

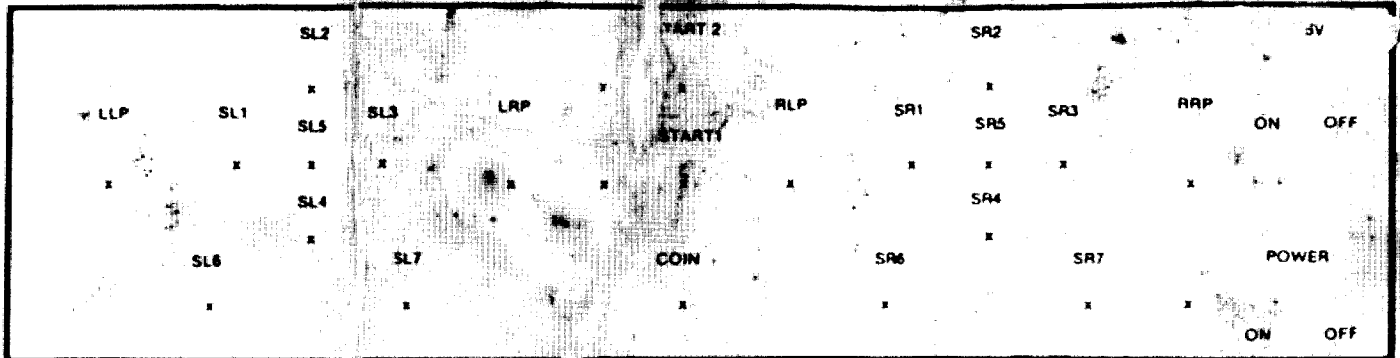


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Operating Instructions

For Model 348AB/171C or 287C
BATTLEZONE
ATARI



1. Insert 348B program card into "B" connector on TF-650, number side up.
2. Insert 348A program card into "A" connector on TF-650, number side up.
3. Insert 171C or 287C into 25-pin connector on TF-650, number side up.
4. Insert GAME BOARD (large board) into 171C card connector.
5. Connect 22-pin ribbon cable connector from 348B program card to AUXILLARY GAME BOARD with RED DOT UP.
6. If you have an oscilloscope with X-Y inputs or external vertical and horizontal inputs it is possible to get a visible picture using the X-Y outputs from the MAIN GAME BOARD.
7. Connect a speaker across the RED and BLACK wire extending from 348A program card. VOLUME control is R5 on 348A program card.
8. Slide 5-VOLT switch to ON.
9. Slide POWER switch to ON.
10. COIN is COIN RIGHT INPUT. Coin Counter right (CCR) LED on 348A card.
 SR7 is COIN CENTER INPUT. Coin Counter center (CCC) LED on 348A card.
 SR6 is COIN LEFT INPUT. Coin Counter left (CCL) LED on 348A card.
11. After coining up game, LED next to START 1 will flash.
 START 1 is START GAME.
12. SR2 is RIGHT FORWARD
 SR4 is RIGHT REVERSE
 SR5 is FIRE
 SL2 is LEFT FORWARD
 SL4 is LEFT REVERSE

13. START 2 is RESET
 14. SR7 is SLAM SWITCH
 15. TEST switch is on 348B program card.

ROM SIGNATURES

<u>LOCATION</u>	<u>TYPE</u>	<u>DASH#</u>	<u>SIGNATURE</u>	<u>PERSONALITY BOARD</u>
E1	8316	-01	45PU	9316/2316
H1	8316	-01	POF1	9316/2316
J1	TMS2516	-01	331P	2716/124
K1	8316	-01	66U3	9316/2316
L/MI	8316	-01	4UP4	9316/2316
N1	8316	-01	PCUC	9316/2316
A3	8316	-01	5A95	9316/2316
B/C3	8316	-01	P9FH	9316/2316
1B	(36174) MI 7603-5	01	CAPU	D16
1F	74S287	01	H388	A16
1H	74S287	01	2P92	A16
1J	74S287	01	885P	A16
1K	74S287	01	47A5	A16
1L	74S287	01	24F6	A16
1M	74S287	01	87AH	A16