

## Table of Contents

Championship Sprint™ Main and Control Wiring Diagrams . . . . .	Sheet 1B
Audio II PCB Schematic Diagram . . . . .	Sheet 2A
Switching/Linear (SL) Power Supply, Fluorescent Light, Coin Door, and Sierracin 5V, 3A Linear Power Supply Wiring Diagrams . . . . .	Sheet 2B
Championship Sprint Main Microprocessor (T-11) Memory Map . . . . .	Sheet 3A
Championship Sprint Sound Microprocessor (6502) Memory Map . . . . .	Sheet 3B

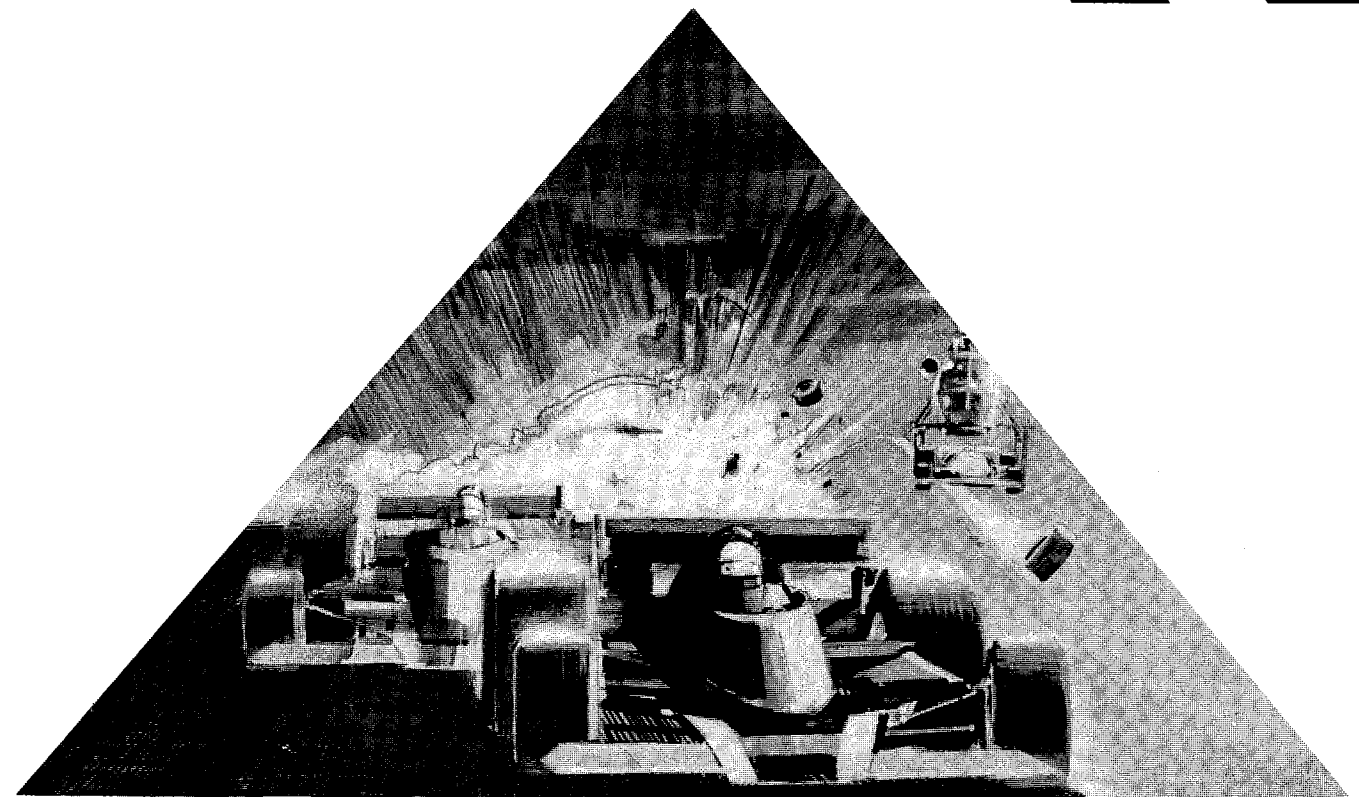
### Championship Sprint CPU PCB Schematic Diagrams:

Power Input . . . . .	Sheet 4A
Extender Socket, Mode Register, T-11 Clock, Clock Stretching, Interrupt Logic, T-11 Microprocessor, and Address Latches . . . . .	Sheet 4B
Address Decoders, 6502 Microprocessor Communication Flags . . . . .	Sheet 5A
Paged Program ROM, Reset and Watchdog Clear . . . . .	Sheet 5B
6502 Microprocessor Communication Latches, Fixed Program ROM, Zero-Page RAM, Control Panel Inputs . . . . .	Sheet 6A
CPU/Video Buffers, Clock and Control Signals . . . . .	Sheet 6B
6502 Microprocessor, Program Memory, Zero Page RAM and EEROM, Address Decoding . . . . .	Sheet 7A
A/D Converter, Address Decoding, Coin Counters, LED Drivers . . . . .	Sheet 7B
Coin Door and Status Inputs, Speech, Music, Power Connections . . . . .	Sheet 8A
Audio Output Drivers, Sound Effects Option Switches, Steering Wheel Inputs . . . . .	Sheet 8B

### Championship Sprint Video PCB Schematic Diagrams:

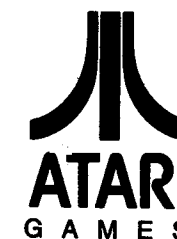
Power Input . . . . .	Sheet 9A
Video/CPU Buffers, Address Decoding Control Signals . . . . .	Sheet 9B
Video Clock, Sync Chain and Timing Strokes . . . . .	Sheet 10A
Alphanumeric/Motion Object RAM . . . . .	Sheet 10B
Motion Object ROM Addressing, Link List Address Latch . . . . .	Sheet 11A
Alphanumeric ROM Addressing, Playfield Data Latch Strokes, Playfield Bank Select . . . . .	Sheet 11B
Playfield RAM Addressing, Playfield Data Latches, Playfield RAM, Playfield ROM Addressing . . . . .	Sheet 12A
Alphanumeric ROM, Motion Object ROM . . . . .	Sheet 12B
Motion Object ROM Addressing, Playfield ROM . . . . .	Sheet 13A
Motion Object Line Buffers . . . . .	Sheet 13B
Playfield Horizontal Scroll Registers, Playfield Vertical Scroll Registers . . . . .	Sheet 14A
Playfield Scrolling, Prioritizing Logic . . . . .	Sheet 14B
Color RAM, Color RAM Addressing and Data Buffers, Alphanumeric Color Palettes Selects . . . . .	Sheet 15A
Data Latches and Blanking Video Intensity Control and Driver Enables . . . . .	Sheet 15B
Output Drivers . . . . .	Sheet 16A

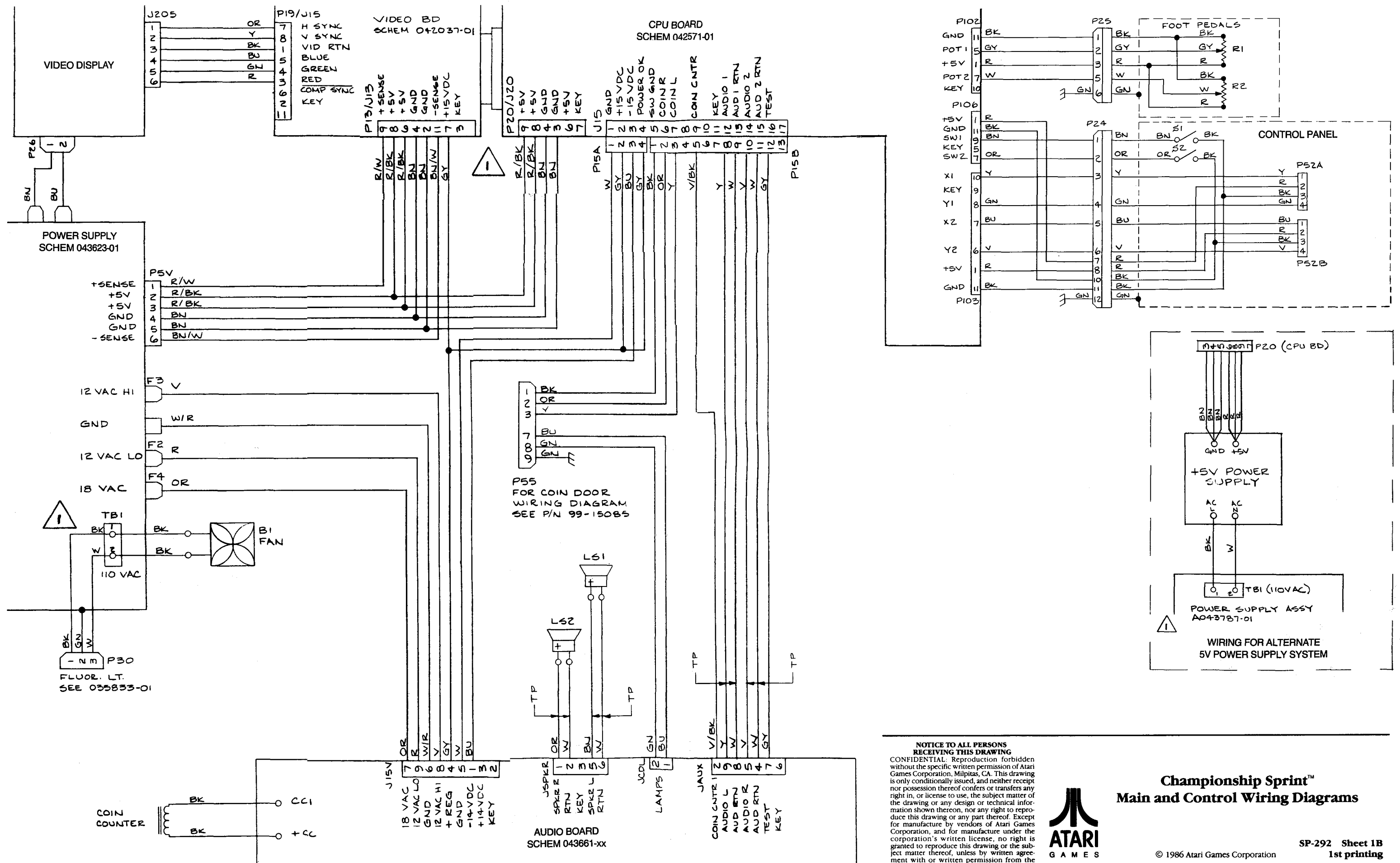
# CHAMPIONSHIP SPRINT



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

## Schematic Package Supplement to the Championship Sprint™ Operators Manual





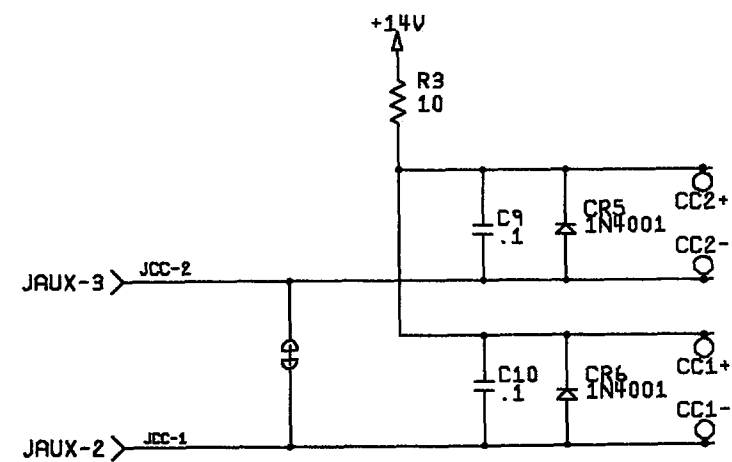
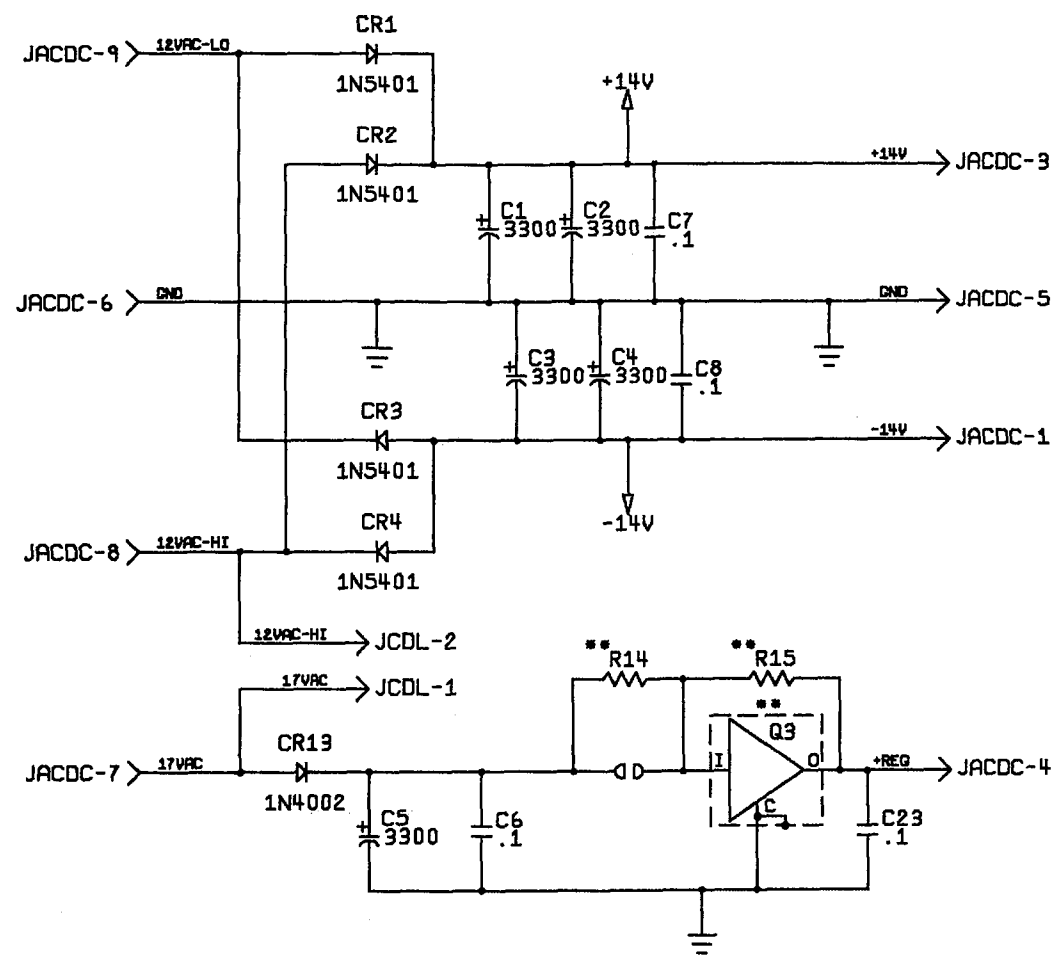
**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



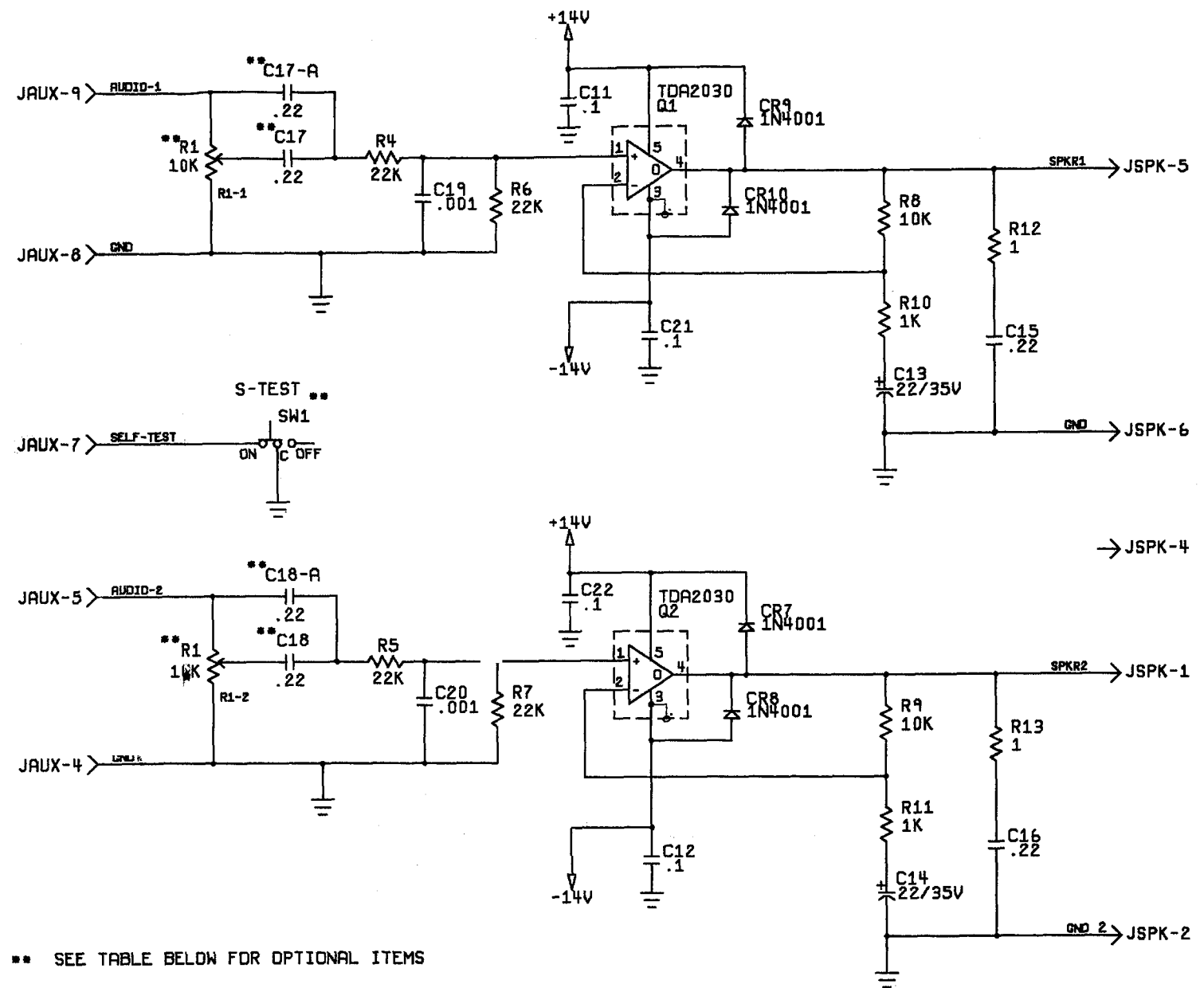
**Championship Sprint™**  
**Main and Control Wiring Diagrams**

© 1986 Atari Games Corporation

SP-292 Sheet 1B  
 1st printing



JAUX-1



•• SEE TABLE BELOW FOR OPTIONAL ITEMS

DESIGNATION	VALUE	-01	-02
R1	10K POT	YES	YES
C17, C18	.22	YES	YES
C17-A, C18-A	.22	NO	NO
SW1	ON/OFF	YES	YES
Q3	SEE VER COL	LM7815	LM7812
R14	SEE VER COL	0 OHM	0 OHM
R15	0	NO	NO

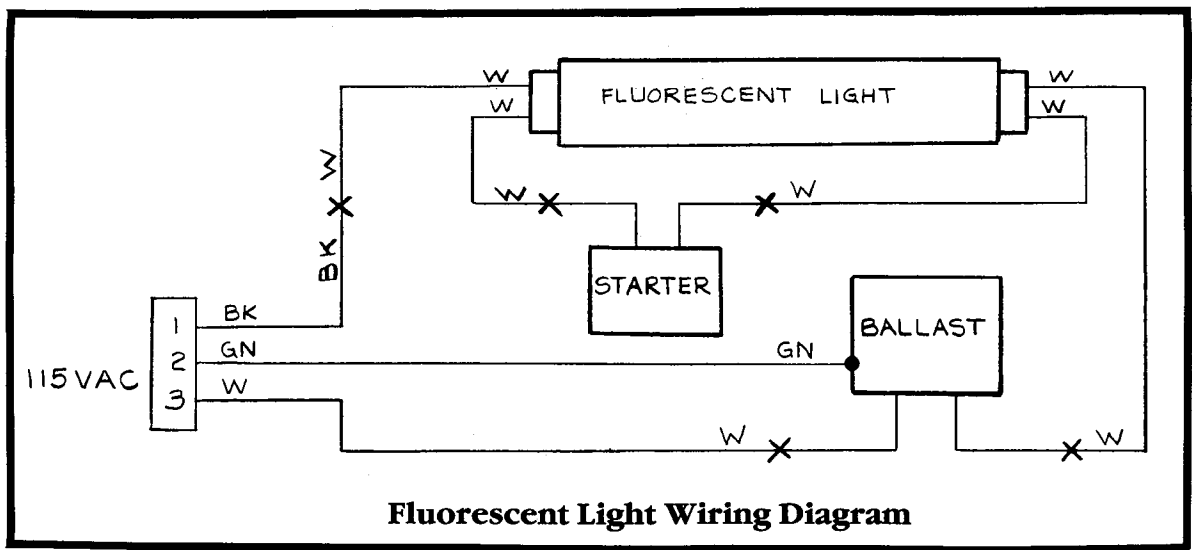
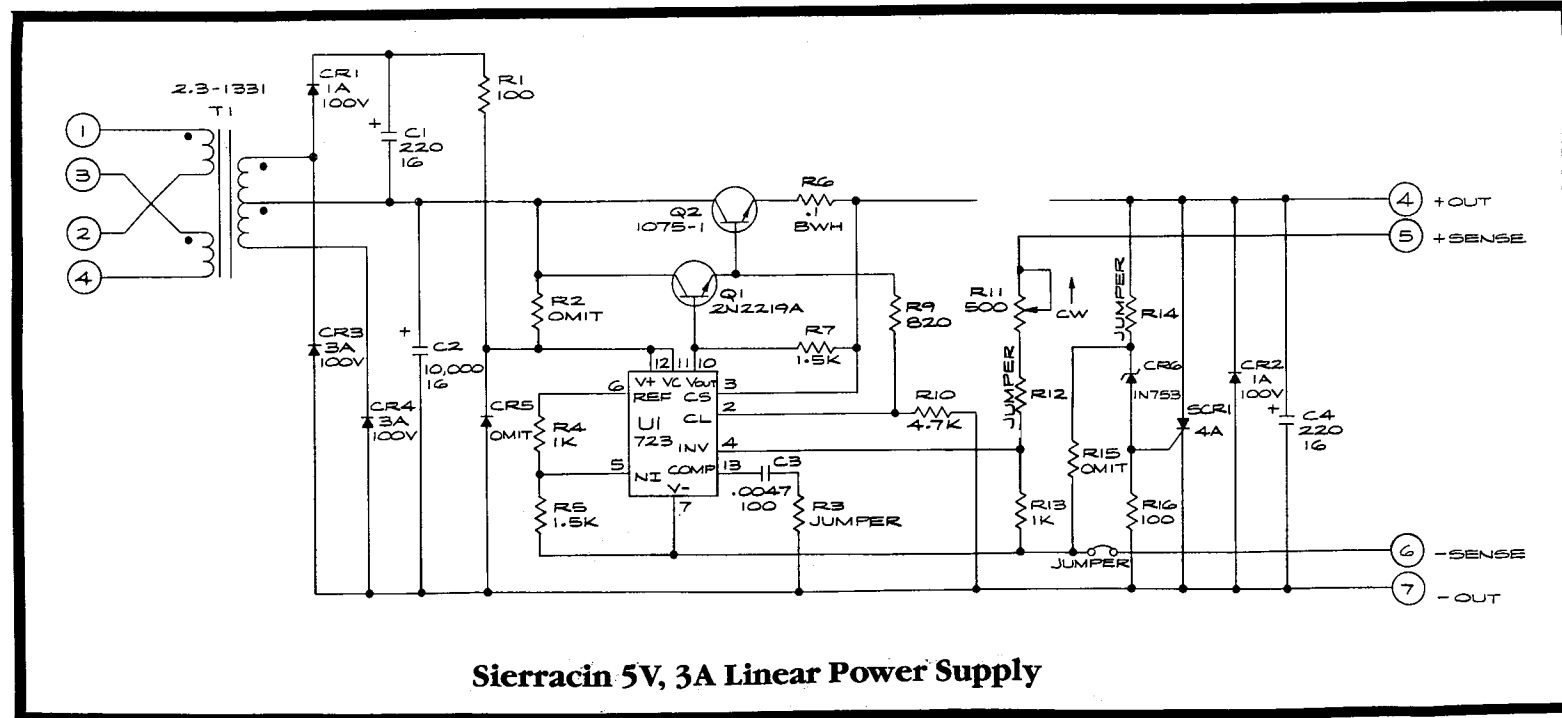
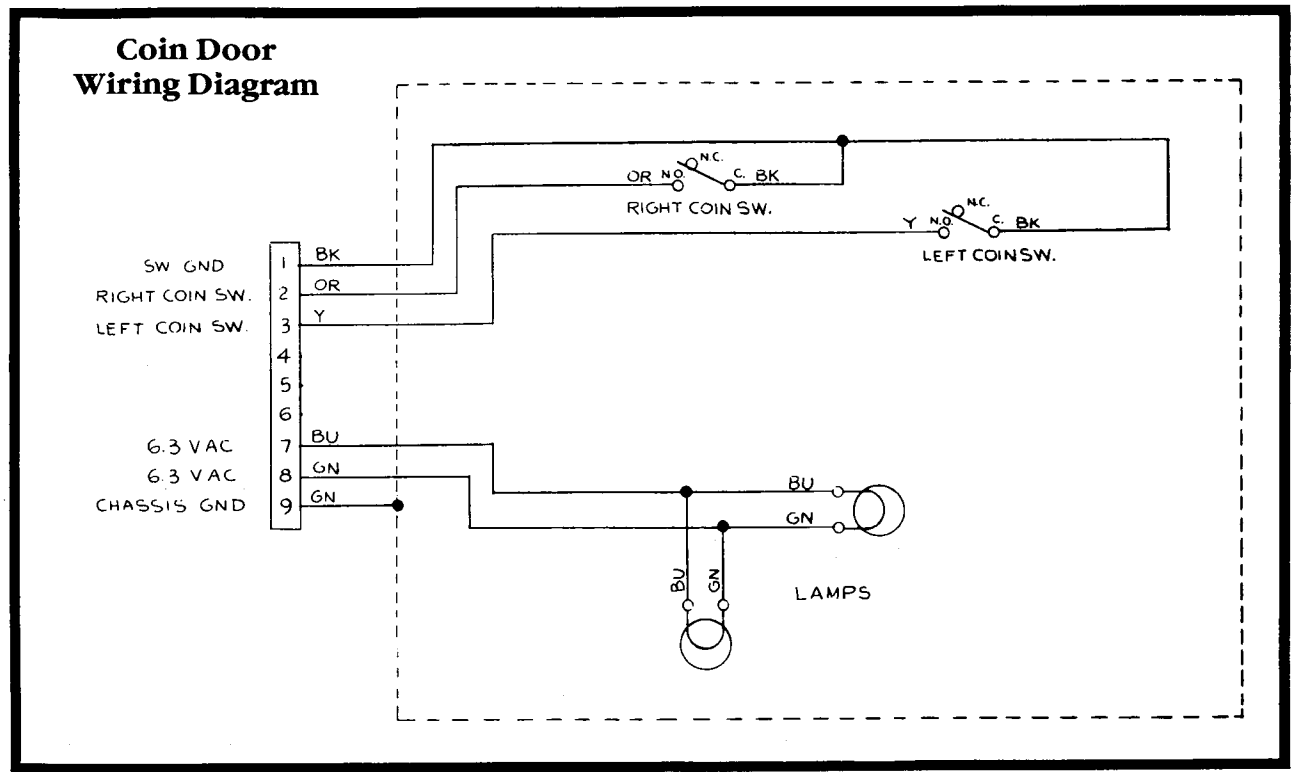
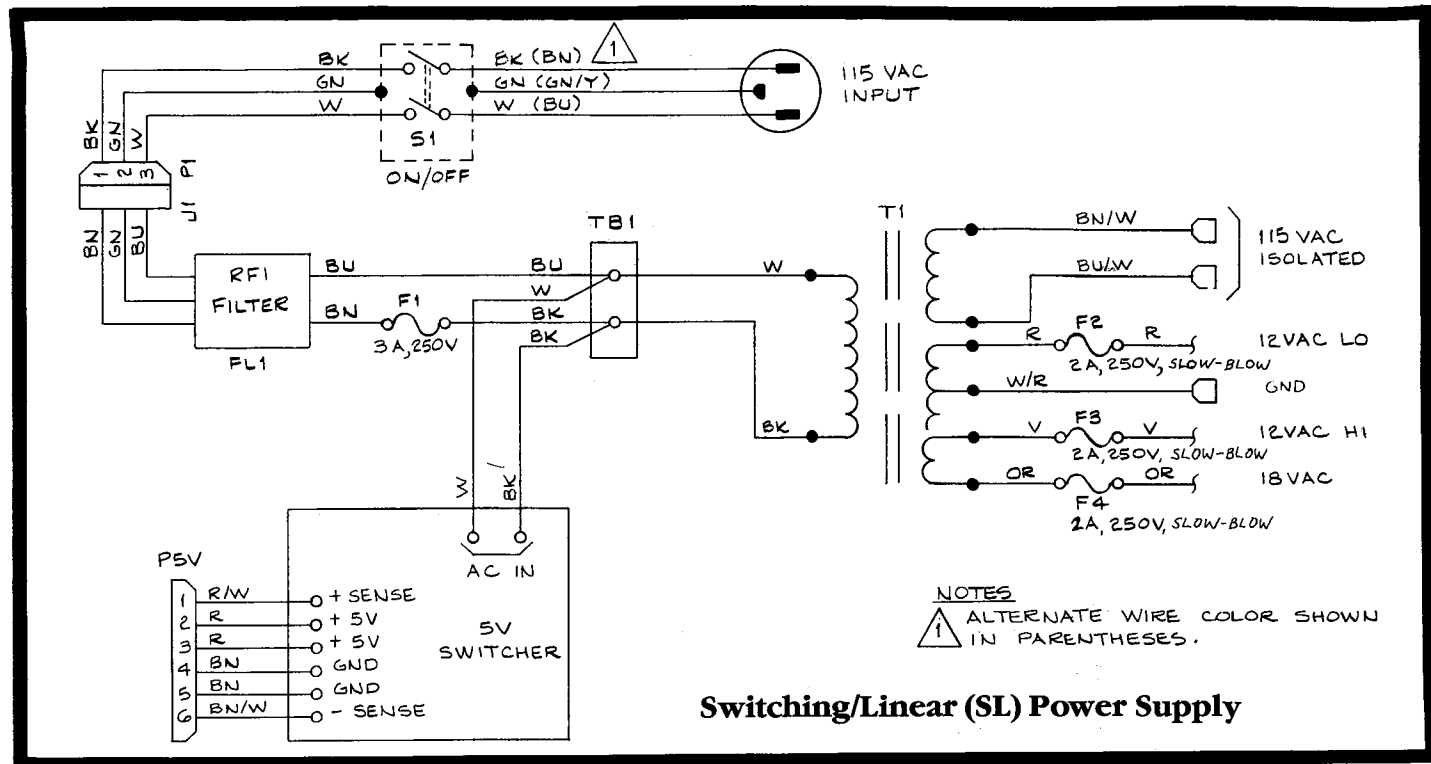
**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



**Championship Sprint™ Audio II  
 PCB Schematic Diagram**

© 1986 Atari Games Corporation

SP-292 Sheet 2A  
 1st printing



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



**SL Power Supply, Coin Door, Fluorescent Light and Sierracin 5V, 3A Power Supply Wiring Diagrams**

© 1986 Atari Games Corporation

SP-292 Sheet 2B  
 1st printing

# Main Microprocessor (T-11) Memory Map

Octal	Address Bus Signal Lines										R/W	Data Bus Signal Lines										Function and Size												
	A A A A A A A A A A A A A A A A											D D D D D D D D D D D D D D D D																						
	1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0											1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0																						
	5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0		5	4	3	2	1	0	9	8	7	6	5	4	3	2	1	0	
00000-00777	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	D	D	D	D	D	D	Program RAM (4KB)		
010000-010436	0	0	0	1	0	0	A	A	A	A	A	A	A	A	0		W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Color RAM (144W)		
"	0	0	0	1	0	0	A	A	A	A	A	A	A	A	0		W															Z (Intensity)		
"	0	0	0	1	0	0	A	A	A	A	A	A	A	A	0		W															Blue		
"	0	0	0	1	0	0	A	A	A	A	A	A	A	A	0		W															Green		
"	0	0	0	1	0	0	A	A	A	A	A	A	A	A	0		W															Red		
010000-010176	0	0	0	1	0	0	0	A	A	A	A	A	A	A	0		W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Motion Object Color RAM (64W)		
010200-010276	0	0	0	1	0	0	0	1	A	A	A	A	A	A	0		W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Alphanumeric Color RAM (16W)		
010400-010776	0	0	0	1	0	0	1	0	0	0	A	A	A	A	0		W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Playfield Color RAM (128W)		
012000	0	0	0	1	0	1	0	0	0						0		W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Program Page 0 Address		
012002	0	0	0	1	0	1	0	0	0						1		W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Program Page 1 Address		
012200	0	0	0	1	0	1	0	0	1								W															A/D Converter Start Strobe		
012000-012002	0	0	0	1	0	1	0								A		R															A/D Converter Output		
012400	0	0	0	1	0	1	0	1	0								W															Video Memory Page Select (VMMU)		
012600	0	0	0	1	0	1	0	1	1	0	0						W															IRQ0 Clear		
012640	0	0	0	1	0	1	0	1	1	0	1						W															6502 Reset		
012700	0	0	0	1	0	1	0	1	1	1	0						W															IRQ2 Clear		
012740	0	0	0	1	0	1	0	1	1	1	1						W															IRQ3 Clear		
013000	0	0	0	1	0	1	1	0									W															IRQ0 Enable 6502 RD (Active High)		
013000	0	0	0	1	0	1	1	0									W															IRQ1 Enable 6502 WT (Active High)		
013000	0	0	0	1	0	1	1	0									W															IRQ2 Enable 32V (Active High)		
013000	0	0	0	1	0	1	1	0									W															IRQ3 Enable VBLANK (Active High)		
013200	0	0	0	1	0	1	1	0	1								W															Communications Port Write		
013400	0	0	0	1	0	1	1	1	0								W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Horizontal Scroll & PF Bank 0		
013600	0	0	0	1	0	1	1	1	1								W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Vertical Scroll & PF Bank 1		
014000	0	0	0	1	1	0	0	0									R															SW 6 (Active Low)		
014000	0	0	0	1	1	0	0	0									R															SW 5 (Active Low)		
014000	0	0	0	1	1	0	0	0									R															SW 4 (Active Low)		
014000	0	0	0	1	1	0	0	0									R															SW 3 (Active Low)		
014000	0	0	0	1	1	0	0	0									R															6502 Comm. Flag (Active High)		
014000	0	0	0	1	1	0	0	0									R															T-11 Comm. Flag (Active High)		
014000	0	0	0	1	1	0	0	0									R															SW 2 (Active Low)		
014000	0	0	0	1	1	0	0	0									R															SW 1 (Active Low)		
014000	0	0	0	1	1	0	0	0									R	D														Self-Test (Active Low)		
016000	0	0	0	1	1	0	0	0									R															Communications Port Read		
020000-033776	0	0	1	A	A	A	A	A	A	A	A	A	A	A	0		R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Alphanumerics RAM (VMMU=0) (3KW)		
"	0	0	1	A	A	A	A	A	A	A	A	A	A	A	0		R/W																ANPIC	
034000-037776	0	0	1	1	A	A	A	A	A	A	A	A	A	A	0		R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Motion Object RAM (VMMU=0) (1KW)	
"	0	0	1	1	1	A	A	A	A	A	A	A	A	A	0	0		R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	MOV	
"	0	0	1	1	1	A	A	A	A	A	A	A	A	A	0	1		R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	MOPIC	
"	0	0	1	1	1	A	A	A	A	A	A	A	A	A	1	0		R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	MOH	
"	0	0	1	1	1	A	A	A	A	A	A	A	A	A	1	1		R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	MOLNK	
020000-037776	0	0	1	A	A	A	A	A	A	A	A	A	A	A	0		R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Playfield RAM Top (VMMU=2) (4KW)	
020000-037776	0	0	1	A	A	A	A	A	A	A	A	A	A	A	0		R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Playfield RAM Bottom (VMMU=3) (4KW)	
040000-057776	0	1	0	A	A	A	A	A	A	A	A	A	A	A	0		R	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Paged Program (Page 0) (4KW)	
060000-077776	0	1	1	A	A	A	A	A	A	A	A	A	A	A	0		R	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Paged Program (Page 1) (4KW)	
100000-177776	1	A	A	A	A	A	A	A	A	A	A	A	A	A	0		R	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	Program ROM (16KW)	

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL! Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



## Championship Sprint™ Main Microprocessor Memory Map

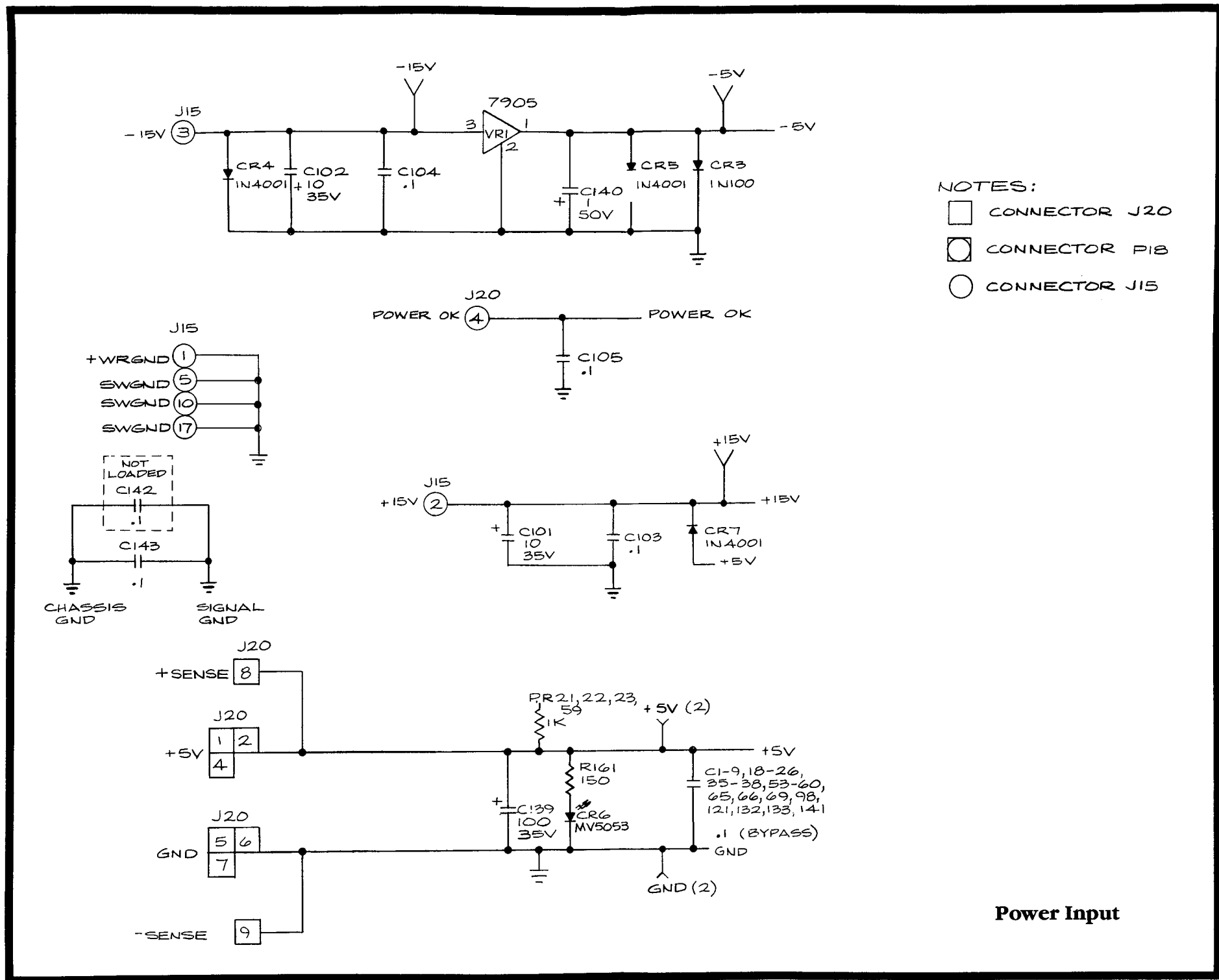
## Sound Microprocessor (6502) Memory Map

Hexa- decimal	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	Function and Size
	1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0		0 0 0 0 0 0 0 0 0 0	
	5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0		7 6 5 4 3 2 1 0	
0000-0FFF	0 0 0 0 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	Program RAM (4KB)
1000-17FF	0 0 0 1 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	EEROM (2KB)
1800-180F	0 0 1 1 0 0 0 A A A A A A A A A A	R/W	D D D D D D D D D D	POKEY 1 (16B)
1810-1813	0 0 1 1 0 0 1 A A A A A A A A A A	R	D D D D D D D D D D	LETA
1830-183F	0 0 1 1 0 1 1 A A A A A A A A A A	R/W	D D D D D D D D D D	POKEY 2 (16B)
1840	0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0	R	D	T-11 Talk (Active High)
1840	0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0	R	D	6502 Talk (Active High)
1840	0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0	R	D	TI READY (Active High)
1840	0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0	R	D	Self-Test Switch (Active Low)
1840	0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0	R	D	Auxiliary Coin Switch (Active Low)
1840	0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0	R	D	Left Coin Switch (Active Low)
1840	0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0	R	D	Right Coin Switch (Active Low)
1850-1851	0 0 1 1 1 0 1 A A A A A A A A A A	R	D D D D D D D D D D	Yamaha Sound Chip
1860	0 0 1 1 1 1 0 0 0 0 0 0 0 0 0 0	R	D D D D D D D D D D	Communications Port Read
1870	0 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0	W	D D D D D D D D D D	TI Data
1872-1873	0 0 1 1 1 1 1 0 0 1 A A A A A A A	W	D D D D D D D D D D	TI Write Enable
1874	0 0 1 1 1 1 1 0 1 0 0 0 0 0 0 0	W	D D D D D D D D D D	Communications Port Write
1876	0 0 1 1 1 1 1 0 1 1 0 0 0 0 0 0	W	D	Right Coin Counter (Active High)
1876	0 0 1 1 1 1 1 0 1 1 0 0 0 0 0 0	W	D	Left Coin Counter (Active High)
1878	0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0	W		IRQ Clear
187A	0 0 1 1 1 1 1 1 0 1 0 0 0 0 0 0	W	D D D	Yamaha Mixer
187A	0 0 1 1 1 1 1 1 0 1 0 0 0 0 0 0	W	D D	POKEY Mixer
187A	0 0 1 1 1 1 1 1 0 1 0 0 0 0 0 0	W	D D D	TI Sound Mixer
187C	0 0 1 1 1 1 1 1 1 0 0 0 0 0 0 0	W	D	LED 1
187C	0 0 1 1 1 1 1 1 1 0 0 0 0 0 0 0	W	D	LED 2
187C	0 0 1 1 1 1 1 1 1 0 0 0 0 0 0 0	W	D	LETA Resolution
187C	0 0 1 1 1 1 1 1 1 0 0 0 0 0 0 0	W	D	TI Frequency Select
187E	0 0 1 1 1 1 1 1 1 1 0 0 0 0 0 0	W	D	Sound Enable (Active High)
4000-7FFF	0 1 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	Program ROM (16KB)
8000-FFFF	1 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	Program ROM (32KB)

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



### Championship Sprint™ Sound Microprocessor Memory Map



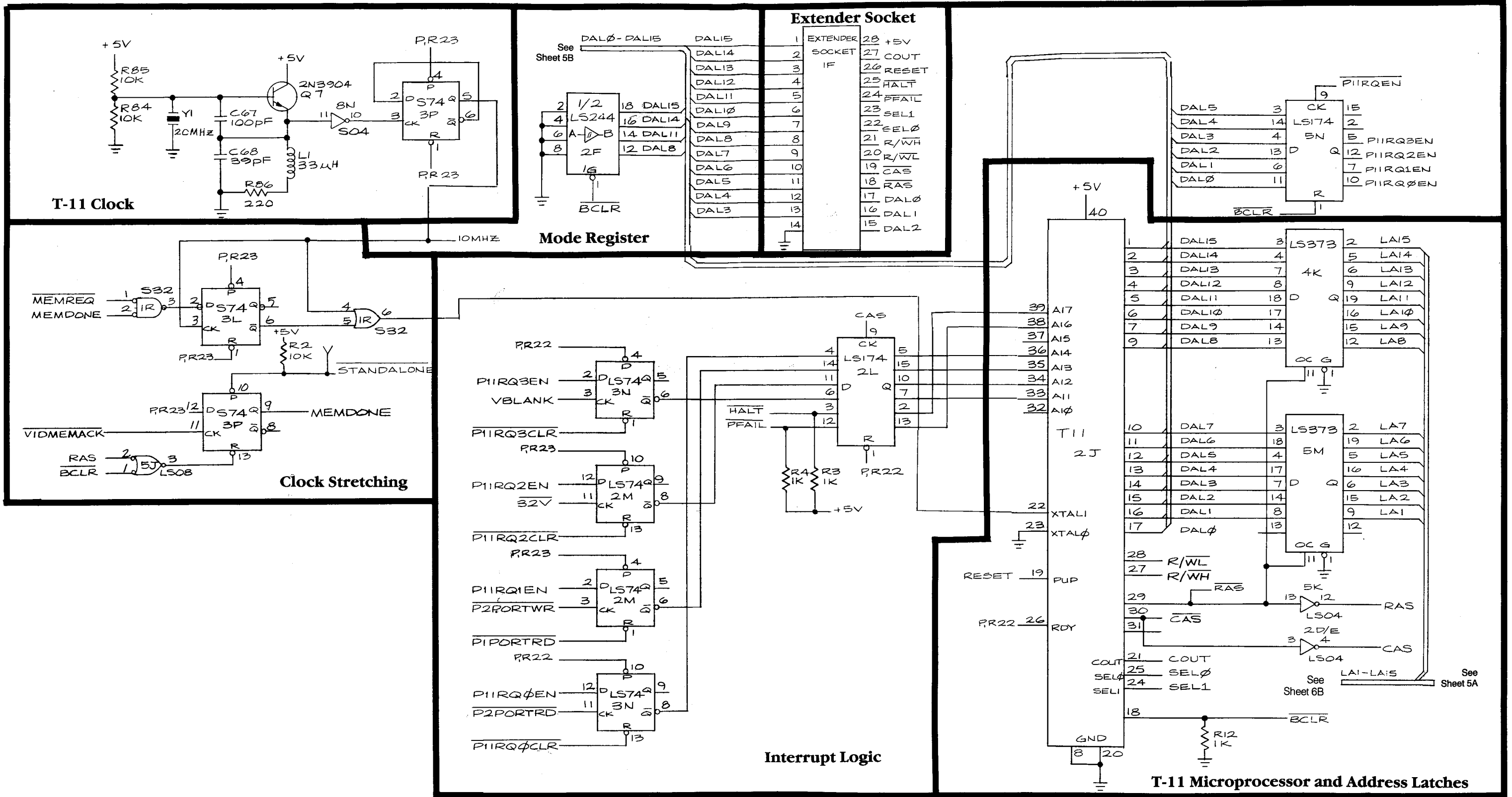
- NOTES:
- CONNECTOR J20
  - CONNECTOR P18
  - CONNECTOR J15

Power Input

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



**Championship Sprint™ CPU PCB  
 Schematic Diagram**



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**

CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

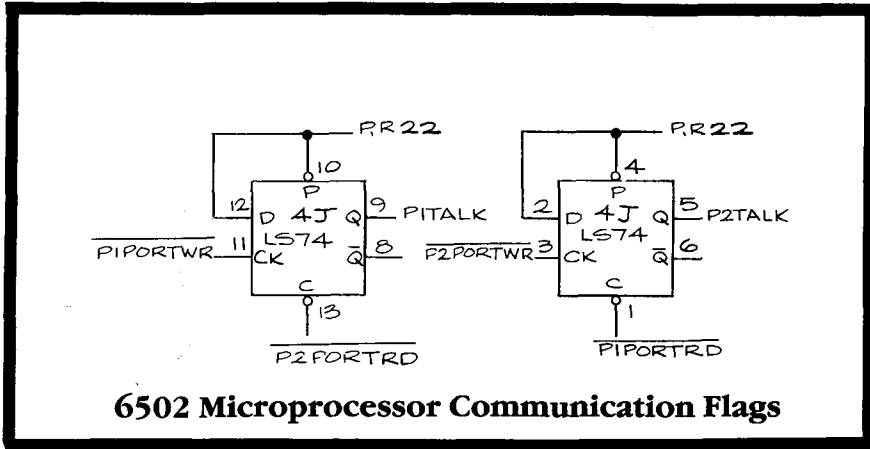
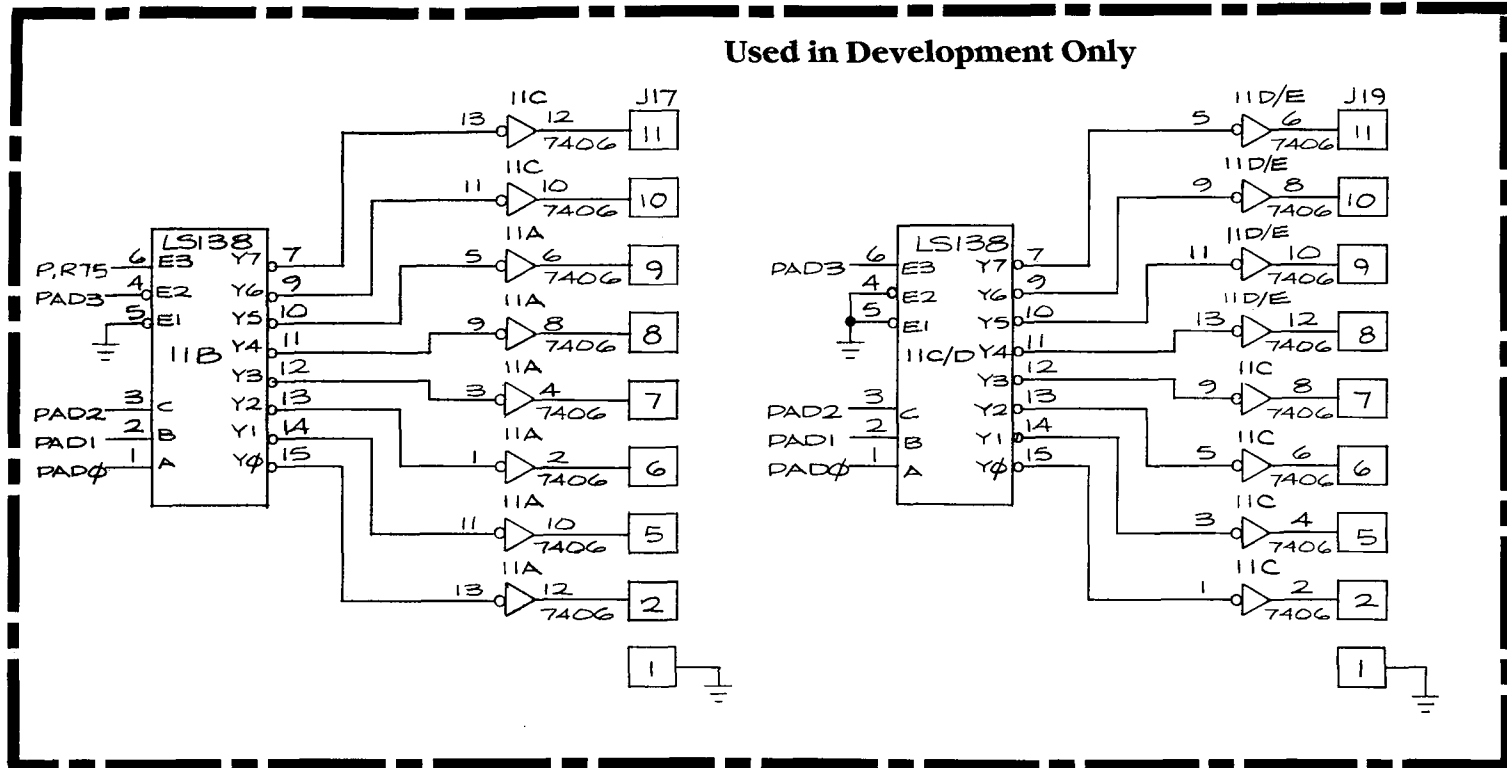
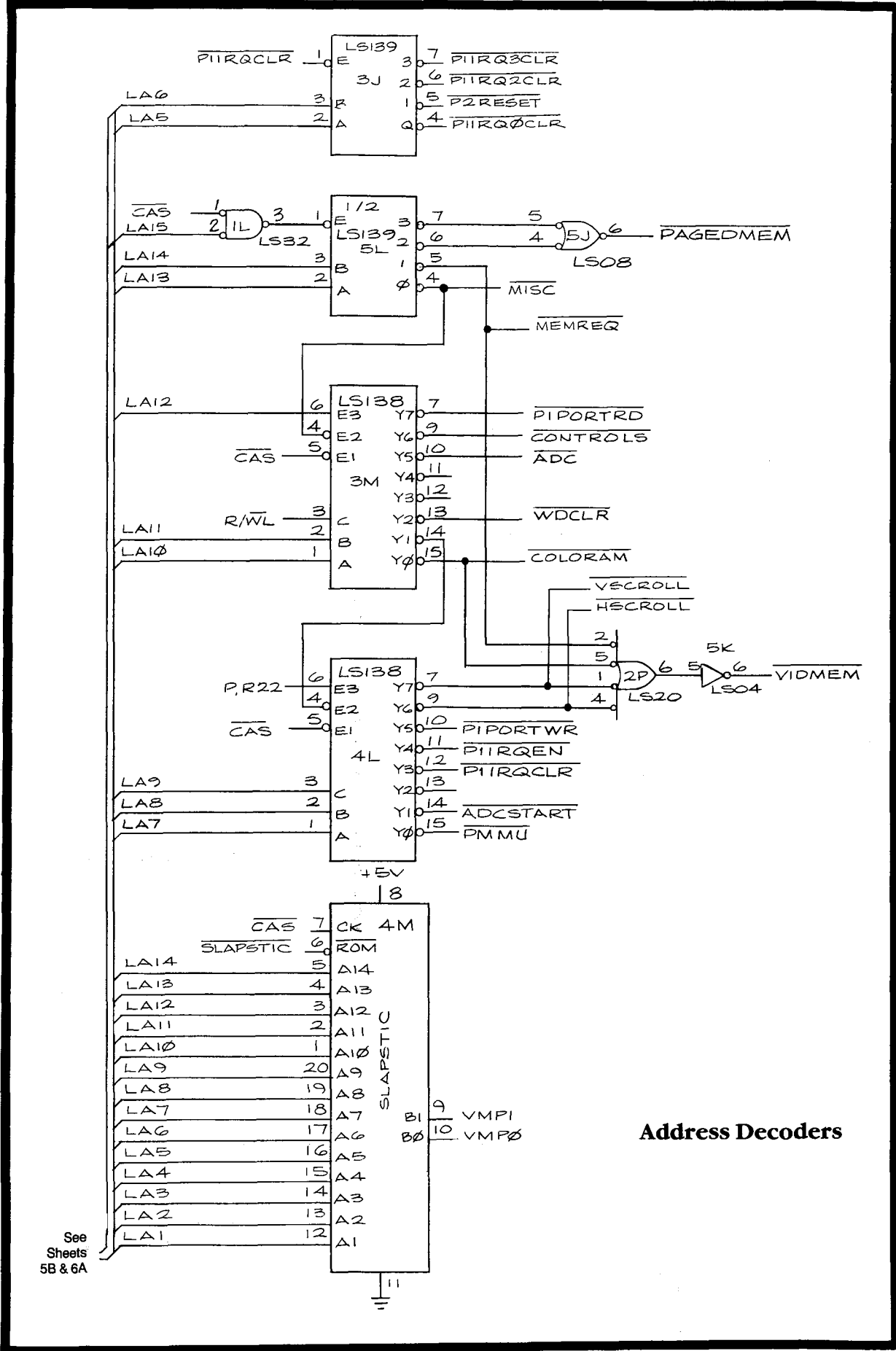


**Championship Sprint™ CPU PCB Schematic Diagram**

© 1986 Atari Games Corporation

SP-292 Sheet 4B  
1st printing





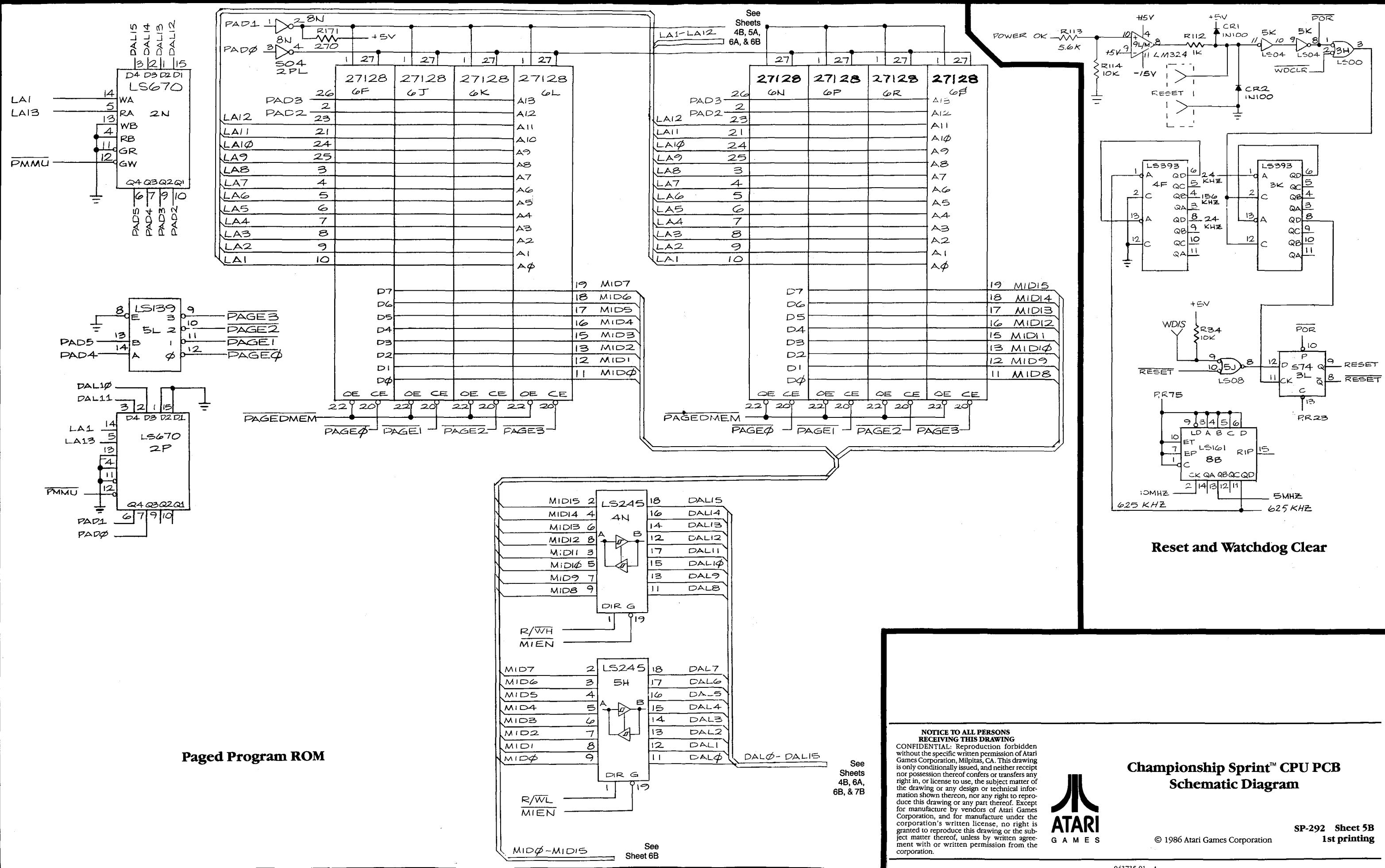
**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



**Championship Sprint™ CPU PCB Schematic Diagram**

© 1986 Atari Games Corporation

SP-292 Sheet 5A  
1st printing



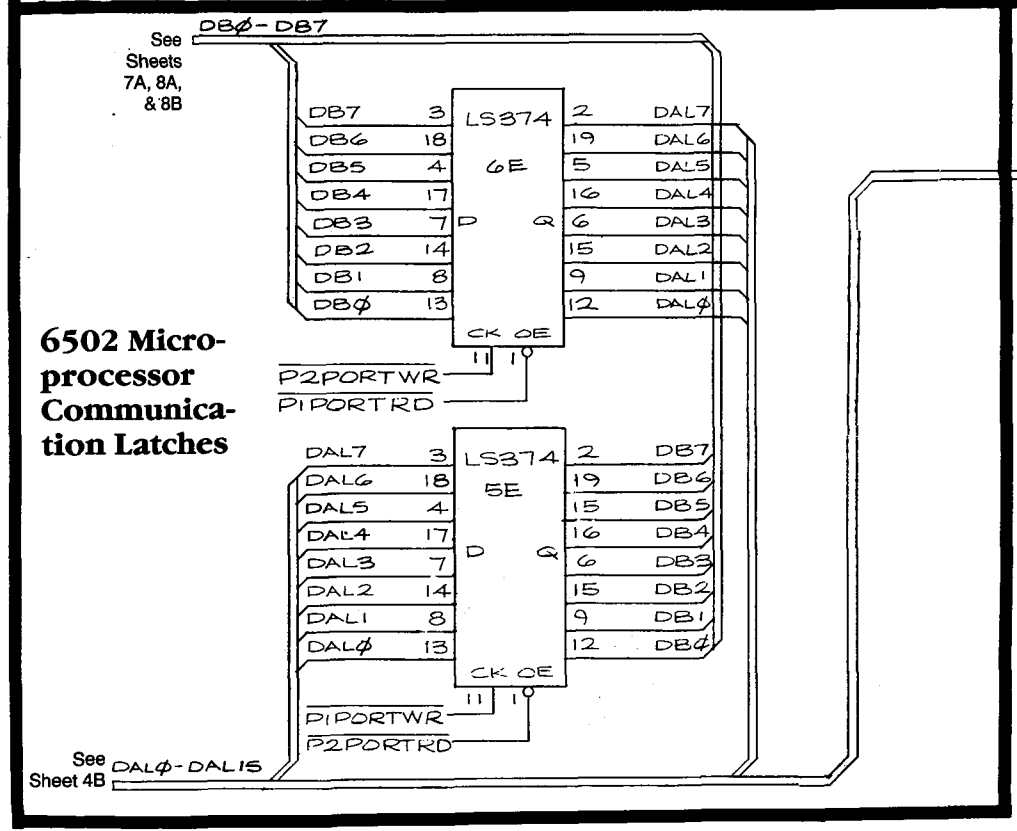
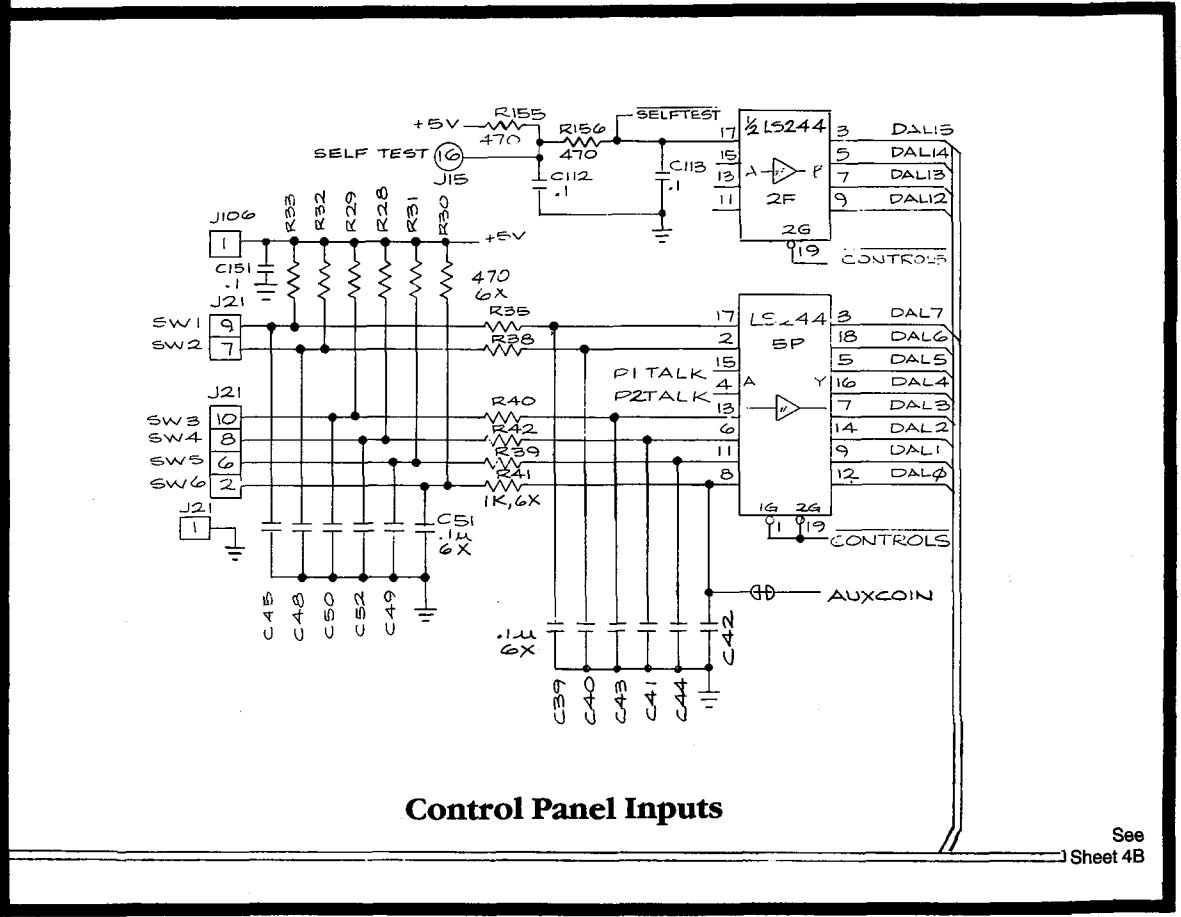
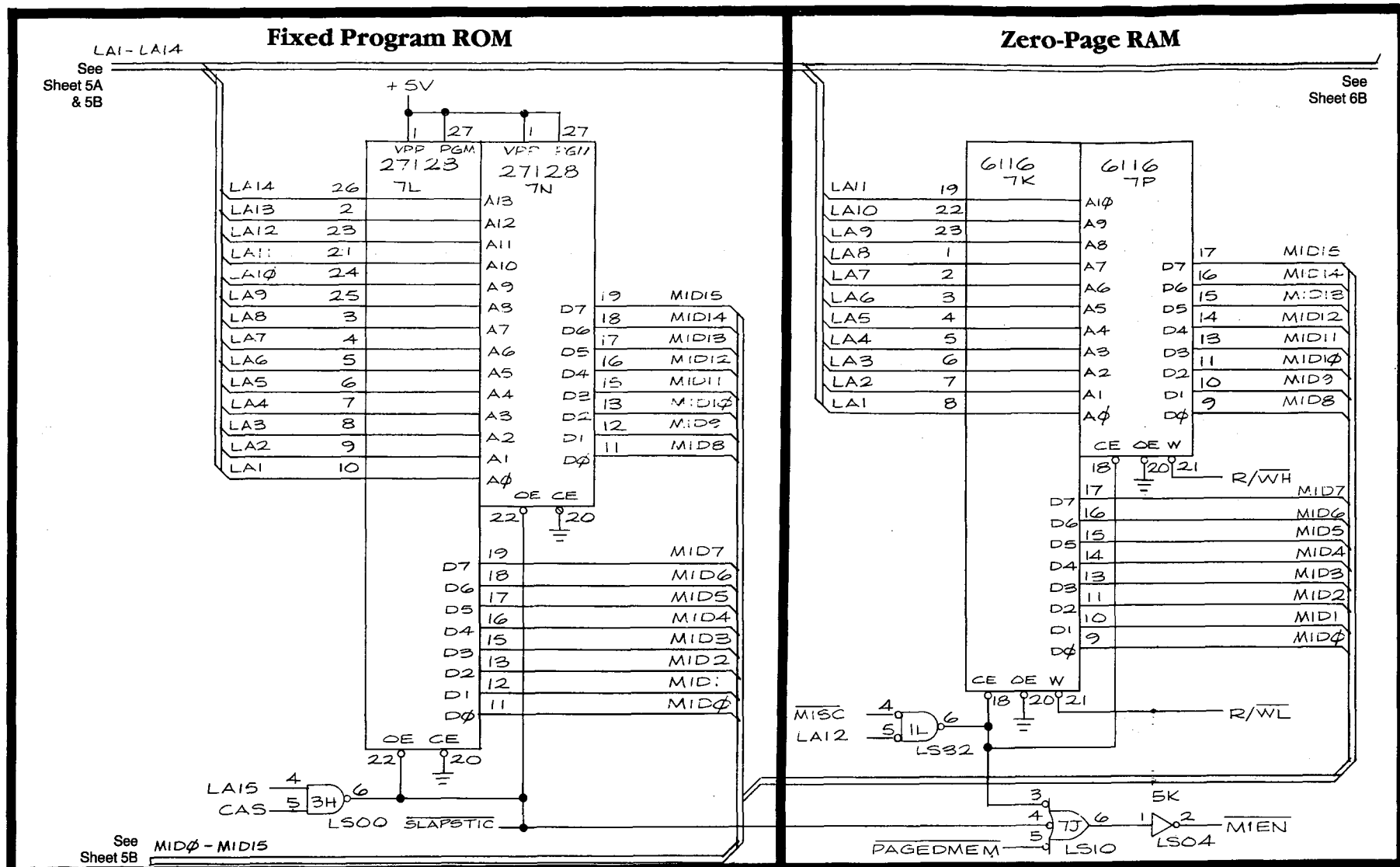
**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



**Championship Sprint™ CPU PCB Schematic Diagram**

© 1986 Atari Games Corporation

SP-292 Sheet 5B  
1st printing



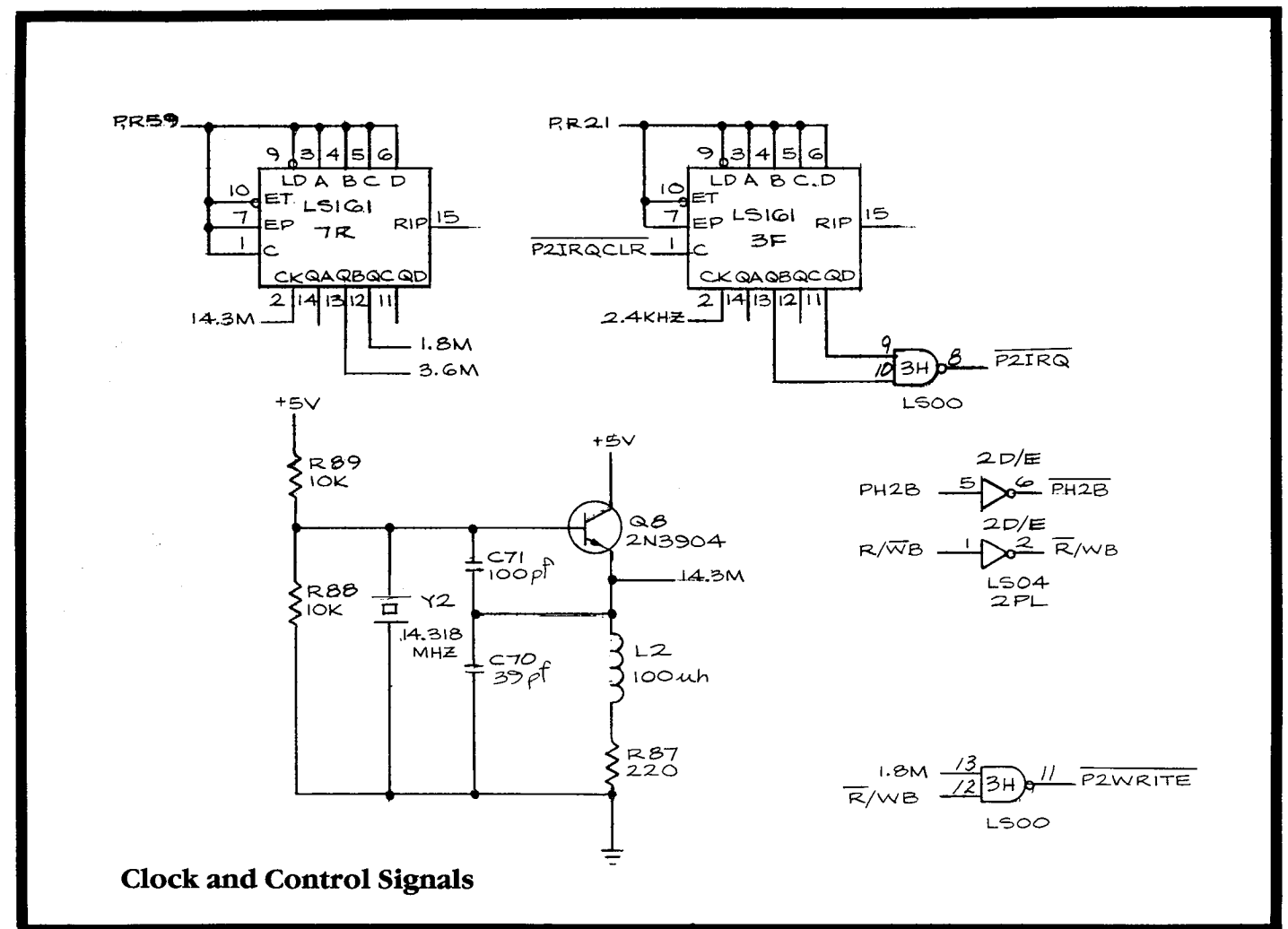
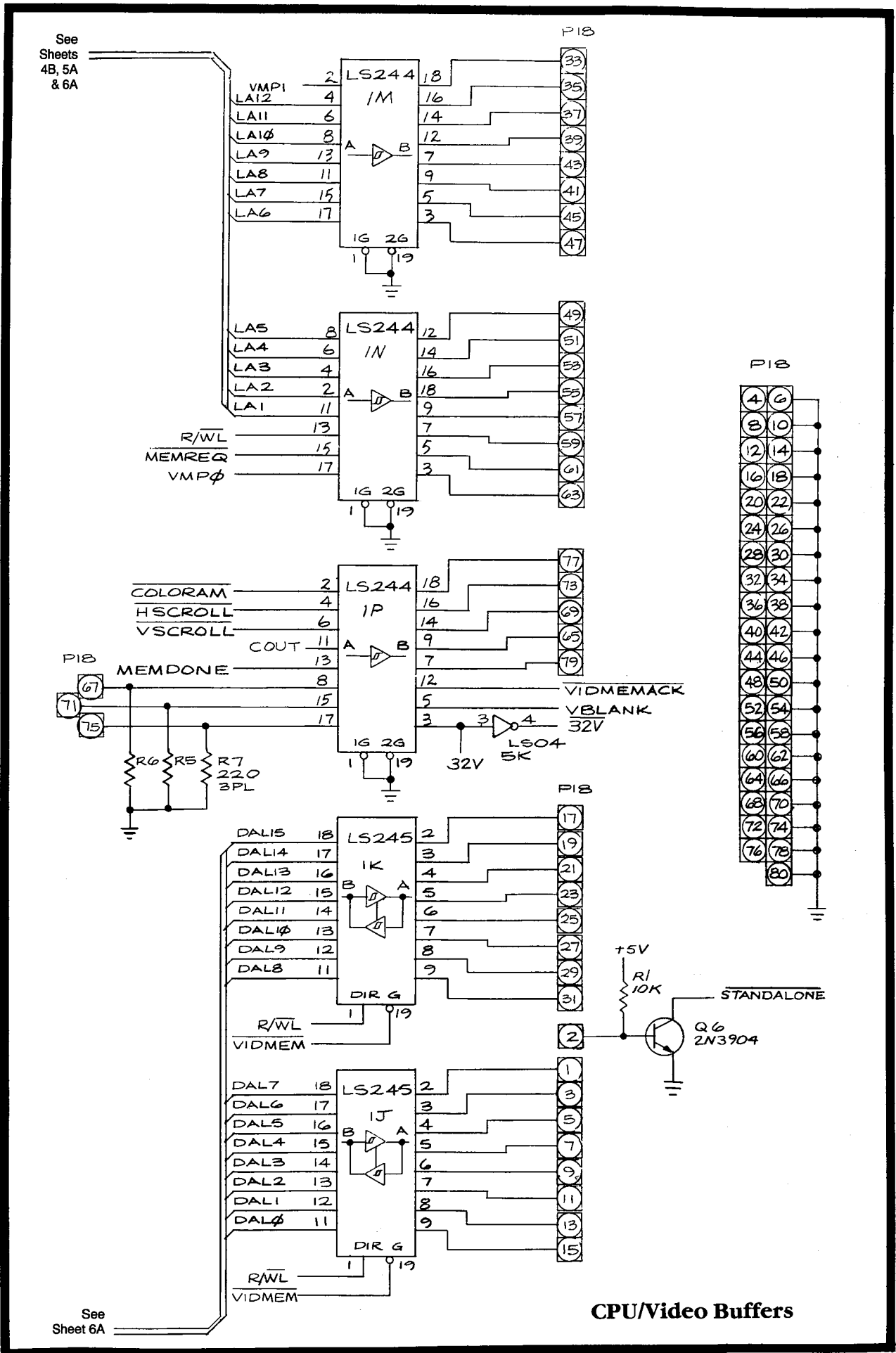
**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



**Championship Sprint™ CPU PCB Schematic Diagram**

© 1986 Atari Games Corporation

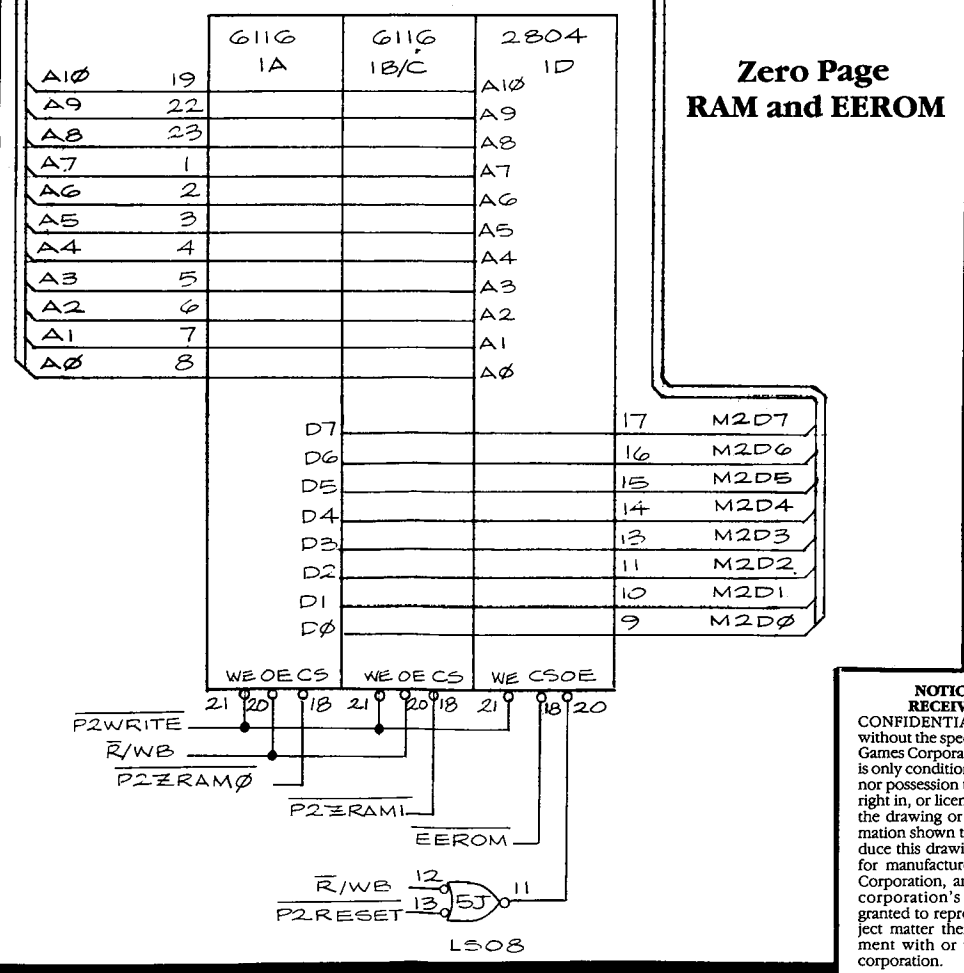
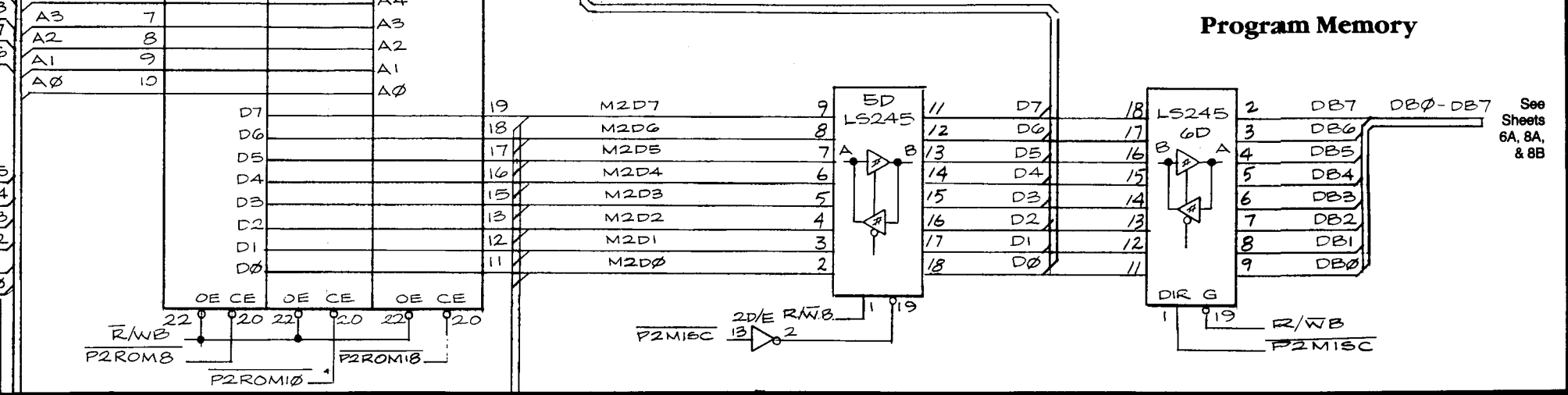
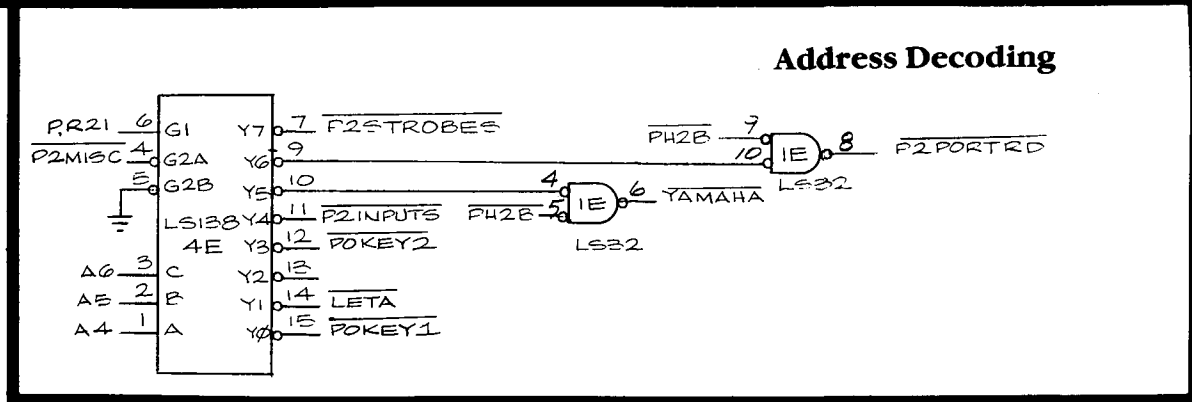
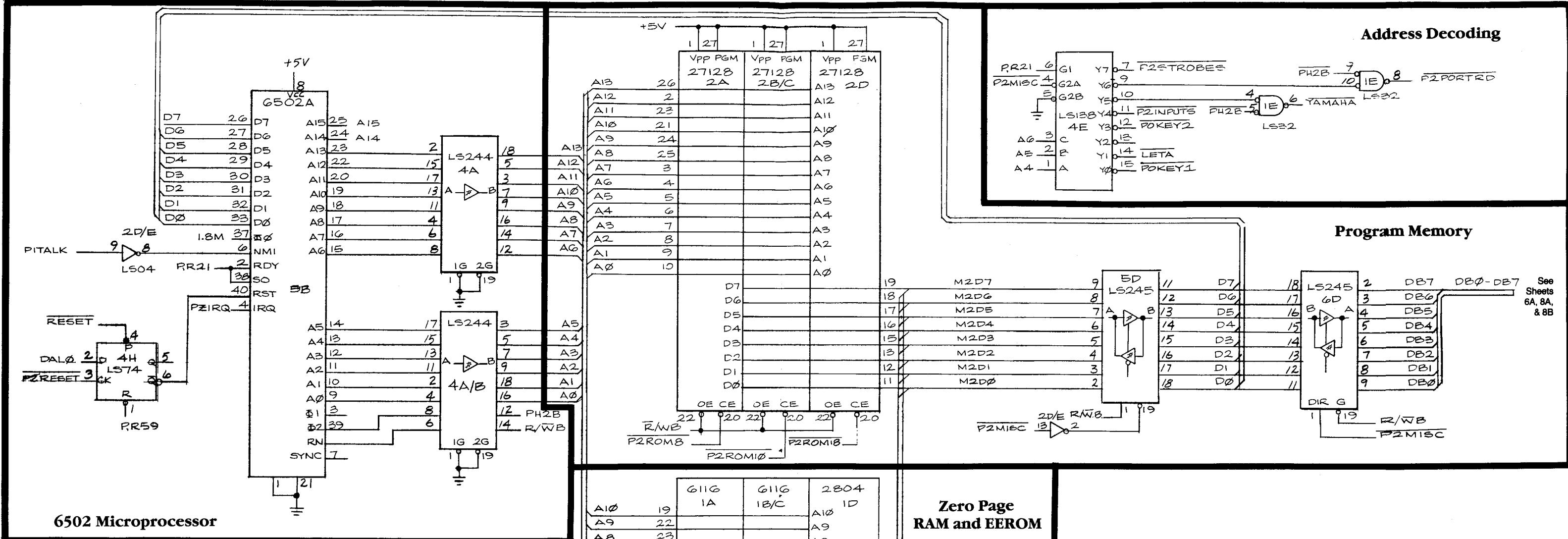
SP-292 Sheet 6A  
1st printing



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



**Championship Sprint™ CPU PCB Schematic Diagram**



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

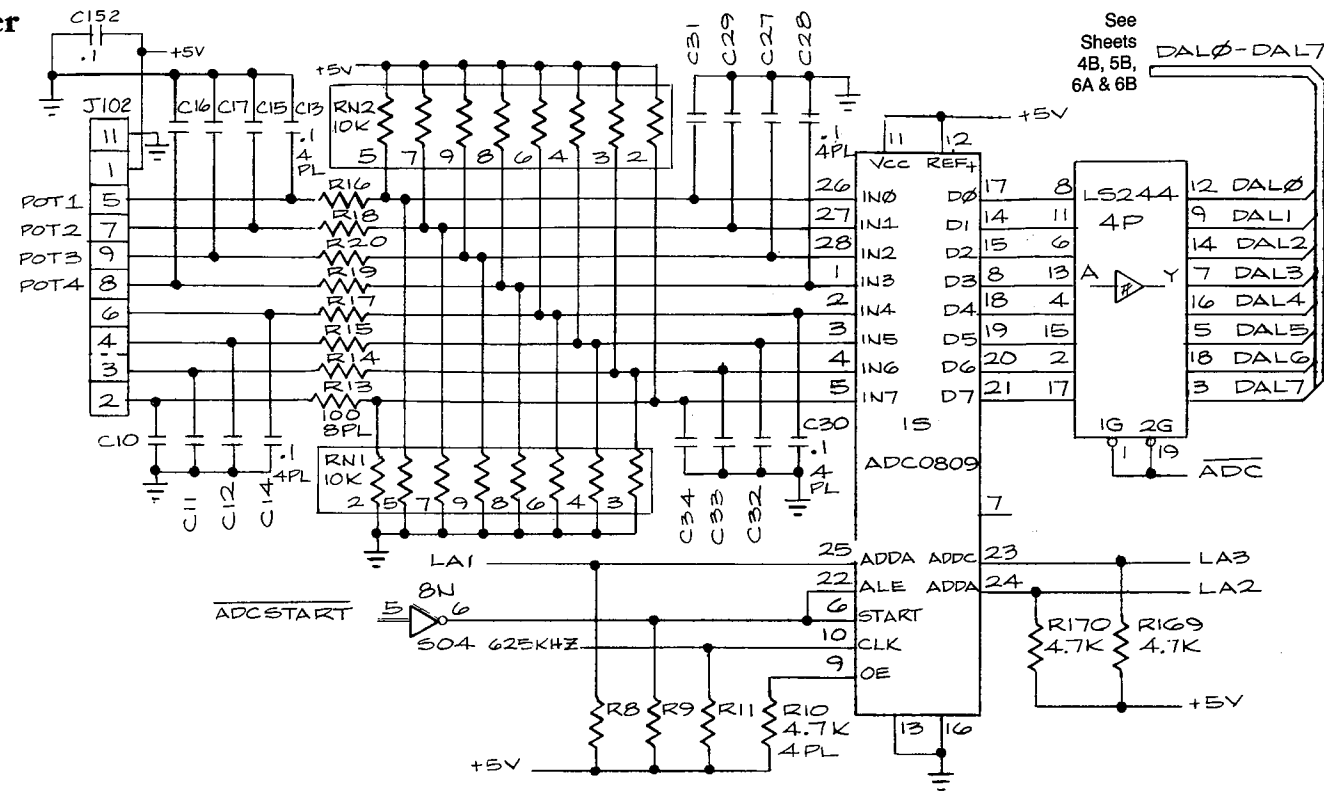


**Championship Sprint™ CPU PCB Schematic Diagram**

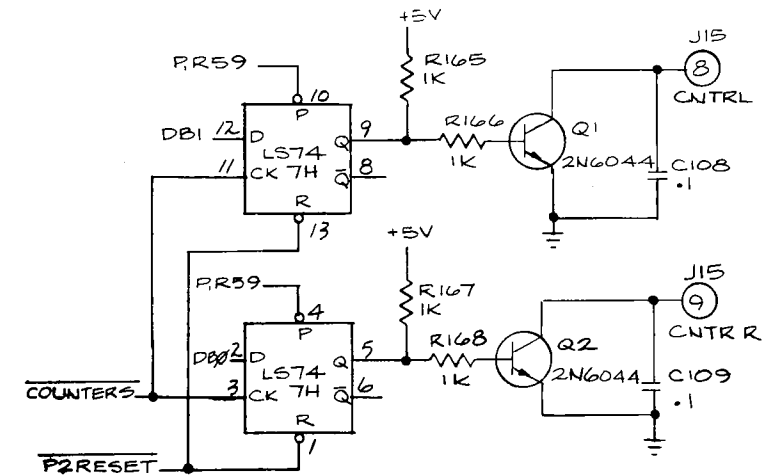
© 1986 Atari Games Corporation

SP-292 Sheet 7A  
1st printing

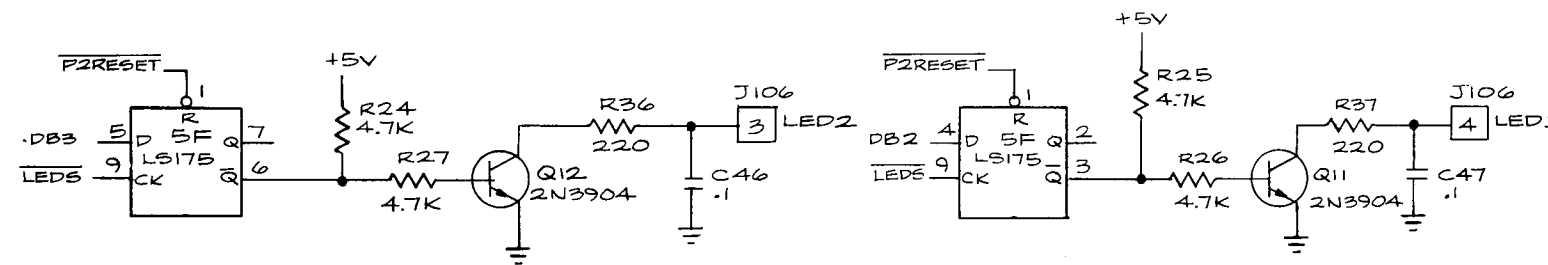
### A/D Converter



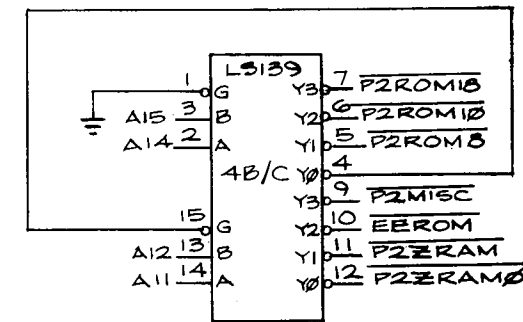
### Coin Counters



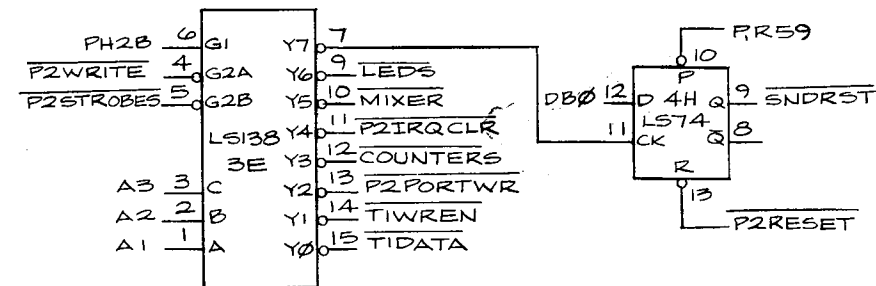
### LED Drivers



### Address Decoding



### Address Decoding



### NOTICE TO ALL PERSONS RECEIVING THIS DRAWING

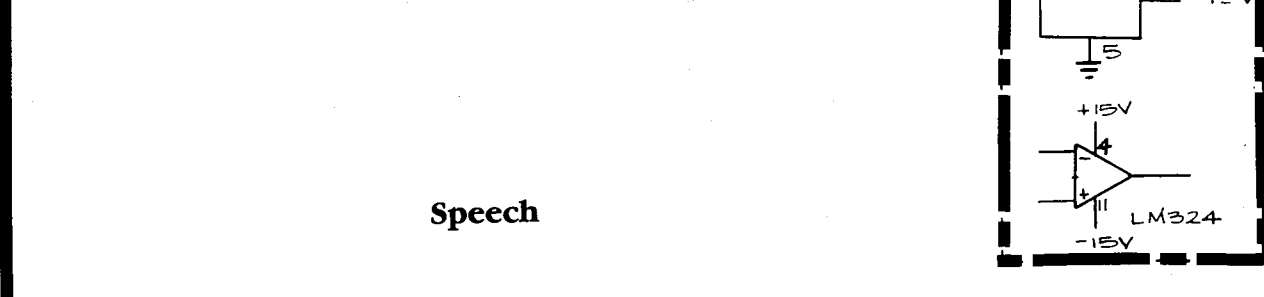
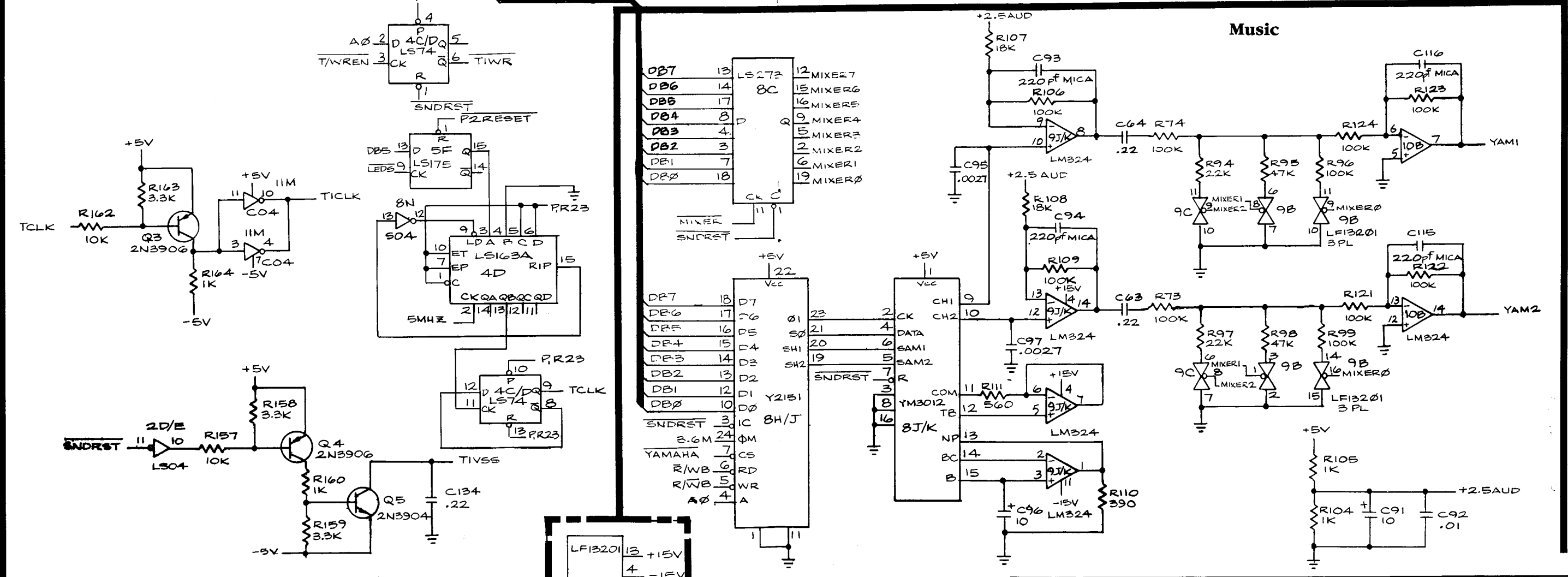
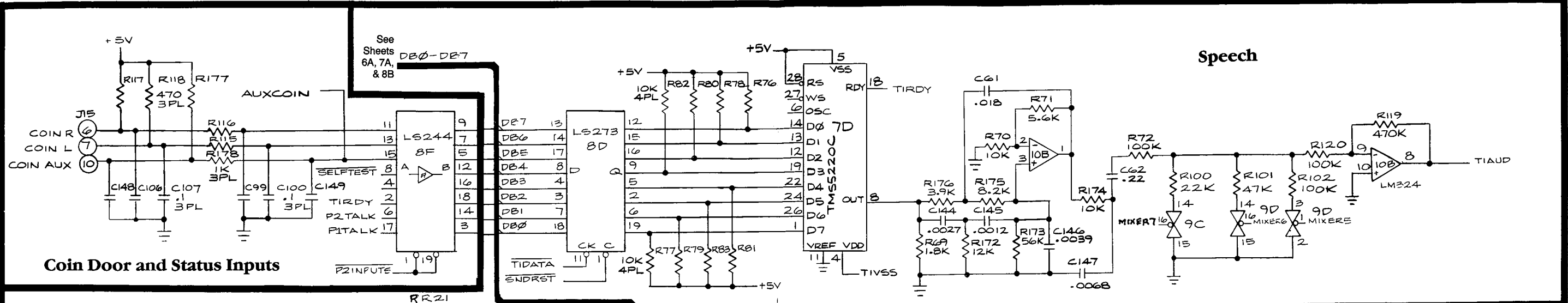
CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



### Championship Sprint™ CPU PCB Schematic Diagram

© 1986 Atari Games Corporation

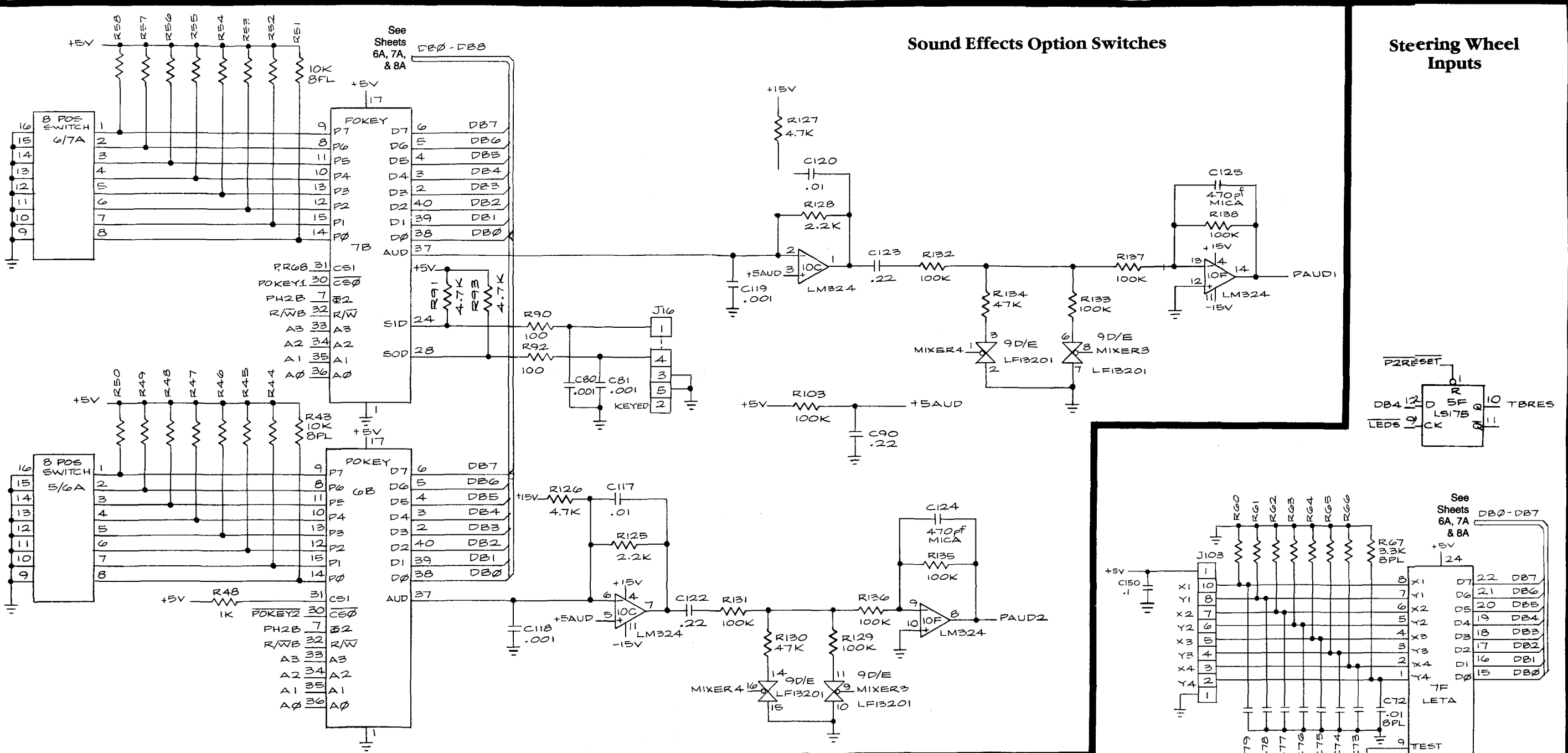
SP-292 Sheet 7B  
1st printing



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

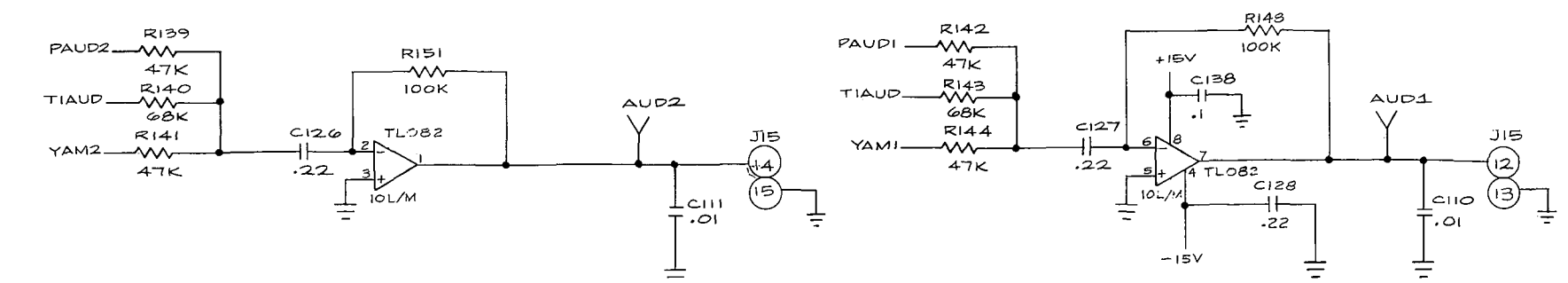


**Championship Sprint™ CPU PCB Schematic Diagram**



Sound Effects Option Switches

Steering Wheel Inputs



Audio Output Drivers

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL. Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

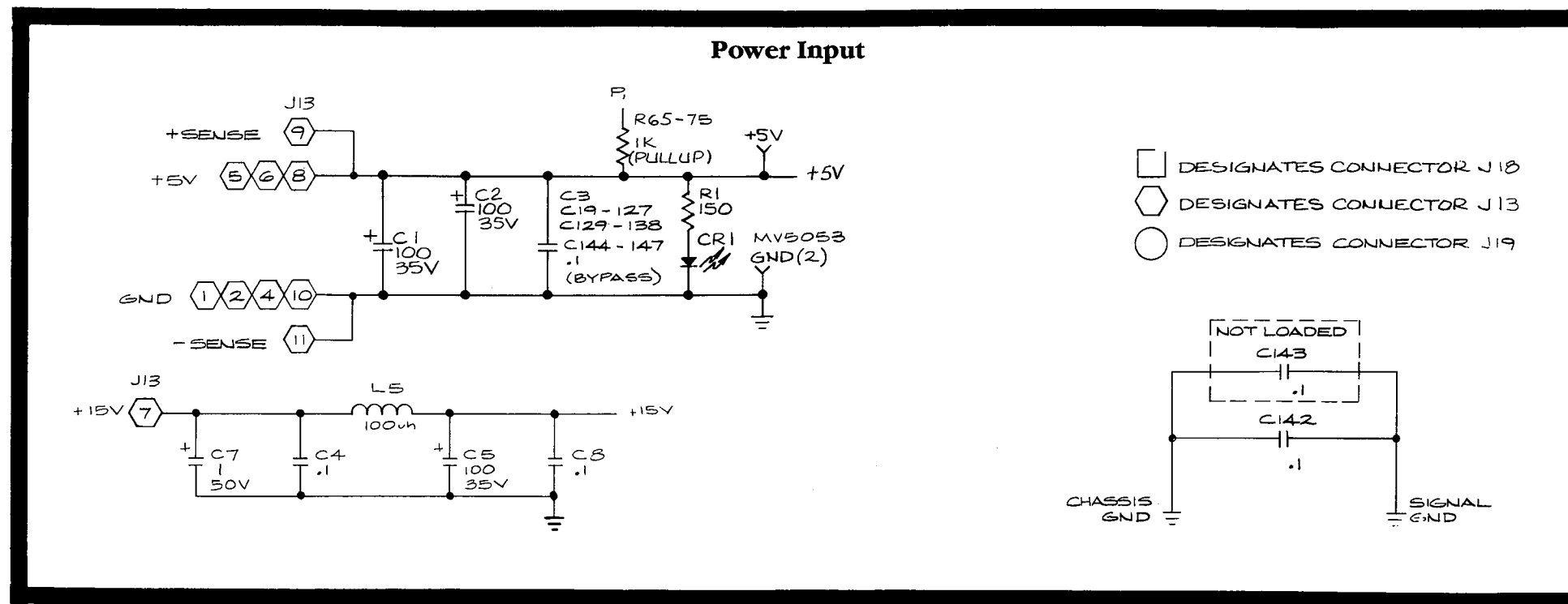


Championship Sprint™ CPU PCB Schematic Diagram

© 1986 Atari Games Corporation

SP-292 Sheet 8B 1st printing





**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**

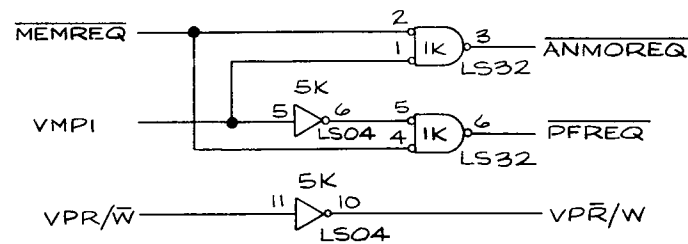
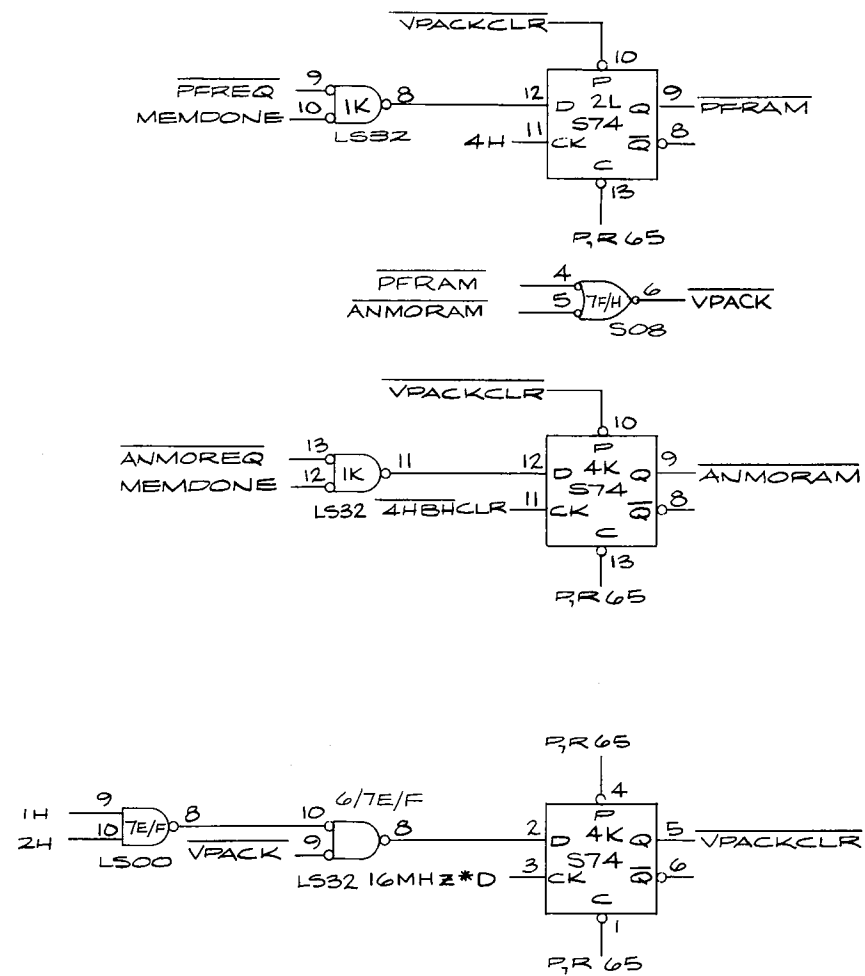
CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



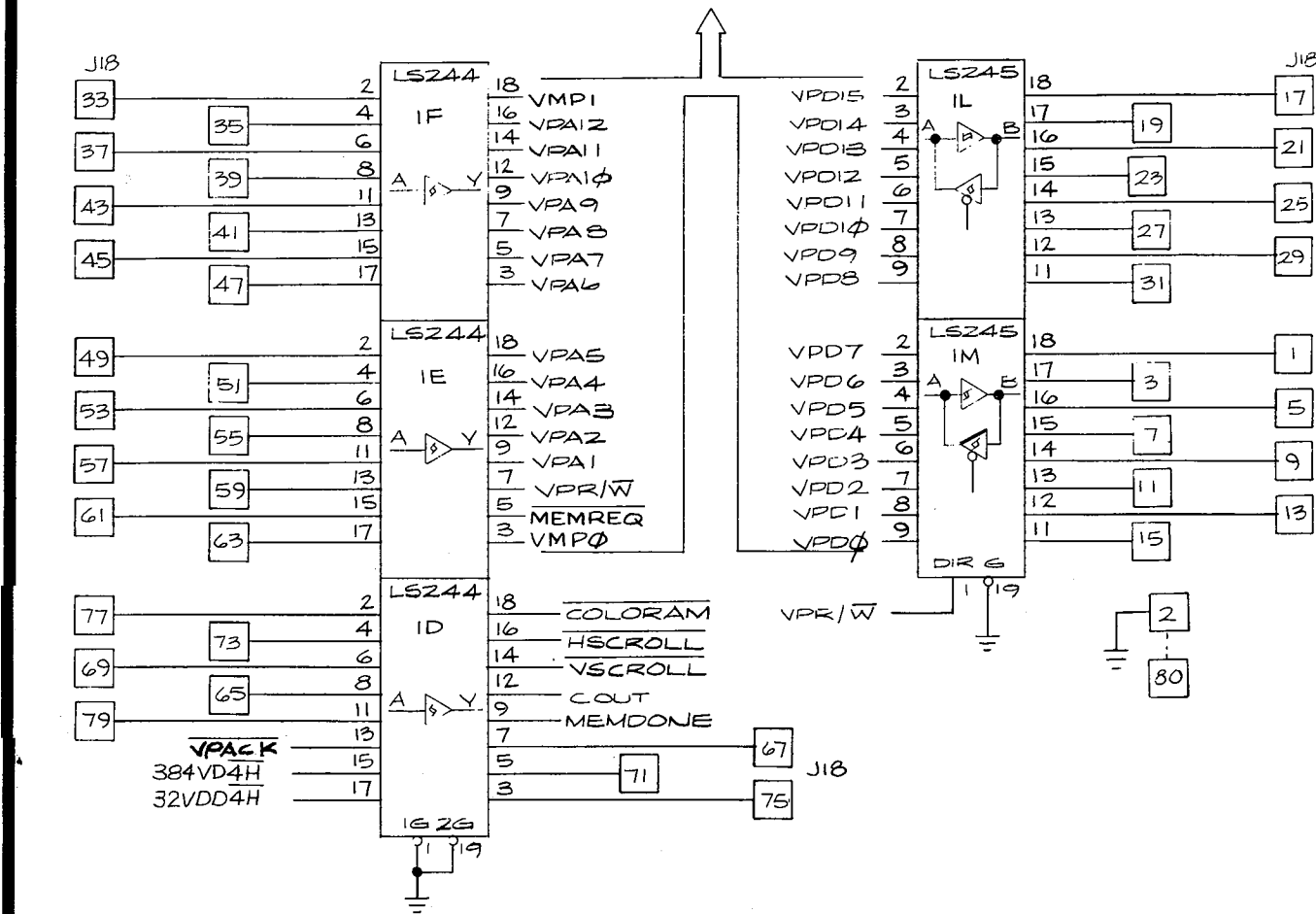
**Championship Sprint™ Video PCB Schematic Diagram**

© 1986 Atari Games Corporation

SP-292 Sheet 9A  
1st printing



Address Decoding Control Signals



Video/CPU Buffers

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

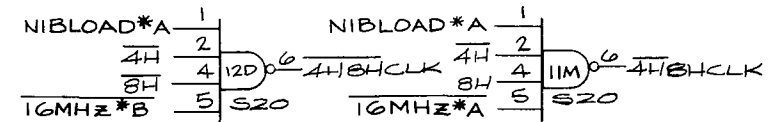
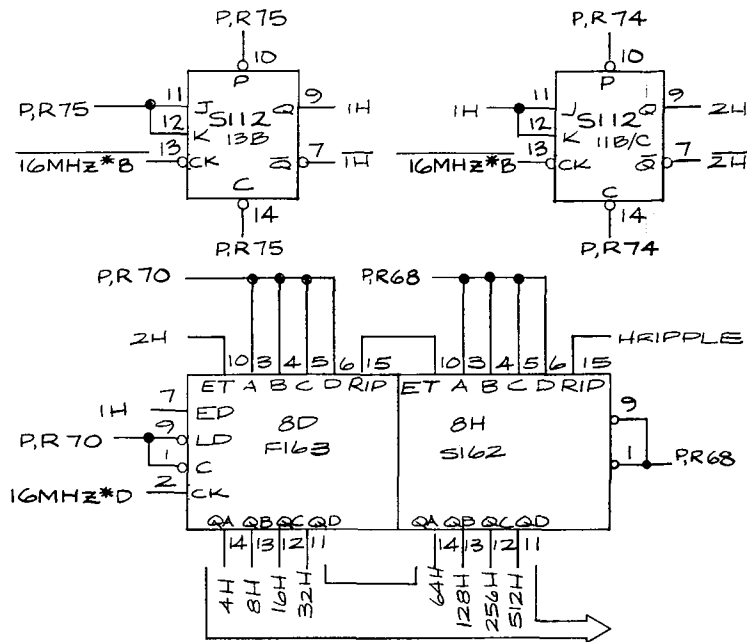
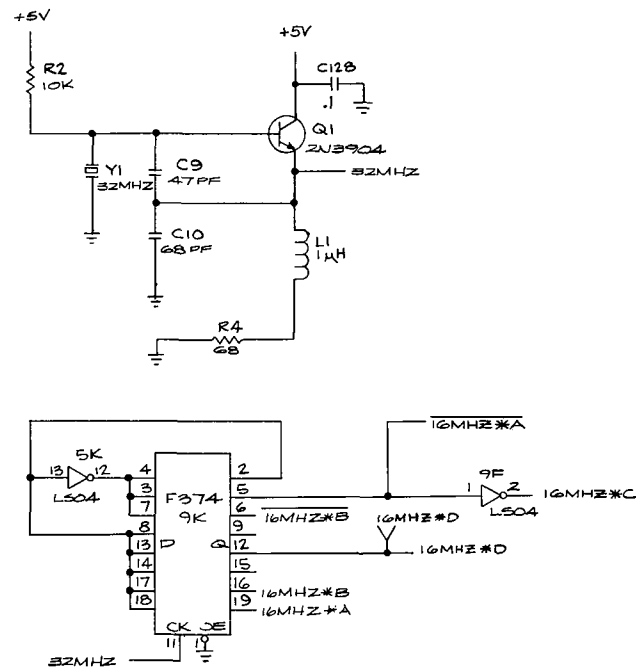


Championship Sprint™ Video PCB Schematic Diagram

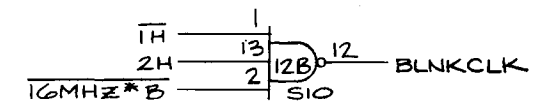
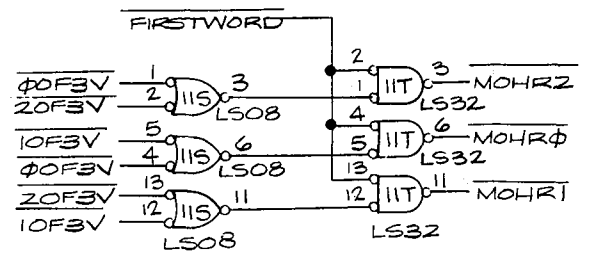
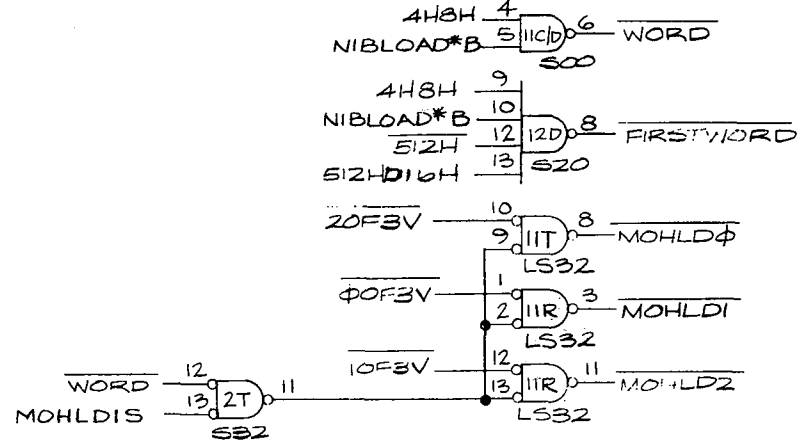
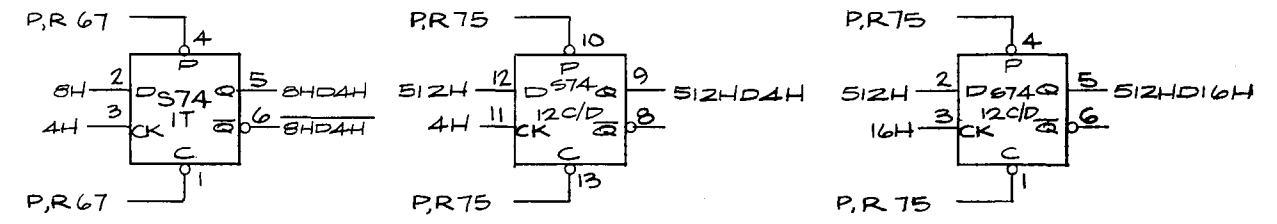
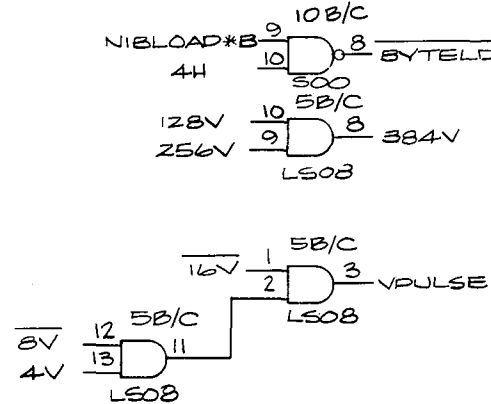
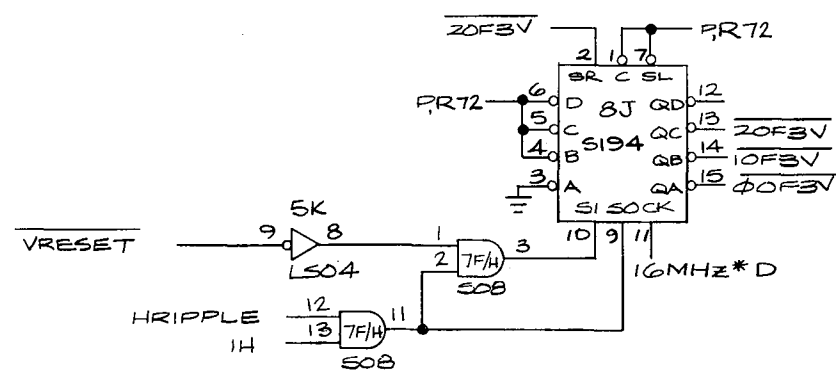
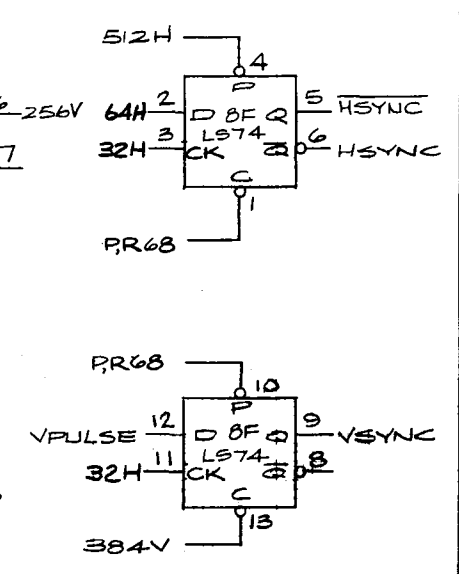
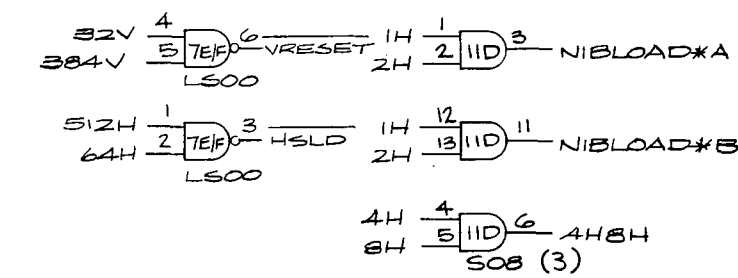
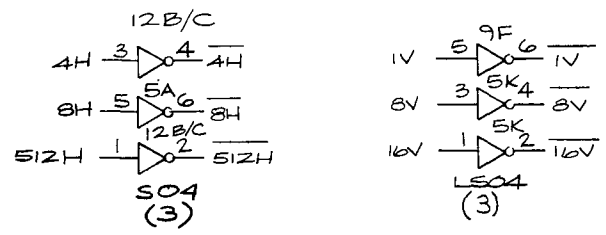
© 1986 Atari Games Corporation

SP-292 Sheet 9B 1st printing

### Video Clock



### Sync Chain and Timing Strobes

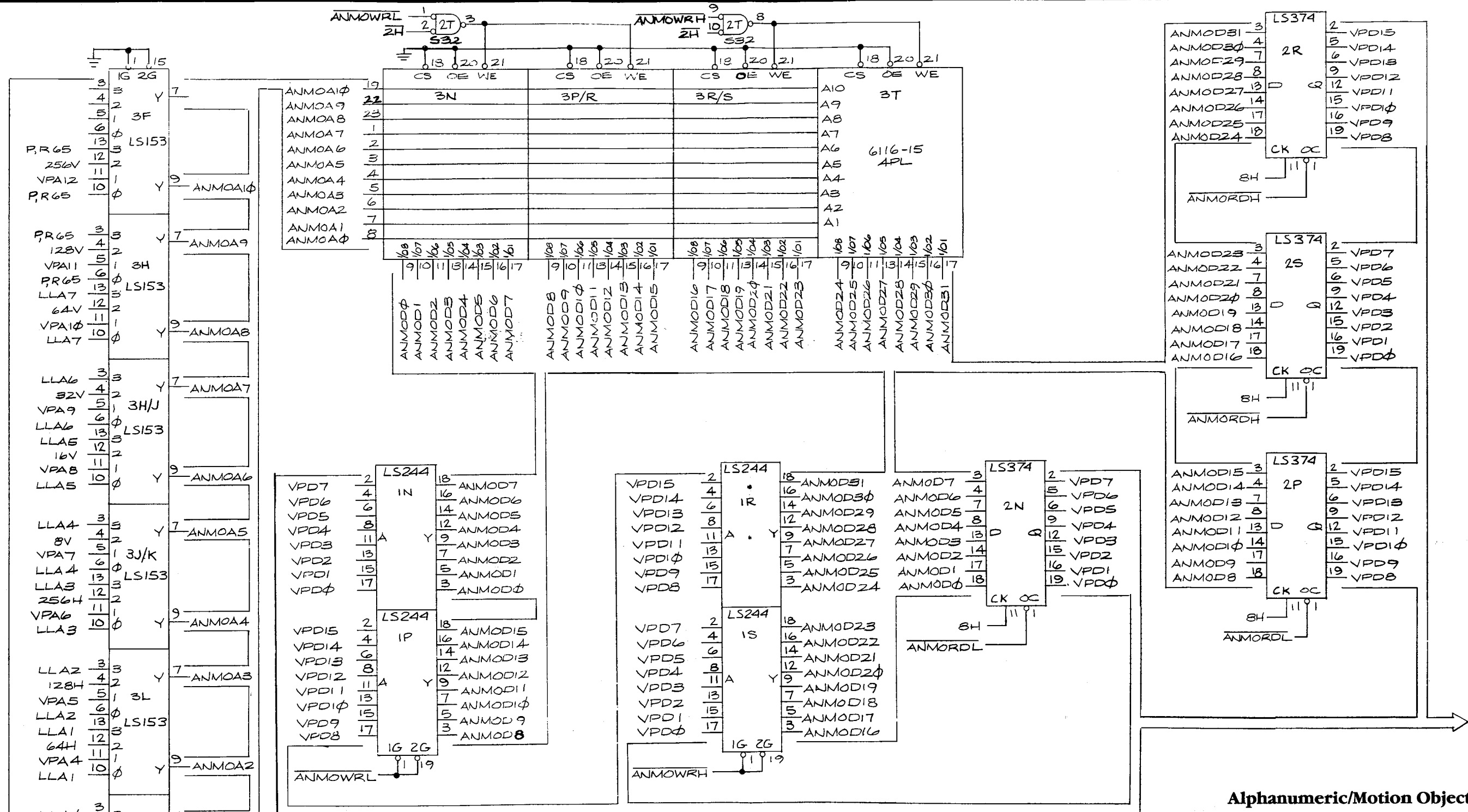


#### NOTICE TO ALL PERSONS RECEIVING THIS DRAWING

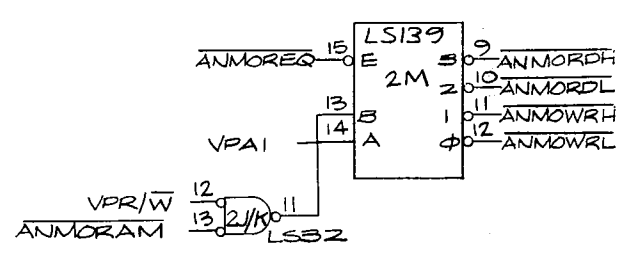
CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



### Championship Sprint™ Video PCB Schematic Diagram



Alphanumeric/Motion Object RAM

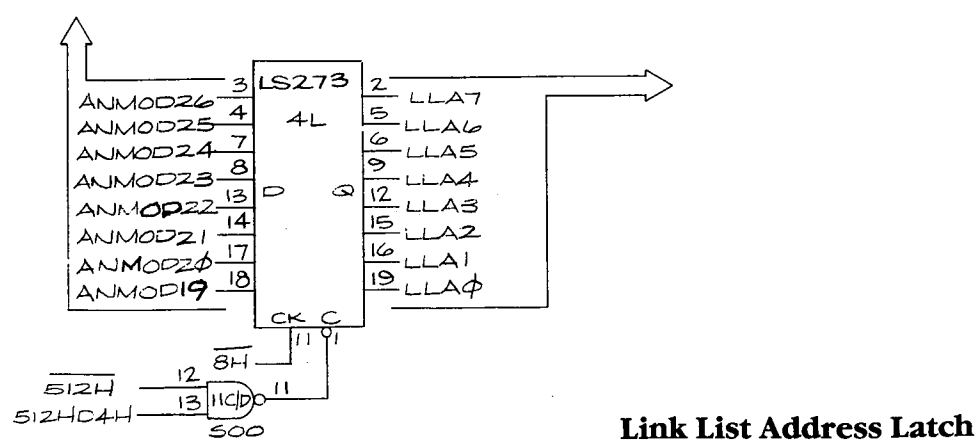
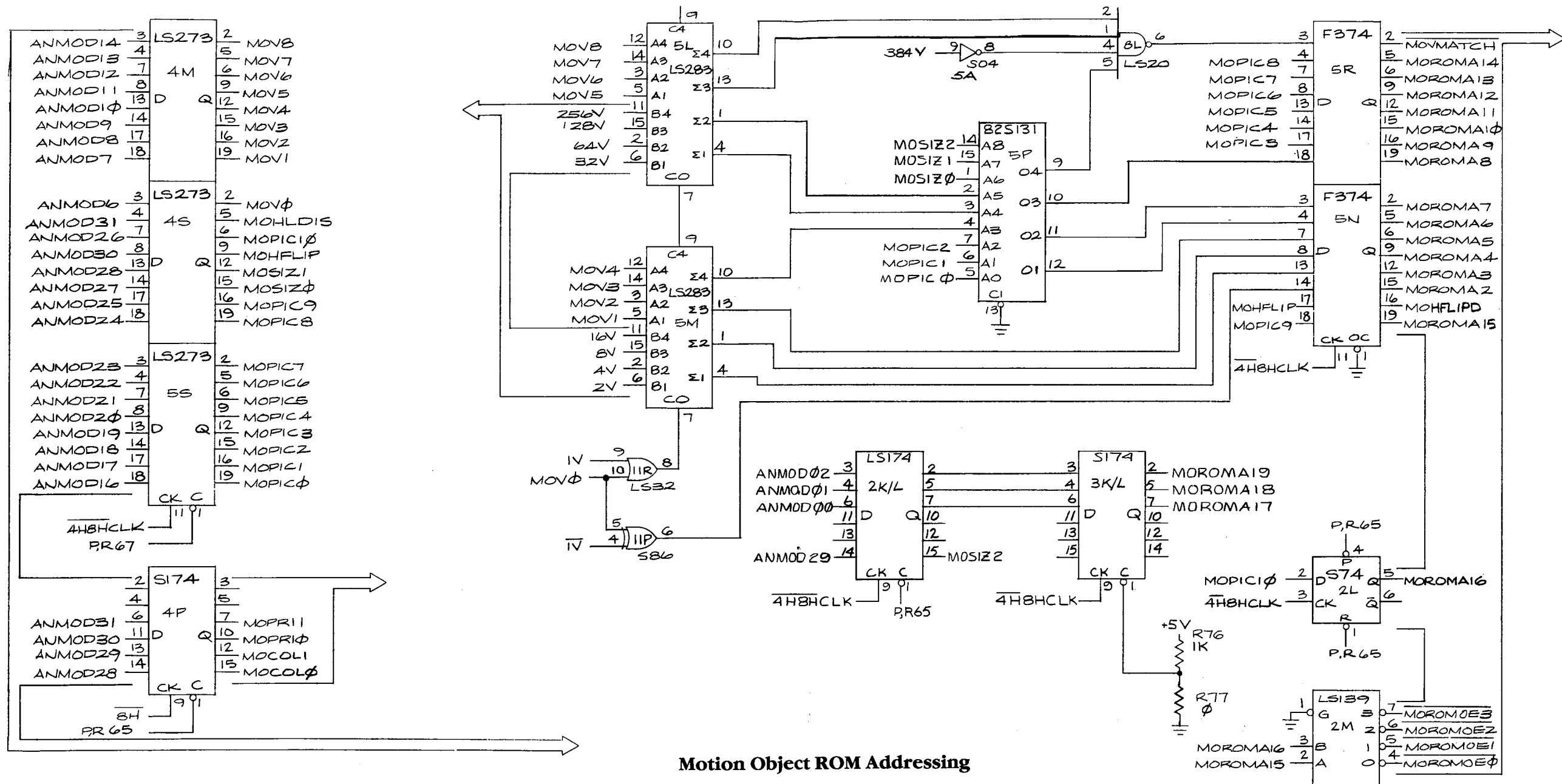


**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



**Championship Sprint™ Video PCB Schematic Diagram**

© 1986 Atari Games Corporation



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

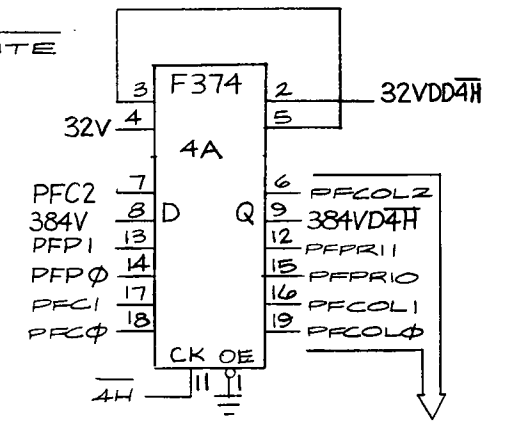
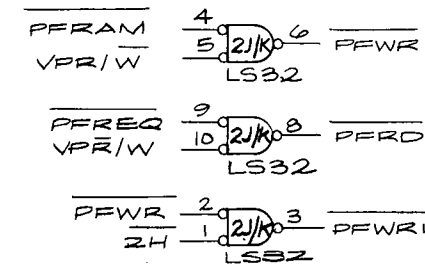
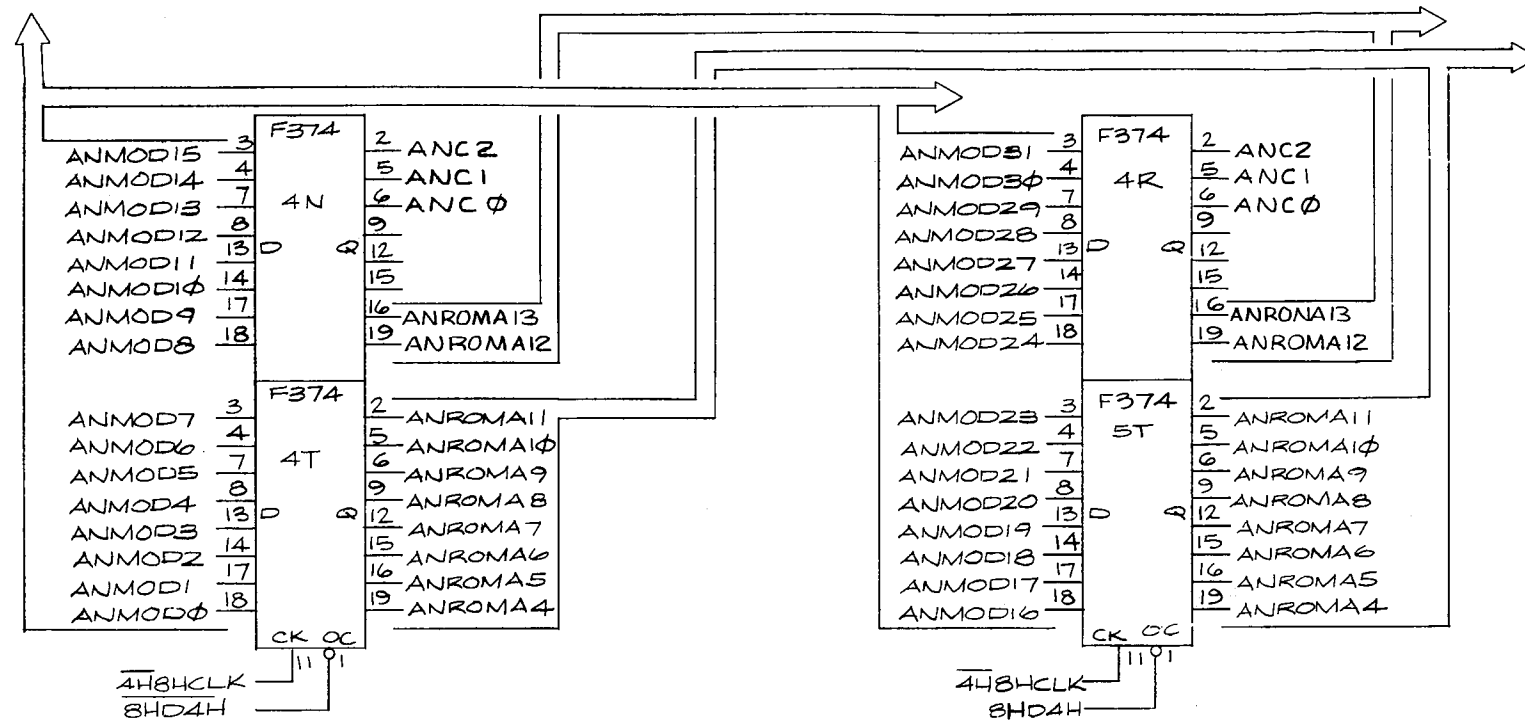
**Championship Sprint™ Video PCB Schematic Diagram**

**ATARI GAMES**

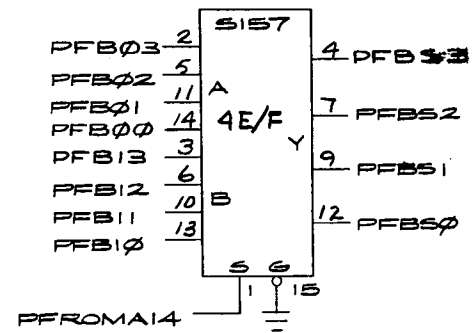
© 1986 Atari Games Corporation

SP-292 Sheet 11A  
1st printing

### Alphanumeric ROM Addressing



Playfield Data Latch Strobes



Playfield Bank Select

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

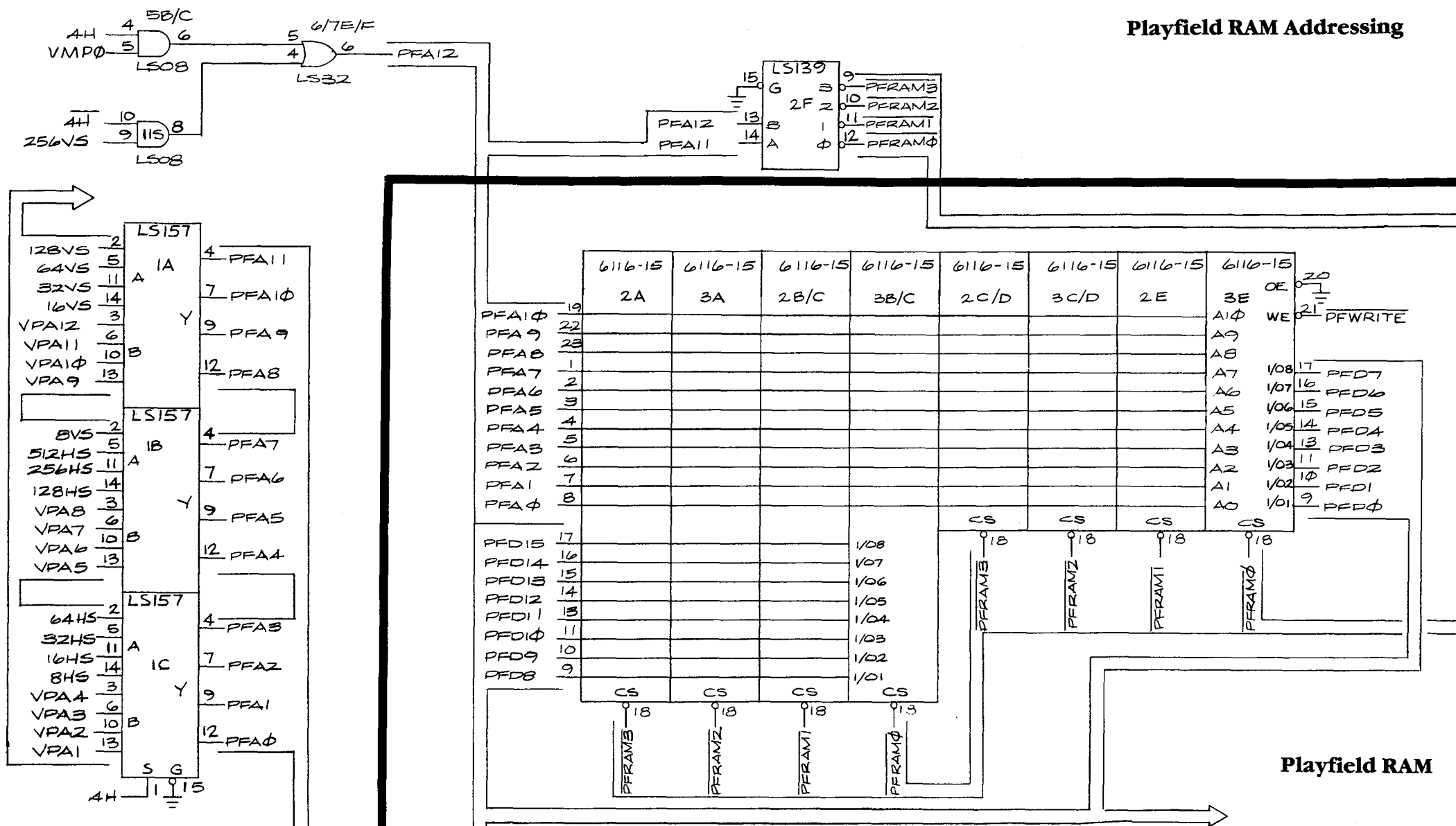


### Championship Sprint™ Video PCB Schematic Diagram

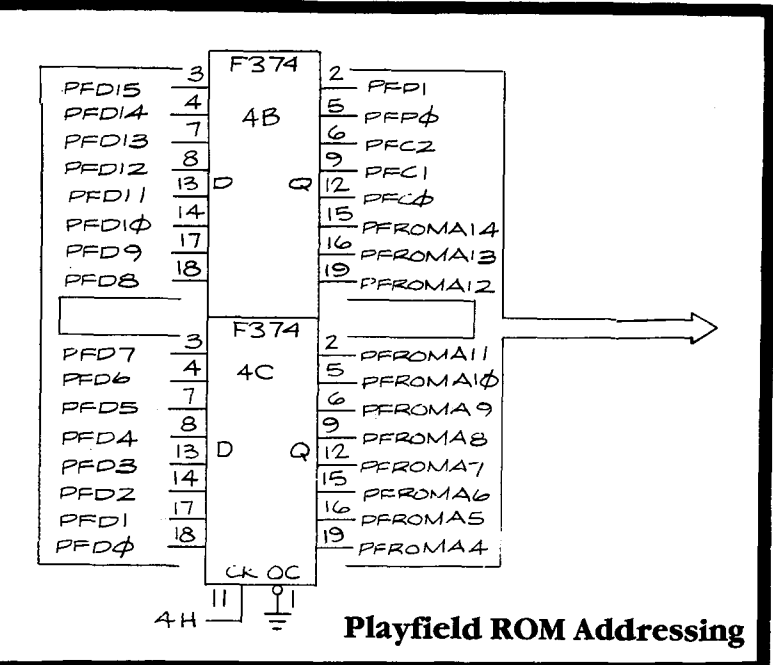
© 1986 Atari Games Corporation

SP-292 Sheet 11B  
 1st printing

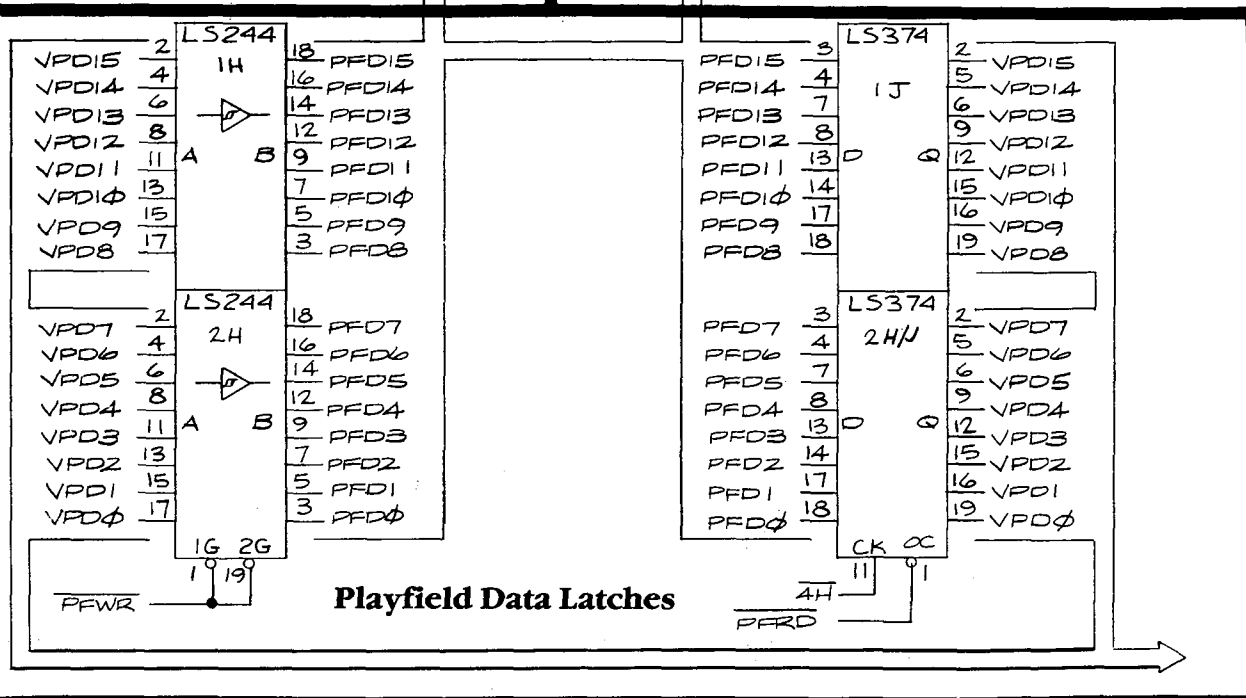
### Playfield RAM Addressing



### Playfield RAM



### Playfield ROM Addressing



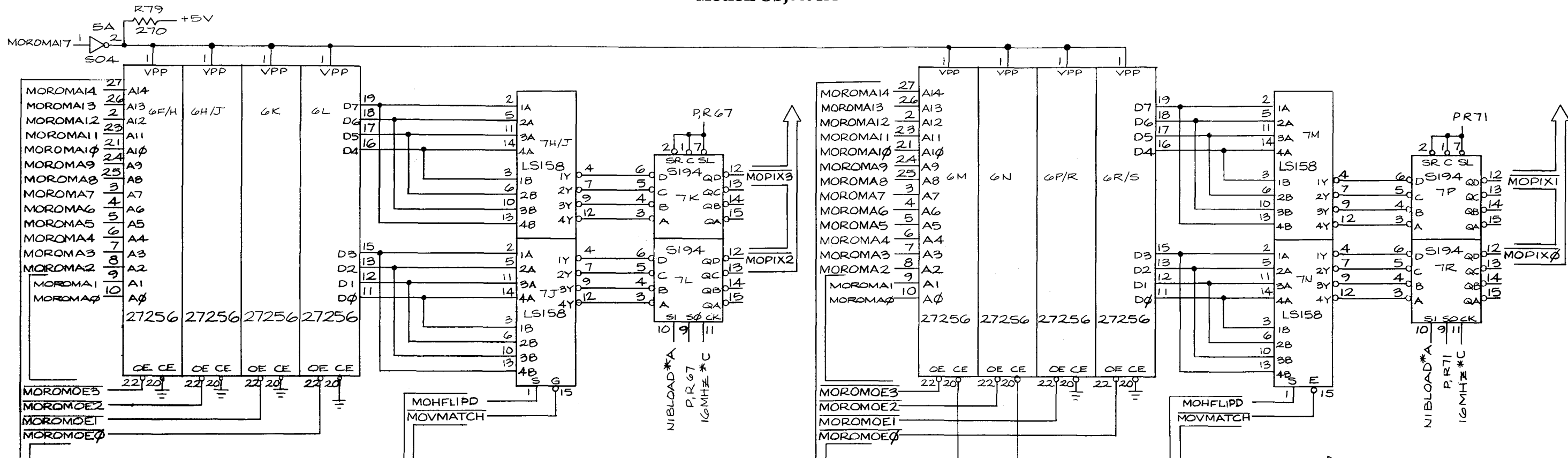
### Playfield Data Latches

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



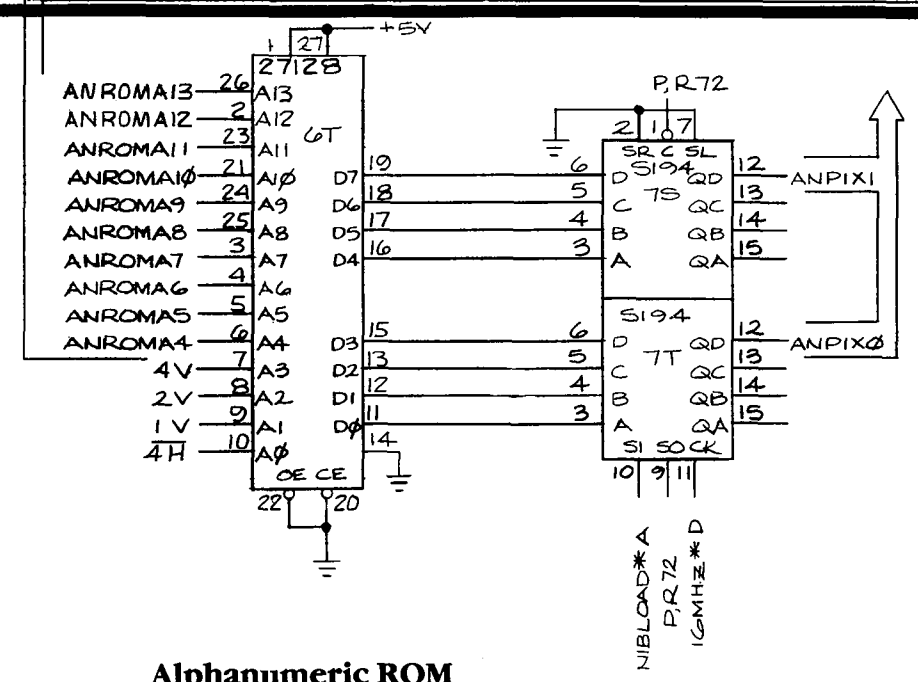
### Championship Sprint™ Video PCB Schematic Diagram

### Motion Object ROM



MORAMA18  
MORAMA19

### Alphanumeric ROM



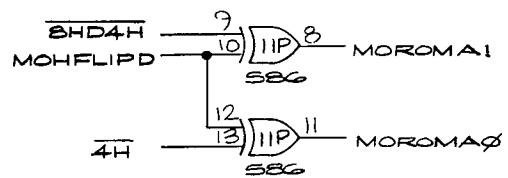
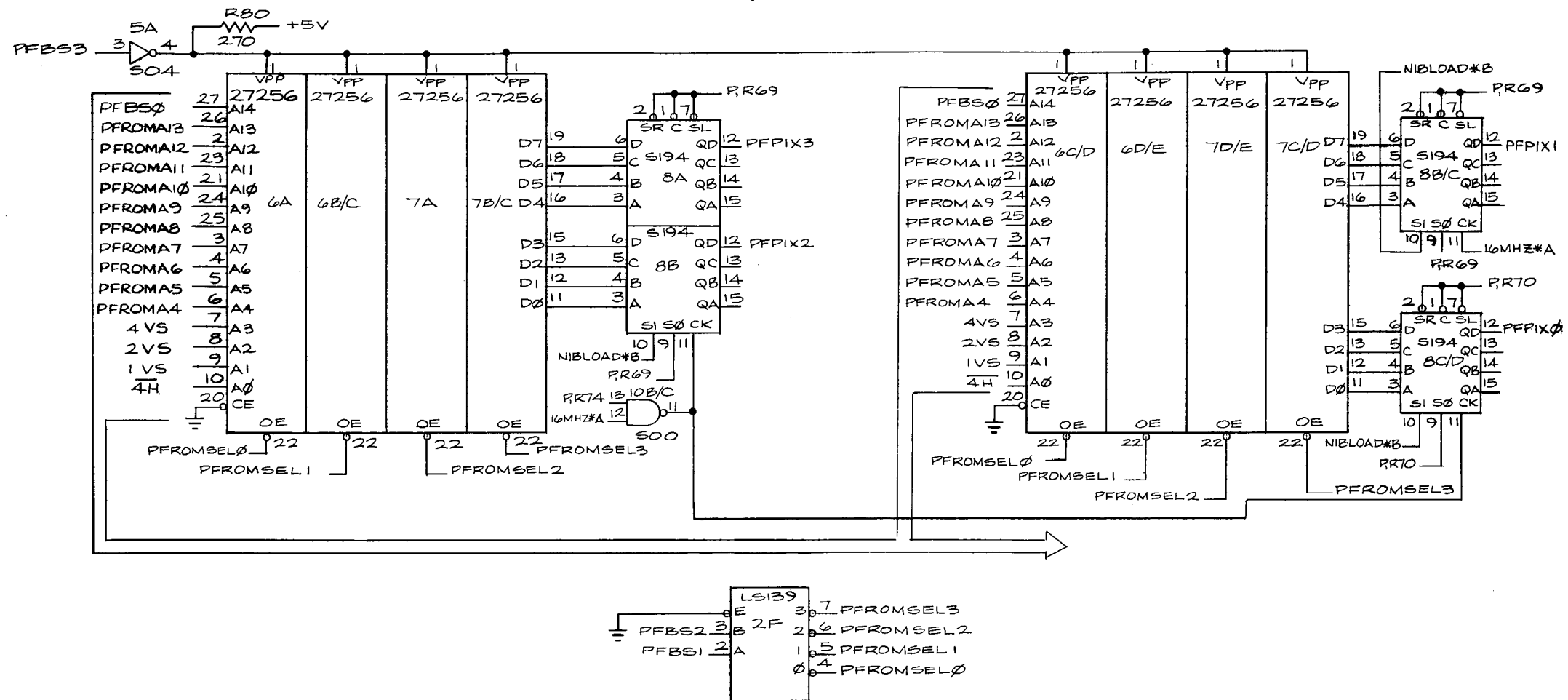
**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



### Championship Sprint™ Video PCB Schematic Diagram



### Playfield ROM



Motion Object ROM Addressing

#### NOTICE TO ALL PERSONS RECEIVING THIS DRAWING

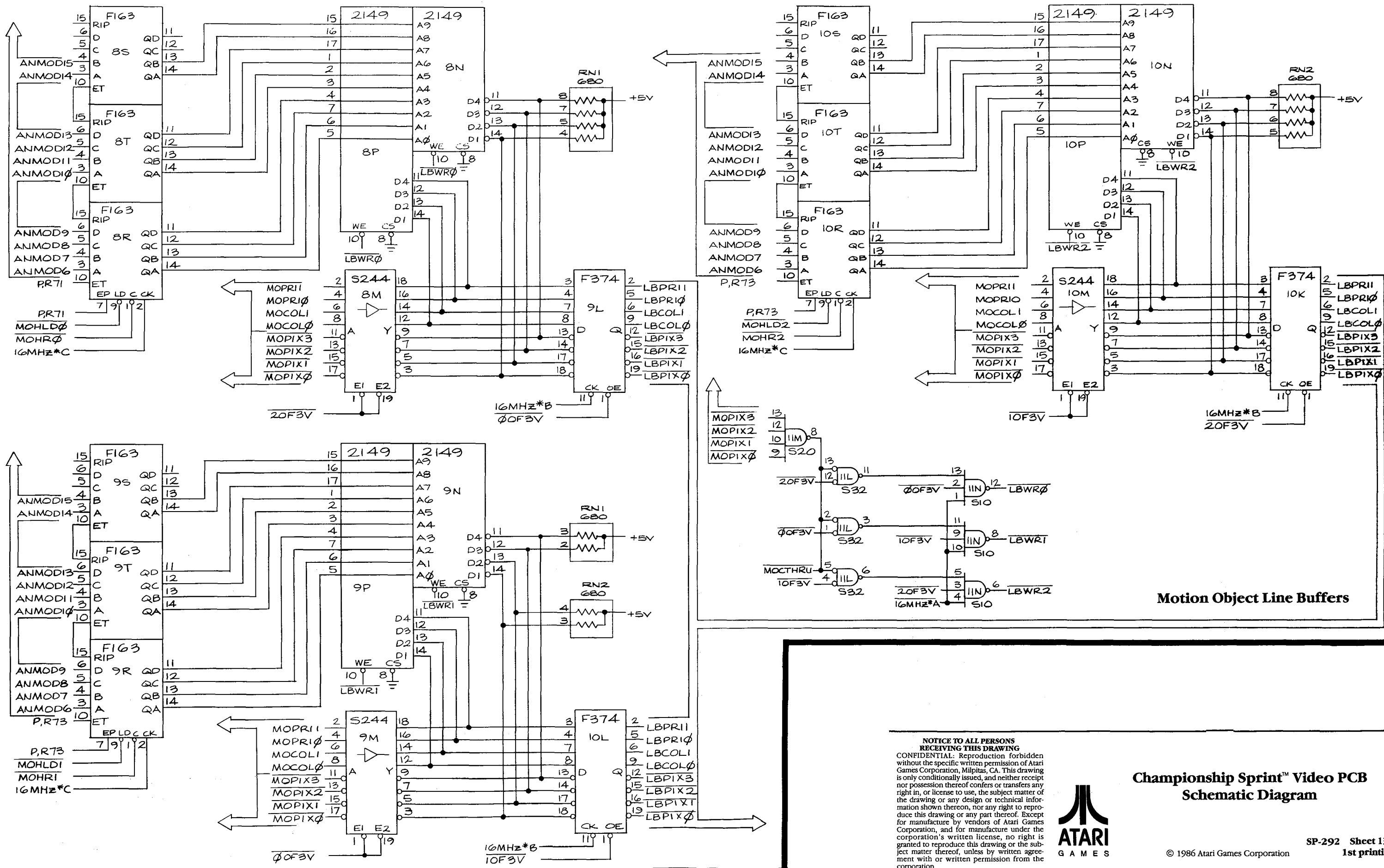
CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



### Championship Sprint™ Video PCB Schematic Diagram

© 1986 Atari Games Corporation

SP-292 Sheet 13A  
1st printing



Motion Object Line Buffers

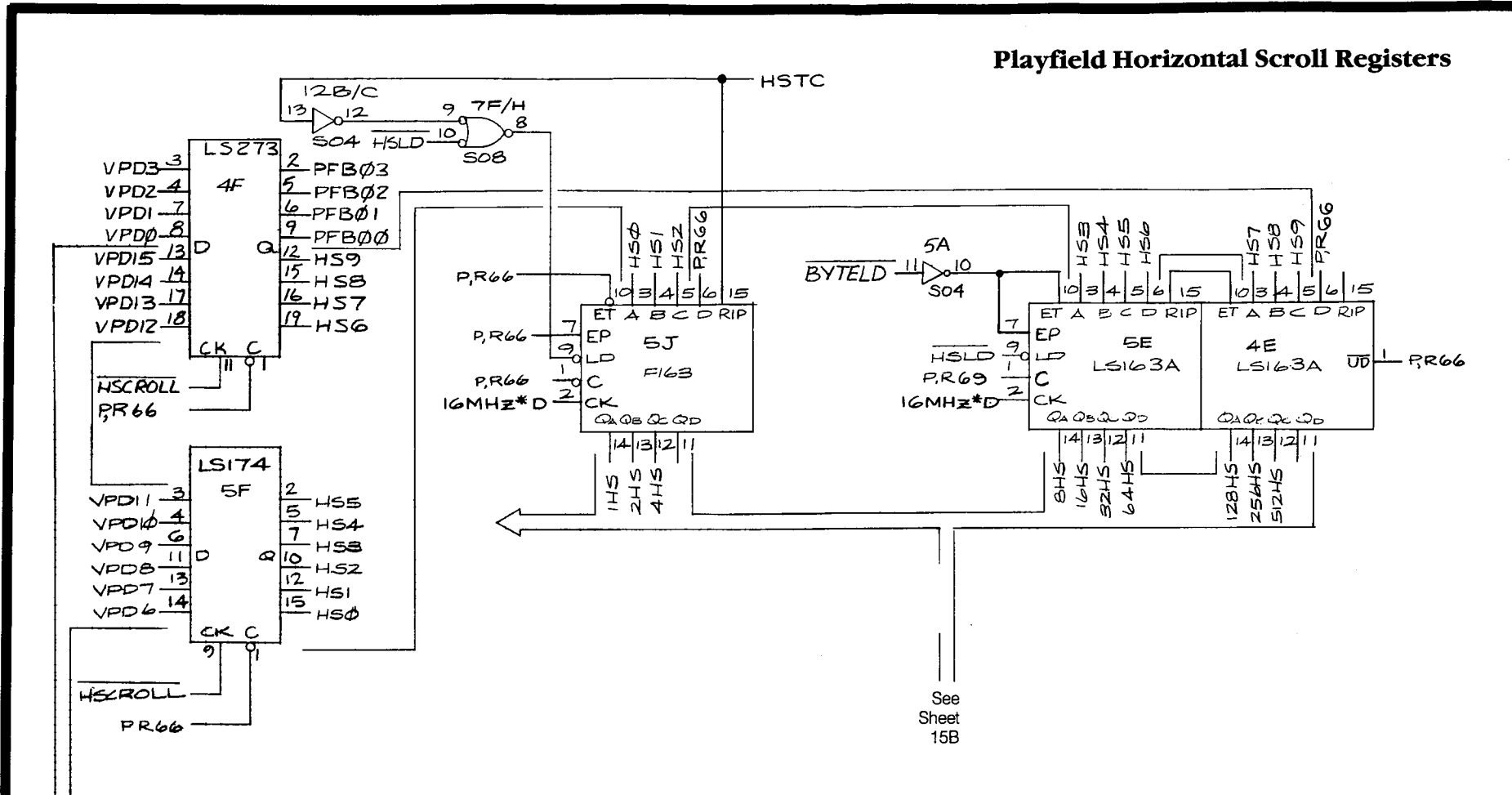
**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



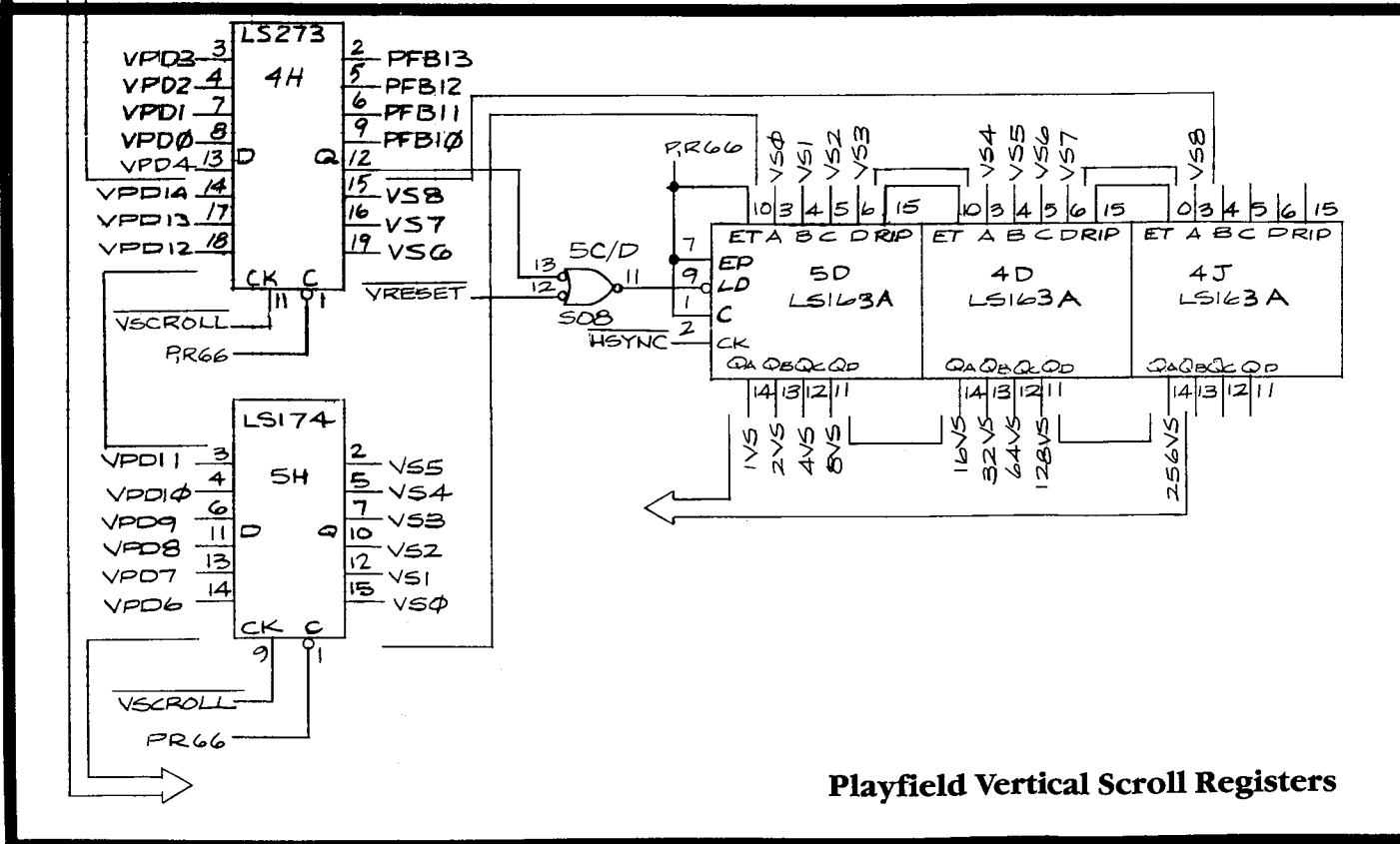
Championship Sprint™ Video PCB Schematic Diagram

© 1986 Atari Games Corporation

### Playfield Horizontal Scroll Registers



### Playfield Vertical Scroll Registers



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

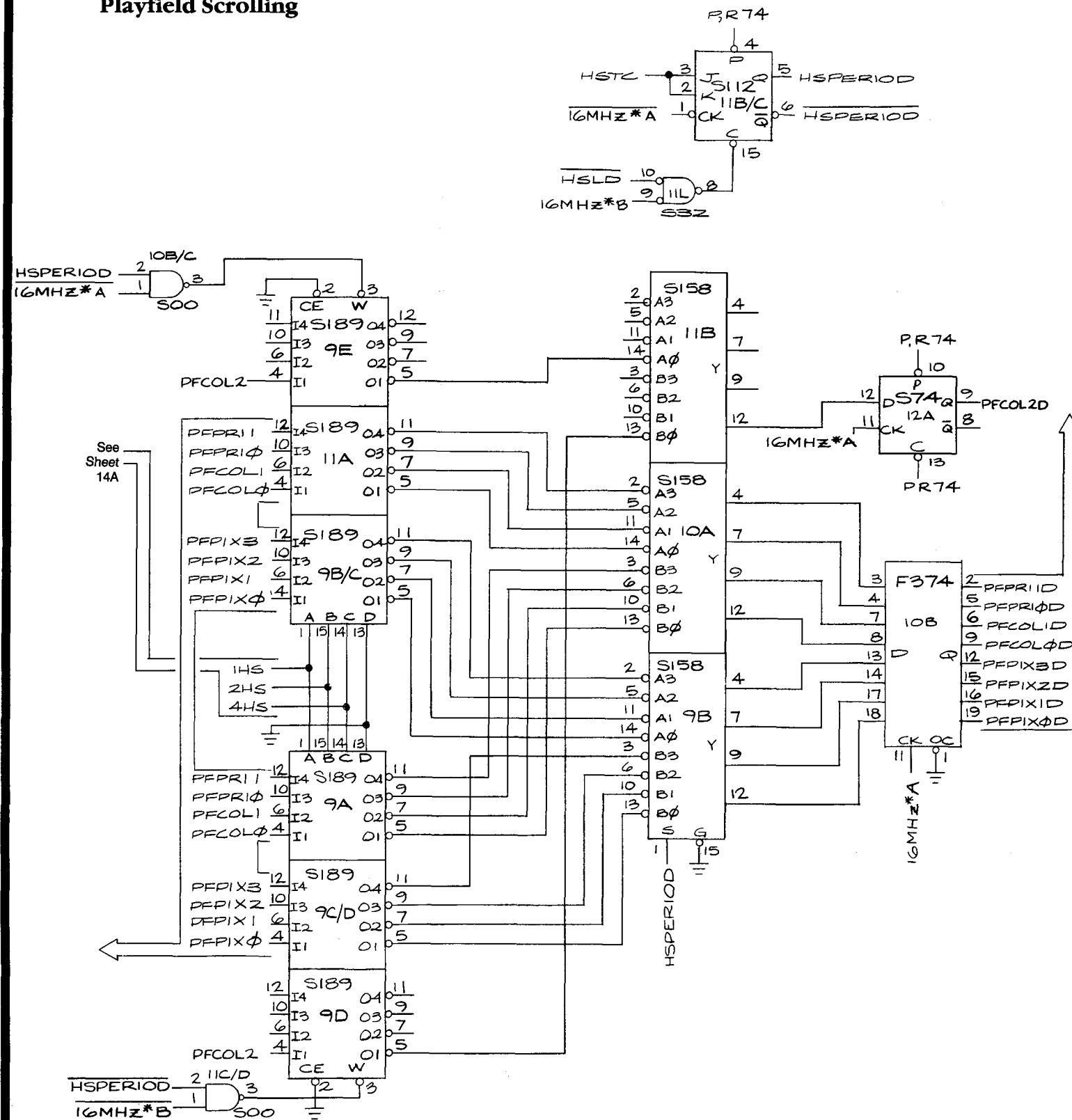


### Championship Sprint™ Video PCB Schematic Diagram

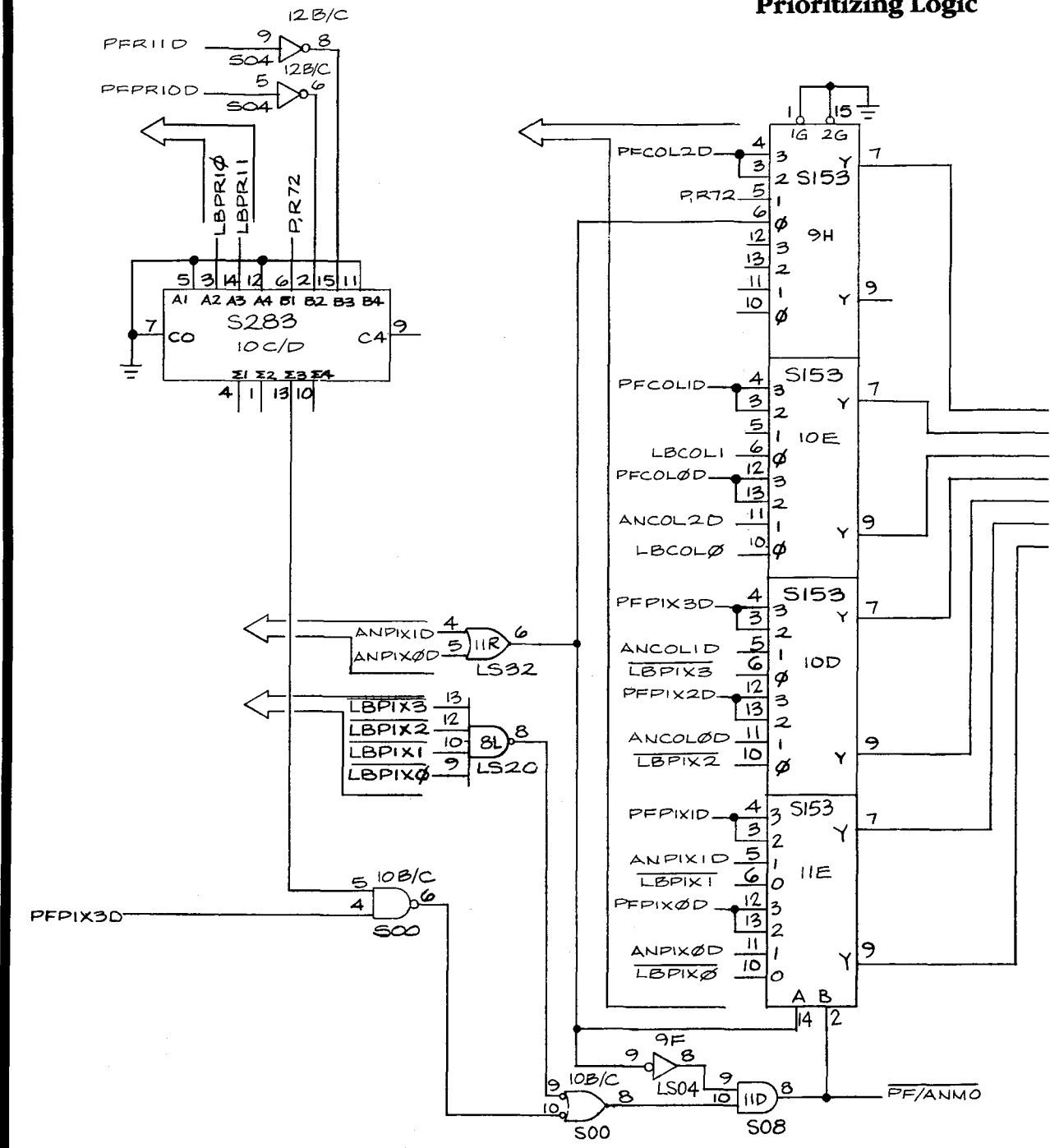
© 1986 Atari Games Corporation

SP-292 Sheet 14A  
1st printing

### Playfield Scrolling



### Prioritizing Logic

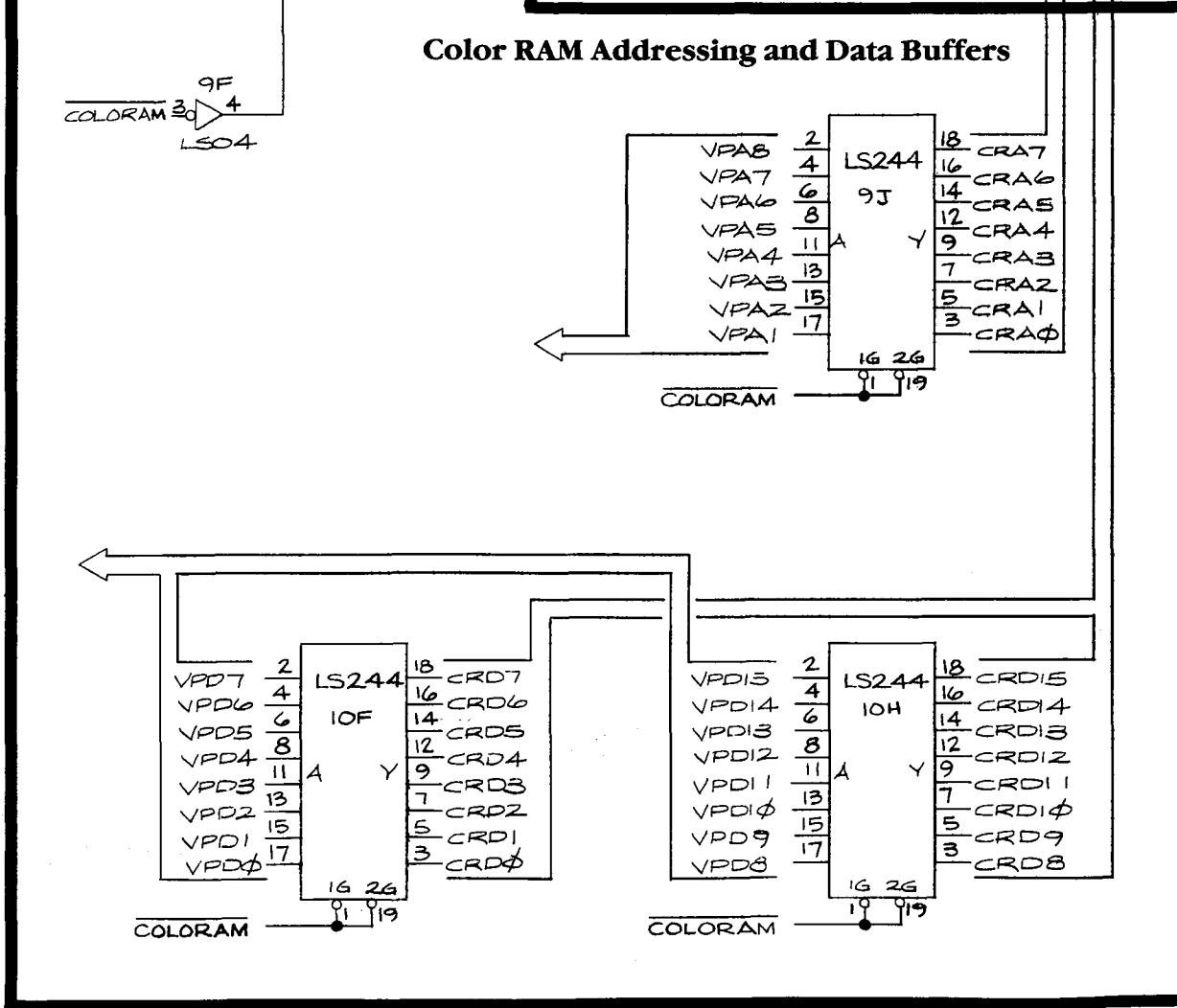
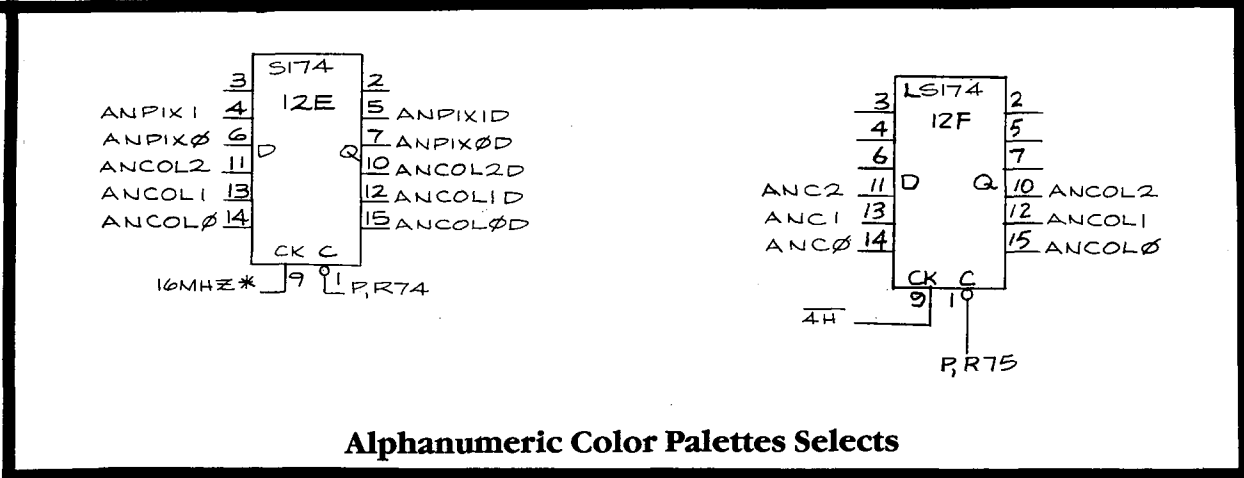
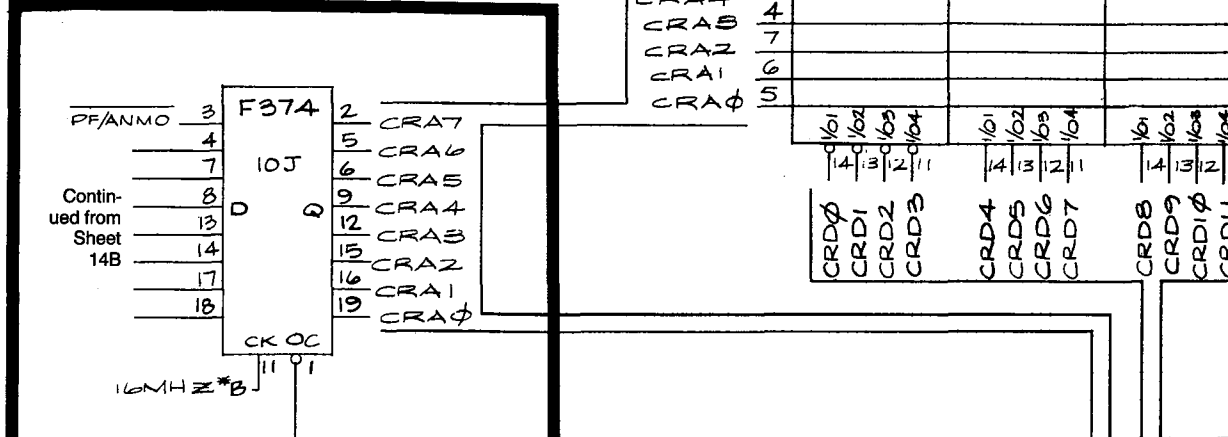
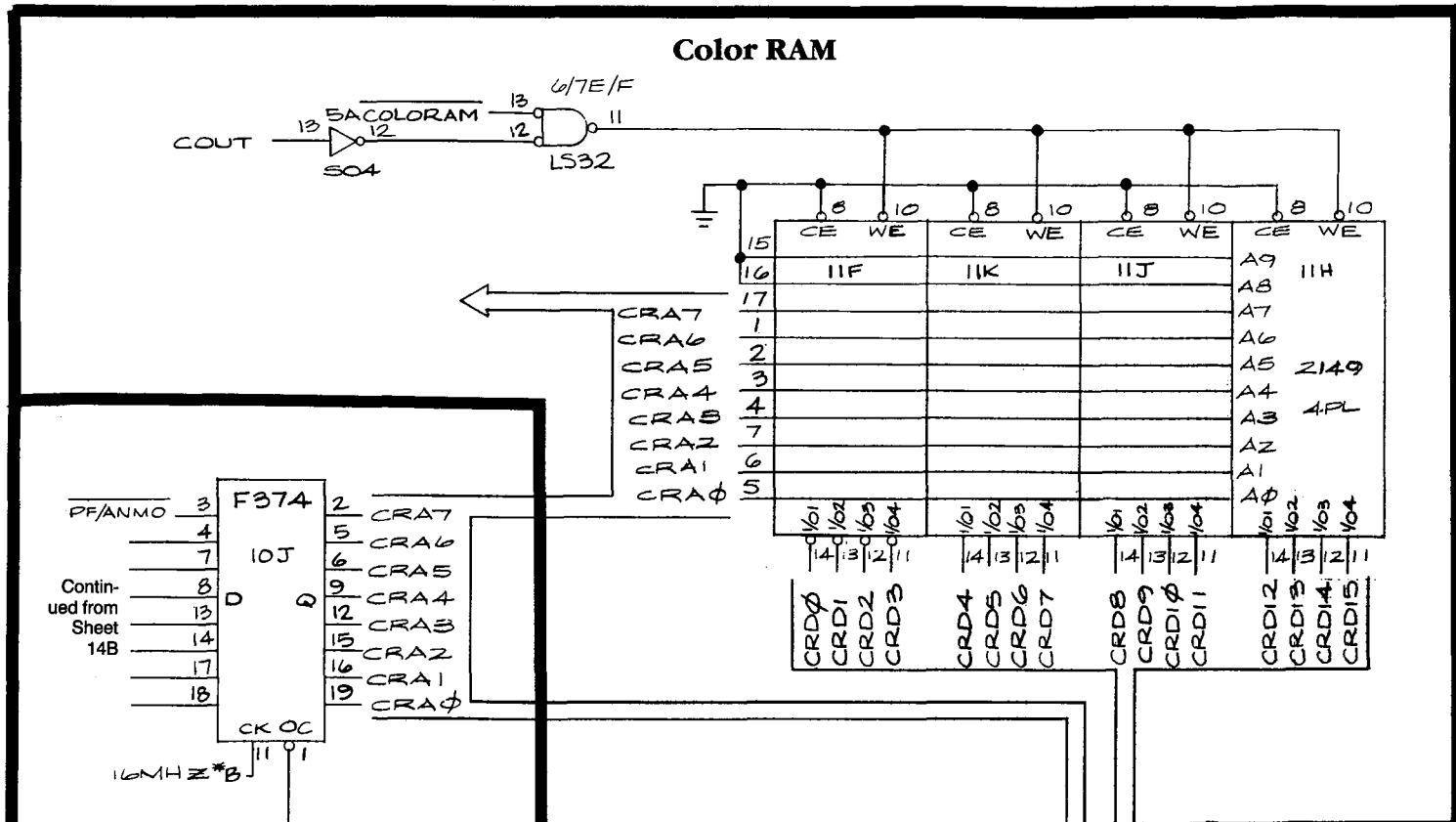


Continued on Sheet 15A

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



### Championship Sprint™ Video PCB Schematic Diagram



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

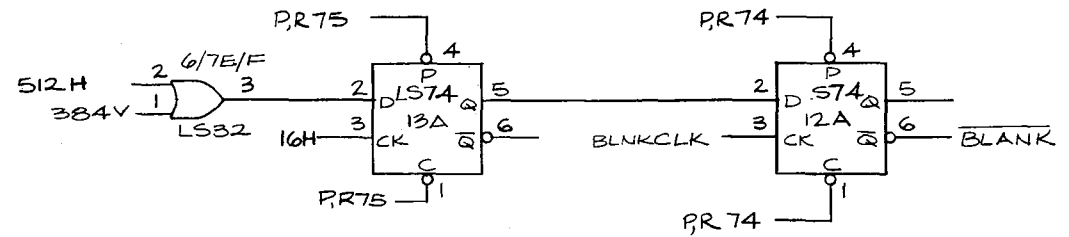
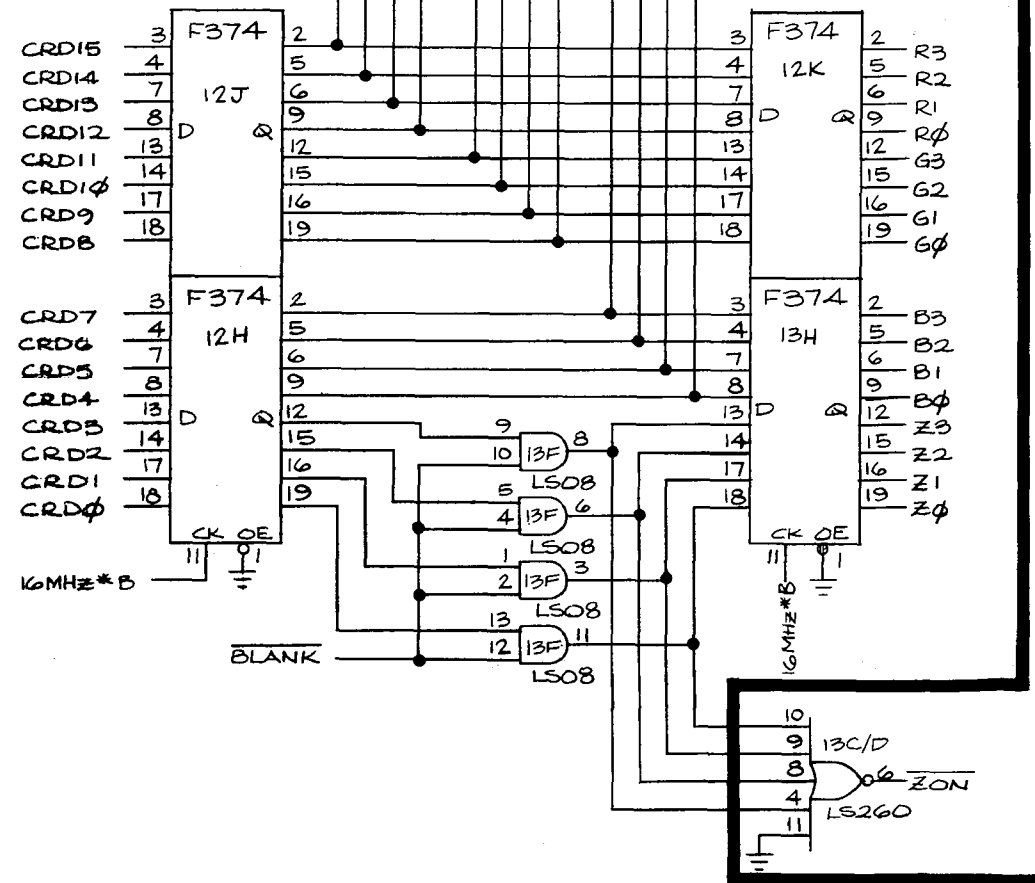
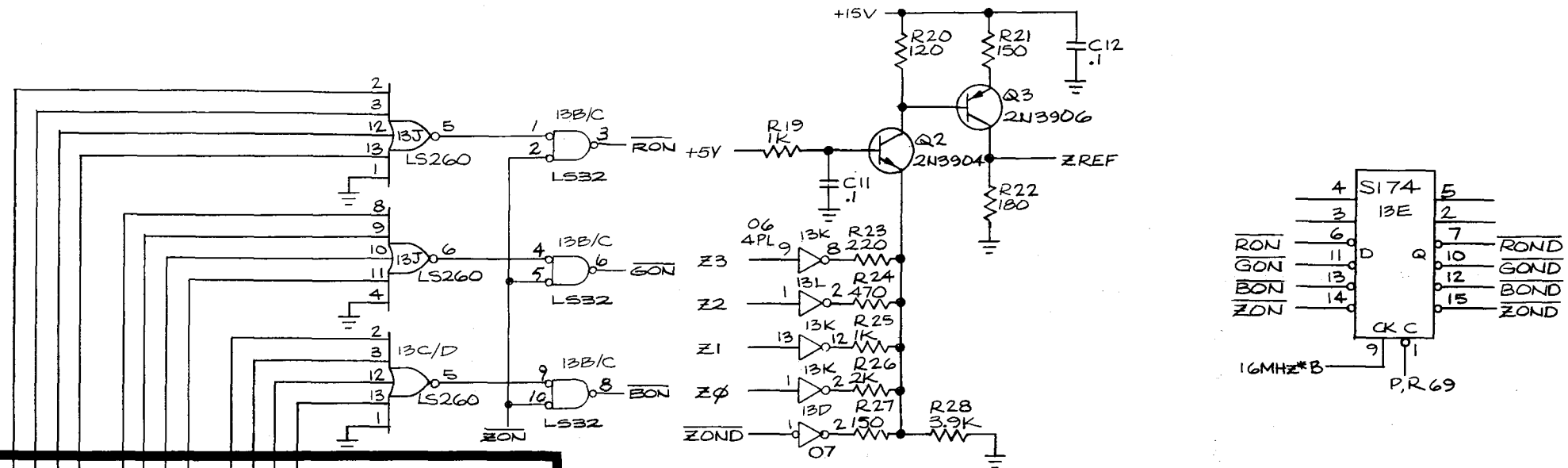
**Championship Sprint™ Video PCB Schematic Diagram**

**ATARI GAMES**

SP-292 Sheet 15A  
1st printing

© 1986 Atari Games Corporation

### Video Intensity Control and Driver Enables



Data Latches and Blanking

**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.

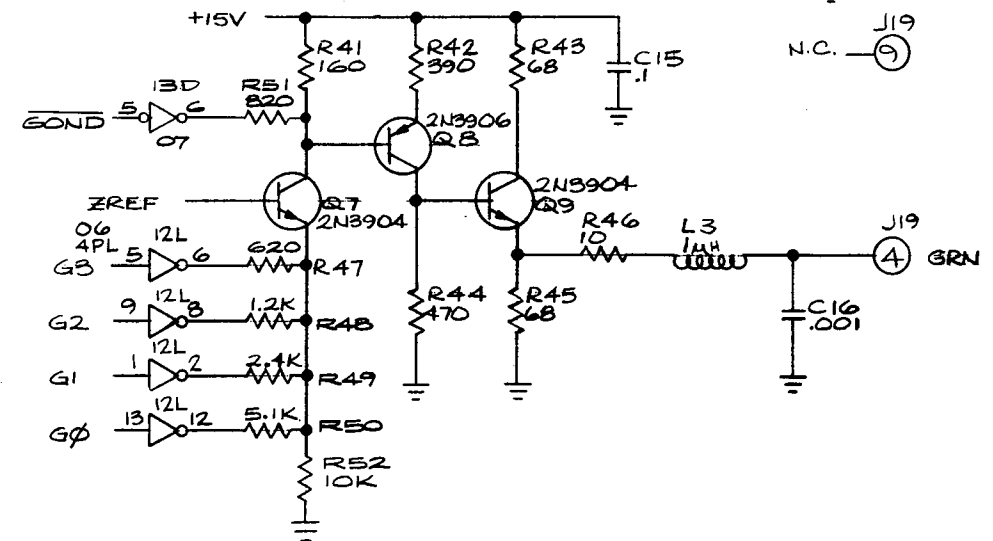
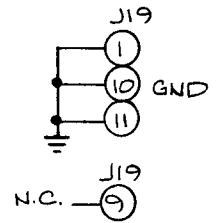
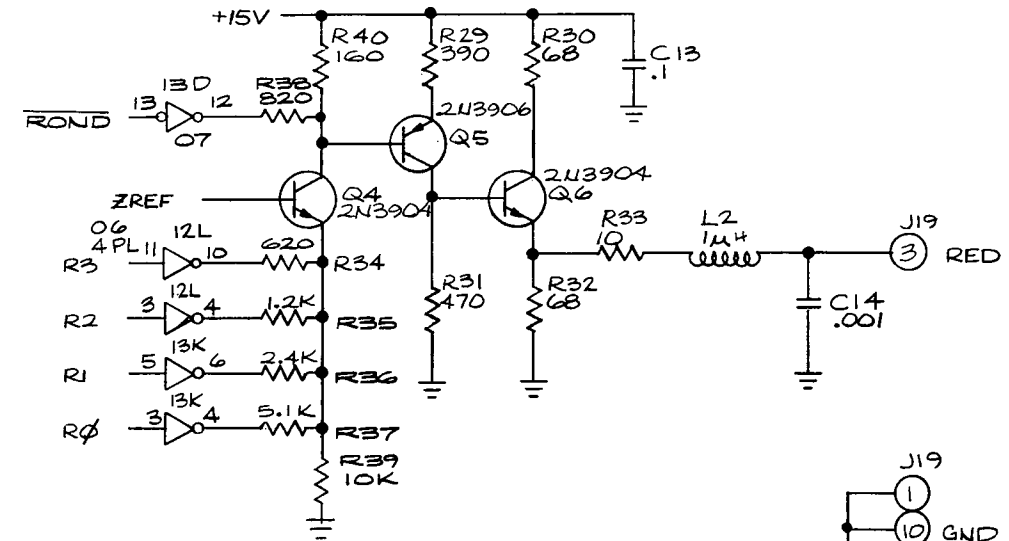
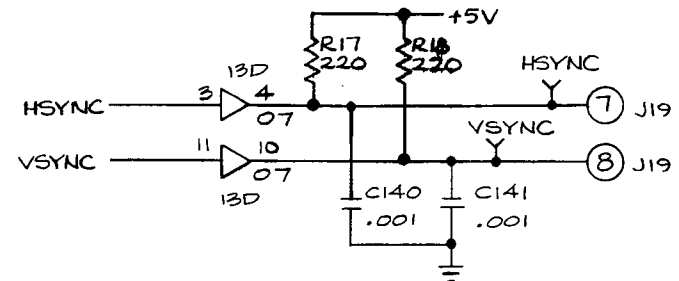
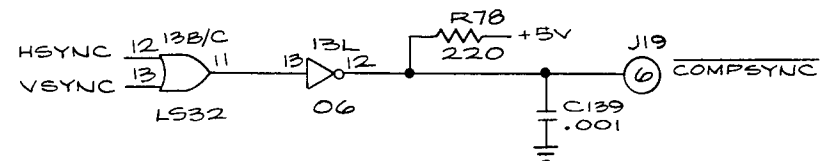
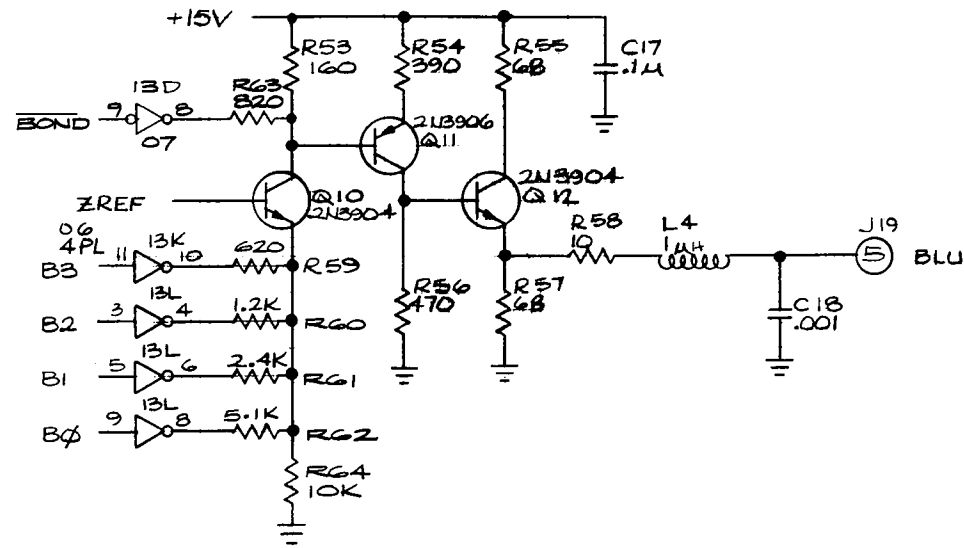


### Championship Sprint™ Video PCB Schematic Diagram

© 1986 Atari Games Corporation

SP-292 Sheet 15B  
1st printing

### Output Drivers



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
 CONFIDENTIAL: Reproduction forbidden without the specific written permission of Atari Games Corporation, Milpitas, CA. This drawing is only conditionally issued, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical information shown thereon, nor any right to reproduce this drawing or any part thereof. Except for manufacture by vendors of Atari Games Corporation, and for manufacture under the corporation's written license, no right is granted to reproduce this drawing or the subject matter thereof, unless by written agreement with or written permission from the corporation.



### Championship Sprint™ Video PCB Schematic Diagram

© 1986 Atari Games Corporation

SP-292 Sheet 16A  
 1st printing