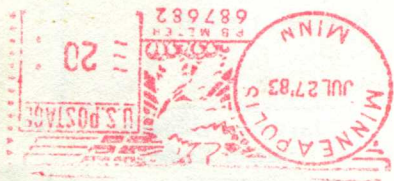


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LMC

Continued from inside

The following is a revised version of the Selecting the Options information contained in Chapter 2, page 2-5 of the Food Fight game manual (see TM-229). This revision is applicable for both the cocktail and upright games.

C. Selecting the OPTIONS

Selecting **OPTIONS**, the third selection on the main **SELF TEST** menu, causes the **OPTIONS** display shown in Figure 2-7 (see TM-229) to appear. (The cocktail game should display **ON** for the **COCKTAIL MODE** setting.) Use this display to view or change game option settings, or

Atari - Food Fight™

to clear the high scores or statistics. Press the **THROW** button to cycle through the values on the current row (indicated in red). Change the current row using the joystick or the two-player start button. Press the one-player start button to end this display and return to the main **SELF TEST** menu. When the self-test switch is turned off, the displayed option settings become the current settings.

To restore option settings or to clear high scores or statistic values, select the desired row and press the **THROW** button. **RESTORED** or **CLEARED** is then displayed.

Important

To store new options settings, you must return to the main **SELF TEST** menu and exit the self-test mode by turning the self-test switch off. If the self-test mode is interrupted (i.e., the self-test switch is turned off, or game power is removed) before returning to the main **SELF TEST** menu, repeat the preceding procedure for changing options or clearing high-scores or statistics.

The options and settings available are shown in Table 2-5.

Table 2-5 Option Settings

Option	Settings Available	Factory Setting
Lives per game	2-5	3
Difficulty	1-5	2
First bonus stage	Off, 5000 - 1,000,000	25,000
Higher bonus stage	Off, 5000 - 1,000,000	100,000
Level select bonus	Off/On	On
Level select mode	Normal, constant, demo, off	Constant
Attract sounds	Off/On	On (Off*)
Language	English, German, Spanish, French	English
Cocktail mode	Off/On	Off (On*)
Coin counters	One/Two	One

*Cocktail game factory setting

LMC News Notes

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Atari Dangerous Display Harness

Immediately check all upright cabinets of the following games for an unsecured display connector on the main harness. Games with higher serial numbers have already had the display connectors properly secured at the factory.

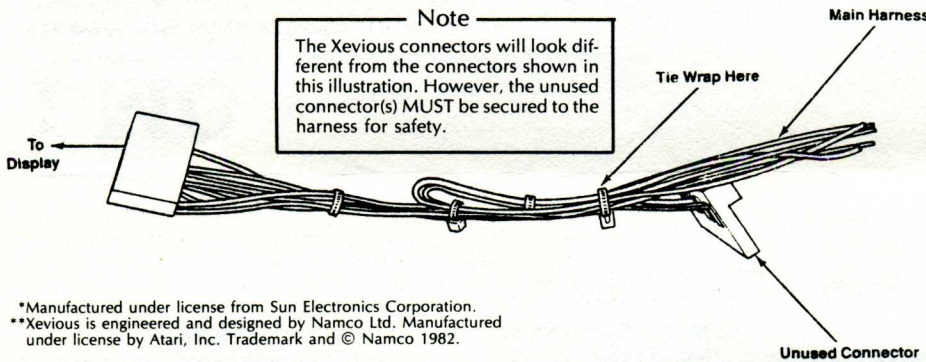
Arabian™*	UR00001-UR00500
Food fight™	UR00001-UR01501
Millipede™	UR00001-UR09997
Xevious™**	UR00001-UR05499

WARNING

To avoid serious injury to anyone playing or even touching the game, you must secure the display connector as described below to prevent short-circuiting with high-voltage components on the display.

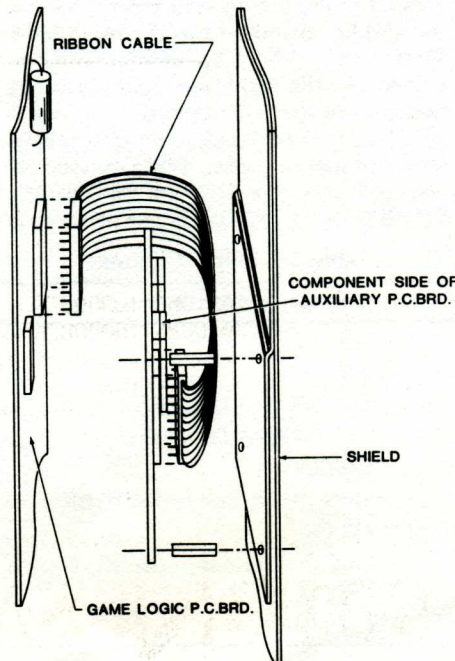
On Food Fight games using the Disco or Matsushita displays, use a cable tie to secure the **red** display connector (J205B) as shown. On games using the Electrohome or Atari displays, use a cable tie to secure the **white** display connector (J205A) as shown.

Whenever you install a new display, be sure that the unused display connector is properly secured to the harness as shown.



*Manufactured under license from Sun Electronics Corporation.
**Xevious is engineered and designed by Namco Ltd. Manufactured under license by Atari, Inc. Trademark and © Namco 1982.

Bally Figure #1



Bally ★★★Official Notification★★★ Service Bulletin

Game

Ms. Pac-Man: Starting with serial number 85,422 to 86,122 (upright only)

Subject

Incorrect mounting of auxiliary PC A084-91415-617 effecting EMI/RFI emanations

These games may not meet FCC regulations (part 15; subpart J) for class "A" computing devices. In order to comply with these regulations, the following modifications must be made.

(Note: Game operations are not affected.)

Modification

1. Mount auxiliary P.C. Board with solder side facing main logic board component side.
2. Drape ribbon cable between the auxiliary P.C. Board and mounting plate.
3. Do not use the washers located between mounting screws and P.C. Board, but discard them.
4. See Figure #1.

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The following is a revised version of the **JOYSTICK CALIBRATION** information contained in Chapter 2, page 2-3 of the Food Fight game manual (TM-229). This revision is applicable for both the cocktail and upright games.

JOYSTICK CALIBRATION resets the joystick minimum and maximum values, and should be used whenever the NVRAM or joystick is replaced. When the **JOYSTICK CALIBRATION** test is selected for the upright game, the display appears as shown in Figure 2-3. Hold the joystick steady for a full five seconds in each direction (left, right, up, and down). Press the **one-player** start button **twice** to return to the main **self test** menu (see Figure 2-1 in TM-229).

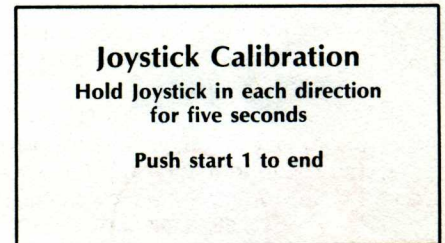


Figure 2-3 Joystick Calibration Display (Upright Game)

When the **JOYSTICK CALIBRATION** test is selected for the cocktail game, the display appears as shown in Figure 2-4. The display shown in Figure 2-4 indicates that the **player-one** joystick is selected for calibration. Hold the **player-one** joystick steady for a full five seconds in each direction (left, right, up, and down). Press the **two-player** start button and repeat the preceding procedure for the **player-two** joystick. Press the **one-player** start button **twice** to return to the main **self test** menu (see figure 2-1 in TM-229).

Important

To store new joystick values, you must return to the main **SELF TEST** menu and exit the self-test mode by turning the self-test switch off. If the self-test mode is interrupted (i.e., the self-test switch is turned off or game power is removed) before returning to the main **SELF TEST** menu, repeat the joystick calibration procedure.

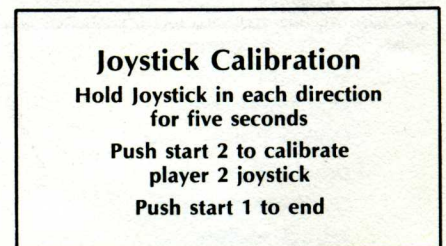


Figure 2-4 Joystick Calibration Display (Cocktail Game)

Continued on back