

Important Note to Operators

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

Gamma Processor Faulty Component Locations (see Screen 1: Operator Information Display).

Identifier	Meaning	Location
R	Gamma RAM Error	9P/Q
O	Gamma ROM Error	9S
P	Custom IC Error	13Q
E	EEROM Error	9Q/R

Alpha Processor Faulty Component Locations (see Screen 2: Alpha Processor Display)

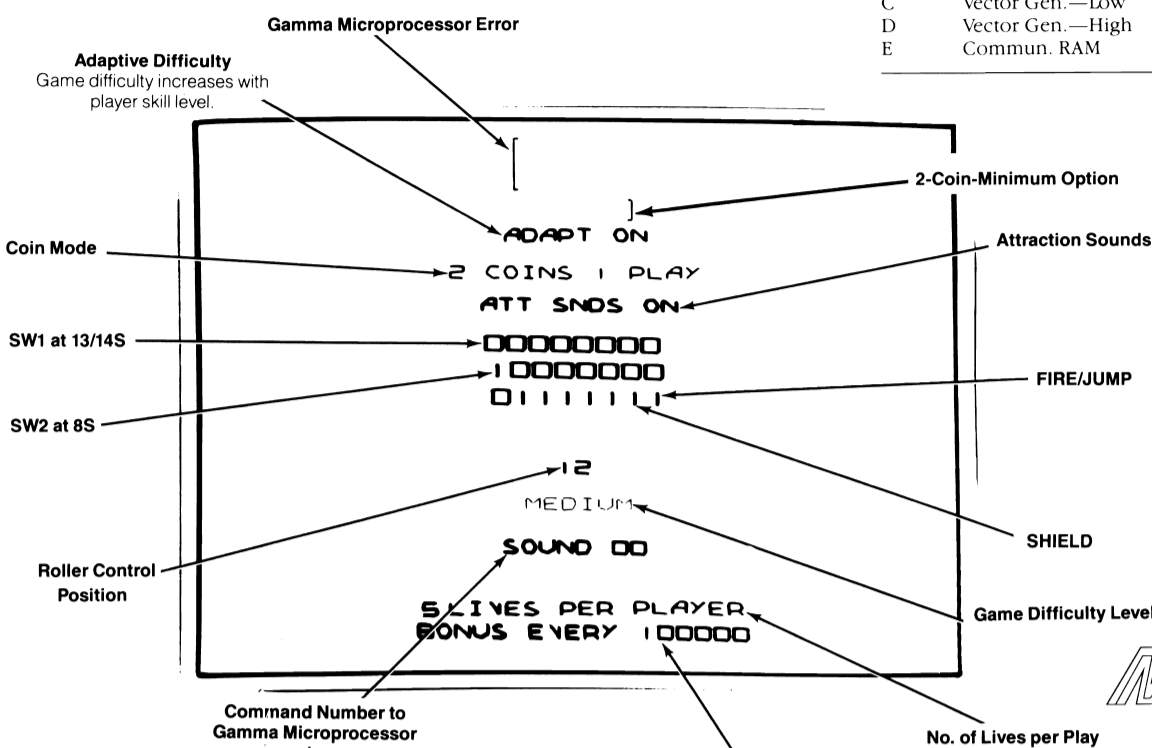
Identifier	Hex Location	Definition	PCB Location
A	0000-07FF	RAM Error	1J/K
B	0800-08FF & Swap 0200-0700	RAM Error	1H/J
C	Vector Gen.—Low	RAM Error	6M/N
D	Vector Gen.—High	RAM Error	6L/M
E	Commun. RAM	Error	1F

Self-Test Displays

Turn *on* the self-test switch on the utility panel inside the coin door to obtain Screen 1 (Operator Information Display). Screen 1 shows the condition of the gamma microprocessor RAM and ROM and its location. Press the auxiliary coin switch to end each display and obtain the next display.

NOTE

If a locked condition (blank screen) occurs, turn the self-test switch *off* and *on* again. If the game does not restart, troubleshoot the game reset circuitry.



Press SHIELD button to advance through sounds or functions.

Press FIRE/JUMP button to activate the sound or function.

Reset High Scores

Activating this function replaces the game High-Score Table with the default set of high scores. To see the High-Score Table, enter the Attract Mode and spin the Roller Control to the left. Spin the Roller Control to the right to re-enter the Attract Mode.

To reset high scores to default settings, hold down the right coin switch. Then, depress and release FIRE/JUMP button. You will hear a loud hissing sound. Wait for this sound to finish before exiting self test. Wait 10 seconds before turning the game off or leaving the Self-Test Mode.

Left Coin Counter
Right Coin Counter
Sounds Off
Sound Values

NOTE

If the ROM checksum is correct, neither the self-test ROM identifier (a single character) nor the checksum (a double character) appears on the screen.

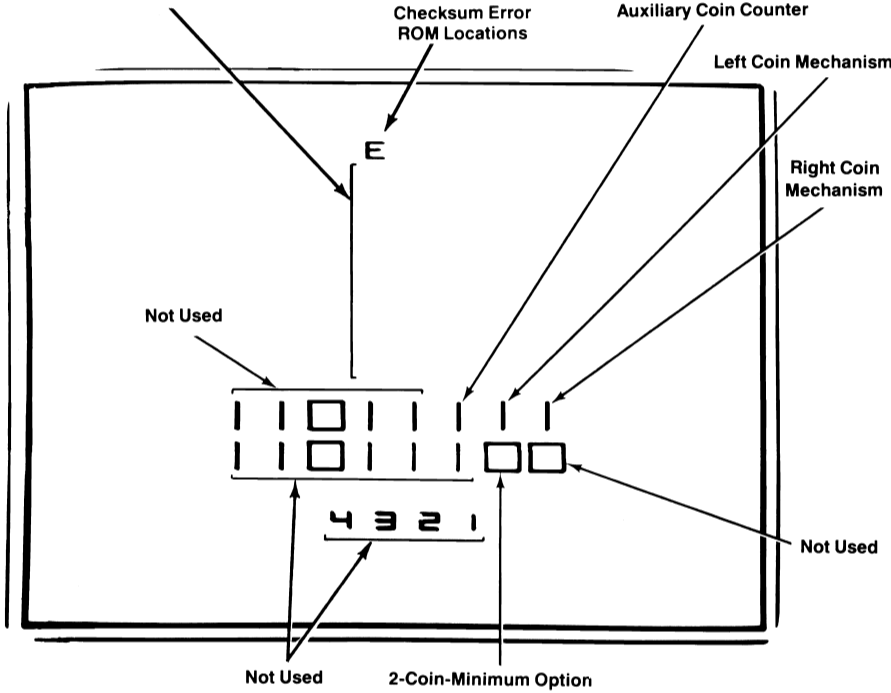
ROM Locations of Checksum Errors (see Screen 2: Alpha Processor Display)

Identifier	PCB Location
A	1N P
9	1N/P
8	1Q
7	1Q
6	1L*
5	1M/N*
4	6J/K
3	6J/K
2	6H
1	6H
0	6K/L*

*This ROM must be good for self test to function.

RAM Locations

E Always Appears; Ignore E.



Switch Settings for Play Options

Settings of 8-Toggle Switch on Game PCB (SW1 at location 13/14S)

1	2	3	4	5	6	7	8	Option
Off	Off							Free Play
On	On							2 Coin Setting
On	Off							1 Coin Setting
Off	On							3
								4
								5
								6
								7
								Starting Lives
								1 Coin Setting
								2 Coin Setting
								3
								4
								5
								6
								7
								Game Difficulty
								Hard
								Medium
								Easy
								Demo
								Bonus Life
								Bonus Life at 50,000 points
								Bonus Life at 100,000 points
								Bonus Life at 200,000 points
								No Bonus Life
								Attract Mode Sound
								Silence
								Sound
								Adaptive Difficulty*
								No
								Yes

◀Manufacturer's recommended settings

*Game difficulty increases with player skill level

Switch Settings for Price Options

Settings of 8-Toggle Switch on Game PCB (SW2 at location 8S)

1	2	3	4	5	6	7	8	Option
								Free Play
								1 coin for 1 game (or 1 player)
								1 coin for 2 games (or 2 player)
								2 coins for 1 game (or 1 player)
								Right Coin Mechanism
								Right coin mech × 1
								Right coin mech × 4
								Right coin mech × 5
								Right coin mech × 6
								Left Coin Mechanism
								Left coin mech × 1
								Left coin mech × 2
								Bonus Coin Adder
								No Bonus coins
								For every 4 coins, game logic adds 1 coin
								For every 4 coins, game logic adds 2 coins
								For every 5 coins, game logic adds 1 coin
								For every 3 coins, game logic adds 1 coin
								2-Coin Minimum*

* This game has the ability to select the 2-coin-minimum capability, which requires the player to pay for two games in advance.

If you want this capability, short pin 6 on 13N to ground by soldering a short piece of wire from ground to this point.