



Summary of the Self-Test

Table 1 Game Option Settings

Option	Settings	Explanation
Difficulty Level*	Medium ✓ Easy Easier Easiest Hardest Harder Hard Medium Hard	Establishes degree of game difficulty
Music in Attract	Yes ✓ No	Lets you choose whether or not to play music in the attract mode.
Seat Thumper	On ✓ Off	Lets you turn the seat thumper on/off.
Clear High Score Table	Yes No ✓	Lets you clear the high score table.
Steering Shaker Motor	On ✓ Off	Lets you turn the steering shaker motor on/off.
Auto High Score Reset	Enable ✓ Disable	Automatically resets the high scores to the factory defaults after 2000 games, unless a player has entered his initials within the previous 200 games.

**You must set both players to the same difficulty setting or the game will not function properly after turning on the power. If the settings don't agree, you can change them both to medium by pressing both START buttons after power-up when the error message is on the screen. You can also use the Game Options screen in the self-test to change the setting.*

✓ Manufacturer's recommended settings. These settings are shown in green on the screen.

Table 2 Coin Option Settings

Option	Settings	Option	Settings
Free Play	Yes: No ✓	Right Mech Value	1 coin counts as 1 coin ✓ 1 coin counts as 2 coins 1 coin counts as 3 coins
Discount to Continue	Yes: No ✓		
Game Cost	1 coin 1 credit 2 coins 1 credit ✓ 8 coins 1 credit	Left Mech Value	1 coin counts as 1 coin ✓ 1 coin counts as 2 coins 1 coin counts as 3 coins
Bonus for Quantity Buy-In	None ✓ 2 coins give 1 (extra coin) 9 coins give 3 (extra coins)		1 coin counts as 8 coins

✓ Manufacturer's recommended settings. These settings are shown in green on the screen.

Table 3 Summary of All Self-Test Screens

Screen	Use or Purpose
Adjust Volume	Adjusts the volume.
Game Statistics Screen	Displays the game statistics.
Coin Options Screen	Use to set and check the coin options settings.
Game Options Screen	Use to set and check the game options settings.
Alpha Test Screen	Use to test for clarity of characters.
Motion Object Test Screen	Use to test the movement and color of game objects.
Playfield Test Screen	Use to check the playfield displays.
Switch Test Screen	Use to display the functioning of the game switches and controls.
Color Test Screen	Use to check the video display color circuits.
Convergence Test Screen	A series of screens to check and adjust display convergence.
<i>White Convergence Screen</i>	Use to adjust convergence of red, blue, and green.
<i>Violet Convergence Screen</i>	Use to adjust convergence of red to blue.
<i>Green Convergence Screen</i>	Use to adjust convergence of red and blue to green.
Sound Test Screen	Use to check the audio circuits.
ASIC65 Test Screen	Use to test comm port, checksum, and internal RAM.
Common RAM Test Screen	Use to check common RAMs.
Complete RAM/ROM Test Screen	Use to check the all RAMs and program ROMs.