



Sheet 2, Side A

RED BARON™

Game Microprocessor

Game Address Decoding Circuitry

Analog Vector-Generator PCB Power Input

Clock

NMI Counter

Power Reset and Watchdog Counter

Game Program Memory

Game RAM

Game Memory Map

Section of 035742-01 & -02 B



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MEMORY MAP										
HEXA-DECIMAL ADDRESS	R/W	D7	D6	D5	D4	D3	D2	D1	D0	FUNCTION
0000-03FF		D	D	D	D	D	D	D	D	Program RAM (1K)
0800	R									Right Coin Switch
	R									Center Coin Switch
	R									Left Coin Switch
	R									Slam Switch
	R									Self-Test Switch
	R									Diag. Step Switch
	R									3 KHz
0A00	R									Option Switch Inputs
0C00	R									Option Switch Inputs
1000	W									Right Coin Counter
	W									Center Coin Counter
	W									Left Coin Counter
	W									Video Inverter X
1200	W									Video Inverter Y
1400	W									Vector Generator Go
1600	W									Watchdog Clear
1800-187F		D	D	D	D	D	D	D	D	Vector Generator Reset
		D	D	D	D	D	D	D	D	Auxiliary PCB Enable
2000-27FF		D	D	D	D	D	D	D	D	Vector RAM (2K)
2800-2FFF		D	D	D	D	D	D	D	D	Vector RAM/Vector ROM (2K)
3000-3FFF	R	D	D	D	D	D	D	D	D	Vector ROM (4K)
4800-7FFF	R	D	D	D	D	D	D	D	D	Program ROM (14K)

NOTE

- Indicates Edge Connector
- Indicates Interconnect Connector
- ◻ Indicates Test Point