ASSEMBLY INSTRUCTIONS FOR YOUR
ADAM COMPUTER KIT

Your Adam computer kit contains the following components:

A. Game Board

B. Logic Board

C. ~~Two~~ ONE Digital Data Drives

D. Power Supply

E. Keyboard with Coiled Cord

F. Pair of ColecoVision Game Controllers (Joysticks)

G. Antenna Switch Box

H. Coax Cable

The first three components originally made up what was called the Adam's Memory Console. They are all you need to achieve ALL the functions of the original unit -- only the exterior case is missing. For safety, we strongly advise that you devise some sort of case to hold these components out of reach while the Adam is being operated.

1. CONNECTING THE GAME AND LOGIC BOARDS

At the back of the logic board is a ribbon cable terminating in a 30-pin edge-card connector (B-1). At the rear of the game board is a mating 30-pin edge board connector (A-1), with the component sides of both boards facing up (Figure 1), and holding the game board about 2 inches above the logic board so that it clears the components below, plug the 30-pin connector from the logic board into

the game board. IT IS IMPORTANT THAT BOTH BOARDS ARE IN THE CORRECT POSITION WHEN YOU PLUG IN THIS CONNECTOR.

2. CONNECTING THE DATA DRIVES

Your Adam Kit comes with two identical data drives. Each drive has two cables equipped with connectors: one 9-pin and one 8-pin. The Adam will work with one or two drives.

At the front center of the logic board (B) are four headers (B-2) attached in a row, two 8-pin and two 9-pin. Plug the connectors from one of the data drives into headers 1 and 3 and the connectors from the second data drive into headers 2 and 4. This is done simply by pressing the connector down until it is firmly seated on the header. All connectors will be facing the same direction, with the small lip turned to the rear of the logic board. You cannot connect these the wrong way, so if you are having difficulty pushing the connector down onto the header, turn it around and try it the other way.

3. CONNECTING THE POWER SUPPLY

The power supply (D) that comes in your Adam Kit is normally part of the Adam SmartWriter printer (not supplied). At the end of a 5-ft-long cable on the power supply is a 9-pin female DB connector (D-1). Plug this into the 9-pin (power printer cable) mating socket (B-3) on the left side of the logic board.

4. CONNECTING THE KEYBOARD

Plug the coiled keyboard cord, attached to the rear of the keyboard, into the jack (B-4) on the logic board. Adjacent to this jack is another jack on shorter wires (B-5), which can be used for other accessories (not supplied).

5. CONNECTING THE GAME CONTROLLERS

Plug the game controllers (joysticks) into the two sockets (A-2) on the right side of the game board.

6. CONNECTING YOUR ADAM TO A TV

The adam can be used with either your regular television set or a seperate monitor. If you will be using your TV, you must connect the antenna switch box (G) provided with the kit.

To hook up your Adam to a TV set, plug one end of the coax cable (H) into the back of the switch box and the other end into the port on the RF modulator (A-3) at the rear of the game board (also see Figure 1). Details for use with different types of antennas or cable TV are shown on Figure 2 on the next page.

7. CONNECTING YOUR ADAM TO A MONITOR

If you will be using your Adam with a TV monitor, plug the coax cable into the jack (A-4) next to the RF modulator on the game board and the other end into the video input port of the monitor. If your monitor has sound capabilities, a second cable, with a 5-pin DIN connector at one end and a

phone jack at the other end, is also required (not supplied
with this kit).   The DIN connector is plugged into the AUX
VIDEO port (A-5) attached to a cable at the rear of the game
board; the phone jack is plugged into the audio input port on
the monitor.   If your monitor has only a video port, you will
not be able to receive the sounds from Adam.   If it is
necessary to create your own DIN/phone jack cable, use the
following chart for proper wiring:

      7-pin DIN   Pin 1 to center of phono jack

                           Pin 2 to shield of phono jack

OPERATING YOUR ADAM COMPUTER

    Your Adam can operate with ready-to-run programs from
either digital data packs or ColecoVision game cartridges.
Complete operating instructions are provided on the printed
pages that follow.   Some special information you will need to
use the Adam you have assembled from this kit is as follows:

1.   TURNING ON THE COMPUTER

    Be sure the switch box is set at computer games.   Turn
on the TV and set the volume at a moderate level.   Then
select channel 3 or 4 (whichever station does not receive TV
programming in your area) on the switch located on the RF
modulator on the game board (A-8); channel 3 is the position
to the left, channel 4 is to the right.   Check the red POWER
ON light on the right side of the keyboard; this light should
be on whenever the system is on.

2.   USING DIGITAL DATA PACKS

First insert the pack into one of the drives. Flip the computer reset switch (B-6), which is located on a cable attached to the front righthand corner of the logic board. See printed instructions.
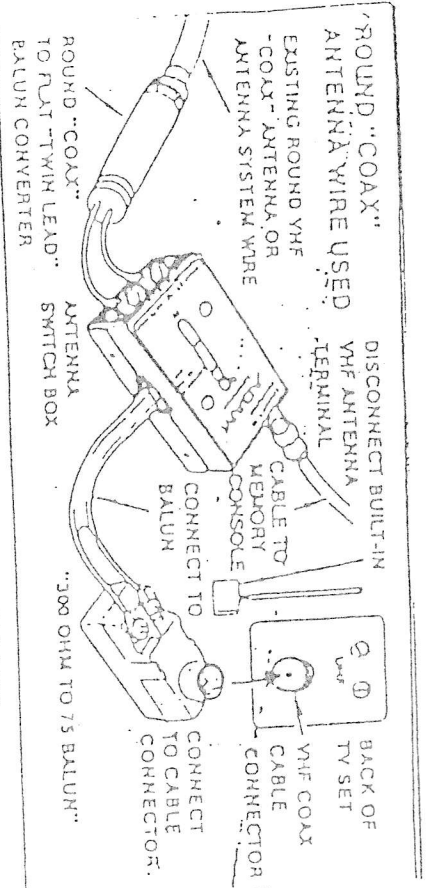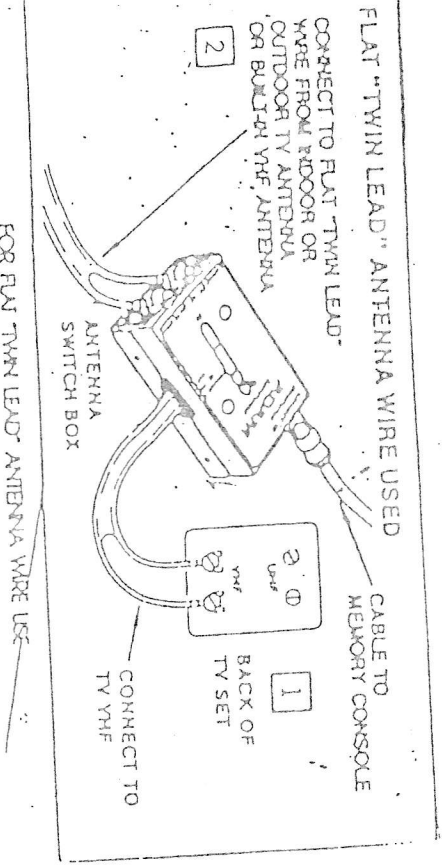
3.   USING GAME CARTRIDGES

First turn off the computer at the switch (D-2) on the front panel of the power supply. Insert a cartridge into the connector (A-6) on the game board. Turn on the computer and flip the cartridge reset switch (A-7) on the game board to the right of the connector. CAUTION: Game cartridges should not be inserted or removed when the computer is on, or permanent damage may result.

6   As you may have noticed an antenna switch box is provided
    with your computer. This is done as a convenience to allow
    you to select by the flick of a switch either your ADAM computer
    or regular television viewing. Once this switch box is installed,
    it should not be removed.

Depending on the type of TV antenna, you will use one of four
different methods to attach the switch box to your TV. Look
at the pictures at the left and on the next page to determine
which method you will need to use. Then, attach the switch
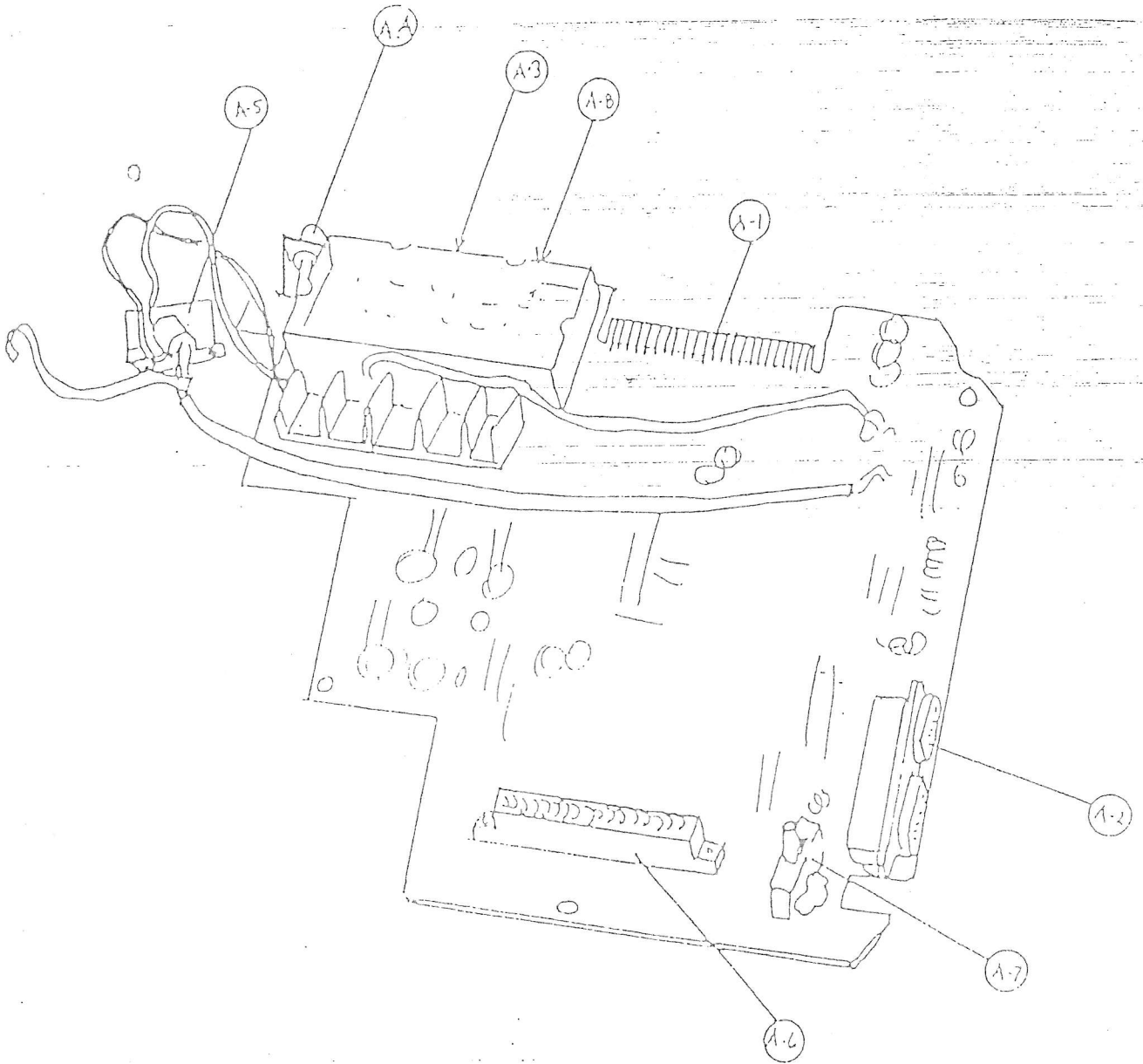box to your antenna by completing the appropriate instructions.

Flat "Twin Lead" Antenna Wire Used
a. Disconnect the flat twin-lead VHF antenna leads from your
    TV set.
b. Connect the flat twin-lead from the switch box to the ter-
    minals on the back of the TV set marked VHF.
c. Connect the flat twin-lead (300 OHM) TV antenna leads which
    you have just disconnected from the outdoor antenna cable
    TV or rabbit ears to the switch box marked "Antenna". See
    the top illustration on the opposite page.
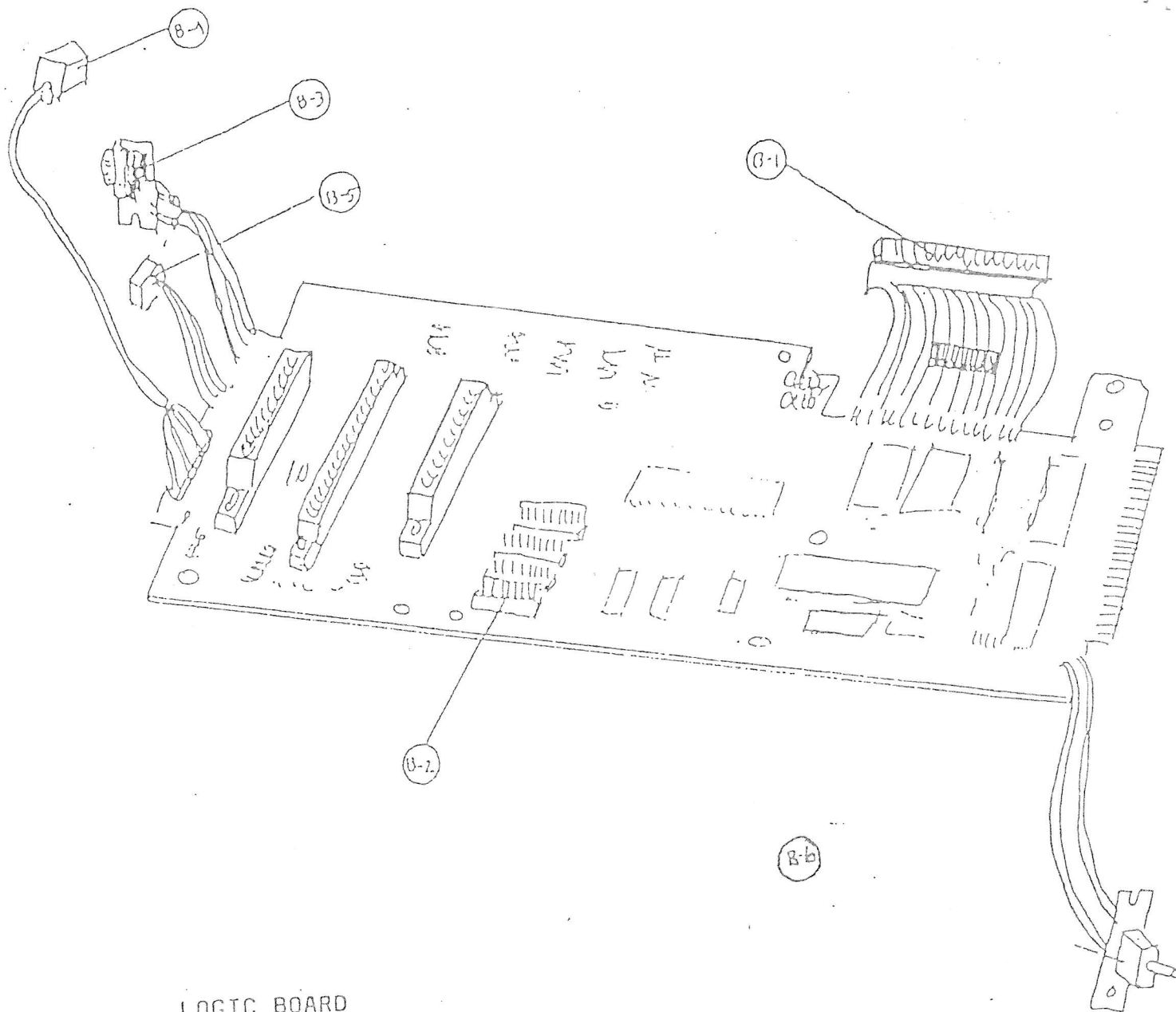
Round "Coax" Antenna or Cable TV Used
a. If you have cable TV or your TV has a round coaxial cable
    connector only, follow steps A through C as listed above.
    However, you may need to purchase a 75 OHM to 300 OHM
    Baton matching transformer. This small part is available
    at a television service department or from your local
    Radio Shack store and will permit proper connection to the
    switch box. See the second illustration on the opposite
    page.

FLAT "TWIN LEAD" ANTENNA WIRE USED

CONNECT TO FLAT TWIN LEAD
WIRE FROM INDOOR OR
OUTDOOR TV ANTENNA
OR BUILT-IN VHF ANTENNA

2

CABLE TO
MEMORY CONSOLE

ANTENNA
SWITCH BOX

VHF
BACK OF
TV SET

1

CONNECT TO
TV VHF

FOR FLAT TWIN LEAD ANTENNA WIRE USE

"ROUND "COAX" ANTENNA WIRE USED:

DISCONNECT BUILT-IN
VHF ANTENNA
TERMINAL

CABLE TO
MEMORY
CONSOLE

CONNECT TO
BALUN

ANTENNA
SWITCH BOX

VHF COAX
CABLE
CONNECTOR

BACK OF
TV SET

CONNECT
TO CABLE
CONNECTOR

"300 OHM TO 75 BALUN"

ROUND "COAX"
TO FLAT "TWIN LEAD"
BALUN CONVERTER

ANTENNA
SWITCH BOX

FOR ROUND "COAX" ANTENNA OR CABLE USE

GAME BOARD

A-1   Edge board connector

A-2   Game controller sockets

A-3   Coax cable port for TV

A-4   Coax cable port for monitor

A-5   AUX VIDEO port

A-6   Connector for cartridge

A-7   Game board reset switch

A-8   Channel selector switch

6

LOGIC BOARD

B-1   Ribbon cable with edge-card connector

B-2   8-pin and 9 pin headers (2 each)

B-3   Socket for power supply cable

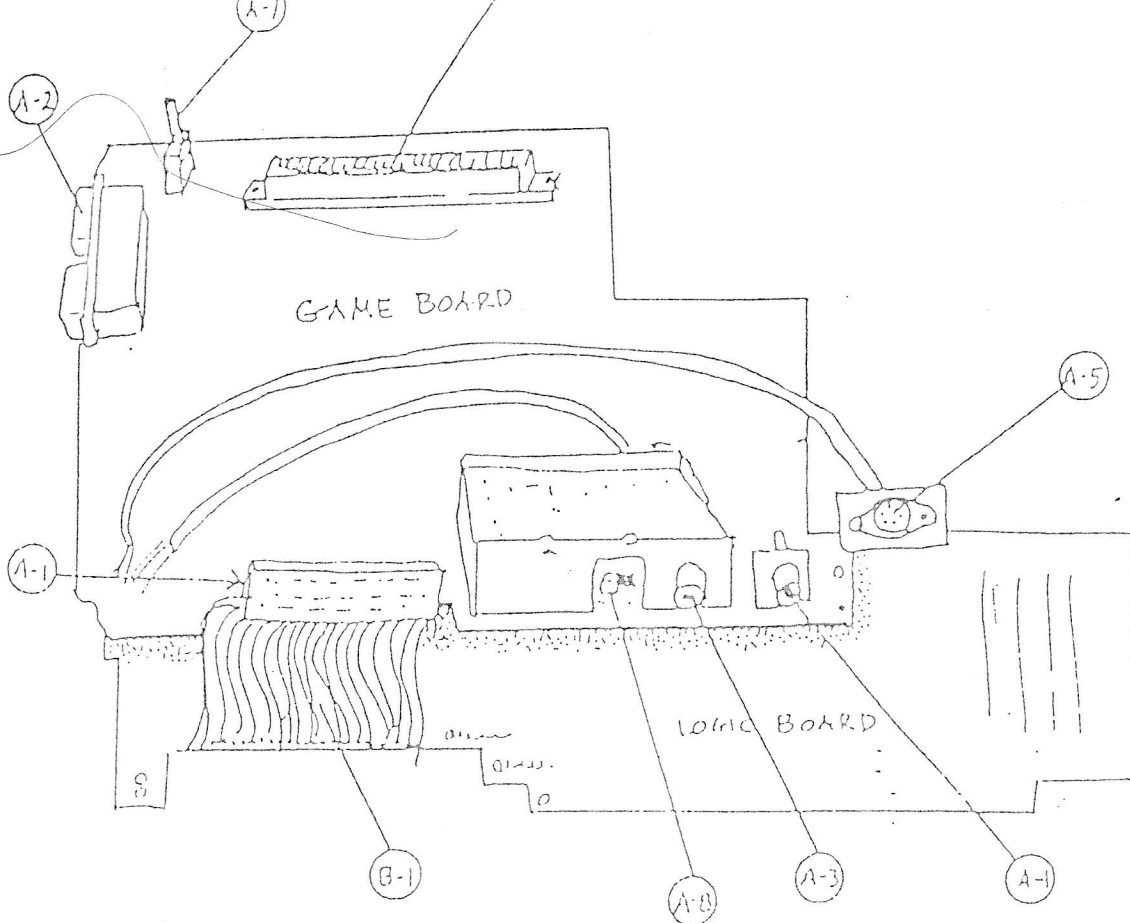B-4   Keyboard cord jack

B-5   Accessory jack

B-6   Computer reset switch
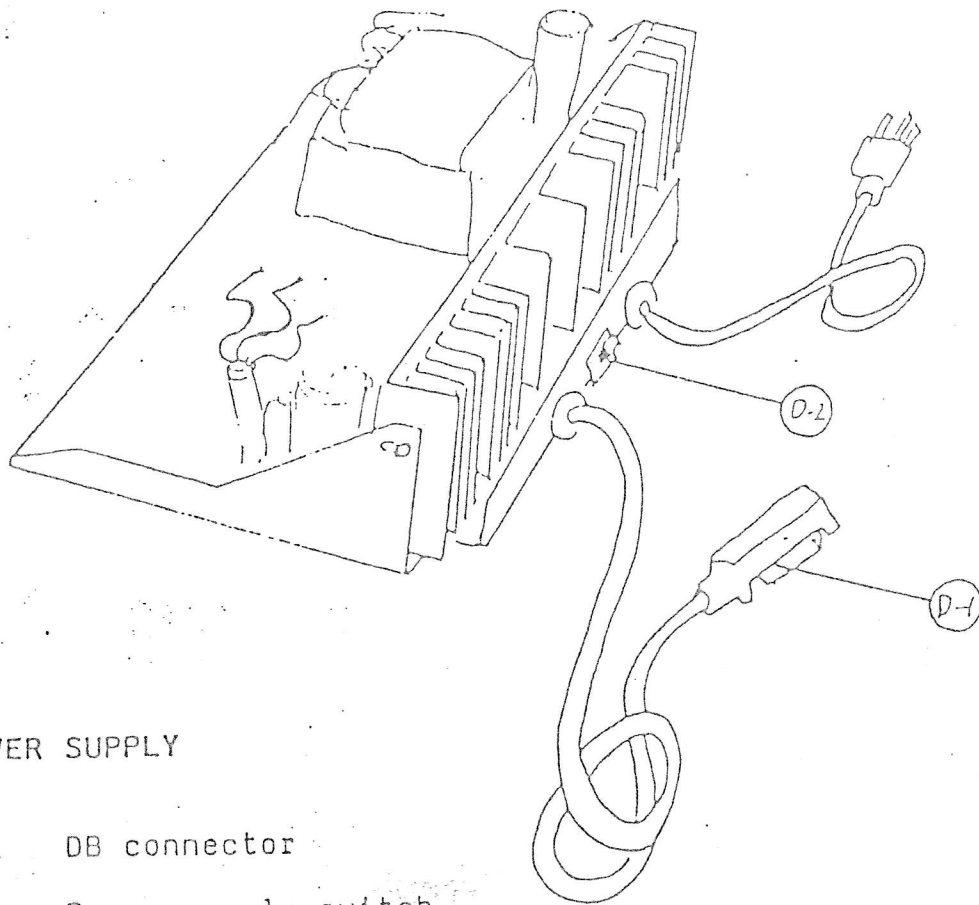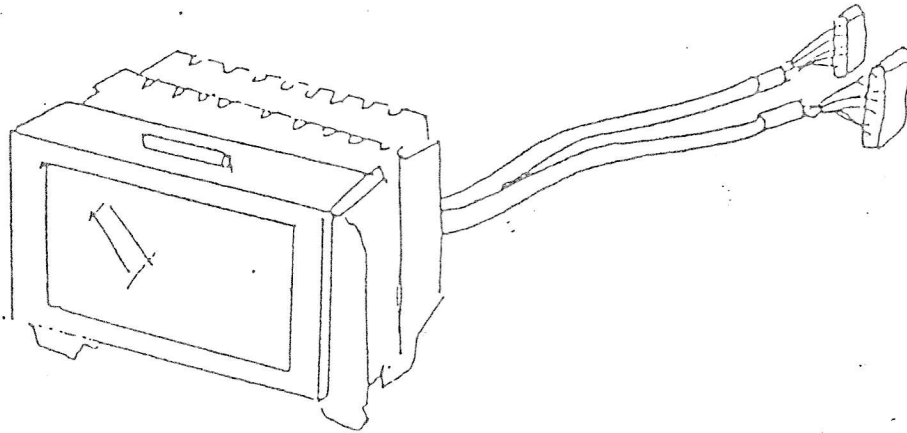
FIGURE 1 — CONNECTING THE GAME AND LOGIC BOARDS

A-1   Edge board connector

A-2   Game controller sockets

A-3   Coax cable port for TV

A-4   Coax cable port for monitor

A-5   AUX VIDEO port

A-6   Connector for cartridge

A-7   Game board reset switch

A-8   Channel selector switch
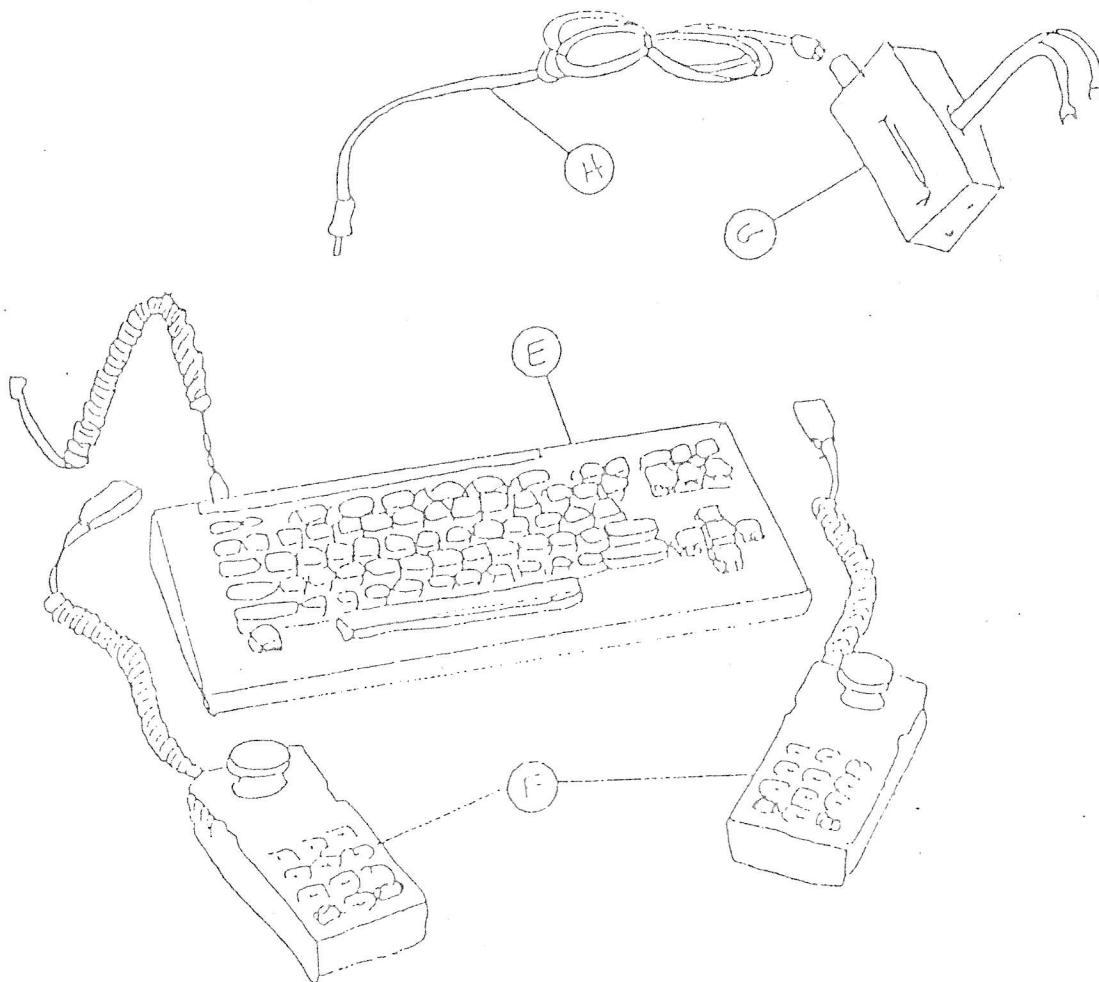
B-1   Ribbon cable with edge-card connector

DIGITAL DATA DRIVE (1 supplied)

POWER SUPPLY

D-1   DB connector

D-2   Power supply switch

E. Keyboard with cable

F. ColecoVision Game Controllers (2 supplied)

G. Antenna switch box

H. Coax cable