



ESCAPE

FROM THE PLANET OF THE
ROBOT MONSTERS™

Schematic Package
Supplement to the Operator's Manual

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NOTE

Several of the Escape Main PCB and Stand-Alone Audio PCB schematic pages have circuits continued on other sheets, using references such as "SHT 2." These sheet numbers are the numbers originally used when the schematics were drawn, and do *not* refer to the sheet numbers in the bottom right corners. Use these tables to determine circuit continuations:

Escape Main PCB

Labeled Schematic Sheet Number:	Schematic Package Sheet Number:
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Stand-Alone Audio PCB

Labeled Schematic Sheet Number:	Schematic Package Sheet Number:
SHT 1	Sheet 11
SHT 2	Sheet 12
SHT 3	Sheet 13
SHT 4	Sheet 14

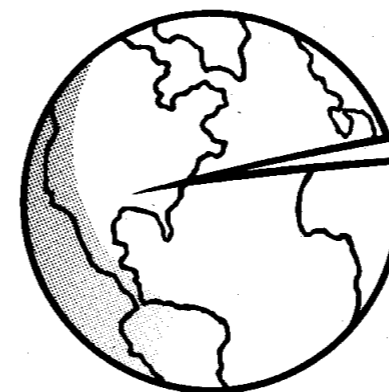


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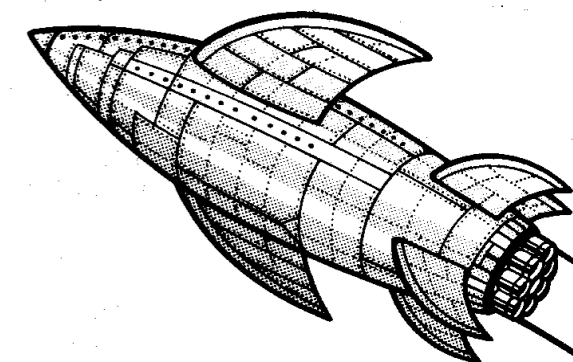
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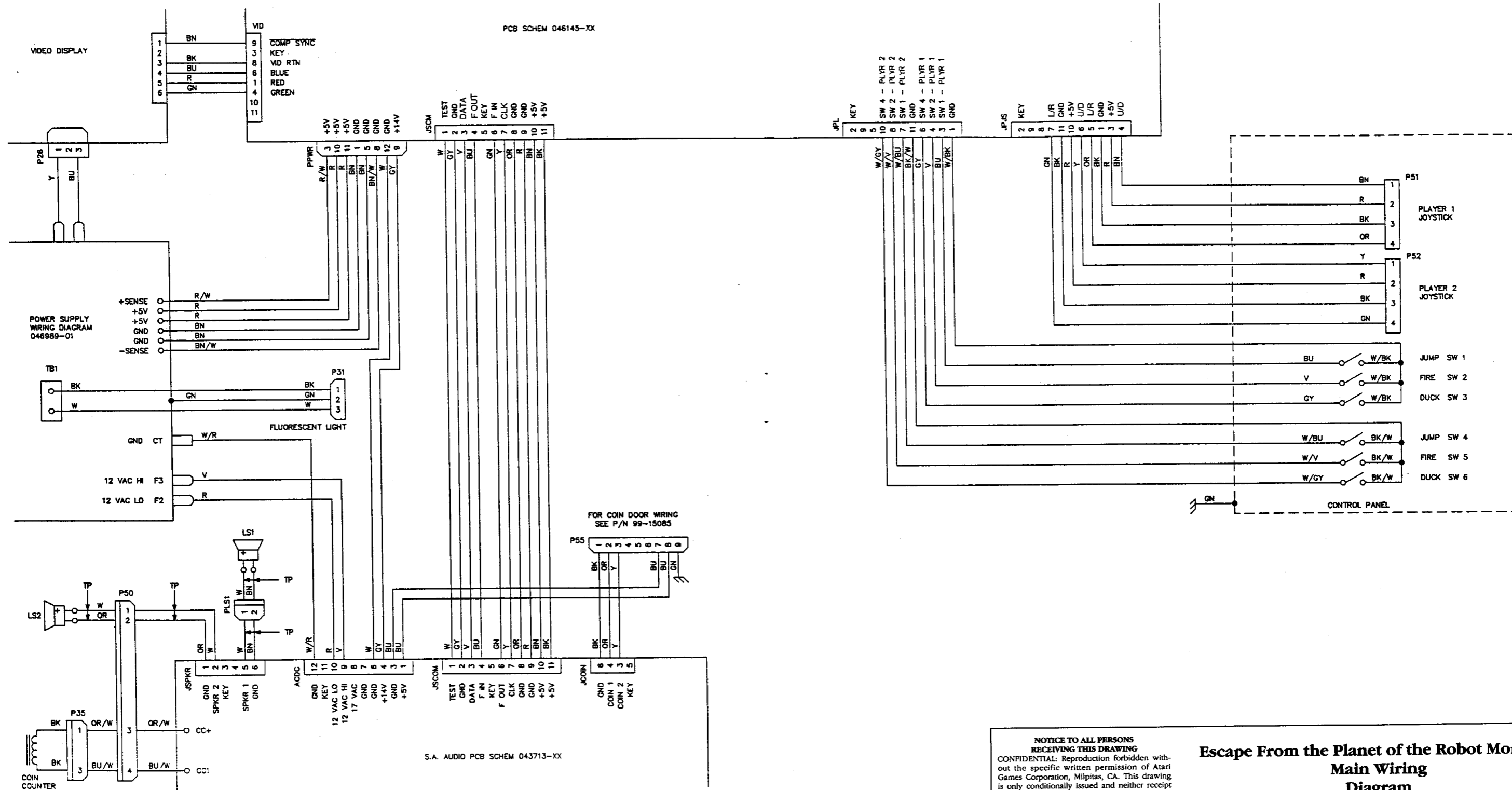
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This staple temporarily holds the schematic package together. Remove the staple before using these schematics.





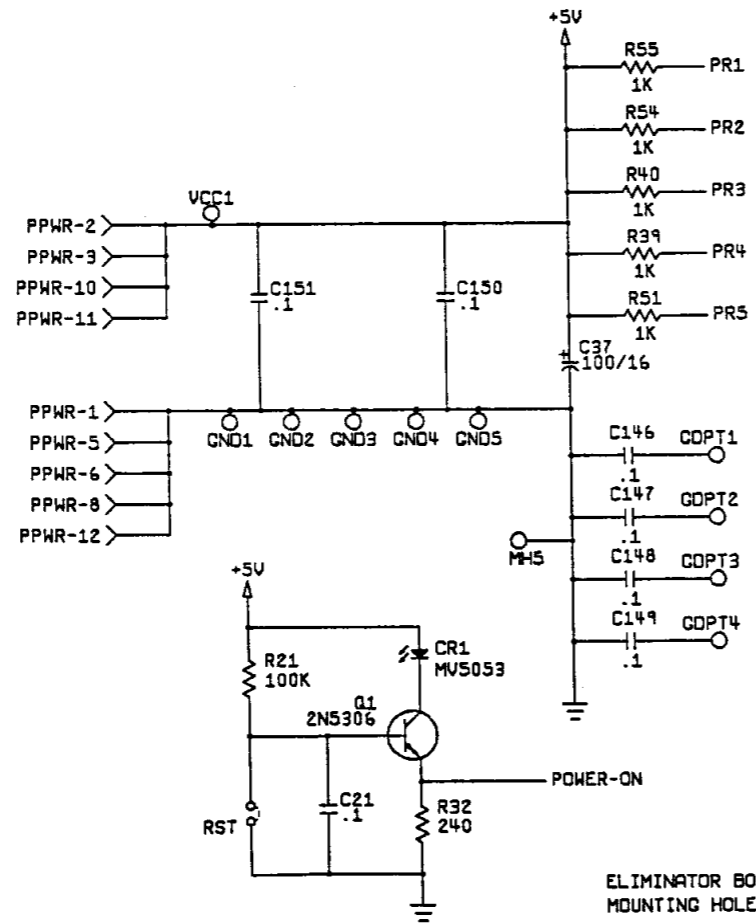
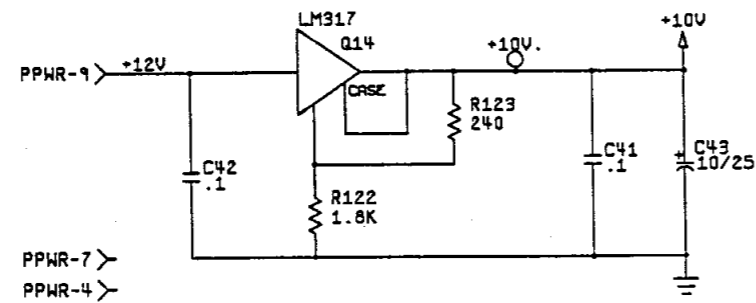
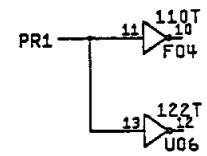
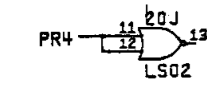
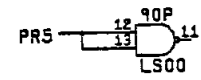
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Escape From the Planet of the Robot Monsters
Main Wiring Diagram

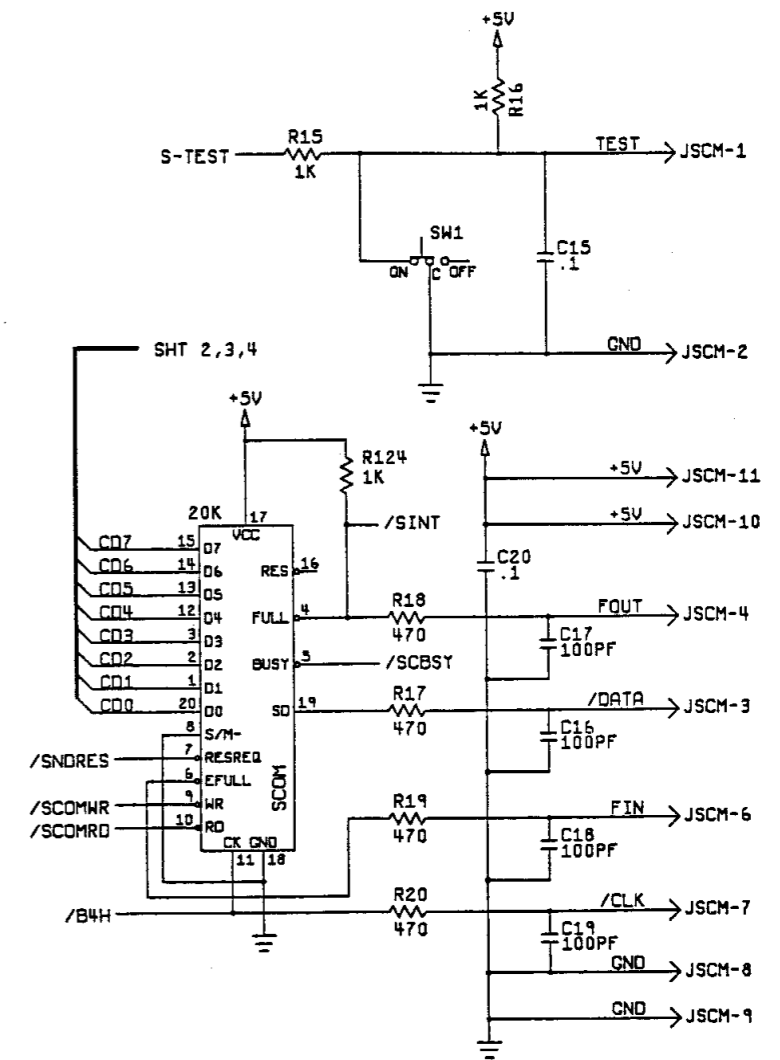
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- ELIMINATOR BOARD MOUNTING HOLES
- MH1
 - MH2
 - MH3
 - MH4

SI/O

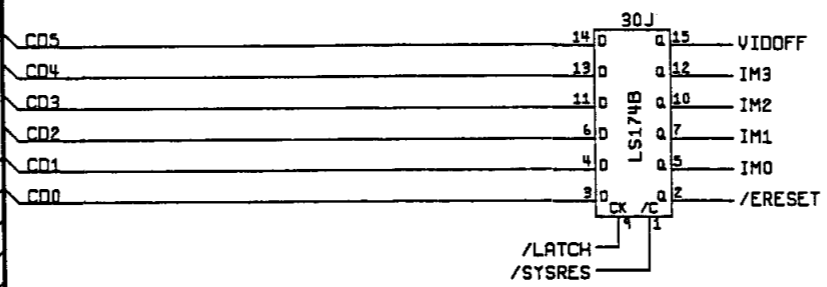
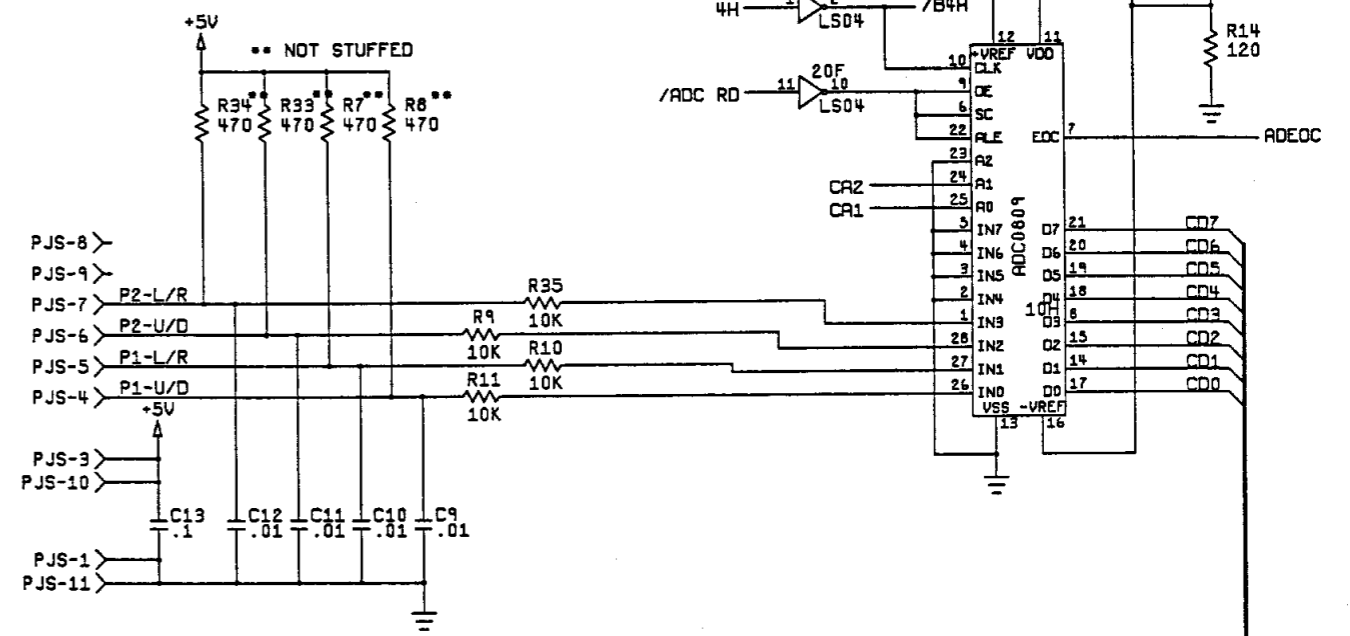
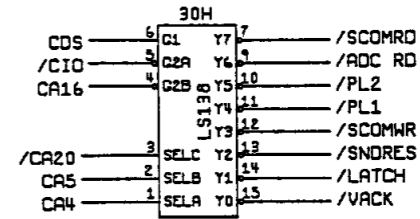
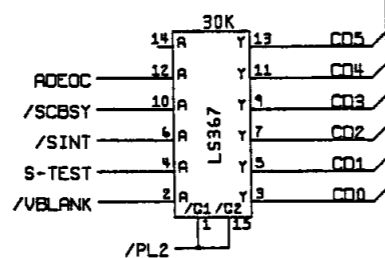
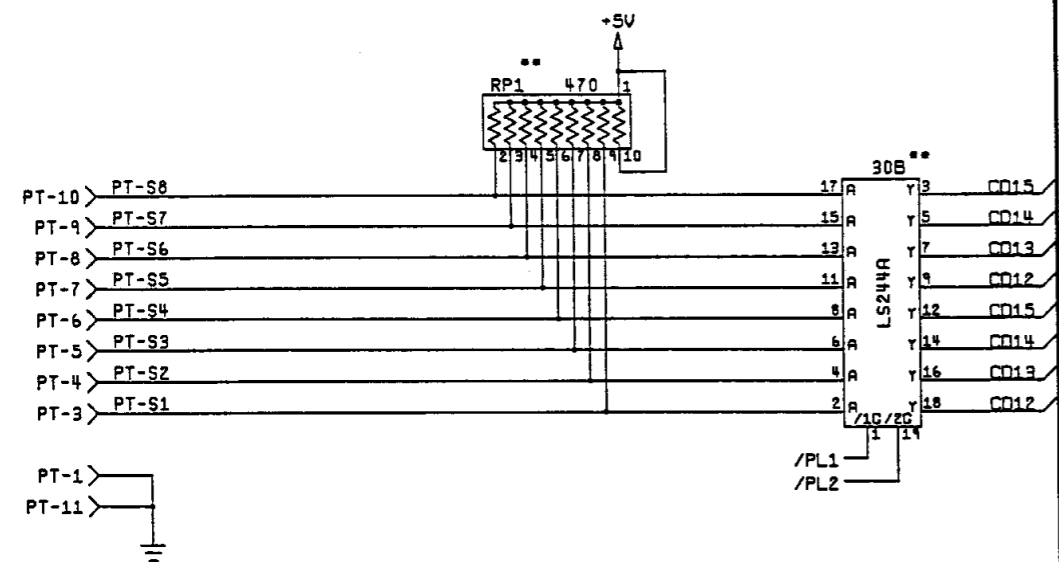
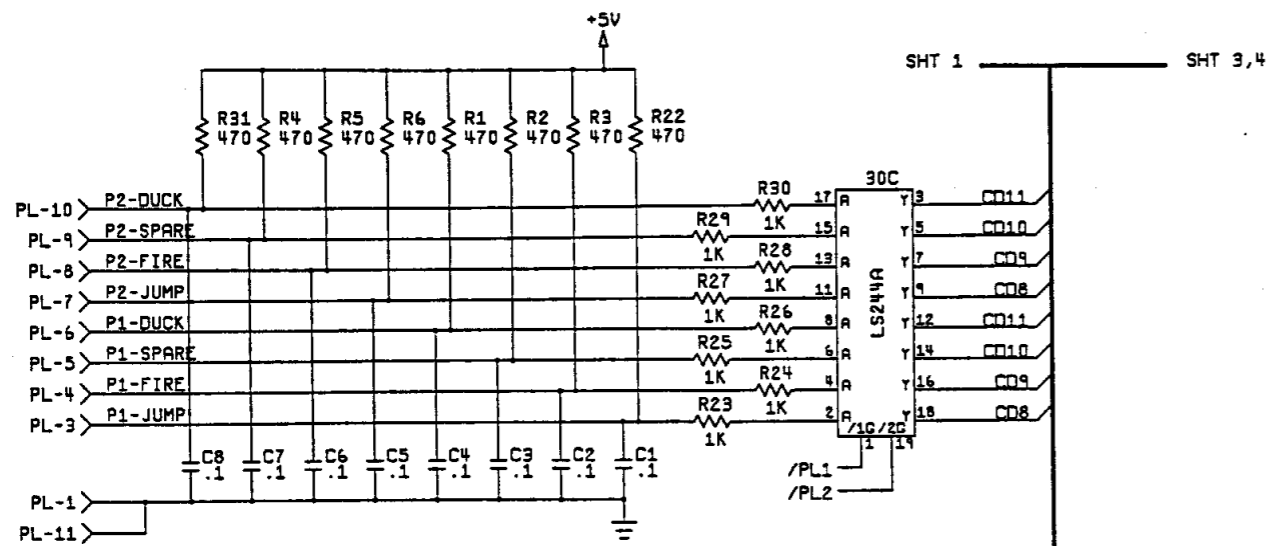


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Escape From the Planet of the Robot Monsters
Main PCB Assembly Schematic Diagram

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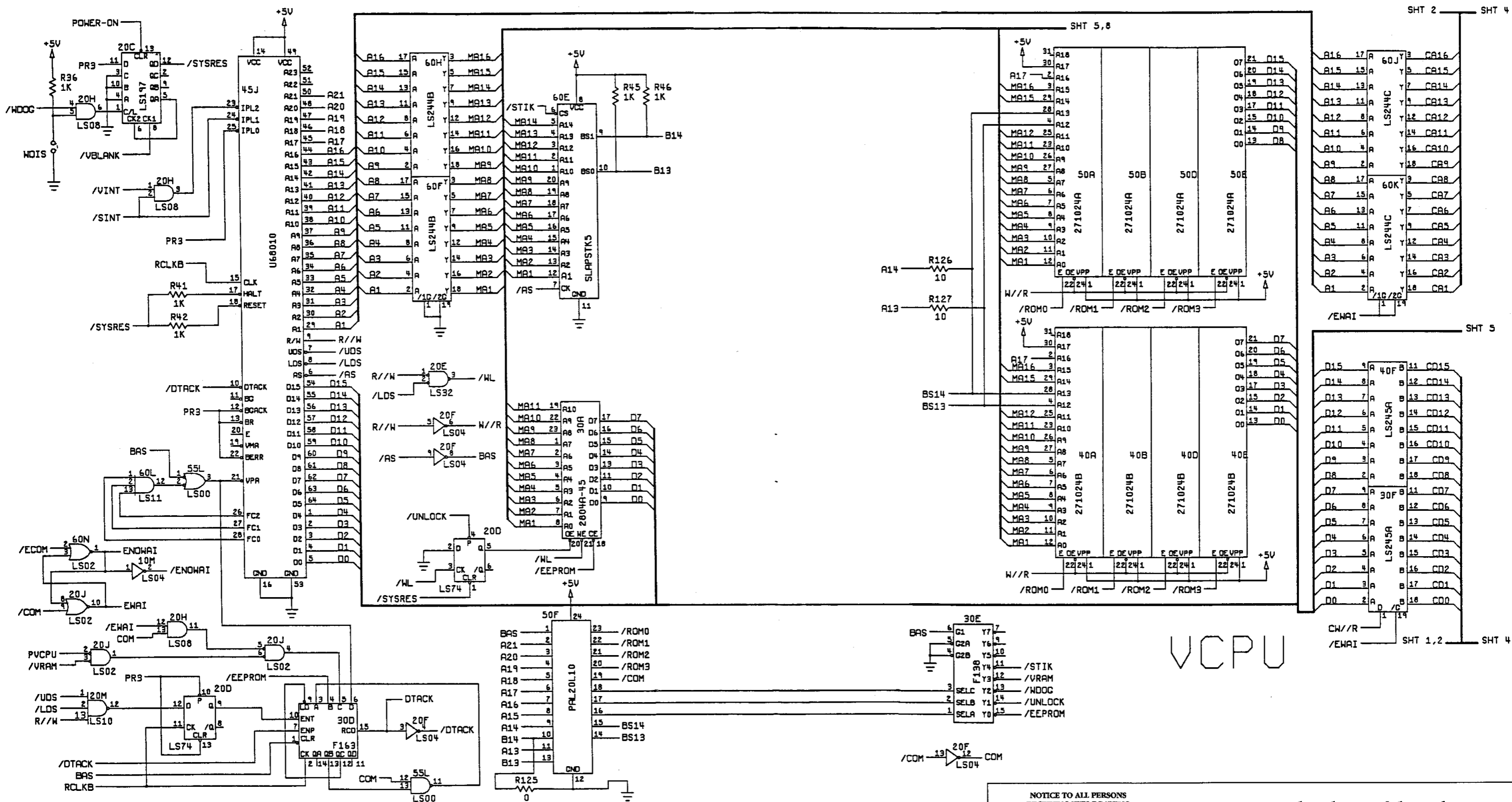
I/O

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Escape From the Planet of the Robot Monsters
Main PCB Assembly Schematic Diagram

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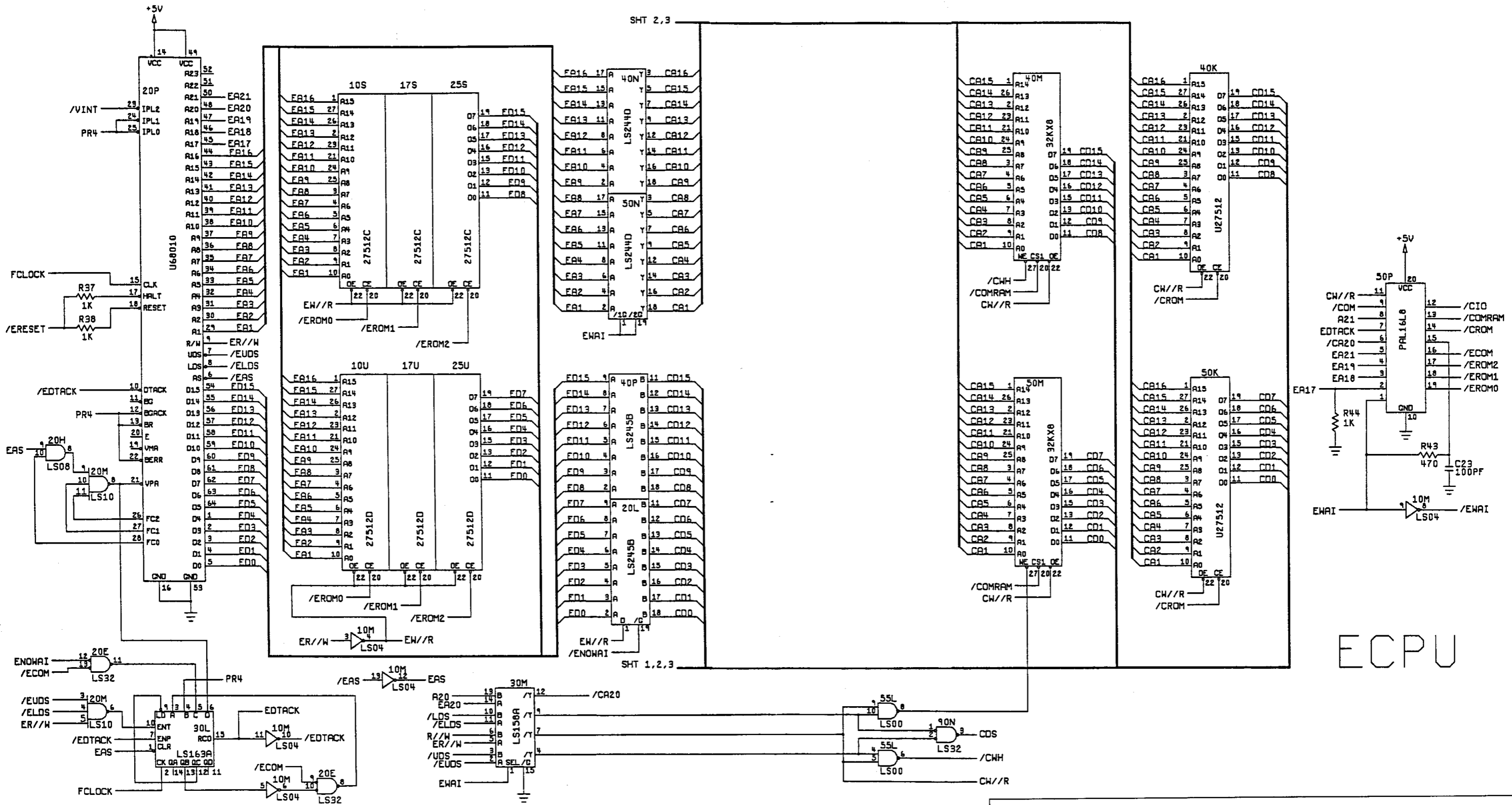
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VCPU

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**Escape From the Planet of the Robot Monsters
 Main PCB Assembly
 Schematic Diagram**



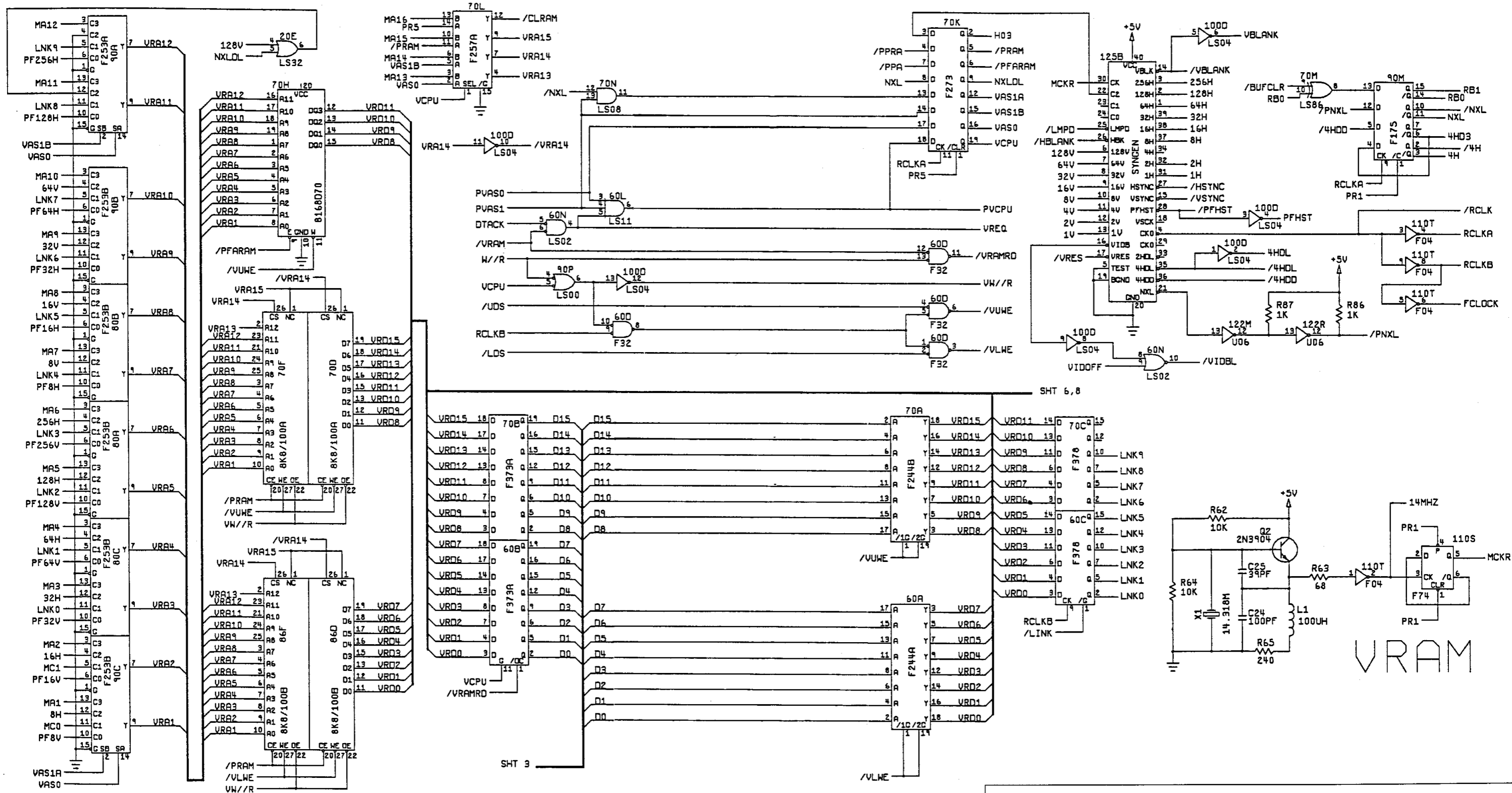
EPCPU

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Escape From the Planet of the Robot Monsters
Main PCB Assembly
Schematic Diagram

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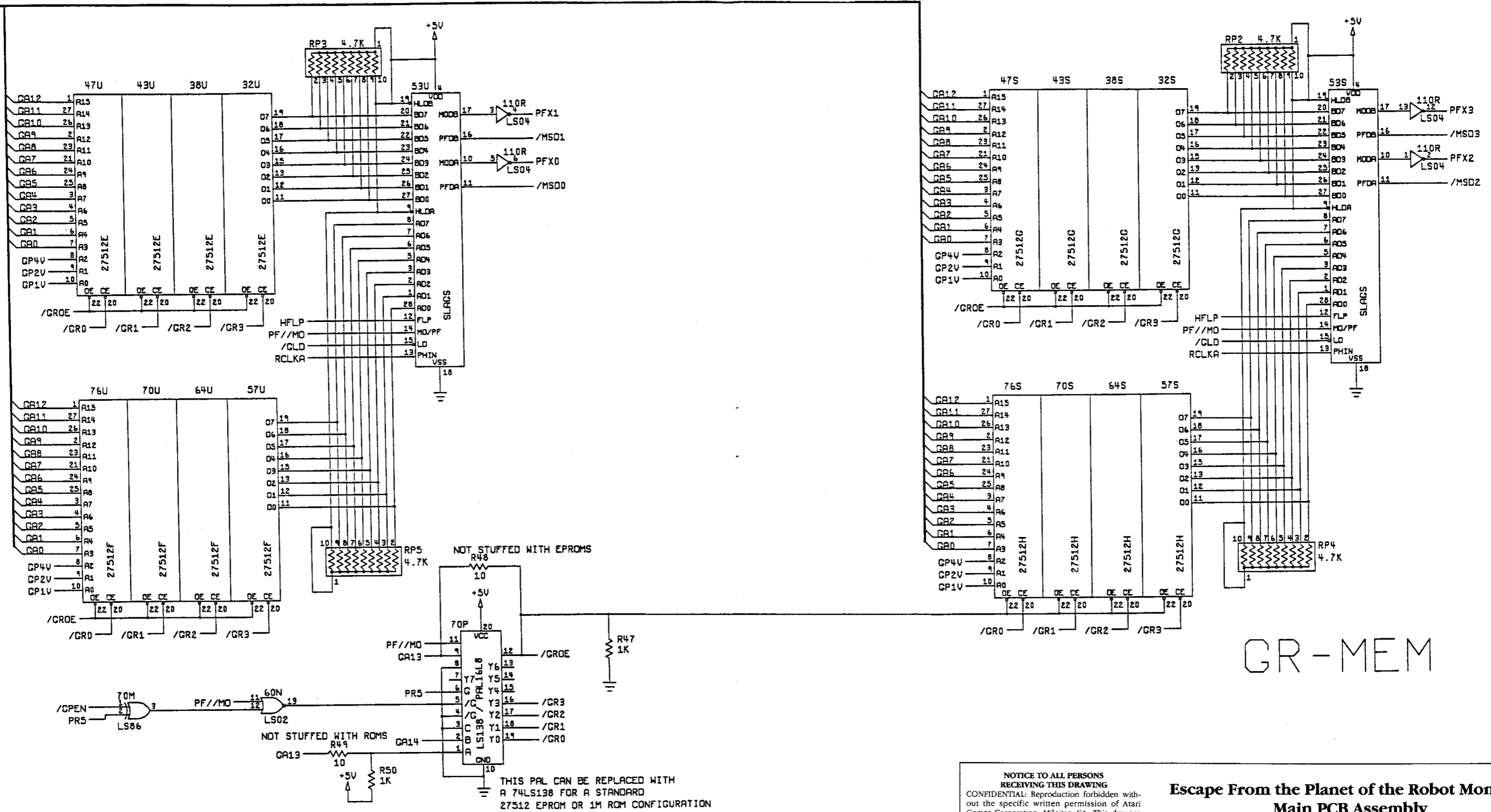


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Escape From the Planet of the Robot Monsters
Main PCB Assembly
Schematic Diagram

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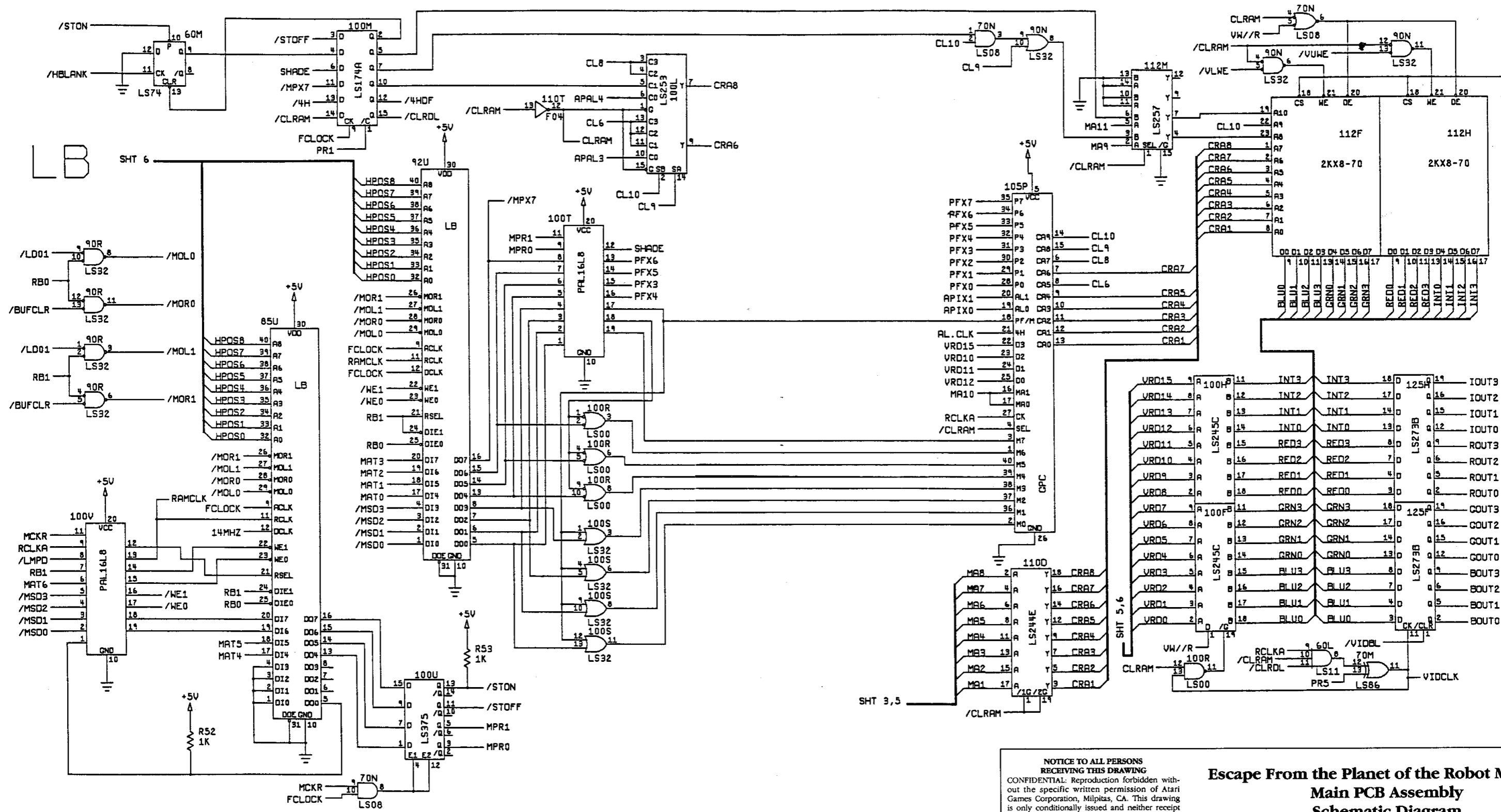
GR-MEM

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Escape From the Planet of the Robot Monsters
Main PCB Assembly
Schematic Diagram

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VOUT

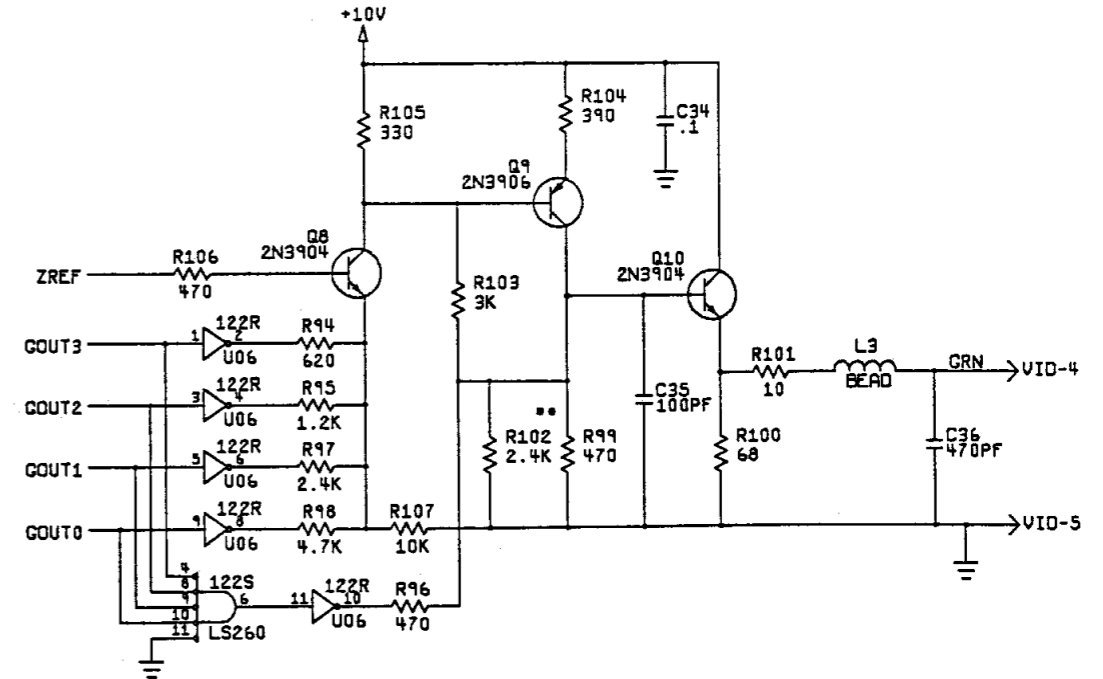
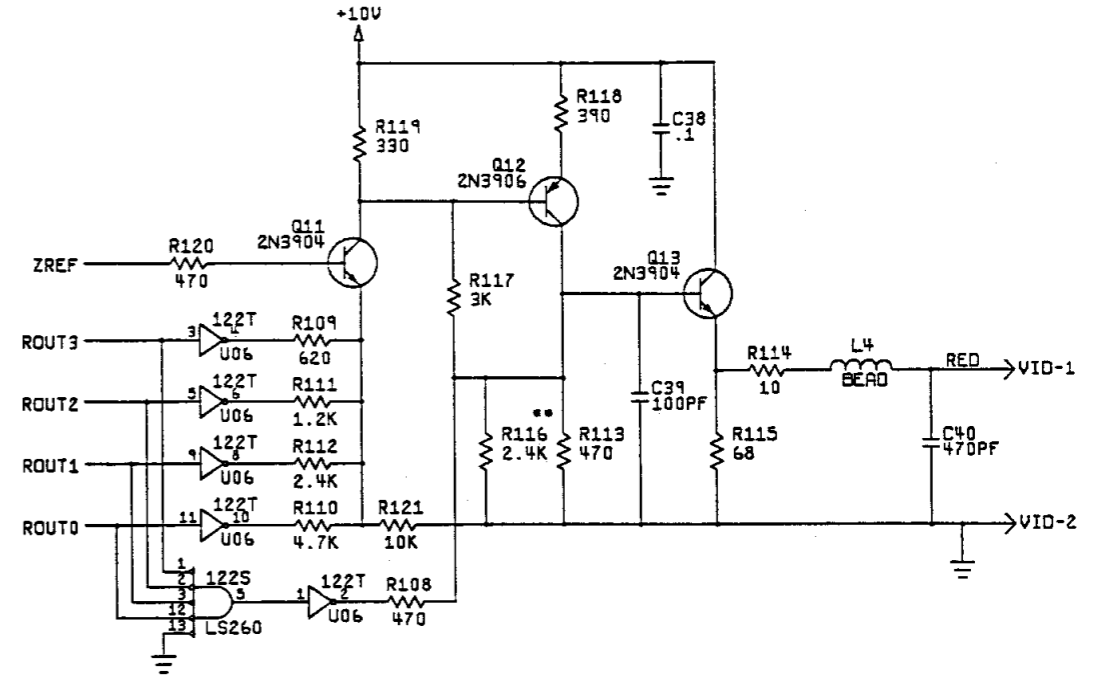
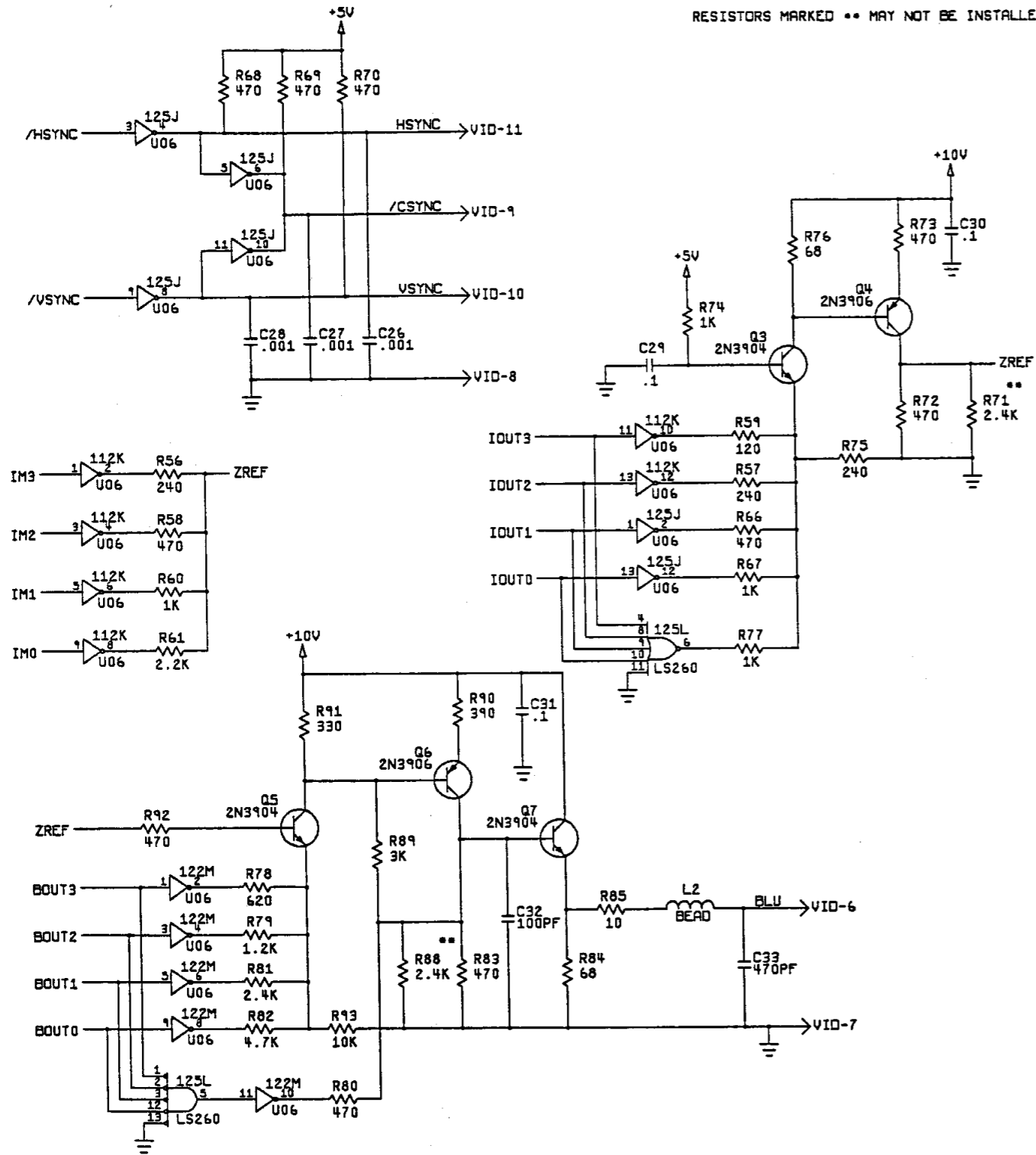
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Escape From the Planet of the Robot Monsters
Main PCB Assembly
Schematic Diagram

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RGB

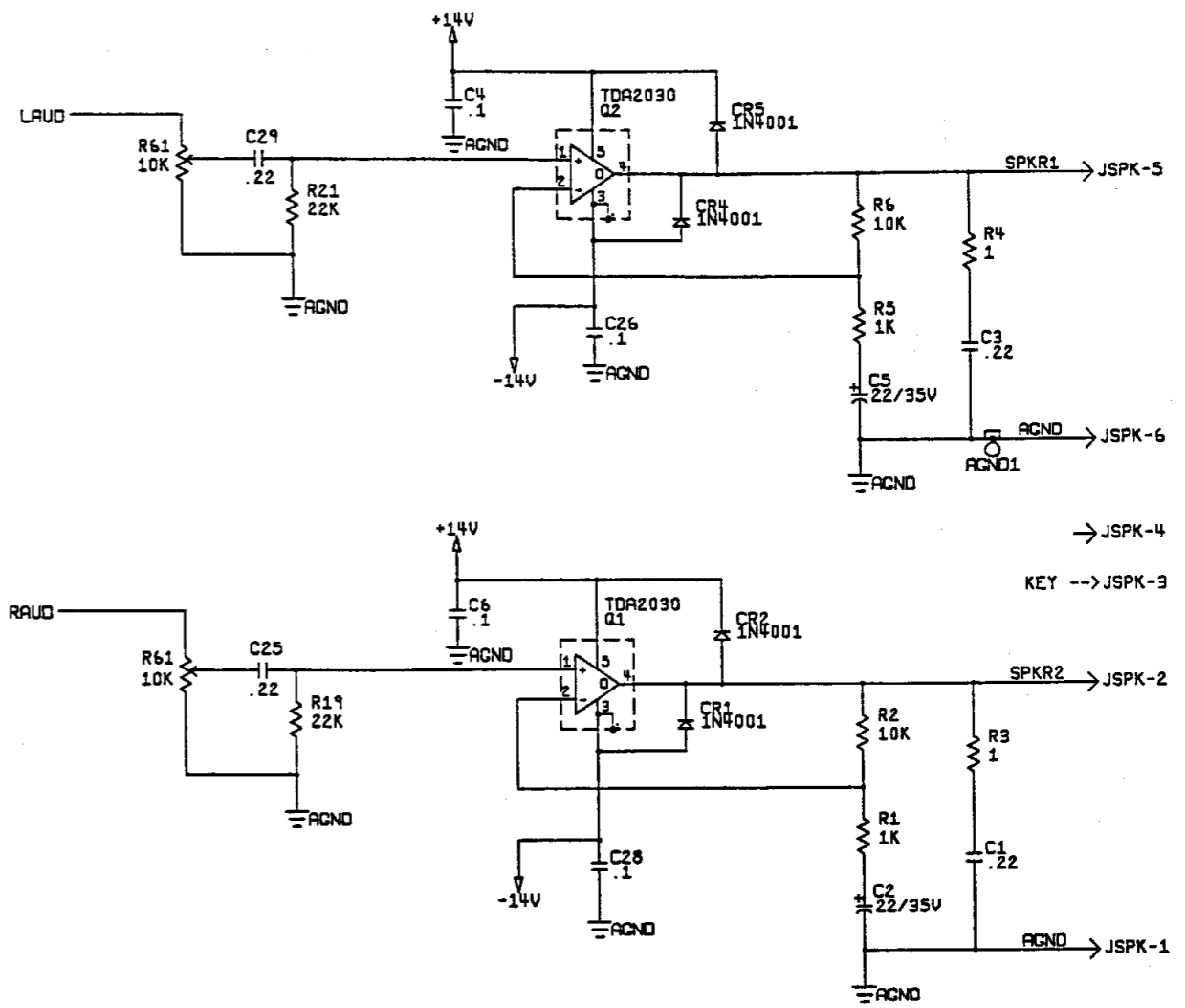
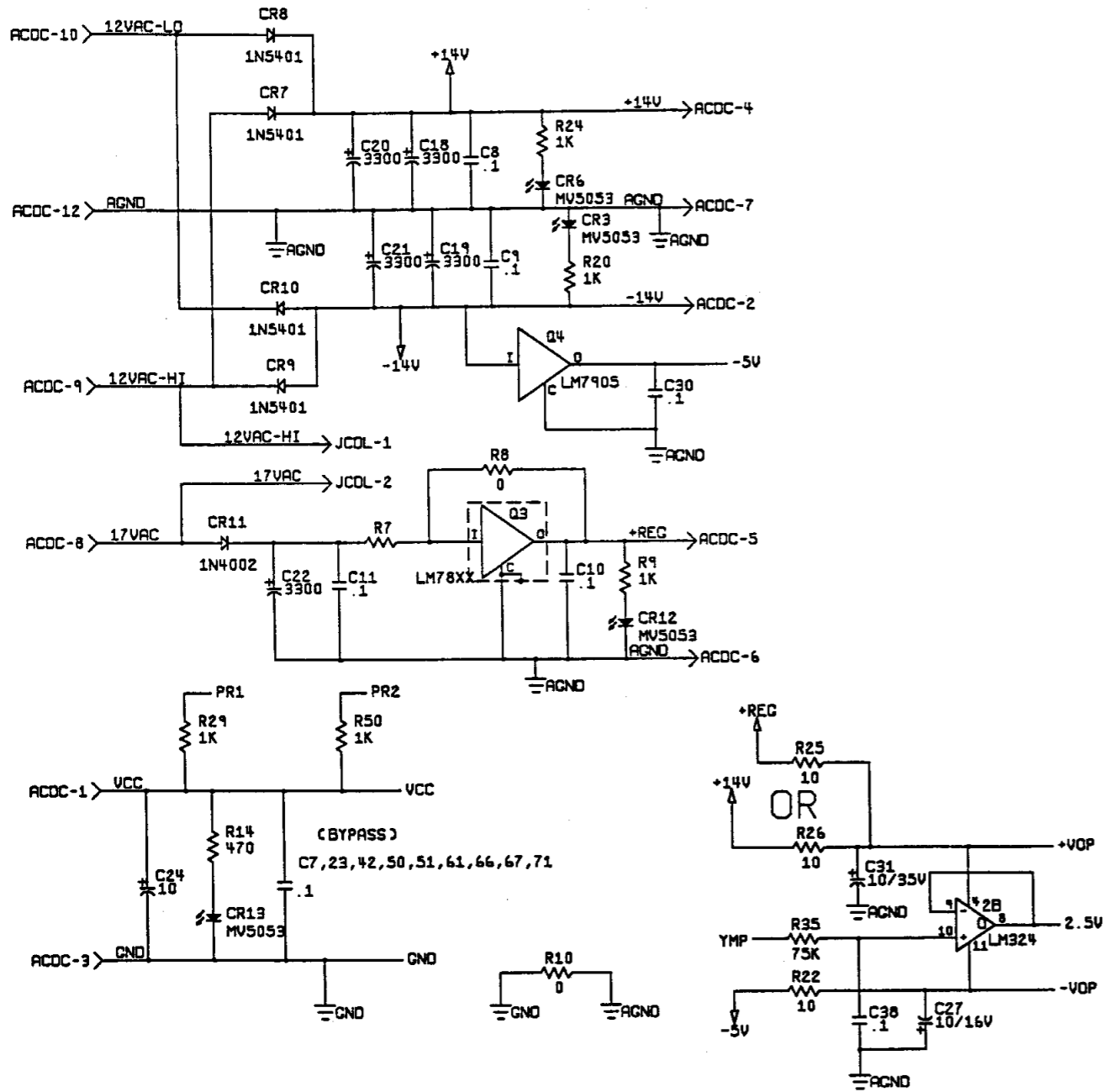
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Escape From the Planet of the Robot Monsters
Main PCB Assembly
Schematic Diagram

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ACDC-11 >-- KEY

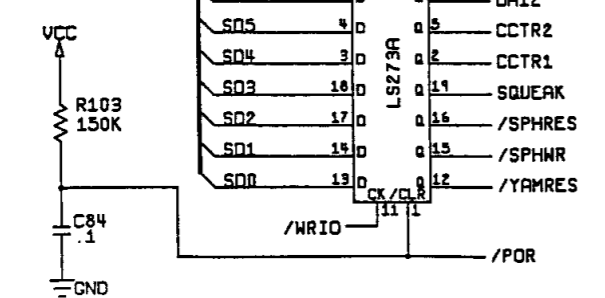
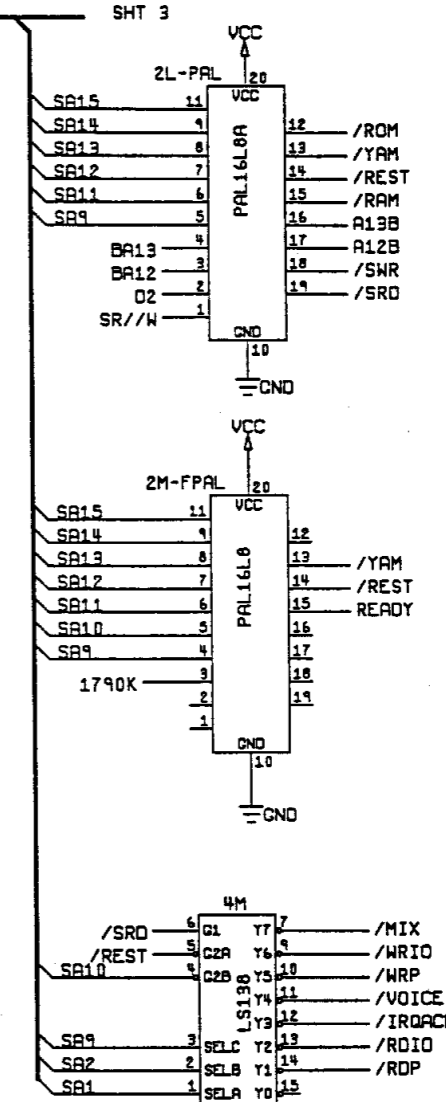
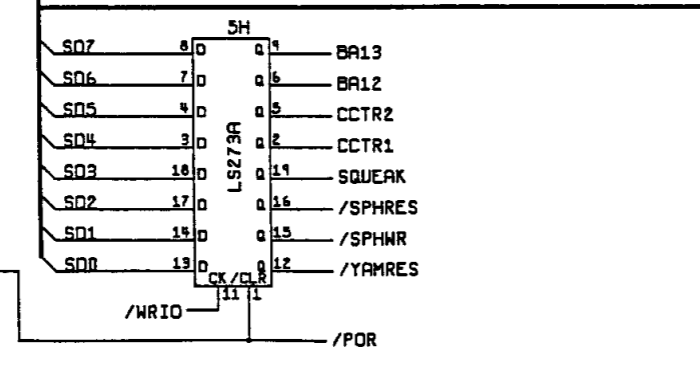
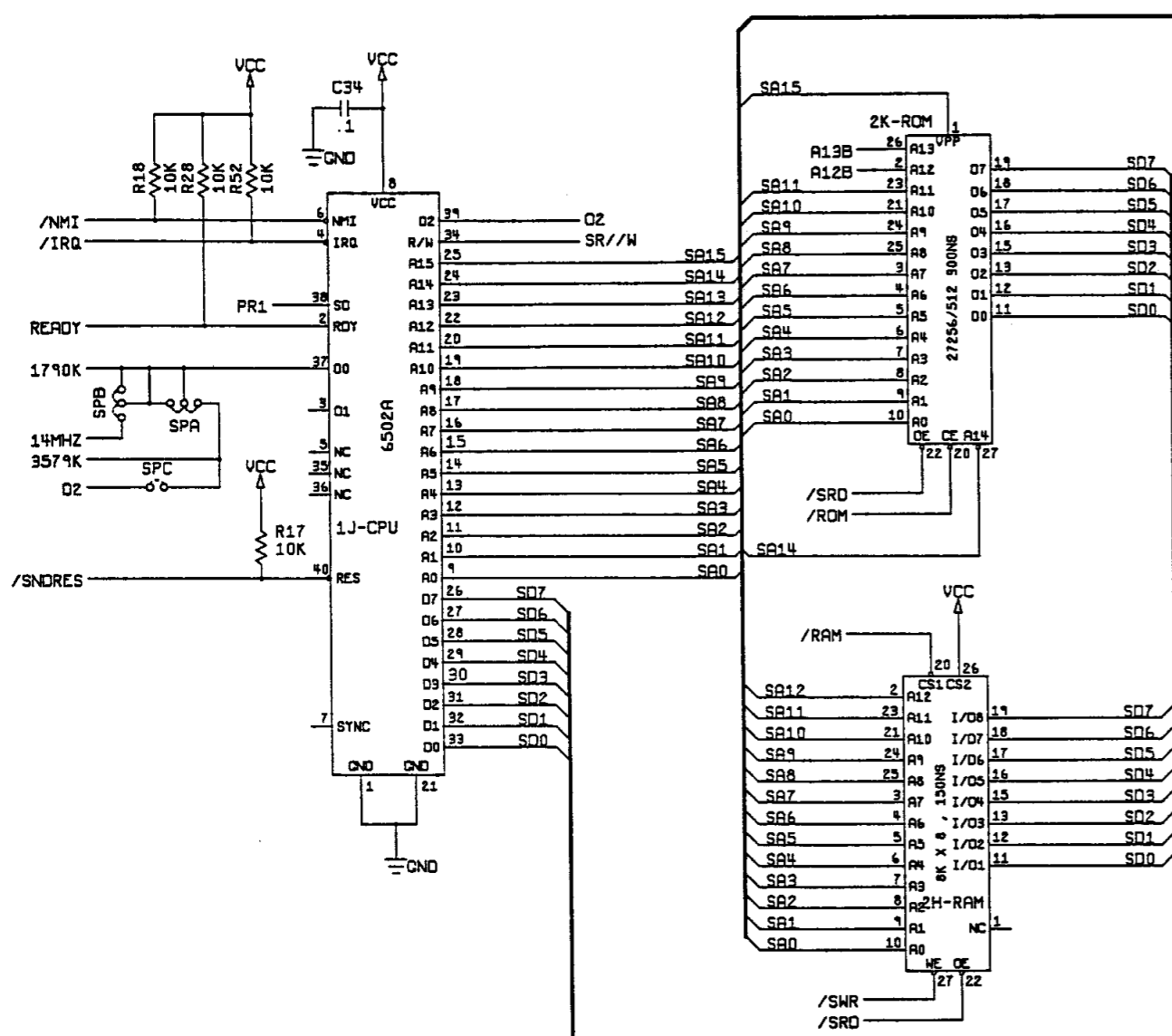


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Escape From the Planet of the Robot Monsters Stand-Alone Audio PCB Assembly Schematic Diagram

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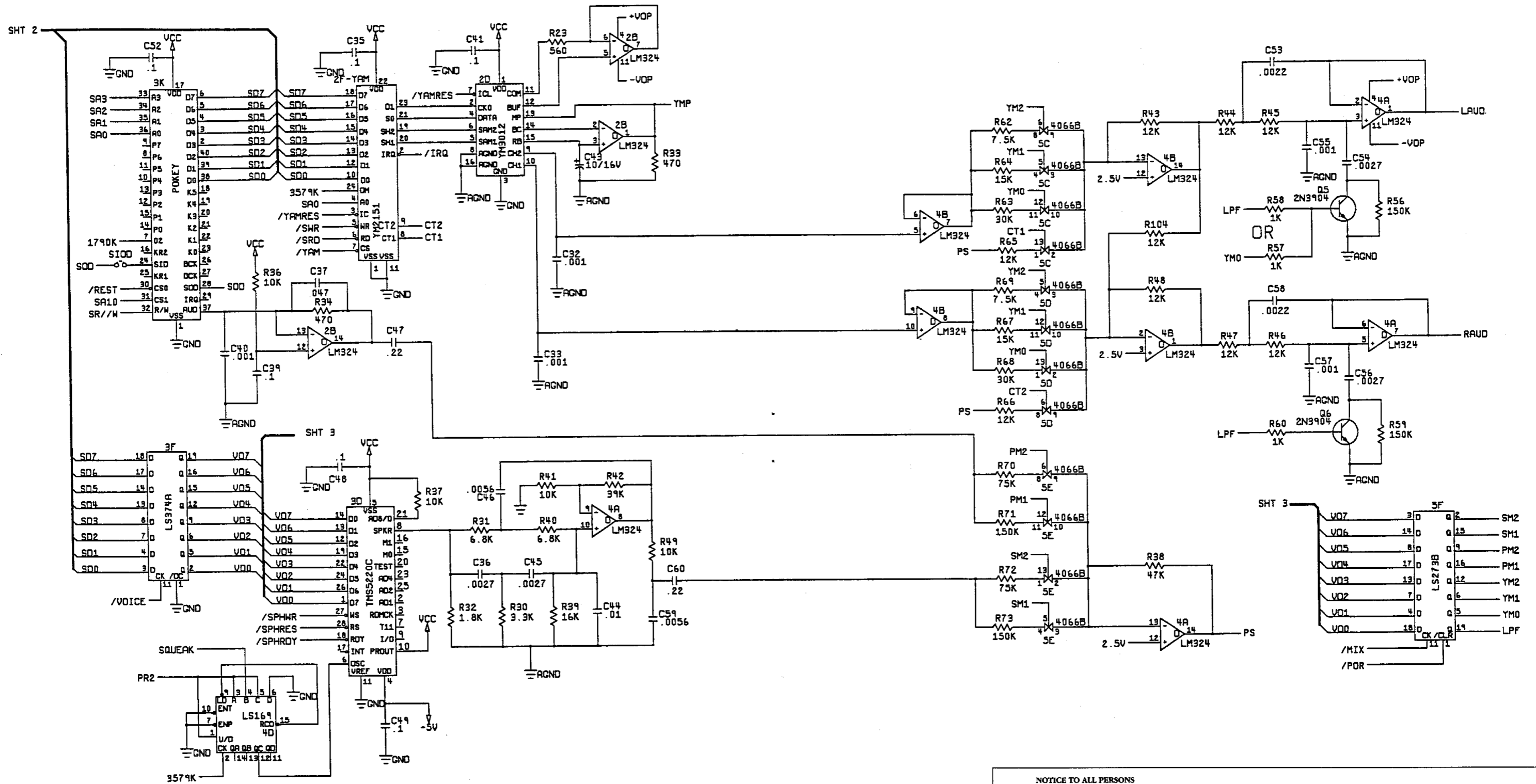


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Escape From the Planet of the Robot Monsters Stand-Alone Audio PCB Assembly Schematic Diagram

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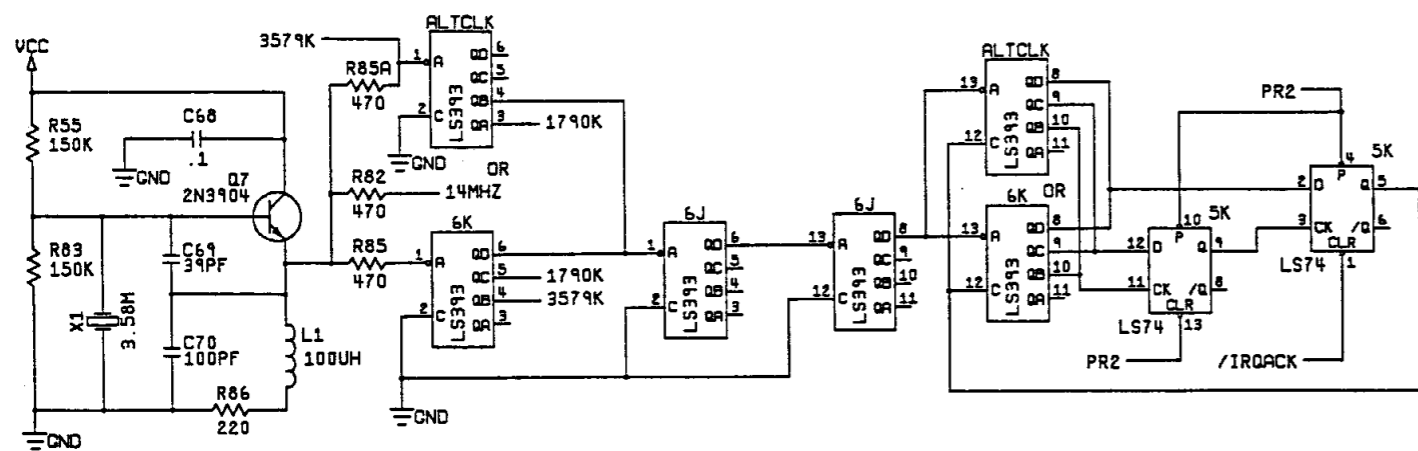


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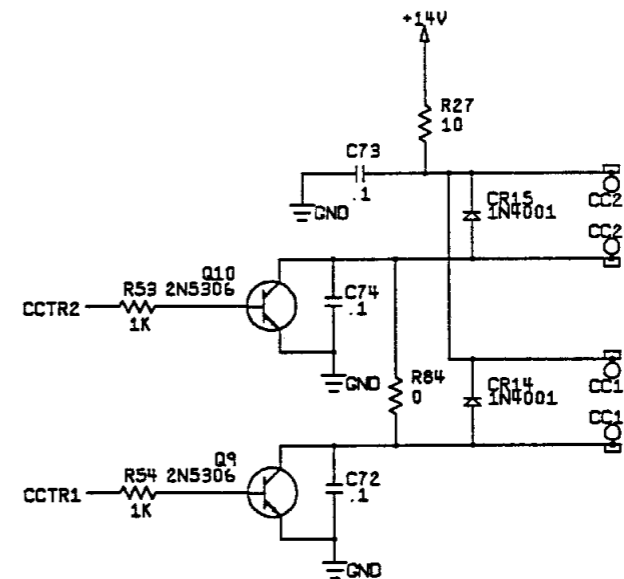
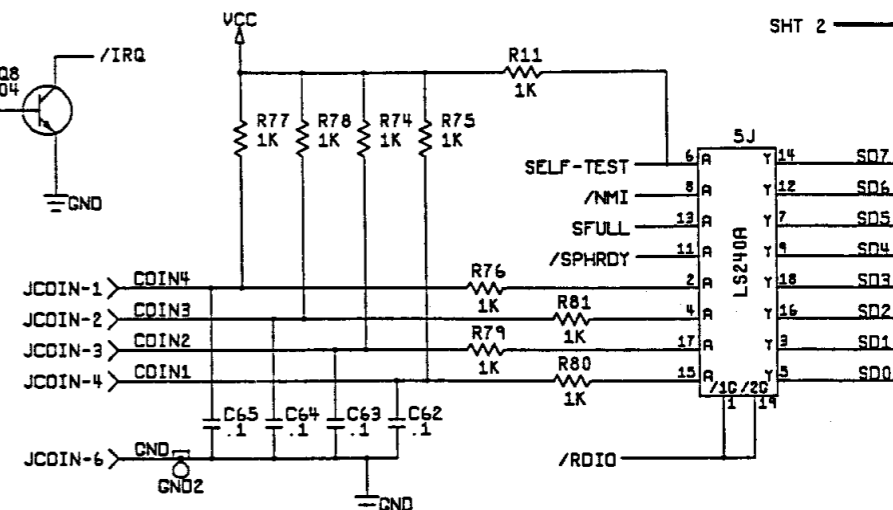
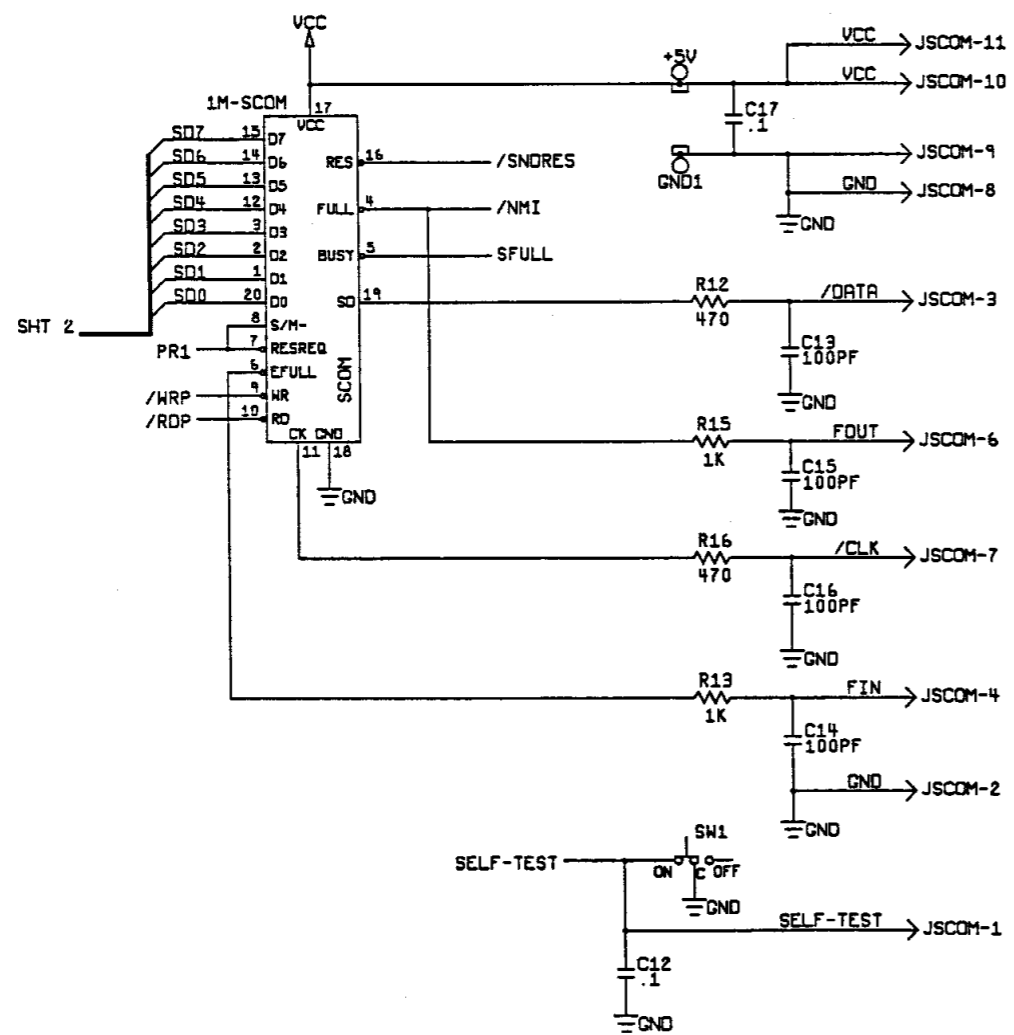
**Escape From the Planet of the Robot Monsters
 Stand-Alone Audio PCB Assembly
 Schematic Diagram**

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**SP-332 Sheet 13
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KEY --> JSCOM-5

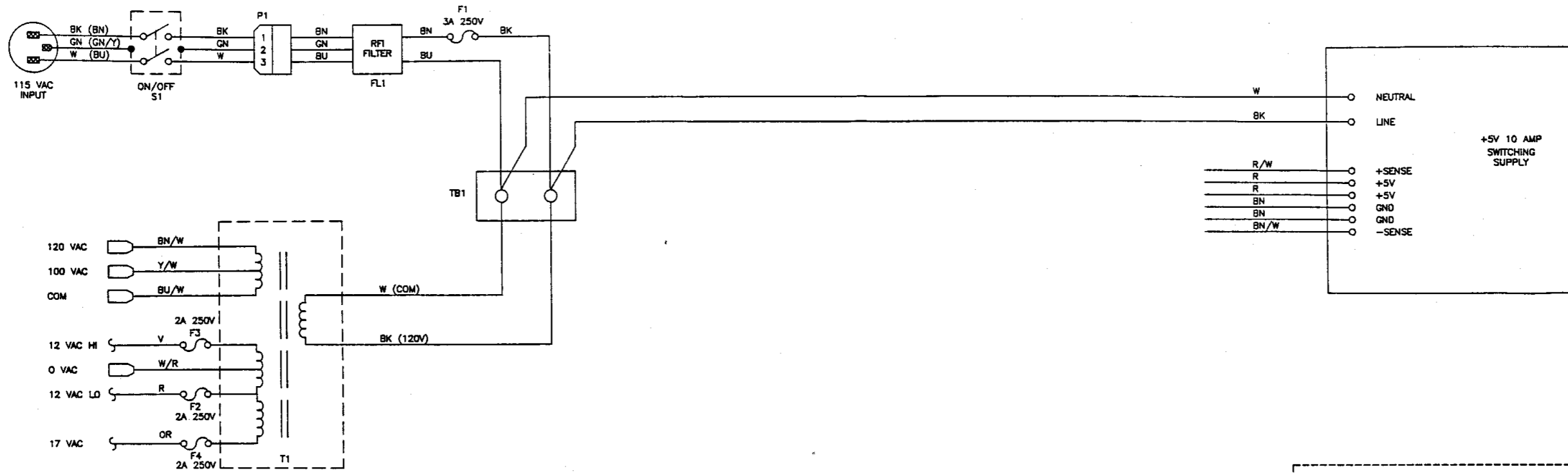


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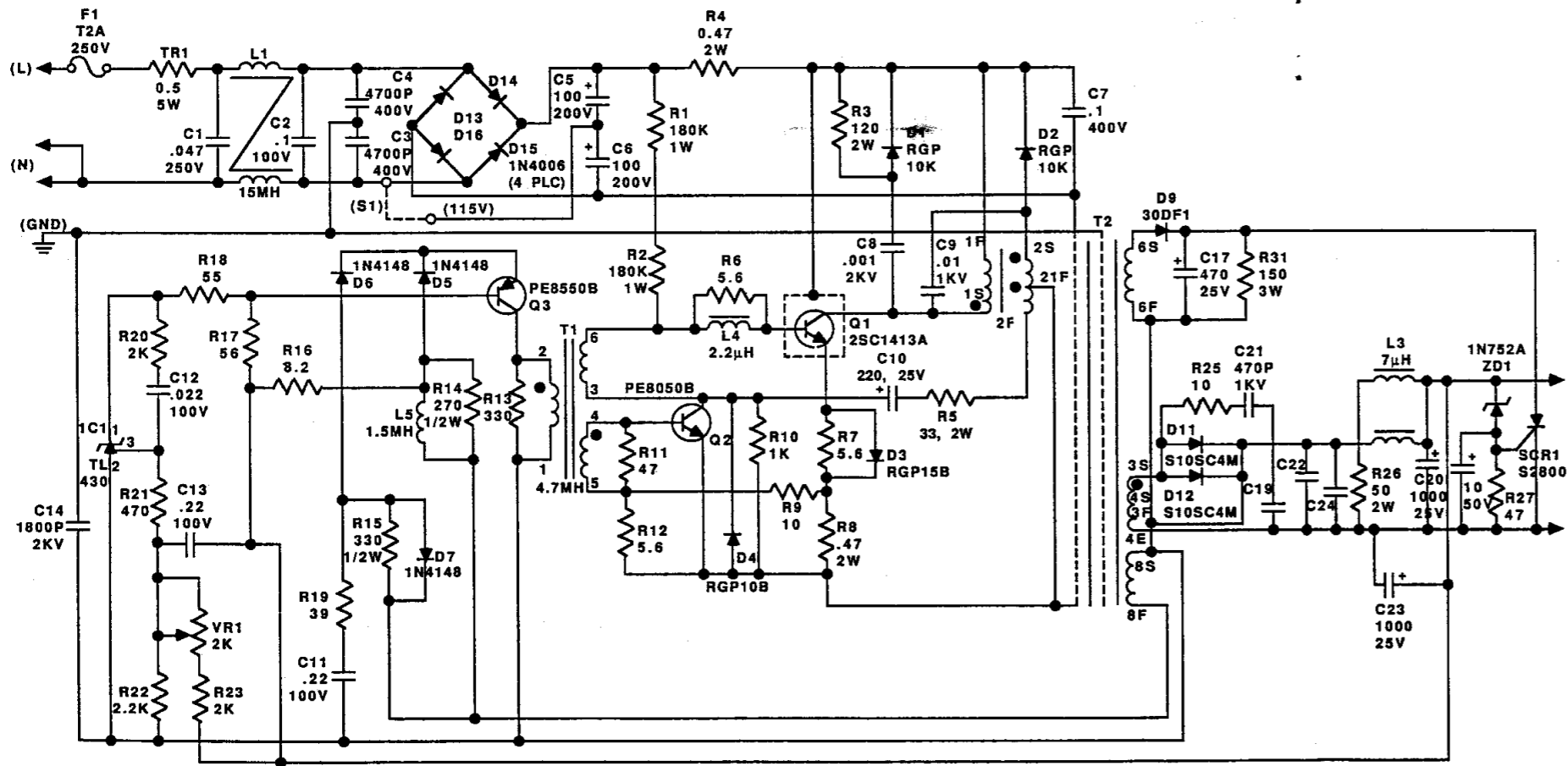
Escape From the Planet of the Robot Monsters Stand-Alone Audio PCB Assembly Schematic Diagram

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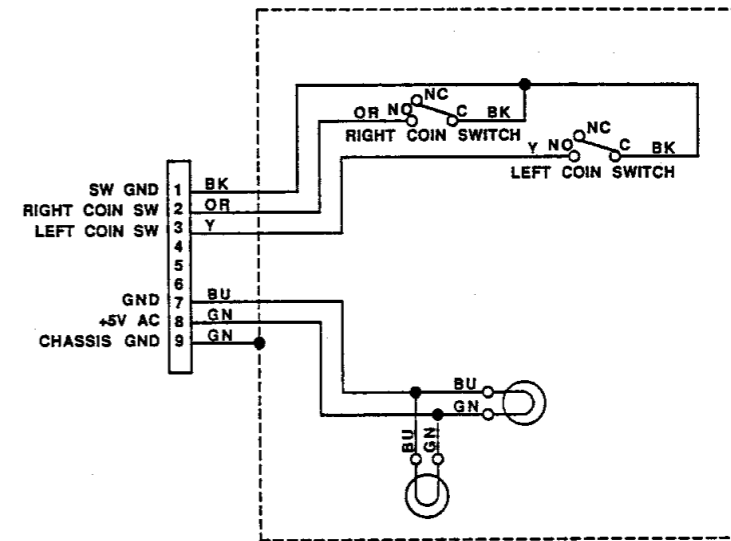


Switching/Linear Power Supply



Hitron 5V 10A Switching Power Supply

ATARI PART NO: 149003-003 (120V)
149003-103 (240V)



Coin Door Wiring Diagram

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Switching/Linear Power Supply, Hitron 5V, 10A Switching Power Supply, and Coin Door Wiring Diagrams

Escape Main PCB Memory Map

Video CPU Memory Map

All addresses can be accessed in byte or word mode.

Type	Address	R/W	Data
Program ROM	000000-05FFFF	R	D15-D0
Program ROM	060000-07FFFF	R	(See common memory map below)
Program ROM	080000-09FFFF	R	D15-D0
EEPROM	0E0001-0E2FFF	R/W	D7-D0
UNLOCK EEPROM	160000-17FFFF	W	(See common memory map below)
Watch Dog	1Fxxxx	W	(See common memory map below)
	260000-260030	W	xx (128 msec. timeout)
	2E0000	W	(See common memory map below)
	360000-360030	W	(See common memory map below)
Color RAM Alpha	3E0000-3E01FF	R/W	D15-D0
Color RAM spare	3E0080-3E00FF		
Color RAM spare	3E0180-3E01FF		
Color RAM Motion Object	3E0200-3E03FF	R/W	D15-D0
Color RAM Playfield	3E0400-3E05FF	R/W	D15-D0
Color RAM Playfield Shadow	3E0600-3E07FF	R/W	D15-D0
Color RAM STAIN	3E0800-3E0FFF	R/W	D15-D0
Playfield picture RAM	3F0000-3F1FFF	R/W	D15-D0
Motion Object RAM	3F2000-3F3FFF	R/W	D15-D0
(Link, Picture, H-Pos, V-Pos, Link, etc.)			
AlphaNumerics RAM	3F4000-3F4EFF	R/W	D15-D0
Scroll and MOB config	3F4F00-3F4F7F	R/W	D15-D0
SLIP pointers	3F4F80-3F4FFF	R/W	D9-D0 M.O. link pointers
Working RAM	3F5000-3F7FFF	R/W	D15-D0
Playfield palette RAM	3F8000-3F9FFF	R/W	D11-D8

Extra CPU Memory Map

Type	Address	R/W	Data
Program ROM	000000-05FFFF	R	D15-D0
	060000-360030		(See common memory map below)

Common Memory Map

Both processors use the same addresses to access this information.

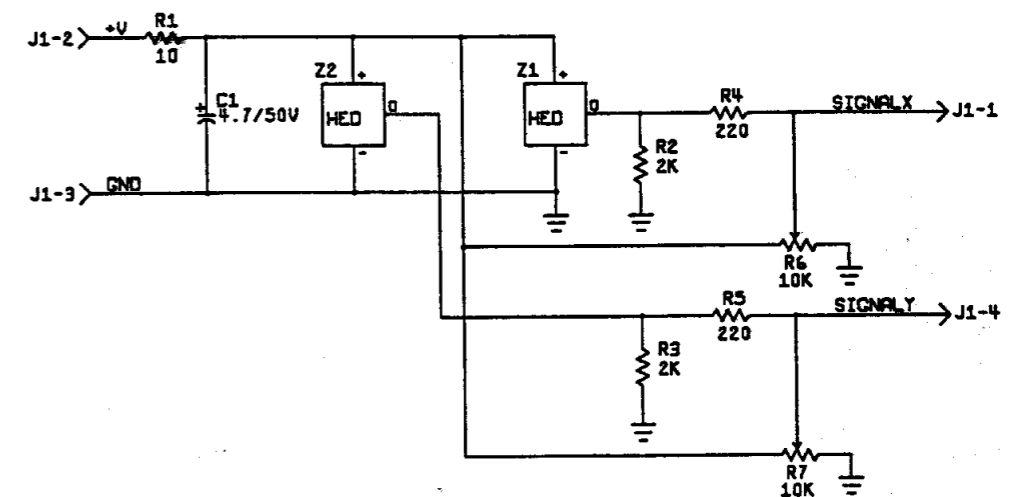
Type	Address	R/W	Data
Program ROM	060000-07FFFF	R	D15-D0
Program RAM	160000-16FFFF	R/W	D15-D0
<i>I/O</i>			
<i>All the I/O is decoded in word mode only.</i>			
Player 1 Input	260000	R	D8-D11
Player 2 Input	260010	R	D8-D11
			D11 duck
			D10 spare
			D9 fire
			D8 start
VBLANK	260010	R	D0 Active lo
Self-test	260010	R	D1 Active lo
Input-buffer Full (@ 260030)	260010	R	D2 Active lo
Output-Buffer Full (@ 260030)	260010	R	D3 Active lo
ADEOC, end of conversion	260010	R	D4 ACTICE hi
ADC 0 ANALOG PORT	260020	R	D0-D7
ADC 1	260022	R	D0-D7
ADC 2	260024	R	D0-D7
ADC 3	260026	R	D0-D7
Read Sound Processor (SCOM)	260030	R	D0-D7
Vblank interrupt ack.	360000	W	xx
LATCH	Video Off	360010	W D5 0=on
	Video intensity	360010	W D4-D1 0=full on
	EXTRA cpu reset	360010	W D0 Lo to reset
Sound Processor Reset	360020	W	xx
Write Sound Processor (SCOM)	360030	W	D0-D7

ROM Errors and Locations

Address	ROM Location		Used By
	High	Low	
000000	10U	10S	Second processor only
000000	50A	40A	Video processor only
020000	50B	40B	Video processor only
040000	50D	40D	Video processor only
060000	40K	50K	Common ROM (video and second processor)
090000	50E	40E	Video processor only

RAM Errors and Locations

Address	RAM Location		Used By
	High	Low	
160000	40M	50M	Common RAM (Video and second processor)
3E0000	112H	112F	Video processor only
3F0000	70D	86D	Video processor only
3F4000	70F	86F	Video processor only
3F8000	70H	n/a	Video processor only



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Escape From the Planet of the Robot Monsters Memory Map, Faulty RAM/ROM Tables, and Hall Effect Joystick Schematic