

**Table 1 Switch Settings for Bonus Interval and Play Options**

Settings of 8-Toggle Switch on CPU PCB (at location 5E)							
1	2	3	4	5	6	7	8
<b>Bonus Life Intervals</b>							
	On	Off		On	Off		None
	On	On		On	On		20,000 ◀
	Off	Off		Off	Off		30,000
	Off	On		Off	On		50,000
<b>Bonus Lives Per Coin</b>							
	Off	On		On	Off		5 Lives
	Off	Off		Off	On		4 Lives
	On	On		On	Off		3 Lives ◀
	On	Off		On	Off		2 Lives
<b>Minimum Game Time Option</b>							
	Off			Off			90 Second Minimum Game Time on Level 1
	On			On			3 Lives (Limited Game Time) ◀
	On			Off			Medium Difficulty Level ◀
	Off			Off			Easy Difficulty Level
	On			On			Demonstration Mode On
	On			On			Demonstration Mode Off ◀
	On			On			Doodle City for 2 Minutes 10 Seconds ◀
	Off			Off			Doodle City for 3 Minutes 5 Seconds

◀Manufacturer's recommended settings for American-made games.

**Table 2 Switch Settings for Coin & Credit Options and Bonus Adder**

Settings of 8-Toggle Switch on CPU PCB (at location 3J)							
1	2	3	4	5	6	7	8
<b>Right Coin Mechanism</b>							
	On		On	On	On		1 Coin for 1 Coin Unit ◀
	On		Off	On	Off		1 Coin for 4 Coin Units
	Off		On	Off	On		1 Coin for 5 Coin Units
	Off		Off	Off	Off		1 Coin for 6 Coin Units
<b>Left Coin Mechanism</b>							
			On				1 Coin Unit for 1 Credit ◀
			Off				1 Coin Unit for 2 Credits
<b>Coins Per Credit</b>							
			On				1 Coin for 1 Credit ◀
			On				2 Coins for 1 Credit
			Off				3 Coins for 1 Credit
			Off				4 Coins for 1 Credit
<b>Bonus Adder</b>							
	On		On				No Bonus ◀
	On		Off				2 Coin Units for 1 Credit
	Off		On				3 Coin Units for 1 Credit
	On		Off				4 Coin Units for 1 Credit
	Off		On				5 Coin Units for 1 Credit
	Off		Off				4 Coin Units for 2 Credits
	Off		Off				No Bonus
	Off		Off				Free Play

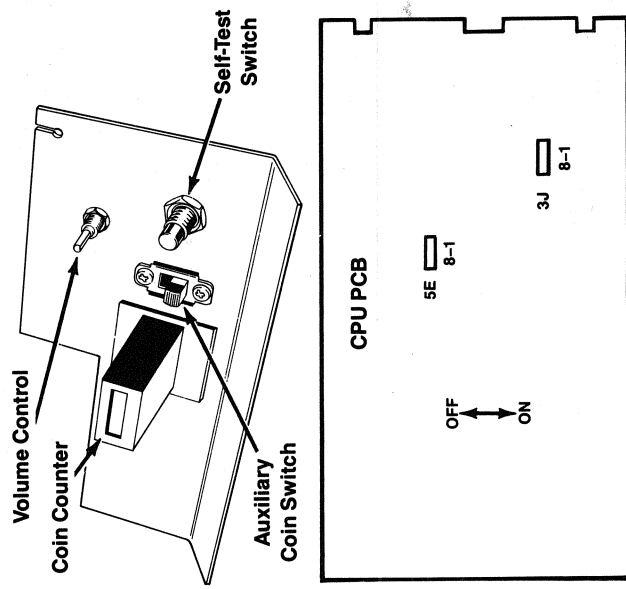
◀Manufacturer's recommended settings for American-made games.

- **GAMES PLAYED** shows the total number of free and paid games played. The number of Doodle City games played appears as **D: XXXX** on the same line. Add the Doodle City number to the number on the left to obtain the total games played.
  - **AVG GAME TIME** shows the average time, in minutes and seconds, of all the games played.
  - **TOTAL GAME TIME** shows the total time, in hours, minutes, and seconds, of all the games played.
  - **TOTAL TIME ON** shows the total time, in hours, minutes, and seconds, the game has been on.
- Resetting the Accounting Information.** The accounting information can be reset by holding the FIRE button down and pushing the joystick forward.
- Resetting the High Scores.** We suggest that you reset the high-score table after any changes are made to the options which may affect the average game time. The high-score table displayed in the Attract Mode can be reset by simultaneously pressing the FIRE and Start 2 buttons.
- Changing the Options.** The Options section of Screen 1 shows the current option-switch settings. The options can be changed by resetting the option switches located on the central-processing unit (CPU) printed-circuit board (PCB).

## Selecting the Options

Settings of the option switches are explained in Tables 1 and 2. Options preset at the factory are shown by the ◀ symbol. However, you may change the settings to suit your individual needs (see *Changing the Options*).

Table 1 describes the settings for the 8-toggle switch at location 5E on the CPU PCB. This switch selects both the bonus life intervals available and the game play options. Table 2 describes the settings for the 8-toggle switch on the CPU PCB at location 3J. This switch selects the game price options and the bonus adder.



### IMPORTANT NOTE TO OPERATORS

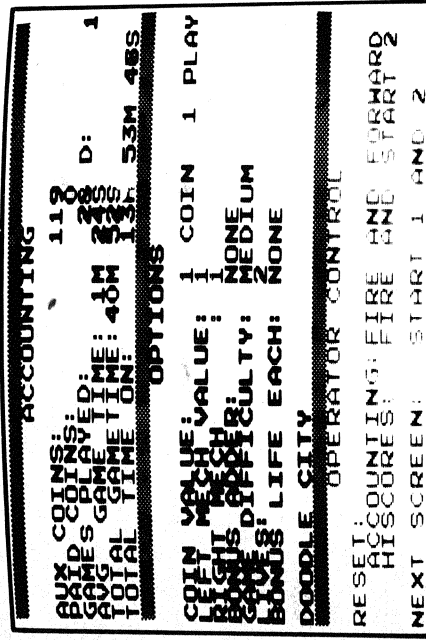
If the operators manual was not included in this game when you unpacked, contact your distributor to get a free copy. All Atari manuals for coin-operated games also include complete illustrated parts lists.

## Self-Test Displays

Ten self-test displays provide a visual check of the following:

- Game accounting and option-switch information.
- Read-only memory (ROM) and random-access memory (RAM) circuit operation.
- Joystick and switch operation.
- Sound-generator circuit operation.
- Mathbox circuit operation.
- Dot-, vector-, and polygon-generator circuit operation.
- Character-generator circuit operation.
- Display operation.

When the self-test switch, located on the utility panel behind the coin door, is turned on the game enters the Self-Test Mode. After the last self-test display, the sequence starts over with Screen 2—Hardware and Switch Test. Turn the self-test switch off, then on again, to obtain Screen 1—Accounting and Options.



## Screen 1—Accounting and Options

The Accounting and Options screen displays the accounting information and the option settings. The totals in the Accounting section of Screen 1 are those accumulated since the game was first turned on or last reset.

The following information is displayed in the Accounting section of Screen 1.

- **AUX COINS** shows the number of free coins selected by the auxiliary coin switch in the normal play mode.
- **PAID COINS** shows the total number of coins inserted into both game coin mechanisms.