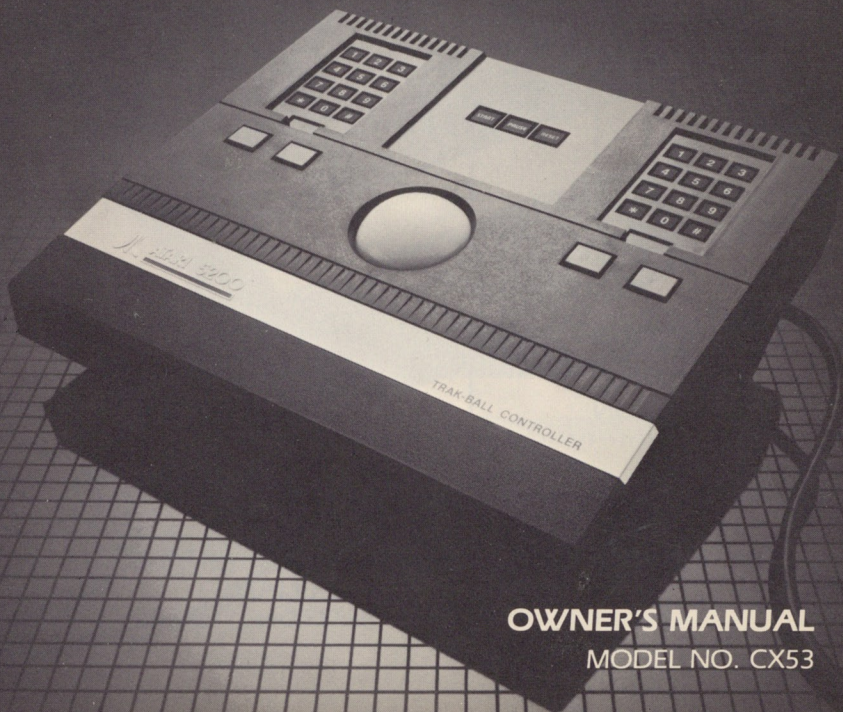


ATARI[®] 5200[™]

TRAK-BALL[™] CONTROLLER



OWNER'S MANUAL
MODEL NO. CX53

ATARI® 5200™ TRAK-BALL™ CONSOLE

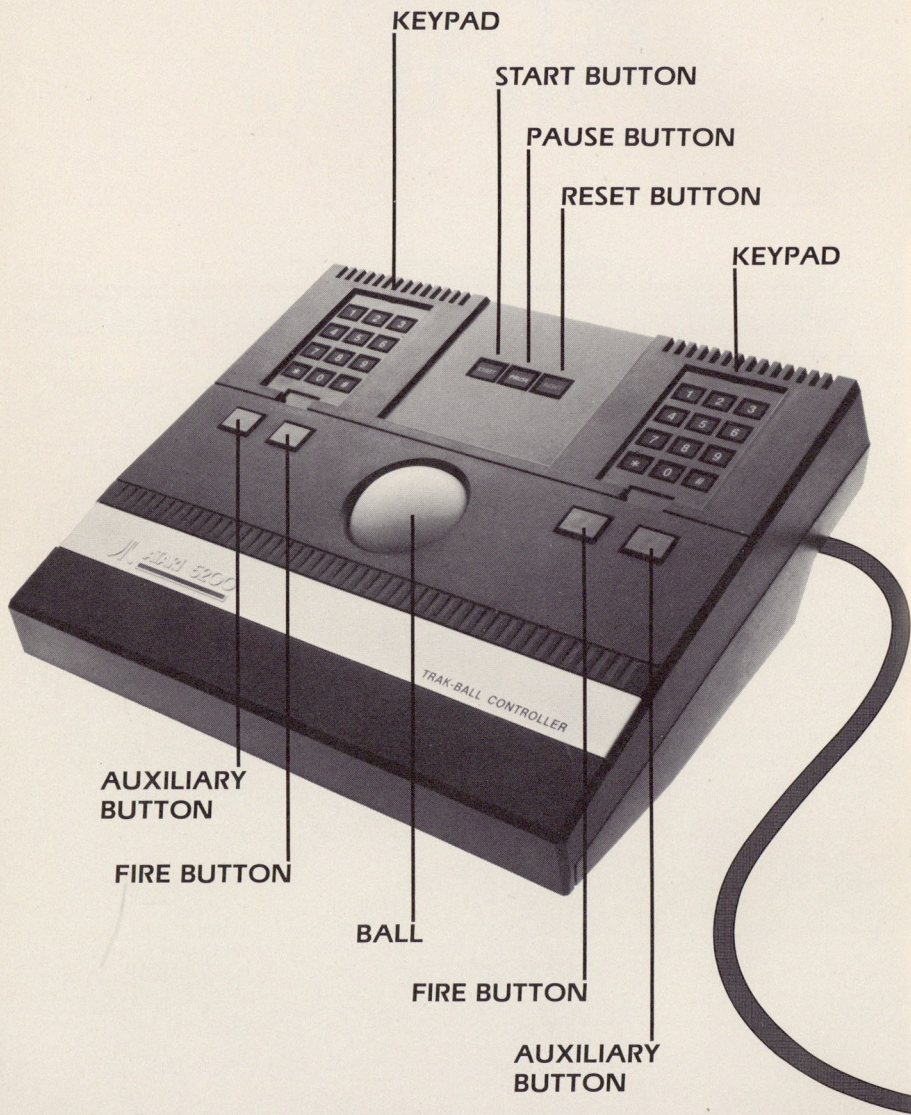
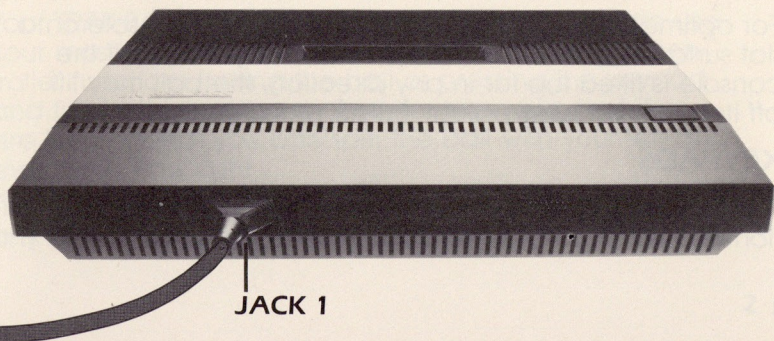


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IMPORTANT: Read this Owner's Manual before setting up your ATARI 5200 TRAK-BALL console.



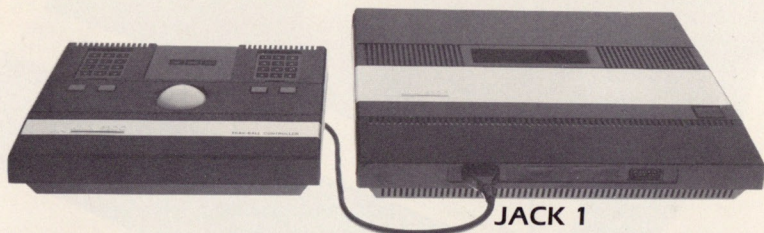
1. INTRODUCTION

Congratulations on your choice of Atari's most advanced video game controller! The ATARI® 5200™ TRAK-BALL™ brings home the high performance of its arcade counterpart. With 360 degrees of movement added to precise control and tremendous speed, your TRAK-BALL will help you score and play better than ever before! You can zip across the full width of the TV screen in an instant or position yourself precisely for complete accuracy. Here's to your best scores ever!

2. SET UP AND OPERATION

PLUG IN

Plug your TRAK-BALL console into jack 1 at the front of your ATARI 5200 super system. The jack is designed to fit only one way. Be sure the connection is firm, but do not force it.



SET UP

For optimal performance, set your TRAK-BALL console on a flat surface such as a table, the floor, or your lap. If the console is tilted too far in any direction, the ball may lift off its roller, causing patchy cursor movement.

KEYPADS

The 5200 TRAK-BALL console has two keypads. Both function simultaneously so you can use either keypad to

select options. For player selection and game options, follow the instructions under USING THE 5200 CONTROLLERS in your individual game manuals.

START, PAUSE, AND RESET

The START, PAUSE, and RESET buttons on the TRAK-BALL console 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 play or the score. Press PAUSE again to resume the game.

RESET

Pressing RESET will either restart the game variation you are currently playing, or will return you to a menu mode from which you can select game options. Some game programs have a built-in safety feature which requires that you press PAUSE before pressing RESET. This feature eliminates the possibility of accidentally pressing RESET during game play and then being returned to the pregame play mode. Check the appropriate game instructions for different RESET functions.

USING THE TRAK-BALL

Your TRAK-BALL console is designed so that you can use your most familiar hand for either of the two main controller functions: rolling the ball or pressing the keypad and fire buttons. You may find, for example, that if you are left-handed, you can spin the ball with your left and shoot with your right.

The 5200 TRAK-BALL allows you to move the play pieces in any direction on the screen at variable speeds. The play

piece, or cursor, can move up, down, left, right, diagonally, and all around. To make it move fast, spin the ball rapidly in the direction you want the cursor to go. To bring the cursor to a stop, simply halt the TRAK-BALL.

NOTE: The TRAK-BALL rolling action should become smoother with use, so that once you break in the bearings, the ball will spin more freely.

FIRE BUTTONS

The TRAK-BALL console is equipped with four fire buttons, two on each side of the ball. The inner red buttons to the immediate right and left of the ball are used as fire buttons for all games. Use whichever button is more comfortable for you—their functions are identical. The outer red buttons on the far right and far left of the ball have other functions, depending on the particular game. For example, in DEFENDER*, these buttons are used for smart bombs. Your specific game manual will describe the function of these auxiliary buttons when applicable.

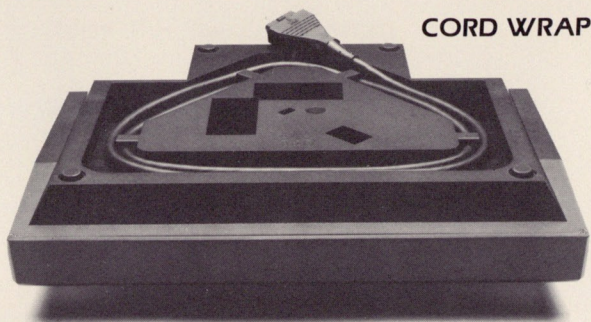
*DEFENDER is a trademark of Williams Electronics Inc.

MULTIPLE PLAYER GAMES

Since the computer automatically switches between players and keeps score, you do not need a separate TRAK-BALL for each player in most two-player games. (See your game manual for possible exceptions.) To use the TRAK-BALL for two players, simply take turns using the controller. For games that don't allow enough time between players, use the PAUSE feature to extend time while trading off.

STORAGE

To store your TRAK-BALL console, wrap the cord around the cord wrap on the underside of the console unit.



CORD WRAP

3. CARE AND MAINTENANCE

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

- To protect the precision engineered ball bearings of your TRAK-BALL, always play with clean hands and keep the ball clean by wiping it frequently with a soft, dry cloth.
- Do not spill liquids on the console. Liquids can easily seep down the air space surrounding the ball, resulting in slow-down and poor TRAK-BALL response. If you should spill liquid on the TRAK-BALL, have the console serviced as soon as possible.
- Do not lift the TRAK-BALL console by the connecting cord. This could bend or crimp the wires and break the internal insulation.
- Be careful not to drop your TRAK-BALL or subject it to sudden jolts.
- Do not expose the console to extremely high or low temperatures.
- Clean the exterior surface with a soft, slightly damp cloth.
- Unplug the console when not in use.



Call toll-free:
(800) 672-1404 (in California)
(800) 538-8543 (Continental U.S.)

COMPLIANCE WITH FCC REGULATIONS

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

*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.



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