



Supplement to the



Operators Manual (TM-229)

Cocktail Cabinet

This Supplement contains Food Fight cocktail game information and is intended to be used with the upright game manual (TM-229). The specific portions of TM-229 affected by the addition of the cocktail game information are referenced in this Supplement. The portions of TM-229 *NOT* mentioned herein apply to the cocktail game unless stated otherwise in the game manual.

All major parts of the cocktail game are illustrated in Figure 1-2A with figure references to the applicable illustrated parts lists in this supplement and in TM-229.



A Warner Communications Company

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Set-Up Procedures



Opening the Cocktail Cabinet

Opening the Table Top

1. To open the cocktail game cabinet, unlock the two key locks located immediately below the table top (see Figure 1-2A).
2. Carefully lift the table top until the support arm locks into place. Do not jam the table top at the end of its upward swing.

Opening the Access Panel

1. Lift out the steel security bar that secures the panel to the cabinet wall (see Figure 1-2A).
2. The access panel near the bottom of the cabinet will then come out.

Closing the Table Top

1. Stand opposite the hinged end of the cocktail cabinet and grasp the table top with your right hand.
2. With your left hand, hold down the button at the middle of the support arm and push the center of the support arm down.
3. Gently lower the table top to the closed position.
4. Lock both key locks.

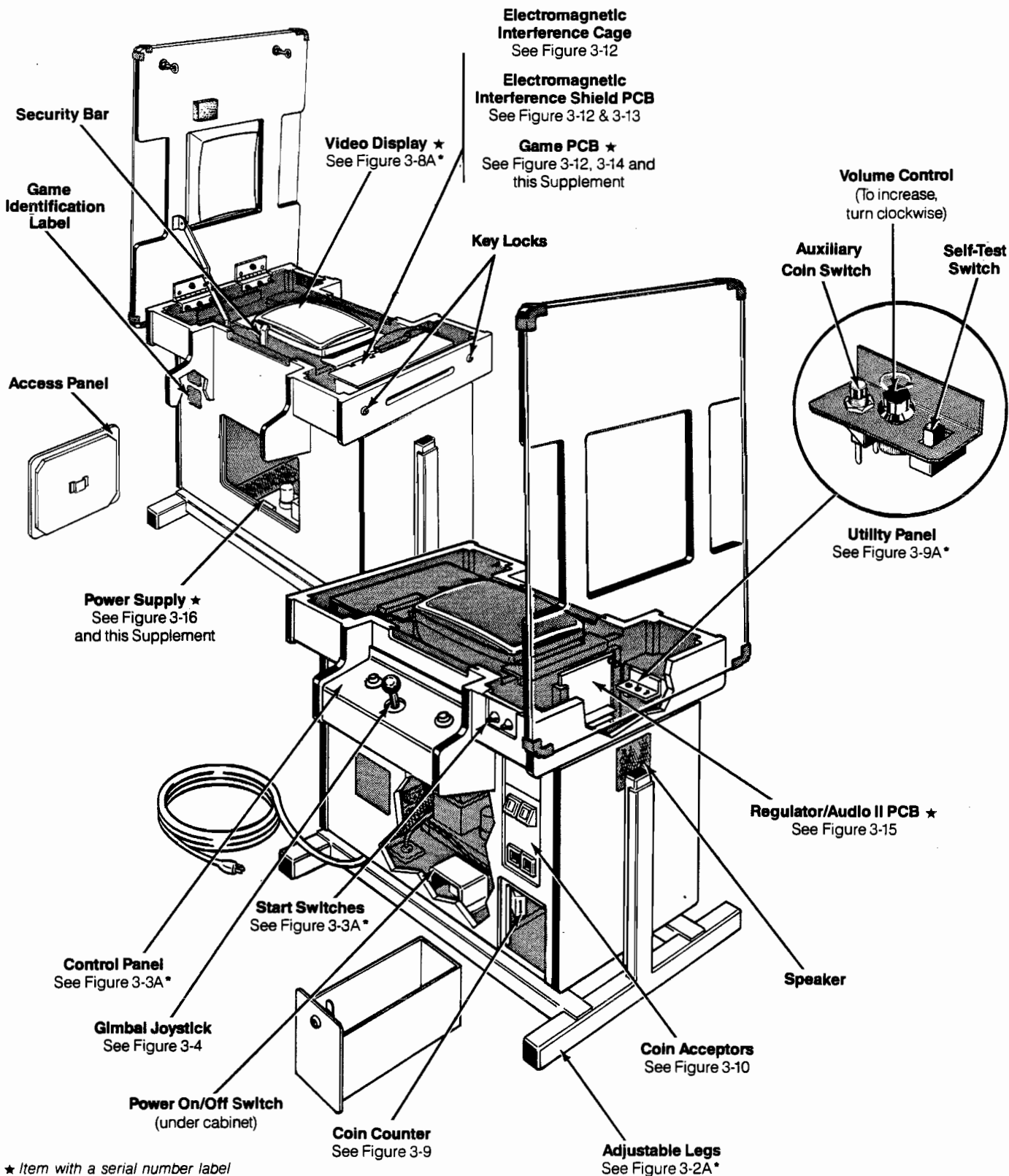


Figure 1-2A Game Overview—Cocktail Game



Cocktail Table Legs

This cocktail cabinet may be adjusted to four heights—65, 70, 76, or 101 cm (25 3/4, 27 7/8, 30, or 39 3/4 inches). Adjust the table height as follows:

1. Remove or empty the coin box to prevent loose coins from sliding out of the box and into the game cabinet.
2. Lay the table on end as shown in Figure 1-2B. Place a support (the coin box, books, or tool box) under the recessed side of the cabinet.
3. Remove the two Allen-head screws on each leg.
4. Grasp the legs and slide them into the desired position. Then replace the screws.



Add the following to Table 1-1 Installation Specifications:

<i>Cocktail Game</i>	
Space Required	62 1/4 × 82 1/2 cm (24 1/2 × 32 1/2 in.)
Game Height	65 to 101 cm (25 3/4 to 39 3/4 in.)



Add to Figure 1-3:

NOTE

The cocktail game also uses the 7A, 250 V fuse F1.

CAUTION

To ensure cabinet strength, you must use two screws to attach each table leg. Using only one screw may damage the cabinet wall when moving the cabinet across the floor.

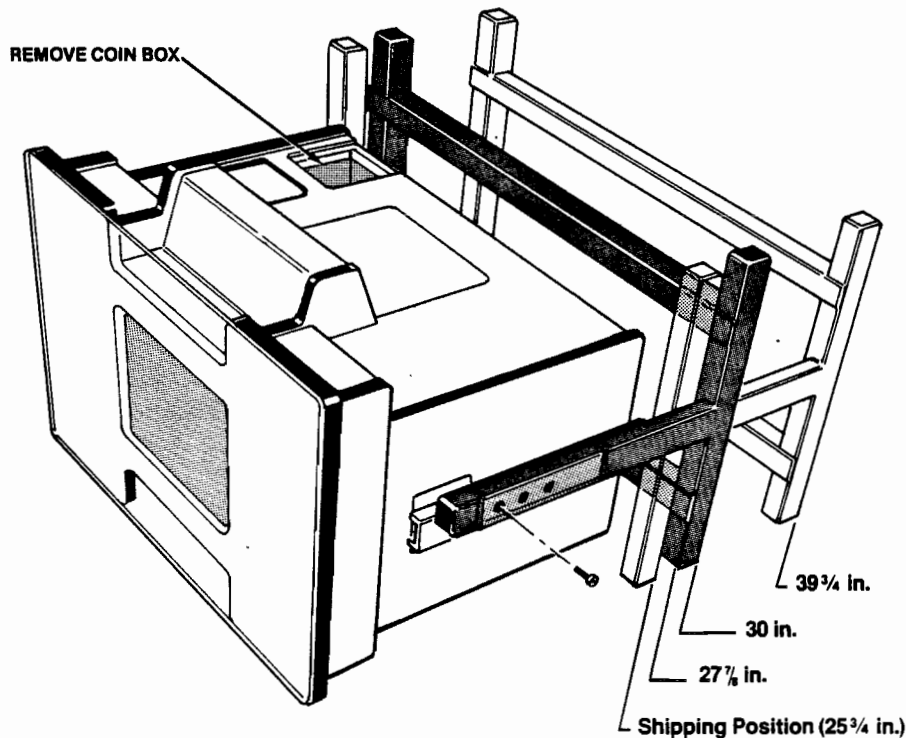
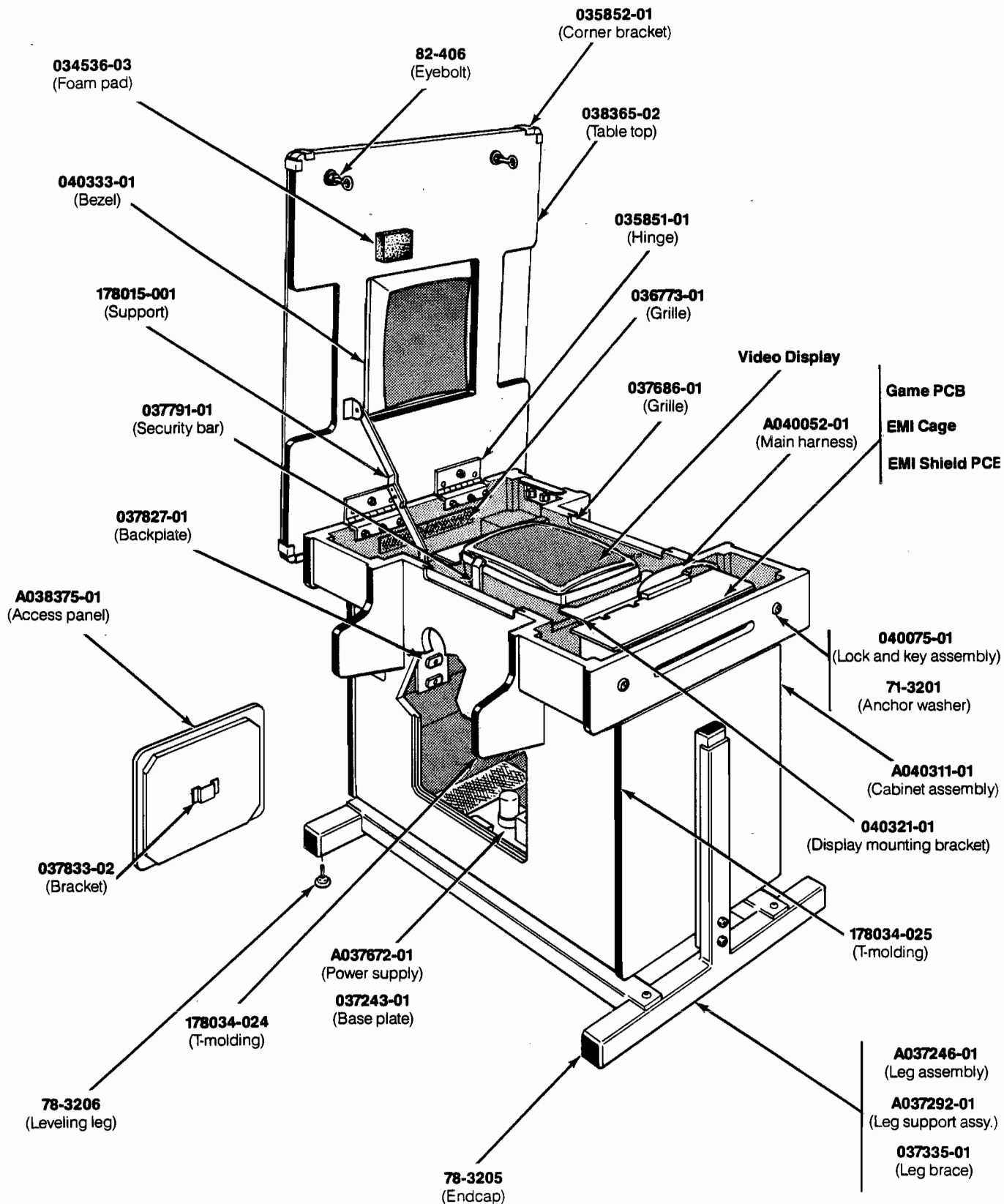


Figure 1-2B Adjusting the Table Legs

Illustrated Parts Lists

Chapter 3



**Figure 3-2A Cabinet-Mounted Assemblies
Cocktail Game A040310-01 A+**

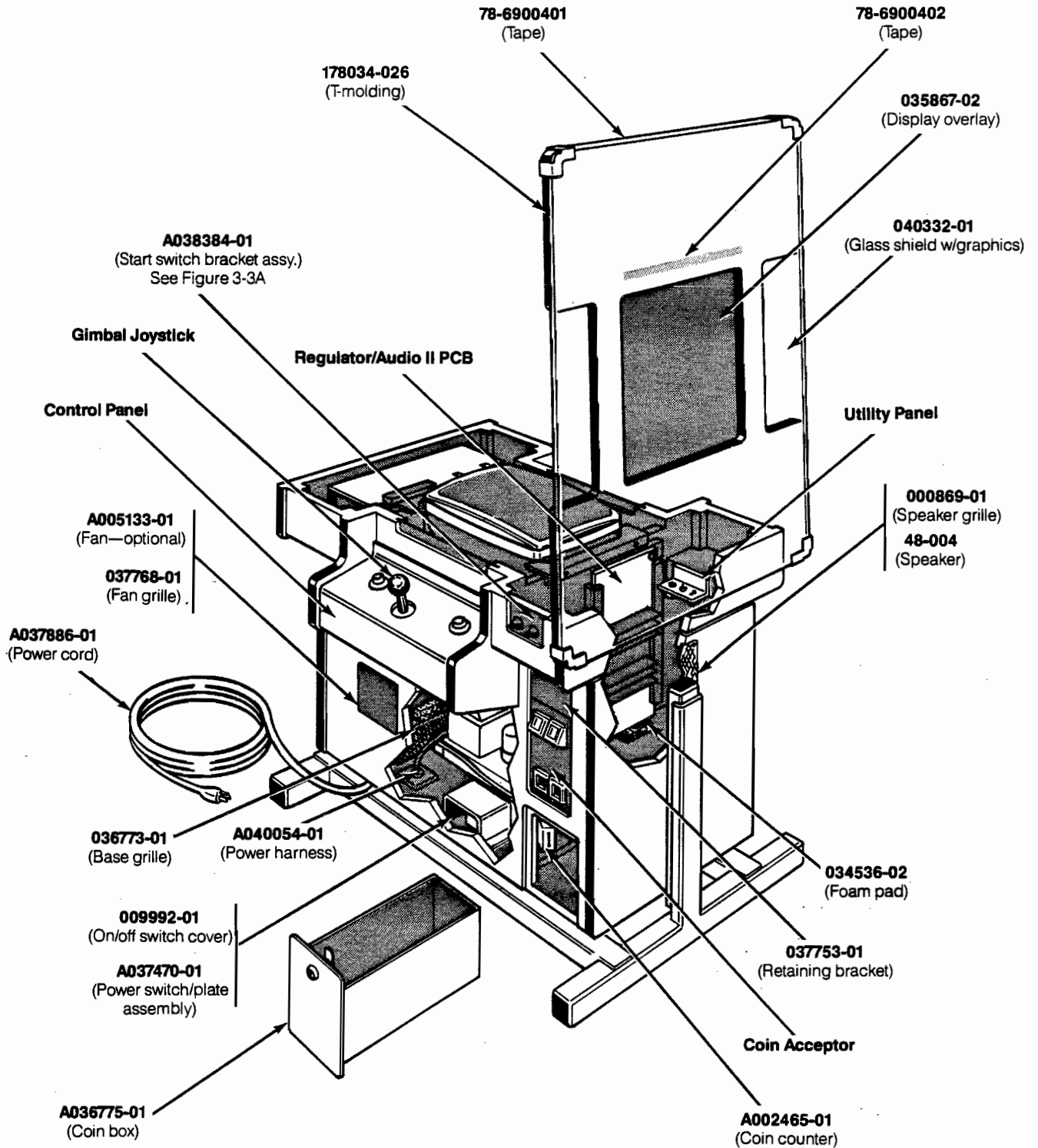


Figure 3-2A Cabinet-Mounted Assemblies, continued
Cocktail Game A040310-01 A+

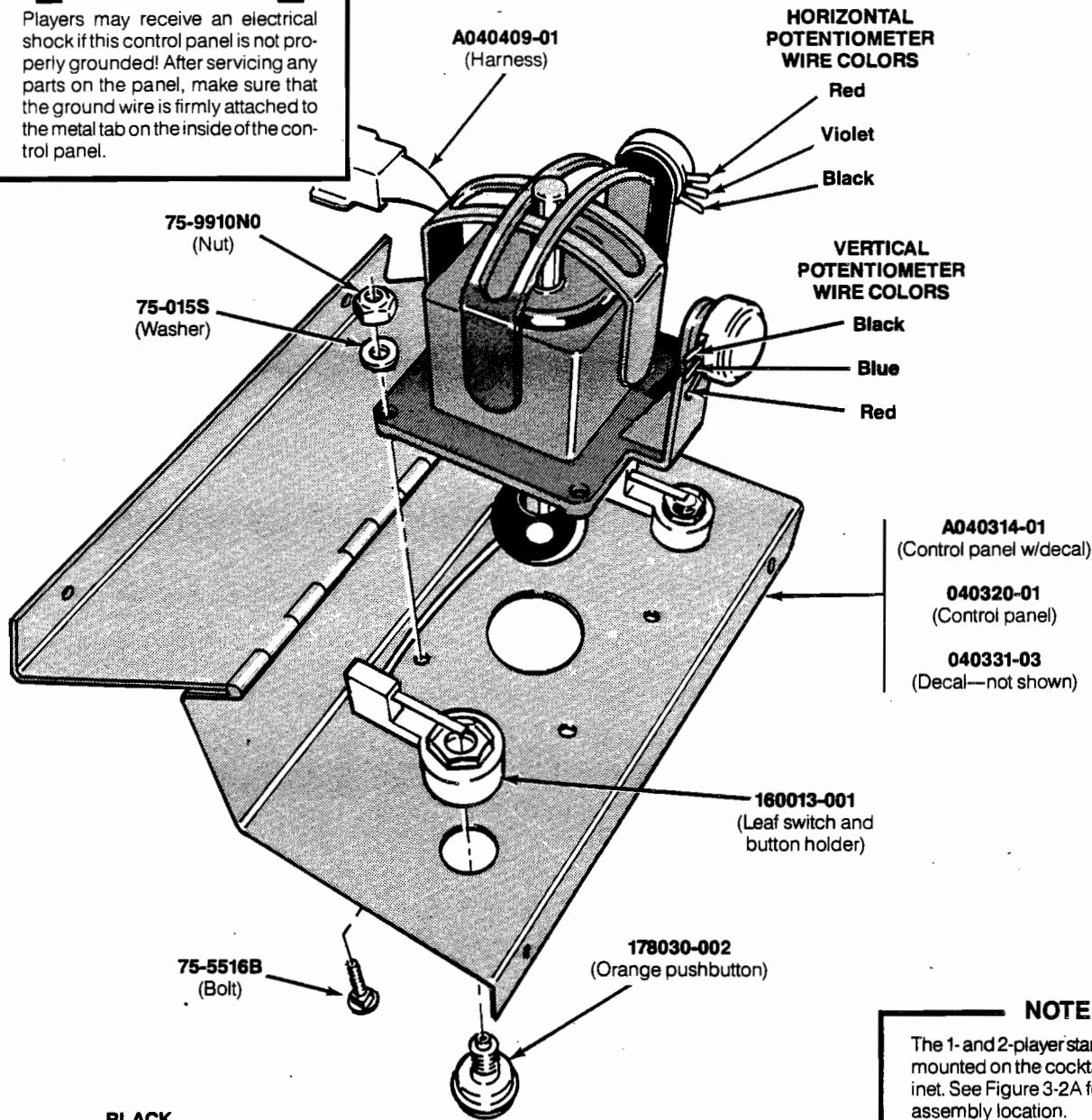
Cabinet-Mounted Assemblies Cocktail Game Parts List

Part No.	Description
A002465-01	Coin Counter Assembly
A005133-01	Cooling Fan (optional equipment)
A036775-01	Coin Box Assembly
A037246-01	Leg Assembly (includes leg, 2 leveling legs, and 2 endcaps)
A037292-01	Leg Support Assembly (includes 2 panel nuts and endcap)
A037470-01	Power On/Off Switch and Mounting Plate Assembly
A037886-01	Strain-Relief Power Cord (U.S.)
A038375-01	Access Panel Assembly
A040052-01	Main Harness Assembly
A040054-01	Power Harness Assembly
A040311-01	Cabinet Assembly
<i>The following four items are technical information supplements to this game:</i>	
SP-229	Food Fight Schematic Package
ST-229-02	Food Fight Cocktail Label with Self-Test Procedures and Option Switch Settings
TM-187	Service Manual for 14-Inch Electrohome Color Raster Display (use with part no. 92-056)
TM-229	Food Fight Operators Manual with Illustrated Parts Lists
48-004	8 Ω , 5 W, 5-Inch Round High-Fidelity Speaker (not shown)
62-039	Momentary-Contact SPDT Light-Emitting Diode Start Switch with Red Cap
71-3201	Anchor Washer for Table-Top Lock
78-3205	Endcap for Leg Assembly
78-3206	Cabinet-Leveling Leg (not shown)
78-6900401	Vinyl Foam Single-Coated Adhesive Tape, ¼-Inch Wide \times ⅛-Inch Thick (not shown—apply 126 inches under silkscreened border of table top)
78-6900402	Vinyl Foam Single-Coated Adhesive Tape, ¼-Inch Wide \times ⅛-Inch Thick (not shown—apply two 6-inch strips under overlay border)
82-406	#¼-20 \times 2-Inch Eyebolt with ¾-Inch Threads
000869-01	Speaker Grille
009992-01	On/Off Switch Cover
034536-02	Foam Pad (two required—place under Regulator/Audio II PCB)
034536-03	Foam Pad (two required)
035851-01	Table Top Hinge (two required)
035852-01	Corner Bracket (four required)
035867-02	Smoke-Color Acrylic Display Overlay
036764-01	Hook-Type Cam for Lock (not shown)
036773-01	Cabinet Base Grille
036774-01	Upper End-Panel Grille
036895-01	Black Molded Switch Bezel
037243-01	Power Supply Base Plate (not shown)
037335-01	Leg Brace
037686-01	Slip-In Cabinet Grille (located above control panels)
037753-01	Coin Acceptor Retaining Bracket (not shown)
037768-01	Fan Grille (used as vent grille if no fan is included)
037791-01	Security Bar
037827-01	Backplate for Attaching Leg

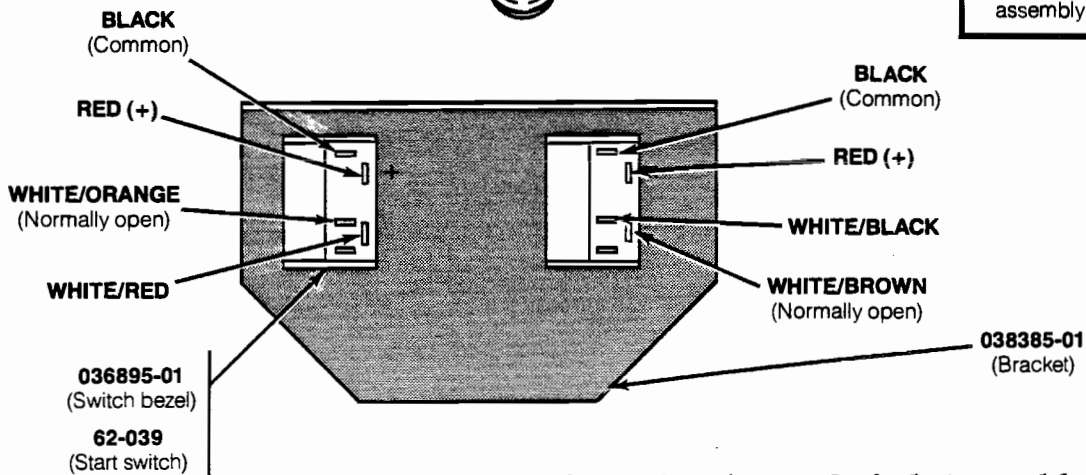
**Cabinet-Mounted Assemblies
Cocktail Game
Parts List, continued**

Part No.	Description
037833-02	Security Bar Bracket
038365-02	Table Top
038385-01	Start Switch Mounting Bracket
040075-01	Lock and Key Assembly (two required)
040321-01	Display Mounting Bracket
040332-01	Tempered-Glass Shield with Graphics
040333-01	Display Bezel
178015-001	Hinged Table-Top Support
178028-002	End Cap for Upright Leg Support (not shown)
178034-024	$\frac{3}{4}$ -Inch Black Plastic T-Molding
178034-025	$\frac{25}{32}$ -Inch Black Plastic T-Molding
178034-026	$\frac{13}{16}$ -Inch Black Plastic T-Molding

WARNING
Players may receive an electrical shock if this control panel is not properly grounded! After servicing any parts on the panel, make sure that the ground wire is firmly attached to the metal tab on the inside of the control panel.



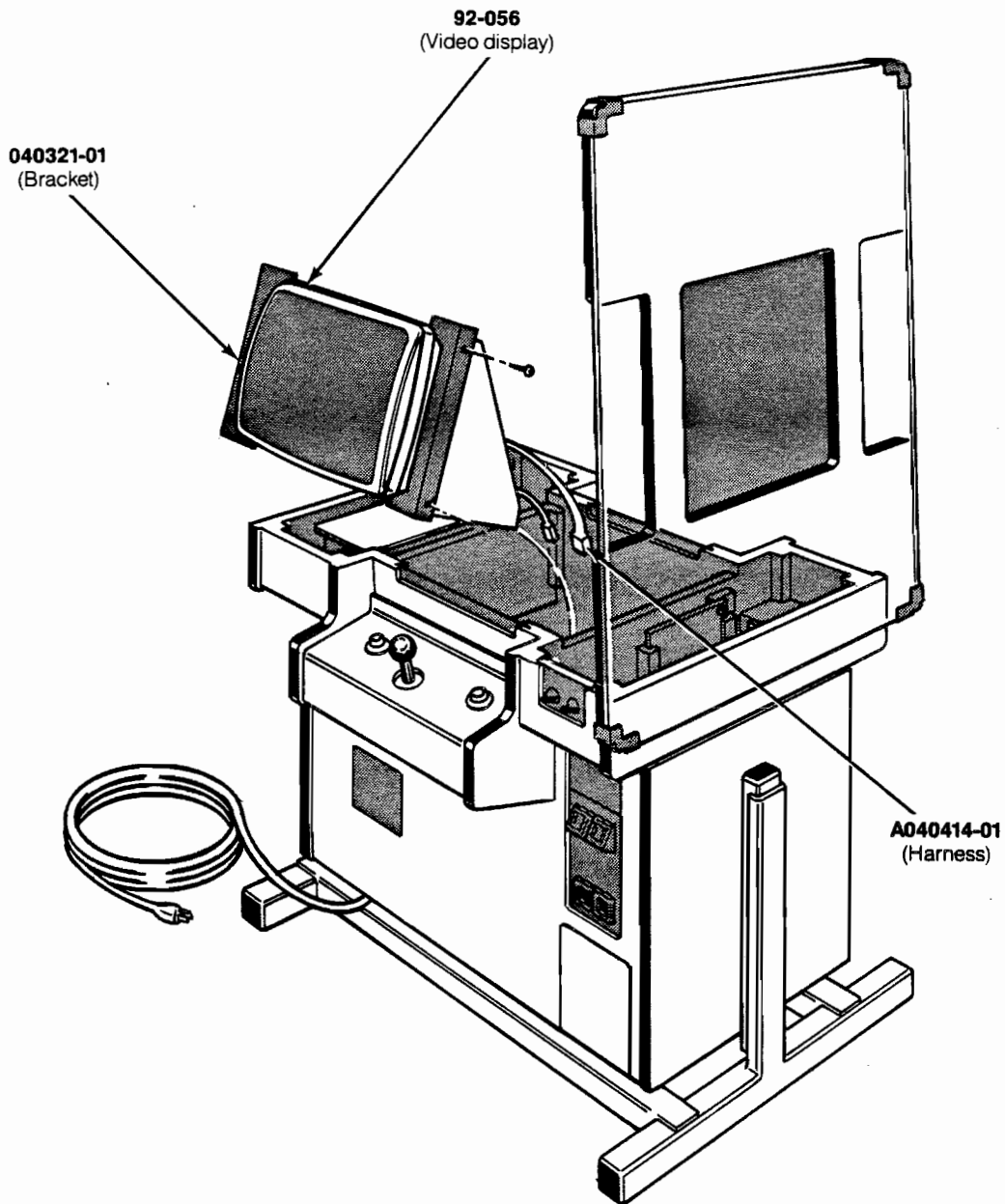
NOTE
The 1- and 2-player start switches are mounted on the cocktail game cabinet. See Figure 3-2A for start switch assembly location.



**Figure 3-3A Control Panel and Start Switch Assembly
Cocktail Game A040313-01 A and A038384-01 A**

**Control Panel Assembly
Cocktail Game
Parts List**

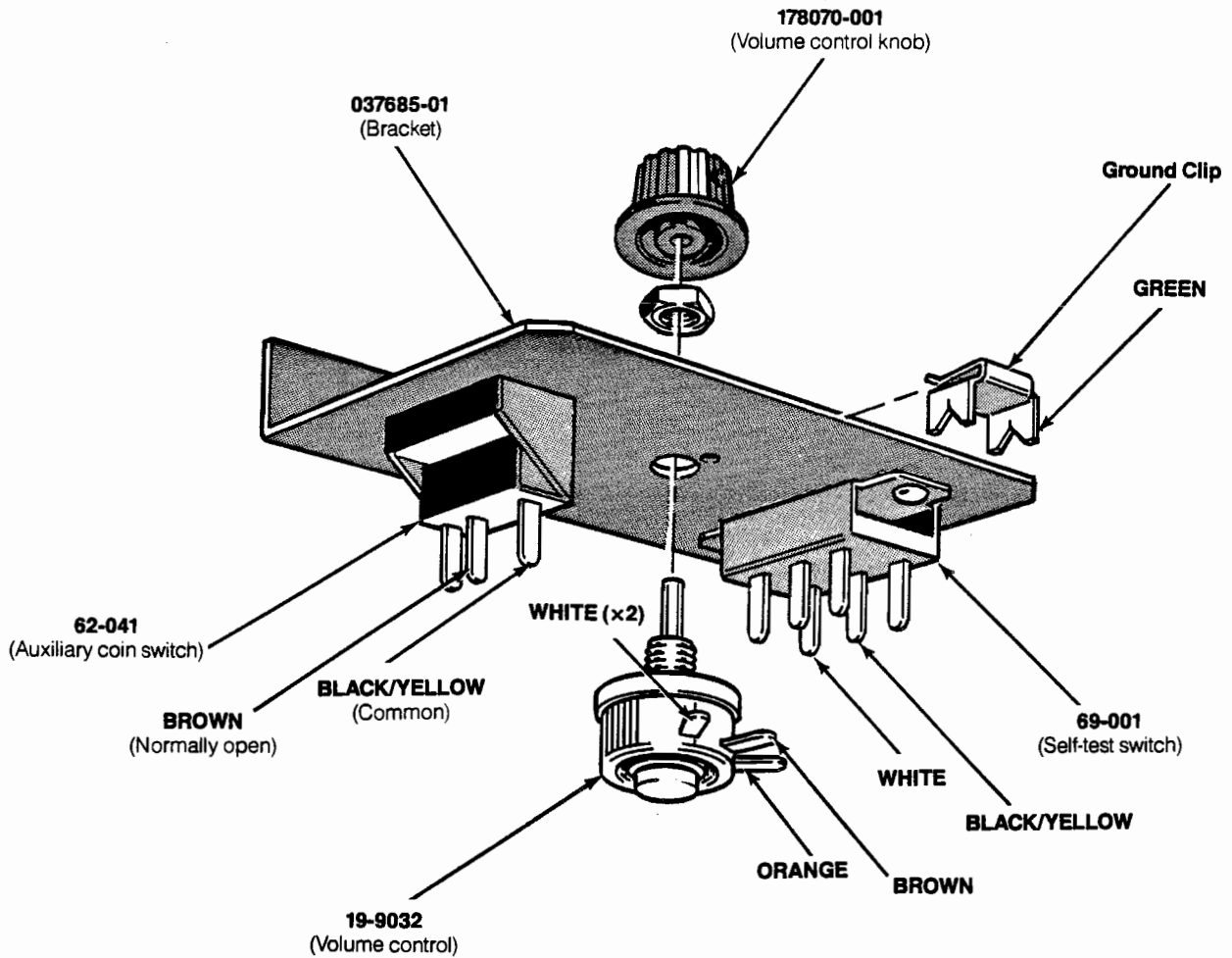
Part No.	Description
A038838-02	Gimbal Joystick Assembly
A040314-01	Control Panel with Decal
A040409-01	Control Panel Harness Assembly
040320-01	Control Panel
040313-01	Control Panel Assembly
040331-03	Control Panel Decal (not shown)
160013-001	Leaf Switch and Button Holder (leaf switch only is part no. 160012-001)
177010-244	#1/4-20 Hex Locknut
178030-002	Orange Pushbutton Assembly
75-015S	#1/4 Steel Flat Washer
75-5516B	#1/4-20 × 1-Inch Black Carriage Bolt
75-9910N0	#5/8-11 Stamped Nut



**Figure 3-8A Video Display Assembly
Cocktail Game A040315-01 A**

Parts List

Part No.	Description
A00315-01	14-Inch Color Video Display Assembly
A04014-01	Display Harness Assembly
92-056	14-Inch Electrohome Color Raster-Scan Video Display
040333-01	Display Bezel (not shown)
040321-01	Display Mounting Bracket



**Figure 3-9A Utility Panel Assembly
Cocktail Game A037866-01 A**

Parts List

Part No.	Description
037865-01	Utility Panel Bracket
19-9032	Volume Control
62-041	SPDT Momentary-Contact Pushbutton Auxiliary Coin Switch with Black Cap
69-001	DPDT Self-Test Switch
72-6808S	8-32 x 1/2-Inch Cross Recessed Pan-Head Screw (not shown)
75-9910W0	15/16-32 Stamped Nut (not shown)
178070-001	Volume Control Knob

NOTE

The Cocktail Game PCB Assembly number is A039945-41 A.



Change the Food Fight Game Printed-Circuit Board Assembly Parts List as follows:

- Delete capacitor C60
- Add the following statement to the descriptions for Integrated Circuits 8K/L and 9K/L:
(Acceptable substitute is part no. 137289-002)
- Change part no. for Integrated Circuit 9K/L from 137289-004 to 137289-001.
- Delete resistor R58.
- Add the following part numbers after the Erasable Programmable Read-Only Memories list of parts:

Designator	Description	Part No.
8C	Erasable Programmable Read-Only Memory	136020-113
8D	Erasable Programmable Read-Only Memory	136020-115
8E	Erasable Programmable Read-Only Memory	136020-117
8F	Erasable Programmable Read-Only Memory	136020-119
9C	Erasable Programmable Read-Only Memory	136020-114
9D	Erasable Programmable Read-Only Memory	136020-116
9E	Erasable Programmable Read-Only Memory	136020-118
9F	Erasable Programmable Read-Only Memory	136020-120



Add the following to Figure 3-16:

- The Cocktail Game Power Supply number is A037672-01 D.
- Add Transformer Assembly number A035888-03 callout to Figure 3-16.

If reading through this manual does not lead to solving a certain maintenance problem, call TELEHELP® at the Atari Customer Service office in your geographical area, as shown below.

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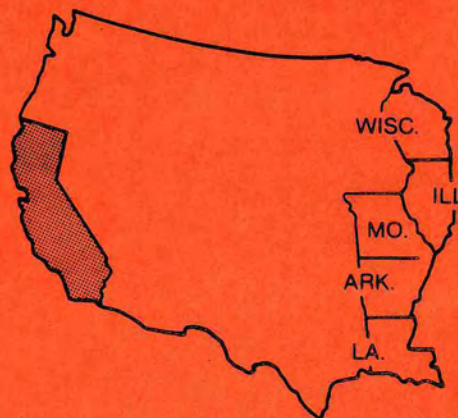
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