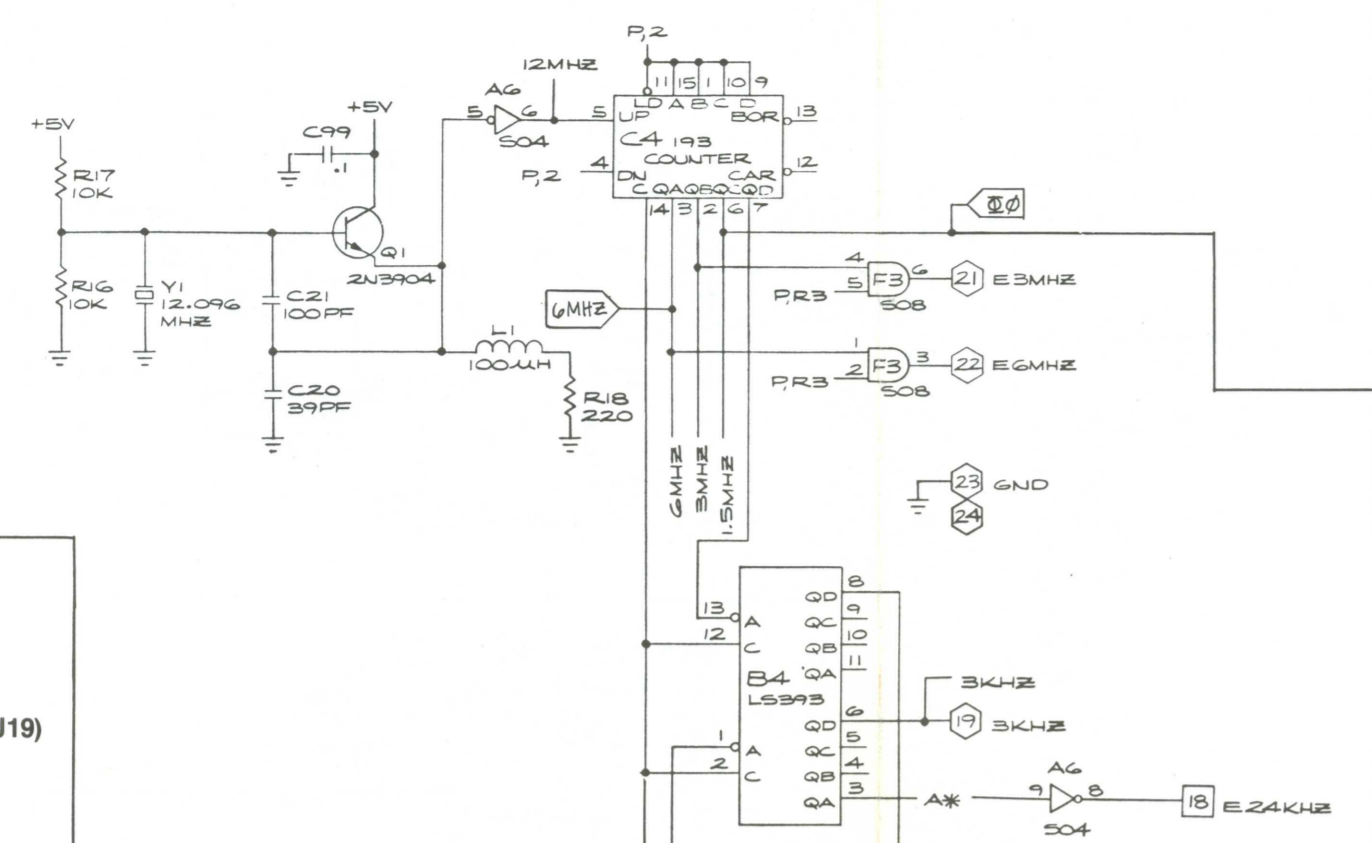


**Clock Circuit**

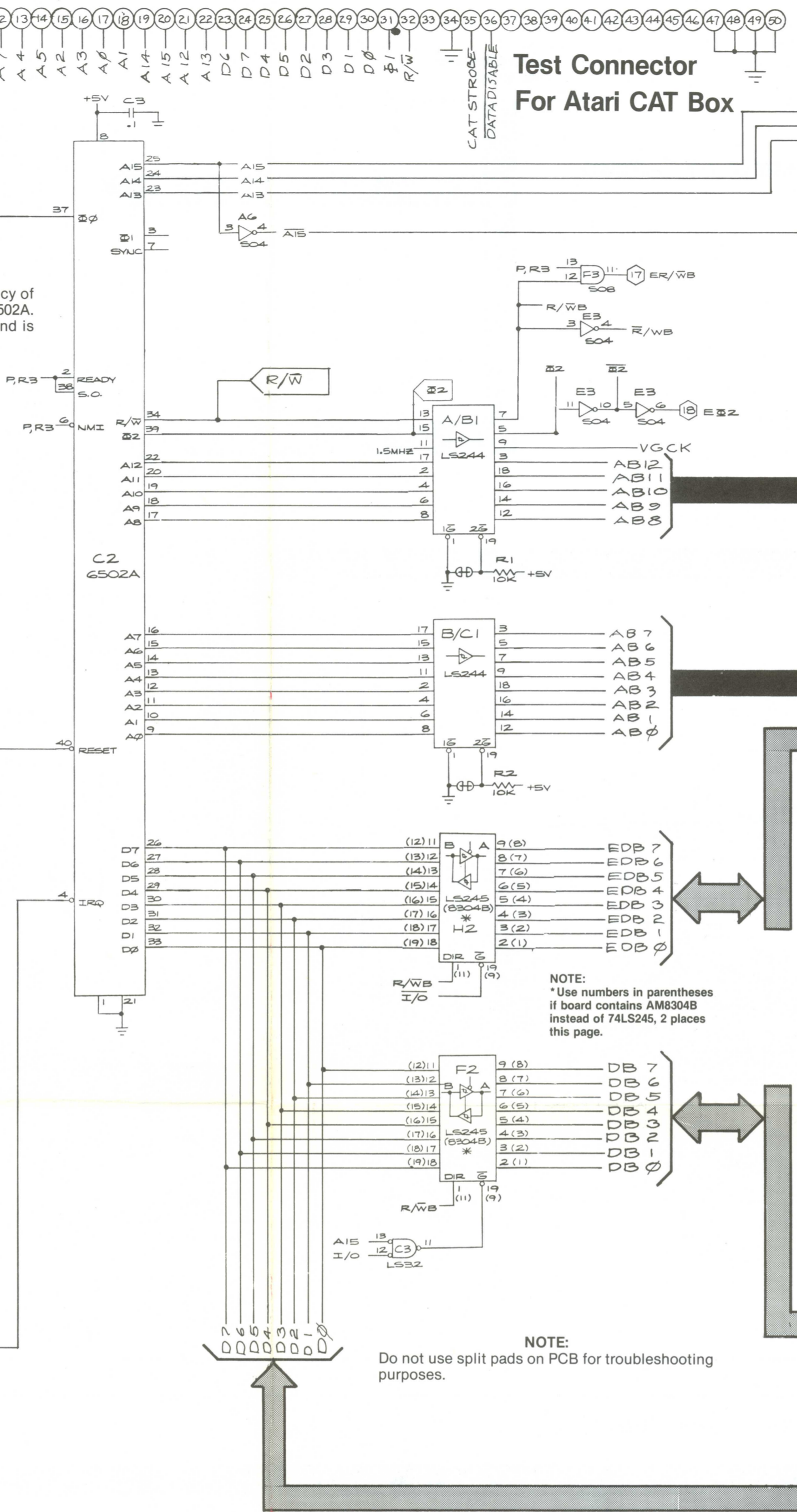


**NOTE**

- Indicates edge connector (J20)
- Indicates interconnect connector (J19)
- Indicates CAT Box connector
- ◁ Indicates Test Point

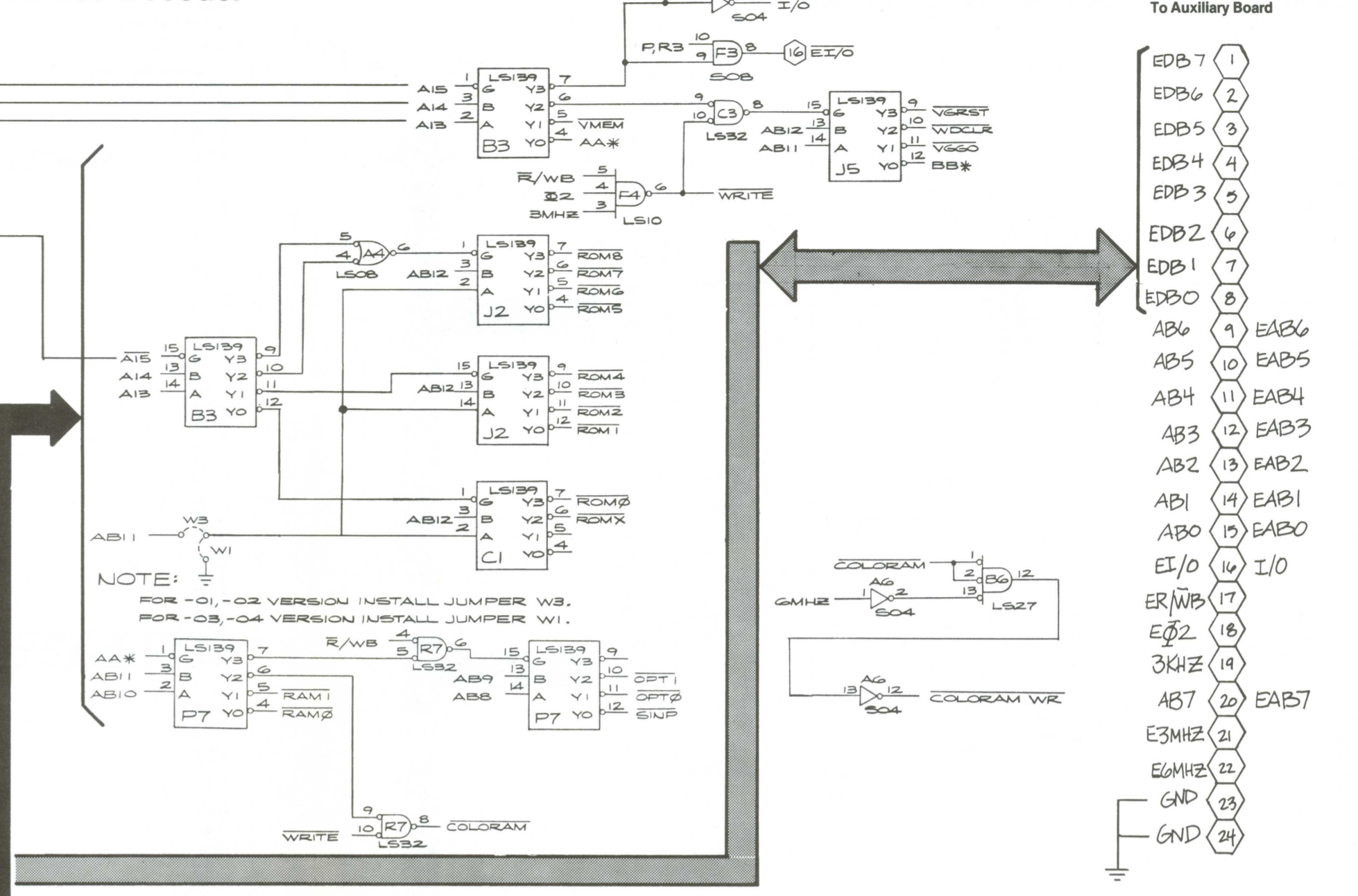
**Microprocessor**

**NOTE:**  
The MPU in this game operates at a frequency of 1.5 MHz. Therefore the MPU chip must be 6502A. The 6502's maximum frequency is 1 MHz and is not compatible with this game.



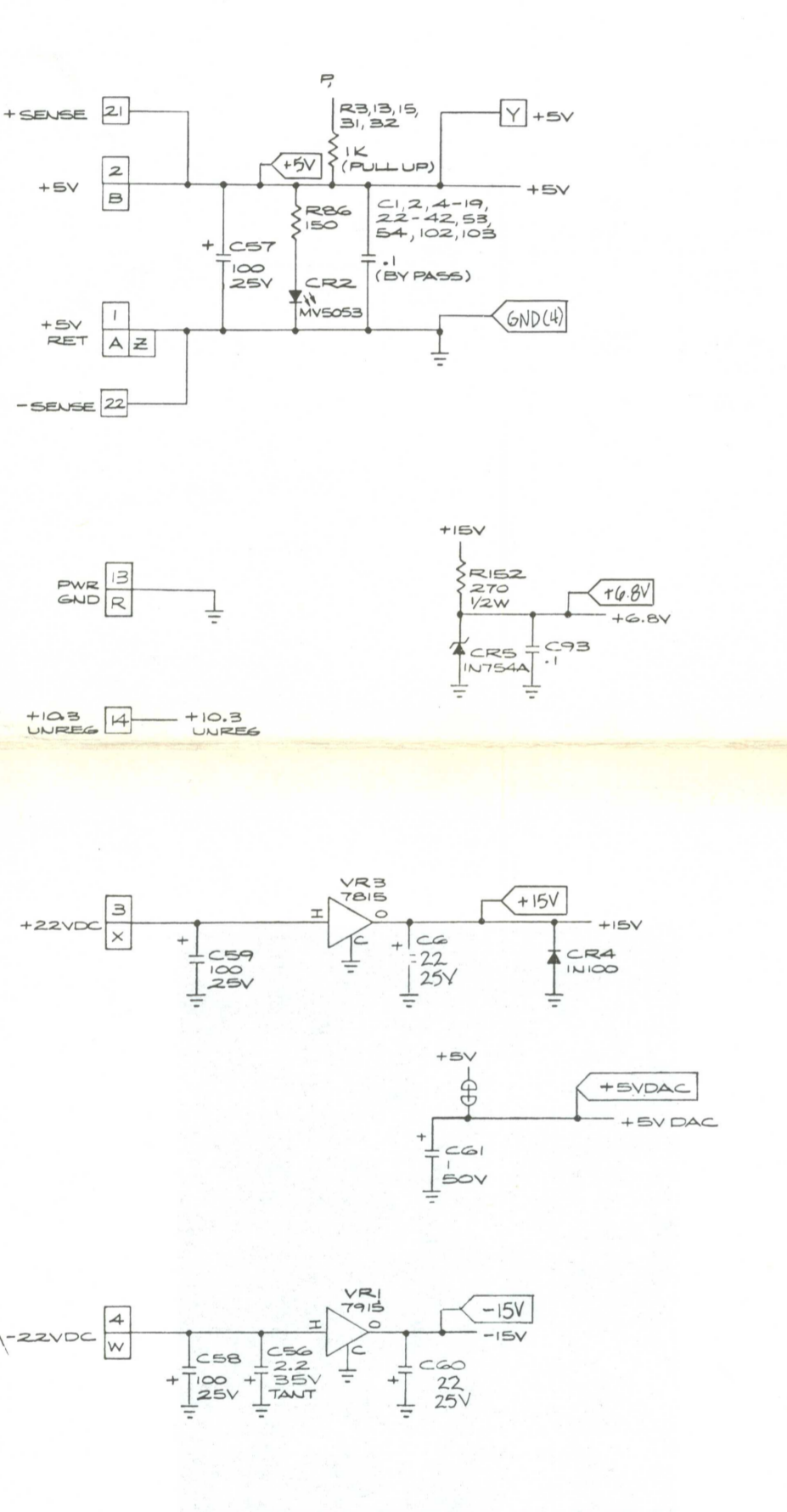
**Test Connector For Atari CAT Box**

**Address Decoder**

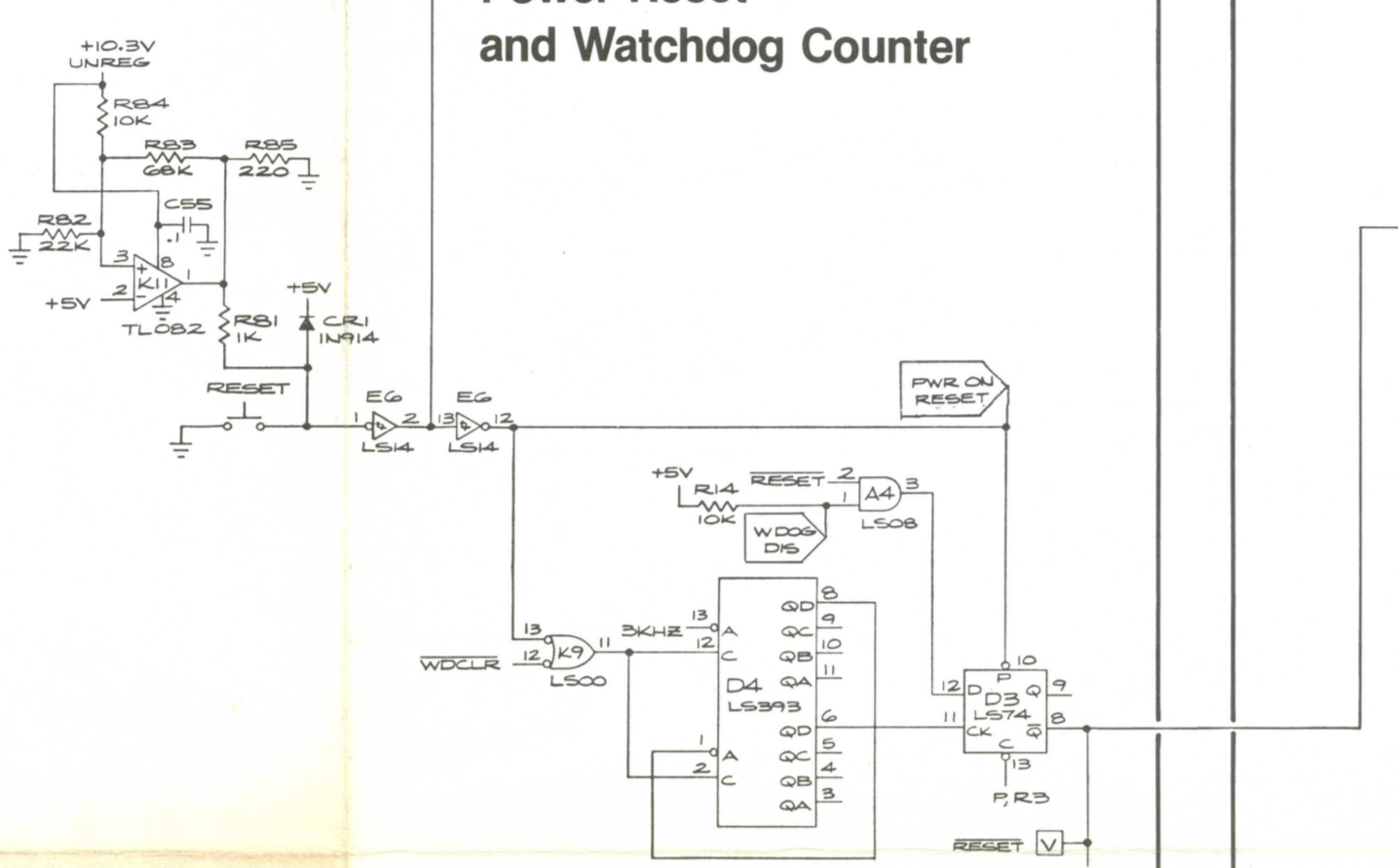


- To Auxiliary Board
- EDB 7 (1)
  - EDB 6 (2)
  - EDB 5 (3)
  - EDB 4 (4)
  - EDB 3 (5)
  - EDB 2 (6)
  - EDB 1 (7)
  - EDB 0 (8)
  - EA6 (9) EA6X
  - EA5 (10) EA5X
  - EA4 (11) EA4X
  - EA3 (12) EA3X
  - EA2 (13) EA2X
  - EA1 (14) EA1X
  - EA0 (15) EA0X
  - EI/O (16) EI/O
  - ER/WB (17)
  - E02 (18)
  - 3KHz (19)
  - AB7 (20) EA87
  - E3MHz (21)
  - E6MHz (22)
  - GND (23)
  - GND (24)

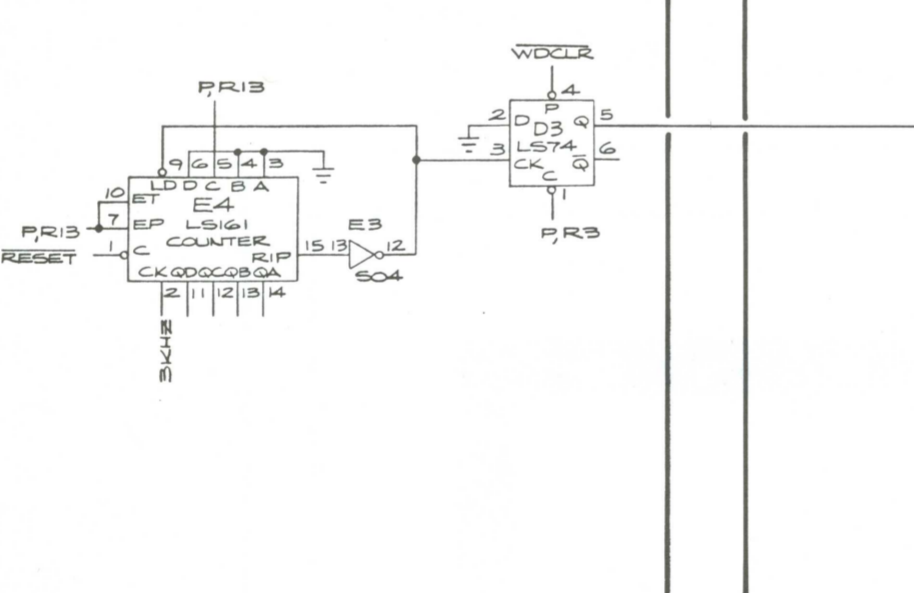
**Power Inputs**



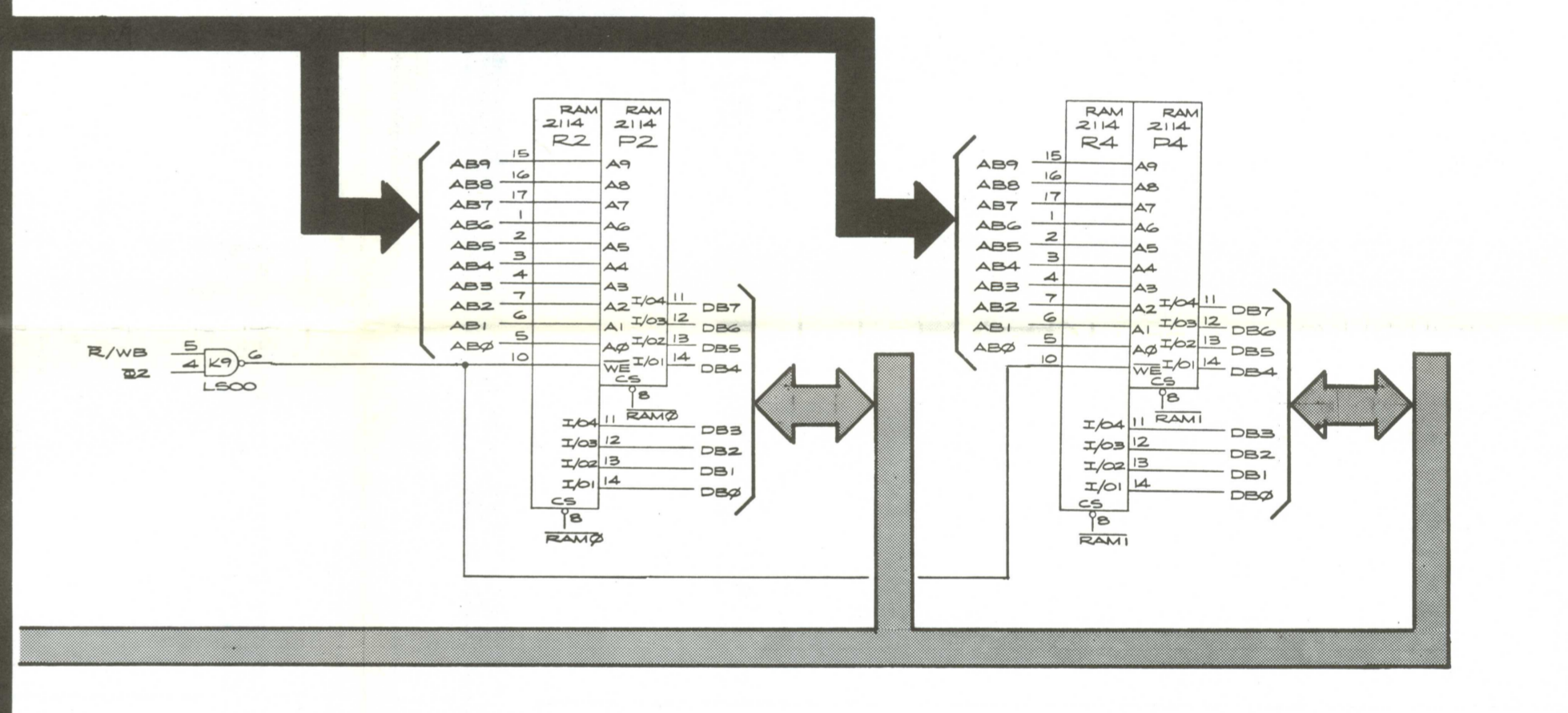
**Power Reset and Watchdog Counter**



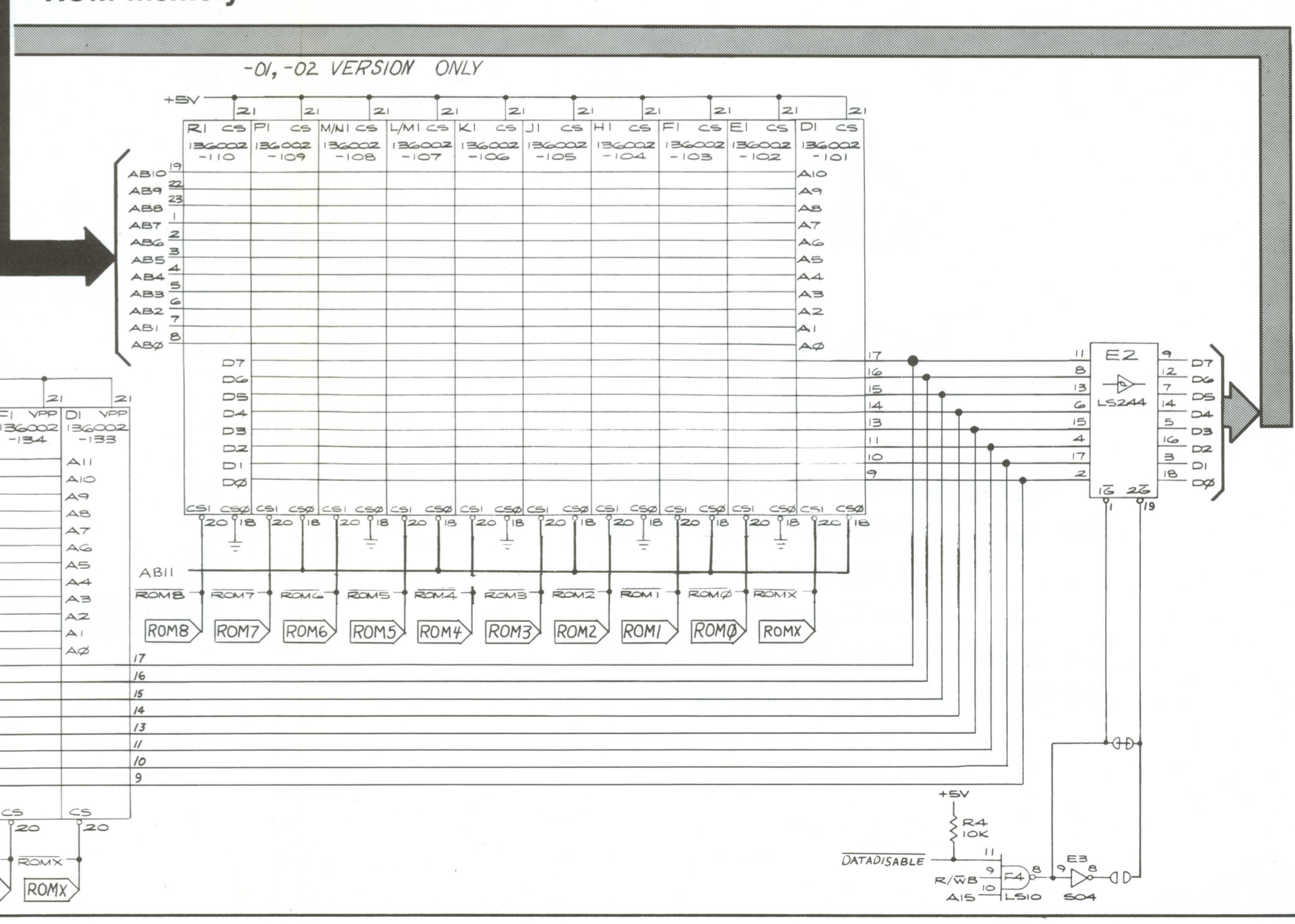
**IRQ Counter**



**RAM Memory**



**ROM Memory**



**NOTICE TO ALL PERSONS RECEIVING THIS DRAWING**  
CONFIDENTIAL. Reproduction, in whole or in part, without the specific written permission of Atari, Inc., Sunnyvale, CA. This drawing is only conditionally issued, and neither receipt for 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. Circuits for manufacture by vendors of Atari, Inc., and for manufacture under the corporation's written license, no right to reproduce this drawing is granted or the subject matter thereof unless by written agreement with or written permission from the corporation.



**Tempest™ COCKTAIL**

- Sheet 2, Side A
- Analog Vector-Generator PCB
- Microprocessor
- Address Decoder
- Power Input Clock
- IRQ Counter
- Power Reset and Watchdog Counter
- ROM Memory RAM Memory
- Memory Map
- Section of 037383-01 thru -04 C

MEMORY MAP								
HEXA-DECIMAL ADDRESS	R/W	D7	D6	D5	D4	D3	D2 D1 D0	FUNCTION
0000-7FFF	R/W	D	D	D	D	D	D	Program RAM (2K)
0800-080F	W	D	D	D	D	D	D	Color RAM
0C00	R						D	Right Coin Switch
0C00	R						D	Center Coin Switch
0C00	R						D	Left Coin Switch
0C00	R						D	Stam Switch
0C00	R						D	Self-Test Switch
0C00	R						D	DIAG. step Switch
0C00	R						D	HALT
0D00	R	D						3KHz
0D00	R	D	D	D	D	D	D	Option Switch Inputs
0E00	R	D	D	D	D	D	D	Option Switch Inputs
2000-2FFF	R/W	D	D	D	D	D	D	Vector RAM (4K)
3000-3FFF	R	D	D	D	D	D	D	Vector ROM (4K)
4000	W						D	Right Coin Counter
4000	W						D	Center Coin Counter
4000	W						D	Video Invert X
4000	W						D	Video Invert Y
4800	W						D	VG GO

MEMORY MAP								
HEXA-DECIMAL ADDRESS	R/W	D7	D6	D5	D4	D3	D2 D1 D0	FUNCTION
5000	W							WD CLEAR
5800	W							VG Reset
6000-603F	W	D	D	D	D	D	D	EAROM Write
6040	R	D	D	D	D	D	D	EAROM Control
6040	R	D	D	D	D	D	D	Math Box Status
6050	R	D	D	D	D	D	D	EAROM Read
6060	R	D	D	D	D	D	D	Math Box Read
6070	R	D	D	D	D	D	D	Math Box Read
6080-609F	W	D	D	D	D	D	D	Math Box Start
60C0-60CF	R/W	D	D	D	D	D	D	Custom Audio Chip 1
60D0-60DF	R/W	D	D	D	D	D	D	Custom Audio Chip 2
60E0	R							One Player Start
60E0	R							Two Player Start
60E0	R							FLIP
9000-DFFF	R	D	D	D	D	D	D	Program ROM (20K)