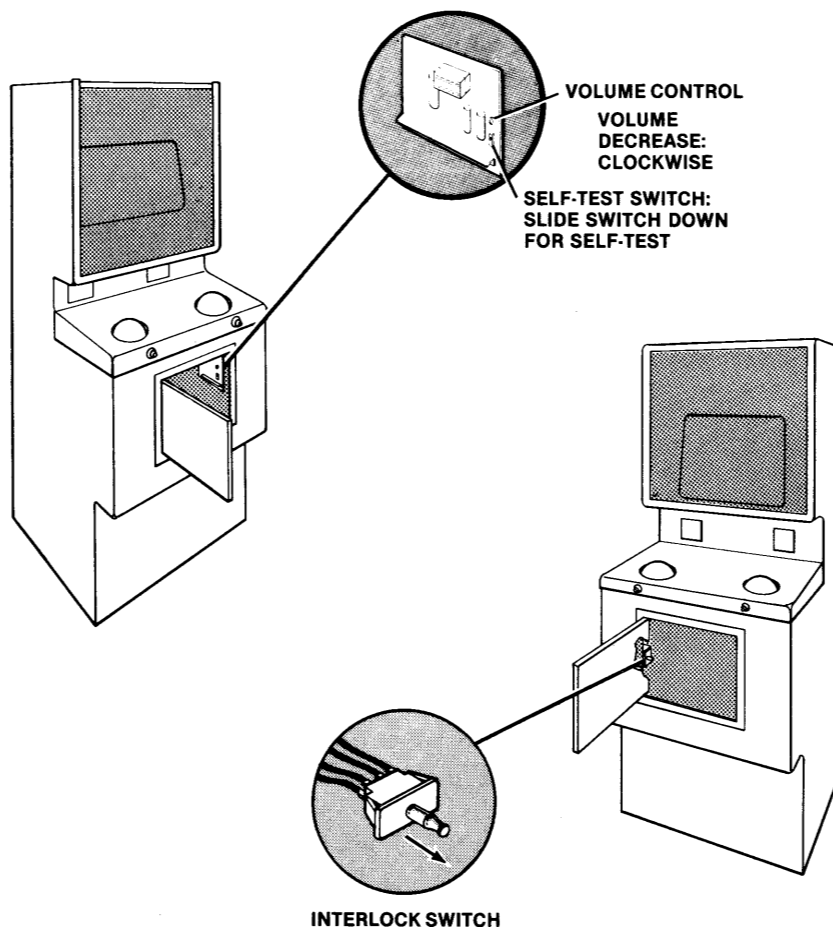# BASKETBALL™

SELF-TEST PROCEDURE

IMPORTANT NOTE TO OPERATORS:

If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari and Kee Games manuals for coin-operated games also include a complete illustrated parts catalog.)

Test # and Name	Result if Test Passed	Result if Test Failed
1. ZERO PAGE RAM TEST	Automatically advances to the next test.	Low-pitched audio whistle; CRT will display "Z PAGE LOW NIB BAD" or "Z PAGE HIGH NIB BAD" followed by either the letter E or D. The letter indicates whether the faulty RAM chip is at D2 or E2.
2. PLAYFIELD RAM TEST	Screen displays "RAM OK ROM OK" and advances to next test.	Game will not respond if self-test switch is turned off. Audio whistle will be heard, and screen will display "RAM BAD" and one or more letters. See Table 1-2 for faulty chip isolation information.
3. ROM TEST	Automatically advances to next test (no screen or audio output).	Message from test #2 changes to read "RAM OK ROM BAD" followed by a single letter from A to P that tells you which ROM is bad. See Table 1-2.
4. PATTERN TEST	The complete set of characters is displayed on the screen.	One or more characters not displayed or improperly displayed.
5. SWITCH/TRAK BALL/ AUDIO TEST	With all switches open, audio out-puts a continuously rising tone. Closing any switch (2 start, 2 coin, 1 slam) will stop tone output, start crowd noise output at low level. LED is "on" when switch open, "off" when closed. • TRAK BALL™: Rectangles re-spond horizontally and vertically to Trak Ball™ movements, black rec-tangle to left ball, white rectangle to right ball. • AUDIO: The audio tone heard when two rectangles are vertically aligned indicates "dribble" sound ef-fects working properly.	No rising tone, no crowd noise, LEDs do not light. Rectangles do not respond to Trak Balls™ or respond incorrectly as compared to description at left.
NOTE: To return to Attract Mode, flip self-test switch to "off" position.		

*For actual part numbers and locations of all ROM (and PROM) chips, see parts list on page 5-21 of Operation, Maintenance and Service Manual, TM-137

VOLUME CONTROL
VOLUME DECREASE: CLOCKWISE

SELF-TEST SWITCH: SLIDE SWITCH DOWN FOR SELF-TEST

INTERLOCK SWITCH

NOTE:

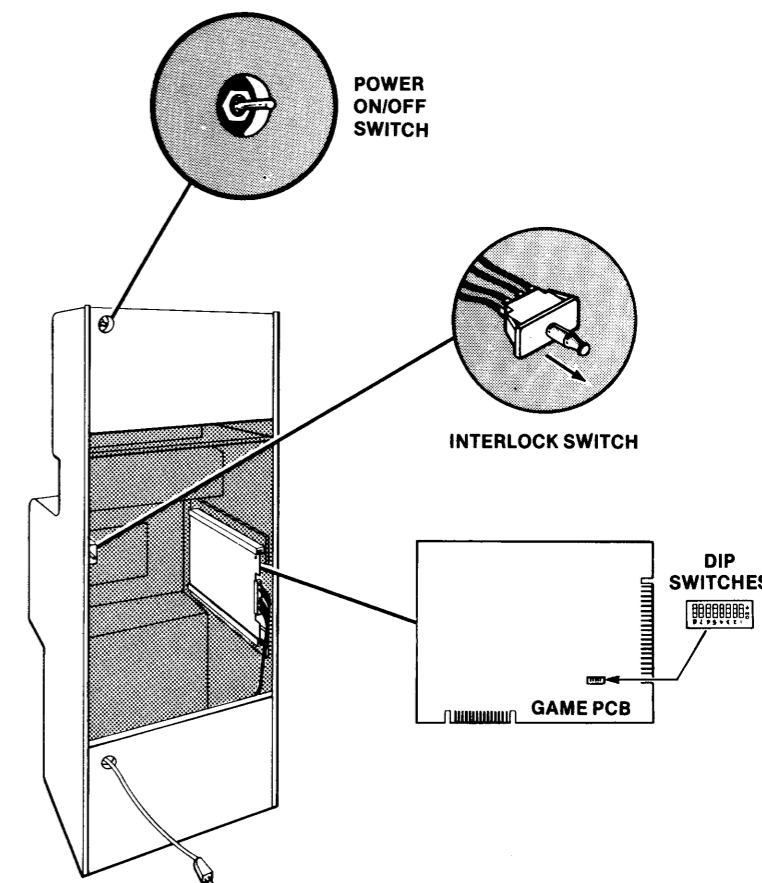When troubleshooting with the door(s) open, you must pull interlock plunger out as indicated by direction of arrow.

POWER ON/OFF SWITCH

INTERLOCK SWITCH

DIP SWITCHES

GAME PCB

OPTION SETTINGS

Option	Toggle No. & Setting of DIP Switch on PCB								Result of Setting
	8	7	6	5	4	3	2	1	
Coin Mode						OFF	OFF	OFF	Free Play*
						OFF	OFF	ON	2:30/Credit*
						OFF	ON	OFF	2:00 Credit*
						OFF	ON	ON	1:30/Credit*
						ON	OFF	OFF	1:15/Credit*
						ON	OFF	ON	1:00/Credit* $
						ON	ON	ON	0:45/Credit*
						ON	ON	OFF	0:30/Credit*
Game Instruction Language	ON	ON							English$
	OFF	OFF							German
	ON	OFF							Spanish
	OFF	ON							French
Dollar Coin Mode**				OFF	OFF				1 Coin = 6 Credits
				ON	OFF				1 Coin = 5 Credits
				OFF	ON				1 Coin = 4 Credits
				ON	ON				1 Coin = 1 Credit$
One or Two Coin Minimum			ON						One Coin Minimum$
			OFF						Two Coin Minimum

* A "credit" is a block of time for one or two players.
$ Indicates setting when game is shipped from Atari
**For left coin mechanism only

SELF-TEST ROUTINE: RAM TEST		SELF-TEST ROUTINE: ROM TEST			
MONITOR DISPLAYS:	**FAULTY CIRCUIT OR CHIP LOCATED AT:**	**MONITOR DISPLAYS:**	**FAULTY CIRCUIT OR CHIP LOCATED AT:**		
			-01 PCB 1k × 4 PROMS	-01 PCB 2k × 4 PROMS	-02 PCB 4k × 8 ROMS
RAM BAD A	F3	ROM BAD A	R1	R1	D/E1
RAM BAD B	F5	ROM BAD B	L1	L1	D/E1
RAM BAD C	F3 and F5	ROM BAD C	L2	R1	D/E1
		ROM BAD D	F2	L1	D/E1
RAM BAD E	H3	ROM BAD E	N1	N1	C/D1
RAM BAD F	H5	ROM BAD F	J1	J1	C/D1
RAM BAD G	H3 and H5	ROM BAD G	N2	N1	C/D1
		ROM BAD H	J2	J1	C/C1
RAM BAD I	K3	ROM BAD I	P1	P1	F1
RAM BAD J	K5	ROM BAD J	H1	H1	F1
RAM BAD K	K3 and K5	ROM BAD K	P2	P1	F1
		ROM BAD L	H2	H1	F1
RAM BAD M	L3	ROM BAD M	M1	M1	B1
RAM BAD N	L5	ROM BAD N	K1	K1	B1
RAM BAD O	L3 and L5	ROM BAD O	M2	M1	B1
		ROM BAD P	K2	K1	B1

NOTE: When troubleshooting RAM or (P)ROM locations, always check the associated circuitry as well as the suspected memory chips.

Backdoor sheet should be printed on yellow paper, see color sample above.