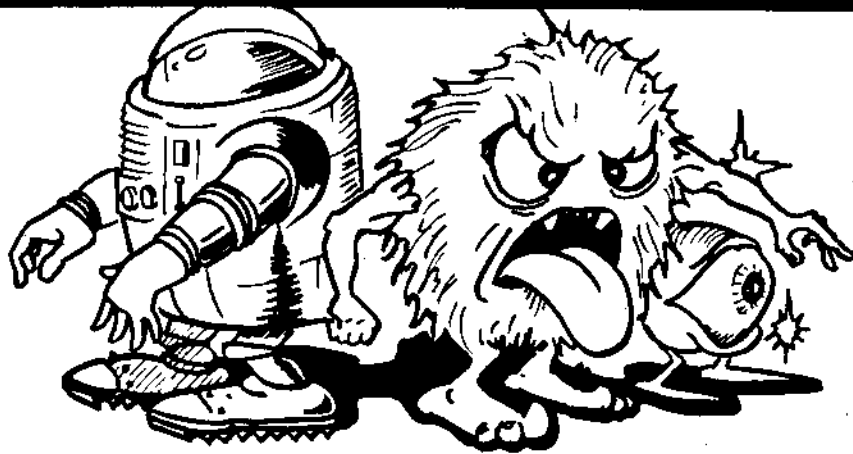


MAZERBLAZER*



INSTALLATION & OPERATION

* Designed by Stern, Inc., Manufactured under license by Atari, Inc.

MB. TM-001 Rev. 3



ATARI IRELAND LTD.
TIPPERARY TOWN
IRELAND

062-52155.

Telex. 28165.

SECTION I:

GAME DESCRIPTION

The object of the game is to prevent the attacking aliens from working through the maze and entering your ship. Each time an alien enters your ship, you lose a life.

There are (14) different types of aliens in Mazer Blazer. Each level will have 1 or 2 different types of aliens that present the player with constantly changing levels of difficulty.

Shoot the aliens using the rapid fire Mazer Blaster. The farther from the ship you shoot the aliens, the higher the point value awarded. The screen is divided into four (4) colors. The colors determine the point value of the object. Blue = 400 points, Green = 300 points, Red = 200 points, and Black = 100 points.

The walls of the maze are in two (2) different colors; grey and orange. Orange walls are indestructable, while the grey walls can be shot away either by the nasties on the screen or your Mazer Blaster. Shooting the grey walls leaves gaps in the maze and makes it easier for the aliens to reach their ship, and lowers your wall bonus.

The Wall Bonus (indicated at the top of the screen) starts out at 2,000 points for the first level and increases by 1,000 points per level to a maximum of 13,000 points. Each time a section of the maze is destroyed, your wall bonus decreases by 200 points.

After each level is a Timed Bonus Rack. There are 8 aliens per bonus rack, each worth 500 points. Shoot the aliens as fast as possible for maximum bonus. The aliens seen in the bonus rack will be the alien encountered in the next maze level.

In every maze is the freeze target (located at the lower center of the screen). The freeze target, when hit, momentarily stops the movement of the aliens on the screen (time stopped is adjustable). The number of freezes the game starts with is adjustable from 1 to 4. (See Dip Switch Chart) Extra freezes awarded at Freeze Level (See Dip Switch Chart for Adjustment).

DESCRIPTION OF ALIENS (In their order of appearance).

- Tongue - Seeks the ship
- Disc - Seeks the ship
- Robot - Seeks the ship
- Hopper - Hops over walls
- Eyeball - Randomly blinks, making themselves almost invisible
- Jack - Seeks the ship
- Ram - Seeks the ship
- Snake - Seeks the ship
- Looper - Small target which is constantly spinning
- Drill - Drills into ground and comes up in a different part of the maze.
- Shield - Opens and closes. When the shield is closed, it can't be hit.
- Bridger - Builds bridges that it and other aliens go under. When under bridges, aliens can't be shot.

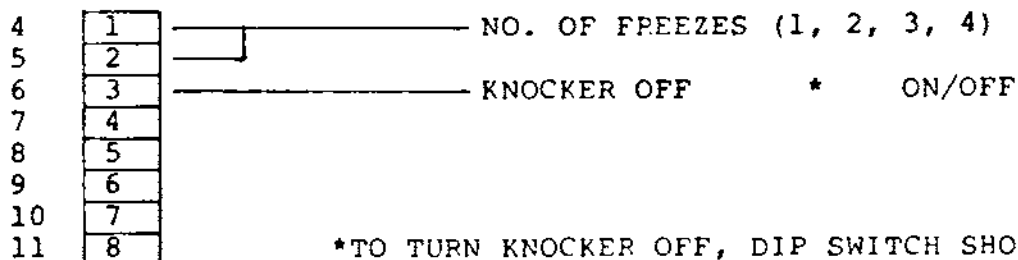
SPECIAL NUISANCE ALIENS

- Jaws - Appear randomly in different levels. The jaws eat walls and decrease your wall bonus.
- Gunners - Appear randomly in different levels. The gunners shoot walls and decrease your wall bonus.

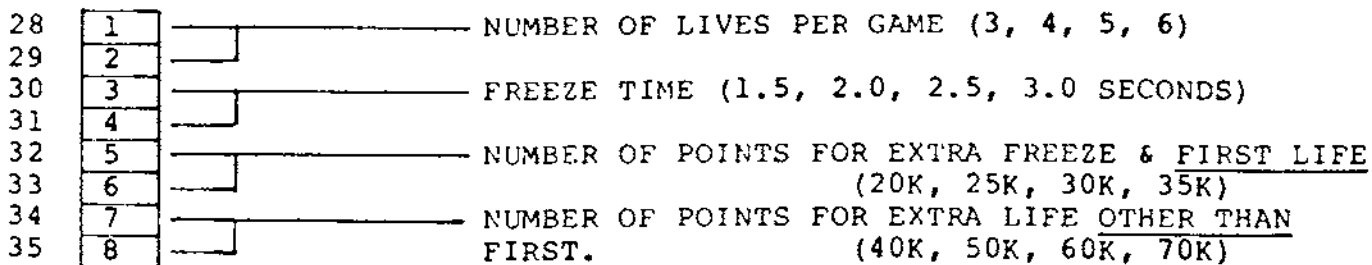
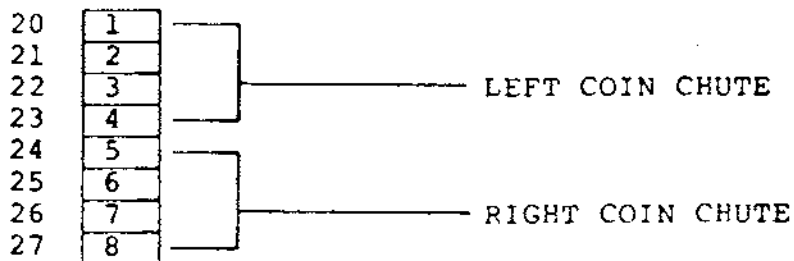
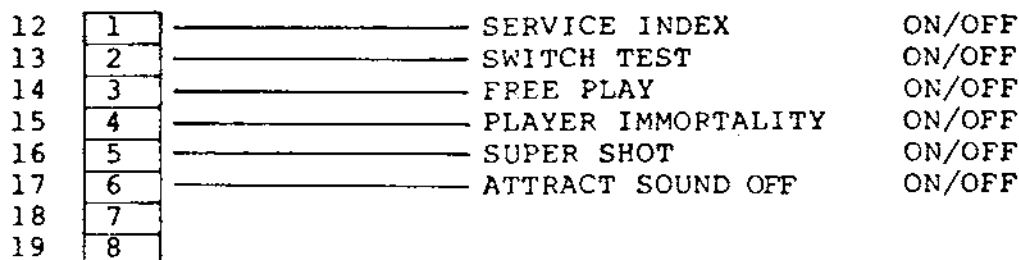
SECTION II: GAME ADJUSTMENTS

All dip switches used for game adjustments are located on the ZPU-2000 board. The ZPU-2000 board is the bottom board in the card cage.

ZPU-2000 DIP SWITCH DESIGNATION



*TO TURN KNOCKER OFF, DIP SWITCH SHOULD BE IN "ON" POSITION



SECTION II:

GAME ADJUSTMENTS (Cont'd)

Page -2-

<u>NUMBER OF FREEZES:</u>	<u>NUMBER</u>	<u>SWITCH 4</u>	<u>SWITCH 5</u>
	1	OFF	OFF
	2	ON	OFF
	3	OFF	ON
	4	ON	ON

<u>GUN KNOCKER</u>	<u>DIP SWITCH 6</u>
ON	OFF
OFF	ON

<u>FREE PLAY</u>	<u>DIP SWITCH 14</u>
YES	ON
NO	OFF

<u>PLAYER IMMORTALITY</u>	<u>DIP SWITCH 15</u>
YES	ON
NO	OFF

Used for test purposes, in this mode your player is never destroyed.

<u>SUPER SHOT</u>	<u>DIP SWITCH 16</u>
YES	ON
NO	OFF

Used for test purposes, in this mode pushing the Player One button clears all aliens visible on the screen at the time. More than one push may be needed to clear all aliens from a level.

<u>ATTRACT MODE SOUND OFF</u>	<u>DIP SWITCH 17</u>
ON	OFF
OFF	ON

NUMBER OF LIVES PER GAME:	<u>LIVES</u>	<u>SWITCH 28</u>	<u>SWITCH 29</u>
	3	OFF	OFF
	4	ON	OFF
	5	OFF	ON
	6	ON	ON

FREEZE TIME:	<u>TIME</u>	<u>SWITCH 30</u>	<u>SWITCH 31</u>
	1.5	OFF	OFF
	2.0	ON	OFF
	2.5	OFF	ON
	3.0	ON	ON

NUMBER OF POINTS FOR EXTRA FREEZE AND FIRST LIFE:

<u>POINTS</u>	<u>SWITCH 32</u>	<u>SWITCH 33</u>
20K	OFF	OFF
25K	ON	OFF
30K	OFF	ON
35K	ON	ON

This switch setting awards extra freezes at the point value set and multiplies thereof. This switch setting also awards First Extra Life Only. (To set the next level, see Switch Settings Below).

NUMBER OF POINTS FOR EXTRA LIFE OTHER THAN FIRST:

<u>POINTS</u>	<u>SWITCH 34</u>	<u>SWITCH 35</u>
40K	OFF	OFF
50K	ON	OFF
60K	OFF	ON
70K	ON	ON

This switch setting awards subsequent lives. It awards extra lives by adding the point value set to the Previous Fxtra Life Value. Example: First Life set at 20,000 points, Second Life set at 50,000 points. Then the first life awarded will be at 20,000 points, the second life awarded at 70,000 points, the third at 120,000 points, etc.

COIN SWITCH SETTINGS:

COIN		SWITCHES				CREDITS	COIN
LEFT CHUTE	23	22	21	20	OFF1	
RIGHT CHUTE	27	26	25	24	OFF2	
					OFF3	
					OFF4	
					OFF5	1
					OFF6	
					OFF7	
					OFF10	
					ON14	

COIN		SWITCHES			
LEFT CHUTE	23	22	21	20	
RIGHT CHUTE	27	26	25	24	

		SEQUENCE OF CREDITS PER COIN					
		CREDITS	COIN	1	2	3	4
ON	OFF	OFF	ON1201
ON	OFF	ON	OFF3212
ON	OFF	ON	ON5205
ON	ON	OFF	OFF7207
ON	ON	OFF	ON3401 0 2
ON	ON	ON	OFF5411 1 2
ON	ON	ON	ON7412 1 3

IF BOTH COIN CHUTES ARE ADJUSTED THE SAME FOR MULTIPLE COINS, CREDITS WILL INCREASE AS IF DROPPED IN SAME CHUTE.

SECTION III: SERVICE MODES

Your game is using the new Color Frame Buffer (C.F.B.) Hardware System, one of more advanced systems available in the business today.

The CFB provides three service modes:

- (1) Power on self test for each board
- (2) Service Index
- (3) Switch Test

I. POWER ON SELF TEST:

There are three boards in the C.F.B. System:

- 1) ZPU-2000
- 2) CFB-1000
- 3) VSB-2000

Each board has its own test L.E.D. and each board goes through its own self test on power-up. Each flash checks a particular section of the board. The L.E.D. flashes upon completion of a test.

Listed below, by board, is the sequence of flashes of the L.E.D. and what section of the board is being checked.

ZPU-2000:

9 Flashes:

- 1st = Z80 microprocessor
- 2nd = Rom 0 position 1H
- 3rd = Rom 1 position 2H
- 4th = Rom 2 position 3H
- 5th = Rom 3 position 4H
- 6th = Scratch Ram 6C
- 7th = Bookkeeping 6F
- 8th = VSB/ZPU Port Communication

ZPU Board must be able to "talk" and "listen" to the VSB Board to complete this test.

- 9th = Shared Ram Test

Chip located position 3F on CFB Board. ZPU Board must be able to "talk" to the CFB Board to complete this test.

CFB-1000:

8 Flashes:

- 1st = Z80 Microprocessor
 - 2nd = Rom 0 Program Prom 7F
 - 3rd = Rom 2 Pattern Prom 8K
 - 4th = Rom 3 Pattern Prom 10X
 - 5th = Rom 4 Pattern Prom 11K
 - 6th = Parameter Ram 13K
 - 7th = Custom Video Controller
 - 8th = Shared Ram Position 3F
- CFB Board must be able to "talk" and "listen" to the ZPU Board to complete this test.

VSB-2000:

6 Flashes:

- 1st = Z80 Microprocessor
 - 2nd = Rom 0 Program Prom (2D)
 - 3rd = Rom 1 Program Prom (4D)
 - 4th = VSB/ZPU Port Communication
- VSB Board must be able to "talk" and "listen" to ZPU Board to complete this test.
- 5th = Scratch Ram L.S.N. (4E)
 - 6th = Scratch Ram M.S.N. (5E)

II. SERVICE INDEX:

Access into the Service Index can be made by turning Switch No. 12 of the ZPU Board on OR by holding the Service Index Interlock Switch closed during power-up. (Service Index Interlock Switch is located in upper right hand corner of the drawer by the power transformer).

SERVICE INDEX
ON
OFF

DIP 12
ON
OFF

The service index displays seven (7) categories on the screen, that provide access to Bookkeeping Information, Game and Coin Adjustment Settings, and Various Diagnostic Tests.

A. The categories in the service index are listed below:

- 01 Bookkeeping
- 02 Game Adjustment
- 03 Credit/Coin Adjustment
- 04 Monitor Test
- 05 Sound Test
- 06 Gun Adjustment Mode
- 07 Game Play Statistics

B. Selecting a category:

To select a category you:

- (1) push the Player One button to move the Red Bar up the index.
- (2) push the Player Two button to move the Red Bar down the index.
- (3) To select a category push the Fire Button on the gun.
- (4) To exit from a category, push the Fire Button on the gun.

C. Description of Categories:

01 Bookkeeping: The Bookkeeping category contains information on:

- (1) Total plays
- (2) Coins through the left coin chute.
- (3) Coins through the right coin chute.
- (4) Total seconds played
- (5) Longest game in seconds
- (6) Shortest game in seconds
- (7) Highest game score
- (8) Highest rack played

To reset the categories back to zero, push switch number two (2) on the ZPU-2000 Board (See ZPU illustration, Sec. 4). This resets all categories except number 7, highest game score, this is handled separately.

NOTE: Number 6, shortest game in seconds is reset to 99.

HIGHEST GAME SCORE:

The CFB System displays twenty (20) high scores in two different categories; All Time and Today.

Scores in the Today column are reset every time the machine is turned off.

Scores in the All Time column are retained in memory and are not reset when the machines is turned off.

Scores in the All Time Column, can be cleared One At A Time by pushing Switch Number One on the ZPU-200 Board (See ZPU Illustration Sec. 4). Each push of Switch One clears the highest score of the group and all other scores move up. To clear the entire column push Switch One, ten (10) times.

02 Game Adjustments:

Displays how a particular adjustment has been set, the dip switches controlling that function, and the status of those switches.

03 Credit/Coin Adjustments:

Show what Coin/Credit combination has been set for both the Left and Right Coin Chutes, and which switches control each chute.

04 Monitor Test:

Displays a Red, Blue, Green or Crosshatch pattern on the screen for monitor adjustments.

To change screens, push the Player One button.

05 Sound Test:

Allows you to test each sound of the game individually. To do this use either the Player One or Player Two buttons to call up the number of the sound (See Chart) you want to test. Pushing the Fire Button on the gun creates the sound.

To exit the Sound Test, call up position number 23 (Exit Sound Test) and push the Fire Button on the gun.

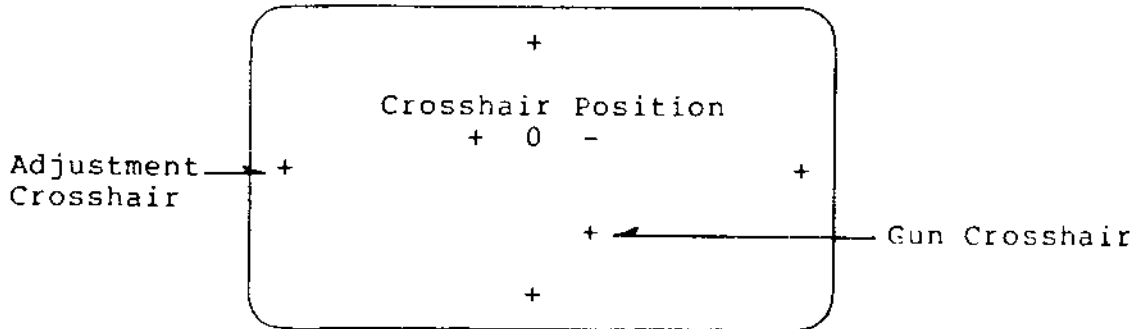
LIST OF GAME SOUNDS:

01	N/U
02	Credit
03	Game Start
04	Extra Life
05	Saucer lift-off
06	Bonus score add sound
07	Saucer flying
08	Saucer Zapping life
09	Game over
10	Aliens coming onto screen
11	Aliens entering ship
12	
13	Gun sound
14	Alien hit sound
15	Wall hit sound
16	N/U
17	Saucer exploding
18	Freeze target hit sound
19	Thaw out sound
20	Typing sound
21	Title page, sound of yellow line going through letters.
22	Title page, sound of yellow line when through letters.
23	Exit sound test

06 Gun Adjustment Mode:

This mode allows you to adjust the position of the shot on the screen.

CAUTION: Right, Left, Top, Bottom is the proper adjustment sequence. It must be followed for proper adjustment.



To adjust the gun shot, move the gun crosshair to the right adjustment crosshair first.

Using the adjustment tool, included in the service envelope, adjust Pot R1 on the UIB Board (located behind the gun access panel) (For location and identification of UIB trim pots, see UIB illustration in Sec. IV).

Adjust the pot until the 0 of the crosshair position turns from green to red. For proper final adjustment, the 0 of the crosshair position should be red, and the + and - should be green.

To complete the gun adjustment, adjust;

Left, Pot R2 on UIB Board
Top, Pot R3 on UIB Board
Bottom, Pot R4 on UIB Board

in that order.

NOTE: Only one of the adjustment crosshairs is on the screen at a time. To move the crosshair to the next position push the Player One button.

To exit test, push the Fire Button on the gun.

07 Game Play Statistics:

This category contains information on:

(1) Range of scores:

This page shows the range of scores achieved in 10K points increments. It displays values from 0 to 140K points. It also shows how many times each level was reached.

(2) Range of times:

This page shows the range of time played, in minutes. Times shown are from 0 to 14 minutes and increase at one minute intervals.

(3) Range of racks:

This page shows the number of times the highest rack per game was reached.

Pushing the Player One Button changes the display to the next page.

Pushing the Player Two Button clears the page being displayed back to zero.

SECTION III

SWITCH TEST

The switch test can be turned on two different ways:

- (1) By turning switch number 13 of the ZPU Board on and pushing the Reset Button (SW3).
- (2) Holding the Player One start button closed during power-up.

0 = Switch open

1 = Switch closed

<u>SWITCH</u>	<u>STROBE</u>	<u>BIT</u>
Player One	5	2
Player Two	5	3
Fire Button	5	4
Right Coin Switch	5	0
Left Coin Switch	5	1
ZPU Switch 1	0	6
ZPU Switch 2	0	7
Dip Switch 4	4	0
Dip Switch 5	4	1
Dip Switch 6	4	2
Dip Switch 7	4	3
Dip Switch 8	4	4
Dip Switch 9	4	5
Dip Switch 10	4	6
Dip Switch 11	4	7
Dip Switch 12	3	0
Dip Switch 13	3	1
Dip Switch 14	3	2
Dip Switch 15	3	3
Dip Switch 16	3	4
Dip Switch 17	3	5
Dip Switch 18	3	6
Dip Switch 19	3	7
Dip Switch 20	2	0
Dip Switch 21	2	1
Dip Switch 22	2	2
Dip Switch 23	2	3
Dip Switch 24	2	4
Dip Switch 25	2	5
Dip Switch 26	2	6
Dip Switch 27	2	7
Dip Switch 28	1	0
Dip Switch 29	1	1
Dip Switch 30	1	2
Dip Switch 31	1	3
Dip Switch 32	1	4
Dip Switch 33	1	5
Dip Switch 34	1	6
Dip Switch 35	1	7

Horizontal movement of gun is Strobe 6, Bits 0 - 7.
Movement is from 0000 0000 to 1111 1111

Vertical movement of gun is Strobe 7, Bits 0 - 7
Movement is from 0000 0000 to 1111 1111.

MAZERBLAZER

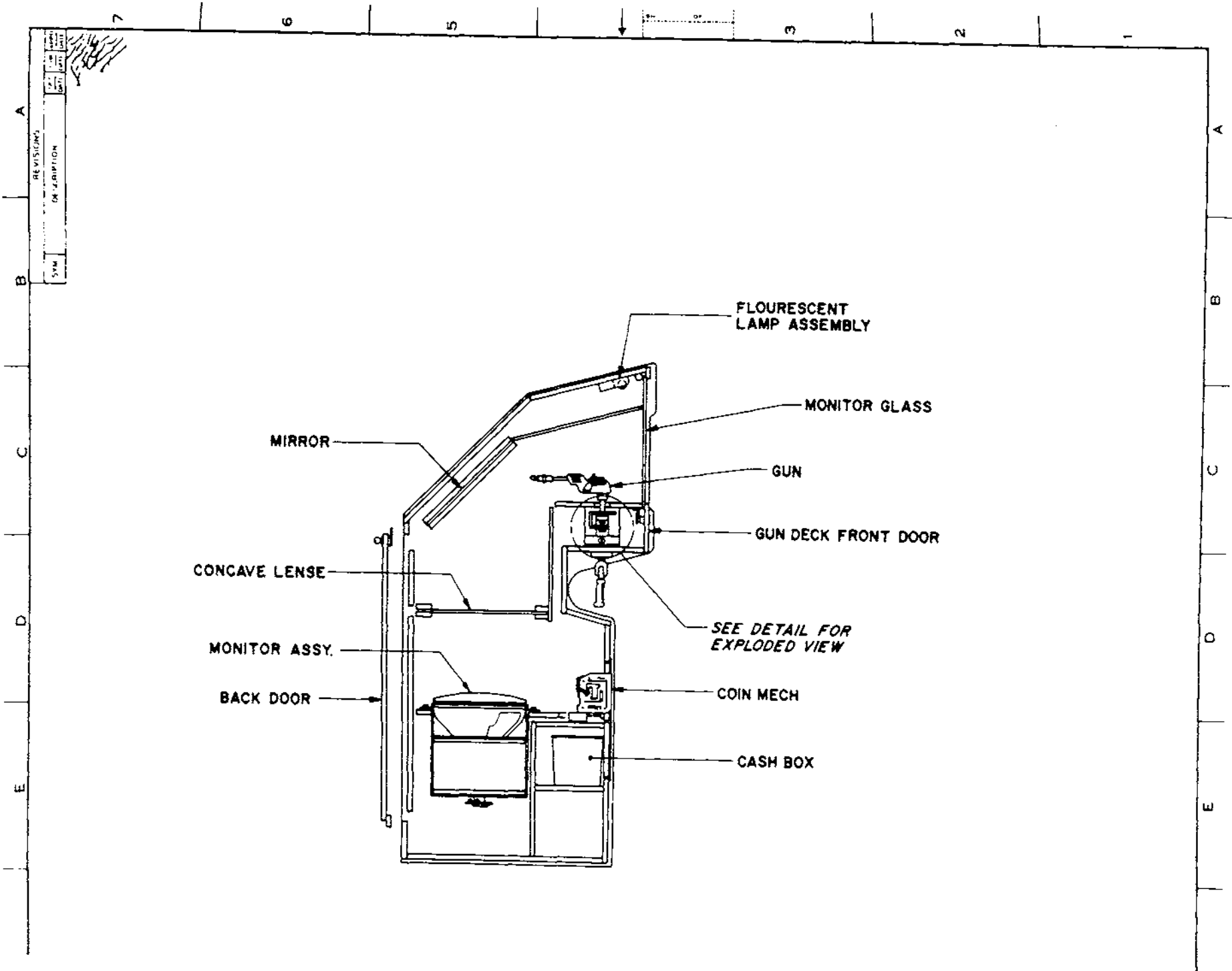


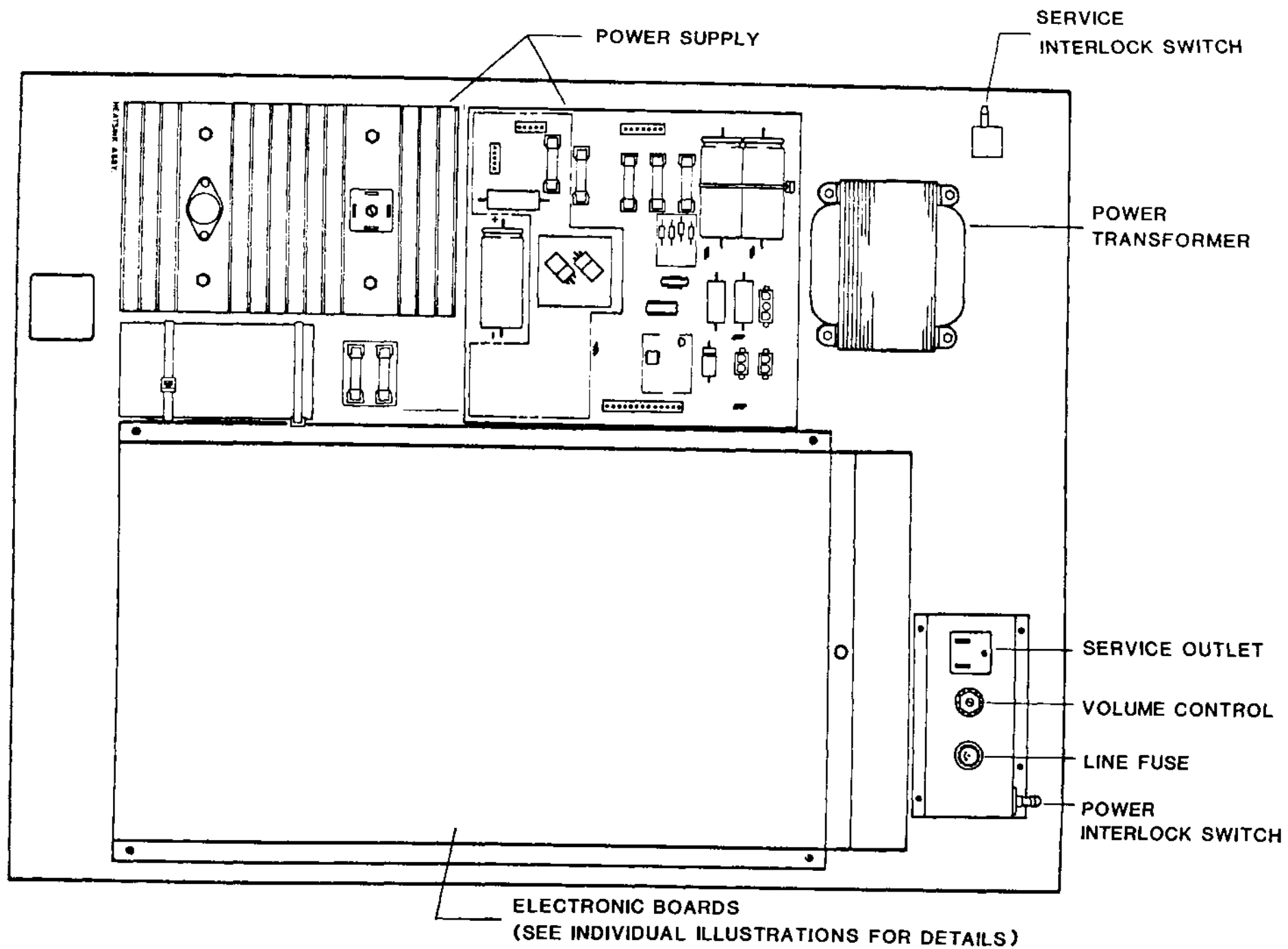
NOTE
*This staple temporarily holds
the schematic package together.
Remove the staple before using
these schematics.*

Schematic Package Supplement

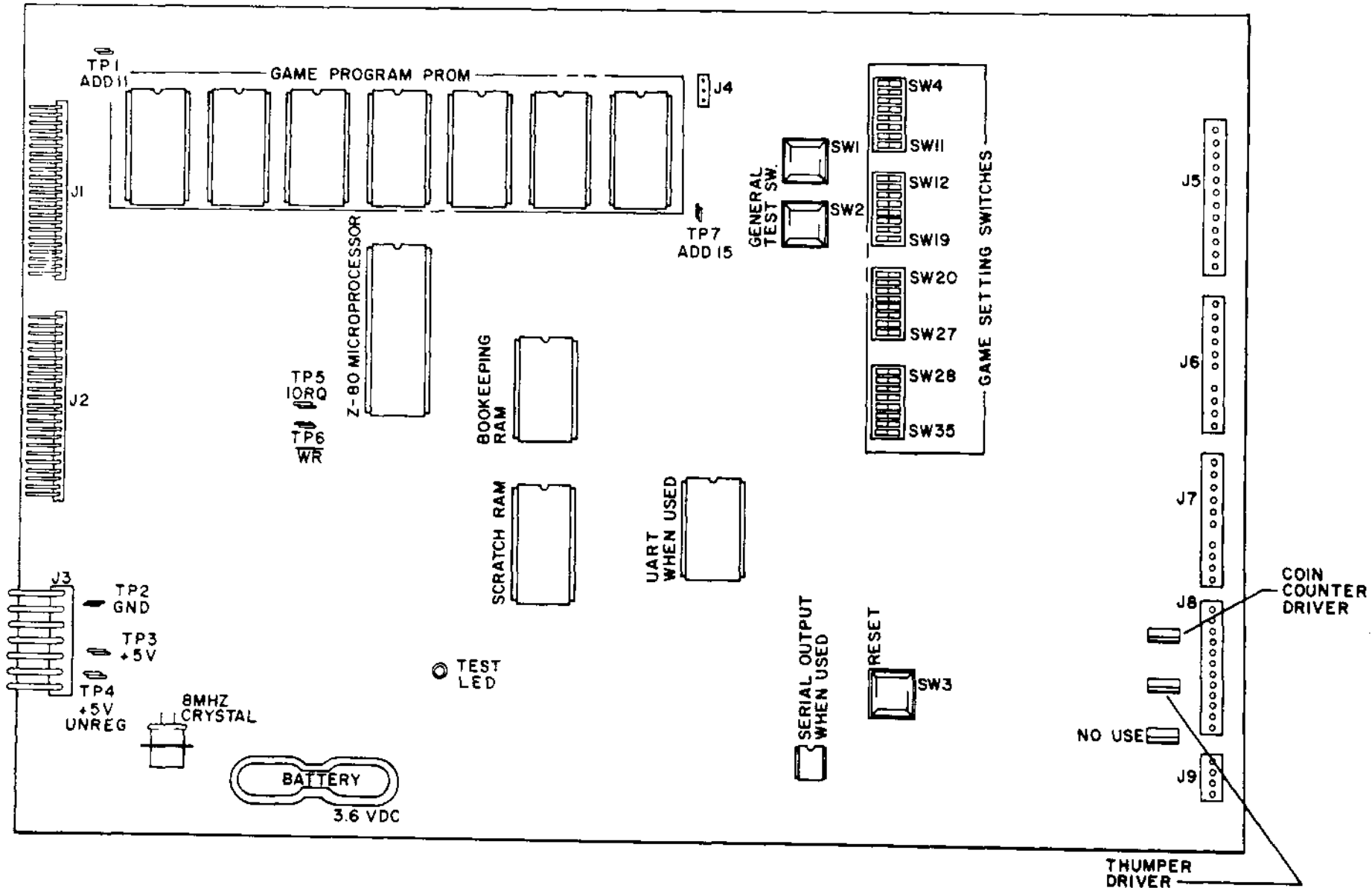
ATARI INC., 1983

MB. SP.—001
1st Printing

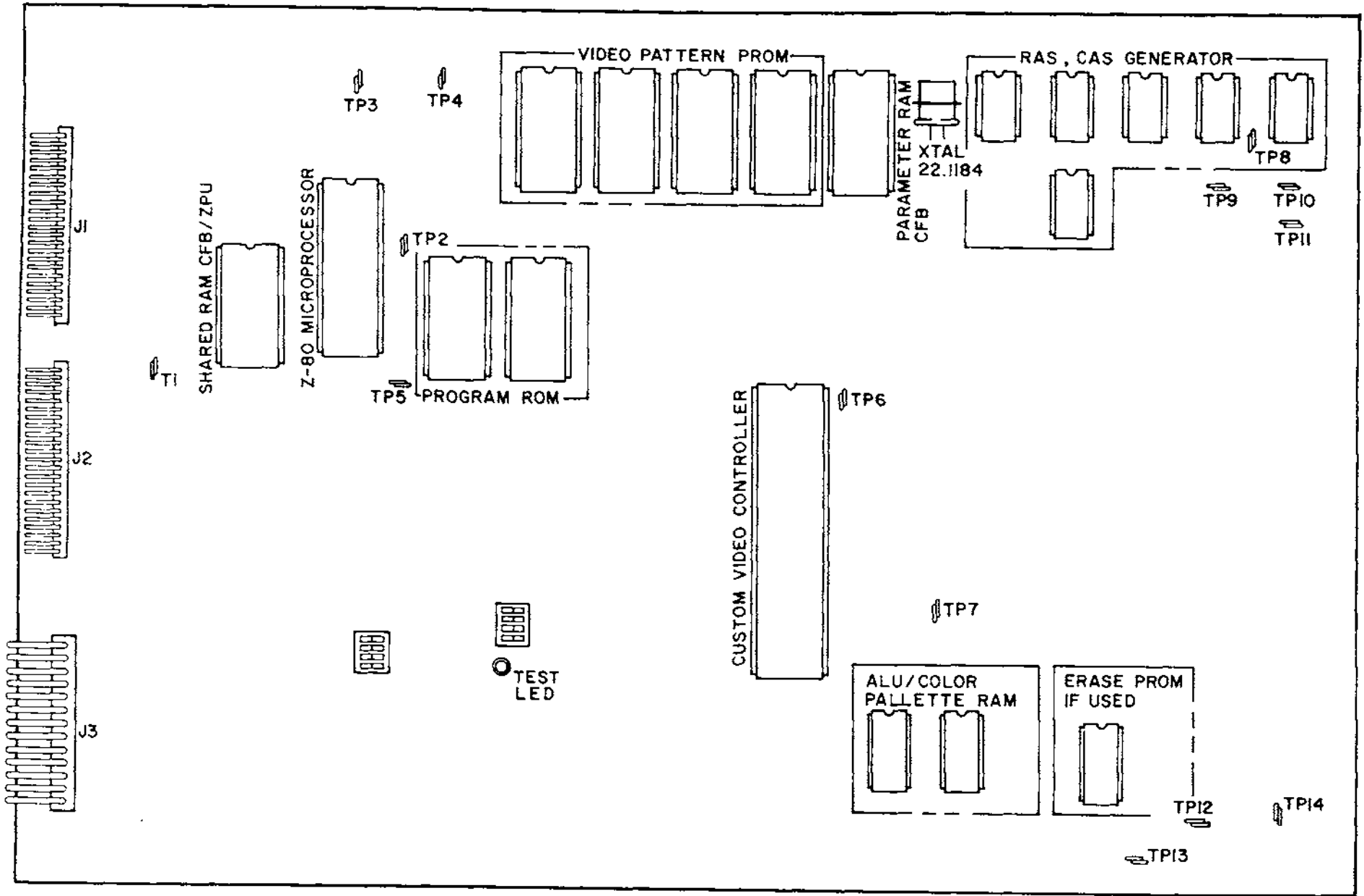




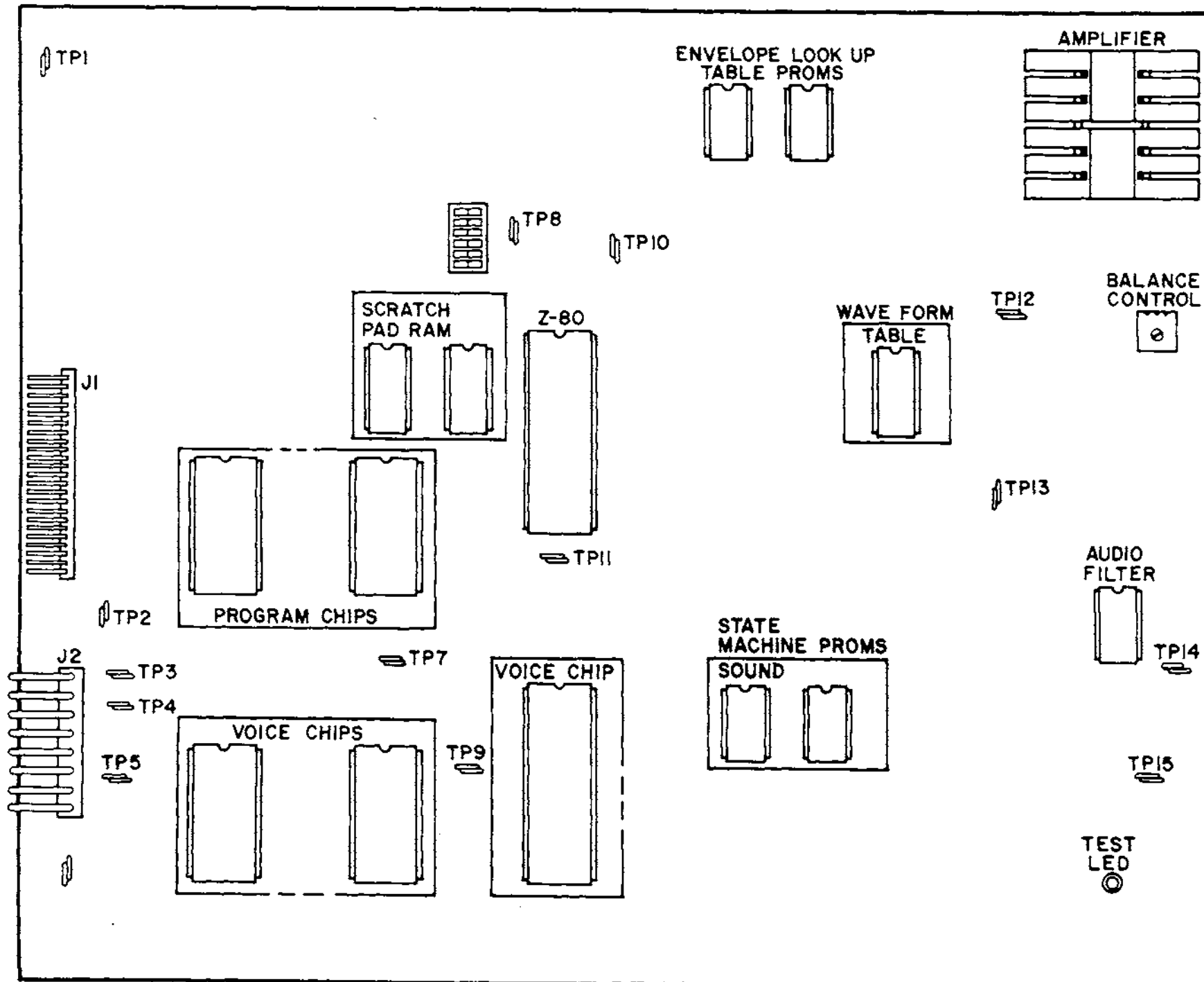
ZPU P.C. BOARD



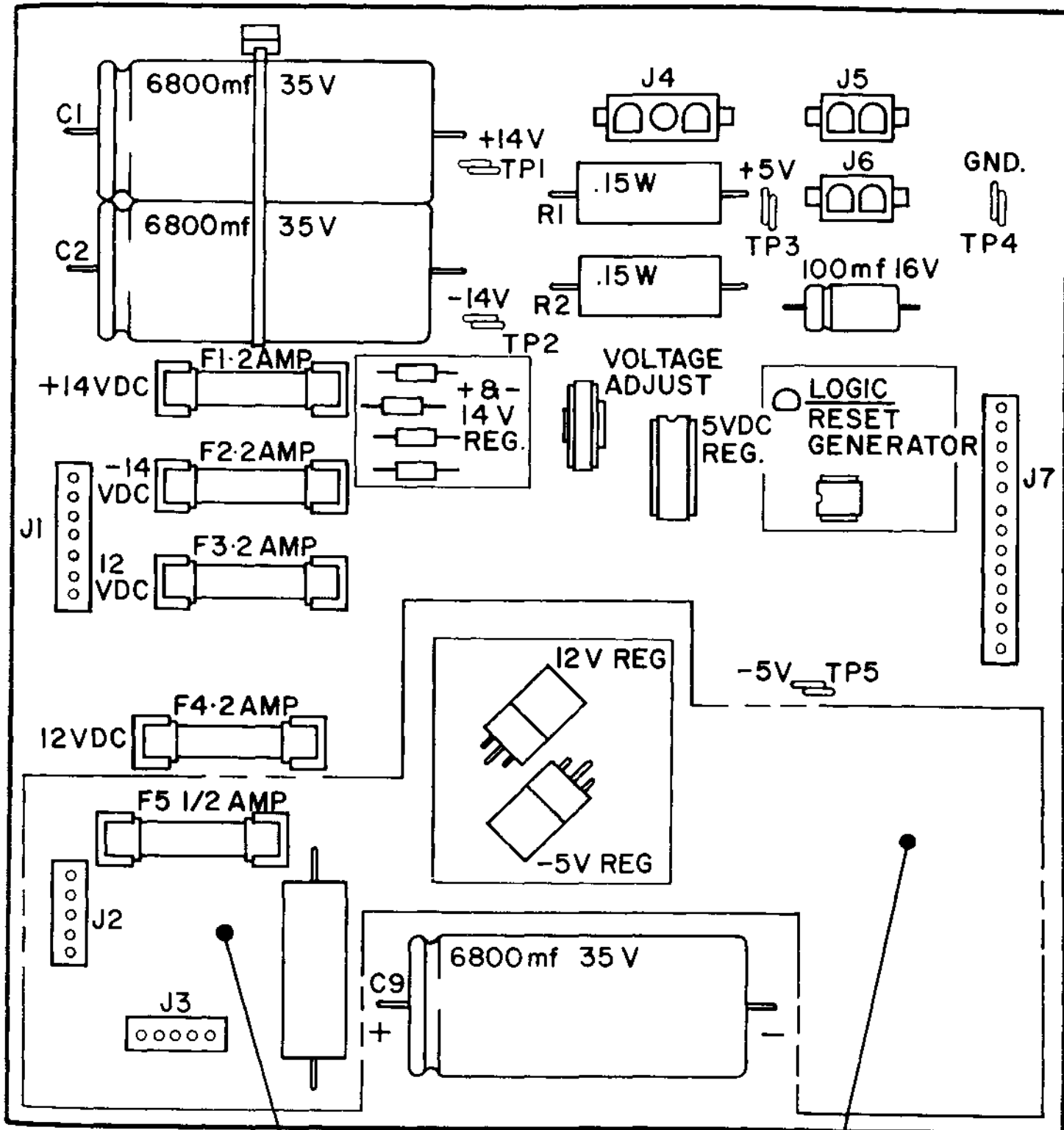
CFB-1000 P.C. BOARD



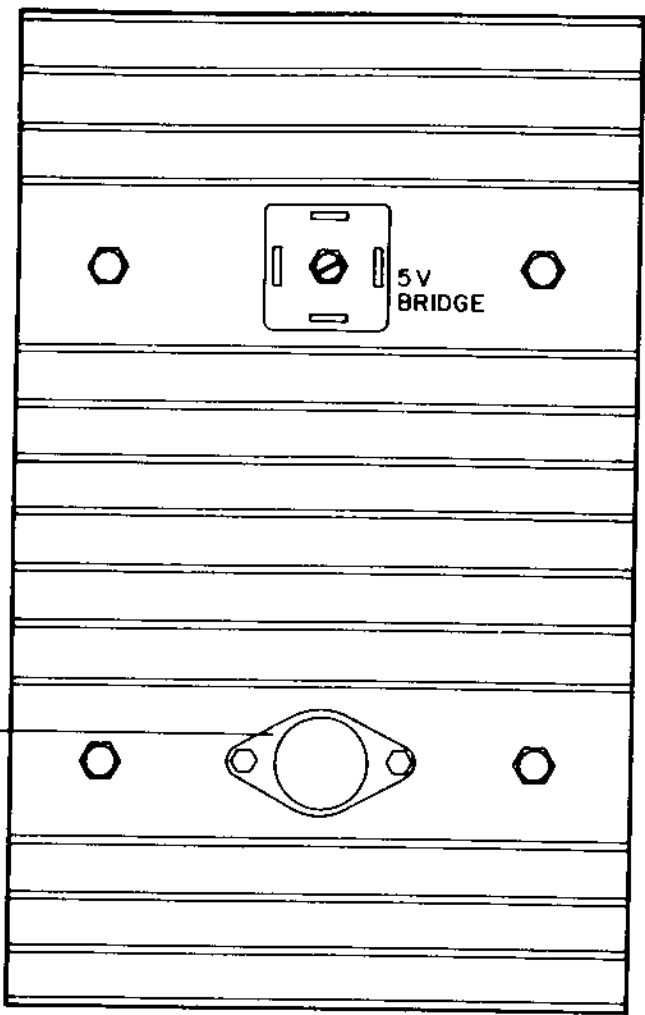
VSB-2000 P.C.B.



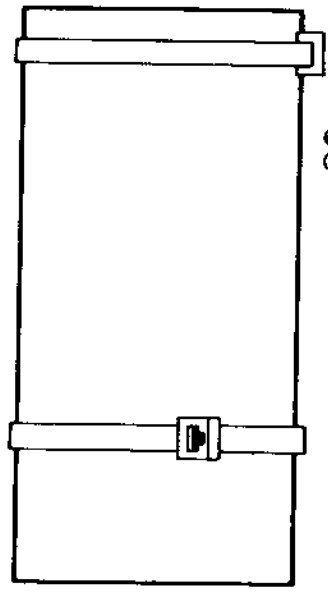
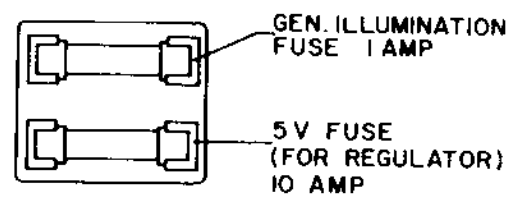
PS-1400 P.C.BOARD



THIS SECTION OF P.C. BOARD
NOT USED FOR MAZER BLAZER



HEATSINK ASSY.



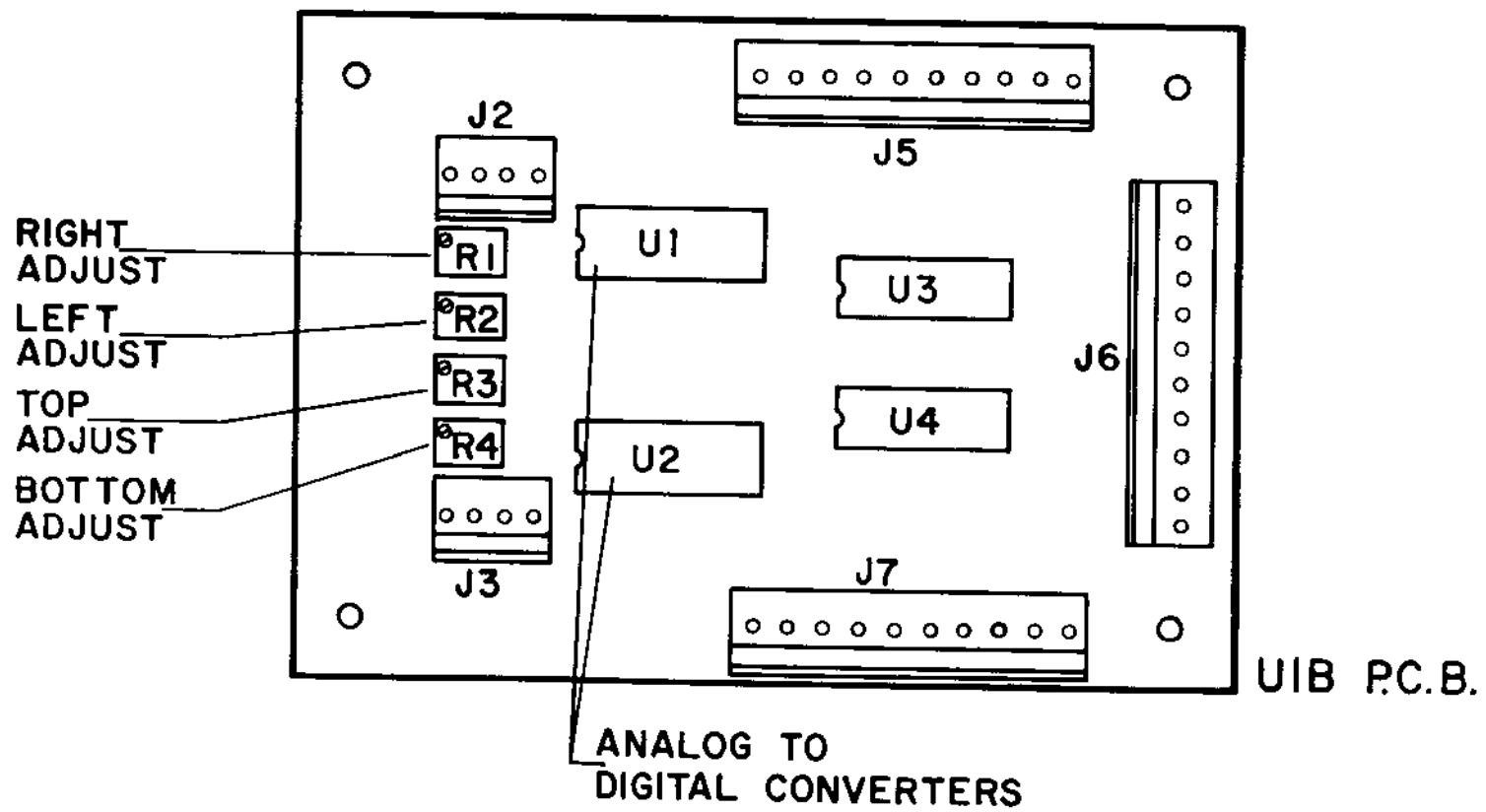
68000mf - 20V
CAPACITOR

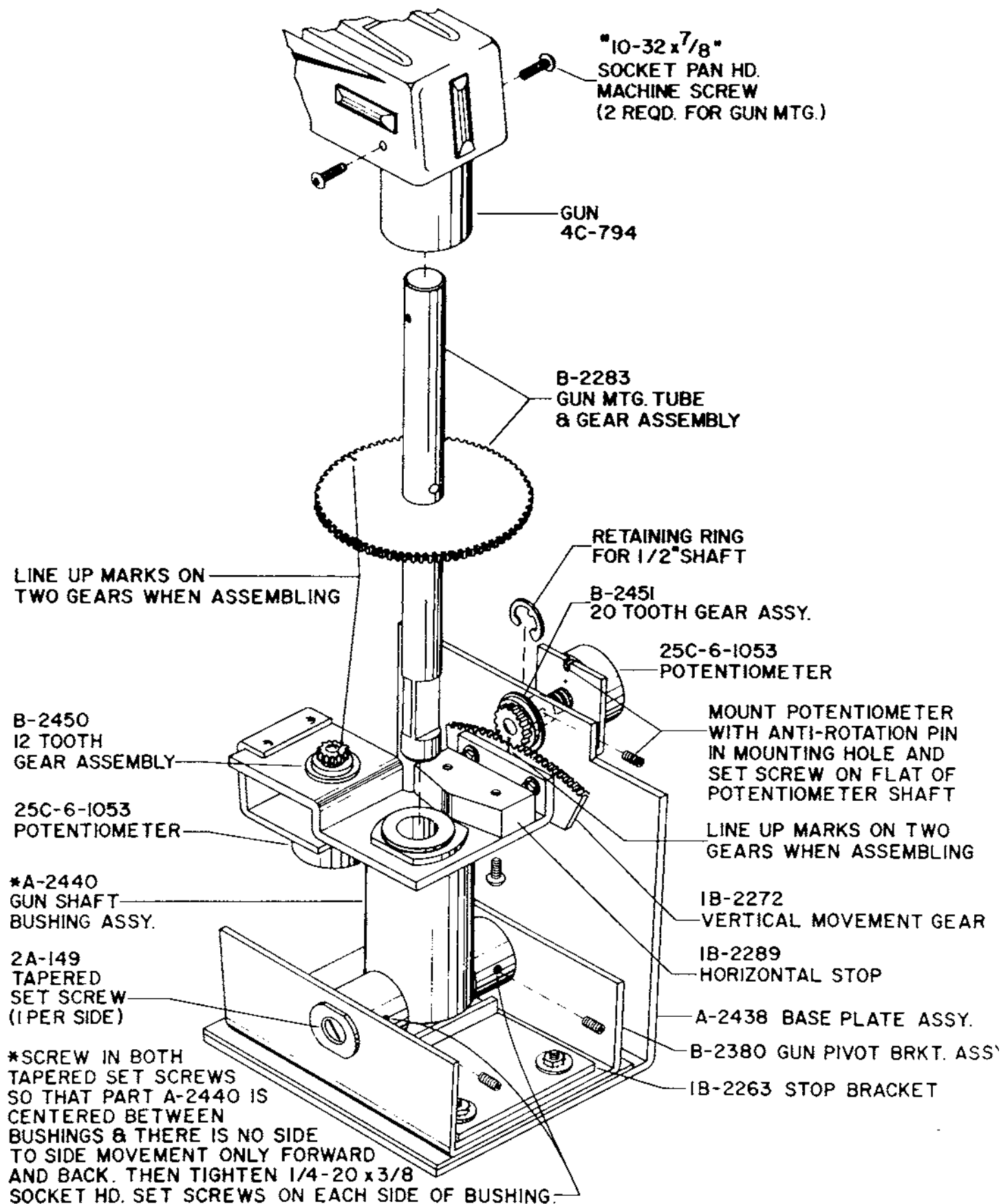
5V
VOLTAGE
REGULATOR

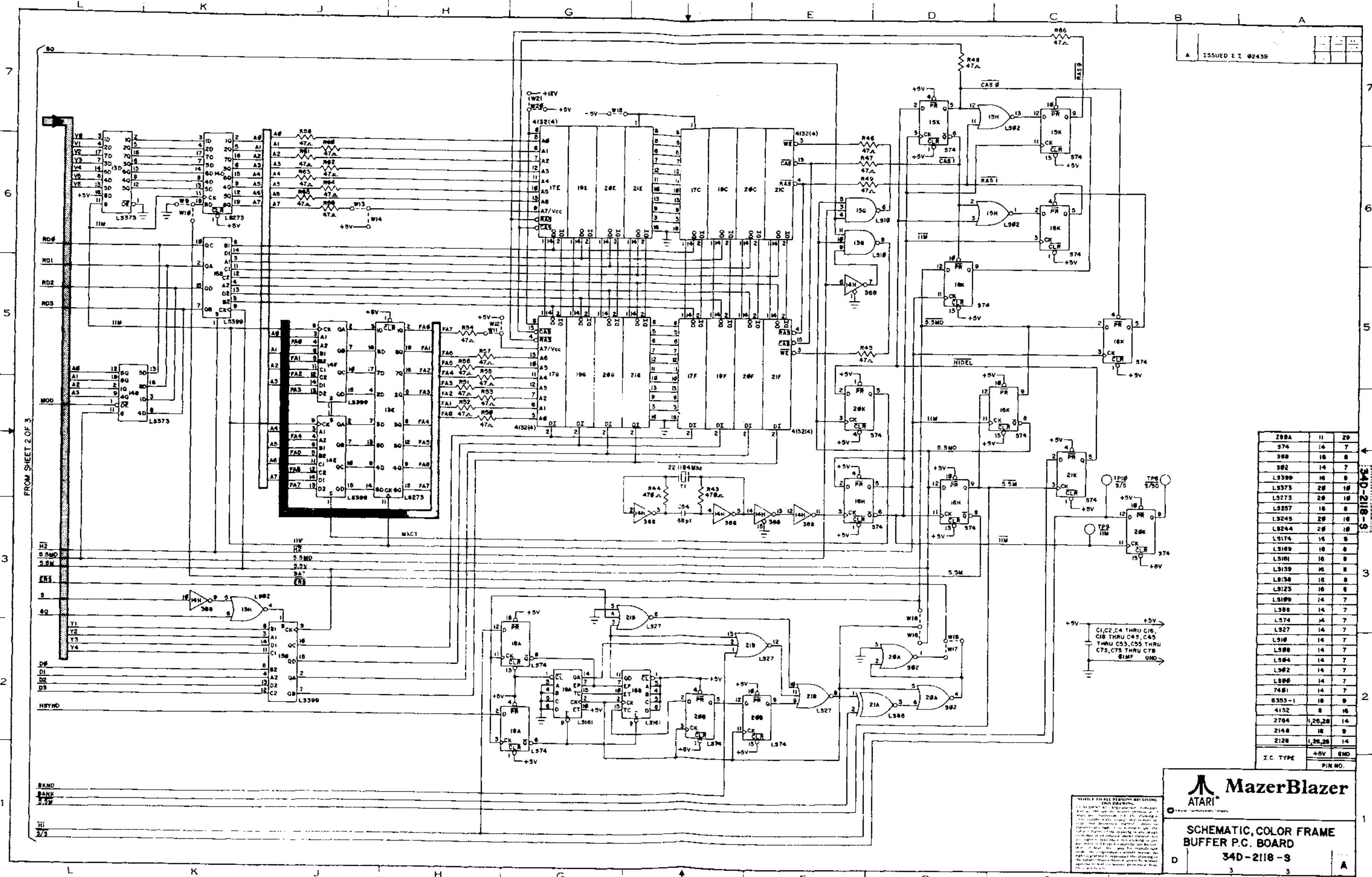
5V
BRIDGE

GEN. ILLUMINATION
FUSE 1 AMP

5V FUSE
(FOR REGULATOR)
10 AMP







FROM SHEET 2 OF 3

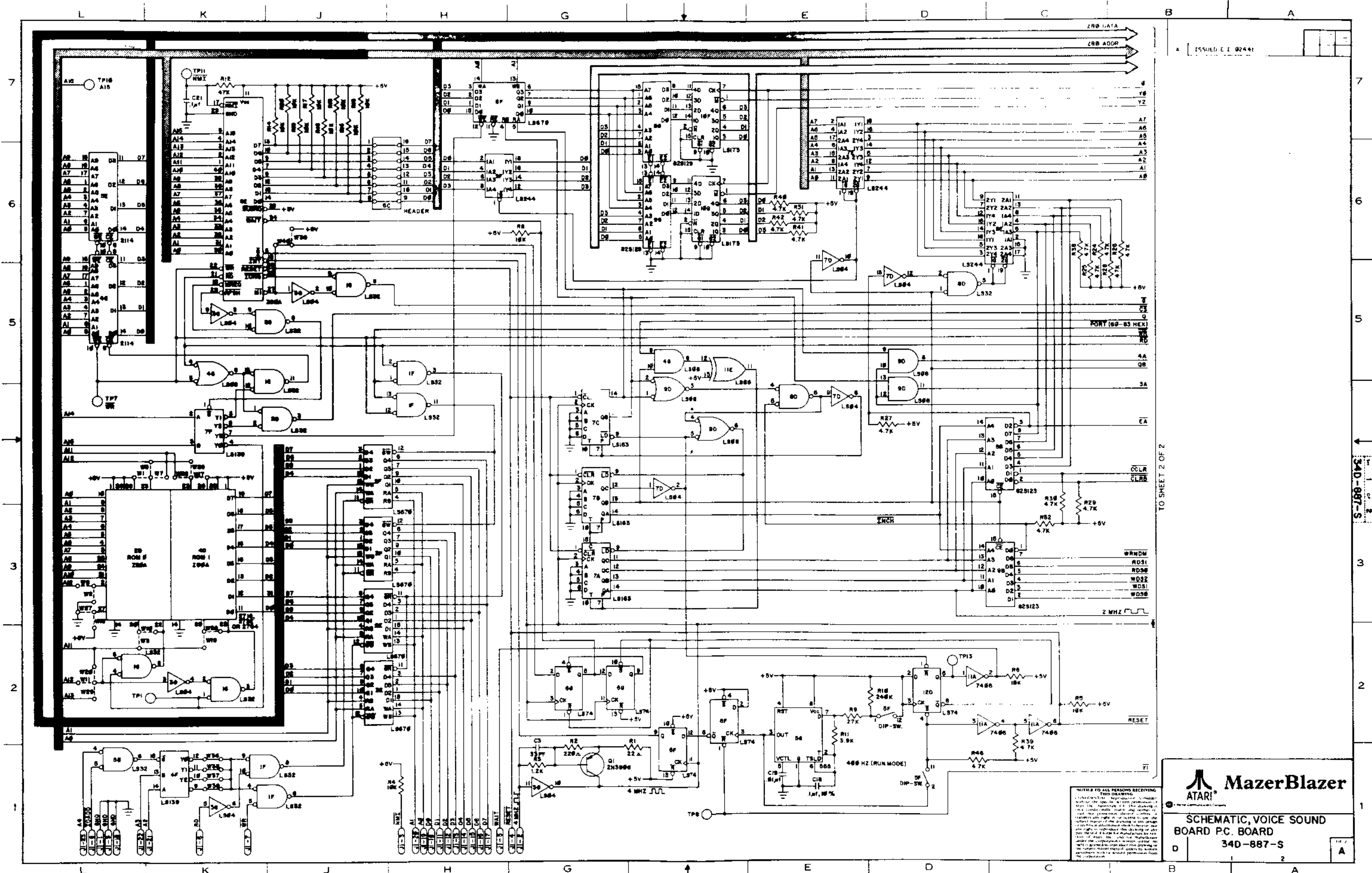
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LS28	14	U25, U26, U27, U28, U29, U30, U31, U32, U33, U34, U35, U36, U37, U38
LS29	14	U39, U40, U41, U42, U43, U44, U45, U46, U47, U48, U49, U50, U51, U52
LS30	14	U53, U54, U55, U56, U57, U58, U59, U60, U61, U62, U63, U64, U65
LS31	14	U66, U67, U68, U69, U70, U71, U72, U73, U74, U75, U76, U77, U78
LS32	14	U79, U80, U81, U82, U83, U84, U85, U86, U87, U88, U89, U90, U91, U92
LS33	14	U93, U94, U95, U96, U97, U98, U99, U100, U101, U102, U103, U104
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LS37	14	U144, U145, U146, U147, U148, U149, U150, U151, U152, U153, U154, U155, U156
LS38	14	U157, U158, U159, U160, U161, U162, U163, U164, U165, U166, U167, U168, U169
LS39	14	U170, U171, U172, U173, U174, U175, U176, U177, U178, U179, U180, U181, U182
LS40	14	U183, U184, U185, U186, U187, U188, U189, U190, U191, U192, U193, U194, U195
LS41	14	U196, U197, U198, U199, U200, U201, U202, U203, U204, U205, U206, U207, U208
LS42	14	U209, U210, U211, U212, U213, U214, U215, U216, U217, U218, U219, U220, U221
LS43	14	U222, U223, U224, U225, U226, U227, U228, U229, U230, U231, U232, U233, U234
LS44	14	U235, U236, U237, U238, U239, U240, U241, U242, U243, U244, U245, U246, U247
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LS63	14	U482, U483, U484, U485, U486, U487, U488, U489, U490, U491, U492, U493, U494
LS64	14	U495, U496, U497, U498, U499, U500, U501, U502, U503, U504, U505, U506, U507
LS65	14	U508, U509, U510, U511, U512, U513, U514, U515, U516, U517, U518, U519, U520
LS66	14	U521, U522, U523, U524, U525, U526, U527, U528, U529, U530, U531, U532, U533
LS67	14	U534, U535, U536, U537, U538, U539, U540, U541, U542, U543, U544, U545, U546
LS68	14	U547, U548, U549, U550, U551, U552, U553, U554, U555, U556, U557, U558, U559
LS69	14	U560, U561, U562, U563, U564, U565, U566, U567, U568, U569, U570, U571, U572
LS70	14	U573, U574, U575, U576, U577, U578, U579, U580, U581, U582, U583, U584, U585
LS71	14	U586, U587, U588, U589, U590, U591, U592, U593, U594, U595, U596, U597, U598
LS72	14	U599, U600, U601, U602, U603, U604, U605, U606, U607, U608, U609, U610, U611
LS73	14	U612, U613, U614, U615, U616, U617, U618, U619, U620, U621, U622, U623, U624
LS74	14	U625, U626, U627, U628, U629, U630, U631, U632, U633, U634, U635, U636, U637
LS75	14	U638, U639, U640, U641, U642, U643, U644, U645, U646, U647, U648, U649, U650
LS76	14	U651, U652, U653, U654, U655, U656, U657, U658, U659, U660, U661, U662, U663
LS77	14	U664, U665, U666, U667, U668, U669, U670, U671, U672, U673, U674, U675, U676
LS78	14	U677, U678, U679, U680, U681, U682, U683, U684, U685, U686, U687, U688, U689
LS79	14	U690, U691, U692, U693, U694, U695, U696, U697, U698, U699, U700, U701, U702
LS80	14	U703, U704, U705, U706, U707, U708, U709, U710, U711, U712, U713, U714, U715
LS81	14	U716, U717, U718, U719, U720, U721, U722, U723, U724, U725, U726, U727, U728
LS82	14	U729, U730, U731, U732, U733, U734, U735, U736, U737, U738, U739, U740, U741
LS83	14	U742, U743, U744, U745, U746, U747, U748, U749, U750, U751, U752, U753, U754
LS84	14	U755, U756, U757, U758, U759, U760, U761, U762, U763, U764, U765, U766, U767
LS85	14	U768, U769, U770, U771, U772, U773, U774, U775, U776, U777, U778, U779, U780
LS86	14	U781, U782, U783, U784, U785, U786, U787, U788, U789, U790, U791, U792, U793
LS87	14	U794, U795, U796, U797, U798, U799, U800, U801, U802, U803, U804, U805, U806
LS88	14	U807, U808, U809, U810, U811, U812, U813, U814, U815, U816, U817, U818, U819
LS89	14	U820, U821, U822, U823, U824, U825, U826, U827, U828, U829, U830, U831, U832
LS90	14	U833, U834, U835, U836, U837, U838, U839, U840, U841, U842, U843, U844, U845
LS91	14	U846, U847, U848, U849, U850, U851, U852, U853, U854, U855, U856, U857, U858
LS92	14	U859, U860, U861, U862, U863, U864, U865, U866, U867, U868, U869, U870, U871
LS93	14	U872, U873, U874, U875, U876, U877, U878, U879, U880, U881, U882, U883, U884
LS94	14	U885, U886, U887, U888, U889, U890, U891, U892, U893, U894, U895, U896, U897
LS95	14	U898, U899, U900, U901, U902, U903, U904, U905, U906, U907, U908, U909, U910
LS96	14	U911, U912, U913, U914, U915, U916, U917, U918, U919, U920, U921, U922, U923
LS97	14	U924, U925, U926, U927, U928, U929, U930, U931, U932, U933, U934, U935, U936
LS98	14	U937, U938, U939, U940, U941, U942, U943, U944, U945, U946, U947, U948, U949
LS99	14	U950, U951, U952, U953, U954, U955, U956, U957, U958, U959, U960, U961, U962
LS100	14	U963, U964, U965, U966, U967, U968, U969, U970, U971, U972, U973, U974, U975

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MazerBlazer
ATARI

SCHEMATIC, COLOR FRAME
BUFFER P.C. BOARD

340-2118-3

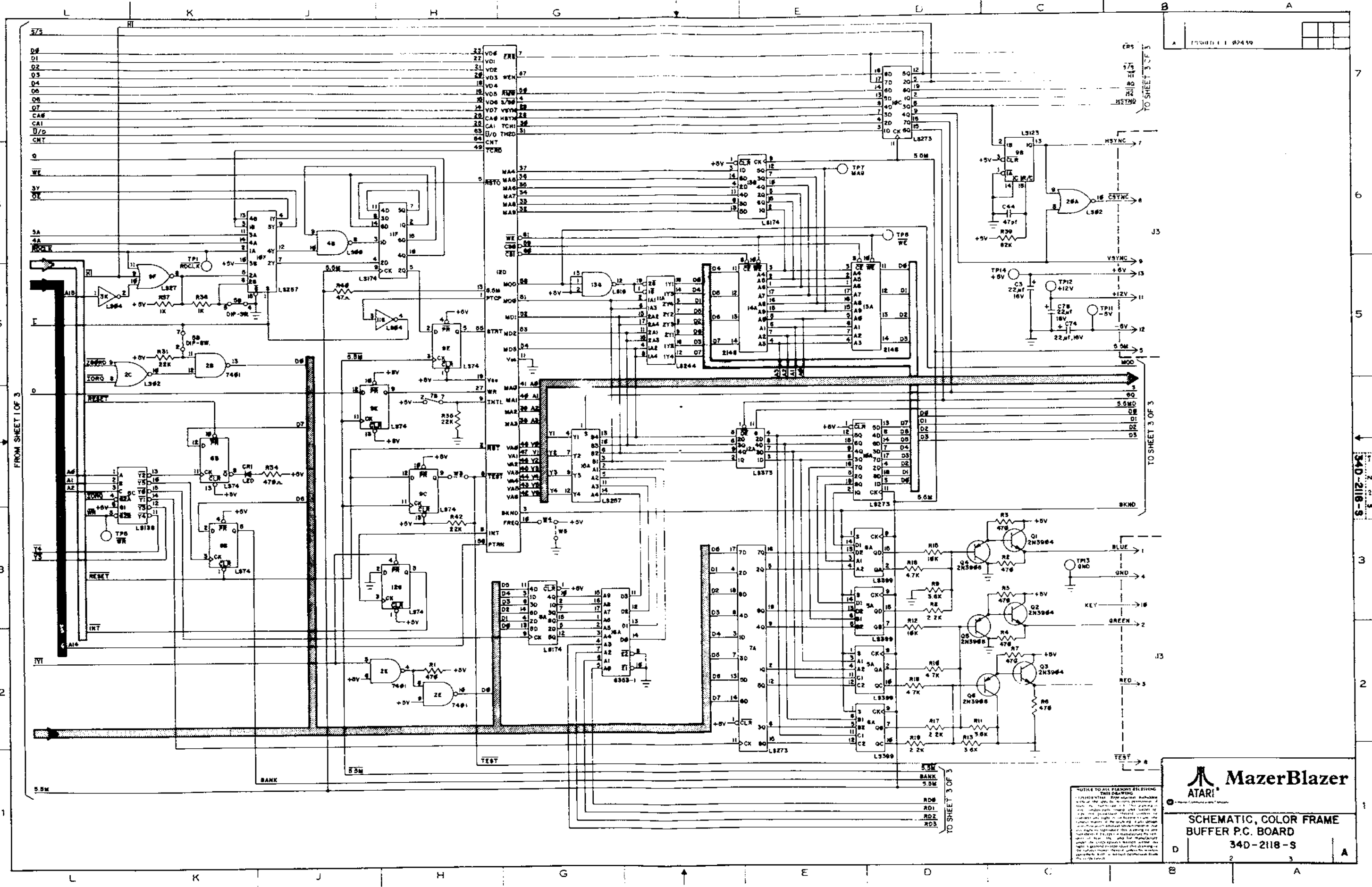


ISSUED E 1 02441

TO SHEET 2 OF 2

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ATARI MazerBlazer
 SCHEMATIC, VOICE SOUND BOARD P.C. BOARD
 340-887-S



MazerBlazer
ATARI
 SCHEMATIC, COLOR FRAME
 BUFFER P.C. BOARD
 340-2118-S

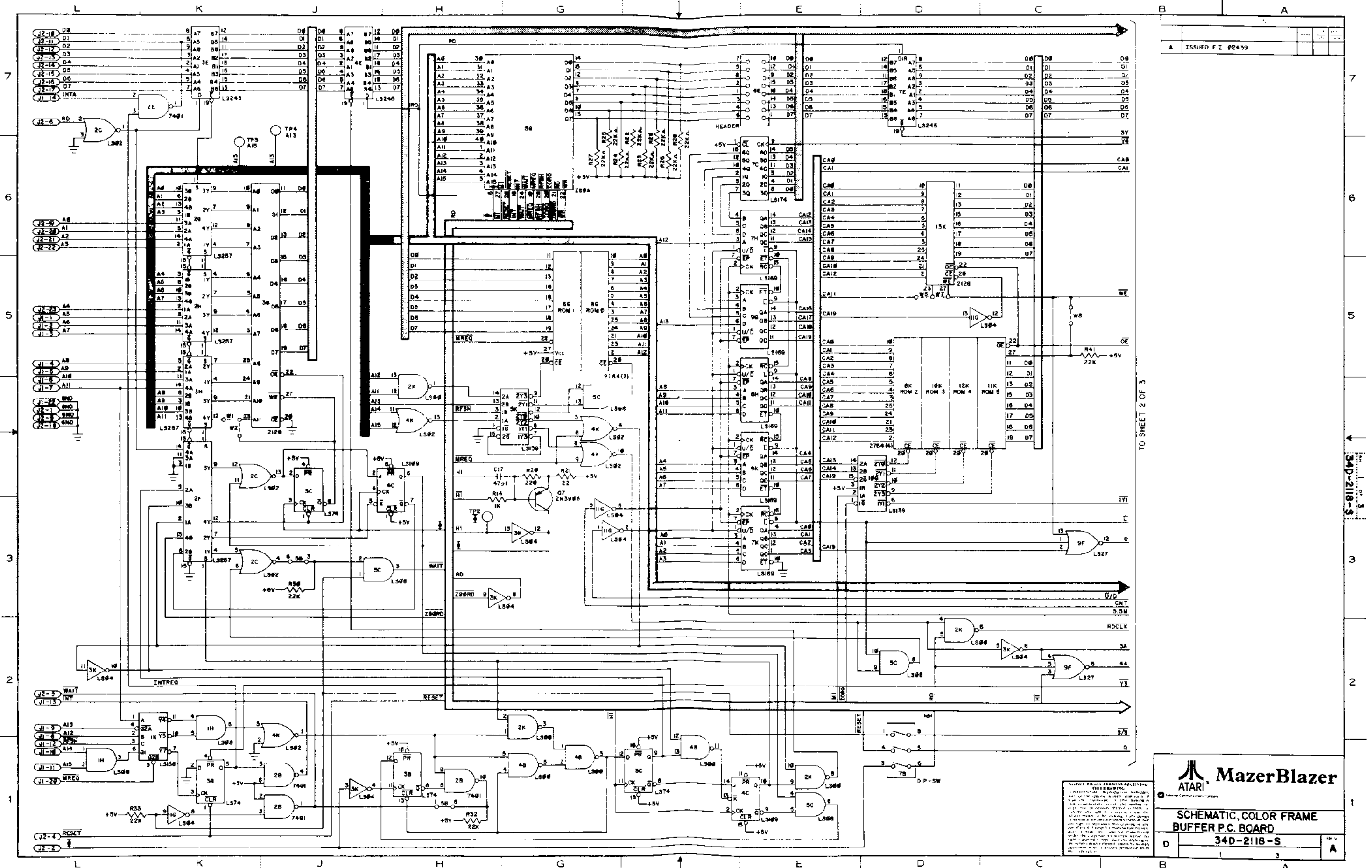
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FROM SHEET 1 OF 3

TO SHEET 3 OF 3

TO SHEET 3 OF 3

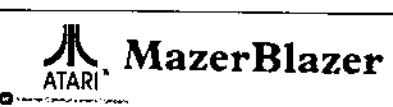
340-2118-S



A ISSUED E I 02439

TO SHEET 2 OF 3

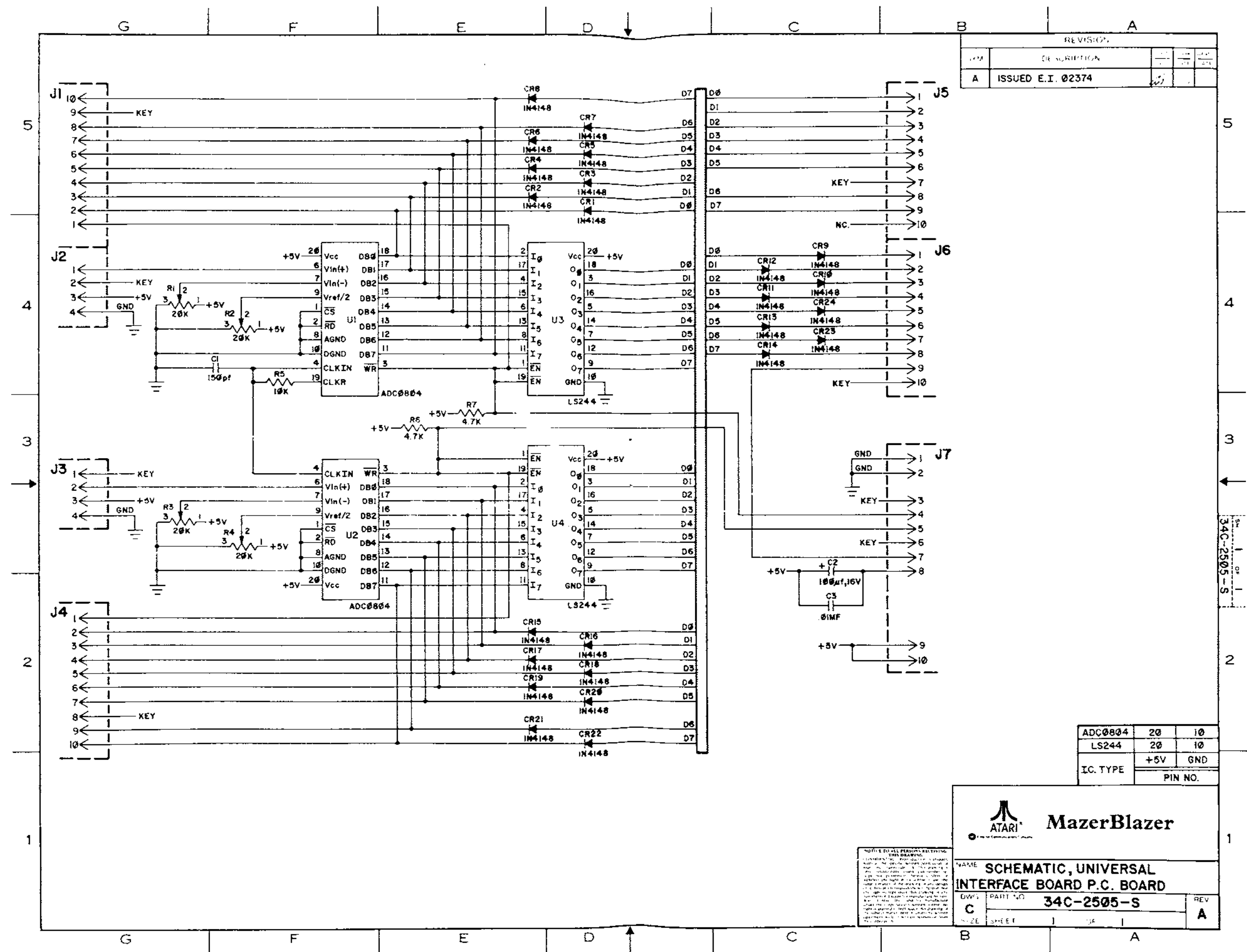
34D-218-S



**SCHEMATIC, COLOR FRAME
BUFFER P.C. BOARD**


34D-218-S

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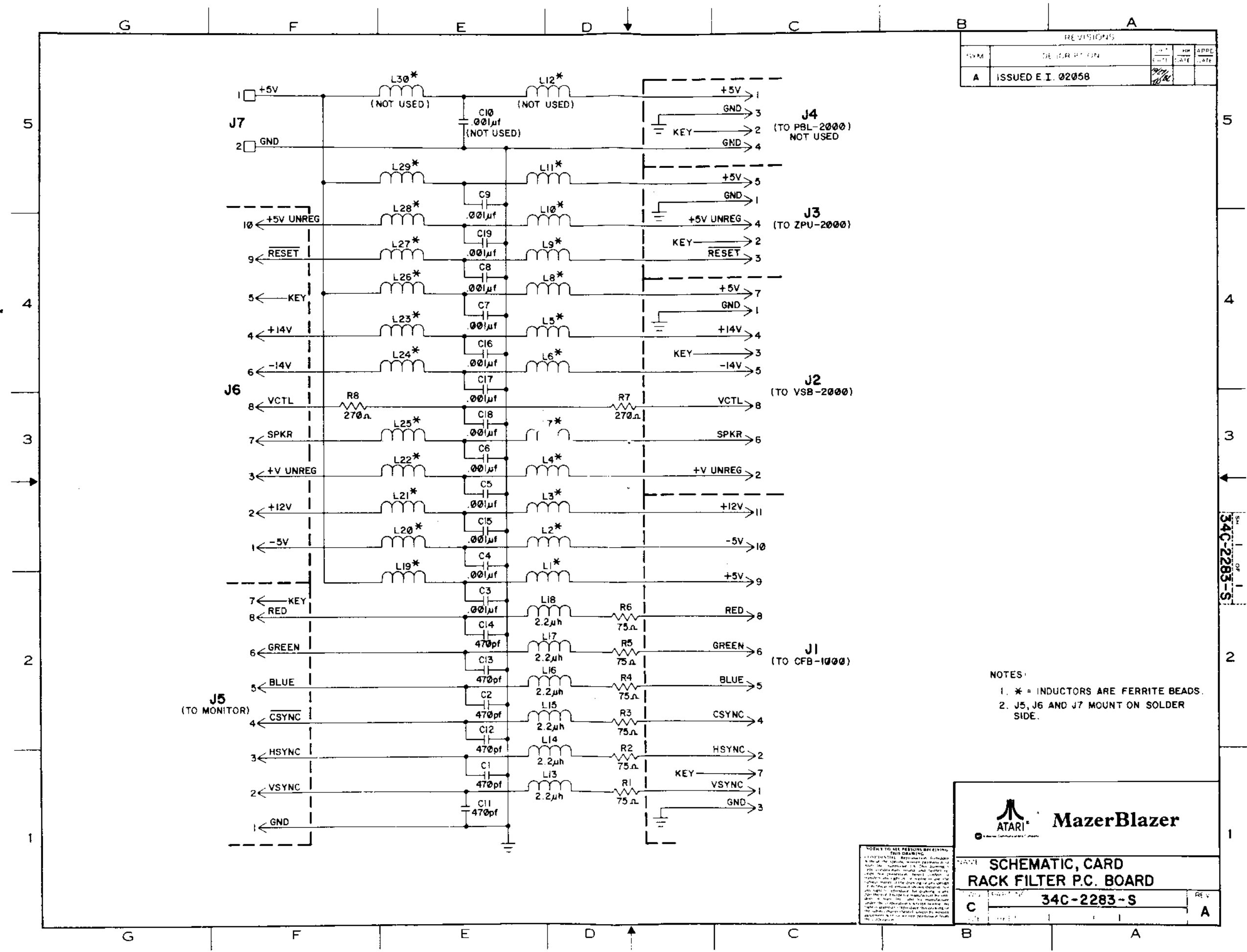
REVISION	
NO.	DESCRIPTION
A	ISSUED E.I. 02374

ADC0804	20	10
LS244	20	10
IC. TYPE	+5V	GND
	PIN NO.	


MazerBlazer


NAME **SCHEMATIC, UNIVERSAL INTERFACE BOARD P.C. BOARD**
 DWG. **C** PART NO. **34C-2505-S** REV. **A**
 SHEET 1 OF 1

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REVISIONS				
SYM	DESCRIPTION	DATE	BY	APPR
A	ISSUED E.I. 02058			

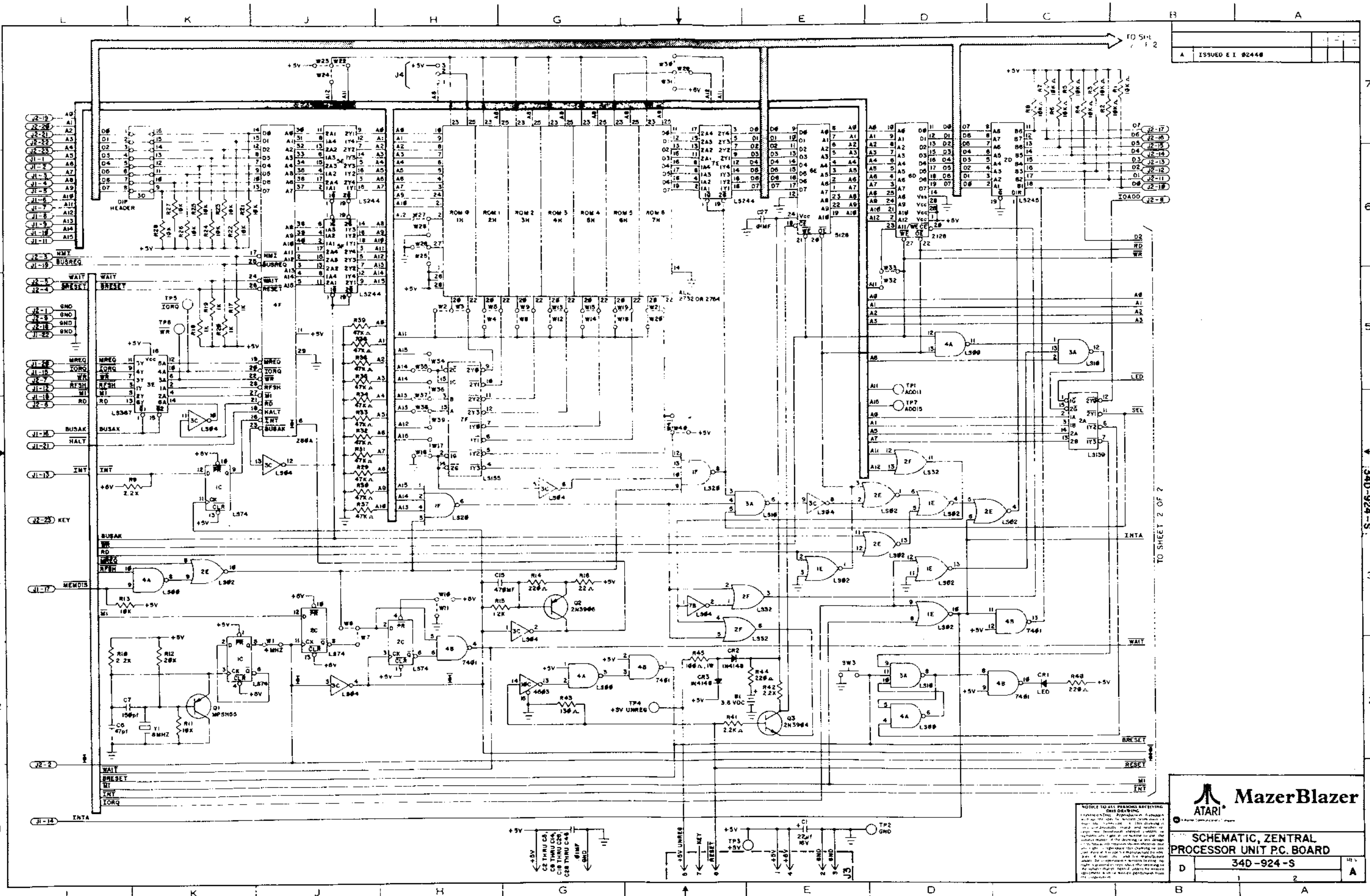
- NOTES:
- * = INDUCTORS ARE FERRITE BEADS.
 - J5, J6 AND J7 MOUNT ON SOLDER SIDE.


MazerBlazer

SCHEMATIC, CARD
RACK FILTER P.C. BOARD
34C-2283-S

C A

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ATARI MazerBlazer

SCHEMATIC, ZENTRAL

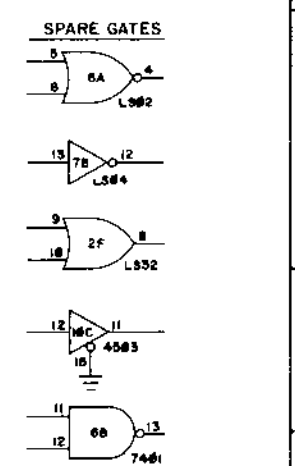
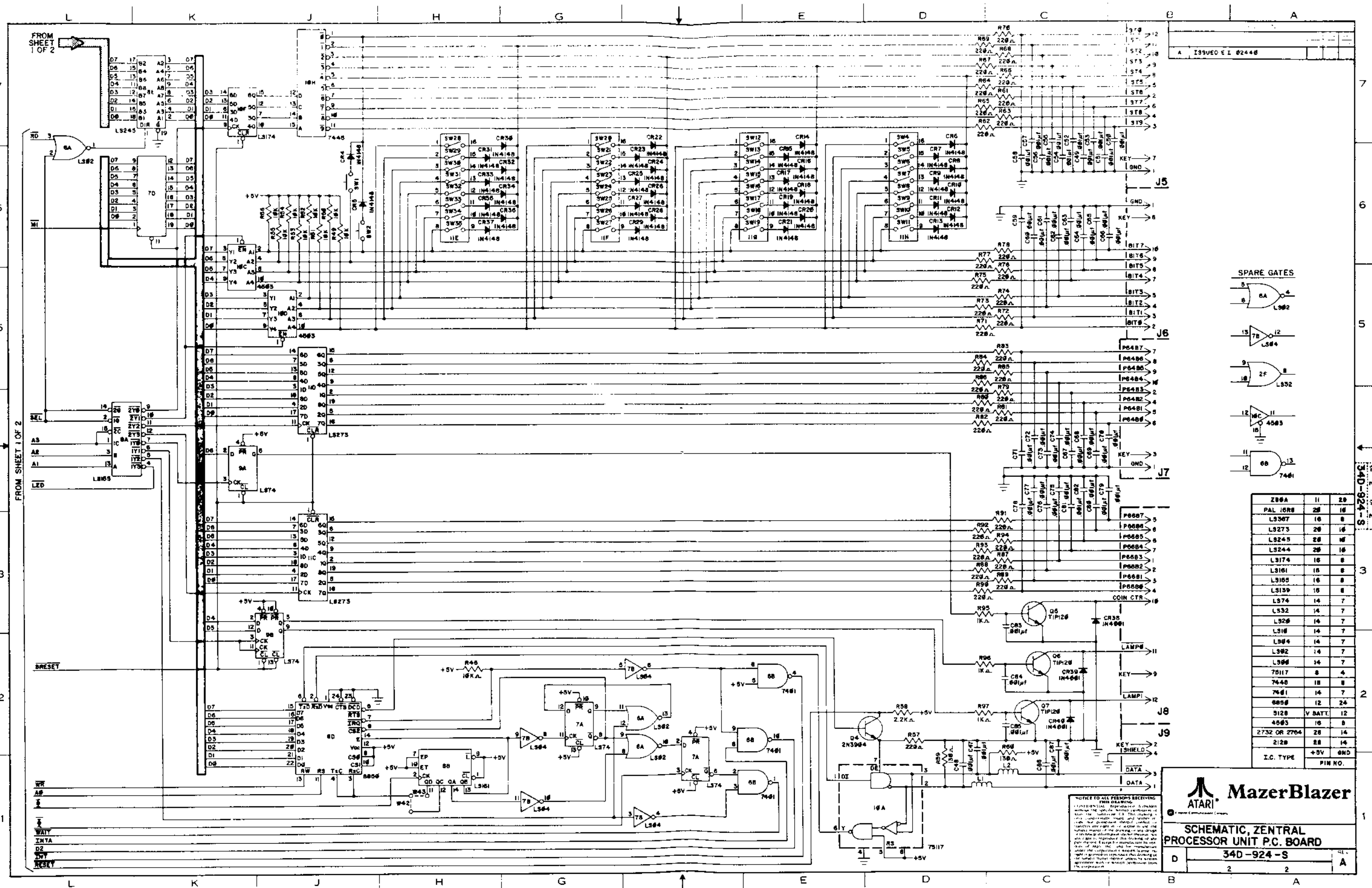
PROCESSOR UNIT PC BOARD

340-924-S

D 2 A

TO SHEET 2 OF 2

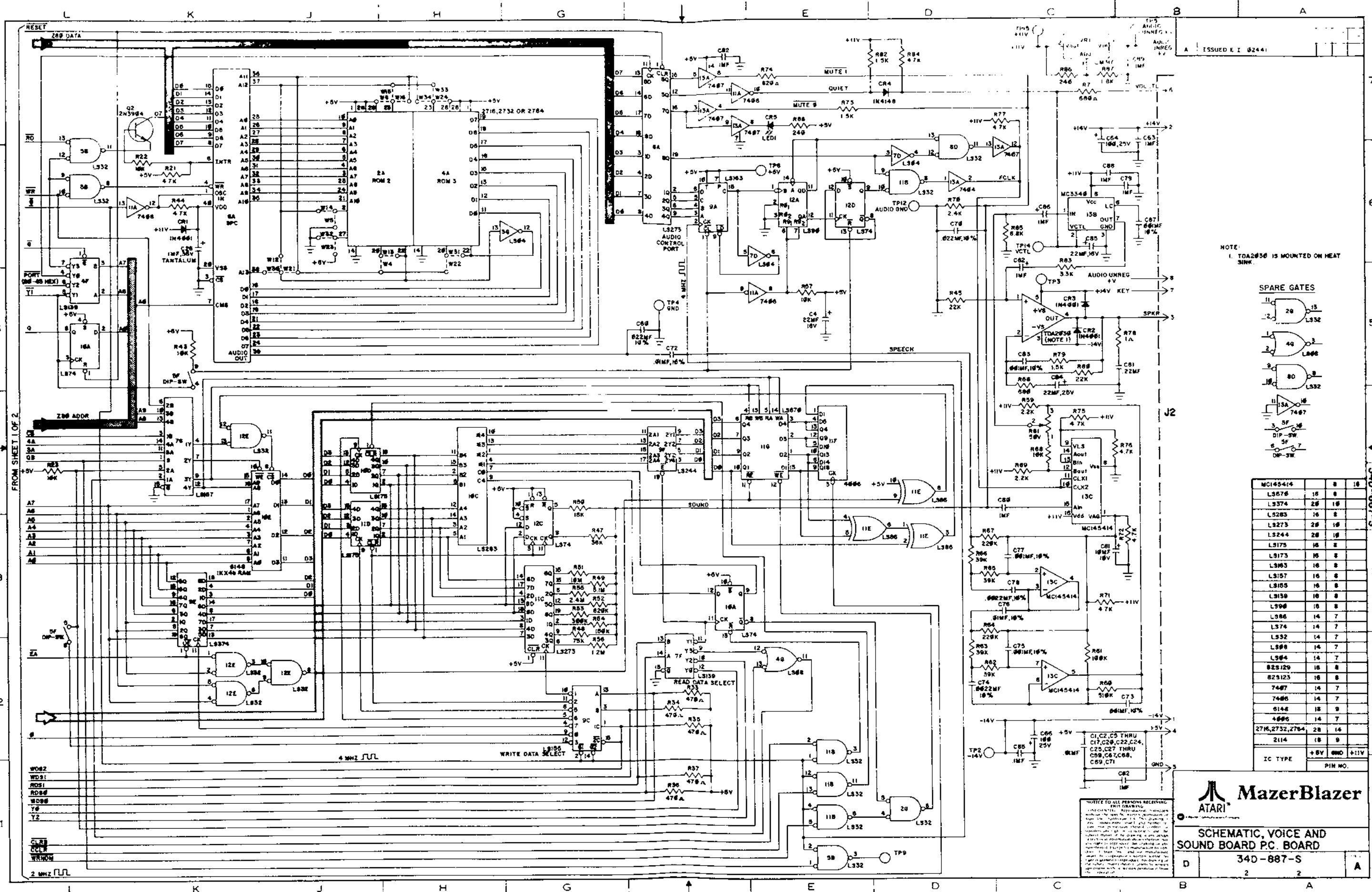
340-924-S



Z00A	II	20
PAL 10R8	20	10
L307	10	8
L3273	20	10
L3245	20	10
L3244	20	10
L3174	10	8
L3101	10	8
L3105	10	8
L3139	10	8
L374	14	7
L332	14	7
L320	14	7
L310	14	7
L304	14	7
L302	14	7
L300	14	7
75117	8	4
7448	10	8
7401	14	7
6850	12	24
9120	V BATT.	12
4003	10	8
2732 OR 2704	20	14
2120	20	14
I.C. TYPE	+5V	GND
		PIN NO.

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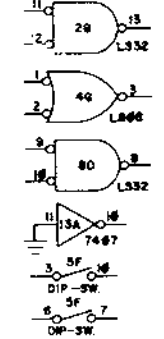
ATARI MazerBlazer
SCHEMATIC, ZENTRAL PROCESSOR UNIT P.C. BOARD
340-924-S



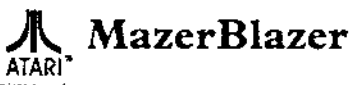
A ISSUED E I 2441

NOTE:
1. TDA2050 IS MOUNTED ON HEAT SINK.

SPARE GATES

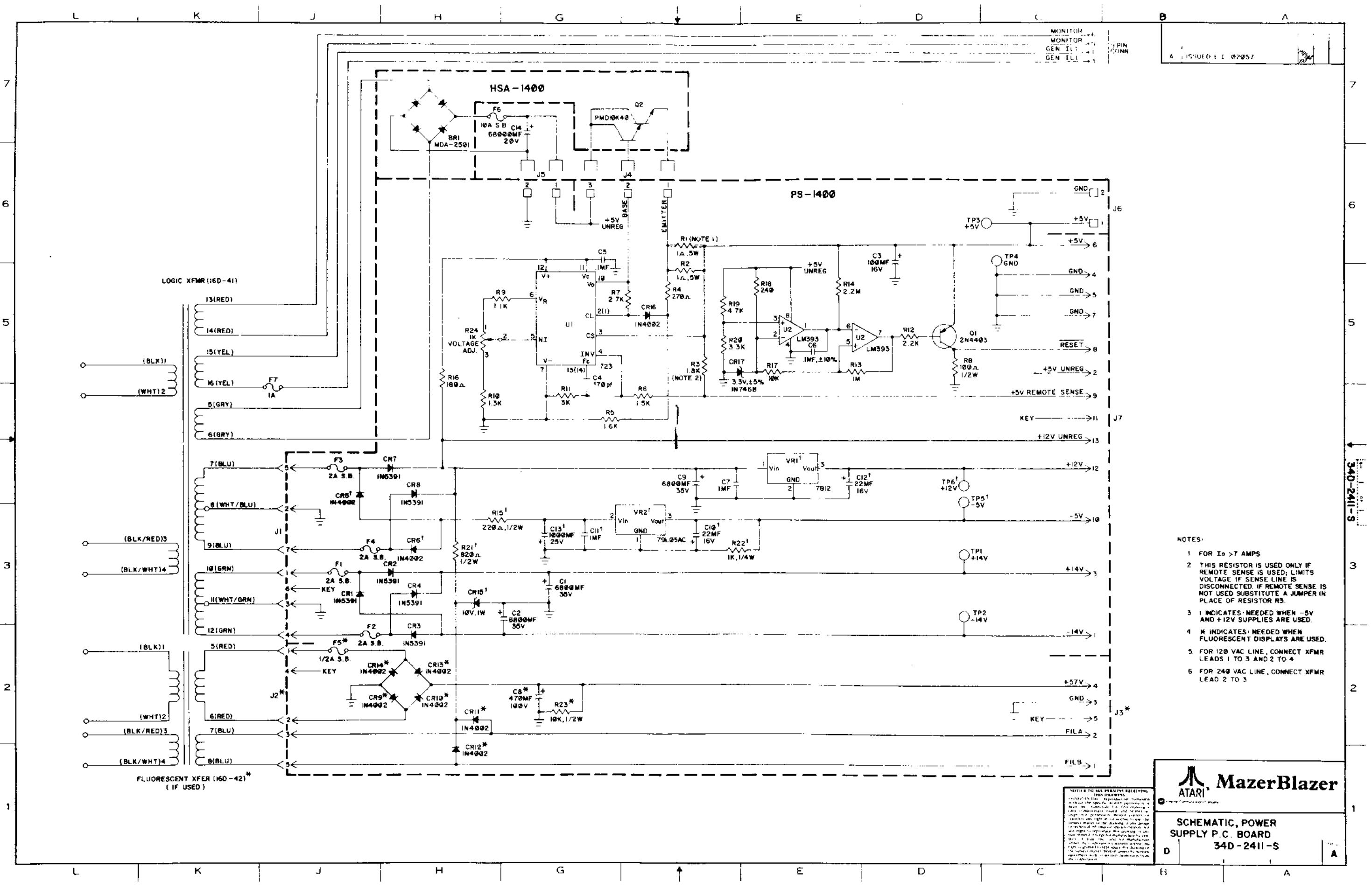


IC TYPE			
PIN NO.			
MCI45414	15	8	16
L3675	15	8	16
L374	28	16	16
L5283	16	8	16
L3273	28	16	16
L5244	28	16	16
L5175	16	8	16
L3173	16	8	16
L3903	16	8	16
L3157	16	8	16
L3155	16	8	16
L3159	16	8	16
L3906	16	8	16
L386	14	7	16
L374	14	7	16
L332	14	7	16
L388	14	7	16
L384	14	7	16
825129	16	8	16
825125	16	8	16
7487	14	7	16
7486	14	7	16
6144	16	8	16
4666	14	7	16
2716,2732,2764	28	14	16
2114	18	9	16



SCHMATIC, VOICE AND SOUND BOARD PC BOARD
340-887-S

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MONITOR
MONITOR
GEN ILL
GEN ILL
PIN
CONN
A 15700 E I 02057

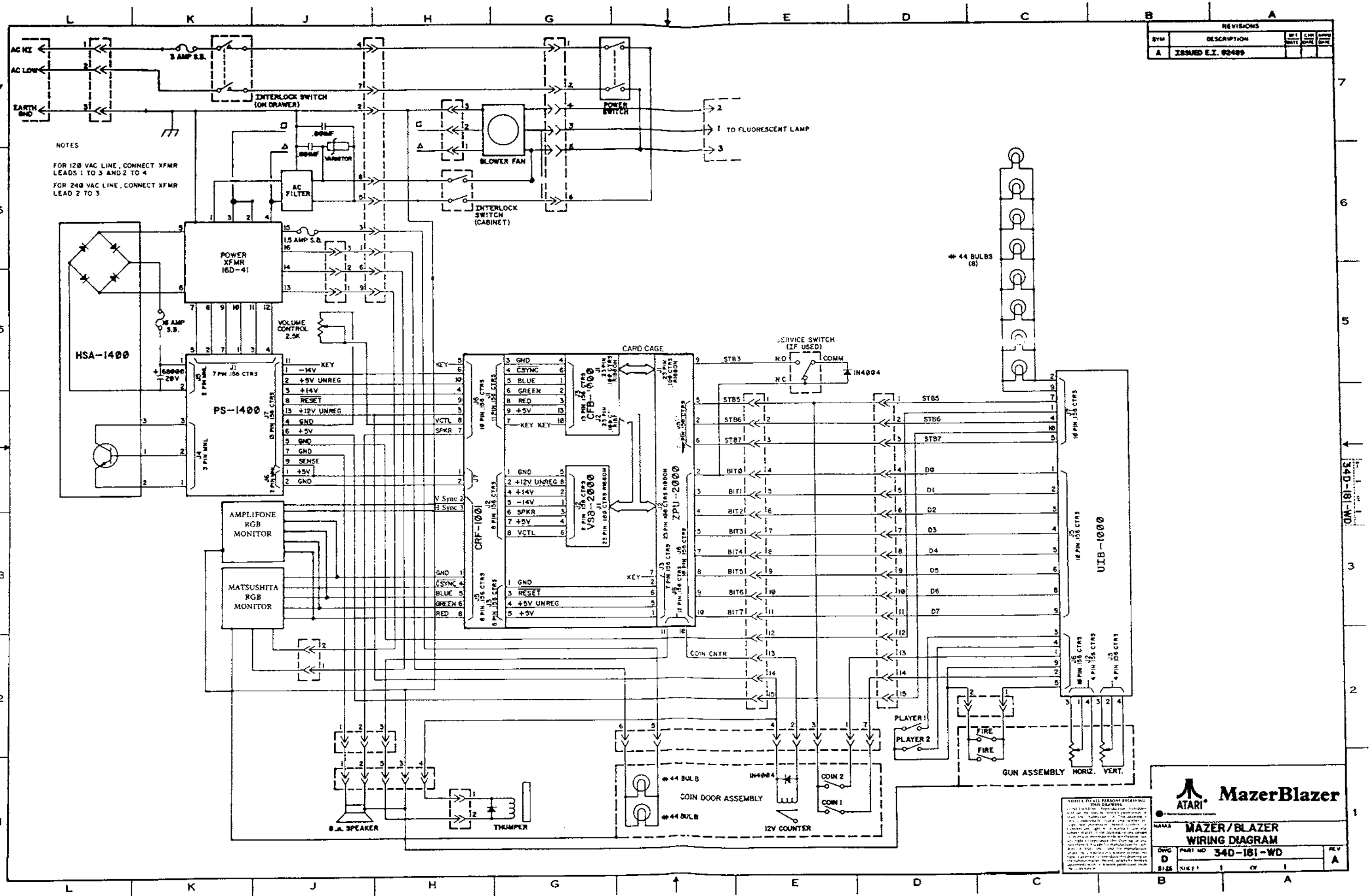
- NOTES:
- 1 FOR $I_o > 7$ AMPS
 - 2 THIS RESISTOR IS USED ONLY IF REMOTE SENSE IS USED; LIMITS VOLTAGE IF SENSE LINE IS DISCONNECTED. IF REMOTE SENSE IS NOT USED SUBSTITUTE A JUMPER IN PLACE OF RESISTOR R3.
 - 3 I INDICATES: NEEDED WHEN $-5V$ AND $+12V$ SUPPLIES ARE USED.
 - 4 K INDICATES: NEEDED WHEN FLUORESCENT DISPLAYS ARE USED.
 - 5 FOR 120 VAC LINE, CONNECT XFMR LEADS 1 TO 3 AND 2 TO 4
 - 6 FOR 240 VAC LINE, CONNECT XFMR LEAD 2 TO 3

ATARI MazerBlazer

SCHEMATIC, POWER
SUPPLY P.C. BOARD
34D-2411-S

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REVISIONS				
SYM	DESCRIPTION	BY	CHK	DATE
A	ISSUED E.I. 92489			



NOTES
 FOR 120 VAC LINE, CONNECT XFMR LEADS 1 TO 3 AND 2 TO 4
 FOR 240 VAC LINE, CONNECT XFMR LEAD 2 TO 3

NOTE: FOR ALL PERSONS RECEIVING THIS DRAWING, IT IS THE PROPERTY OF ATARI. IT IS TO BE USED ONLY FOR THE SPECIFIC MACHINE IDENTIFIED BY THE PART NUMBER AND DATE OF THIS DRAWING. IT IS TO BE KEPT IN THE MACHINE AND NOT TO BE LOANED, REPRODUCED, COPIED, OR IN ANY MANNER TO BE MADE PUBLIC. IT IS TO BE DESTROYED OR RECYCLED UPON THE DEATH OF THE MACHINE. IT IS TO BE KEPT IN THE MACHINE AND NOT TO BE LOANED, REPRODUCED, COPIED, OR IN ANY MANNER TO BE MADE PUBLIC. IT IS TO BE DESTROYED OR RECYCLED UPON THE DEATH OF THE MACHINE.

ATARI MazerBlazer

MAZER/BLAZER WIRING DIAGRAM

DWG NO. **340-181-WD** REV **A**

DATE: 8/25