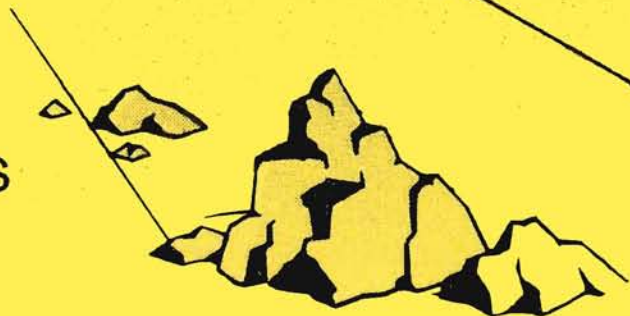




**Battlezone™**  
**Open-Face Conversion Kit**

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



### EUROPE

Parts for all Atari customers in Western Europe.

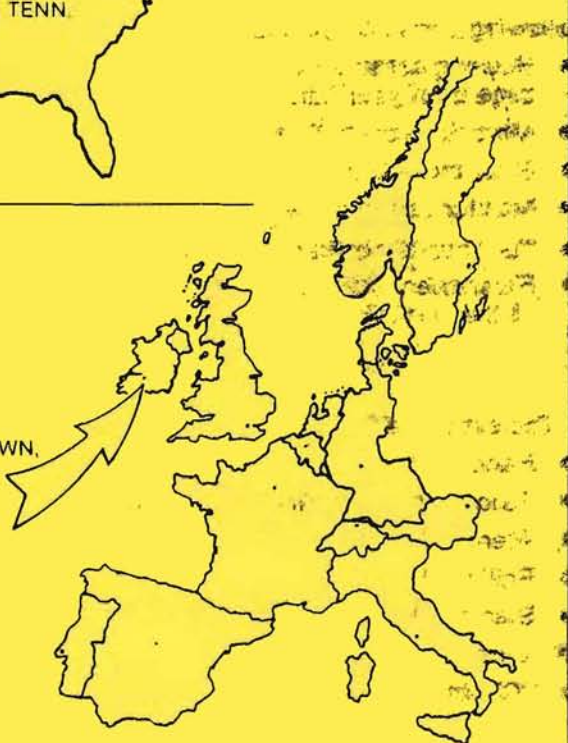
Game sales and service

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



062-52155

TIPPERARY TOWN,  
IRELAND



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:

<i>Part No.</i>	<i>Description</i>
A037559-01	Wood Housing Assembly
A037630-01	Bottom Retainer <i>(with game instructions)</i>
A037664-01	X-Invert Jumper Wire <i>(Molex terminals)</i>
A037664-02	X-Invert Jumper Wire <i>(AMP twin-leaf terminals)</i>
A037664-03	X-Invert Jumper Wire <i>(AMP single-leaf terminals)</i>
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

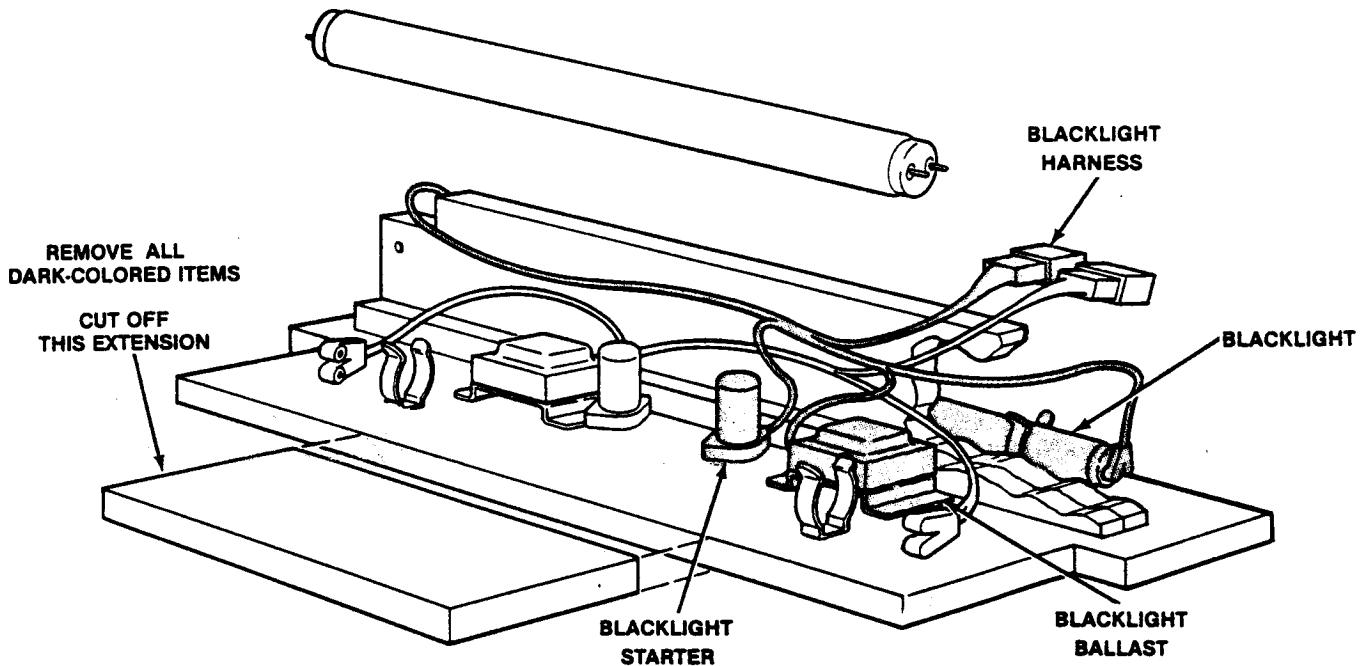
## ⚠ WARNING ⚠

### **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**

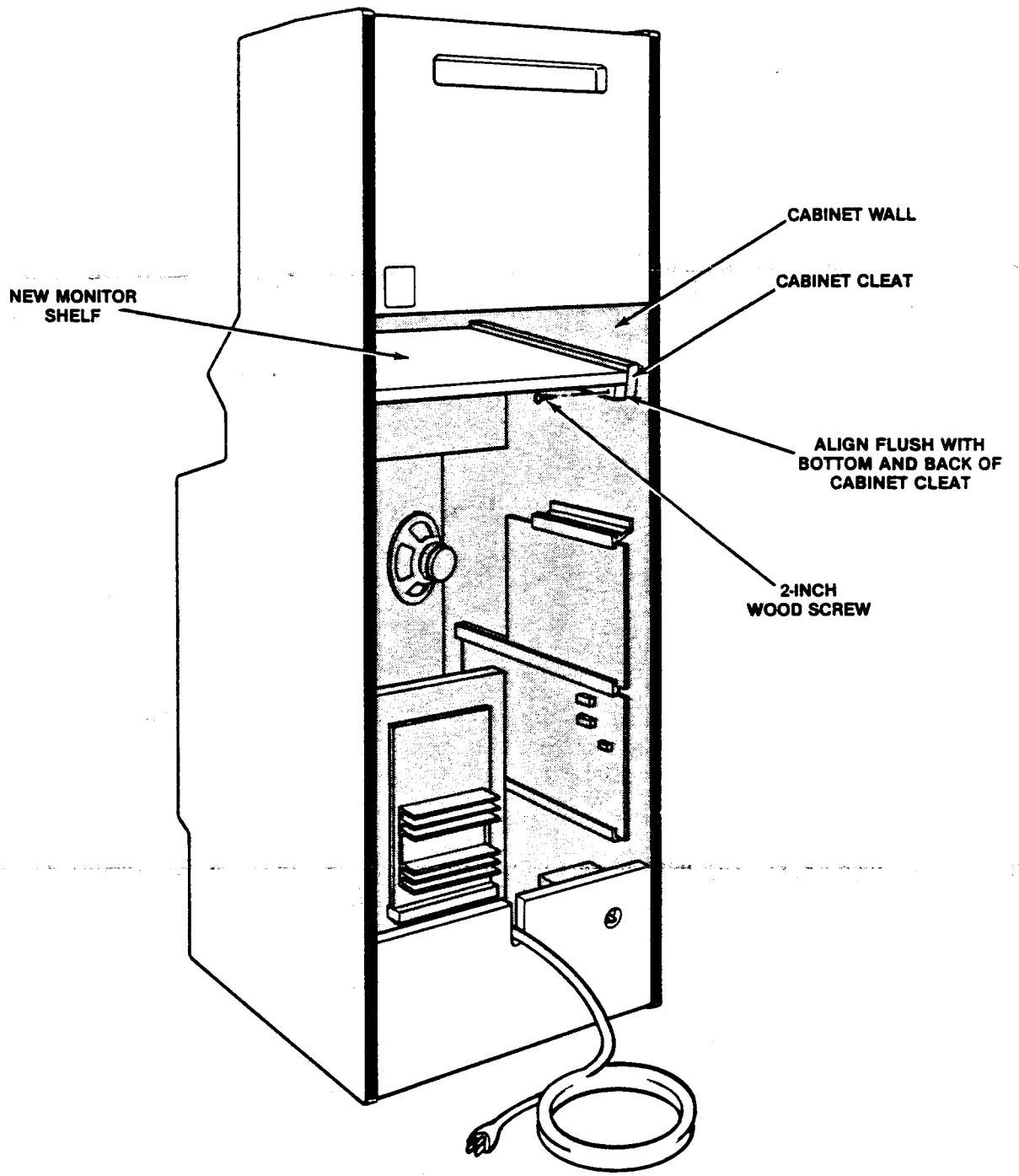
If you drop the monitor and the picture tube breaks, it will implode! Shattered glass and the yoke can fly 6 feet or more from the implosion. Use care when replacing any monitor.



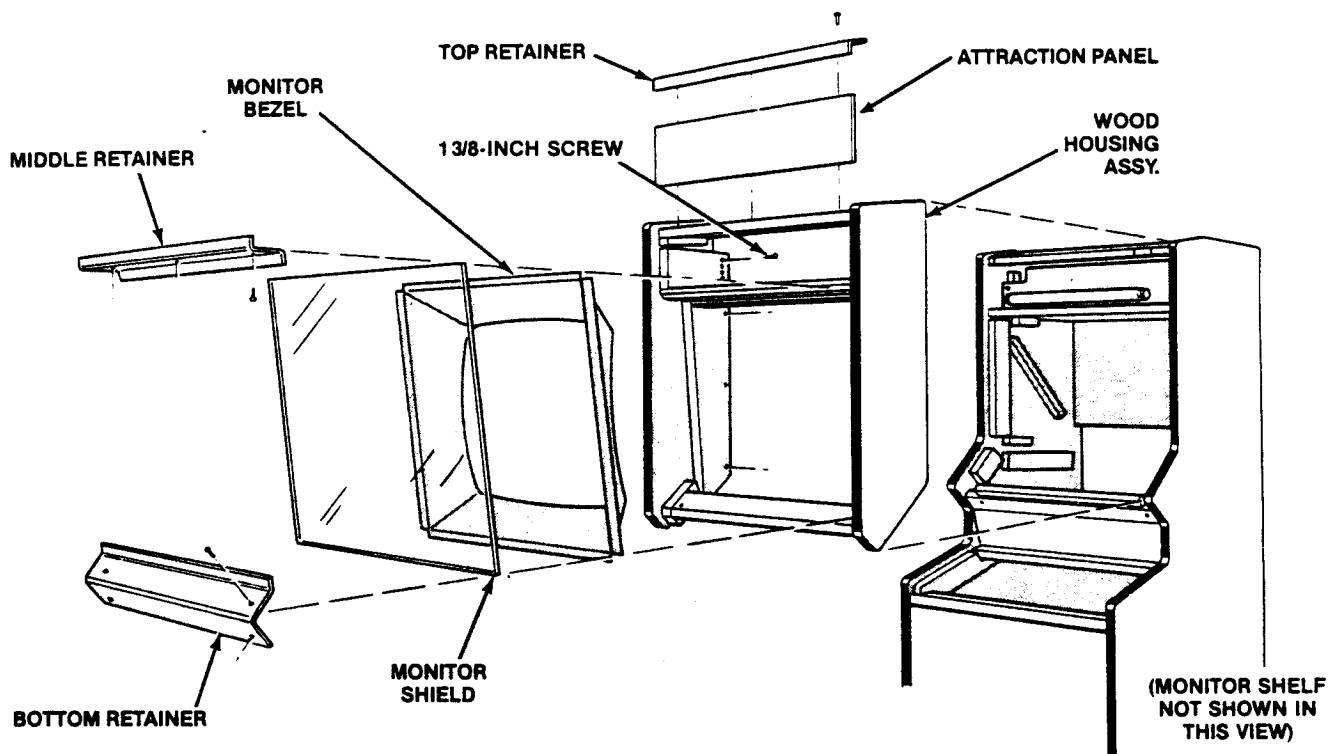
**Front View of Fluorescent Light Board**

### 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  $\pm 1/4$  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  $1\frac{1}{8}$ -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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