



## 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 *720° 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 Accounting Information. By pressing the Kick button, the self-test advances to the Control Test. The self-test then advances from the Control 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 *720° Operators Manual*.

### Option Settings

Two Option Setting screens indicate 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 and 5/6A on the CPU PCB. Options are preset at the factory. To reset the coin and credit options and all but two of the game options, 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 the coin and credit settings and all but two of the game 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. Right is the *on position*, and left is the *off position*. The rotary control and the push buttons are *not* used to change these settings.

To change two game options, Initial Tickets and Automatic High Score Reset, enter the Self-Test Mode and display the Game Option Settings screen. Turn the rotary control to select the option to be reset. Press the Jump button to select the option value. Press the Kick button to set the option and exit from the screen. These two game options can be changed *only from this screen*, not with any DIP switch.

#### NOTE

During any of the self-tests, press the Kick 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 coin mechanism.
- **RIGHT COINS** shows the total number of coins deposited in the right coin mechanism.
- **ADD A COIN** shows the total number of times a game was continued using the add-a-coin feature.
- **ONE PLAYER GAMES** shows the total number of games that were played with one player only.
- **TWO PLAYER GAMES** shows the total number of games that were played with two players.
- **TOTAL GAME TIME** shows the accumulated time of all one- and two-player games played in hours, minutes, and seconds.
- **TOTAL ON TIME** shows the total time in hours, minutes, and seconds that the game was first turned on.
- **AVERAGE STARTING GAME TIME** shows the total game time of all starting game divided by the total number of plays in hours, minutes, and seconds.

### Important Note to Operators

If the *720° 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.)

- **AVERAGE ADD A COIN GAME TIME** shows the total game time of all continued games divided by the total number of add-a-coin plays in hours, minutes, and seconds.

Press the Kick 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. Turn the rotary control to select the item to reset.
2. Press the Jump button to change the *NO* message to *YES*.
3. Press the Kick 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 720° CPU PCB (at 6/7A)								Option
1	2	3	4	5	6	7	8	
								<b>Coins Per Credit</b>
						Off	Off	1 Coin 1 Credit ◀
						Off	On	2 Coins 1 Credit
						On	Off	3 Coins 1 Credit
						On	On	4 Coins 1 Credit
								<b>Right Coin Mechanism</b>
				Off	Off			1 Coin Counts as 1 Coin ◀
				Off	On			1 Coin Counts as 4 Coins
				On	Off			1 Coin Counts as 5 Coins
				On	On			1 Coin Counts as 6 Coins
						Off		<b>Left Coin Mechanism</b>
				Off				1 Coin Counts as 1 Coin ◀
				On				1 Coin Counts as 4 Coins
								<b>Bonus Adder</b>
								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 720° CPU PCB (at 5/6A)								Option
1	2	3	4	5	6	7	8	
								<b>Ticket Levels</b>
						Off	On	Easy (First Ticket: 3000)
						Off	Off	Medium (First Ticket: 5000) ◀
						On	Off	Hard (First Ticket: 8000)
						On	On	Very Hard (First Ticket: 12,000)
								<b>Timer for Street</b>
				Off	On			Easy (Longest Time)
				Off	Off			Medium ◀
				On	Off			Hard
				On	On			Very Hard (Shortest Time)
								<b>Add-A-Coin Control</b>
				Off	On			No Add-A-Coin
				On	Off			Maximum of 1 Add-A-Coin
				Off	Off			Maximum of 2 Add-A-Coins ◀
				On	On			Maximum of 3 Add-A-Coins
								<b>Start Game/Add-A-Coin Ratio</b>
	Off	On						1:1 (1 Credit to Start/1 Credit to Continue)
	Off	Off						2:1 (2 Credits to Start/1 Credit to Continue) ◀
	On	On						3:1 (3 Credits to Start/1 Credit to Continue)
	On	Off						3:2 (3 Credits to Start/2 Credits to Continue)

◀ *Manufacturer's recommended settings.*