

Supplement to Sit-Down Missile Command™ Operation, Maintenance and Service Manual (TM-162)

Instructions for Adding an External Attraction Speaker

You may add an external speaker for attracting more players to the Sit-Down Missile Command™. This speaker would be in addition to the existing speaker located above the player's head.

To install the external speaker, first turn off the game and unplug the power cord. Open the lower rear access panel and the coin door.

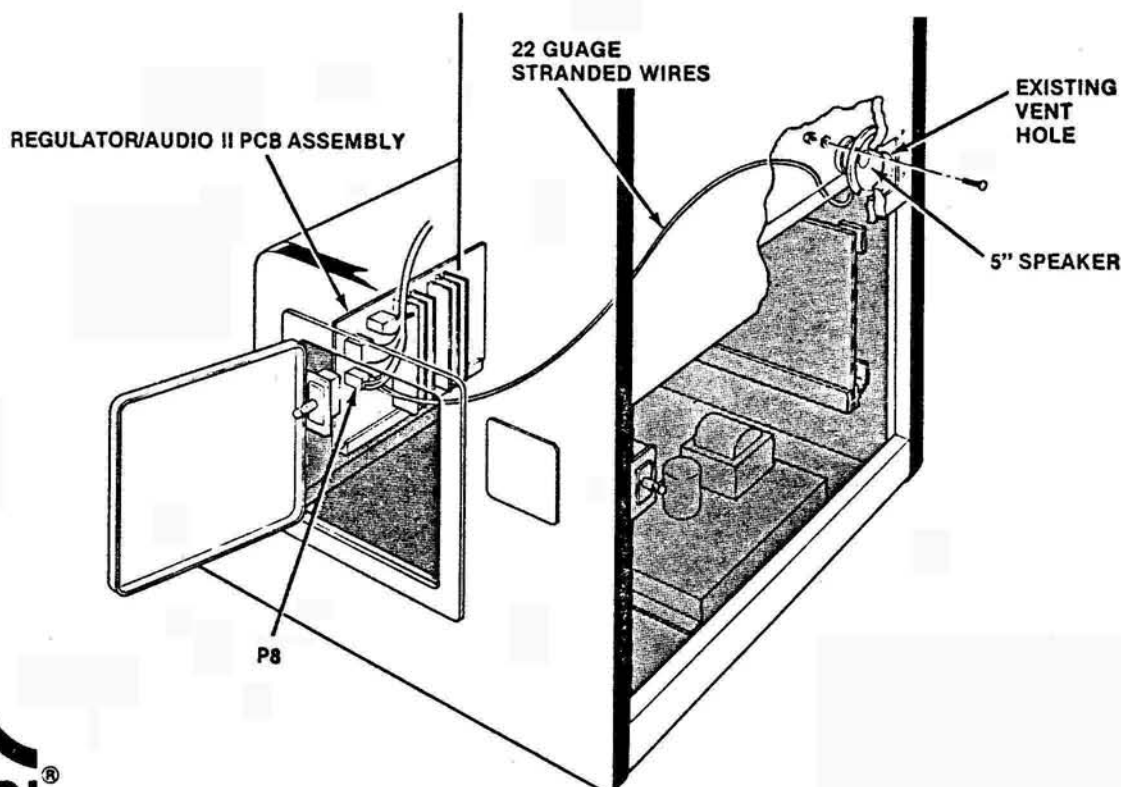
The speaker required is an 8-ohm 5-inch round speaker; the Atari part number is 48-004. You will also need two lengths, each about 3 feet long, of 22-gauge stranded wire, and four 10-24 × 1½-inch carriage bolts, flat washers and hex nuts.

1. The existing speaker wires are attached to plug P8, pins 3 and 4, on the Regulator/Audio II PCB (right inside the coin door opening). Crimp the two new speaker wires in parallel with the existing wires.

Then route the new wires under the seat to the rear ventilation grille area.

2. Hold the speaker flush against the outside of the game over the ventilation grille opening. The speaker's holes should be at approximately the 2, 4, 8, and 10 o'clock positions. The bottom edge of the speaker should be 1¼ inches above the access panel opening edge. Drill four 13/64-inch holes: you should be drilling only thru the ¾-inch-thick cabinet wall—not thru the wood cleat or the metal grille.

3. Attach the two speaker wires to the new speaker. Then install the speaker to the inside of the grille as shown below, using four carriage bolts, flat washers and hex nuts. The game will still have sufficient ventilation with this new speaker installed—provided the fan is operating.



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