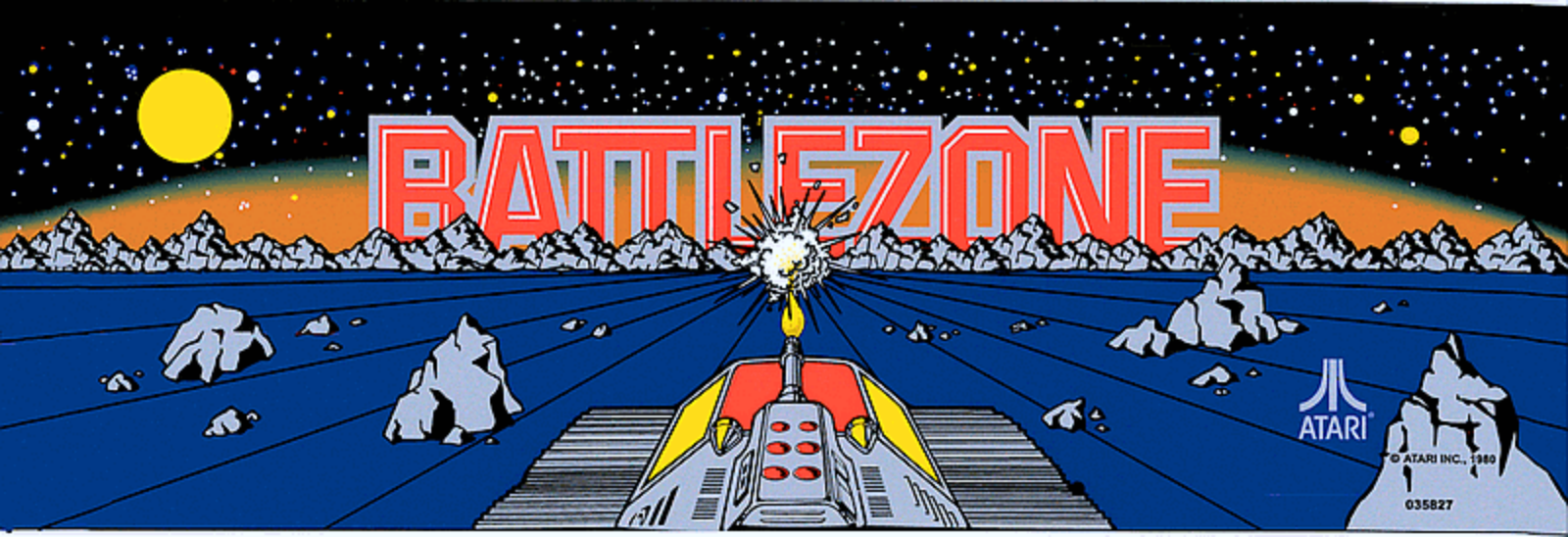

BATTLEZONE
ATARI
© ATARI INC., 1980
035827

INSTRUCTIONS

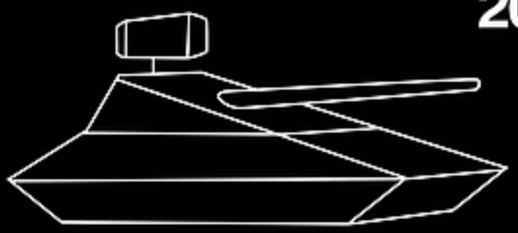
- INSERT COINS
- PRESS START
- YOU LOSE A TANK EACH TIME YOU ARE HIT



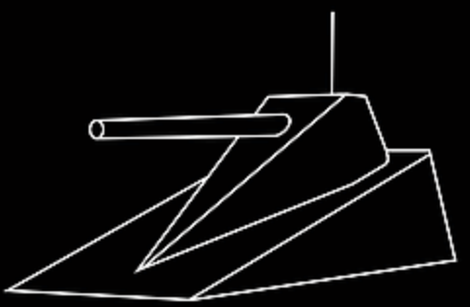
MISSILE
2000 Pts.



SAUCER
5000 Pts.



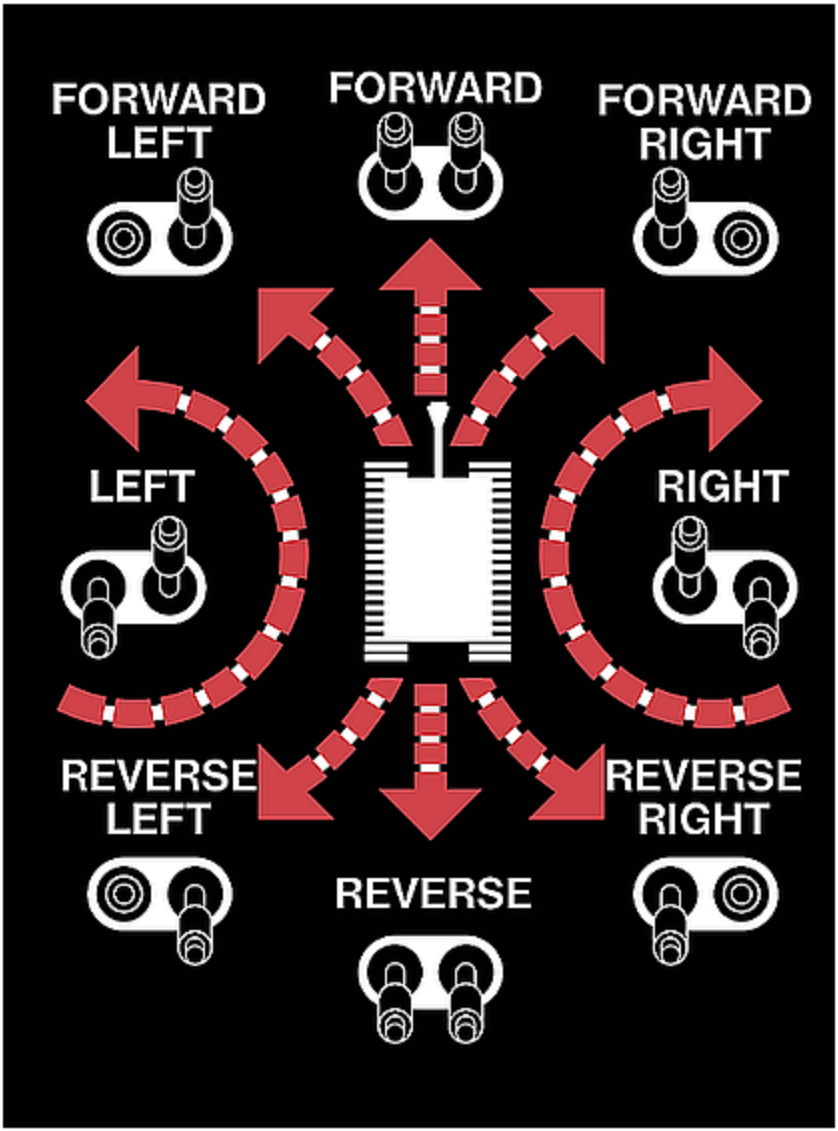
TANK
1000 Pts.



SUPER
TANK
3000 Pts.

STRATEGY

- USE THE RADAR
- KEEP MOVING—DON'T JUST SPIN IN PLACE OR YOU WILL BE HIT
- USE THE CUBES AND PYRAMIDS AS SHIELDS
- LISTEN FOR THE ENEMY'S TANK SHOTS


FORWARD LEFT
FORWARD
FORWARD RIGHT
LEFT
RIGHT
REVERSE LEFT
REVERSE
REVERSE RIGHT

TM-184
1st printing



Battlezone™
Open-Face Conversion Kit

Installation Instructions

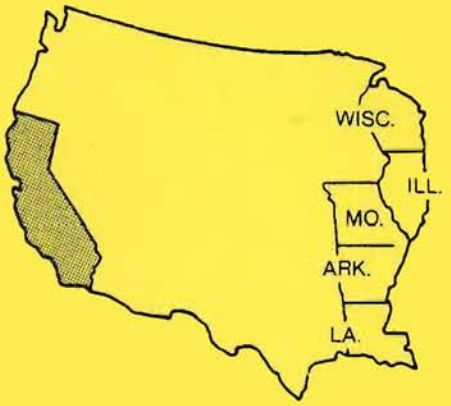


NOTE

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

WEST and CENTRAL U.S.A.

Parts for all Atari customers in the U.S.A. Game sales and service



Atari, Inc.
California Customer Service Office
1105 N. Fair Oaks Avenue
P. O. Box 427, Sunnyvale, CA 94086
Telex 17-1103
(Monday–Friday, 7:30–4:00 pm Pacific Time)

☎ From California, Alaska or Hawaii
(408) 745-2900

☎ From anywhere else in this area
toll-free (800) 538-1611

EAST U.S.A.

Game sales and service only



Atari, Inc.
New Jersey Customer Service Office
12A World's Fair Drive, Somerset, NJ 08873
Telex 37-9347
(Monday–Friday, 7:30–4:00 pm Eastern time)

☎ From New Jersey
(201) 469-5993

☎ From anywhere else in this area
toll-free (800) 526-3849

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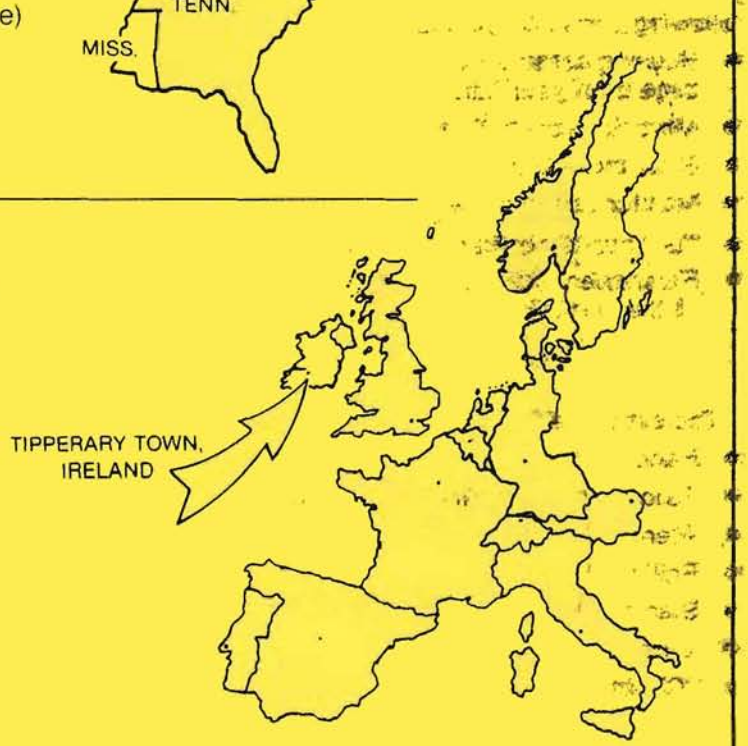
Game sales and service



Atari Ireland Limited
European Customer Service Office
Tipperary Town, Ireland
Telex 28165
(Monday-Friday, 9:00-6:00 pm GMT)

☎ 062-52155

This kit replaces the plastic housing on the front of the Battlezone™ game. The kit provides greater monitor visibility for prospective players. If all tools required for this kit are at hand, you can do the conversion in less than two hours.

The contents of this kit are as follows:

Part No.	*Description*
A037559-01	Wood Housing Assembly
A037630-01	Bottom Retainer *(with game instructions)*
A037664-01	X-Invert Jumper Wire *(Molex terminals)*
A037664-02	X-Invert Jumper Wire *(AMP twin-leaf terminals)*
A037664-03	X-Invert Jumper Wire *(AMP single-leaf terminals)*
75-050	#10 Internal-Tooth Zinc-Plated-Steel Lock Washer
82-1822	#8 × 1 3/8-Inch Cross-Recessed Wood Screw
82-1832	#8 × 2-Inch Cross-Recessed Wood Screw
82-8016B	#10-32 × 1-Inch Button-Head Hex-Socket Machine-Thread Black Screw
037568-01	Monitor Shelf
037576-01	Top Retainer
037577-01	Middle Retainer
037628-01	Attraction Panel
037629-01	Monitor Shield
037646-01	Cardboard Monitor Bezel

Preliminary Steps

Unlock and open the rear access panel of the game. (It is not necessary during this conversion procedure to open the control panel.) Remove the following parts from your Battlezone™ game:

- Housing assembly (see removal instructions on page 21 of your Battlezone manual)
- Mirror (see page 20 of the manual)
- Black monitor bezel
- Monitor assembly (see page 19 of the manual)
- "L-"shaped monitor support brackets
- Fluorescent light board assembly (see page 22 of the manual)

Tools required to convert the cabinet are:

- Hand saw
- Punch or power drill (for making pilot holes)
- Allen wrench set
- Phillips screwdriver
- Stapler (or small tacks and hammer)
- Glue (optional)
- "C"-clamps

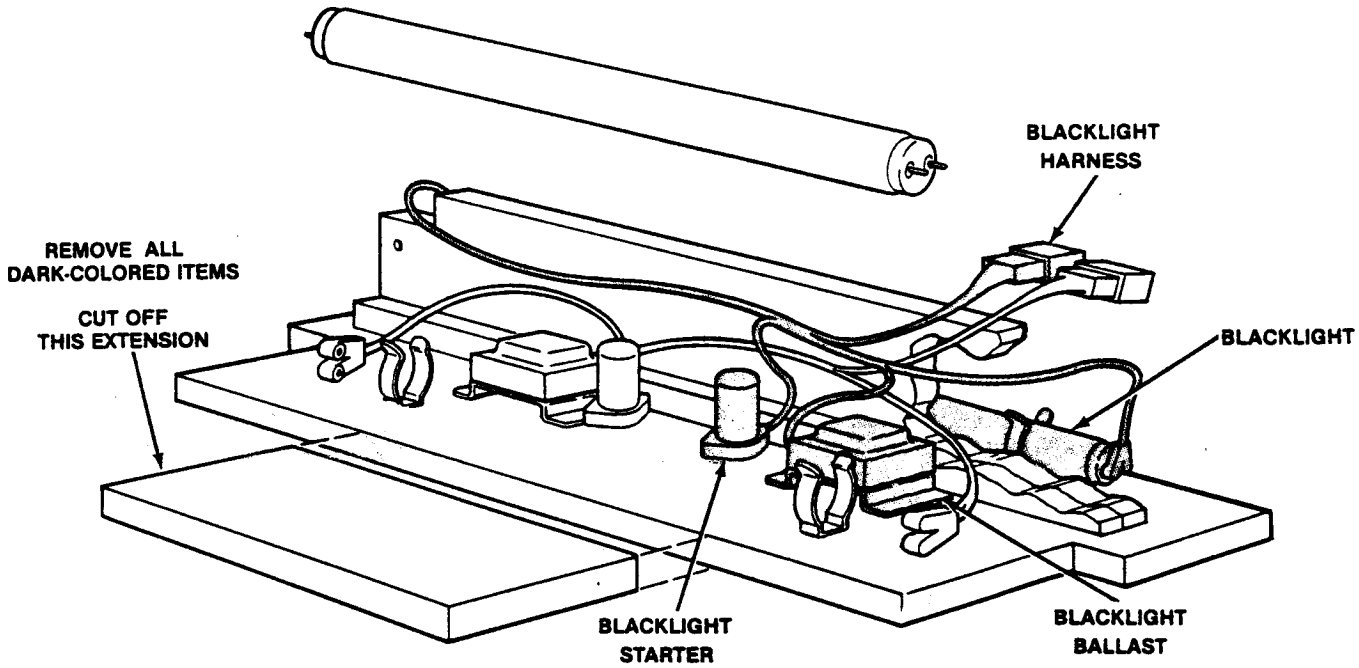
WARNING

Shock Hazard

High voltages may exist in any television or monitor, even with power disconnected. Use extreme caution and do not touch electrical parts of the yoke area with your hands or with metal objects in your hands!

Implosion Hazard

If you drop the monitor and the picture tube breaks, **it will implode!** Shattered glass and the yoke can fly 6 feet or more from the implosion. Use care when replacing any monitor.



Front View of Fluorescent Light Board

Conversion Instructions

1. Remove and save the following parts from the assemblies you took out of the game in *Preliminary Steps:*

   Fluorescent light board and cool white tube, with its associated ballast, transformer, clamps, starter, socket, and wires.

   Monitor and its associated mounting hardware (discard the wood mounting frame).

   Discard any of the remaining parts, unless you want to save some of them as spare parts for other games.

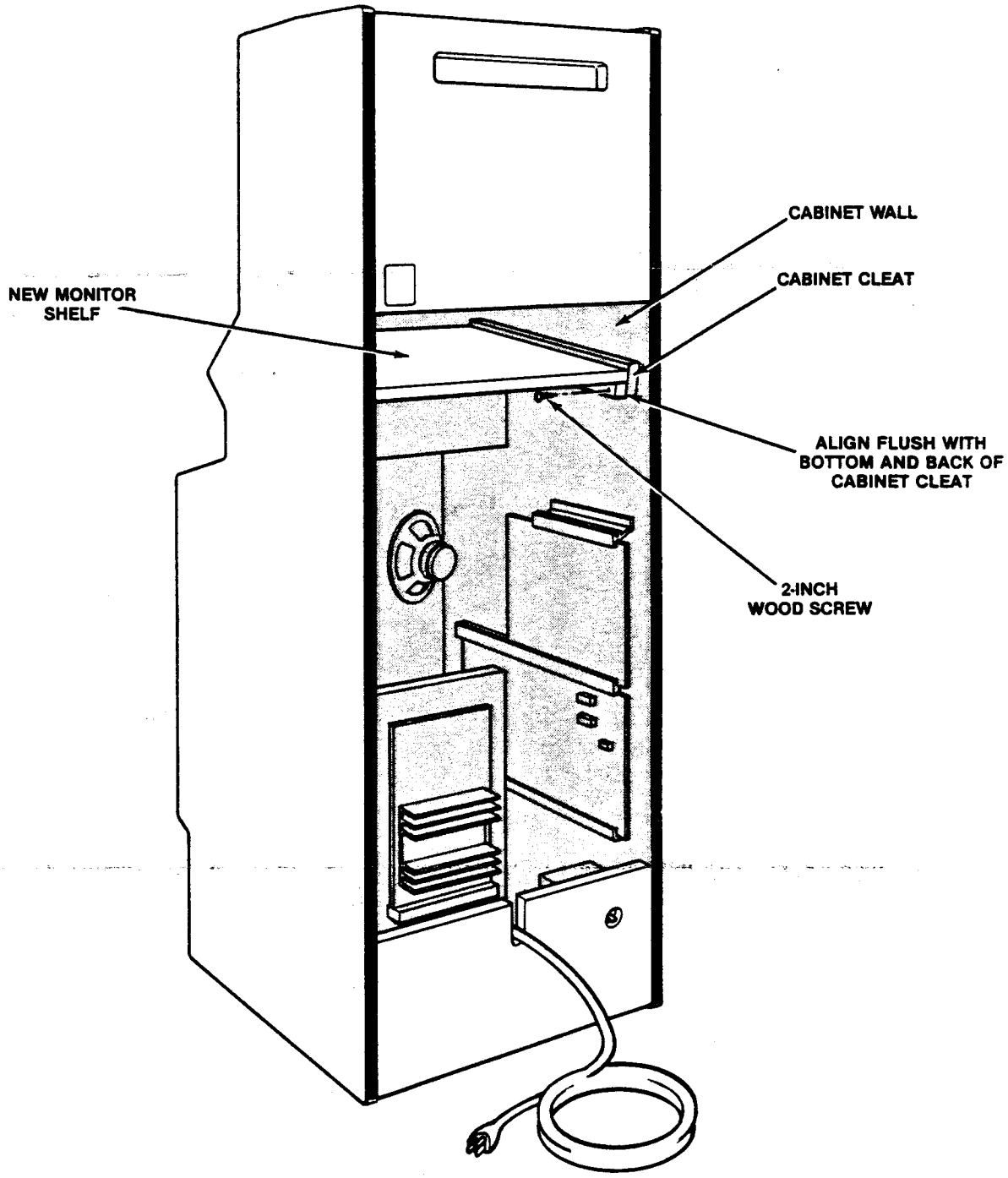
2. Disassemble the monitor from the wood frame. Discard the wood frame, but save the four sets of mounting hardware.

3. Saw off the "tongue" or front extension on the fluorescent light board. The straightness of the cut is not critical: you can cut off ± ¼ inch.

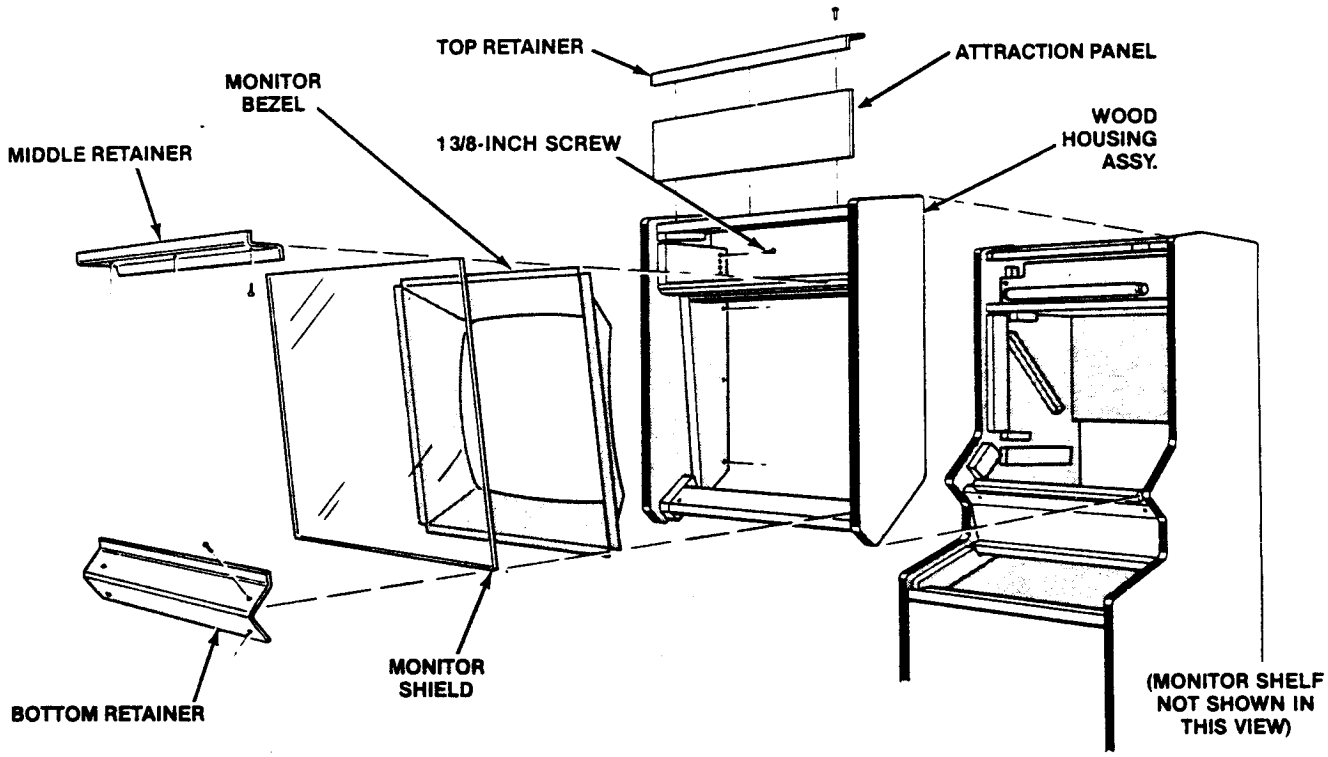
4. Reinstall the fluorescent light board as described on page 22 of the game manual, and plug the harness connector back together.

5. Holding the new monitor shelf in position at the rear opening of the game, align the shelf as shown in the illustration. Use at least two "C"-clamps (with scrap wood for protecting the side-panel graphics), and hold the shelf in position. Make four pilot holes in the plywood cabinet cleats.

6. If possible, apply glue to the sides of the shelf. Then install the shelf with the four 2-inch-long wood screws provided. This shelf becomes a permanent part of the cabinet.



Rear View of Cabinet Interior



Front View of Game

7. Install the wood housing on the front of the game. It will fit snugly, so you don't have to worry about it falling off. Make three pilot holes in each side of the cabinet. Then install the six 1⅜-inch-long wood screws. **Note:** You can install the top screw into any of the four available holes at the top of the housing—whichever is most accessible.

8. Install the monitor on the shelf, using the four sets of hardware saved from the old frame. Four holes are already drilled in the shelf for this purpose. Plug the monitor harness connector together again.

9. Install the new cardboard monitor bezel with staples, or small tacks, if you don't have a stapler available. Install the acrylic monitor shield in position.

10. Install the middle retainer with the three Allen screws and lock washers. Slip the new "Battlezone" attraction panel behind this retainer.

11. Install the top retainer with the three Allen screws and lock washers.

12. Install the bottom retainer on the lower edge of the housing with the four Allen screws and washers provided (two on the upper and two on the lower surface).

13. Unplug the harness connector from the edge of your Battlezone Analog Vector-Generator PCB. Examine the end of the connector and determine which of three types of connector pins are inside it.

    The conversion kit provides three different small black jumper wires. Select the one that matches the pins inside your game's harness connector. Plug one end of the jumper wire into pin P on the connector, and plug the other end into pin L.

    Plug the connector back onto the PCB. This procedure inverts the monitor image horizontally, so the monitor messages will read correctly.

14. Close the rear access panel and lock it. Turn on the power, and play at least one game to check for possible problems.

If you have any questions, call the Customer Service office in your area (see map on inside front cover of this manual).

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