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Operating Instructions
For Model ___ 217 A, B

__FLY BALL__

__ATARI__

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        SL2              START 2          SR2                5 V

            x            x    x               x
LLP    SL1  SL5  SL3  LRP        RLP  SR1  SR5  SR3  RRP   ON   OFF
                         START 1
   x         x    x    x      x    x    x    x    x          x
        SL4                                SR4

            x                                  x
    SL6          L7          COIN      SR6          SR7        POWER

        x                         x        x         x    x
                                                          ON   OFF
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1. Insert 217A card into program "A" connector, number side up.

2. Insert 217B card into program "B" connector, number side up.

3. Connect 8 ohm speaker across RED and BLACK wires on 217B card.

4. Connect RED wire on 217A card to positive end of 470 MFD capacitor near chip position 4R.

5. Insert game board into test fixture using 22 pin orientation.

6. Push POWER switch to ON.

7. Push COIN switch once for 1 player. Push START 1 for 2 players.

8. Push START 2 to start game. Start 2 then becomes HOLD RUNNER control.

9. 1st PLAYER CONTROLS:

    Move RRP to PITCH BALL, after ball is released it controls up and down movement of pitcher. RLP is BALL CURVE left or right, after ball is hit it controls pitcher left and right movement. LRP is BAT SWING.

10. 2nd PLAYER CONTROLS:

    Move LRP to PITCH BALL, after ball is released it controls up and down movement of pitcher. LLP is BALL CURVE left or right, after ball is hit it controls pitcher left and right movement. RRP is BAT SWING.