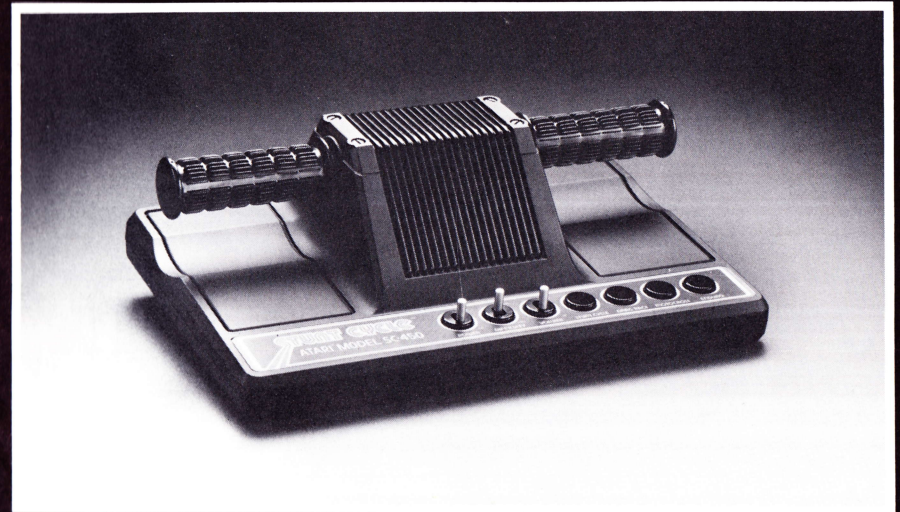


ATARI® STUNT CYCLE™



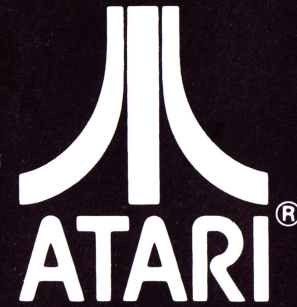
OWNER'S MANUAL

MODEL NO. SC-450



A Warner Communications Company

ATARI, INC., Consumer Division, 1195 Borregas Ave., Sunnyvale, CA 94086



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ATARI® STUNT CYCLE™

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UNPACK GAME

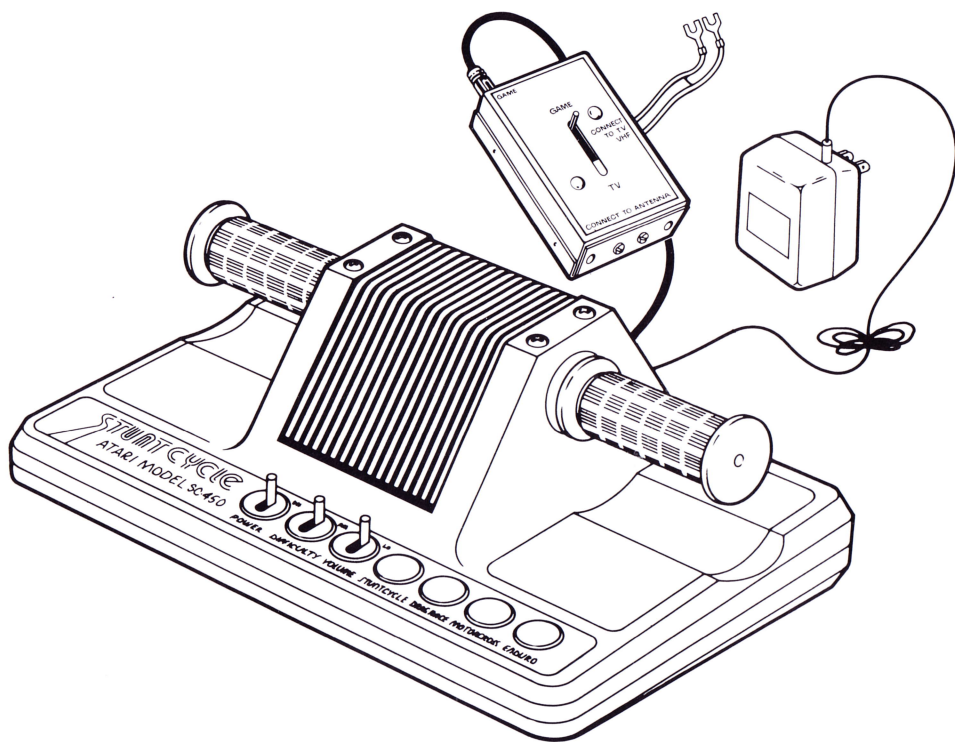


Fig. 1 - Stunt Cycle Parts

When unpacking your Stunt Cycle™, you should find:

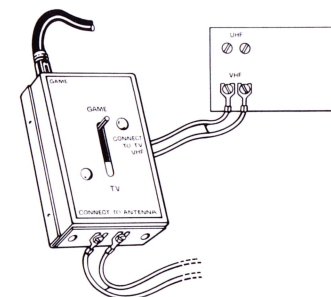
- Stunt Cycle Console with Game Cable.
- AC Power Supply
- TV/Game Switch Box (with twin-lead wires)

INSTALL SWITCH BOX

Your TV/Game Switch Box attaches easily to your TV's VHF antenna screws. Find the picture that looks the most like the back of your TV set and follow those instructions. A flat screwdriver is required.

If your TV has four screws only:

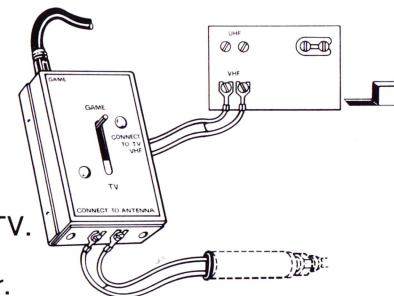
- Disconnect the twin-lead wire from your TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.
- Connect the twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.



In each of these two cases, you may need to buy an "impedance matching transformer" (also called a "balun coil"). The transformer is necessary only if you do NOT have a flat twin-lead antenna wire. It is available at a nominal cost from your local TV and hifi stores.

If your TV has a "U" shaped slider or a slide switch:

- Move the "U" shaped slider to make connection between the two screws.
OR
Push the slide switch to the side marked "300 OHM" or "300Ω".
- If you have a round antenna cable:
 - Disconnect the cable from your TV.
 - Screw the cable into the impedance matching transformer.
 - Attach the impedance matching transformer to the "Antenna" screw terminals on the TV/Game Switch Box.



OR

If you have flat twin-lead antenna wire:

- Disconnect it from the TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.

- Connect the short twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.

If your TV has a short round cable:

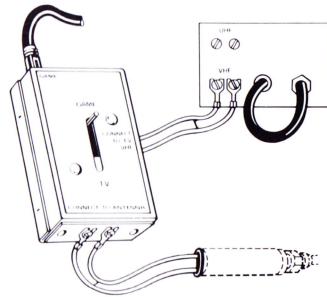
A. If you have a round antenna cable:

- Disconnect the cable from your TV.
- Screw the cable into the impedance matching transformer.
- Attach the impedance matching transformer to the "Antenna" screw terminals on the TV/Game Switch Box.

OR

If you have flat twin-lead antenna wire:

- Disconnect it from the TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.



- B. Attach the TV's short loose-hanging cable to the connector next to it on your TV set.
- C. Connect the twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.
- D. Plug the Game Cable from your Stunt Cycle Console into the TV/Game Switch Box at the "Game" connector. The TV/Game Switch Box can be left on your TV set permanently without bothering your TV program reception.

The TV/Game Switch Box can be attached permanently to the back of your TV set.

- Peel off the protective paper on the back of the TV/Game Switch Box.
- Press the exposed sticky surface onto any clear area on the back of your TV near the antenna terminals.

By attaching a TV/Game Switch Box to each TV in your home you can easily move your game from room to room. Extra TV/Game Switch Boxes, part number CA010325, are available from Atri, Inc.

FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE:

- Avoid using any more twin-lead wires from the TV/Game Switch Box to your TV than is supplied with the TV/Game Switch Box.
- Avoid connecting the twin-lead wire from the TV/Game Switch Box to any TV antenna or cable TV outlet.
- Avoid attaching loose wires to your TV antenna terminals when using your Stunt Cycle.

Any of the above may cause interference to nearby TV sets and is against Federal Communications Commission (FCC) regulations.

INSTALLING AC POWER SUPPLY

Find the jack on the rear of your STUNT CYCLE Console. Insert the wire cable of the AC Power Supply into the jack of the Console. After the AC Power Supply is hooked up to the game Console, put the plug of the Power Supply into any ordinary 120 volt outlet in your room.

Use of any AC power supply other than that designed for your Stunt Cycle can damage the circuits and will invalidate the warranty. Power requirement: 9 VDC, 500 ma.

CONSOLE CONTROLS

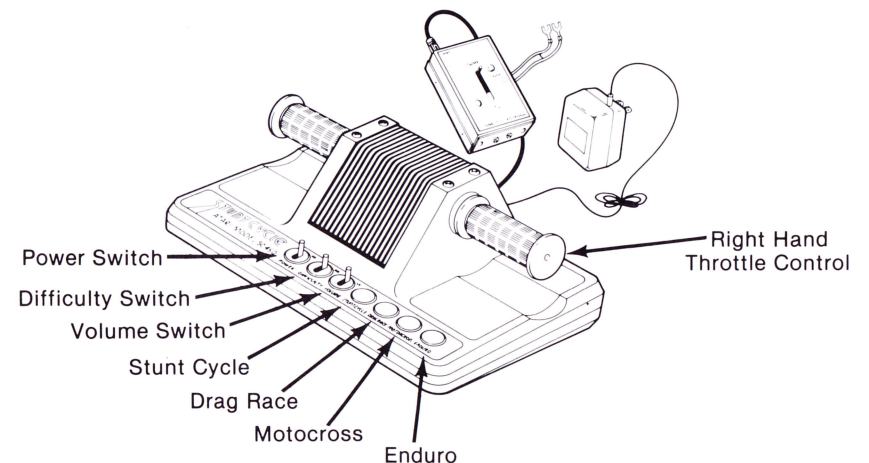


Fig. 3 - Console Controls

VOLUME SWITCH

This switch controls the realistic sound effects of the game. Select the sound volume you want by sliding the switch up or down.

POWER SWITCH

Use this switch to turn ON the power when you're ready to play.

DIFFICULTY SWITCH

After you have selected the game you want to play, you can increase the difficulty of the game by sliding the Difficulty Switch to PRO. Each game has an optional difficulty factor.

STUNT CYCLE™, DRAG RACE™, MOTOCROSS™, AND ENDURO GAME SWITCHES

The four buttons on the right of the Console refer to one of the games on the Stunt Cycle. When you decide which game you want to play, simply press the button with the name of the game on it. The race track will appear.

RIGHT HAND THROTTLE CONTROL

The right hand throttle control is the hand grip at the top right of the Console. Use it to control the speed of the cycle in all the games.

TO START PLAY

- Slide the Power Switch to ON.
- If your television set has automatic fine tuning, turn it off.
- Select the game you want to play by pressing the Console button with the name of the game on it.
- Slide the Volume Switch to the desired volume.
- If a particularly strong television station is broadcasting on Channel 3 in your area (or on cable television) you might need to remove the antenna wire or cable from the Antenna connection on the TV Game Switch Box.

NOTE: When the playfield appears on your screen, note that the white playfield areas will increase in clarity and brightness after you turn the right hand throttle. When you leave the Power Switch ON at the conclusion of a game, the white playfield areas will decrease in brightness and clarity within two minutes.

HOW TO PLAY STUNT CYCLE™

(ONE-PLAYER GAME)

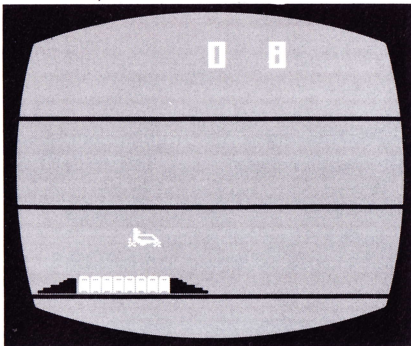


Fig. 4 - Stunt Cycle Playfield

The left number on the screen shows the number of crashes. The right number is the number of buses you are attempting to jump at one time.

STUNT CYCLE DIFFICULTY OPTION

The throttle becomes super sensitive when you slide the Difficult Switch to PRO. Crashes are more likely to occur. The game ends after the fourth crash.

After you press the Stunt Cycle button on your Console, get ready to jump buses. Using the throttle, guide the cycle across the first two tracks and then jump a barrier of buses on the third track.

You start with 8 buses. Each time you successfully jump the bus barrier, another bus is added. When the cycle crashes, it automatically returns to the track. The game ends after the eighth crash.

HOW TO PLAY DRAG RACE™

(ONE-PLAYER GAME)

After you press the Drag Race button on the top of the Console, the race track appears on your television screen. You control one cycle and your opponent is the clock in the upper right corner of the race track. Your object? To race across the three tracks in record time!

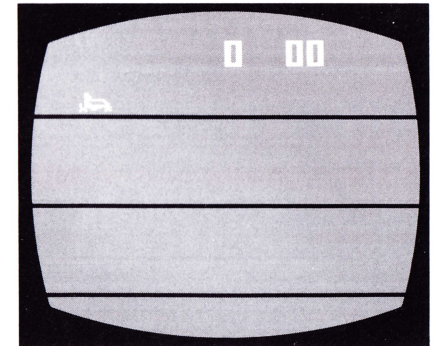


Fig. 5 - Drag Race Playfield

The cycle race begins with the top track and continues through the second and third tracks. Move the

right hand grip throttle to control speed and shift into second and third gears. Shift gears by quickly turning the throttle towards you then forward again.

The race is completed when you finish the third track. You can play again because your cycle automatically returns to the starting line of the first track.

DRAG RACE DIFFICULTY OPTION

Slide the Difficulty Switch to PRO and you have a super sensitive throttle. Overthrottling causes the cycle to flip. When crashes such as this occur, the cycle automatically returns to the top track.

HOW TO PLAY MOTOCROSS™

(ONE-PLAYER GAME)

MOTOCROSS is another race against the clock. After you press the Motocross button on the Console, the action begins. Using the THROTTLE, you move the cyclist down the three race tracks of barriers. Each track has one barrier. To cross a barrier, follow these directions:

- Lift the front cycle wheels over the barrier by twisting the throttle to quickly accelerate as you approach the barrier.

OR

- If you already at full throttle, decelerate slightly, then quickly accelerate again.

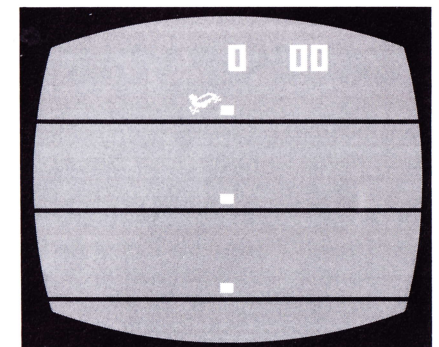


Fig. 6 - MOTOCROSS PLAYFIELD

After finishing the race or when a crash occurs, the cyclist returns to the starting line. The recorded time of a successful run appears in the top right corner of the playfield.

MOTOCROSS DIFFICULTY OPTION

Slide the DIFFICULTY switch to PRO and you have two barriers per track.

HOW TO PLAY ENDURO
(ONE-PLAYER GAME)

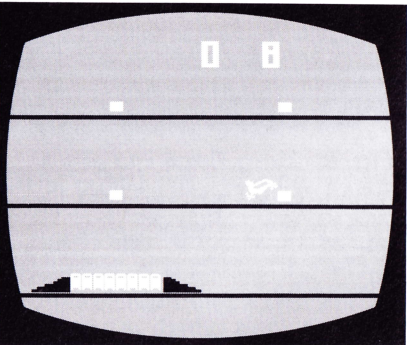


Fig. 7 - Enduro Playfield

Press the Enduro game button on the Console and you're ready to jump buses AND barriers. Use the throttle to control the speed of the cycle. Jump barriers on the first two tracks. Jump buses on the third track.

Just as in Stunt Cycle, you start with 8 buses. Another bus is added each time you successfully jump a bus barrier. The game ends after the eighth crash.

The left number on your screen shows the number of crashes. The right number shows the number of buses you're attempting to jump at one time.

ENDURO DIFFICULTY OPTION

After you press the Enduro game button, slide the Difficulty Switch to PRO for extra thrills. There are two barriers per track you must jump before attempting the big bus jump on the last track. The game ends after the fourth crash.

CARE OF YOUR ATARI STUNT CYCLE

Stunt Cycle requires very little maintenance. Just follow these simple guidelines to keep your game operating its best:

- Clean the outside game parts with a soft and slightly damp cloth.
- Avoid pouring any liquid in the speaker opening.
- Avoid lifting the Console by the connecting wires. This could bend or crimp them and break the wire's internal insulation.
- Avoid dropping any part of the game.
- Turn the game off when not in use.
- Keep the game away from excessive heat.

NOTE: Your Stunt Cycle is engineered not to show a phosphor memory of the playfield and score digits. We suggest, however, to further protect your television:

- When playing the games, turn the contrast control of your television down.
- Turn the Console unit OFF when not in use.

TROUBLE SHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY
No playfield image on TV screen or whitish-gray screen	• Switch Box set at TV. Change to "GAME" • Game Cable not properly plugged into Switch Box. • Twin-lead wire not properly attached to rear of TV. • ON/OFF Switch not pushed to "ON" position • Check to see that TV is on and that TV is set to correct channel. • Switch momentarily to regular TV viewing to make sure TV is not at fault.
No regular TV programs	• Switch Box set at "GAME". Change to "TV". • Twin-lead wire not properly attached to rear of TV. • Antenna wire not properly attached to 300 OHM screws on Switch Box.
Playfield image clear and sharp but bars or lines move across screen	• A particularly strong television station may be broadcasting on Channel 3 in your area. (or on cable television). Remove the antenna wire or cable from the antenna connecting the TV/Game Switch Box.
Playfield fuzzy like weak TV station signal	• Poor connections at antenna terminals of TV set or Switch Box.
Playfield unsharp, unsteady or no color	• TV set not fine-tuned for best picture. Use fine-tuning knob, color or tint controls on TV set to adjust.

Game worked before, but picture suddenly unsharp, unclear or unstable	Fine-tuning knob on TV set was changed. Readjust fine tuning control.
Game display distorted or scrambled	- Readjust TV horizontal hold and/or vertical hold controls. - Readjust fine tuning.
No color display	Readjust fine tuning.
Playfield image clear and sharp but bars or lines move across the screen	A particularly strong TV station may be broadcasting on channel 3 in your area (or on cable TV). Remove the Antenna wire or cable from the ANTENNA connection of the TV/Game Switch Box only during game operation.
Game display not centered	If the picture appears to be off center the TV horizontal hold control will provide a limited amount of horizontal centering. Also some TV's have a horizontal centering control on the back of the cabinet.

REPLACEMENT PARTS

The replacement parts listed below should be ordered directly from **ATARI, INC.**, Consumer Division, Parts Department, 1195 Borregas Avenue, Sunnyvale, Ca., 94086. When ordering repair parts, always include the following information:

- Part Number
- Part Name
- Part Number
- Name of Game

The Model Number of your Atari STUNT CYCLE Game is located on the bottom of the Console. Always mention the Model Number when requesting service or repair parts.

NAME OF PART	PART OR MODEL NUMBER
TV/Game Switch Box	CA010325
AC Power Supply	C010472
Rubber Foot	88-1004
Owner's Manual	C010931

LIMITED NINETY DAY WARRANTY

Atari, Inc. warrants to the original consumer purchaser that your Atari unit is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari, Inc. will repair or replace the unit free of charge on receipt of the unit, postage prepaid:

Atari, Inc.
Customer Service Division
1346 Bordeaux Drive
Sunnyvale, California 94086

This warranty does not apply to defects resulting from abuse, alteration, or unreasonable use of the unit, and does not apply to the batteries. **YOU MUST COMPLETE AND RETURN THE WARRANTY REGISTRATION CARD WITHIN TEN DAYS AFTER DATE OF PURCHASE TO VALIDATE THIS WARRANTY.**

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to ninety days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on how long implied warranties last and do not allow exclusion of incidental or consequential damages, so the above limitation and exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

SERVICE AGREEMENT

Atari, Inc. will service the unit on receipt, postage prepaid, with your check in the sum of \$20.00 at:

Atari, Inc.
Customer Service Division
1346 Bordeaux Drive
Sunnyvale, California 94086

This Service Agreement does not apply to defects resulting from abuse, alteration or unreasonable use of the unit and does not apply to units which require service three years after the date of purchase.



STUNT CYCLETM WARRANTY REGISTRATION CARD

MAIL TO: ATARI, INC., Customer Service Division
1346 Bordeaux Drive, Sunnyvale, CA 94086

You must complete these questions and return the card within 10 days of purchase to validate this warranty.

Name _____
Address _____
City _____ State _____ Zip _____
Product Name _____ Serial Number _____
Store Name _____ Date of Purchase _____

We would appreciate your answers to these questions to help develop future Atari Products. However, they are not necessary to validate the warranty.

Type of Store
☐ Department ☐ TV/Hi Fi ☐ Specialty Electronics ☐ Drug ☐ Discount ☐ Other _____
Where have you seen or heard about this product?
☐ TV Commercial ☐ Newspaper Ad ☐ Magazine Ad ☐ Played Coin-op game ☐ Saw in Store ☐ Friend told you
☐ Other _____
How many TV sets do you own? ____ Will the unit be connected to a color TV? ☐ Yes ☐ No Your sex ☐ M ☐ F
Married? ☐ Yes ☐ No Number of children ____ Your age? ☐ 18-24 ☐ 25-34 ☐ 35-49 ☐ over 50
Family income ☐ under \$10,000 ☐ 10,000 - 15,000 ☐ 15,000 - 20,000 ☐ 20,000 - 25,000 ☐ over 25,000