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# Operating Instructions

## For Model

171 A & 171 B

JET FIGHTER

Atari

	SL2			START 2			SR2		5V				
LLP	SL1	X	SL3	LRP	X	X	SR1	X	SR3	RRP	ON	OFF	
		SL5			START 1		SR5						
X	X	X	X	X	X	X	X	X	X	X			
		SL4					SR4						
		X			COIN		SR6	X	SR7		POWER		
	SL6		SL7										
	X		X		X		X		X	X	ON	OFF	

1. Insert 171 A card into program "A" connector, with number side up.
2. Insert 171 B card into program "B" connector, with number side up.
3. Insert 22 pin double readout extender card with red dot up into 25 pin connector on test fixture.
4. Insert computer board into extender card.
5. Connect a speaker to each red wire on 171 A card and the other end of speakers to black wire. (COMMON GND)
6. **DON'T USE 5V**  
Push COIN once for 1 player, twice for 2 player.
7. Push START 1 for 1 player, START 2 for 2 player.
8. WHITE JET CONTROLS ARE:  
 SR1 is turn right  
 SR3 is turn left.  
 SR2 is slow  
 SR4 is fast  
 SR5 is fire cannon
9. Black Jet CONTROLS are:  
 SL1 is turn left  
 SL3 is turn right  
 SL2 is slow  
 SL4 is fast  
 SL5 is fire cannon

TRIVIA MOD FOR 174A PROGRAM CARD

PROBLEM: Game will not start.

CORRECTION: Connect a jumper wire from 47 upper to 26 lower  
(anode of 1N4001 is a good spot to solder wire for 26 lower point.)

2/1/77

5.100 ±.003

ADD WIRE

G

A

CAT LTS

001

002

003

004

000

174A

