

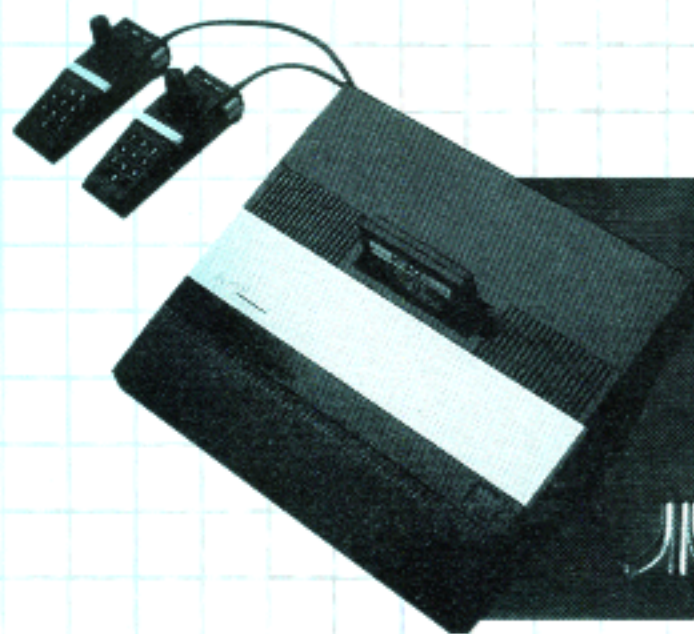
ATARI[®] 5200[™]

Owner's Manual



ATARI[®]

A Warner Communications Company



 ATARI 5200

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1. Your ATARI 5200

Congratulations on your purchase of one of the most exciting video game systems available. This state-of-the-art system features:

- Arcade graphics and game play
- A full line of advanced software
- Modern sleek design
- Expandability to include:

TRAK-BALL™ CONTROLLER
COMPUTER KEYBOARD
VOICE
VCS Cartridge Adapter

We suggest you read this Owner's Manual thoroughly before setting up your ATARI 5200.

When you remove your ATARI 5200 from the box, you will have:

- 5200 Console Unit
- 5200 Game Cartridge
- Two 5200 Controllers
- TV/Game Switch Box
- Power Adapter

Note: Your ATARI 5200 is packaged with a protective coating. To remove the plastic, simply peel it off.



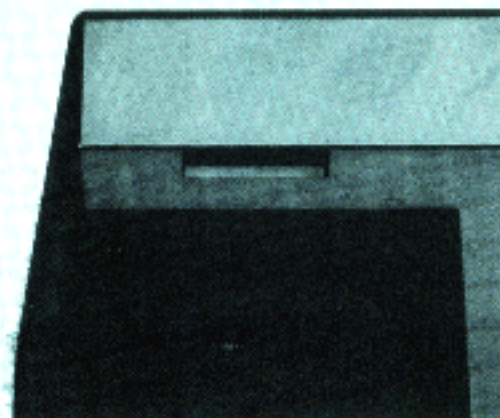
2. Installing the TV/Game Switch Box.

Your TV/Game Switch Box allows you to change from television viewing to video game play and back by simply sliding a switch. The switch box is easy to install. All you need is a screwdriver.

IMPORTANT: Use only the TV/Game Switch Box packed with your ATARI 5200. Use of any other switch box could damage the 5200 console.

Use the instructions in **Section I** of the enclosed pamphlet if the switch box packed with your ATARI 5200 is **plastic**; use **Section II** if the switch box is **metal**.

3. Setting Up the Console



1. Check the channel selector switch at the back left side of the console to be sure it is set to the ● position.
2. Set your television channel selector to Channel 3. If Channel 3 is broadcasting in your area, set the television channel selector switch to Channel 2 and change the channel selector switch on the console unit to the ■ position.
3. Plug the Power Adapter cable jack into the POWER connector at the back of the console.
4. Plug the Power Adapter into any convenient 120-volt AC electrical wall outlet.

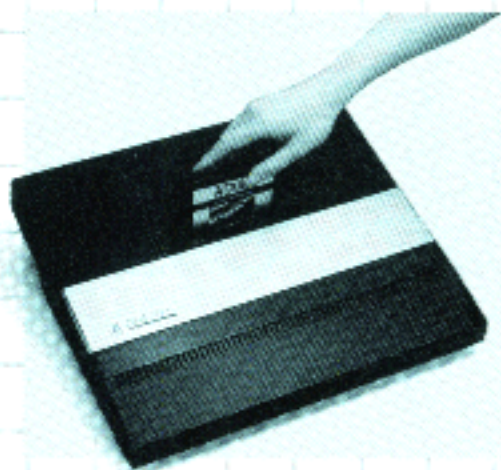
IMPORTANT: Use only the Power Adapter packed with your ATARI 5200. Use of any other power supply could damage the console unit.

5. Turn your television set on and set the volume control to a comfortable level.
6. Press the POWER ON/OFF switch at the lower right side of the console to ON. A red light (LED) glows when the POWER is ON.

7. If your television set has an automatic fine-tuning control, turn it off and manually fine-tune for the best picture. However, if your television set will not receive color unless the automatic fine-tuning is on, leave it on.

NOTE: Always turn the POWER OFF when the game is not in use.

4. Inserting a Game Cartridge



1. Hold the game cartridge so the name on the label faces you and reads right-side-up.
2. Carefully insert the game cartridge into the slot at the center of the console. Be sure the cartridge fits firmly in the slot but **DO NOT FORCE IT**.
3. Make sure the console POWER is ON. A bright, colorful ATARI logo will appear on your television screen, followed by the game playfield.

5. Using the 5200 Controllers

The ATARI 5200 includes two 5200 controllers. These controllers allow you to move the play pieces in any direction on the screen—right, left, up, down, and diagonally.

Plug the controllers into the jacks at the front of the console unit. Each jack is numbered. Use jack 1 for one-player games; use jacks 1 and 2 for two-player games. The jack is designed to fit only one way. Be sure the connection is firm, but do not try to force it.

Some controller functions vary with different games. Be sure to check the appropriate game instructions for different controller functions.

Each controller has two fire buttons on either side. The lower buttons are used as the fire buttons for all games. The upper buttons are used for other functions depending on the particular game. See your game instructions for different controller functions.

The right or the left buttons can be used, whichever is more comfortable for you.

The **START**, **PAUSE**, and **RESET** buttons on the controllers perform the following functions:



START Press **START** to begin game play.

PAUSE Press **PAUSE** to stop all game action. This feature allows you to leave the game without interrupting the game or score. Press **PAUSE** again when you are ready to resume playing the game.

RESET Press **RESET** only when you want to start the game over from the beginning.

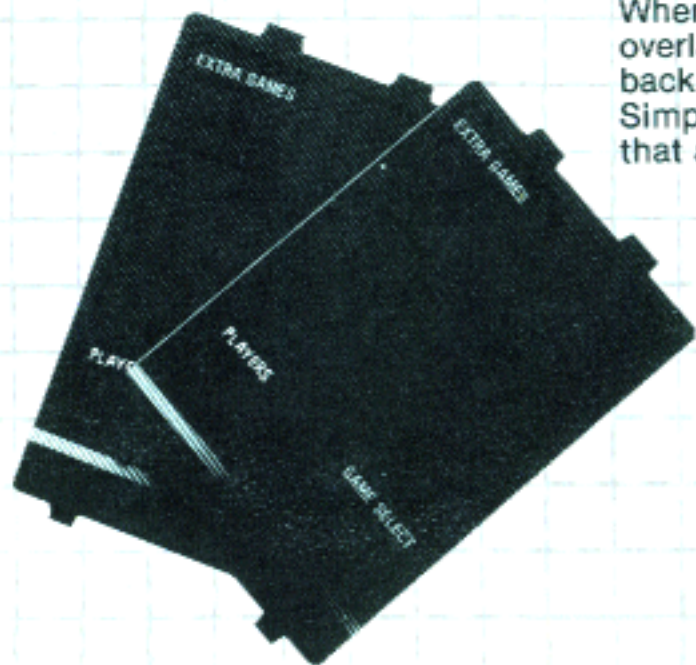
***** **#** These controller buttons are used to select different game options. Refer to your game instructions for further details.

Keypad Overlays

Some game cartridges come with two keypad overlays. The overlays fit directly over the keypad buttons to indicate keypad func-

tions. These functions may vary from game to game. Refer to your game instructions for more information.

When not in use, your keypad overlays can be stored on the back of your game cartridge. Simply slip the tabs into the slots that are provided on the cartridge.



Controller Storage

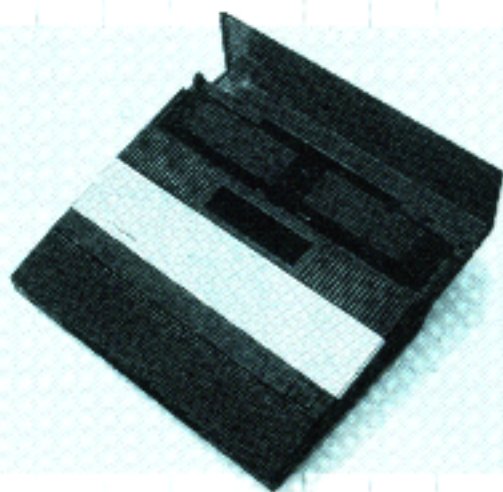


When not in use, store the 5200 controllers inside the console unit as follows:

- Unplug the 5200 controllers from the jacks at the front of the console.



- Wind the controller cable around the joystick. Open the controller storage area at the top of the console.



- Place the controllers face down (head-to-head) in the storage area.



- Gently close the cover of the controller storage area.

6. Returning Your TV Set to Television Program Viewing

- Press the console POWER switch OFF.
- Change the TV/Game switch on the Switch Box to TV.
- If you turned off the automatic fine-tuning, turn it back on.

7. Maintaining Your ATARI 5200

Your ATARI 5200 will bring you many years of enjoyment. To keep it in good working condition, please remember the following:

- Always turn the POWER switch OFF when you are not using the ATARI 5200.
- Do not try to force the game cartridge into the cartridge slot.
- Do not spill liquids on the console, cartridges, or controllers.
- Do not lift the 5200 console or 5200 controllers by the connecting wires. You could bend or crimp the wires and break the internal insulation.
- Be careful not to drop the console, controllers, or game cartridges.
- Do not expose the console, controllers, or game cartridges to extreme or excessive heat.
- There are no user-serviceable parts in your ATARI 5200 console, controllers, or cartridges. Therefore, do not disassemble or alter the console, controllers, or cartridges.
- Do not use any power adapter other than the Power Adapter packed with your ATARI 5200. You could damage the electronic components in the console unit.
- Unplug the Power Adapter from the electrical outlet when not in use.
- Do not use any TV switch box other than the TV/Game Switch Box packed with your ATARI 5200. You could damage the electronic components in the console unit.
- Clean the exterior surface of the console with a soft and slightly damp cloth (use water only).

NOTE: Your ATARI 5200 is engineered to eliminate phosphor memory or "burn in" of the playfield and score digits on your television screen. We suggest, however, these precautions:

- Turn down the contrast of your television set.
- Turn the ATARI 5200 OFF when not in use.

Compliance with FCC regulations

To comply with Federal Communications Commission* (FCC) regulations, and to keep your ATARI 5200 from interfering with television reception on nearby television sets, please observe the following:

- Do not install a longer antenna cable from the TV/Game Switch Box to the antenna connection on your television set. The antenna cable supplied with the TV/Game Switch Box is the correct length that complies with FCC regulations.
- Do not connect the antenna output cable on your TV/Game Switch Box directly to any television antenna or Cable TV outlet.
- Do not attach loose wires to your television antenna terminals when you are using the ATARI 5200.

* This equipment generates and uses radio frequency energy, and if it is not installed properly, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, try to correct the interference by one or more of the following methods:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver.
- Move the computer into a different outlet so that the computer and receiver are on different branch circuits.

If necessary, consult the dealer or an experienced radio/television technician for additional suggestions. You may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

8. Troubleshooting Checklist

The following list is supplied to help you troubleshoot any possible problems in setting up your ATARI 5200. Always disconnect the Power Adapter before checking any electrical connections.

Symptom

- Game picture and playfield are fuzzy or the sounds are distorted.

Probable Cause and Remedy

- TV/Game Switch Box not correctly connected to television antenna.
- Television set not fine-tuned for the best picture. Make sure the automatic fine-tuning is off and manually fine-tune for the best picture. However, if your television receives color only when the fine-tuning is on, leave it on.
- Interference on Channel 3. Change console channel selector switch to ■, and change television channel selector to 2.

Symptom

- No game sounds.

Probable Cause and Remedy

- Turn up the volume on your television set.

Symptom

- ATARI logo and playfield image do not appear on the screen.

Probable Cause and Remedy

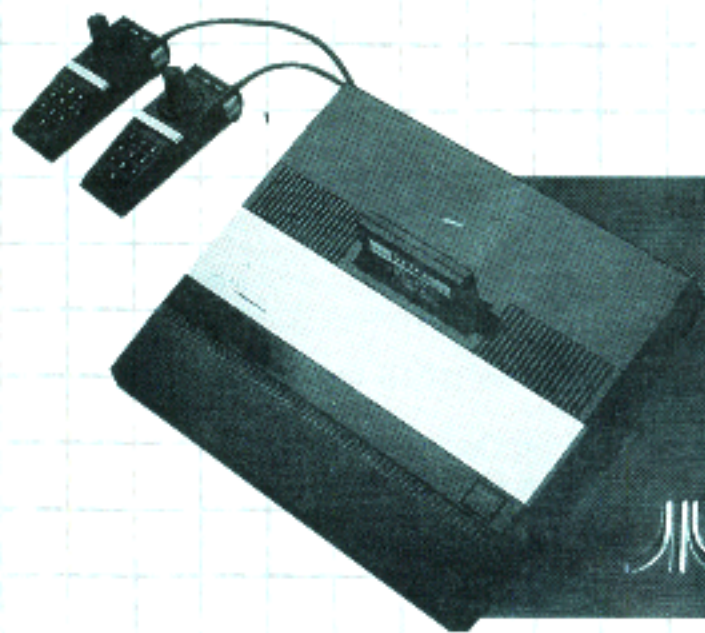
- Console POWER switch not ON.
- Game cable not properly plugged into TV/Game Switch Box.
- Power jack not connected to the console.
- TV/Game Switch Box not correctly connected to television antenna.
- Game cartridge not properly inserted.
- Power Adapter not plugged into wall outlet.
- Interference on Channel 3. Change console channel selector switch to ■ and change television channel selector to 2.

Symptom

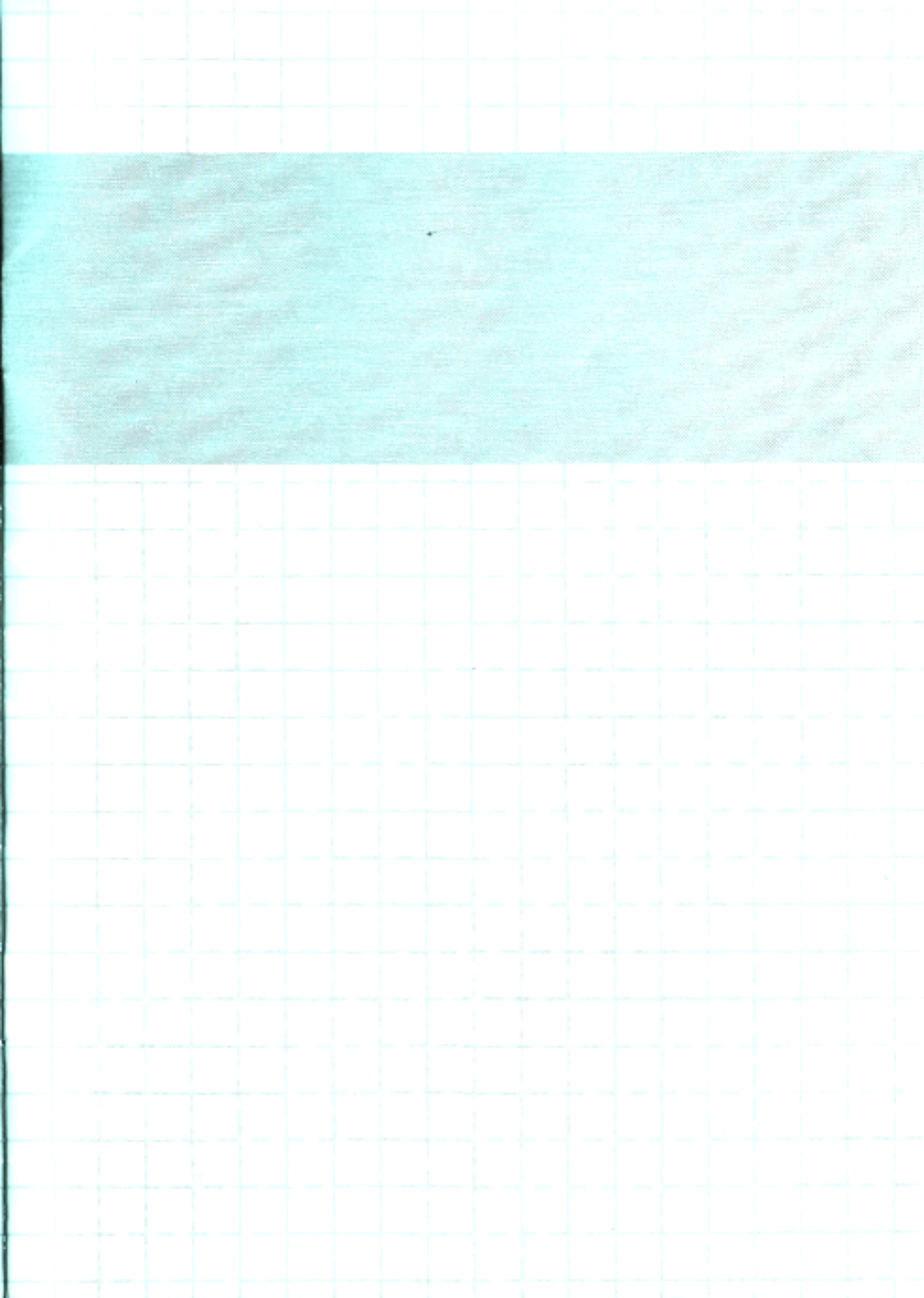
- No regular television program viewing.

Probable Cause and Remedy

- Television antenna not correctly connected to TV/Game Switch Box.
- TV/Game Switch Box set to GAME. Change to TV.



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