



SUPER SPRINT™



Atari Customer Service: United States (408) 434-3950
Europe (Ireland) 062 52155

Self-Test

The self-test screen appears when you turn on the self-test switch and *then* the game power. Turning off the self-test switch located on the Audio II PCB at any time during the self-test causes the game to return to the Attract Mode. Coin and game options are selected by adjusting the DIP switches located on the Central Processing Unit (CPU) printed-circuit board (PCB). Statistical information can also be viewed to help set the options for maximum player appeal. Refer to Chapter 1 in the *Super Sprint Operators Manual* for illustrations showing the switch locations.

The Self-Test Mode can be entered immediately after turning on the game power, either from the Play Mode or from the Attract Mode. If the self-test switch is turned on during the Play or the Attract Mode, the first display to appear is the 6502 Processor Test. By pressing the red start (center) button, the self-test advances to the Pedal Test. The self-test then advances from the Pedal Test to the end. The game power must be turned off, the self-test switch turned on, and the game power turned on again to start the self-test with the RAM/Interrupt/ROM Test.

If error messages appear on the screen, refer to Chapter 3 in the *Super Sprint Operators Manual*.

Switch Settings

The Switch Settings screen indicates the current coin and credit option settings, and the game option settings of the two dual-in-line package (DIP) switches at locations 6/7A (coin and credit options) and 5/6A (game options) on the CPU PCB. Options are preset at the factory. To reset the coin and the game option settings, change the settings of the DIP switches. Refer to Table 1 and Table 2 for the available options and the default (recommended) settings.

To change these settings, first remove the thin film of plastic covering the option switch. Use a pen or a sharp-pointed instrument to slide the appropriate small buttons to different settings. Up is the *on position*, and down is the *off position*. The steering wheel controls and the push buttons are *not* used to change these settings.

NOTE

During any of the self-tests, press the red start (or center) button to advance to the next screen.

Accounting Information

The Accounting Information screen provides a visual check of the current game statistics. The statistics information is accumulated either from the first time the game was turned on or from the last time the statistics were reset.

The following game statistics appear on the Accounting Information screen:

- **LEFT COINS** shows the total number of coins deposited in the left or blue car coin mechanism.
- **CENTER COINS** shows the total number of coins deposited in the center or red car coin mechanism.
- **RIGHT COINS** shows the total number of coins deposited in the right or yellow car coin mechanism.
- **ADD A COINS** shows the total number of coins deposited in all coin mechanisms during the add-a-coin mode of game play only.
- **1 PLAYER HEATS** shows the total number of heats or races that were run with one player only.
- **2 PLAYER HEATS** shows the total number of heats or races that were run with one or two players.
- **3 PLAYER HEATS** shows the total number of heats or races that were run with one, two, or three players.
- **TOTAL GAMES** shows the total number of coins deposited in all coin mechanisms.
- **TOTAL GAME TIME** shows the accumulated time of all one-, two-, and three-player games played in hours, minutes, and seconds.
- **AVERAGE GAME TIME** shows the total game time divided by the total number of games in hours, minutes, and seconds.
- **TOTAL ON TIME** shows the total time in hours, minutes, and seconds that the game has been turned on.
- **TOTAL PLAY TIME** shows the total time in hours, minutes, and seconds that the game has been played (percent usage = total play time/total on time).

Press the red start button to obtain the next screen.

Reset Saved Information Screen

The Reset Saved Information screen resets the high score table and the accounting information. Use the following procedure to reset these items:

1. Press the yellow car button to select the item to reset.
2. Press the blue car button to change the *NO* message to *YES*.
3. Press the red start button to reset the selected tables. After a brief *PLEASE WAIT* message is displayed, the self-test automatically advances to the next screen.

Table 1 Coin and Credit Option Settings

Settings of 8-Toggle Switch on Super Sprint CPU PCB (at 6/7A)								Option
1	2	3	4	5	6	7	8	
						Off	Off	Coins Per Credit
						Off	On	1 Coin 1 Credit ◀
						On	Off	2 Coins 1 Credit
						On	On	3 Coins 1 Credit
								4 Coins 1 Credit
								All Coin Mechanisms
			Off	Off	Off			1 Coin Counts as 1 Coin ◀
			Off	Off	On			1 Coin Counts as 2 Coins
			Off	On	Off			1 Coin Counts as 3 Coins
			Off	On	On			1 Coin Counts as 4 Coins
			On	Off	Off			1 Coin Counts as 5 Coins
			On	Off	On			1 Coin Counts as 6 Coins
			On	On	Off			1 Coin Counts as 7 Coins
			On	On	On			1 Coin Counts as 8 Coins
								Bonus Adder
								No Bonus Adder ◀
								2 Coins Give 1 Extra Coin
								4 Coins Give 1 Extra Coin
								4 Coins Give 2 Extra Coins
								5 Coins Give 1 Extra Coin
								3 Coins Give 1 Extra Coin
								Free Play

◀ Manufacturer's recommended settings.

Table 2 Game Option Settings

Settings of 8-Toggle Switch on Super Sprint CPU PCB (at 5/6A)								Option
1	2	3	4	5	6	7	8	
							Off	On
							Off	Off
							On	Off
							On	On
								Drone Difficulty
								Easy
								Medium ◀
								Medium Hard
								Hard
								Track Hazard Difficulty
								Easy
								Medium ◀
								Medium Hard
								Hard
								Number of Wrenches to Customize Car
								2
								3 ◀
								4
								5

◀ Manufacturer's recommended settings

Important Note to Operators

If the *Super Sprint™ Operators Manual* was not included with your game when you unpacked it, contact your distributor to get a free copy. (All Atari Games manuals for coin-operated games also include illustrated parts lists.)