THE ATARI 400™ COMPUTER SYSTEM

THE BASIC COMPUTER™

ATARI 400
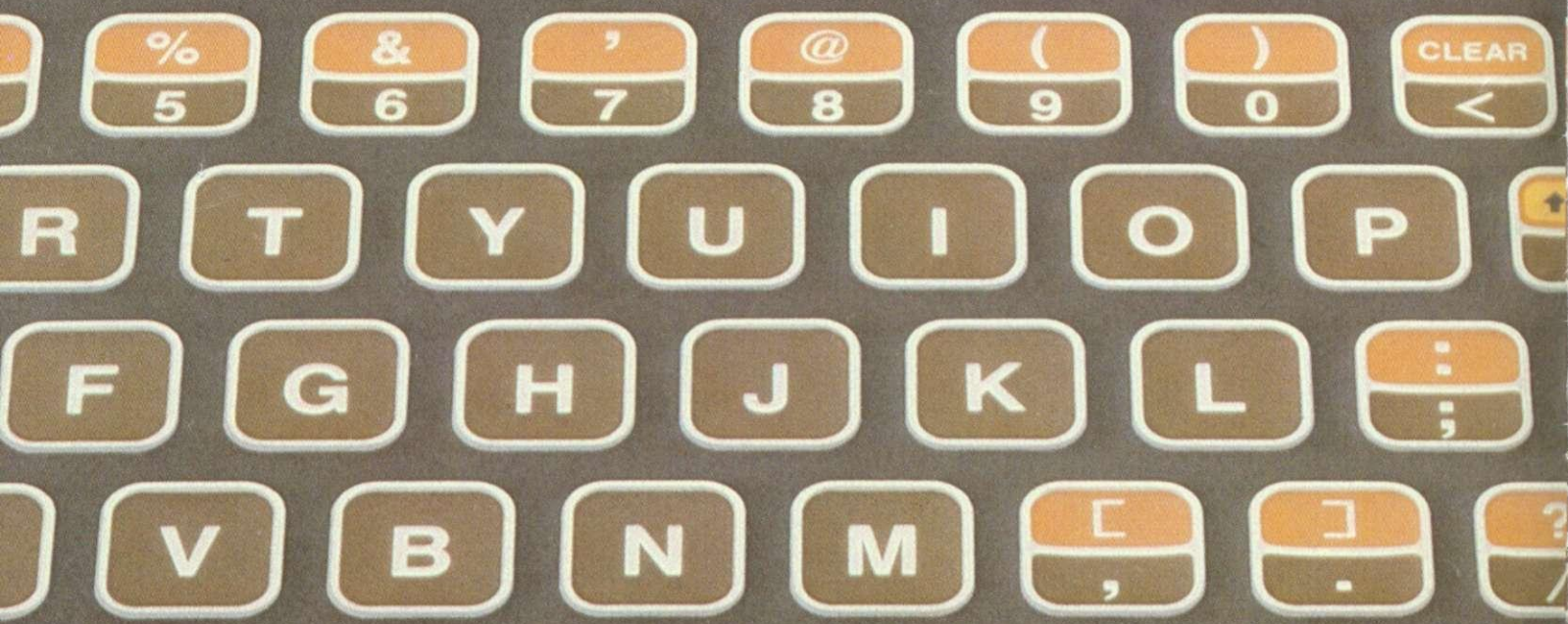
OWNER'S GUIDE

ATARI

ATARI®

A Warner Communications Company

ATARI 400

Not long ago, computers were large, complicated to use and priced well beyond the reach of most people. Today, you own a computer that's small, affordable and easy to use. In fact, you don't even need to know programming to enjoy your ATARI 400 Personal Computer, because dozens of programs are already available. Educational and game programs, personal development programs, and many more, let you begin using your computer as soon as you unpack it. Simply insert a cartridge or cassette, press a few keys, and your computer is programmed to play a game, help you learn foreign languages and other subjects, or perform time-saving tasks such as mortgage and loan analysis.

This booklet tells you how to install your ATARI 400 computer in ten easy steps. All you need to do is install the TV Switch Box, connect the computer console to your TV set, plug it into the wall and insert a cartridge. The only tool you'll need is a regular screwdriver.

You'll want one of the specially priced kits described on the next page to go along with your computer. Or you can choose from the many other ATARI programs and games available for your computer. If you didn't pick up any of these at the store, you should consider going back to get one because your computer needs programs, games, game controllers and possibly other components to go to work for you.

THE ENTERTAINER™

Insert the Star Raiders™ cartridge and become a Starship Commander! Arm your attack computer, jump through hyperspace and battle the the attacking Zylon fighters!

The Entertainer*comes with a pair of joystick controllers and two of the world's most exciting computer games—Star Raiders and Missile Command.™ To play Star Raiders, all you do is insert the cartridge, plug in a joystick and get ready for high-speed combat.

Many other exciting computer games for your ATARI computer are available now or will be available soon.

Asteroids™
Space Invaders[1]
Super Breakout®
3-D Tic-Tac-Toe
Video Easel™
Basketball
Computer Chess
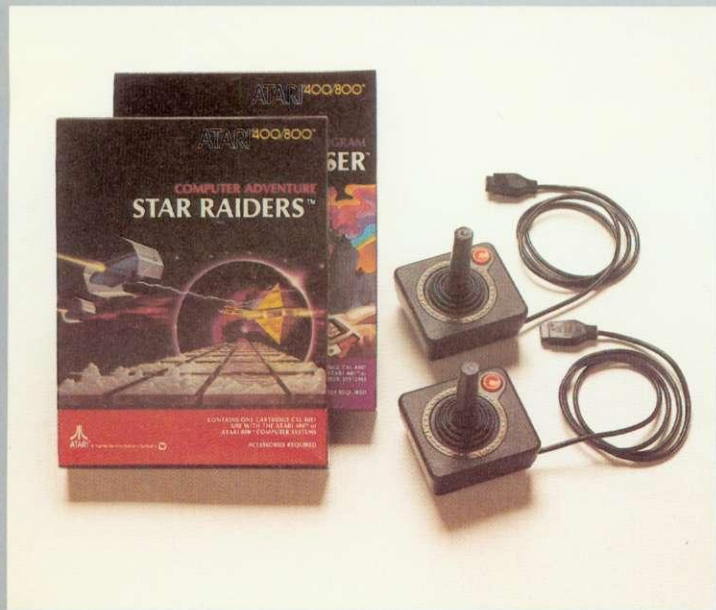
THE PROGRAMMER™

Even if you've never written a program before, The Programmer will have you writing BASIC programs in just a few minutes. After that, the possibilities are limitless—you can solve business or scientific problems, invent your own games or even compose music.

The Programmer comes with an ATARI BASIC Computer Language cartridge, the *ATARI BASIC Reference Manual* and the *ATARI BASIC Self-Teaching Guide* that teaches you how to program in easy-to-follow steps.

[1]Trademark of Taito America Corporation.

*ATARI reserves the right to substitute another game cartridge for Missile Command.™

THE COMMUNICATOR™

The Communicator can tap into some of the biggest electronic brains in the world! Get the news hot off the wire or have the Communicator print your stock prices right on your TV screen. You'll also be able to get electronic mail, games and even "talk" to other users.

The Communicator comes with a TeleLink™ 1 cartridge, an ATARI 850™ Interface Module and an ATARI 830™ Acoustic Modem so you can send and receive information over any standard telephone. You also receive a free hour of connect time to the Dow Jones Information Service, the CompuServe Information Service and The Source Telecomputing, so you can see the many fascinating kinds of information the computer can give you.

THE EDUCATOR™

Let the computer teach you a variety of subjects and skills. It can help you and your children learn faster because The Educator makes learning fun.

The Educator comes with an ATARI 410™ Program Recorder to load your programs, a BASIC cartridge and the States & Capitals program cassette. All you do is insert the cartridge, plug in the cassette recorder and load the program—the computer takes it from there.

Many other educational and self-improvement programs and games for your ATARI computer are available now or will be available soon.

Energy Czar™
Hangman
Conversational Spanish
Conversational French
Conversational German
Conversational Italian
European Countries & Capitals
Touch Typing
Statistics 1
An Invitation to Programming™ 1
An Invitation to Programming 2
An Invitation to Programming 3
States & Capitals
Kingdom™
Scram™ (A Nuclear Power Plant Simulation)
Biorhythm
Music Composer™
Blackjack
Mortgage & Loan Analysis[2]

[2]A Control Data CYBERWARE™ product manufactured under license from Control Data Corporation. © 1980.

THE BASIC COMPUTER

CARTRIDGE DOOR————————————————————————————————

DOOR RELEASE——————————————————————————

CONTROLLER JACKS————————————————————

POWER INDICATOR————————————————————

POWER JACK

POWER SWITCH

CONNECTOR

INSTALLING THE TV SWITCH BOX

The TV Switch Box switches your television from regular TV programs to your ATARI 400 computer. You can also connect your antenna or cable TV to the TV Switch Box. When you want to switch from regular TV reception to your computer, just slide the switch from the **TV** to the **Computer** or **Game** position.

1 The TV Switch Box connects to the VHF antenna terminal at the back of your TV set. But first, you'll need to disconnect the present antenna or cable from the TV and reconnect it to the side of the TV Switch Box labeled **Antenna.**

Notice whether the cable is round or flat. If you have a flat, twin-lead cable, connect it to the terminals marked **300 Ohm** on the TV Switch Box. If you have a round cable, screw it onto the threaded connector marked **75 Ohm.**
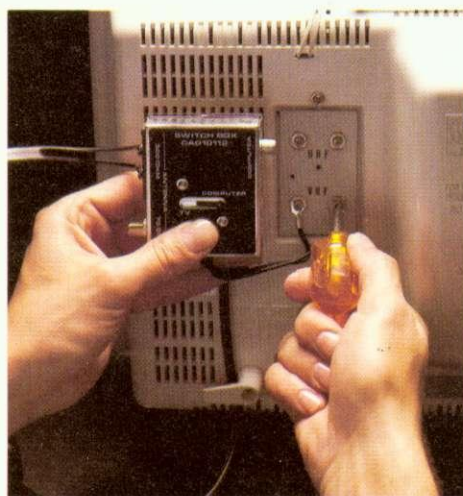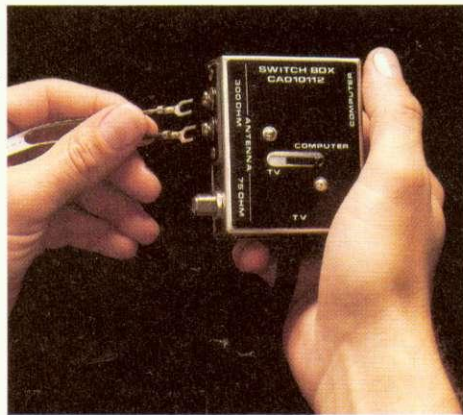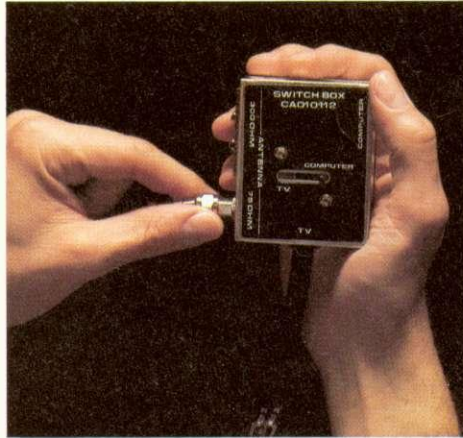

2 Now locate the short twin-lead cable marked **TV** that comes from the TV Switch Box and connect it to the two VHF terminals on your TV set.
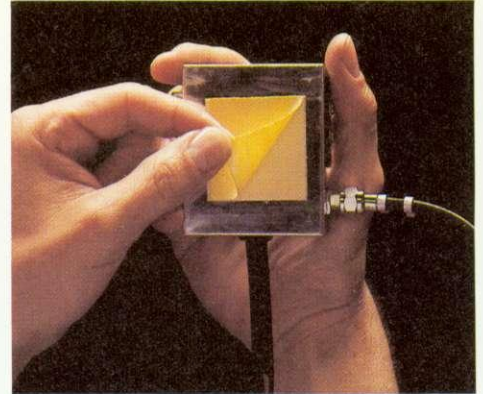
3 Peel off the protective cover sheet from the self-adhesive square and stick the box onto the back of your TV. If your TV set was connected to a flat, twin-lead (300 Ohm) cable, you're finished installing the TV Switch Box.

4 However, if the cable is a round (75 Ohm) one, you may need to adjust the antenna terminal switch on your TV set so it can receive the 300 Ohm signal from the TV Switch Box. Check the antenna connection on the back of your TV and adjust it according to the following diagrams.
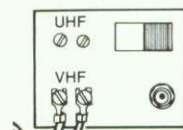
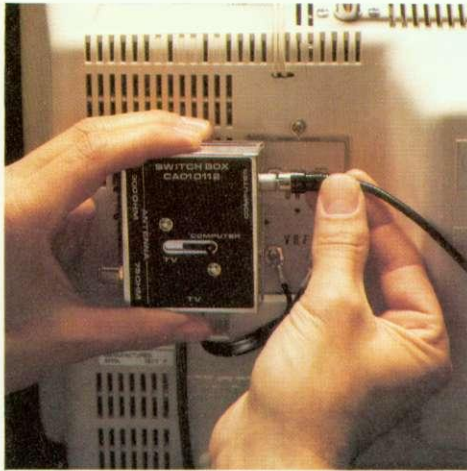If it looks like this, push the switch to the 300 Ohm (300Ω) position.
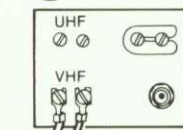
If it looks like this, loosen the screws holding the U-shaped slider and move it to the position marked 300 Ohm or 300 Ω.
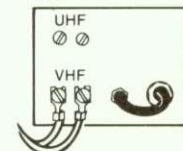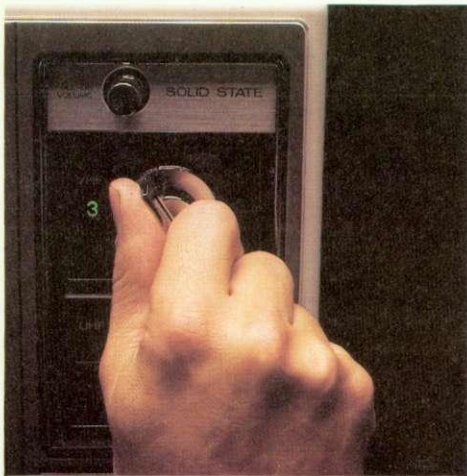

If it looks like this, screw the short round wire into the connector provided.
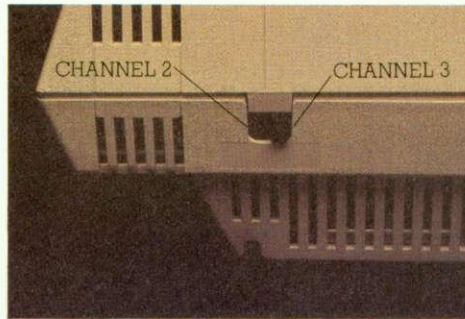
CONNECTING THE ATARI 400 COMPUTER CONSOLE

5 Locate the round cord that comes from the back of computer console. Plug the end of this cord into the terminal on the TV Switch Box labeled **Computer** or **Game.** Make sure the TV Switch Box is set to the **Computer** position.

**6** Turn on your TV set and tune it to Channel 2 or 3 — whichever is weaker in your area.

7 Set the Channel Select Switch on the back of the computer console to the same channel. After you turn on the computer, you may need to adjust the fine-tuning knob on your TV to improve reception from the computer.

8 Locate the AC Power Adaptor that comes with the computer and plug the round end of the Power Adaptor into the connector labeled **Power Jack** on the side of the computer console.

9 Plug the other end into a wall outlet.

ATARI COMPUTER — MEMO PAD
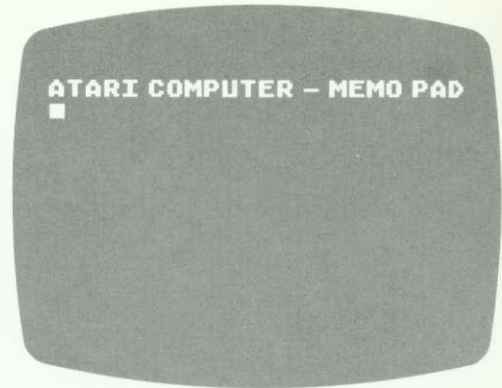
10 You're now ready to turn on your computer. The main power switch, labeled **Power On/Off,** is located on the side panel. As soon as you turn it on (provided the cartridge door is closed and no cartridge is inserted), the words ATARI COMPUTER–MEMO PAD appear on your TV screen. Whatever you type on the keyboard is now displayed on the TV screen.

You may notice that the colors on your TV screen change periodically if you don't use your computer for a few minutes. This is perfectly normal and is done to protect your TV set.

If your TV doesn't display the words ATARI COMPUTER–MEMO PAD or the words you type, you may have a problem. First, check over all the previous steps. If you think your computer needs service, contact the Authorized ATARI Service Center listed in the yellow pages of the telephone directory. Or call the ATARI Customer Service Department toll free at 800-538-8547 from anywhere in the continental U.S. (from California, call 800-672-1430).

INSERTING CARTRIDGES

CONNECTING OTHER EQUIPMENT

Push the cartridge door release lever down to raise the cartridge door. Whenever you do this, the ATARI 400 computer automatically turns itself off. It turns itself back on when you close the door.

Insert the cartridge into the slot with the label facing you. Press down carefully and firmly. When you close the cartridge door, the red power indicator at the right of the keyboard lights up, and the TV screen displays the title screen for the cartridge you selected. Then follow the instructions that come with the cartridge.
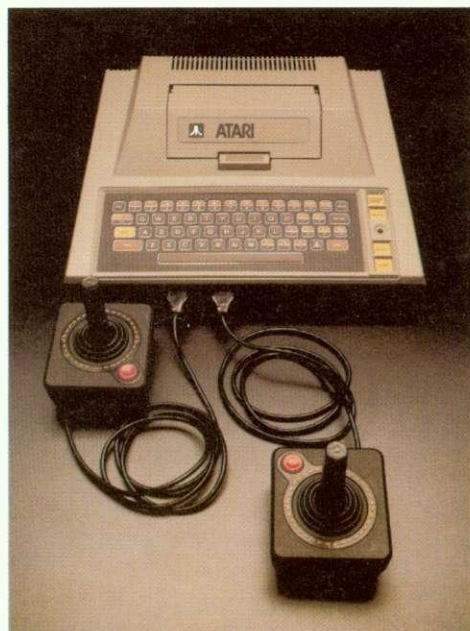

When you insert most cartridges (particularly games), many of the keys on the keyboard stop working. The instructions that come with the cartridge tell you which of the remaining keys to use for that cartridge.

Your ATARI 400 computer is designed so you can easily connect your kit, or add other ATARI components, depending on how you plan to use your computer. These components simply plug together so you can develop or expand a system for a particular purpose. You'll find directions for connecting kit components such as the ATARI 410 Program Recorder in the instructions that come with that product.

If you'd like to expand your system, the *ATARI Personal Computer Product Catalog,* available from your local ATARI dealer, explains how many other ATARI products can enhance your computer.

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