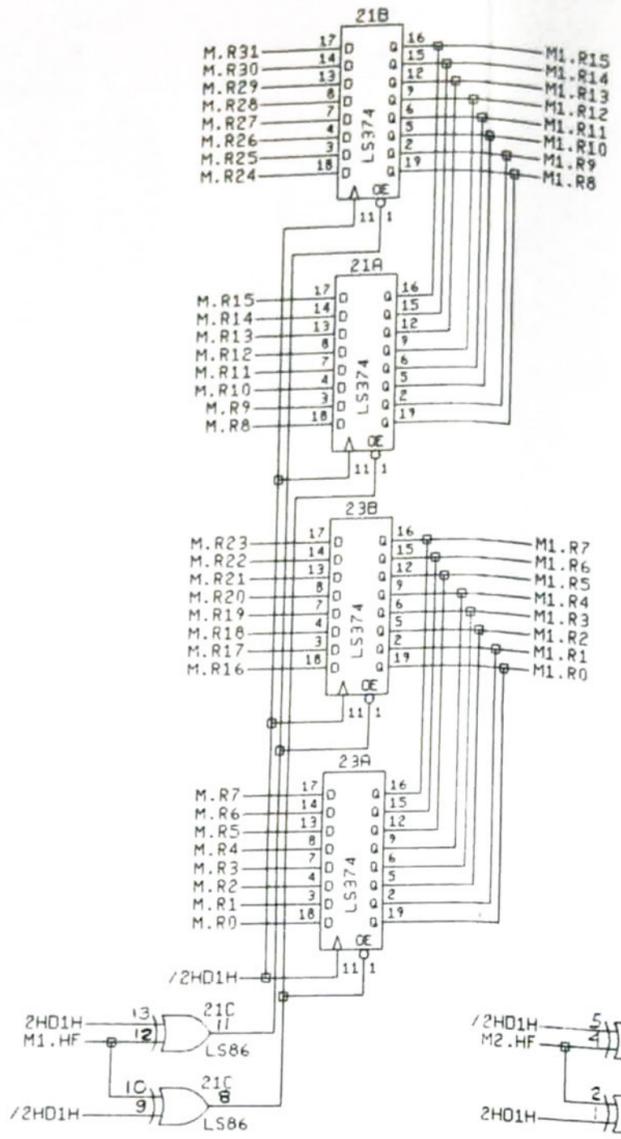
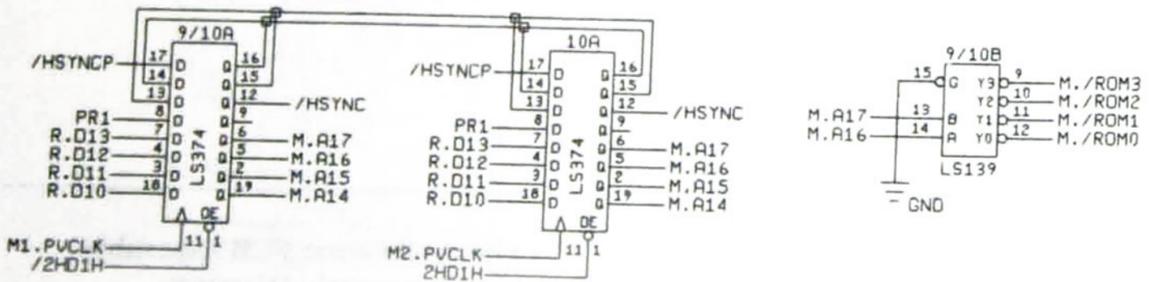
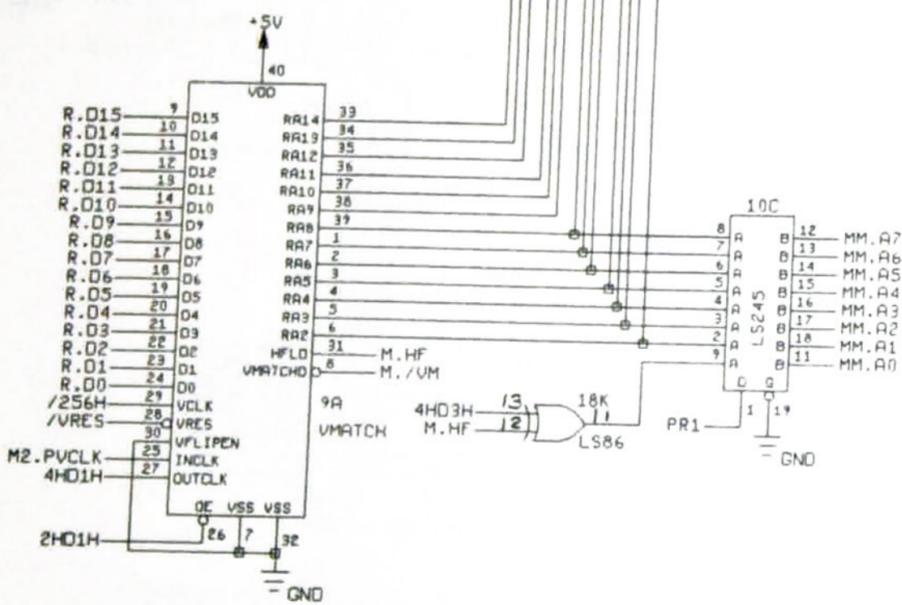
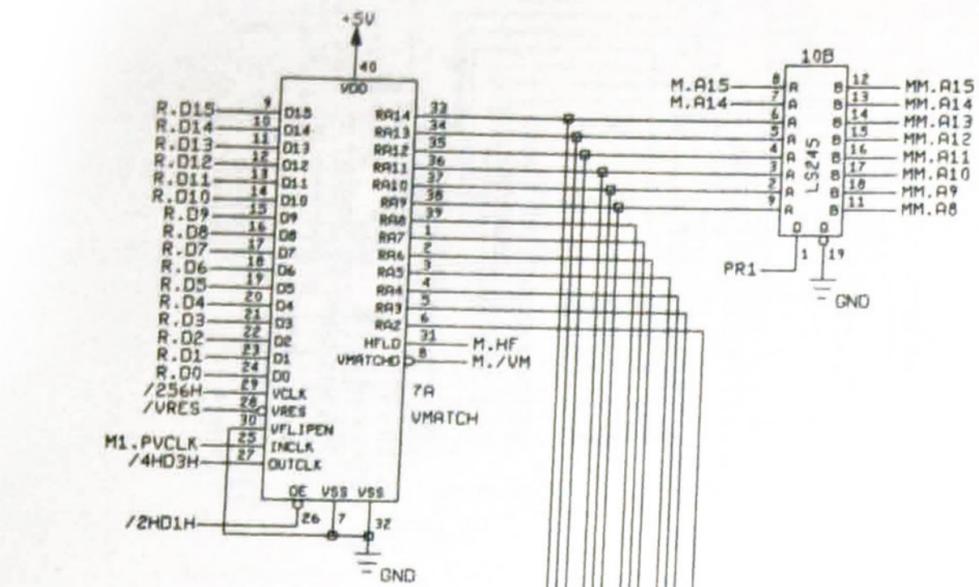
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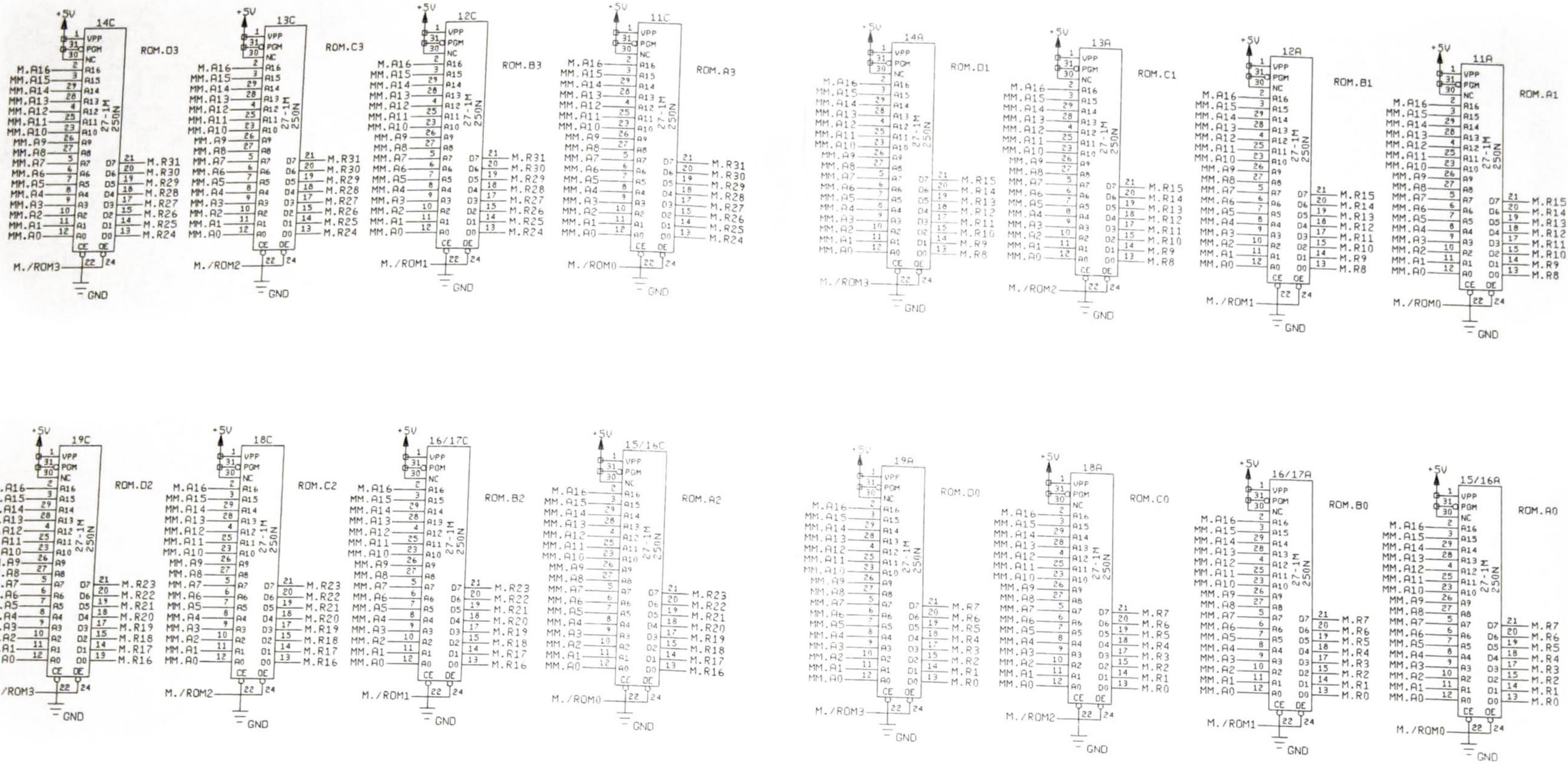


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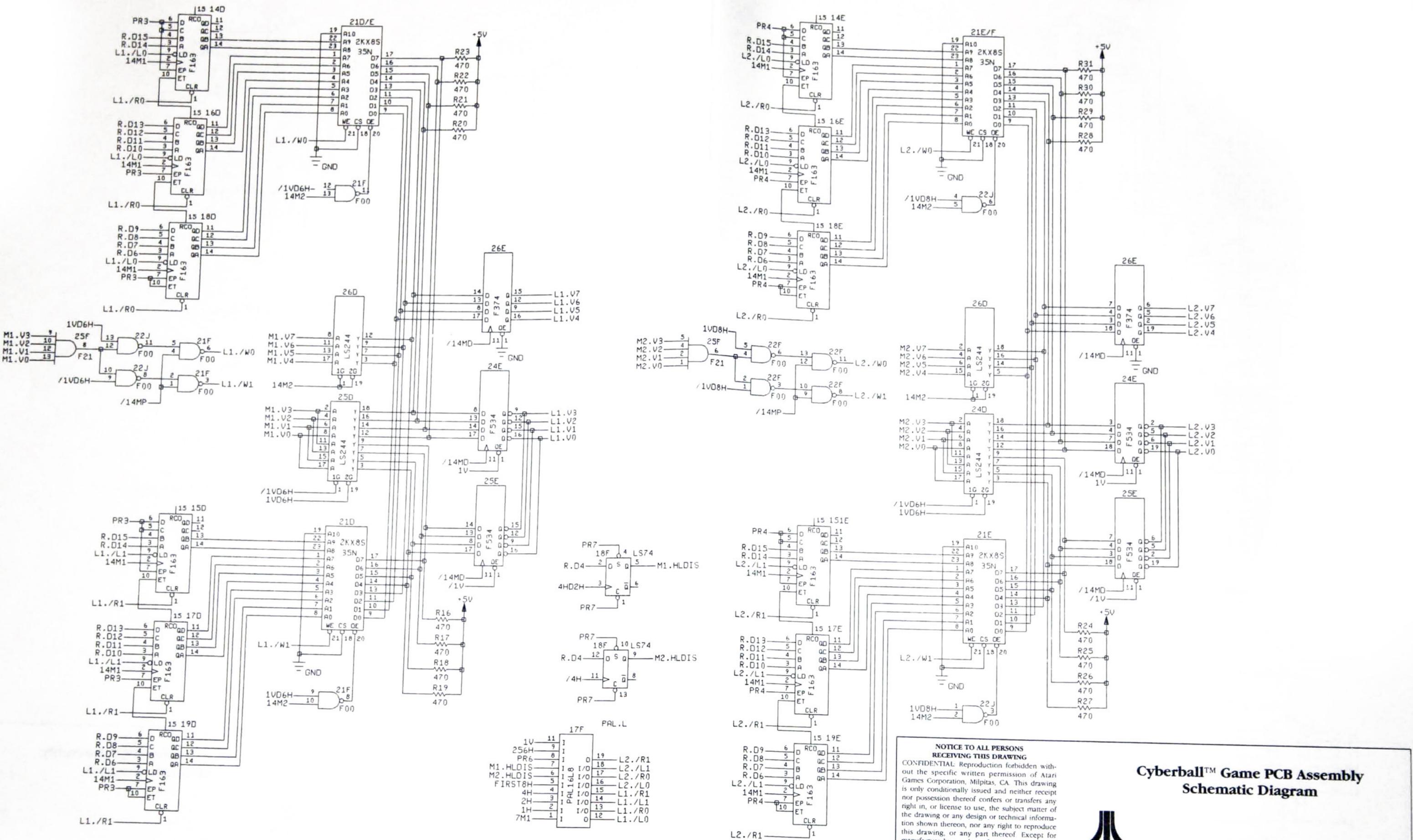


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PAL L

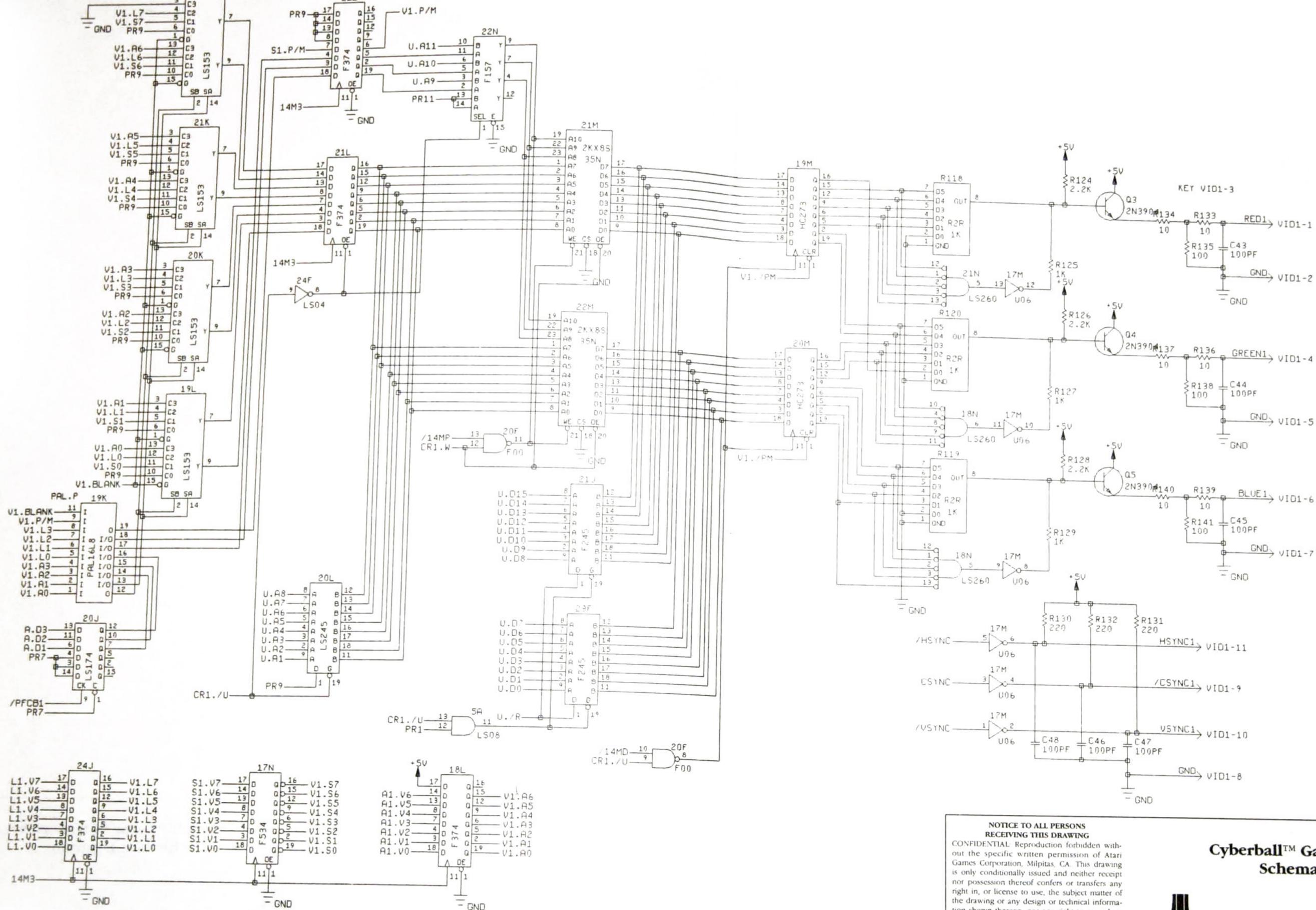
1V	11	1	19	L2./R1
256H	9	1	18	L2./L1
PR6	8	1	17	L2./R0
M1.HLDIS	7	1	16	L2./L0
M2.HLDIS	6	1	15	L1./R1
FIRST8H	5	1	14	L1./L1
4H	4	1	13	L1./R0
2H	3	1	12	L1./L0
1H	2	1	11	L1./R1
7M1	1	1	10	L1./L0

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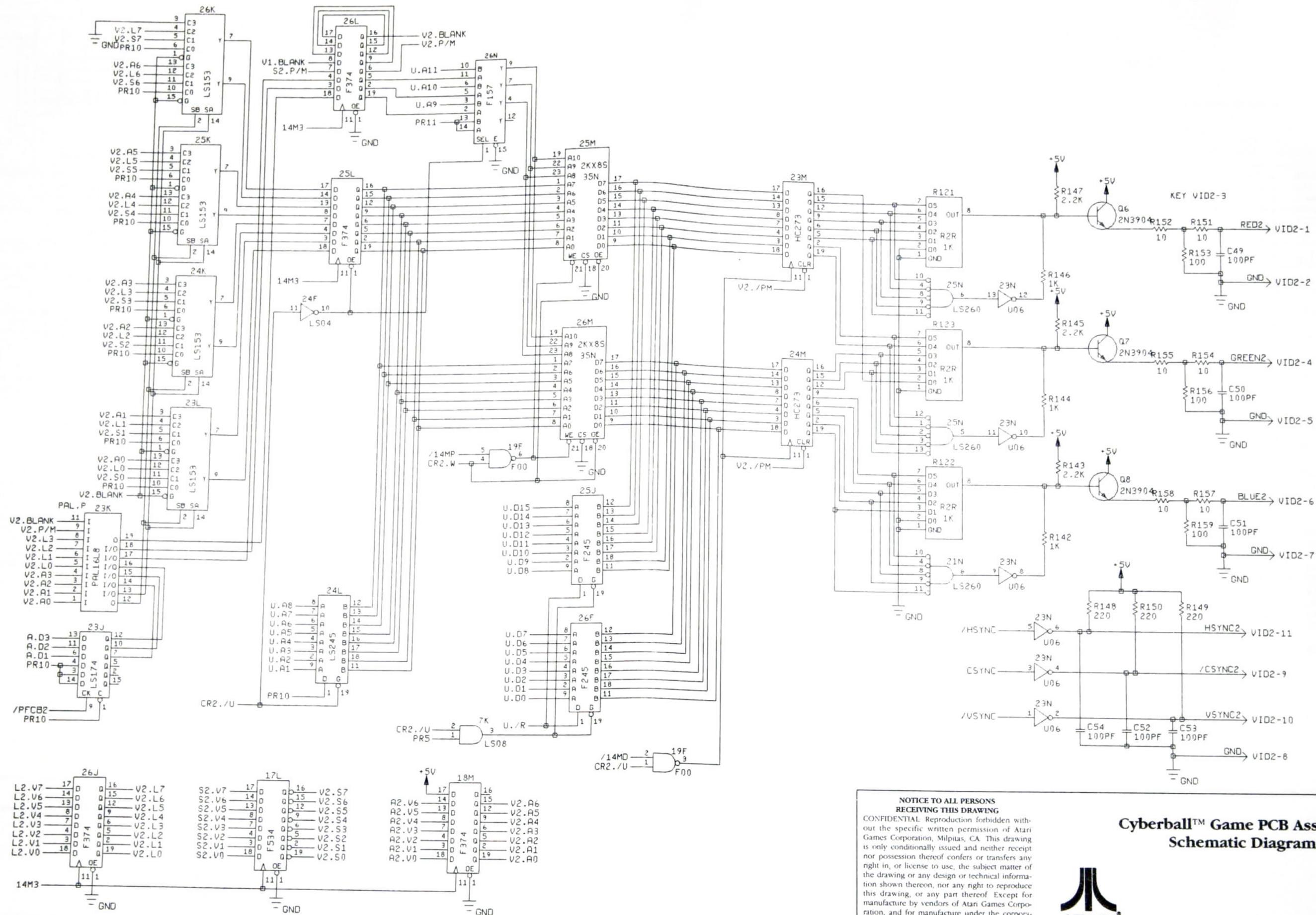
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Cyberball™ Game PCB Assembly Schematic Diagram

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Memory Map

Main Processor (P1)

Every time the main processor (P1) is reset, the video processor (P2) is also reset. P1 must clear P2's reset.

ADDRESS	SIZE	ADDRESS BUS						R/W	DATA BUS				FUNCTION
		2222	1111	1111	1100	0000	0000		1111	1100	0000	0000	
000000-007FFF	16KW	0---	-000	AAAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	SHORT ABSOLUTE PROGRAM PROM
008000-00FFFF	16KW	0---	-000	1AAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	SLAPSTIC PROGRAM PROM
010000-03FFFF	96KW	0---	-0AA	AAAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	LONG ABSOLUTE PROGRAM PROM
040000-07FFFF	28KW	0---	-1AA	AAAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	UNIMPLEMENTED PROGRAM PROM
FC0000-FC03FE	512B	1---	--00	0---	--AA	AAAA	AAAO	R/W	DDDD	DDDD			EEROM
FC8000		1---	--00	1---				R	DDDD	DDDD			AUDIO READ
FD0000		1---	--01	000-				W					FEROM UNLOCK
FD2000		1---	--01	001-				W					AUDIO RESET
FD4000		1---	--01	010-				W					WATCH DOG
FD6000		1---	--01	011-			--A-	W					RESET P2 (ACTIVE LOW)
FD8000		1---	--01	100-				W		DDDD	DDDD		AUDIO WRITE
FE0000		1---	--10	0-00				R	DDDD	DDDD	DDDD	DDDD	SWITCH 1 (TEAM 1)
									D				SELF TEST
									D				UNUSED
									D				RIGHT ACTION
									D				FREEZE (DEVELOPMENT ONLY)
									DDDD				RIGHT PLAYER JOYSTICK (L,R,D,U)
									DD				UNUSED
									D				LEFT ACTION
									D				STEP (DEVELOPMENT ONLY)
FE1000		1---	--10	0-01				R	DDDD	DDDD	DDDD	DDDD	LEFT PLAYER JOYSTICK (L,R,D,U)
									D				SWITCH 2 (TEAM 2)
									D				VBLANK
									D				UNUSED
									D				RIGHT ACTION
									D				REPLAY (DEVELOPMENT ONLY)
									DDDD				RIGHT PLAYER JOYSTICK (L,R,D,U)
									DD				UNUSED
									D				LEFT ACTION
									D				UNUSED
FE8000-FE8FFE	2KW	1---	--10	10--	AAAA	AAAA	AAAO	R/W	DDDD	DDDD	DDDD	DDDD	LEFT PLAYER JOYSTICK (L,R,D,U)
FEC000-FECFFE	2KW	1---	--10	11--	AAAA	AAAA	AAAO	R/W	DDDD	DDDD	DDDD	DDDD	COLORAM 1
FF0000-FF1FFF	1KW	1---	--11	000A	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	COLORAM 2
FF2000-FF2FFF	2KW	1---	--11	0010	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	PLAYFIELD 1 PARAMETER RAM
FF3000-FF3FFF	2KW	1---	--11	0011	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	ALPHANUMERICS 1 PARAMETER RAM
FF4000-FF5FFF	4KW	1---	--11	010A	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	MOTION OBJECTS 1 PARAMETER RAM
FF6000-FF6FFF	1KW	1---	--11	0110	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	PLAYFIELD 2 PARAMETER RAM
FF7000-FF7FFF	2KW	1---	--11	0111	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	ALPHANUMERICS 2 PARAMETER RAM
FF8000-FF9FFF	4KW	1---	--11	100A	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	MOTION OBJECTS 2 PARAMETER RAM
FFA000-FFBFFF	1KW	1---	--11	101A	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	COMMUNICATIONS RAM
FFC000-FFFF	8KW	1---	--11	11AA	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	P2 PROTECTED PROGRAM RAM
													P1 PROTECTED PROGRAM RAM

Memory Map

Video Processor (P2)

Everytime the main processor (P1) is reset, the video processor (P2) is also reset. P1 must clear P2's reset.

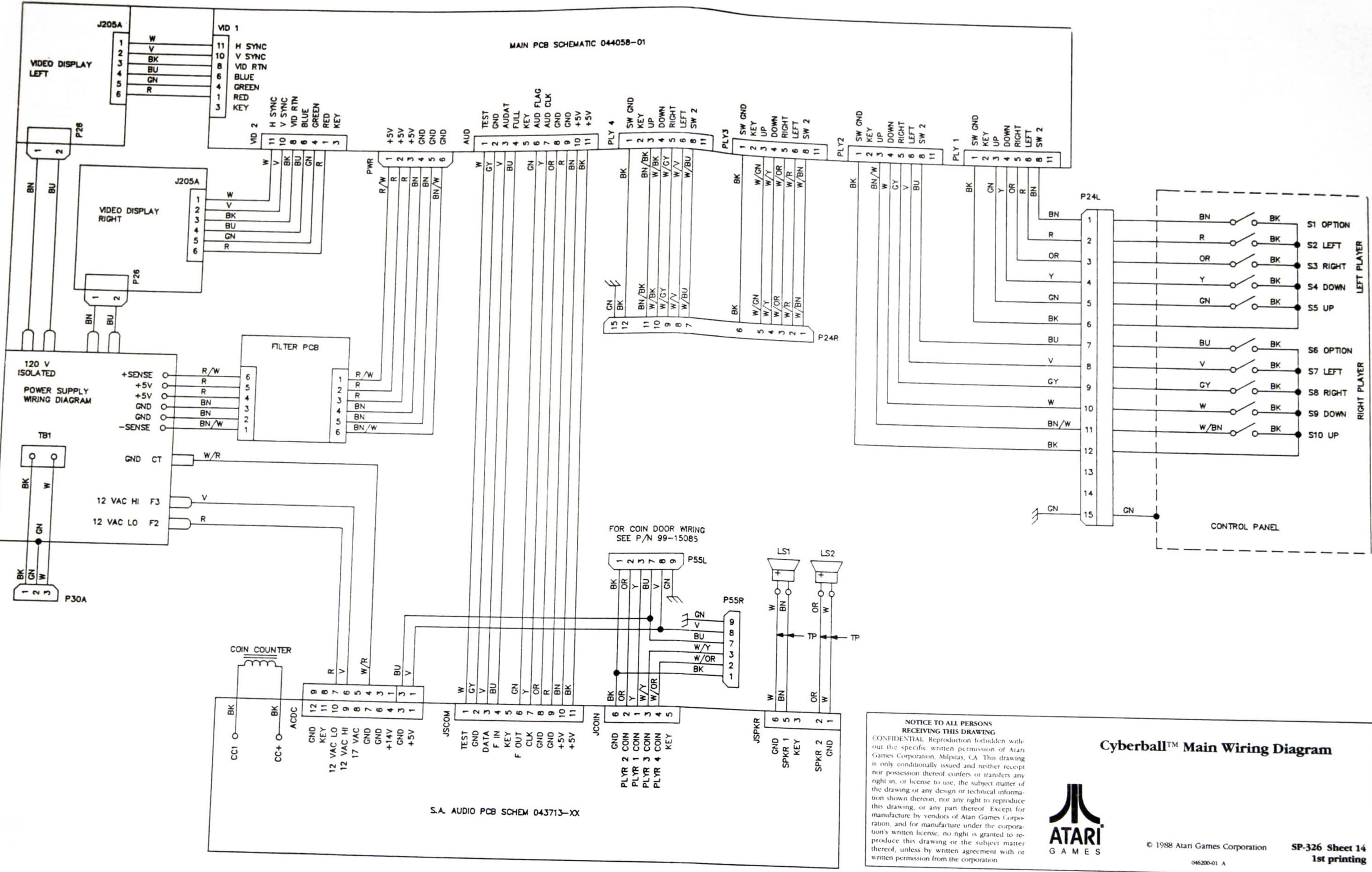
ADDRESS	SIZE	ADDRESS BUS						R/W	DATA BUS				FUNCTION
		2222	1111	1111	1100	0000	0000		1111	1100	0000	0000	
000000-007FFF	16KW	0---	-000	AAAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	SHORT ABSOLUTE PROGRAM PROM
008000-03FFFF	112KW	0---	-0AA	AAAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	LONG ABSOLUTE PROM
040000-07FFFF	128KW	0---	-1AA	AAAA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	UNIMPLEMENTED PROGRAM PROM
FC0000		1---	--0-					W					SCREEN INTERRUPT ACKNOWLEDGE
FE0000		1---	--10	0-00				R	DDDD	DDDD	DDDD	DDDD	SWITCH 1 (TEAM 1)
									D				SELF-TEST
									D				UNUSED
									D				RIGHT ACTION
									D				FREEZE (DEVELOPMENT ONLY)
									DDDD				RIGHT PLAYER JOYSTICK (L,R,D,U)
									DD				UNUSED
									D				LEFT ACTION
									D				STEP (DEVELOPMENT ONLY)
FE1000		1---	--10	0-01				R	DDDD	DDDD	DDDD	DDDD	LEFT PLAYER JOYSTICK (L,R,D,U)
									D				SWITCH 2 (TEAM 2)
									D				VBLANK
									D				UNUSED
									D				RIGHT ACTION
									D				REPLAY (DEVELOPMENT ONLY)
									DDDD				RIGHT PLAYER JOYSTICK (L,R,D,U)
									DD				UNUSED
									D				LEFT ACTION
									D				UNUSED
FE8000-FE8FFE	2KW	1---	--10	10--	AAAA	AAAA	AAAO	R/W	DDDD	DDDD	DDDD	DDDD	LEFT PLAYER JOYSTICK (L,R,D,U)
FEC000-FECFFE	2KW	1---	--10	11--	AAAA	AAAA	AAAO	R/W	DDDD	DDDD	DDDD	DDDD	COLORAM 1
FF0000-FF1FFF	1KW	1---	--11	000A	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	COLORAM 2
FF2000-FF2FFF	2KW	1---	--11	0010	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	PLAYFIELD 1 PARAMETER RAM
FF3000-FF3FFF	2KW	1---	--11	0011	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	ALPHANUMERICS 1 PARAMETER RAM
FF4000-FF5FFF	4KW	1---	--11	010A	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	MOTION OBJECTS 1 PARAMETER RAM
FF6000-FF6FFF	1KW	1---	--11	0110	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	PLAYFIELD 2 PARAMETER RAM
FF7000-FF7FFF	2KW	1---	--11	0111	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	ALPHANUMERICS 2 PARAMETER RAM
FF8000-FF9FFF	4KW	1---	--11	100A	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	MOTION OBJECTS 2 PARAMETER RAM
FFA000-FFBFFF	4KW	1---	--11	101A	AAAA	AAAA	AAAA	R/W	DDDD	DDDD	DDDD	DDDD	COMMUNICATIONS RAM
FFC000-FFFF	8KW	1---	--11	11AA	AAAA	AAAA	AAAA	R	DDDD	DDDD	DDDD	DDDD	P2 PROTECTED PROGRAM RAM
													P1 PROTECTED PROGRAM RAM

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Cyberball™ Memory Map





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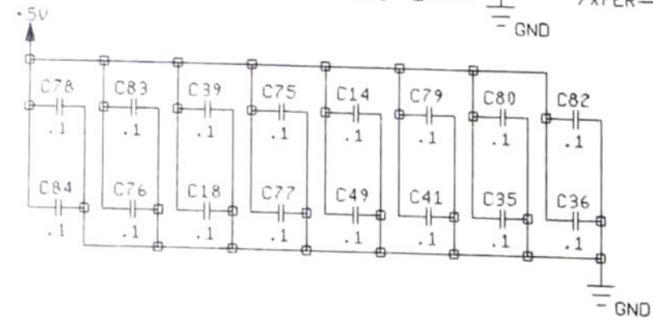
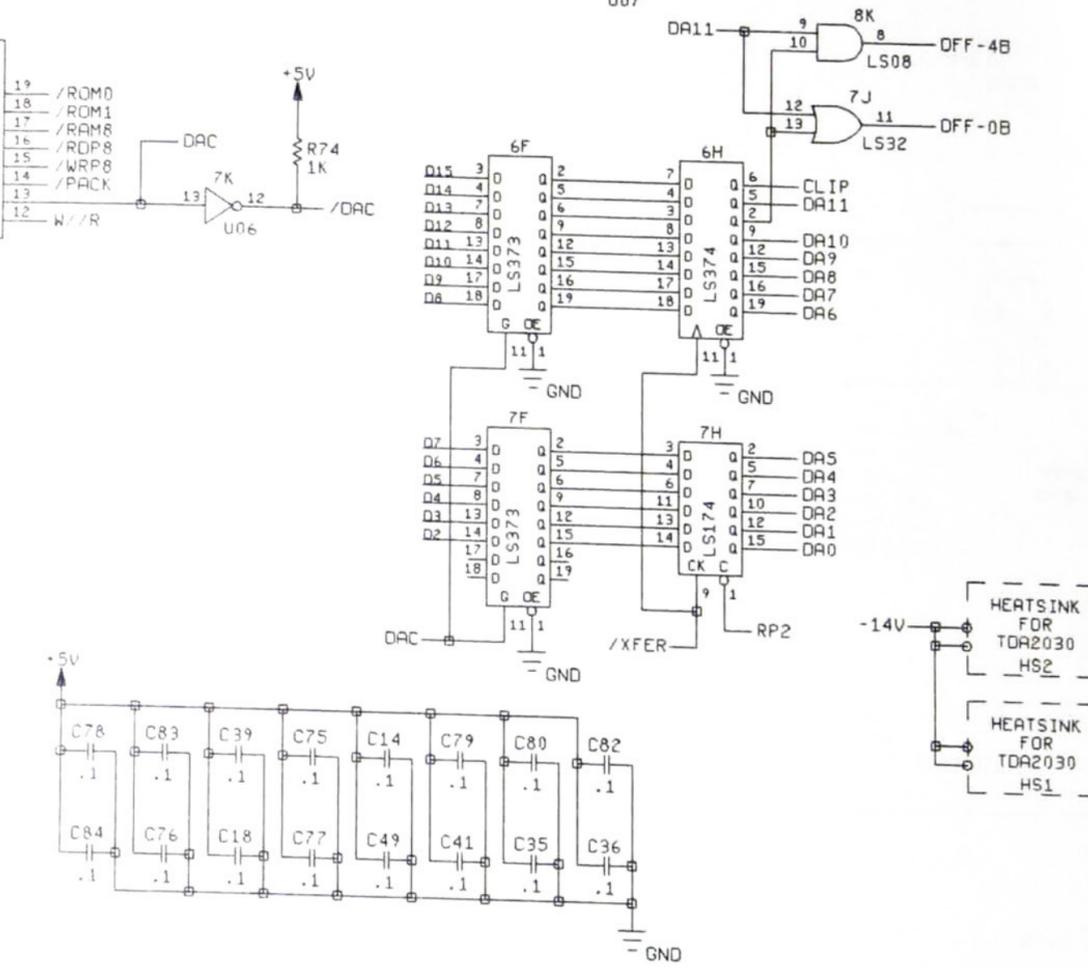
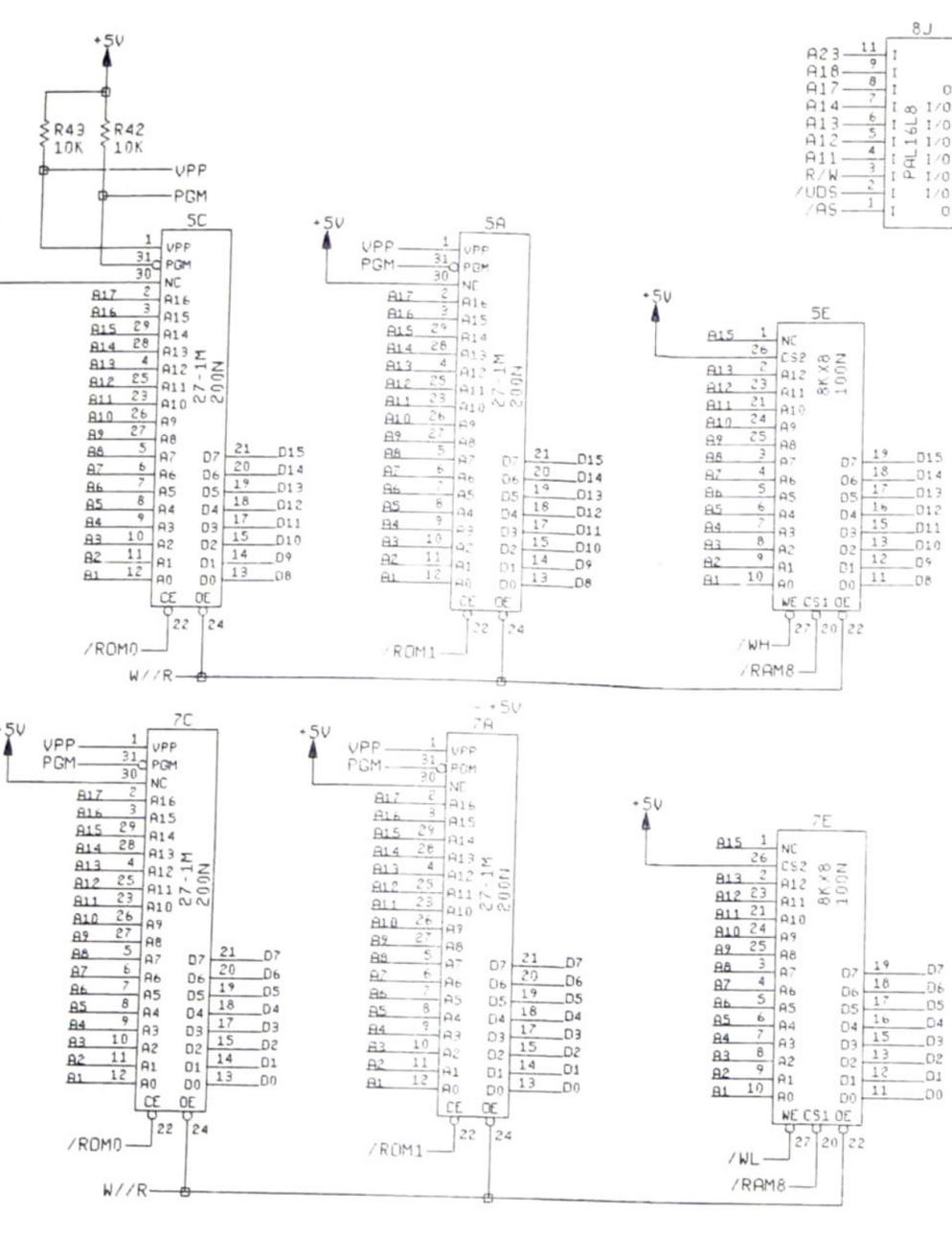
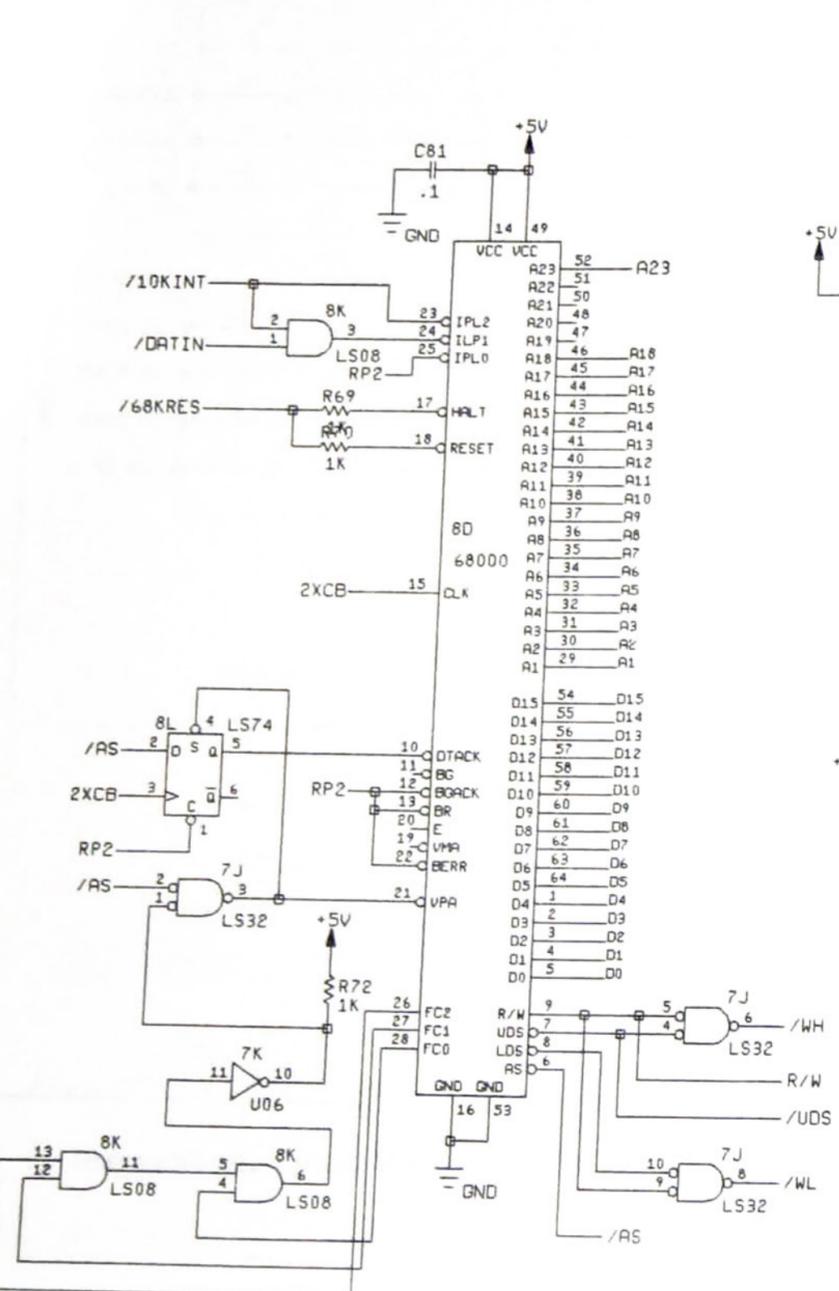
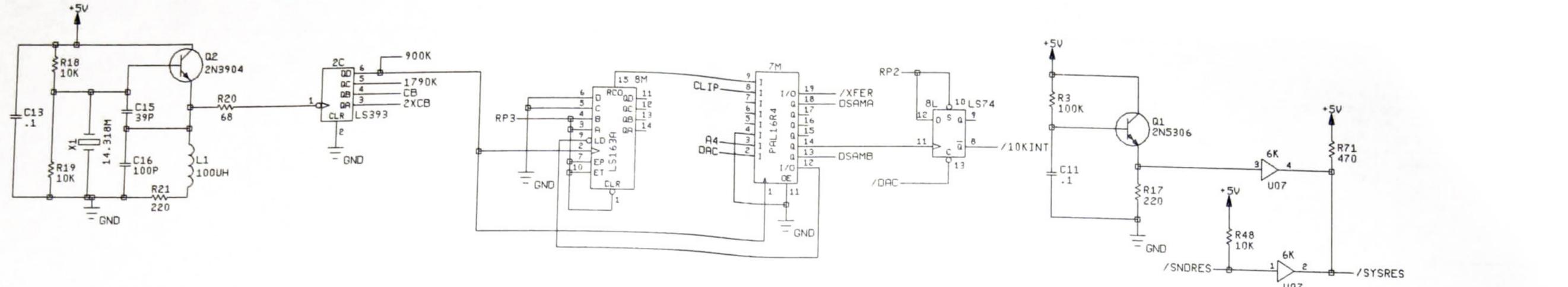
Cyberball™ Main Wiring Diagram

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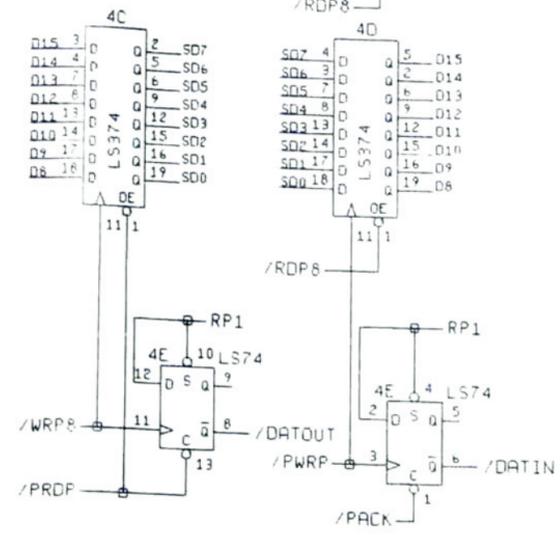
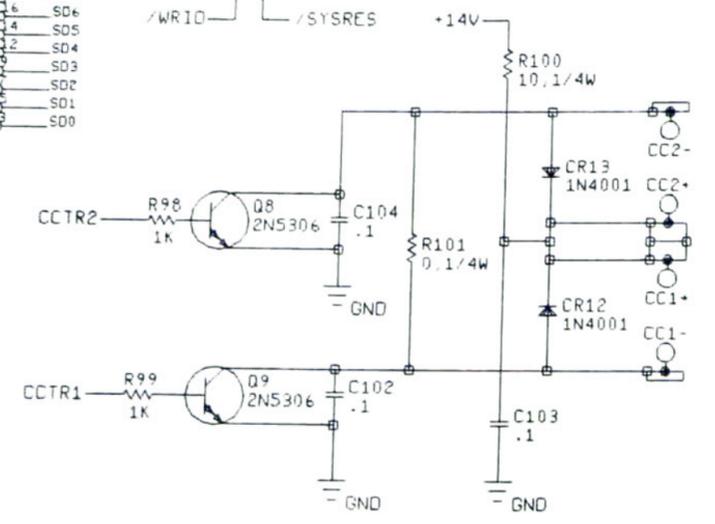
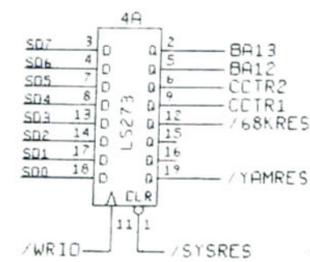
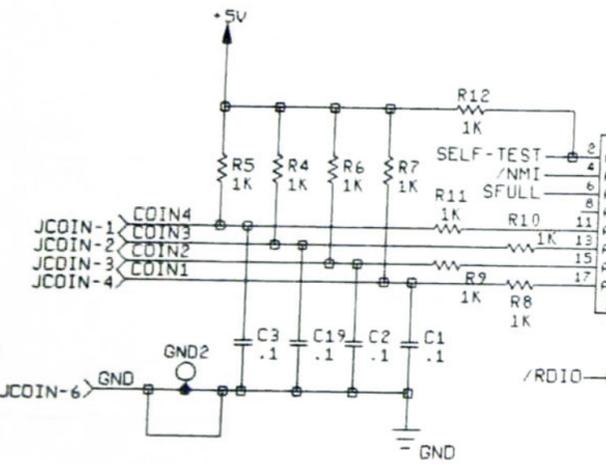
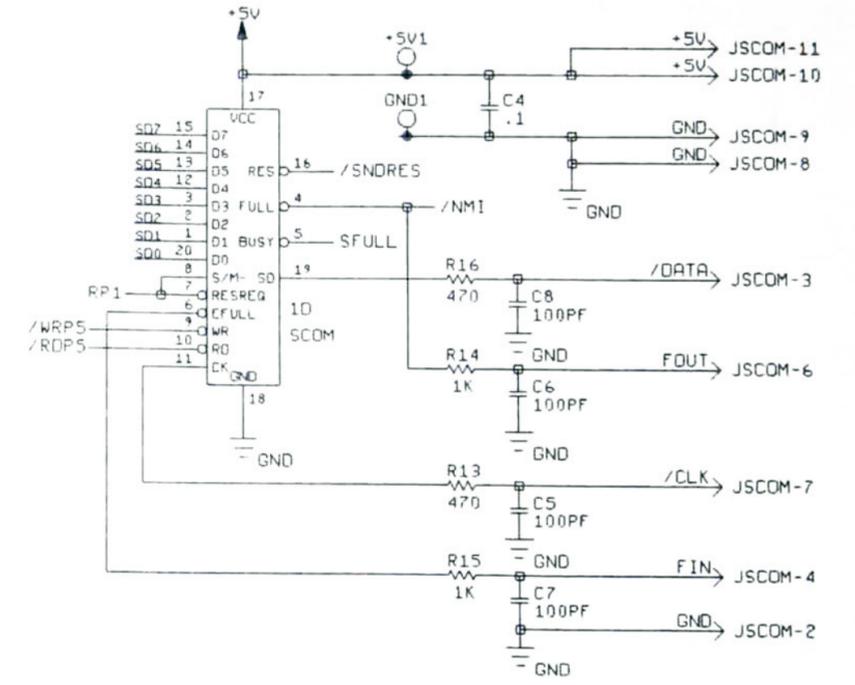
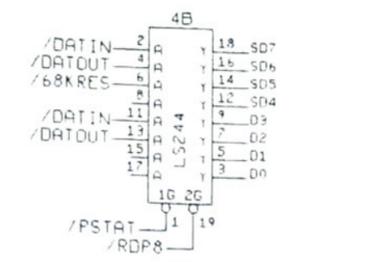
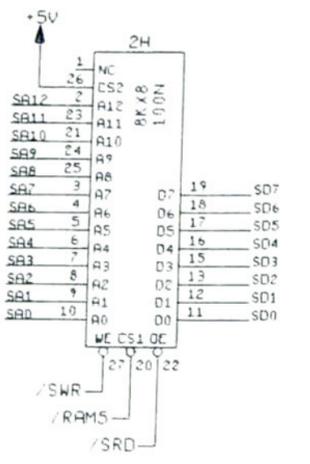
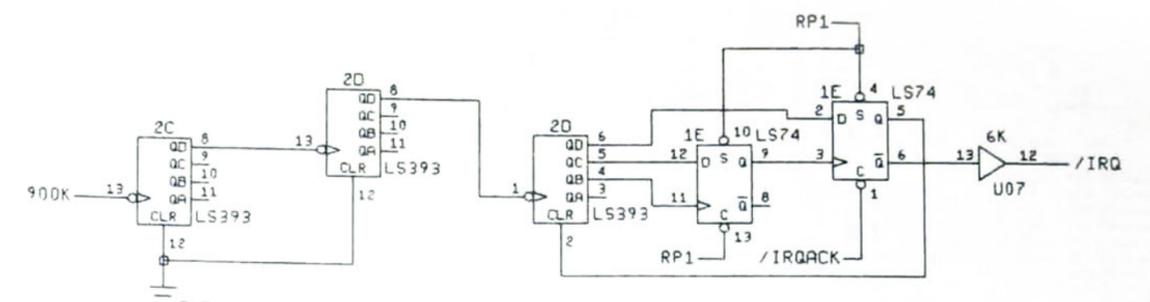
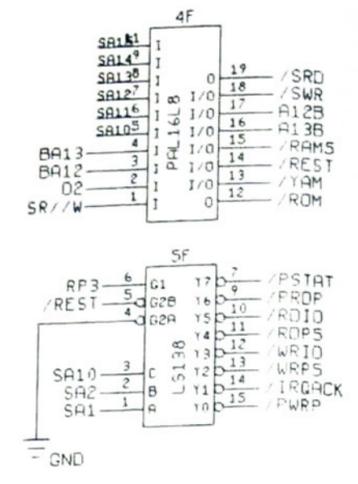
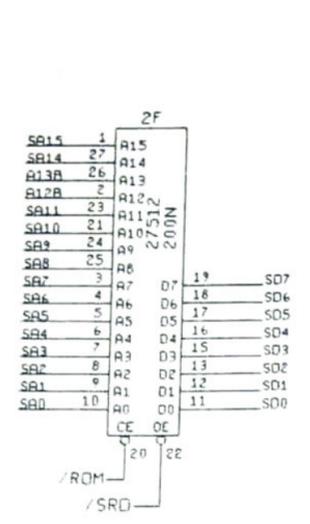
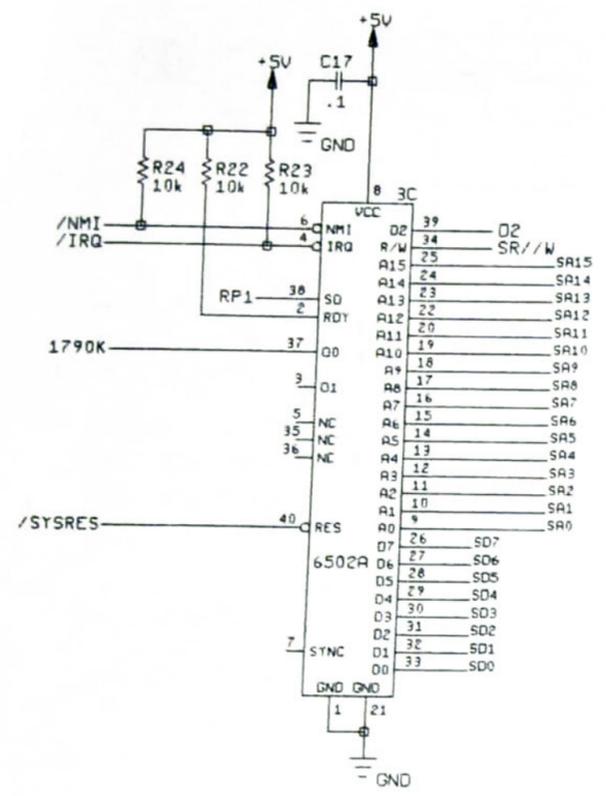


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SAC Audio PCB Assembly Schematic Diagram

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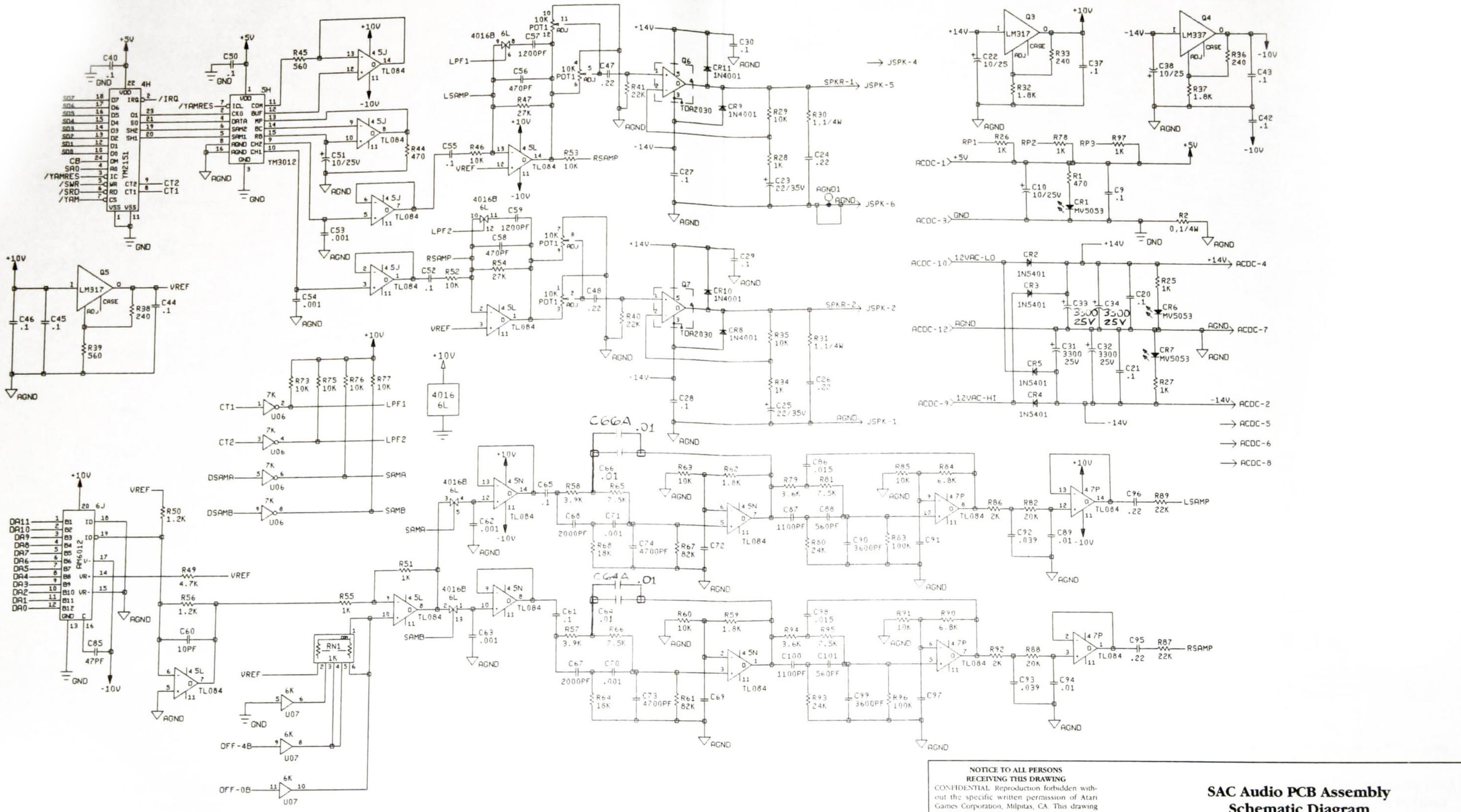


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SAC Audio PCB Assembly Schematic Diagram

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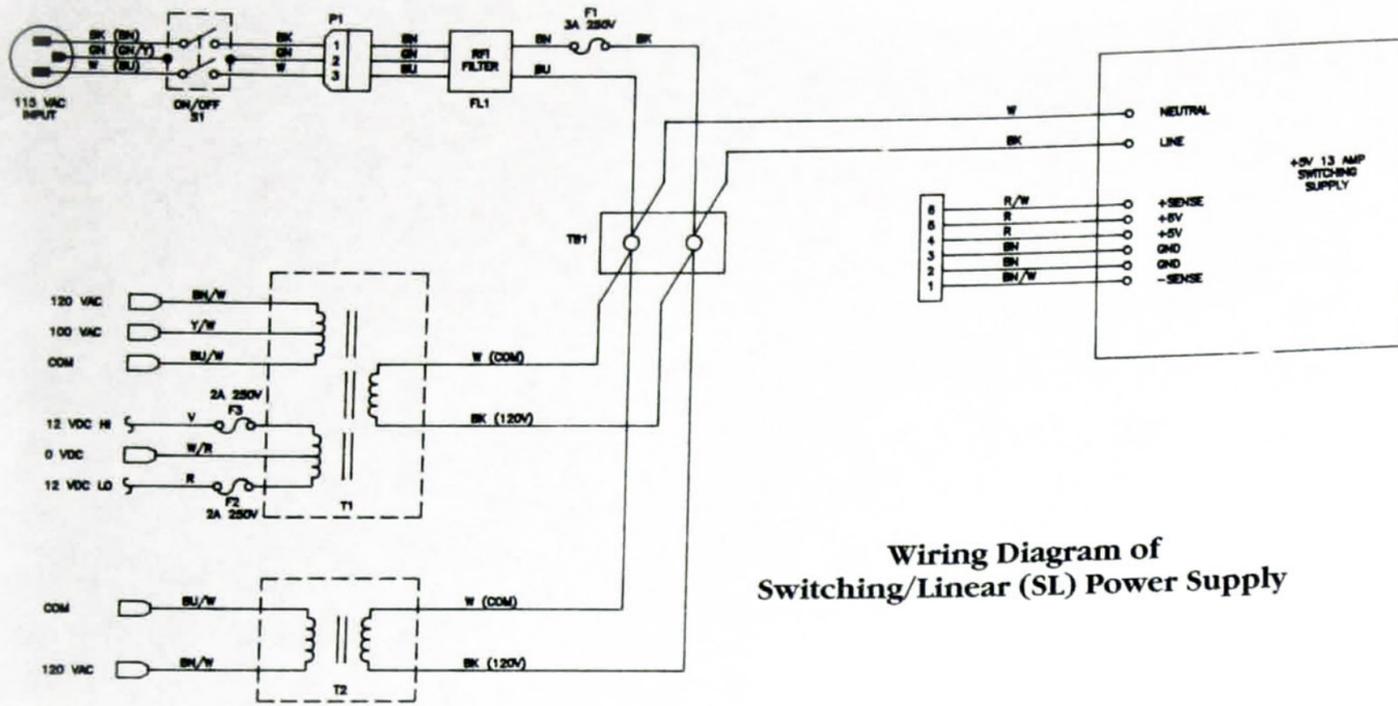
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SAC Audio PCB Assembly Schematic Diagram

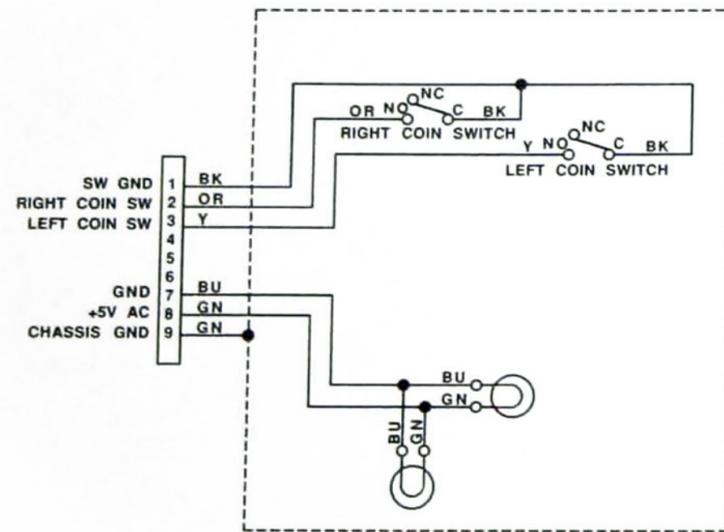
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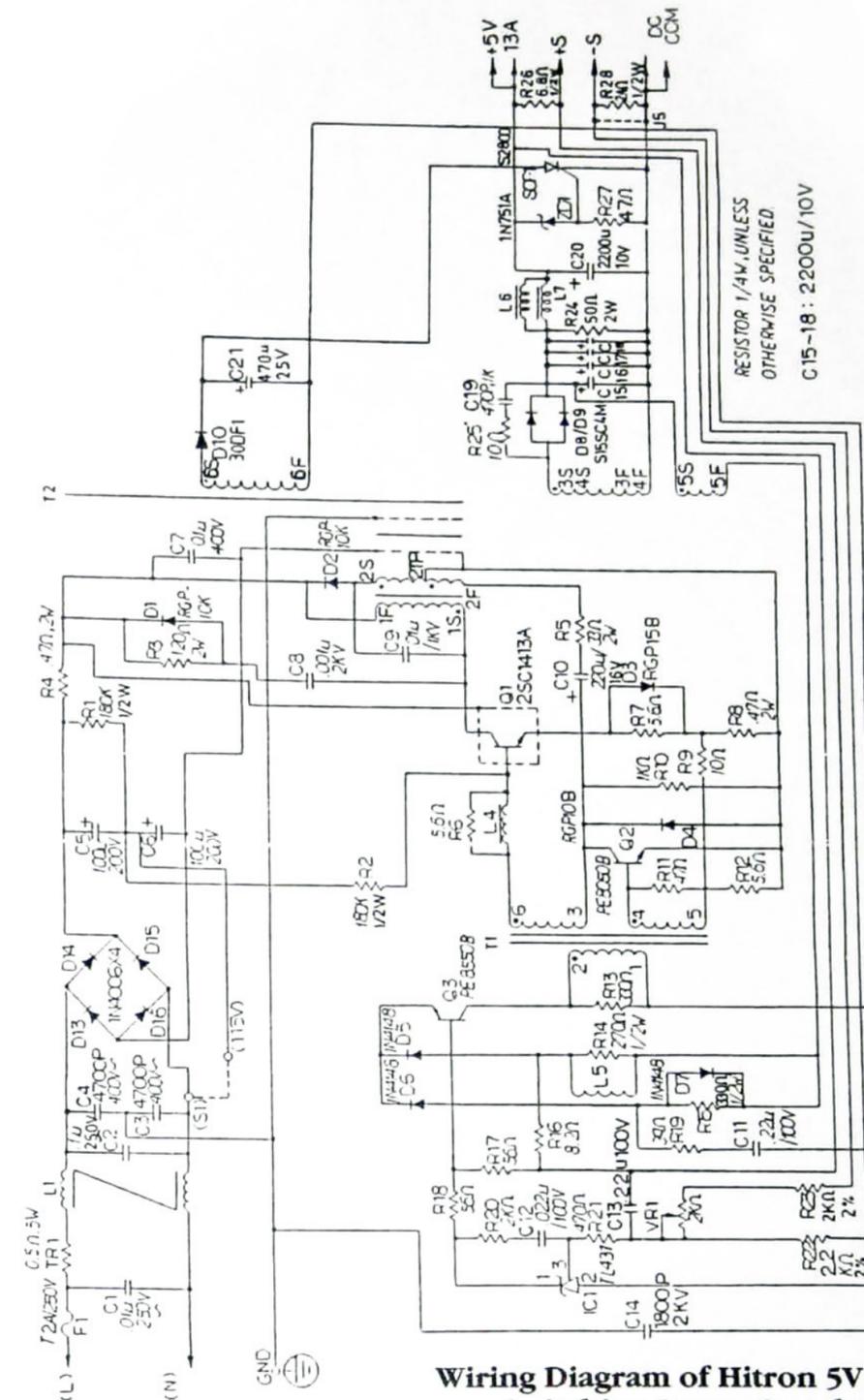
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Wiring Diagram of Switching/Linear (SL) Power Supply



Coin Door Wiring Diagram



Wiring Diagram of Hitron 5V 13A Switching Power Supply

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Wiring Diagrams of Switching/Linear (SL) Power Supply, Hitron 5V 13A Switching Power Supply, and Coin Door

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