

Electronics Division
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Operating Instructions

For Model

288 AB, 265C

FIRE TRUCK, SMOKEY JOE

ATARI

	SL2				START 2				SR 2			. 5 V		
LLP	SL1	x SL5	2f3	LRP	×	X START 1	RĽP	SR1	x SR5	SR3	ARP	ON	OF	
x		X SL4	×	x	x	x	x	*	x SR4	x .	x			
	SL6	×	SL7			COIN		SR6	· x	SR7		PO	WER	
	x .		×		-	×		x		×	×	ON	OFF	

- 1. Insert the 288B card into program B connector, number side up.
- 2. Insert the 288A card into program A connector, number side up.
- 3. Insert the 265C card into the test fixture, number side up.
- 4. Insert the game board into the 265C card.
- 5. Slide the POWER switch to ON.
- 6. Push COIN or START 1 to coin the game.
- 7. Push SR-6 for Track Select.
- 8. To start the game, PUSH:

SL-2 Front or START 1
START-2 Back or START 2
SR-2 Both or START 3

9. FRONT BACK

SL-1 Left SR-1 Left
SL-3 Right SR-3 Right
SL-5 Horn SR-5 Bell
SL-6 Gas

Push SR-7 for Slam
 Push SL-7 for Test