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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 constanly 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.

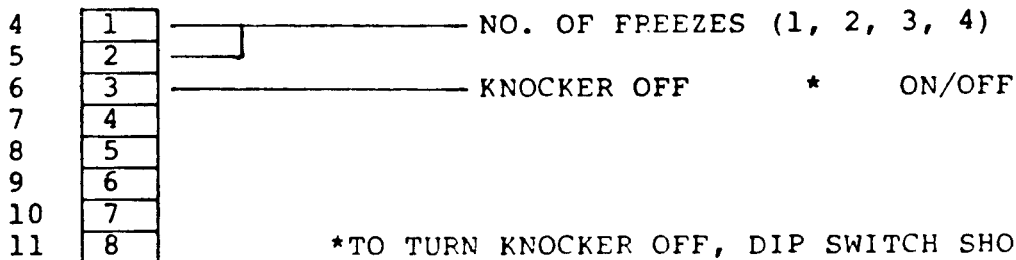
SPECIAL NUISANCE ALIENS

- 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.

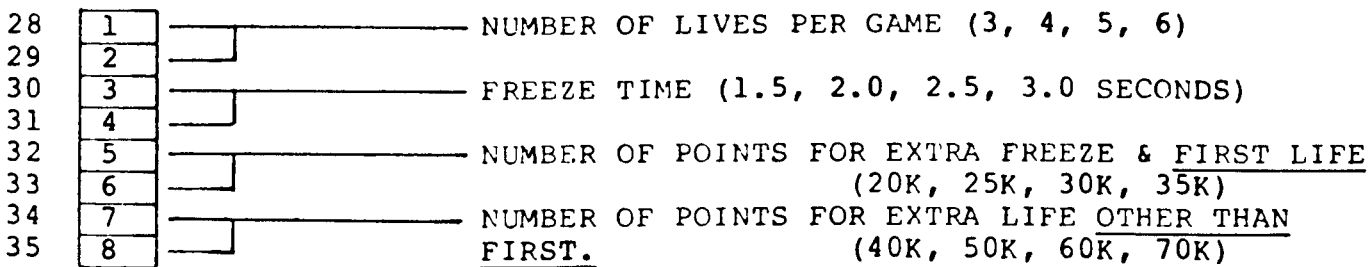
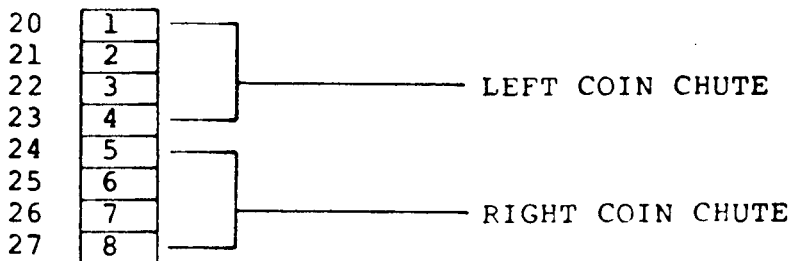
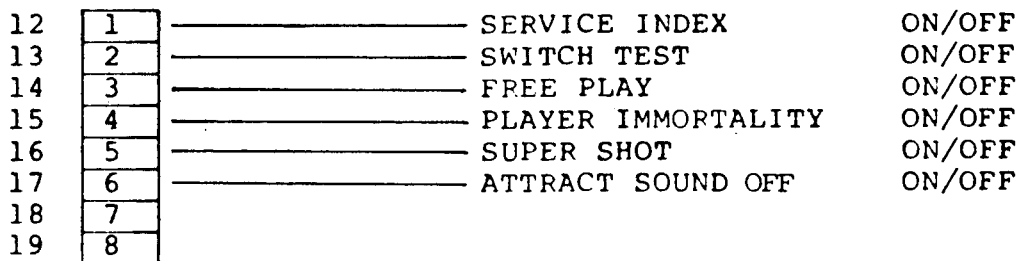
SECTION II: GAME ADJUSTMENTS

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.

ATTRACT MODE SOUND OFF
ON
OFF

DIP SWITCH 17
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			
RIGHT CHUTE	27	26	25	24			
	OFF	OFF	OFF	OFF1	
	OFF	OFF	OFF	ON2	
	OFF	OFF	ON	OFF3	
	OFF	OFF	ON	ON4	
	OFF	ON	OFF	OFF5 1	
	OFF	ON	OFF	ON6	
	OFF	ON	ON	OFF7	
	OFF	ON	ON	ON10	
	ON	OFF	OFF	OFF14	

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	ON120..1
ON	OFF	ON	OFF321..2
ON	OFF	ON	ON520..5
ON	ON	OFF	OFF720..7
ON	ON	OFF	ON340..1..0..2
ON	ON	ON	OFF541..1..1..2
ON	ON	ON	ON741..2..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 10K
 - 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.

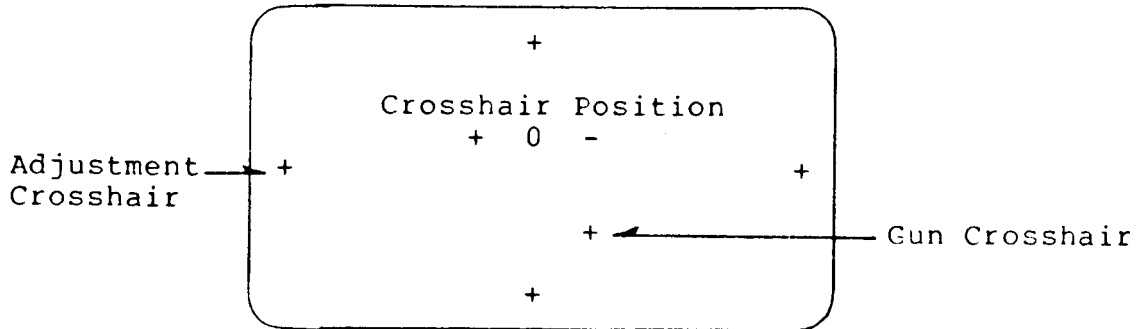
LIST OF GAME SOUNDS:

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

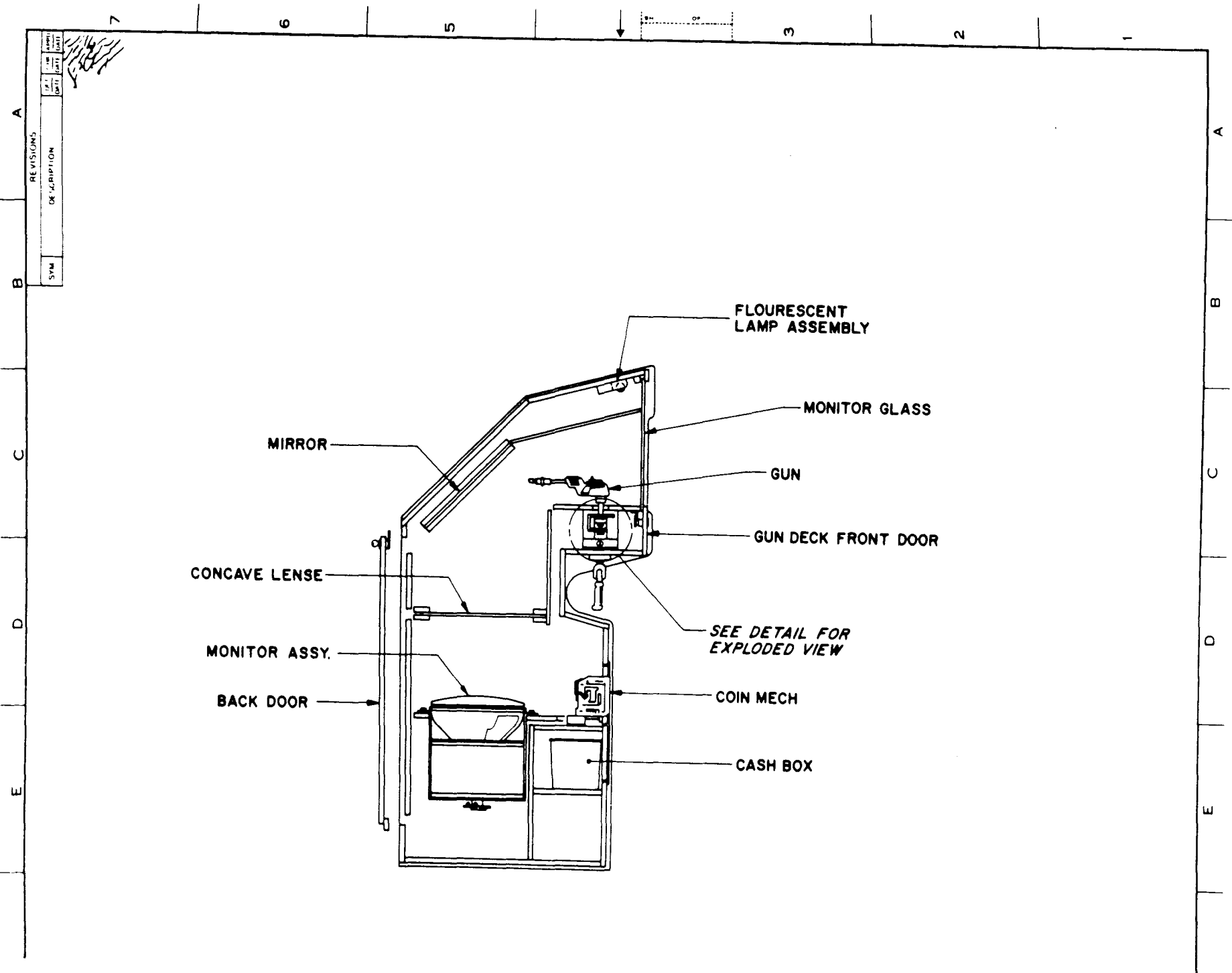


NOTE
*This staple temporarily holds
the schematic package together.
Remove the staple before using
these schematics.*

Schematic Package Supplement

ATARI INC., 1983

MB. SP.—001
1st Printing



REVISIONS		DATE	BY	APP'D
SYN	DESCRIPTION			

FLOURESCENT LAMP ASSEMBLY

MONITOR GLASS

GUN

GUN DECK FRONT DOOR

SEE DETAIL FOR EXPLODED VIEW

COIN MECH

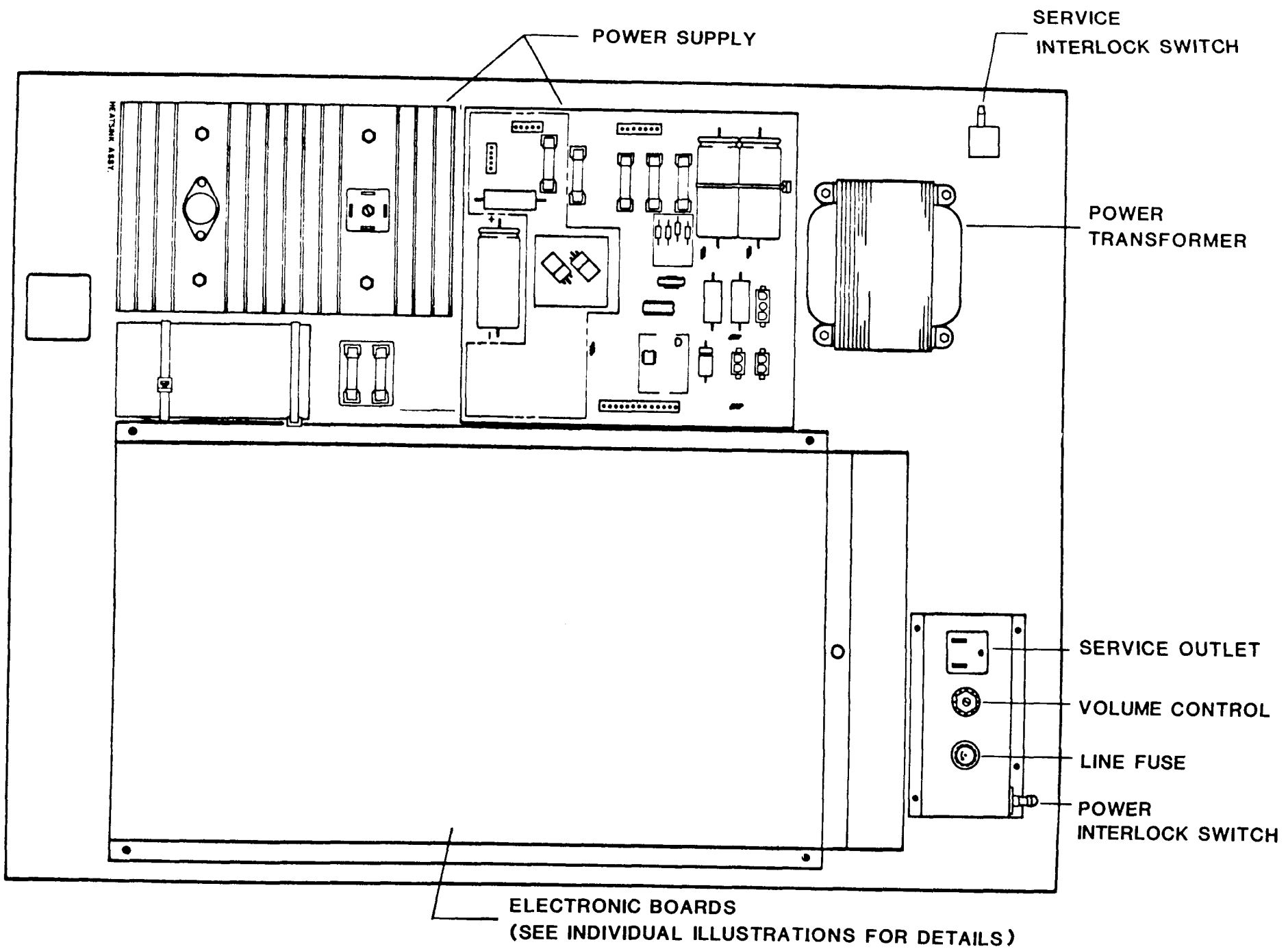
CASH BOX

MIRROR

CONCAVE LENSE

MONITOR ASSY.

BACK DOOR



POWER SUPPLY

SERVICE INTERLOCK SWITCH

POWER TRANSFORMER

SERVICE OUTLET

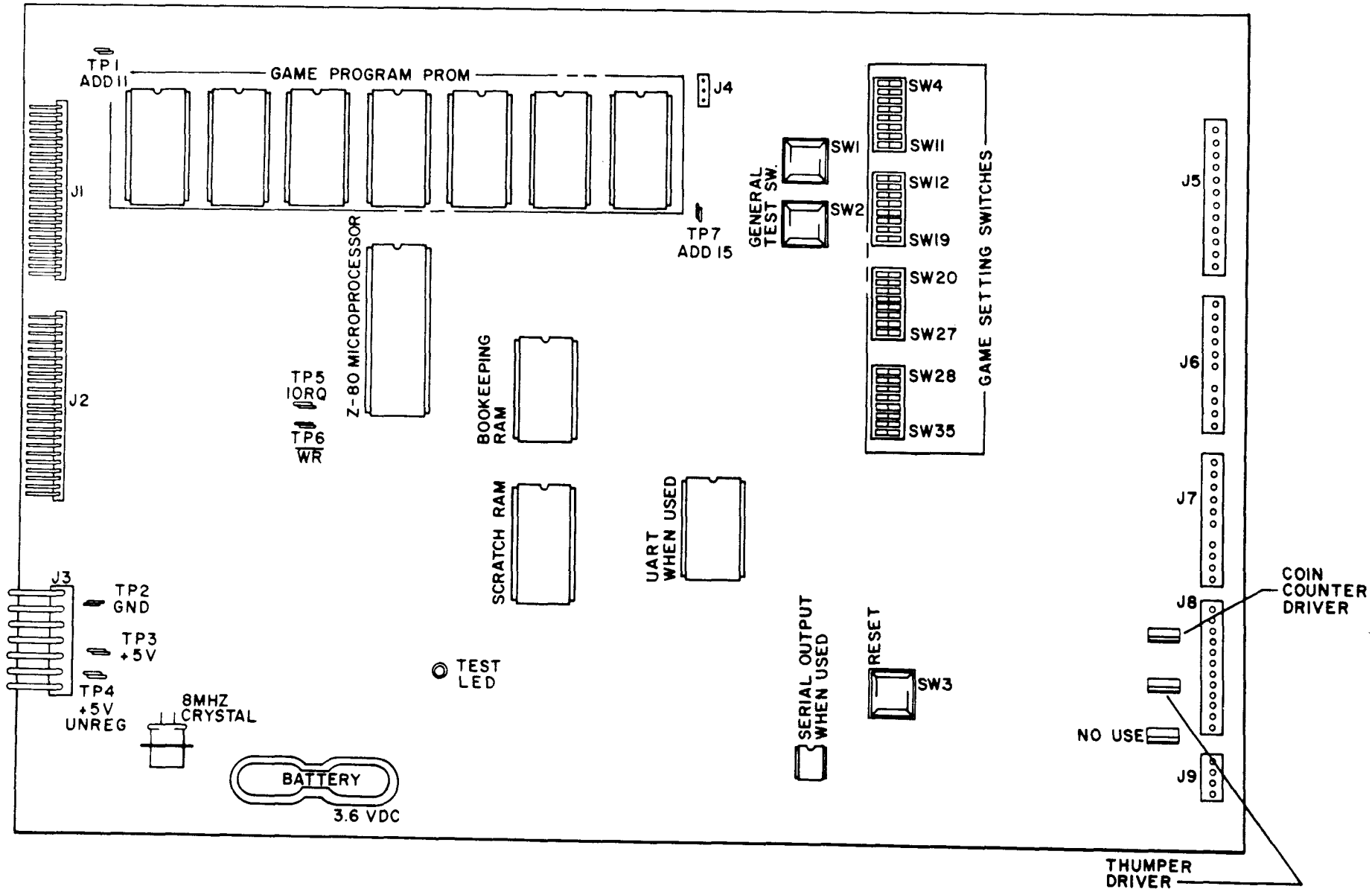
VOLUME CONTROL

LINE FUSE

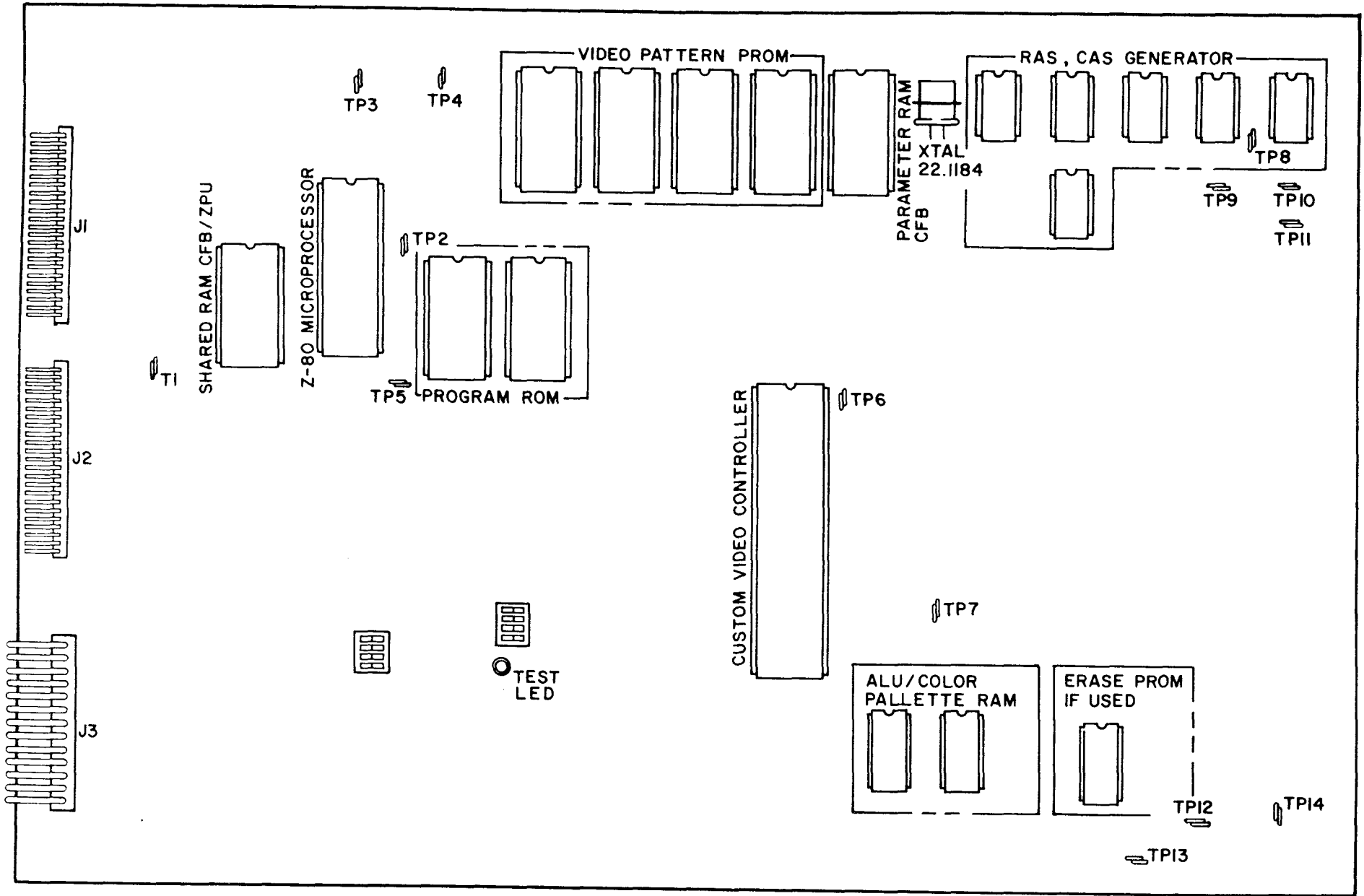
POWER INTERLOCK SWITCH

ELECTRONIC BOARDS
(SEE INDIVIDUAL ILLUSTRATIONS FOR DETAILS)

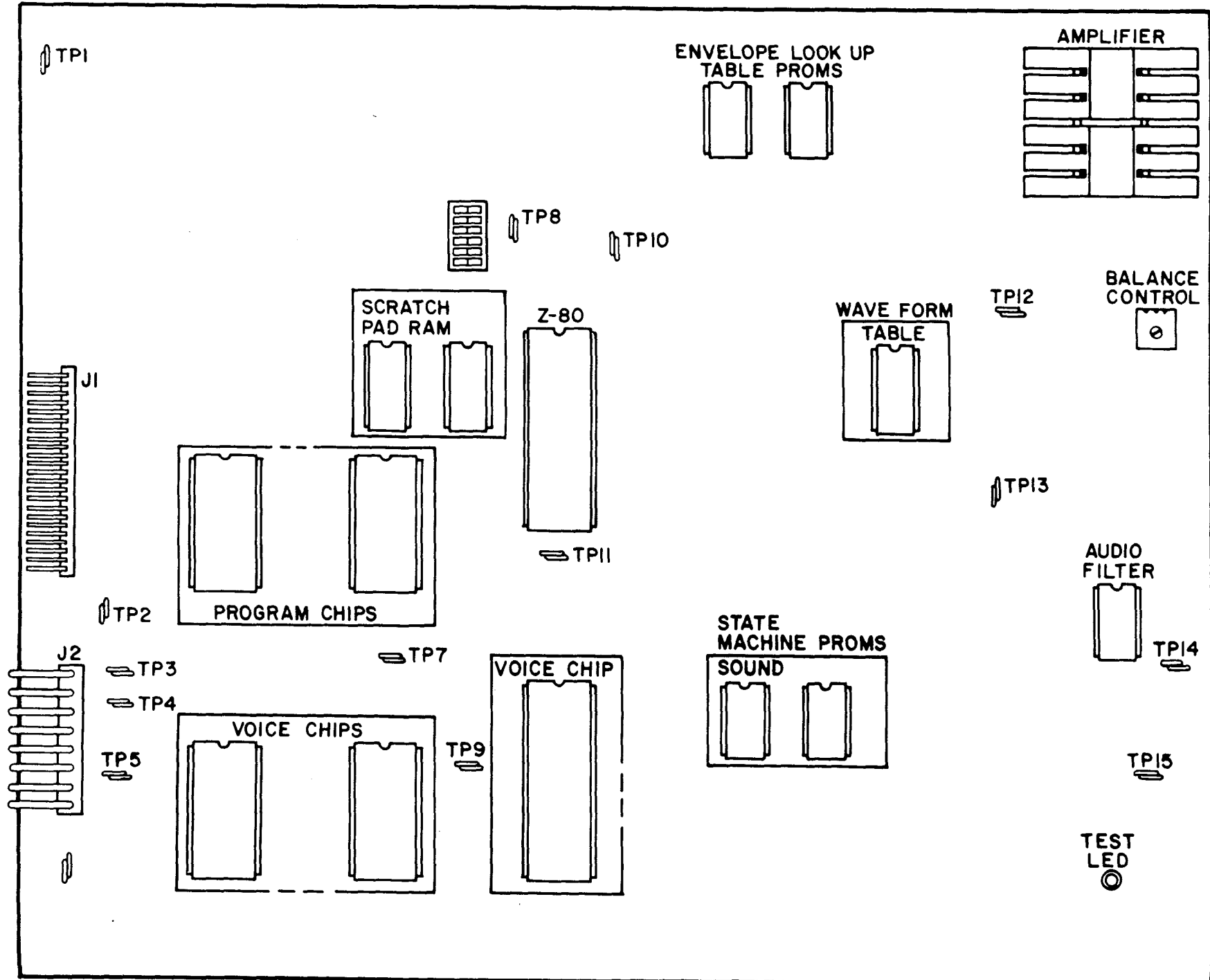
ZPU P.C. BOARD



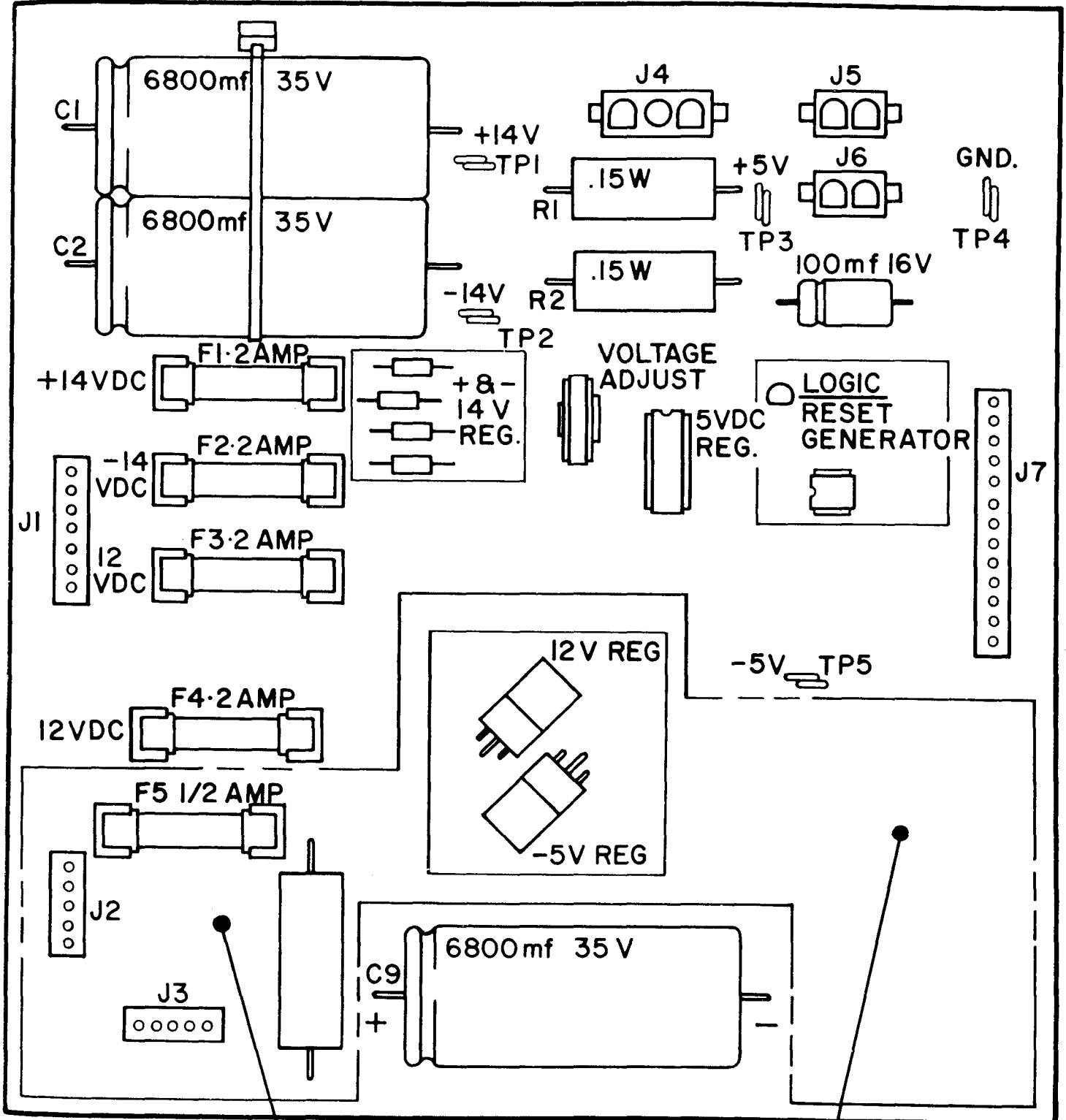
CFB-1000 P.C. BOARD



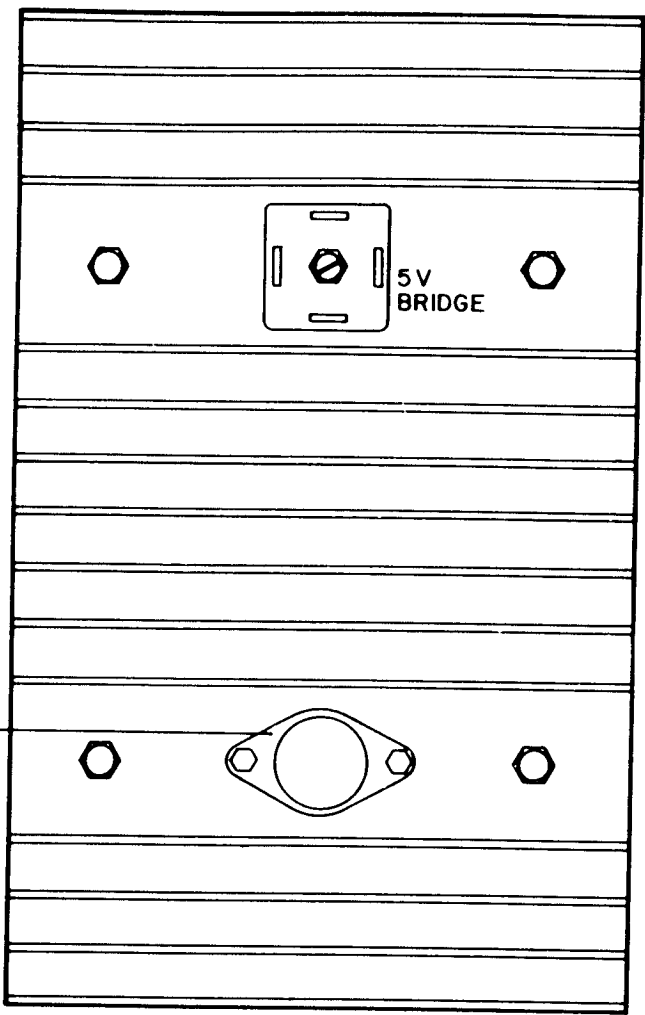
VSB-2000 P.C.B.



PS-1400 P.C.BOARD



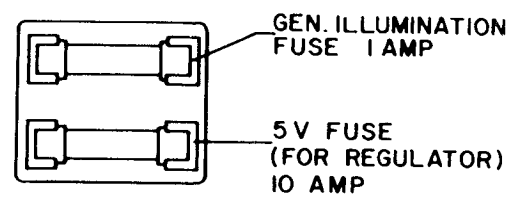
THIS SECTION OF P.C.BOARD
NOT USED FOR MAZER BLAZER



5V
VOLTAGE
REGULATOR

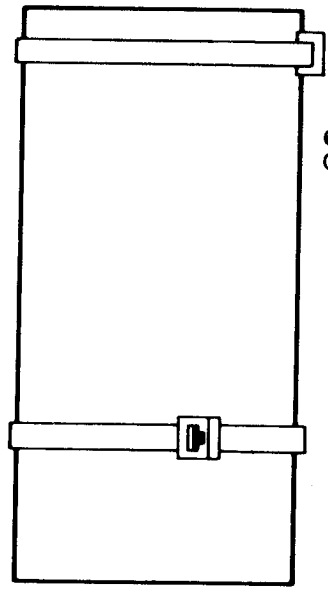
5V
BRIDGE

HEATSINK ASSY.

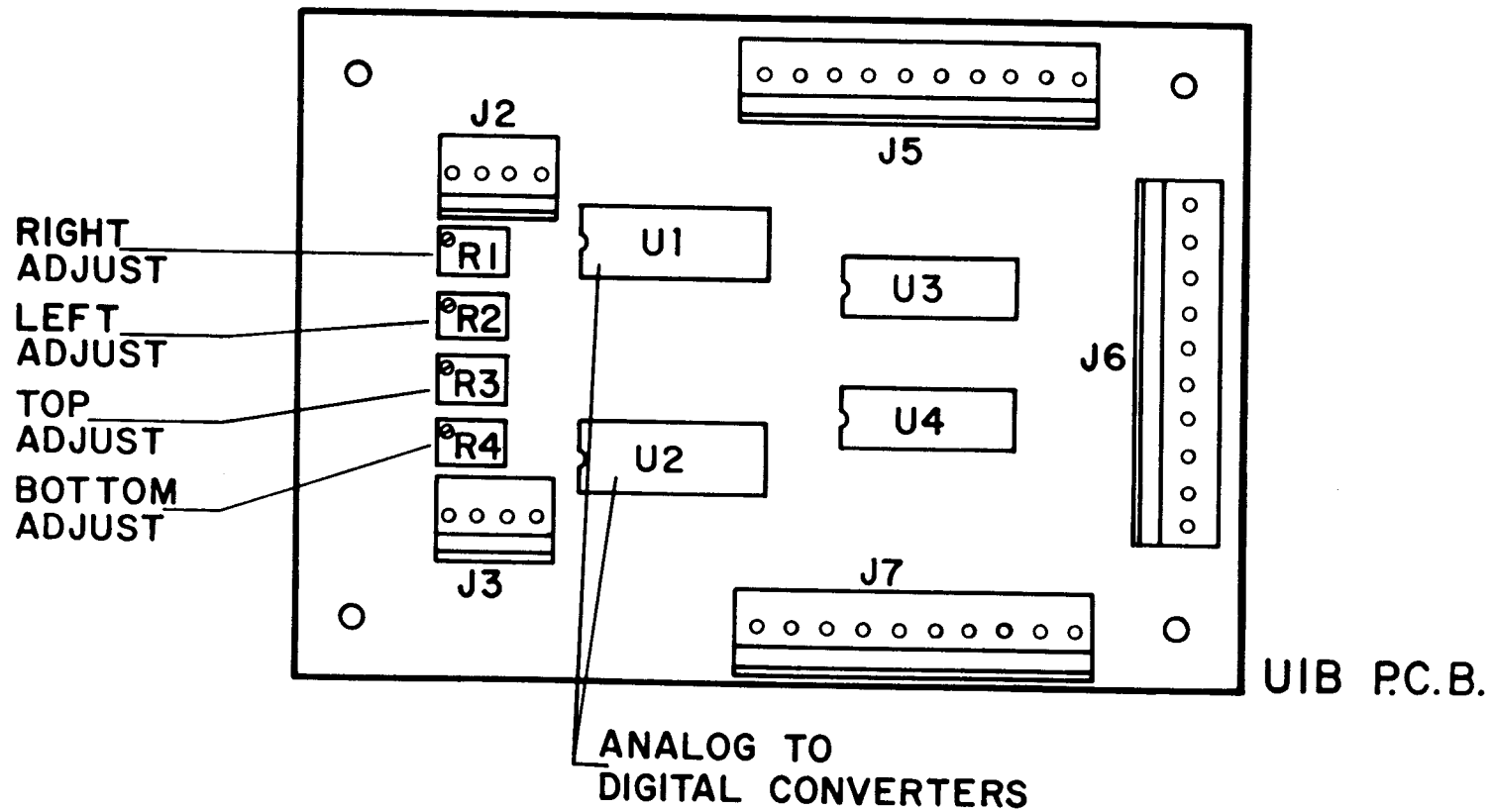


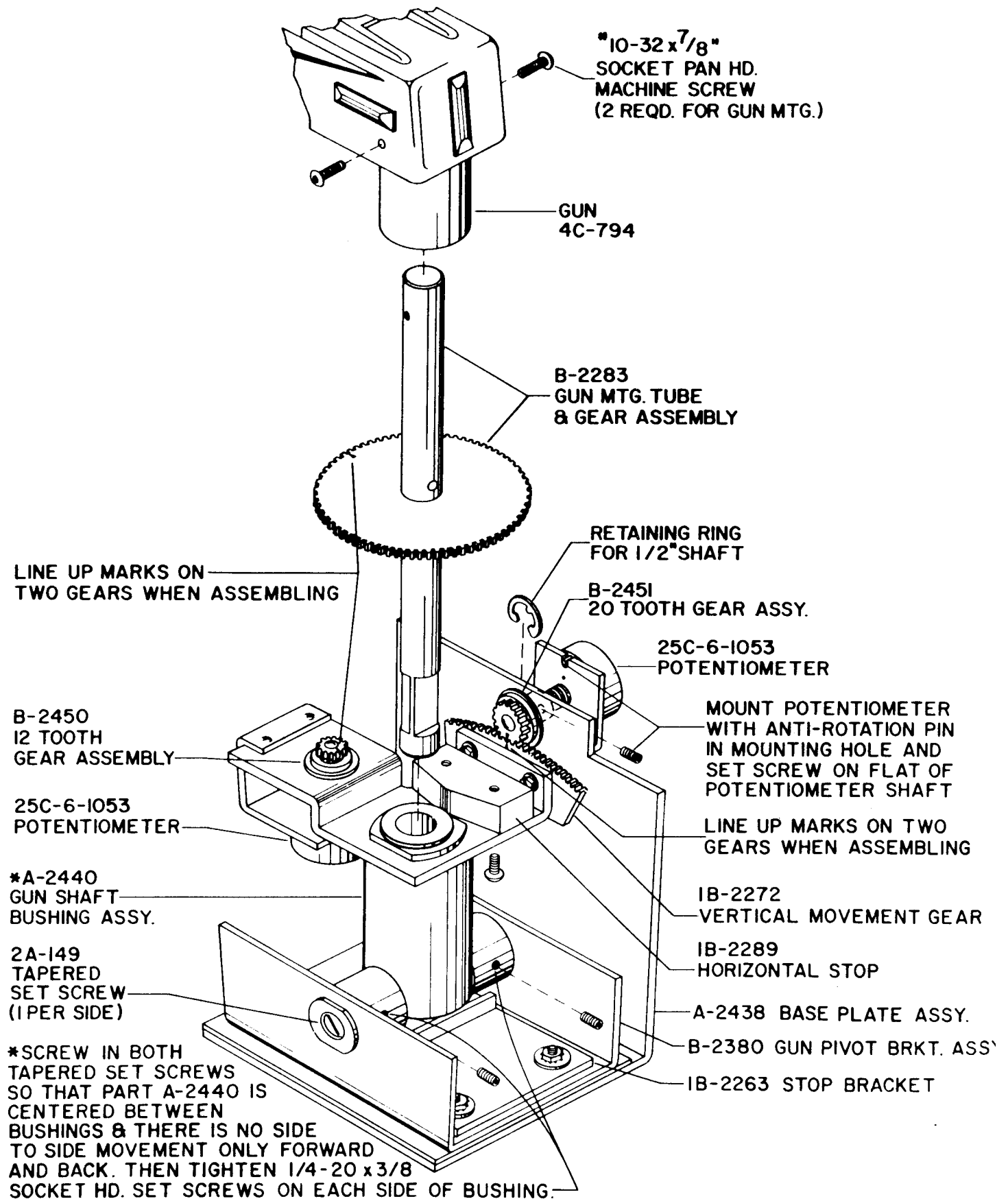
GEN. ILLUMINATION
FUSE 1 AMP

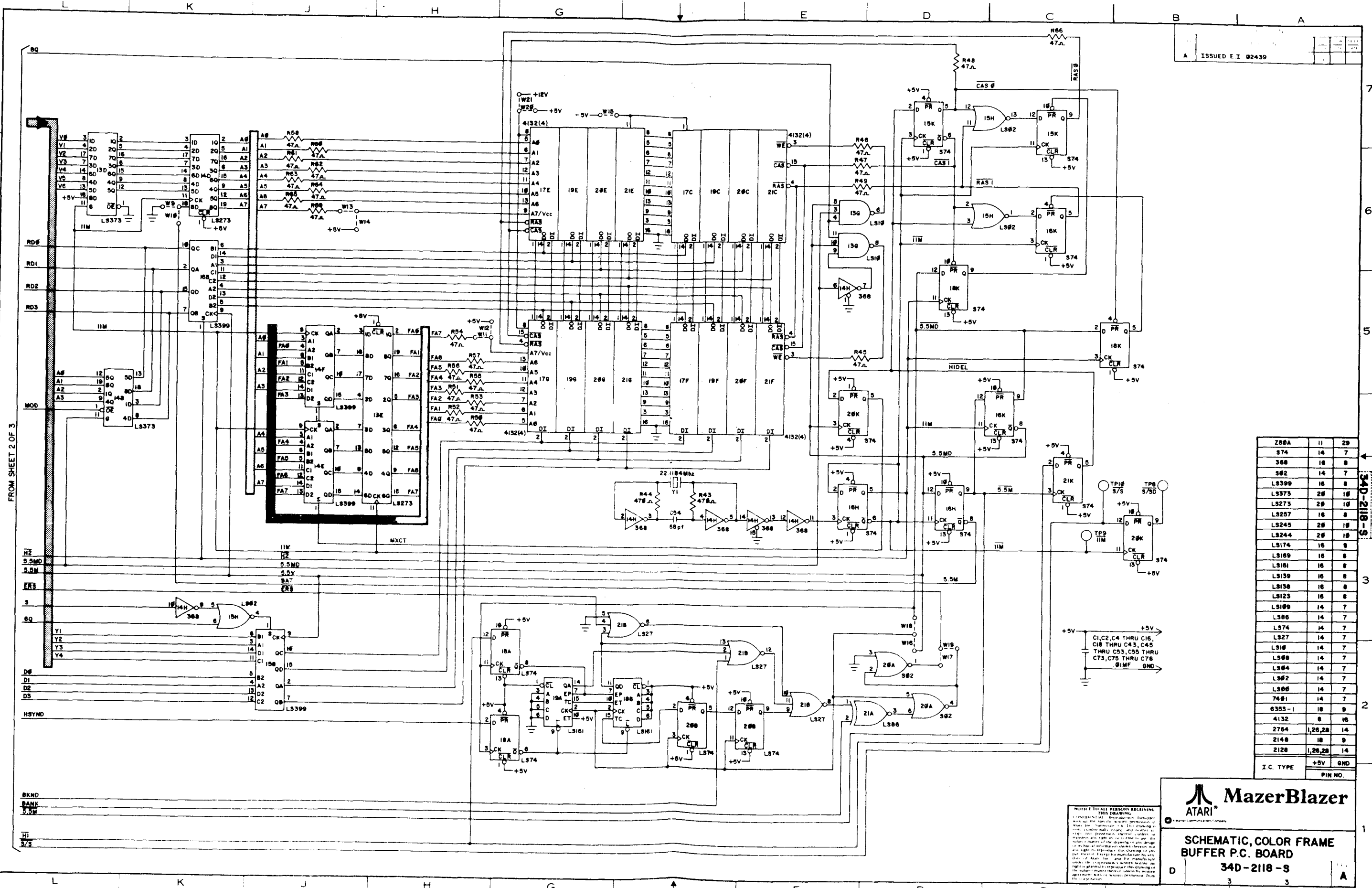
5V FUSE
(FOR REGULATOR)
10 AMP



68000mf-20V
CAPACITOR





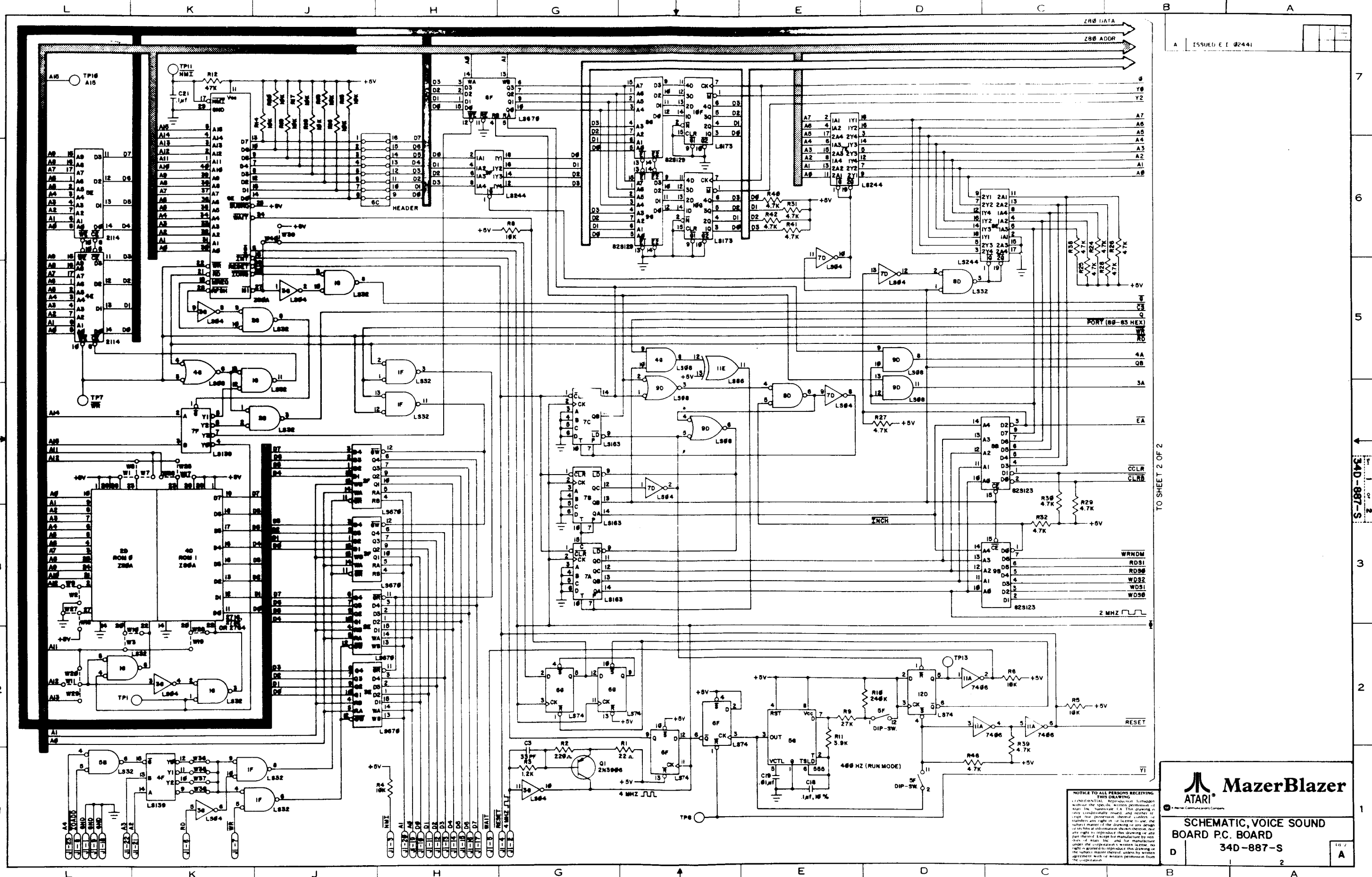


FROM SHEET 2 OF 3

200A	11	20
S74	14	7
368	16	8
S62	14	7
LS399	16	8
LS373	20	10
LS273	16	8
LS245	20	10
LS174	16	8
LS169	16	8
LS161	16	8
LS159	16	8
LS158	16	8
LS123	16	8
LS109	14	7
LS86	14	7
LS74	14	7
LS27	14	7
LS10	14	7
LS08	14	7
LS04	14	7
LS02	14	7
LS06	14	7
7491	14	7
6555-1	16	8
4132	8	16
2764	1,26,28	14
2148	16	8
2128	1,26,28	14
	+5V	GND
		PIN NO.

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



ISSUED E E 0244

TO SHEET 2 OF 2

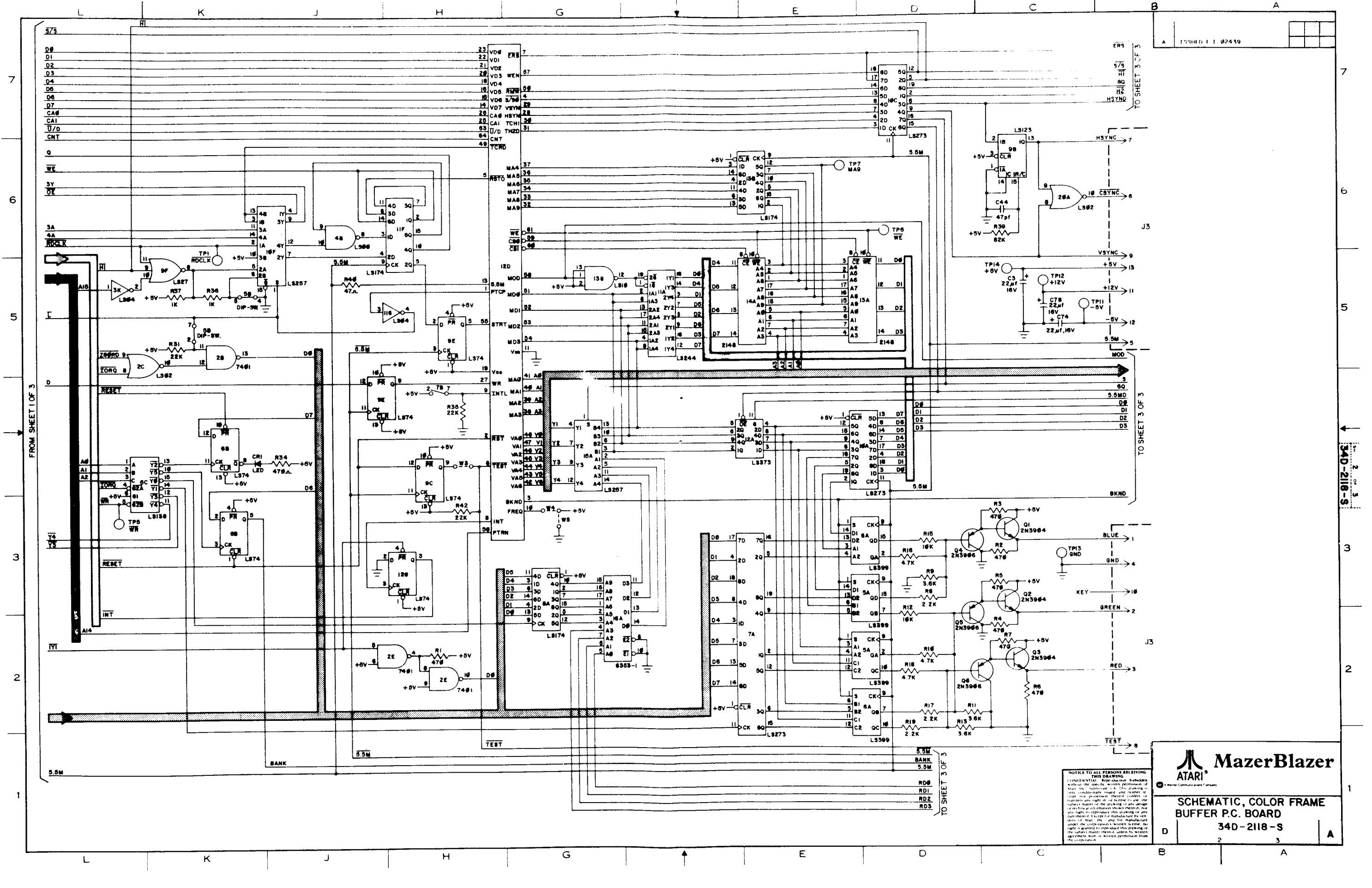
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SCHEMATIC, VOICE SOUND BOARD P.C. BOARD
340-887-S

340-887-S

2



TO SHEET 3 OF 3

J3

TO SHEET 3 OF 3

J3

TEST

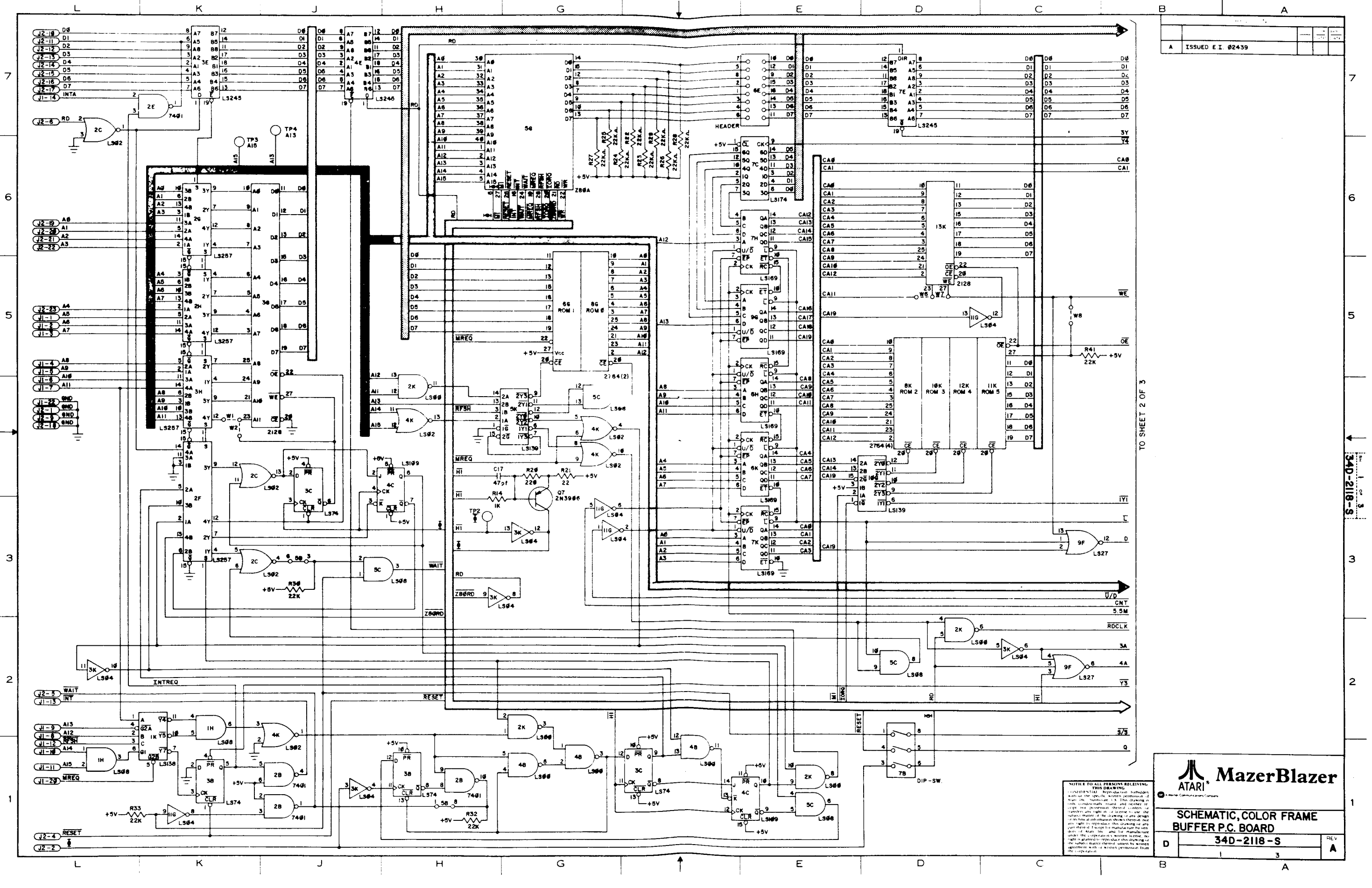
FROM SHEET 1 OF 3

340-2118-S

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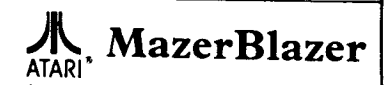
SCHMATIC, COLOR FRAME BUFFER P.C. BOARD
340-2118-S



A ISSUED E.I. 02439

TO SHEET 2 OF 3

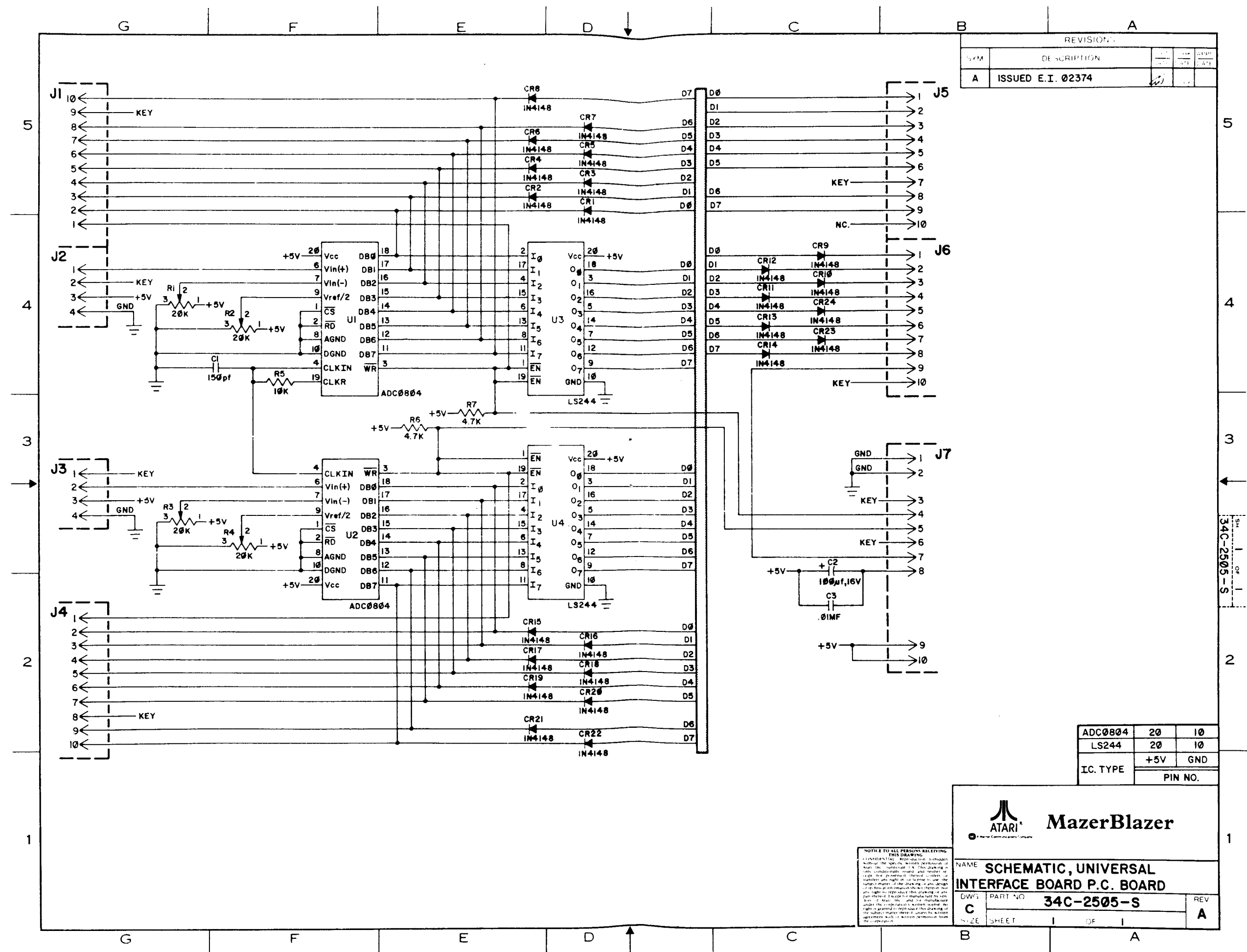
34D-2118-S



SCHEMATIC, COLOR FRAME
BUFFER P.C. BOARD

34D-2118-S REV A

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REVISION:			
SYM	DESCRIPTION	DATE	BY
A	ISSUED E.I. 02374		

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

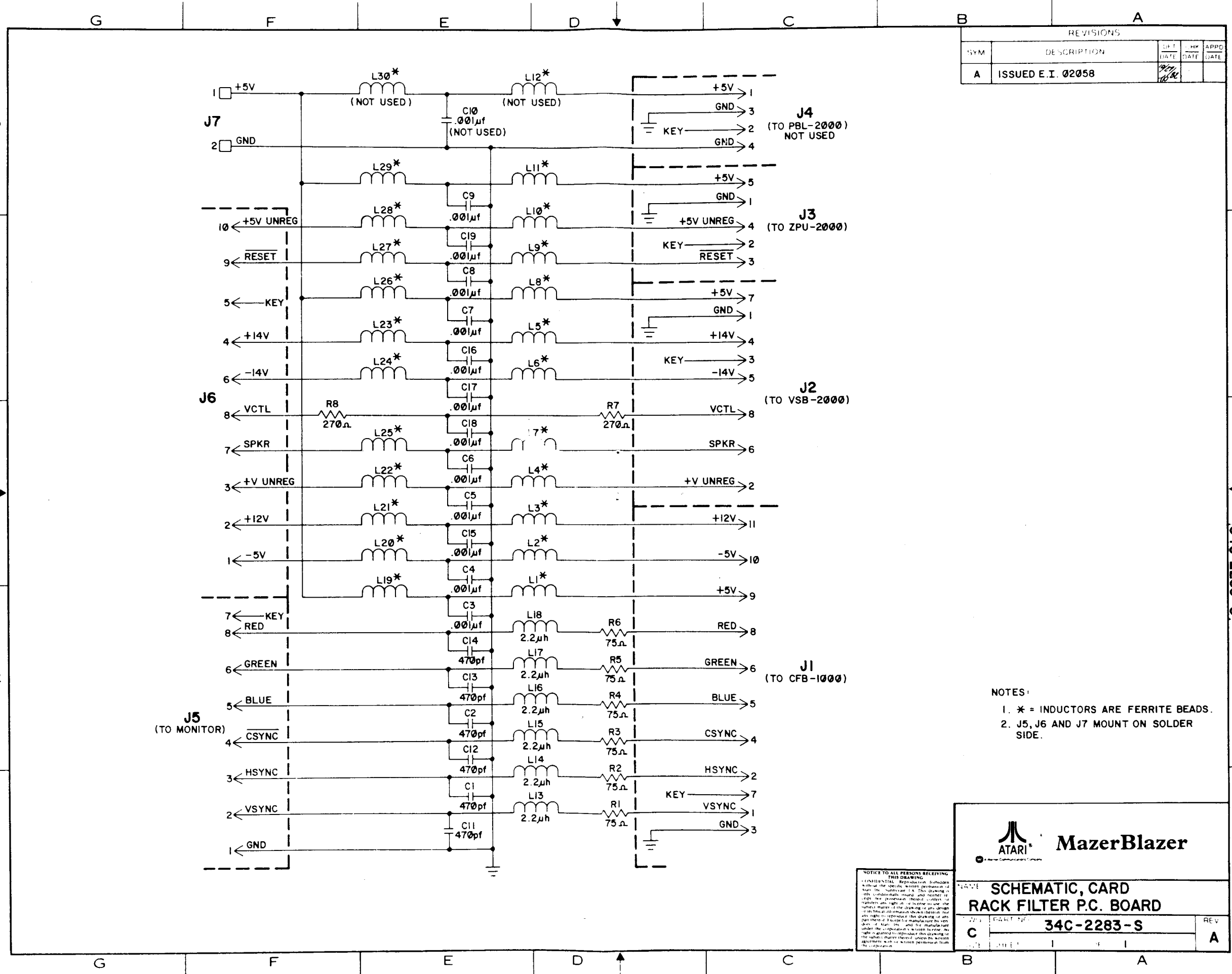
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ATARI MazerBlazer

NAME **SCHEMATIC, UNIVERSAL INTERFACE BOARD P.C. BOARD**

DWG'S **C** PART NO. **34C-2505-S** REV **A**

SIZE SHEET OF 1



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

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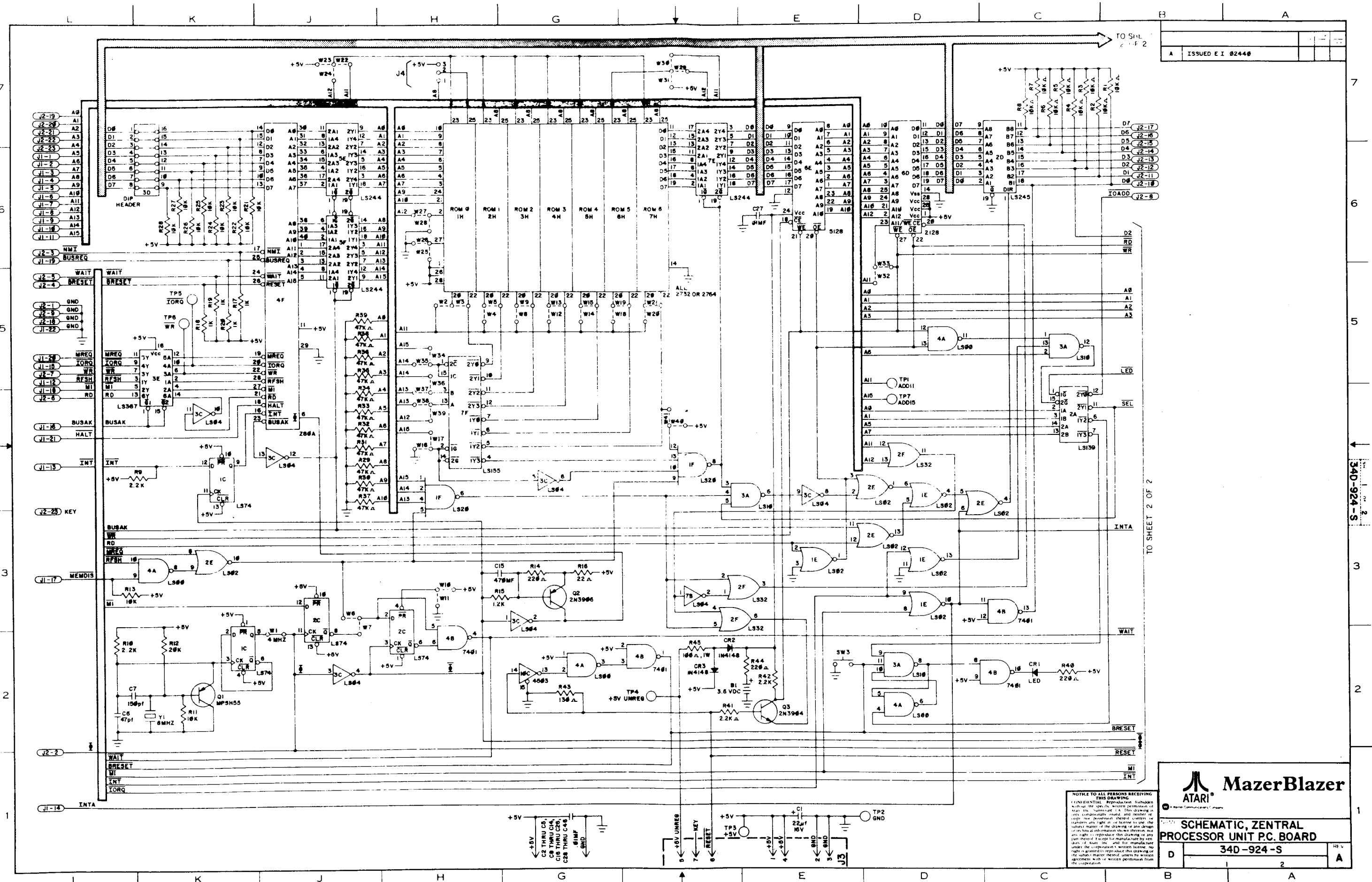
ATARI MazerBlazer

NAME: SCHEMATIC, CARD
RACK FILTER P.C. BOARD

PART NO: 34C-2283-S

REV: A

34C-2283-S



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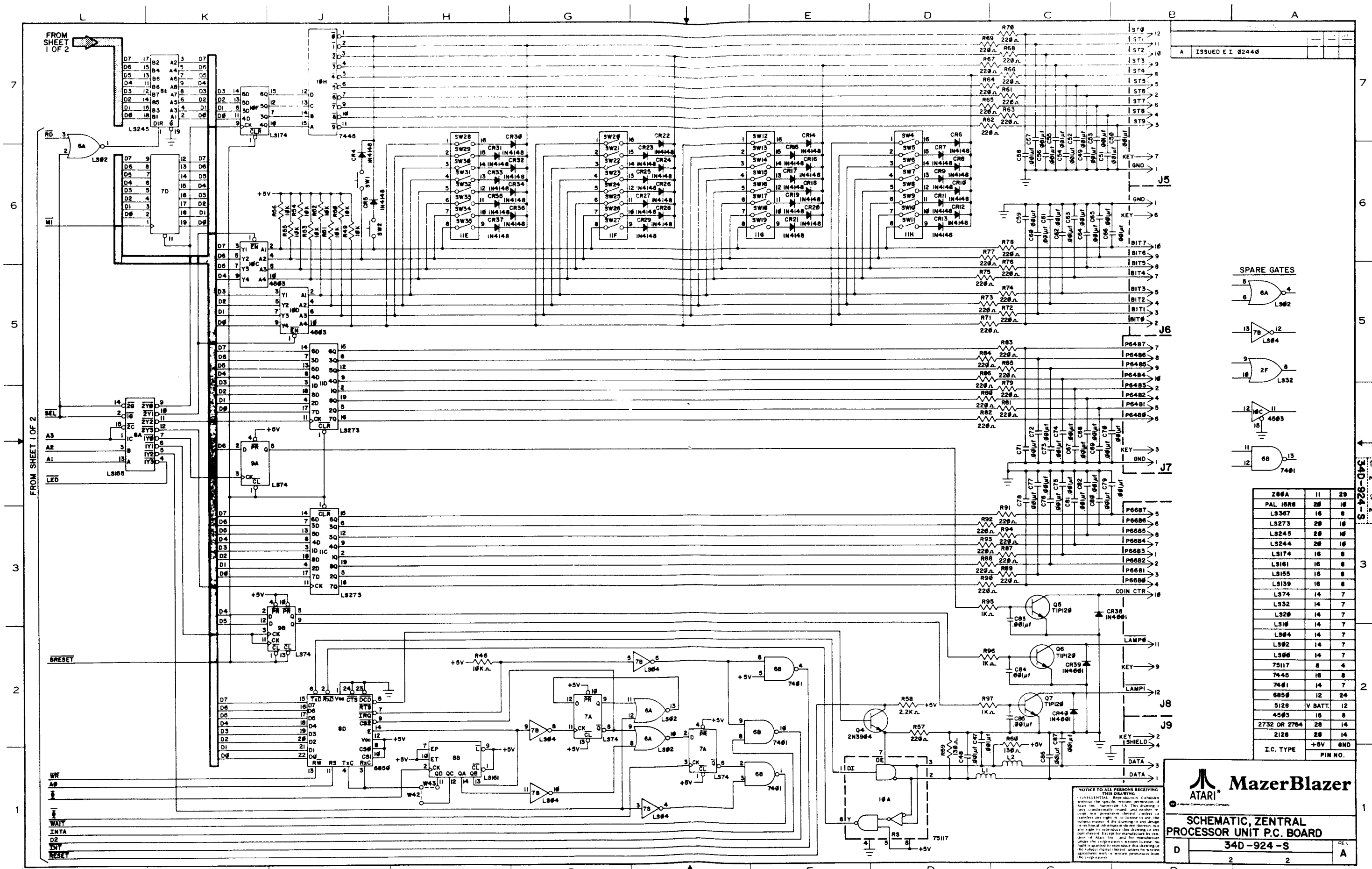
ATARI MazerBlazer

SCHEMATIC, ZENTRAL PROCESSOR UNIT PC BOARD

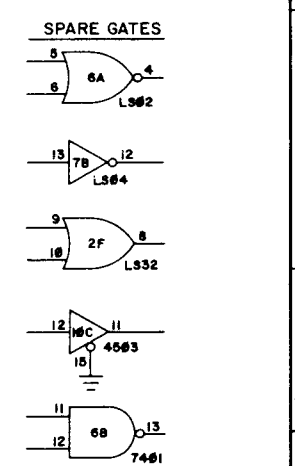
340-924-S

340-924-S

TO SHEET 2 OF 2



ISSUED E.I. 02448



Z80A	11	29
PAL 16R8	20	16
LS307	16	8
LS273	20	16
LS245	20	16
LS244	20	16
LS174	16	8
LS101	16	8
LS105	16	8
LS139	16	8
LS74	14	7
LS32	14	7
LS20	14	7
LS16	14	7
LS94	14	7
LS92	14	7
LS96	14	7
75117	8	4
7445	16	8
7461	14	7
6850	12	24
5128	V BATT.	12
4503	16	8
2732 OR 2704	20	14
2128	28	14
I.C. TYPE	+5V	0ND
		PIN NO.

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ATARI MazerBlazer
 COMMUNICATIONS COMPANY

**SCHEMATIC, Z80A
 PROCESSOR UNIT P.C. BOARD**

340-924-S

REV. A

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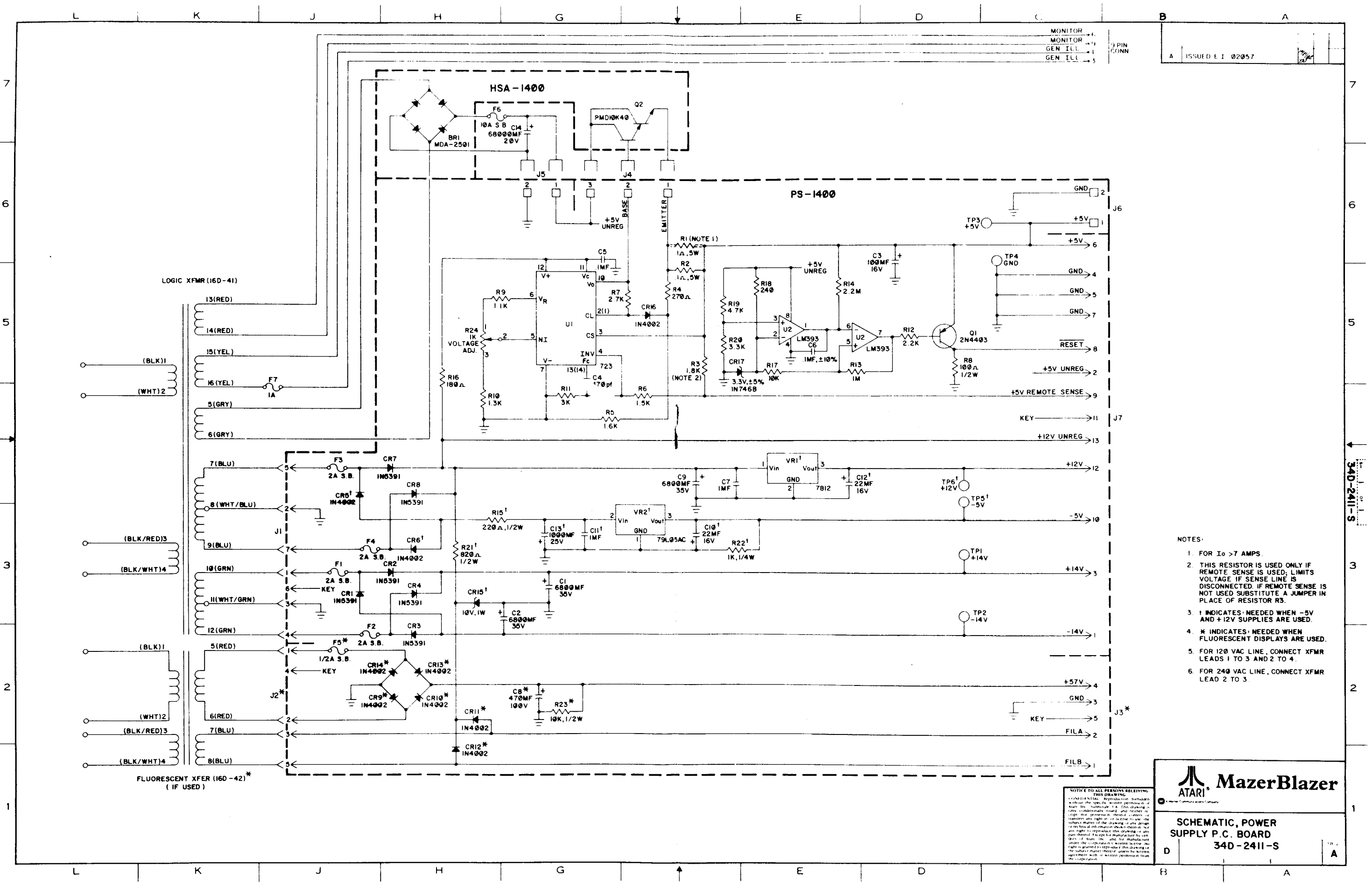
FROM SHEET 96 OF 2

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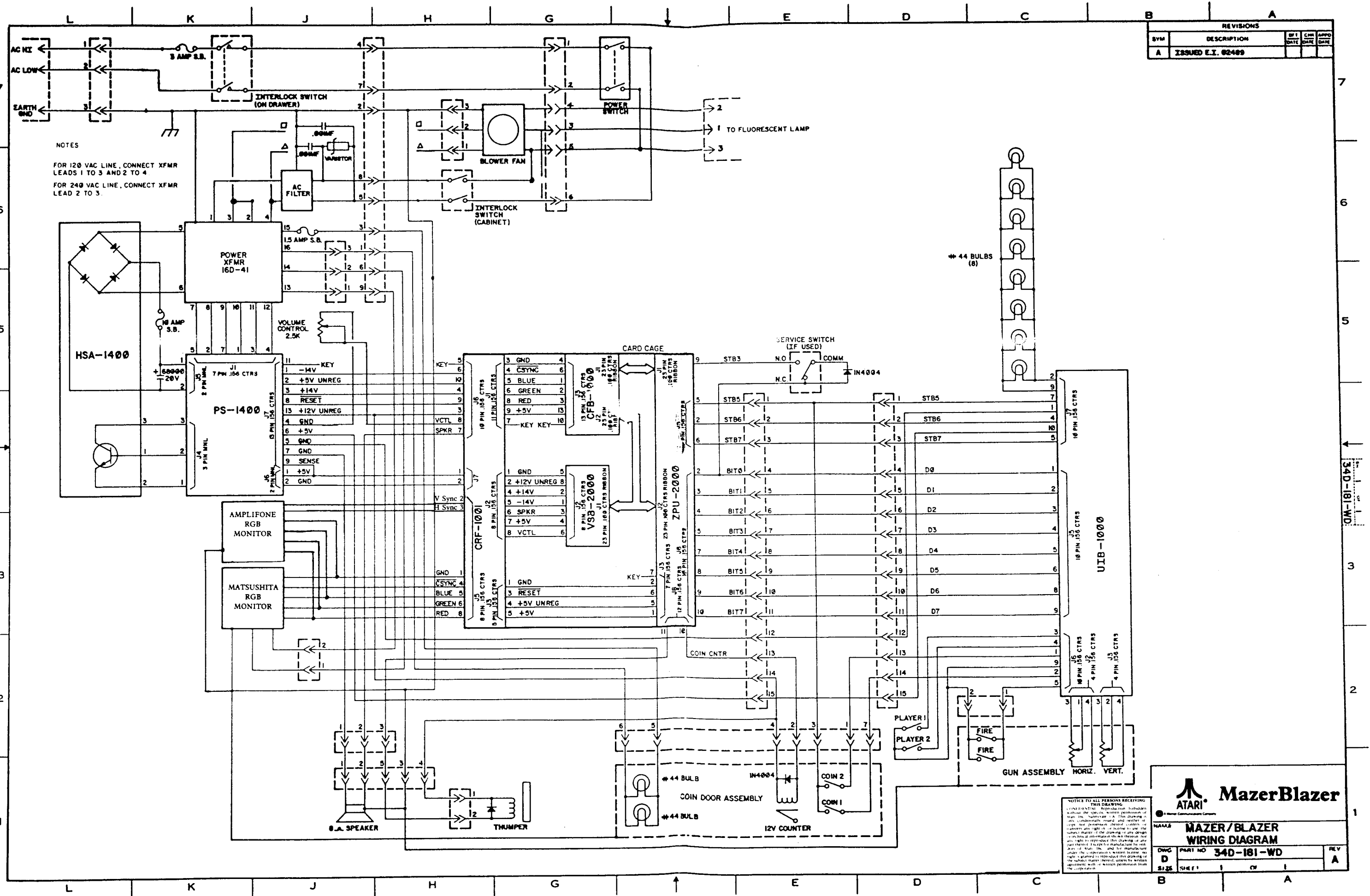
- NOTES:
1. FOR $I_o > 7$ AMPS.
 2. THIS RESISTOR IS USED ONLY IF REMOTE SENSE IS USED; LIMITS VOLTAGE IF SENSE LINE IS DISCONNECTED. IF REMOTE SENSE IS NOT USED SUBSTITUTE A JUMPER IN PLACE OF RESISTOR R3.
 3. † INDICATES: NEEDED WHEN -5V AND +12V SUPPLIES ARE USED.
 4. * INDICATES: NEEDED WHEN FLUORESCENT 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
340-2411-S

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REVISIONS				
SYM	DESCRIPTION	BY	CHK	APPD
A	ISSUED E.I. 02409			



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.

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ATARI MazerBlazer
 NAME: MAZER/BLAZER
 WIRING DIAGRAM
 DWG NO: 340-181-WD
 SHEET 1 OF 1
 REV A