



## Entering and Exiting the Self-Test

To enter the self-test, turn on the self-test switch. To exit the self-test, switch off the self-test switch while in the *select test menu screen*.

## Select Test Menu

Choose which screen you want to see from this menu. Move up and down the menu using the left joystick. Choose the screen by pressing the left start/flip button.

## Statistics

The statistics are collected from the last time the statistics were cleared. Clear the statistics by moving the right joystick and pressing the right start/flip button at the same time. Press the left start/flip button to go to the histograms.

- *Plyr Left/Right Coins* show the number of coins counted in the left or right coin mechanism.
- *Aux Coins* shows the number of coins credits given by the auxiliary coin mechanism.
- *Total Sessions* shows the number of unique games played.
- *0 Plyr Min* is the number of minutes the game was idle.
- *1/2 Plyr Min* is the number of minutes the game was played by one player or two players.
- *L/R Plyr Min* is the number of minutes the game was played

by the left or right player.

- *Error Count* shows the number of errors counted in the erasable memory. If you consistently have errors for several weeks, replace the EEROM at 6E.
- *Total Coins* is the total number of coins put into both coin mechanisms.
- *Avg Time/Coin* is the average amount of time, in seconds, each coin counted for.
- *Percentage Play* is the amount of time, as a percentage, that the game is played while it is turned on.

## Histograms

The two histogram screens show the length of game play. Clear the histograms on the second screen. Read and clear the screens frequently. If you clear the screens infrequently, the number of games will always be correct proportionally, but may be incorrect numerically if more than 256 games are played in any one time category. If this occurs, then all the numbers on that screen are divided by two.

Clear the histograms by pressing the right start/flip button when you are on the second histogram screen. Return to the menu screen by pressing the left start/flip button.

The two histogram screens show the following information:

- *New Games* shows the number of seconds each new game lasted.
- *Continuations* shows the number of seconds each continuation of the game lasted.

## Game and Coin Options

Check and select the game and coin options on this screen. To move through the options, push the left joystick up or

**Table 1 Game Option Settings**

Option	Settings	
Clear High Score Table	Yes	No ♦
Restore Factory Options	Yes	No ♦
Difficulty Ramping	Yes ♦	No
Auto Clear High Score	Yes ♦	No
FBI Warning Displayed	Yes ♦	No
Display T-Shirt Ad	Yes ♦	No
Difficulty Level	Easy	Moderate ♦ Hard
Sound in Attract Mode	Yes ♦	No
Special Cost	2 credits to start, 1 credit to continue	
	No special cost ♦	
♦ <i>Manufacturer's recommended settings</i>		

down. Change the option enclosed in the yellow box. The factory default settings are shown enclosed in a box. To change a setting, move the left joystick right or left. To save the new settings, press the left start/flip button. If you want to keep the original setting (even though you may have changed it), move the right joystick and press the right start/flip button. The left start/flip button returns you to the menu screen.

## Game Options

The game options are explained below. The settings, with defaults, are shown in Table 1.

- *Clear High Score Table* clears the high score table.
- *Restore Factory Options* sets all the game options to the factory options or lets you use your own settings. Make sure you set this to *no* to use your own settings.
- *Difficulty Ramping* increases the game difficulty as the time after the last coin inserted increases.

- *Auto Clear High Score* clears the high score table periodically if it is set to *yes*.
- *FBI Warning Displayed* displays a "Winners Don't Use Drugs" message and FBI logo during the attract mode.
- *Display T-Shirt Ad* displays the Klax T-shirt ad screen in the attract mode.
- *Sound in Attract Mode* turns the sound on in the attract mode.
- *Difficulty Level* sets the difficulty level of the Klax game.
- *Special Cost* chooses two credits to start and one to continue or no special cost.

## Coin Options

The coin options are explained below. The settings, with defaults, are shown in Table 2.

- *Coin Mode* is the number of coins required for one credit.
- *Right/Left Mech Multiplier* is the number of coins each coin

**Table 2 Coin Option Settings**

Option	Settings	
Coin Mode	1 coin 1 credit ♦	2 coins 1 credit
	3 coins 1 credit	4 coins 1 credit
Right Mech Multiplier	1 coin counts as 1 coin ♦	4 coins count as 1 coin
	5 coins count as 1 coin	6 coins count as 1 coin
Left Mech Multiplier	1 coin counts as 1 coin ♦	1 coin counts as 2 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 (for demonstration mode)	
♦ <i>Manufacturer's recommended settings</i>		

## Important Note to Operators

If the *Klax Universal Kit Installation Instructions* manual was not included with your game when you unpacked it, contact your distributor to get a free copy.

counts as in the right or left coin mechanism.

- *Bonus Adder* lets you choose bonus coins, no bonus, or free play.

## Sound Test

The sound test indicates the condition of the sound effects circuit on the game PCB.

## Switch Test

Test the coin mechanisms, buttons, and joysticks. As you use the control, a red box appears around its name on the screen. If the red box does not appear, check the connections, switches, and mechanism. Press the right and left start/flip buttons simultaneously to return to the menu screen.

## Complete RAM Test

Use this selection screen to choose which RAM tests you want to perform. See the *Klax Universal Kit Installation Instruction* manual for more information about the tests and about errors that they find.

## Complete ROM Test

This test checks all the game ROMs. If the ROM test does not find any errors, then a screen showing the 0K and 20K information quickly appears and disappears. See the *Klax Universal Kit Installation Instruction* manual for more information about the test and errors that it finds.