

Mad Dog

McCree™

Operators Manual



Mad Dog McCree is manufactured and distributed by
Atari Games Ireland Ltd under license from Betson Pacific

For Technical Assistance :

If reading through this manual does not lead to solving your game maintenance or repair problem, call Atari Games Ireland Customer Service offices :



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Safety Summary

The following safety precautions apply to all game operators and service personnel. Specific warnings and cautions will be found in this manual whenever they apply.

Warning

Property Ground the Game. Players may receive an electrical shock if this game is not properly grounded! To avoid electrical shock, do not plug in the game until it has been inspected and properly grounded. This game should only be plugged into a grounded three wire outlet. If you have only a two wire outlet, we recommend you hire a licensed electrician to install a three wire grounded outlet. If the control panel is not properly grounded, players may receive an electrical shock! After servicing any part on the control panel, check that the grounding wire is firmly secured to the inside of the control panel. After you have checked this, lock up the game.

AC Power Connection. Before you plug in the game, be sure that the game's power supply can accept the AC line voltage in your location. The line voltage requirements are listed in the first chapter of this manual.

Disconnect Power During Repairs. To avoid electrical shock, disconnect the game from AC power before removing or repairing any part of the game. If you remove or repair the video display, be very careful to avoid electrical shock. High voltages continue to exist even after power is disconnected in the display circuitry and the cathode-ray tube (CRT). Do not touch the internal parts of the display with your hands or with metal objects! Always discharge the high voltage from the CRT before servicing it. Do this after you disconnect it from the power source. First, attach one end of a large, well-insulated, 18-gauge jumper wire to ground. Then momentarily touch the free end of the grounded jumper wire to the CRT anode by sliding the wire under the anode cap. Wait two minutes and do this again.

Use Only Atari Parts. To maintain the safety of your Atari game, use only Atari parts when you repair it. Using non-Atari parts or modifying the game circuitry may be dangerous, and could injure you and your players.

Handle the CRT With Care. If you drop the CRT and it breaks, it may explode! Shattered glass from the explosion can fly six feet or more.

Use the Proper Fuses. To avoid electrical shock, use replacement fuses which are specified in the parts list for this game. Replacement fuses must match those replaced in fuse type, voltage rating, and current rating. In addition, the fuse must be in place during game operation.

Caution

Properly Attach All Connectors. Make sure that the connectors on each printed circuit board (PCB) are properly plugged in. The connectors are keyed to fit only one way. If they do not slip on easily, do not force them. If you reverse a connector, it may damage your game and void your warranty.

Ensure the Proper AC Line Frequency.

Video game manufactured for operation on 60 Hz line power (used in the United States) must not be operated in countries with 50 Hz line power (used in Europe). If a 60 Hz machine operates on 50Hz line power, the fluorescent line ballast transformer will overheat and cause potential fire hazard. Check the product identification label on your machine for the line frequency required.

In Atari publications, notes, cautions and warnings have the following meaning:

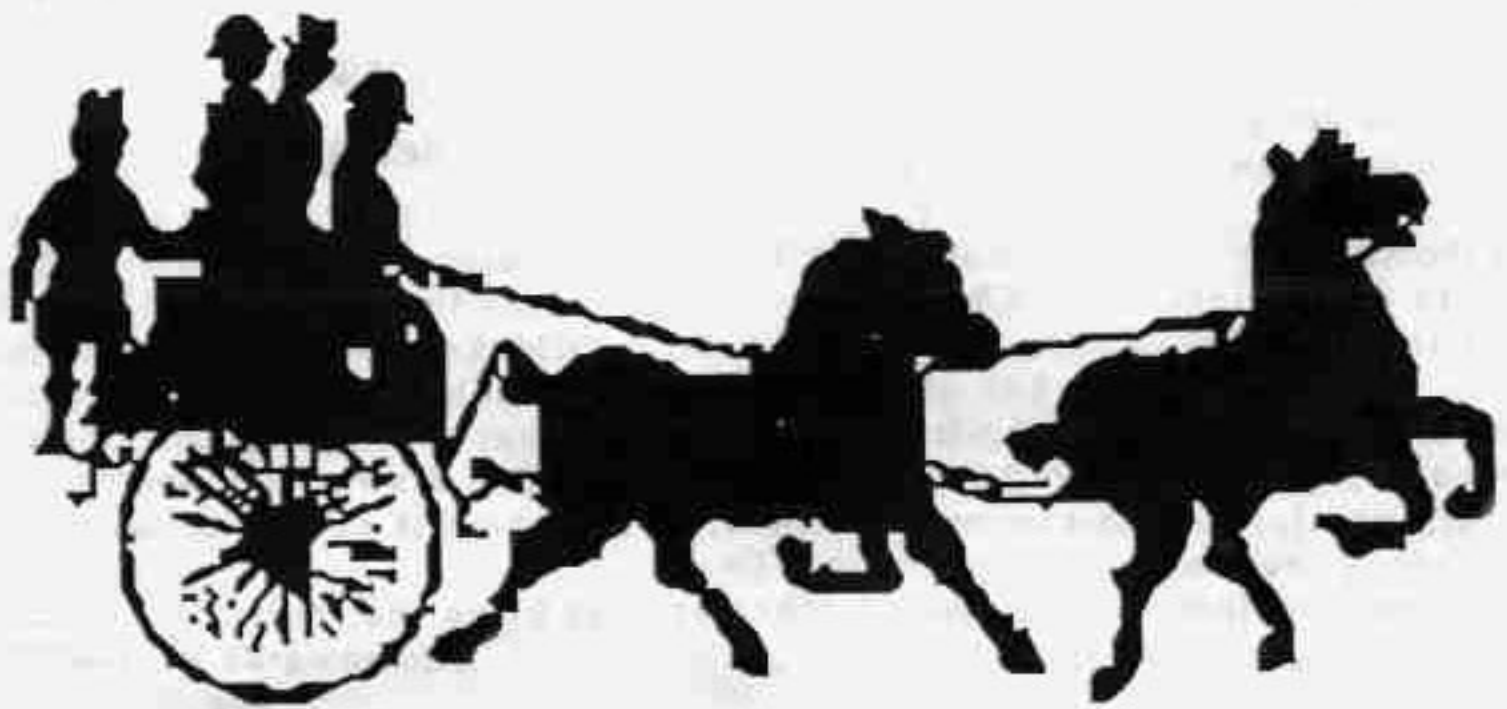
NOTE: - A highlighted piece of information.

CAUTION: - Equipment and /or parts can be damaged or destroyed if instructions are not followed. You will void the warranty on Atari printed-circuit boards, parts thereon, and video displays if equipment or parts are damaged or destroyed due to failure of following instructions.

WARNING: - Players and /or technicians can be killed or injured if instructions are not followed.

Chapter 1

Set-Up



This manual is written for operators and service personnel. It provides information for setting up, playing testing and maintaining your Mad Dog McCree game. The manual is divided into the following chapters : • Chapter 1 contains set-up and game play information. • Chapter 2 describes the self test. • Chapter 3 contains maintenance, repair and troubleshooting procedures. Be sure to perform the preventive maintenance tasks to keep the game in good condition. • Chapter 4 contains the illustrated parts lists.

Initial Inspection

Mad Dog McCree has been thoroughly tested and burned in at the factory. There is no special assembly procedure to put your game together.

The Mad Dog McCree game comes in four parts for shipping purposes as follows :

- 1) The Main Cabinet
- 2) The Console Cabinet (which is packed inside the main cabinet)
- 3) The TV (packed separately)
- 4) The two Cable Channels (packed with the main cabinet)

Preparing the Game

Make sure the game power is turned off.

- 1) Preparing the Rear Screen Projection TV
 - a) Remove the TV and its remote control from it's packing.
 - b) Remove the safety screen which protects the screen of the TV.
- 2) Install the TV into the main cabinet. The cabinet is designed to guide the TV into the correct position.
- 3) Use the securing brackets to hold the TV in place in the cabinet. (see Chapter 3 installing the TV)
- 4) Open the service door of the main cabinet (located at the front). There are two drawers, the left one is the power drawer, the other is the Amiga / Laser drawer. To slide them out, loosen the drawer latches or stop which keep them secure.
- 5) Connect the power cord of the TV to the 120V power strip on the Power supply drawer.
- 6) Connect the RCA cable from the AMIGEN (Video Out) to the TV (~~Video In~~ ^{VDP}) jack. Connect the RCA cables from the Audio Left and Right of the Laser Player to the Audio jacks of the Video Inputs.
- 7) Now open the service door of the console. Feed all the unconnected harnesses through the left hand pod looking from the back of the console.
- 8) Get the Channel Assemblies (these are the bars that will connect between the console and the Main cabinet). Remove the top of one of the channels by removing the screws at the side. Orientate the channel correctly, i.e. there are two threaded holes at each end of the channel. The side holes

match up with the holes in the console pod and the top holes will match with the holes in the main cabinet.

- 9) Feed the harnesses from the console through the channel. Plug all the connectors (4 in total) to their mate, which is found in the main cabinet.
- 10) Replace the top of the channel and secure the channels to both the console and main cabinet with the screws and washers. The longer screw is used to attach the channel to the console pod.

Review Inspection

- * All connectors are firmly seated.
- * All components on printed circuit boards are firmly seated.
- * All fuses are installed firmly.
- * All protective shipping materials have been removed.
- * No loose screws, wires, etc. which may cause electrical shorting or mechanical binding.
- * Unit is free of moisture.

Game Set up

- 1) Turn on game power.
- 2) Make sure the green power light is illuminated on the Laser player. Press the open / close button, the drawer will open. The drawer may open of its own accord if there is no disc or the disc is faulty).
- 3) Place the laser disc on the drawer (shiny side downwards). Press the open / close door button. The "in use" light will flicker

The following precautions should be taken when installing the game.

Handle the laser disk with care so as not to scratch it.

Do NOT install the game in excessively humid or dusty environments.

Do NOT install the game near a heat source or in direct sunlight. Doing so may cause the game's internal temperature to exceed it's maximum temperature and result in damage to the game.

When installing the game take adequate protection against static electricity.

and then should remain on.

- 4) For the TV to operate make sure the power light is illuminated. If not use the Remote Control (ensure the remote is in the "USE" function) press the Power button for TV. Next press the ~~Video~~ ^{VDP} on the Input Selector Function to allow the video from the game to be seen.

Control and Switch Locations

Most of the controls are located on the Utility panel. The only exceptions are the Power on / off switch and the master volume controls.

Power On / Off Switch

The power on off switch is located at the top left of the Main cabinet (approx. in the middle)

Volume Controls

1) There are two volume controls found on the Utility panel. One for each speaker on the console control panel only.

2) There are master volume controls for the speakers on the console control panel. There are four of these controls, two for each channel. Each control determines the level of audio being mixed into the amplifier for each channel.

3) The volume control for the TV is found on the remote control.

Self test Switch

The switch is also located on the Utility panel

TV Controls

All necessary controls are on the remote control

Coin Counters

The coin counter is also located on the Utility panel.

Setting the Coin and Game Options

The Mad Dog McCree coin and game options are set in the self test. Refer to Chapter 2 for the recommended settings and the procedure for setting the options.

Game Play

A mean hombre, Mad Dog McCree has kidnapped the mayor and his daughter. The sheriff is in jail, and you need to get him out. Nobody in the town can stand up to Mad Dog. To beat Mad Dog you need to be a real gun slinger. It is up to you to get through all of Mad dog's men, ambushes and puzzles to save the mayor's daughter.

- * Shooting cow skulls and spittoons give you more bullets.
- * Listen to the clues given to you to make the right choices.
- * Don't shoot innocent people.
- * Reload your gun by holstering it (i.e. pointing the barrel down.)
- * Your gun must be Pointing downwards before a gun fight.

GAME OBJECTIVES

- * Save the prospector and get a Clue.
- * Get the keys for the jail.
- * Get the sheriff out of jail and get a clue.
- * Foil the bank robbery attempt and get a clue.
- * Kill all of Mad Dog's men in the corral and barn.
- * Save the prospector from being blown up and get a clue.
- * Get the map to Mad Dog's hideout
- * Kill all of Mad Dog's men on the way to the hideout.
- * Enter the hideout.
- * Kill all of Mad Dog's men in the hotel.
- * Kill Mad Dog.

Chapter 2

Self - Test

Use the Mad Dog McCree self-test to check the condition of your controls. You will see the self test information on the video display. Perform the self test when you first set up the game, each time you collect the money, or when you suspect game problems. This chapter shows the screens in the self test and explains each of the tests.

SELF TEST MODE.

To enter SELF TEST press the self test button found on the Utility panel between games (during attract). Exit by running through all the screens.

Game Statistics

A screen showing all of the right and left credits, average playing time and longest playing time will appear. To clear out this information press the start button. An example of this screen is shown below.

```
LEFT COINS:      975
RIGHT COINS:     948
TOTAL GAMES:     480
AVE. TIME:       1.15
MOST TIME:       9.06
PRESS START:     CLEAR
```

Press the self test button again to get to the play / continue amount and game play level screens.

Coin and Game Options

The first screen will show these lines of text.

```
LEFT SLOT INFO
COINS PER TICK:  4
CONTINUE COINS:      2
CREDITS PER TICK:  1
LEVEL:            EASY
DONE
PRESS START:      CHANGE
```

Press the self test button to select which variable to change. Press the start button to change the numbers or level of game play.

To exit this screen press the service button until DONE is selected, then press the start button. The second screen will show these lines of text.

```
RIGHT SLOT INFO
COINS PER TICK:  4
CONTINUE COINS:      2
CREDITS PER TICK:  1
DONE
PRESS START:      CHANGE
```

The Coin Options are as follows :

Coins per Tick : is the number of coins required for x amount of credits.

Credits per Tick : is the amount of credits given for the required number of coins.

Continue Coins : the number of coins required to continue the game.

In the above example the player will have to deposit 4 coins for each tick. The player is then given 1 game credit for each tick. The player may continue the game by inserting 2 coins and pressing the start button.

Gun Alignment.

The last screen shown in self test is used to align the sight of the gun. Aim at the circle on the center of the screen. Pull the trigger a few times and see if the gun is aligned. If the gun shoots within approximately one inch of the circle you are aligned. If you want to realign the gun hold the start button in and shoot at the circle on the center of the screen. Then release the start button and check the gun alignment by shooting at the circle again. This should complete the gun sight alignment. Press the self test button to resume normal operation.

Coin Option Settings

Option	Available setting	Explanation
Coin per Tick required for credits.	1*, 2, 3, 4, 5, 6, 7, 8, 0	is the number of coins
Continue Credits continue.	1, 2, 3, 4, 5, 6, 7, 8, 0*	the number of coins to
Credits per Tick credits given	1*, 2, 3, 4, 5, 6, 7, 8, 0	is the amount of
Level	Easy, Medium*, Hard	Sets difficulty level

* is the default setting

Chapter 3

Troubleshooting and Maintenance

This chapter contains troubleshooting tables for your Mad Dog McCree™ game. The table is a general troubleshooting guide. The chapter also has instructions for maintaining, installing and removing some of the assemblies in the game.

Troubleshooting Table

Coin Mech Problem

- 1) Check the wiring to the coin switch.
- 2) *If using a Sentinel* - Check if the Sentinel Regulator board for 12V output.
If mechanical mech - Check the voltage to the + side of the coin switch.
- 3) Check that the 9 pin "D" type connector for the console controls is plugged into the first 9 pin connector on the main Electronics board (found in the main cabinet on the Amiga / Laser drawer). Also check the extender harness is connected
- 4) Check for continuity on the harness.

Incorrect credits appear on screen

- 1) Check and adjust credits / continue options in self test.
If game uses Sentinel coin mech - Check and adjust the above as well as the settings on the CCU attached to the mech.

Gun problems

Gun does not fire

- 1) Check that the gun control harness is properly connected to the second 9 pin "D" type connector on the main Electronics board.
- 2) Check that the gun cable is connected properly to the gun extender harness.
- 3) Change the gun (internal gun board is defective)

Gun fires erratically

- 1) Check to see if armoured cable on the gun is properly grounded (earth ground, not DC ground).
- 2) Re-calibrate gun sight in self test.

Gun does not re-load when gun is pointed downwards

- 1) Check that the 9 pin "D" type connector for the console controls is plugged into the first 9 pin connector on the main Electronics board (found in the main cabinet on the Amiga / Laser drawer). Also check the extender harness.
- 2) Check the yellow wire on this harness for continuity.
- 3) Check the mercury switch and its harness in the gun.

Start Switch and/ or Self test Switch does not function

- 1) Check that the 9 pin "D" type connector for the console controls is plugged into the first 9 pin connector on the main Electronics board (found in the main cabinet on the Amiga / Laser drawer). Also check the extender harness.
- 2) Check the microswitches on these switches.

No picture on the TV

- 1) Is the game plugged in ?
- 2) Is the game turned on ?
- 3) Is the power cord of the TV plugged into the 110V power strip

- on the power drawer ?
- 4) Is all fuses ok on the power drawer ?
 - 5) Is the TV turned on ? Check the power light.
 - 6) Is the TV in the wrong input mode ? If so, use the remote control to change it to the " Video " mode.
 - 7) Check that the video out cable from the GEN-Lock is connected to the Video in of the TV.

No picture from the Laser player

- 1) Is the power cord of the player plugged into the 110V power strip on the power drawer ?
- 2) Is all fuses ok on the power drawer ?
- 3) Is the BNC to RCA cable connected properly between the laser player output and the GEN-LOCK video input ?

Laser Player not being controlled by game / jumping incorrectly.

- 1) Is the serial cable between the laser player and the main electronics board properly connected ?
- 2) Check the laser disc for scratches or excessive dirt build up. It is advisable to clean the disk at least every two weeks.
- 3) Check the dip switches at the back of the laser player. Ensure that they are in the correct settings.
- 4) Is the main electronics board working properly ?

Main electronics board does not seem to work.

- 1) Is the board connected properly to it's power supply (found on the power drawer).
- 2) Is it displaying any error messages on the screen?

No video text is displayed.

- 1) Is the GEN-LOCK properly connected to the 23 pin " D " connector on the far right of the main electronics board.

No gun sound

- 1) This sound comes from the main electronics board. Is the RCA cable properly connected between the left audio output of the electronics board and the input of either the audio amplifier or TV ?
- 2) Is the harness properly connected between the audio amplifier and the speakers on the console ?
- 3) Check the master volume controls on the audio amplifier.
- 4) Check the volume controls on the Utility panel in the console.

No sounds other than gun shot

- 1) Is the RCA cables from the left and right audio outputs of the laser player is connected to the audio inputs of the TV or audio amplifier.
- 2) Check your volume controls on the TV or audio amplifier.

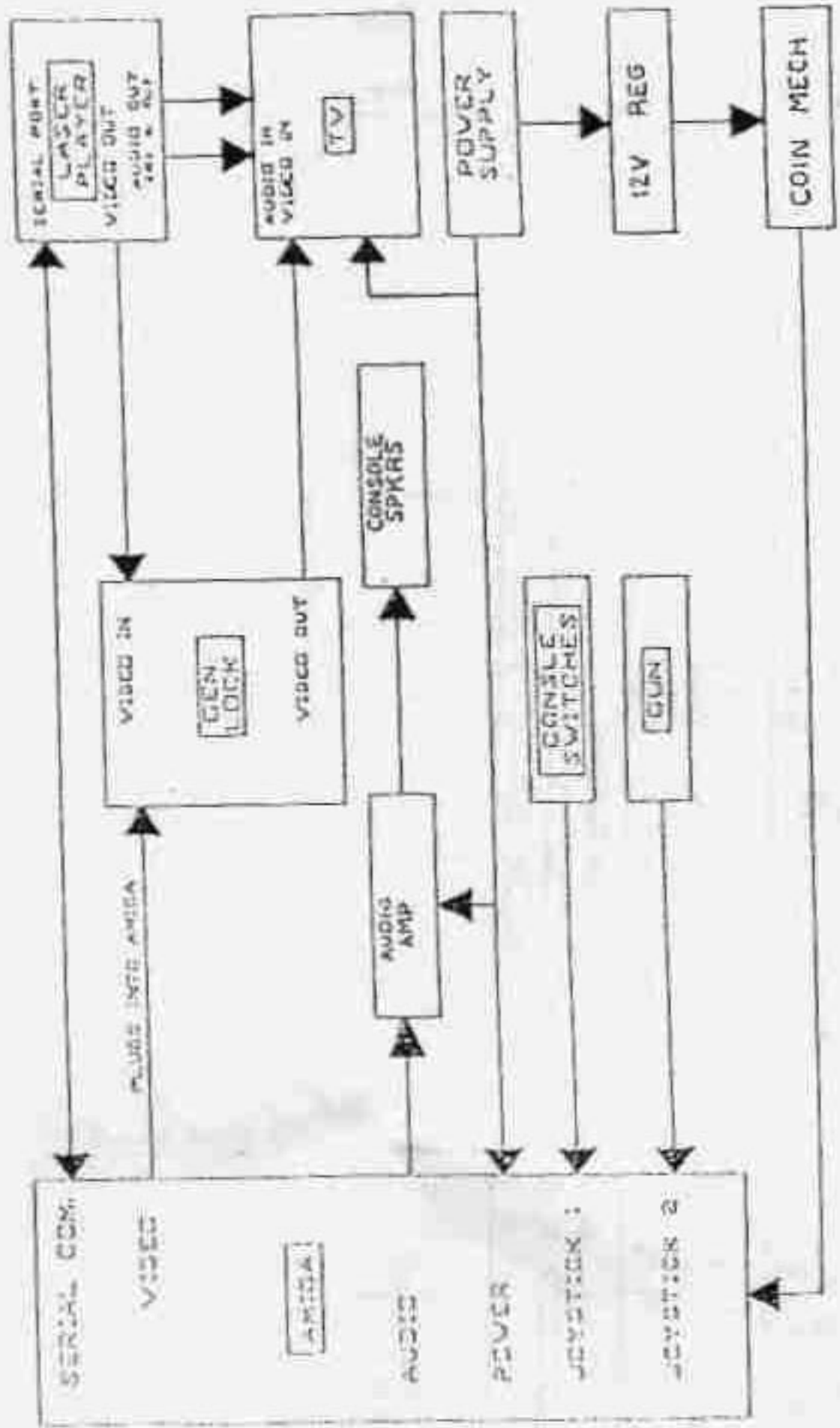
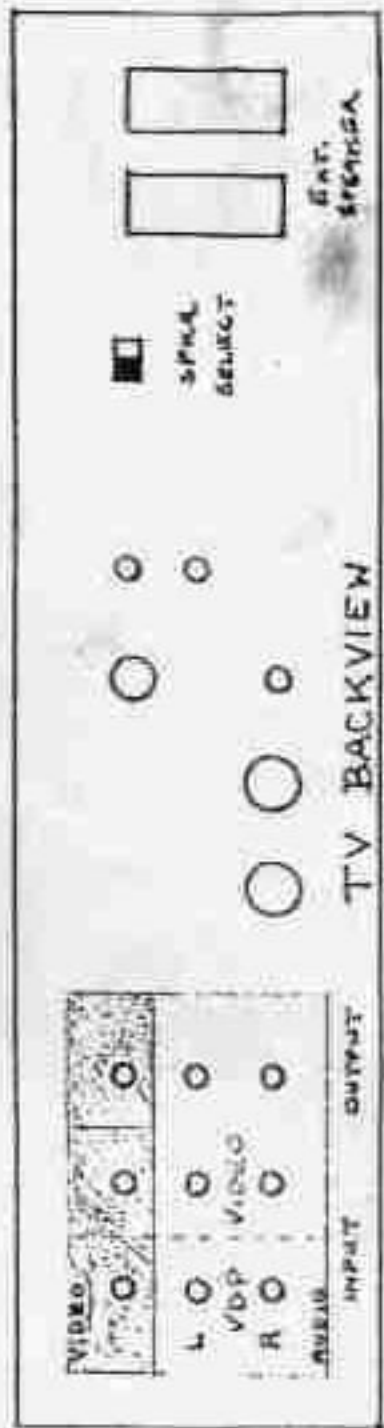
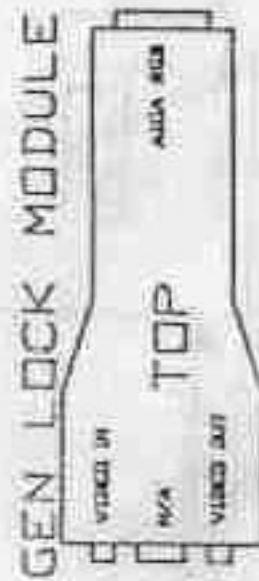
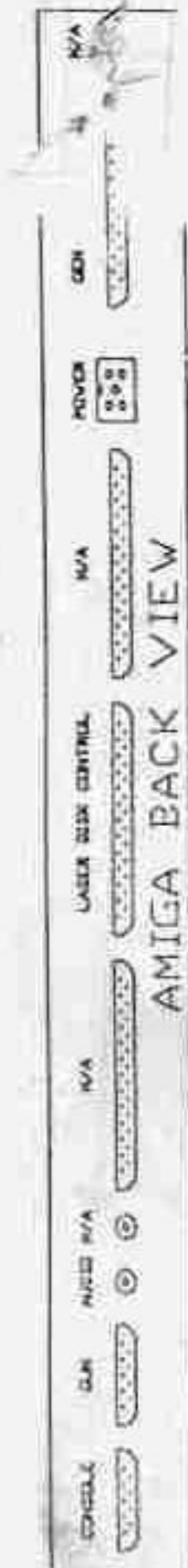
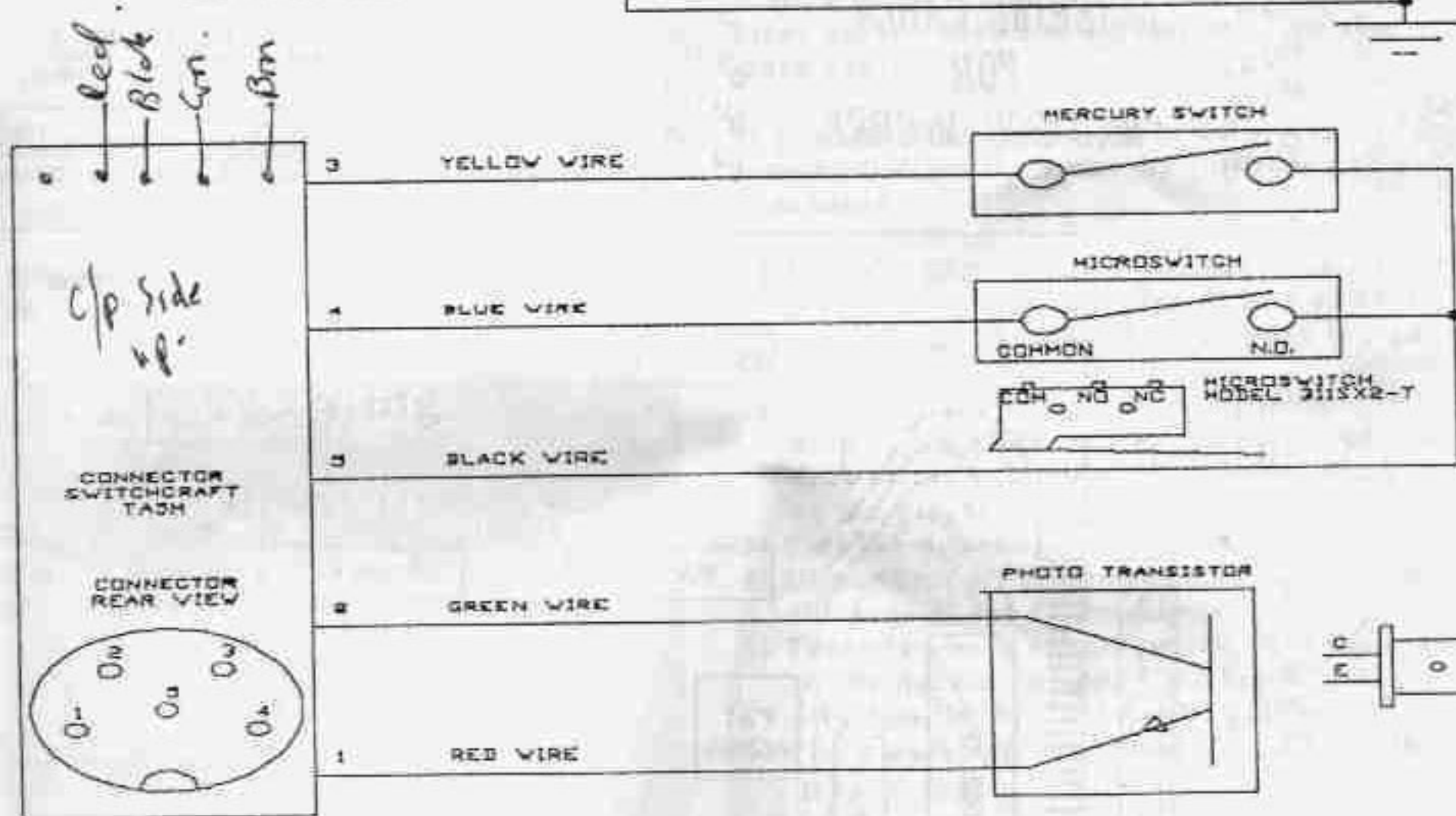
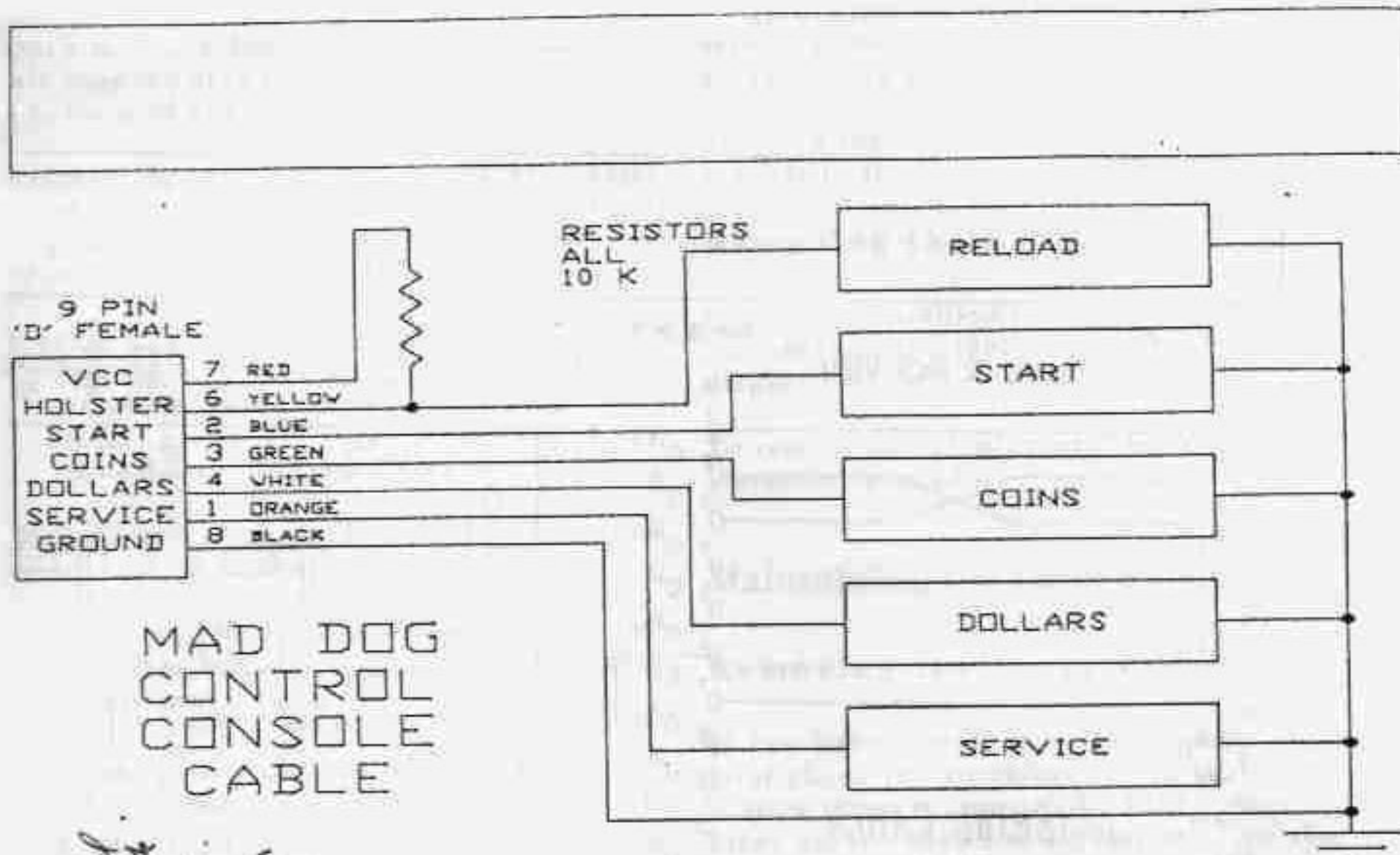


Fig 2





MAD DOG GUN SCHEMATIC

FIG. 3

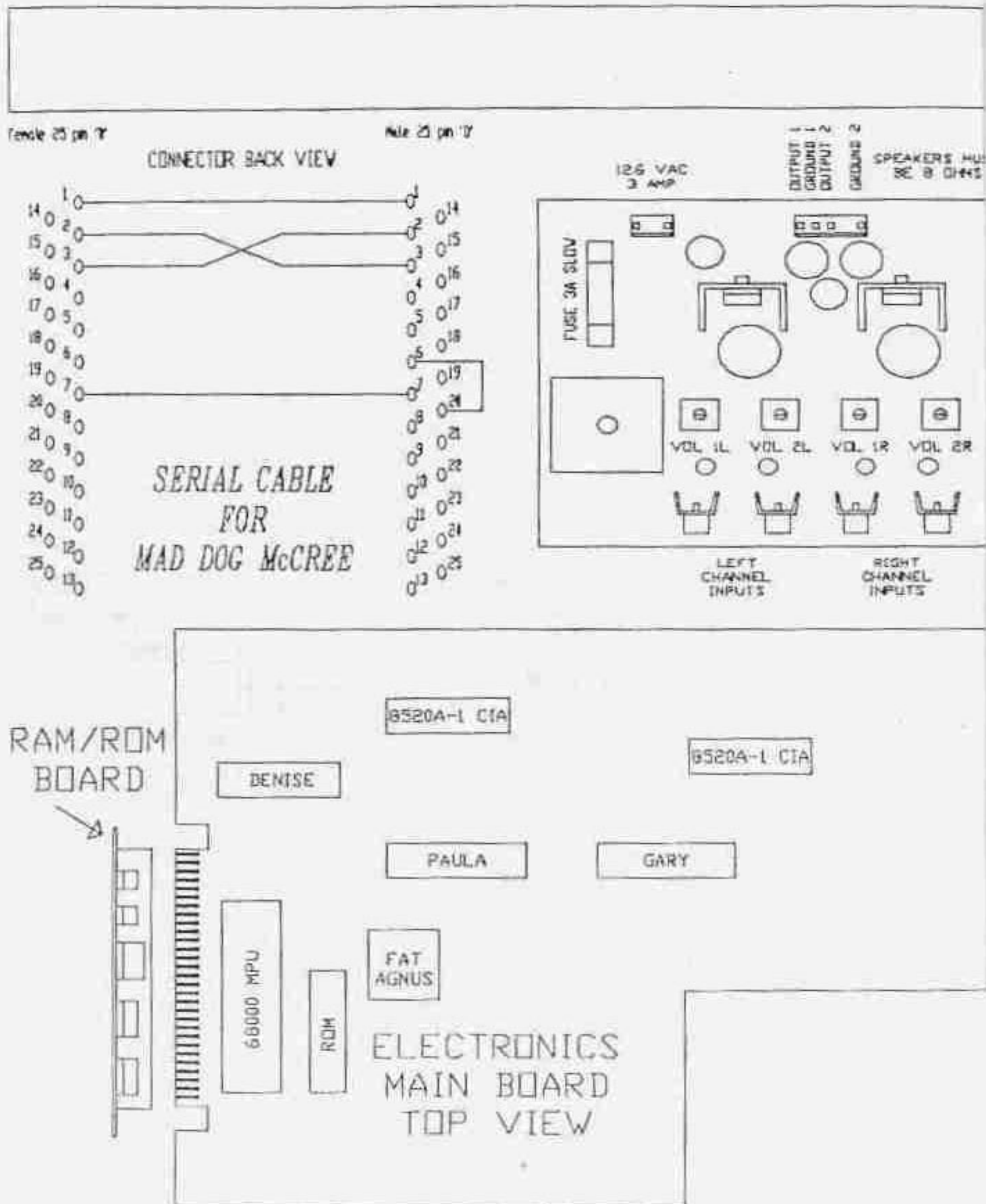


FIG 4

Repairing the TV Display

Installing the display.

- 1) Open the back door of the main cabinet. Insure that the area the TV will be situated into is clear of any debris, tools, etc.
- 2) Remove the screen protection sheet. Gently pull the edges toward the centre and pull it out slowly and evenly with both hands in the direction of the arrow.
- 3) Prepare to lift the TV into the cabinet.
Warning : It would be advisable to have at least three people in lifting the TV into the cabinet to avoid any bodily damage.
- 4) Connect the power cord to the 110V power strip on the power drawer.
- 5) Connect the video and audio cables into the video input section of the TV. Note : Make sure which cable is the audio.

Securing the TV to the cabinet

As the monitor is on castors securing brackets are provided.

- 1) Place the two rear brackets against the bottom rear of the TV and screw to the shelf of the cabinet with the screws provided.
- 2) Remove the four screws along the top edge (rear) of the TV.

Warning

High Voltage

The TV contains lethal high voltages. To avoid injury, do not service this TV until you observe all precautions necessary for working on high-voltage equipment.

X-Radiation

The TV is designed to minimize X-Radiation. However to avoid possible exposure to soft X-Radiation, never modify the high-voltage circuitry.

Repairing the TV

Never attempt to repair this TV unless you are a qualified technician and you have some degree of knowledge of this type of equipment.

3) Place the top bracket on the top of the TV with the angled sides facing the rear.

4) Secure the top bracket by using the 1 1/4" screws provided. Screw into the existing holes along the top edge of the TV.

5) Using the 4 x 3/4" screws secure the top bracket to the sides of the cabinet.

Removing the TV Display

If you have problems with the TV check the troubleshooting table before you remove the display.

To remove the display use the reverse of the installing procedure.

Maintaining the Laser Player.

Removing the Laser Player

If you have a problem with the laser player, first check the troubleshooting table to narrow down the cause. To gain access to the laser player open the service door on the main cabinet.

If you wish to remove the laser player, remove it from the game by following this procedure :

- 1) Turn the game off. (If you are leaving the laser disc in wait for one minute so that the disc stops spinning) Unplug the game for safety.
- 2) The laser player is on the right hand drawer. To slide out the drawer, open the drawer latch found at the right hand side of the player.
- 3) Pull the drawer out as far as necessary.
- 4) Disconnect all the power cord and cables at the rear of the laser player.
- 5) There is two brackets which hold the player to the drawer. Remove the screw that attaches the bracket to the player.
- 6) The player can now be removed from the drawer.

Replacing the Laser Player

- 1) Remove the defective player as above.
- 2) There is one screw at each side of the laser player. These are to be removed and installed in to the defective player.
- 3) Slide the player into the drawer until it comes up the back of it is against the back drawer supports.

- 4) The holes of the laser brackets and of the laser player should align up. Install the screw to hold the bracket against the player.
- 5) Reconnect the power cord and cables to the laser player.
- 6) Use the drawer latch clamp to secure the drawer assembly.
- 7) Turn the game on. Turn on the player. Open the players disc drawer.
- 8) Insert the laser disc (shiny side downwards) Close the disc drawer. Ensure sure the " In use " light stays lit.
- 9) Close the service door.

Removing the Gun

If you have a problem with the gun, first check the troubleshooting table to narrow down the cause. If you want to repair the gun, disassemble it by removing it from the control panel.

- 1) Disconnect the gun cable harness from the gun control harness inside the console. Also disconnect the yellow wire from the gun cable to the console control harness, disconnect any earth grounds from the gun.
- 2) Remove the three carriage bolts which hold the gun assembly to the control panel.
- 3) Check the parts list for the necessary items to repair the gun.

Chapter 4

Parts Lists and Illustrations

This chapter provides information you need to order replacement parts for your game. When you order parts, give the part number, part name, the number of this manual, and the serial number of your game. With this information we can fill your order rapidly and correctly. We hope this will create less downtime and more profit from your games.

45" Mad Dog Final Assy A048580-51

Item	Atari Part No.	Description
2	A048626-51	45" Main Cabinet Final Assy
3	A048582-51	Console Assy
4	A048621-51	Channel Assy
5	003-0650H	M6 x 50 Button Head Black Screws
6	003-0640H	M6 x 40 Button Head, Black Screws
7	175014-3050	1/4" Flat Washers
8	A048634-51	Shipping Assy, Packaging
9	A048646-51	Kit, Monitor Bracket Assy

45 " Main Cabinet Assembly A048626-51

Item	Atari Part No.	Description
1	A048623-51	Power Supply Drawer Assy
2	A048624-51	Amiga / Laser Drawer Assy
3	EI - 0230	45" Pioneer TV Rear Screen Projection
4	A040587-57	Power Cord Assy Eng / Irish
5	A048607-51	On / Off Assy, Harness, Mad Dog
6	048625-51	Retainer, Top, Main shield
7	048591-51	Lower Retainer, Main Shield
8	048592-51	Main Shield
9	A048581-51	Cabinet Assy, 45" Mad Dog
10	048584-5x	Laser Disc, -51 Eng, -52 French, -53 Italy, -54
11	048597-51	Clamp Bracket
12	176015-110	Screw #10 x 5/8"
13	009992-51	On /Off Enclosure
14	176015-112	Screw #10 x3/4"
15	178032-002	Screw Down Tyraps #10
16	82-8112B	Screw 10 -24 x 3/4" Button Head
17	EI - 0239	Rubber Bumper

Power Supply Drawer Assembly A048623-51

Item	Atari Part No.	Description
1	A048586-51	Main Power Supply Assy
2	EI - 0226	Amiga Power Supply
3	EI - 0229	Audio Amplifier PCB, Mad Dog
4	A048608-51	Assy, Harness, Stereo Amp 12V
5	048604-51	Transformer Clamp
6	A048609-52	Harness, 12 Volt Power, Sentinel
7	A048610-51	Stereo Amp, Harness assy
8	176015-112	Screw, #10 x3/4
9	176015-110	Screw, #10 x 5/8
10	EI - 0237	SRS4-4 1/4" Spacer
11	72-6408S	Screw, #4 x 1/2"
12	178032-002	Screw Down Tyraps #10
13	176020-210	Screw LP
14	178129-001	Clip, Wire routing
15	EI - 0238	110V MultipleOutlet Strip
16	048645-51	Drawer, Bracket

Main Power Supply Assembly A048586-51

Item	Atari Part No.	Description
1	048619-51	Power supply Base
2	EI - 0232	Transformer, Mad Dog
3	A042384-01	RFI Filter
4	179225-2202	2 position Fuse Block
5	146008-2022	2 Amp Slo Blow Fuse
6	146008-3022	3 Amp Slo Blow Fuse
7	A043367-51	Assy Jumper
8	179231-002	2 position Terminal Block
9	72-HA4606S	Screw, Pan, TT 6-32 x .312
10	72-1806S	#8 Machine Screw
11	034544-01	Cover Fuse Block
12	035118-51	Label Warning
13	037640-51	Warning P/S Label

Front Console Assembly A048582-51

Item	Atari Part No.	Description
1	A048583-51	Cabinet, Console
2	A048585-51	Assy, Gun Nintendo Version
3	A048611-51	Harness, Speaker Extension
4	A048609-51	Harness, 12 Volt Power, Sentinel
5	A048612-51	Harness, Volume Control
6	A048613-51	Harness, Coin Door Extension
7	A048614-51	Harness, Console
8	A048620-51	Harness, Coin Door 12V
9	A047152-01	Assy, Sentinel 12V Reg. PCB
10	A037619-59TS	Sentinel Coin Door
11	044633-51	Cash Box Cover
12	042251-51	Cash Box
13	A048640-51	Assy, Utility Panel
14	A048629-51	Assy, Control Panel
15	048627-51	Gun Bracket
16	A048628-51	Assy, Gun Holster
17	82-8520B	1/4 - 20 x 1 1/4" Button Heads
18	175014-3050	Flat Washers
19	75-045S	Washer, Split Lock
20	175000-144	Nuts, Hex 1/4
21	75-5532B	Carriage Bolts, blk 1/4 - 20 x 2"
22	75-5524B	Carriage Bolts, blk 1/4 - 20 x 1 1/2"
23	EI-0237	Spacers SRS4-2
24	72-6408S	#4 x 1/2"
25		
26		
27		

Amiga / Laser Drawer Assembly A048624-51

Item	Atari Part No.	Description
1	EI - 0224	Sony LDP 1450 Laser Player NTSC
2	EI - 0225	Amiga NTSC A500 PCB
3	EI - 0234	Ram / Rom PCB, Mad Dog
4	EI - 0228	Gen-Lock, Amiga
5	048590-51	Support, Shelf
6	72-5520N	1/4 - 20 x 1 1/4" Screw
7	A048587-51	Kit, Harnesses , Mad Dog
8	048589-51	Bracket, Laser
9	048589-52	Bracket, Laser
10	175014-1050	1/4" Flat Washer
11	176015-112	#10 Screw
12	000-0412	M4 Screw x 12mm
13	72-6416S	#4 x 1" screw
14	EI - 0236	SRS4-2 1/2" Spacer
15	178032-002	Screw Down Tyraps #10
16	176015-110	Screw #10 x5/8"
17	178129-001	Clip, Wire Routing
18	176020-210	Screw LP

Control Panel Assembly A048629-51

Item	Atari Part No.	Description
1	048595-51	Control Panel, Mad dog
2	148007-104	Spkrs, 8 ohm, 10W
3	048622-51	Grille, Console
4	048599-5x	Decal, Control Panel -51 English, -52 French
5	EI -0219	One Player Button Assy.
6	A048615-51	Harness Speaker Assy
7	050-0005K	M5 Kep Nuts
8	003-0412	M4 x 12 Button Head Screws
9	050-0004K	M4 Kep Nuts

Utility Panel Assy A048640-51

Item	Atari Part No.	Description
1	048639-51	Panel, Utility
2	160052-001	Switch, Psh Btn, Red Cap
3	119015-101	Rheostat, W.W. 100 Ohm, 12.5W
4	178070-002	Knob, Rheostat
5	72-HA4606S	Screw, Thd Frmg, #6-32 x 3/8"
6	75-9910W0	Nut, Stamped
7	A002465-51	Assy, Coin Counter, 10V

Gun Holster Assembly A048628-51

Item	Atari Part No.	Description
1	048638-51	Holster Holder
2	048642-51	Holster, Leather

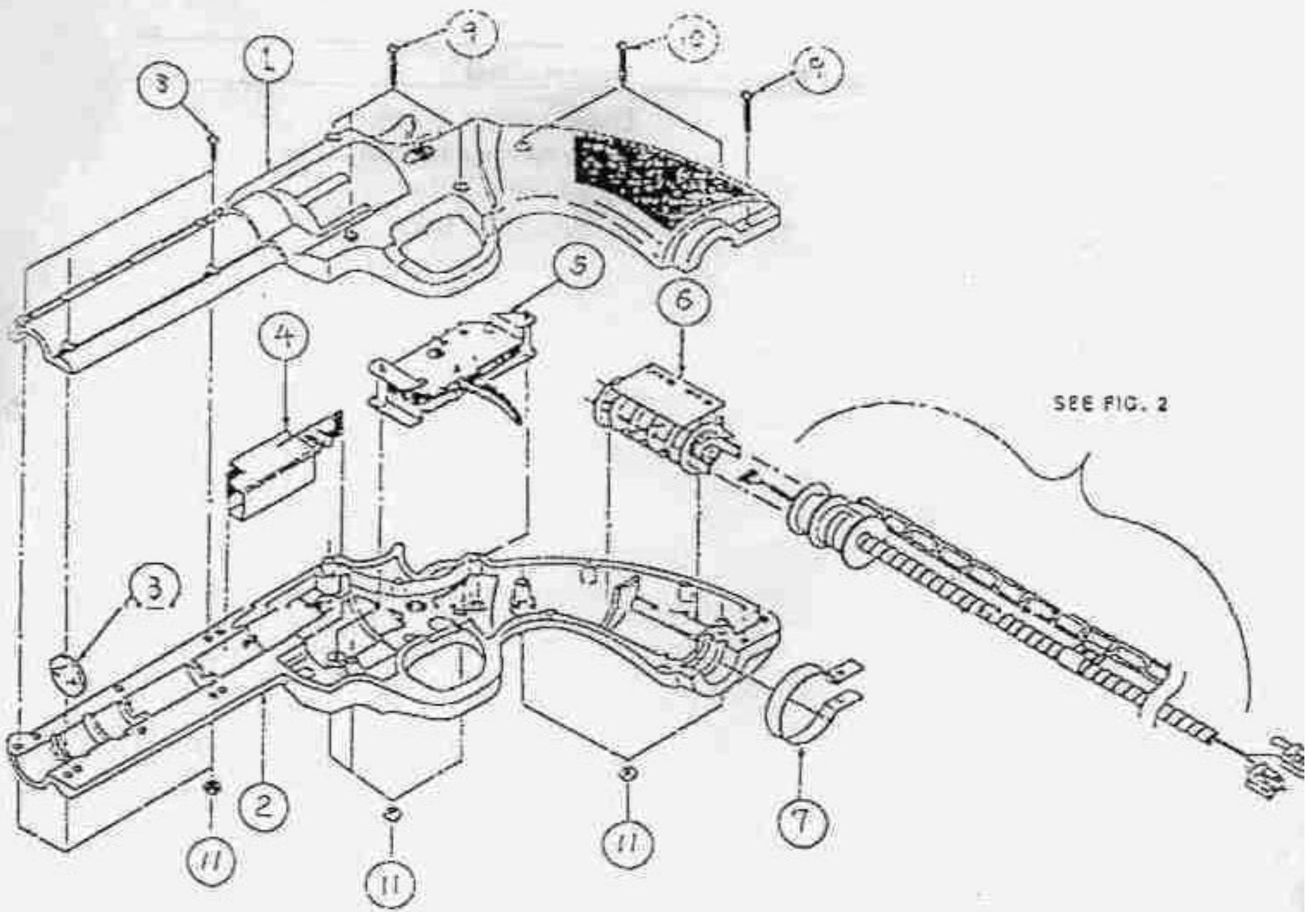
Gun Assembly A048585-51

Item	Atari Part No.	Description
1	MDSG - 12 - 11	GunHousing (left)
2	MDSG - 12 - 12	Gun Housing (right)
3	MDSG - 13 - 11	Lens
4	MDSG - 10 - 01	Gun PC Board Assy
5	MDSG - 10 - 03	Trigger Assy
5a	MDSG - 14 - 14	Trigger Spring (trigger assy)
5b	MDSG - 34 - 11	Microswitch (trigger assy)
5c	MDSG - 51 - 11	Machine screw (trigger assy)
5d	MDSG - 51 - 12	Machine screw (trigger assy)
5e	MDSG - 53 - 11	Cel - Flange Nut (trigger assy)
5f	MDSG - 53 - 12	Nut M2.3 (trigger assy)
6	MDSG - 10 - 02	Swivel Contact Assy
7	MDSG - 11 - 18	Grip Band
8	MDSG - 51 - 11	LH - 3 Screw (black)
9	MDSG - 51 - 12	LH - 3 Screw (black)
10	MDSG - 51 - 13	LH - 3 Screw (black)
11	MDSG - 53 - 15	Nut M3 (black)
	MDSG - 09 - 00	LH Tool

Gun Assembly Part 2 A048585-51

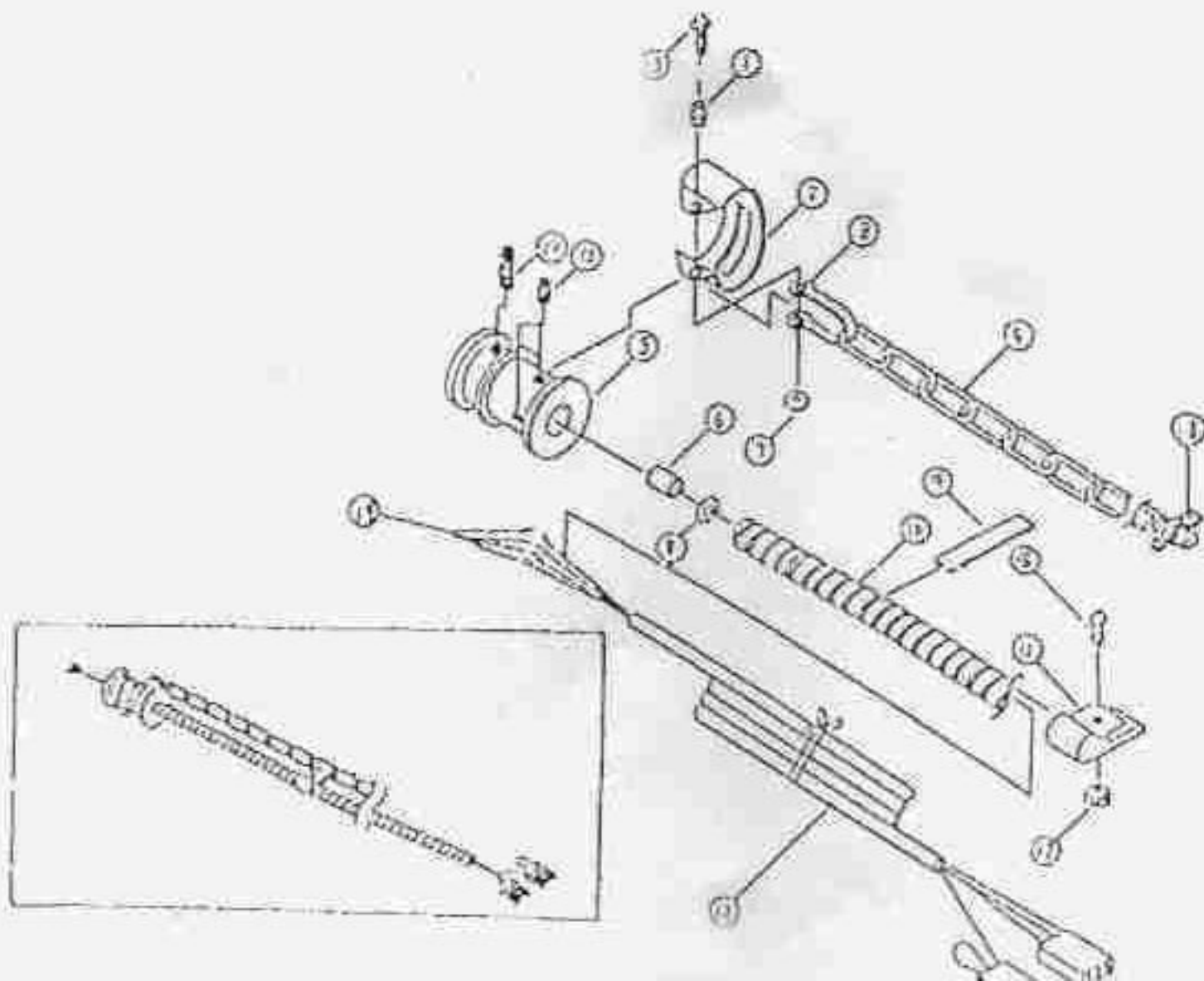
Item	Atari Part No.	Description
1	MDSG - 11 - 16	Gun Frame Collar
2	MDSG - 11 - 21	Chain Frame Collar
3	MDSG - 11 - 17	Gun Chain Hook
4	MDSG - 11 - 20	Security Chain
5	MDSG - 11 - 11	Grip Frame
6	MDSG - 11 - 13	Cord Stop Collar
7	MDSG - 53 - 14	Nut M3
8	MDSG - 54 - 11	Flat Washer M4.5
9		Double back tape
10	MDSG - 14 - 03	Flexible Tube
11	MDSG2 - 11 - 19	Chain Ring Frame
12	MDSG - 14 - 04	Gun Harness (inside tube)
13	MDSG2 - 51 - 15	LH Screw (nickel)
14	MDSG2 - 51 - 16	Set Screw
15	MDSG2 - 51 - 17	Set Screw
16	MDSG2 - 53 - 14	LH Screw (nickel)
17	MDSG2 - 53 - 12	Flange Nut M3 (nickel)
18	MDSG - 63 - 13	Control Panel Chain Hook
19	MDSG2 - 41 - 10	Swivel Contact Terminal Connector

(FIG. 1)



SEE FIG. 2

(FIG. 2)



Kit Monitor Bracket Assembly A048646-51

Item	Atari Part No.	Description
1	048643-51	Lower Monitor Bracket
2	048644-51	Upper Monitor Bracket
3	176020-220	Screw, LPW 1 1/4"
4	176015-110	Screw #10 x 5/8"