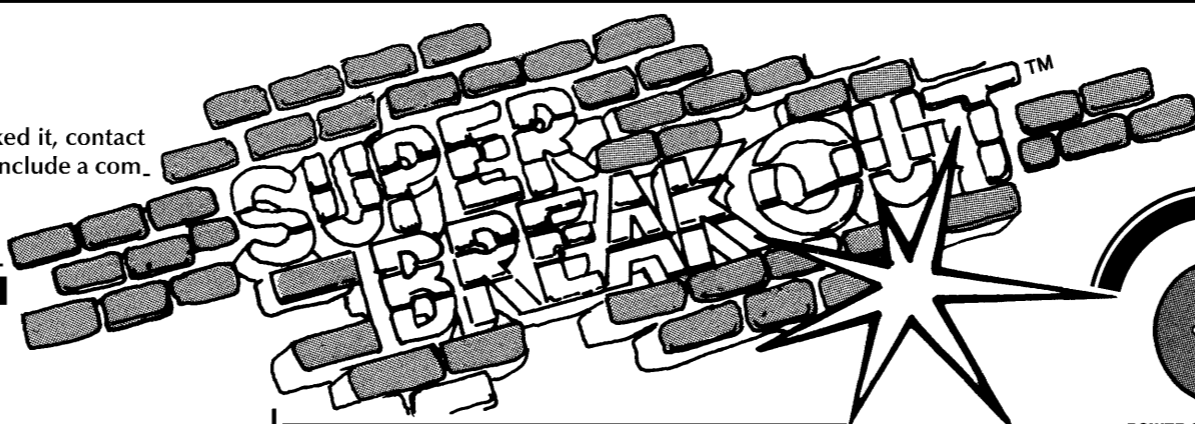


IMPORTANT NOTE TO OPERATORS:

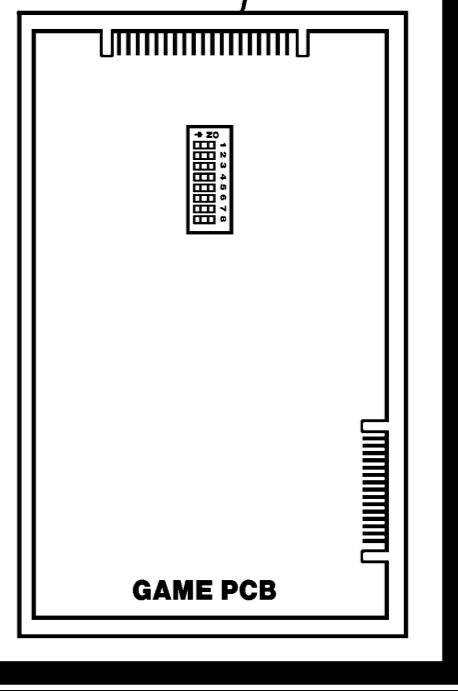
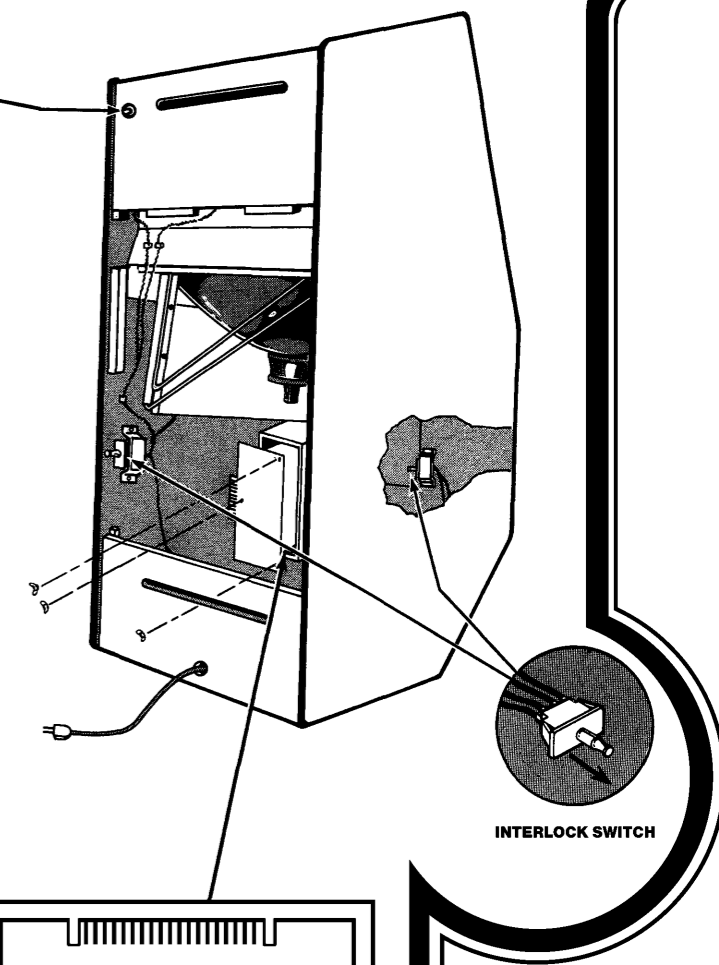
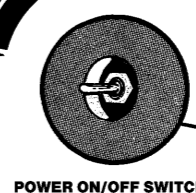
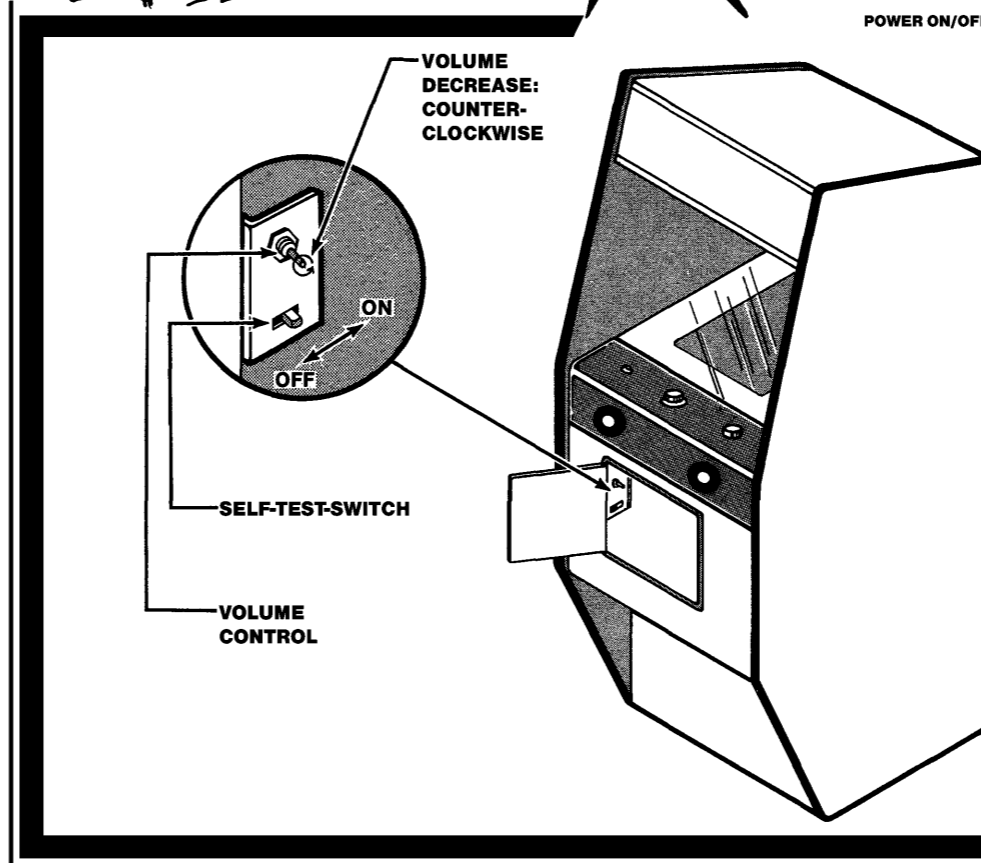
If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari and Kee Games manuals for coin-operated games also include a complete illustrated parts catalog.)



SELF-TEST PROCEDURE

Self-Test Procedure

Instruction	Result if Test Passes	Result if Test Fails
1. Preliminary Set volume level potentiometer (located on a bracket immediately behind and to the left of the coin door) to 1/2 volume.	Not Applicable	Not Applicable
2. RAM Test Set Self-Test Slide switch (located above the volume potentiometer, immediately behind and to the left of the coin door) to the "on" position.	Clears the Screen	The TV monitor screen displays a pattern, and a series of eight tones (representing D0 through D7 respectively) sound off. A distinct LOW tone indicates a good bit. A HIGH tone indicates the bit is different from what it should be. The test stops (video, no audio) until the self-test switch is turned to "off", and then back on again.
3. ROM Test No operator action required. Immediately follows instruction 2 if it passes. This step automatically tests ROMS 0, 1, 2, 3, and 4 that represent five 1K byte blocks.	When ROMs 0, 1, 2, 3, and 4 checksum correctly no message is displayed on the TV screen.	When ROMs 0, 1, 2, 3, and 4 do not checksum, a message is displayed on the TV screen to indicate the failed ROM number. It also indicates the difference between obtained value and the expected value, in a 2-digit hexadecimal number.
4. Lights and Audio Test Operator should adjust volume control. Immediately follows instruction 3 whether or not it passes.	The one- and two-player start lights and the serve light light up. Four audio tones are also sounded (from high to low tone).	Lights do not turn on. Proceed to instruction 5. Either no tones or missing tones.
5. Switch and Lamp Test Immediately follows instruction 4 whether or not it passes. Rotate Paddle Knob Push all the following switches: SLAM, COIN SWITCHES, PLAYER START SWITCHES, SERVE SWITCH, GAME SELECT KNOB.	Paddle control potentiometer remains displayed. All lights remain lighted. All values from 00 to FF hexadecimal notation should be obtainable. Any movement of the knob should cause the numbers on the screen to move not more than 1 digit in either direction. Each pressed switch generates audible click.	No potentiometer values displayed and any one or several lights turn off. Values not between 00 and FF. Possibility potentiometer too noisy as a result of a dirty pot. Neither a click or any sound.



Option Settings

OPTION	Switch Settings on 8-Toggle DIP Switch (located at position J8/9 on the Game PCB)								RESULT
	1	2	3	4	5	6	7	8	
Game instruction language (as displayed on TV screen)	ON	ON							English German French Spanish
Coin Mode			ON	ON					Free play 2 Plays/Coin 1 Coin/Play 2 Coins/Player
Game Length					ON				5 Balls 3 Balls
Extended Play Levels (extended play equals one full game)						ON	ON	ON	Progressive Breakout
						ON	ON	OFF	Cavity Breakout
						ON	ON	ON	Double Breakout
						ON	ON	ON	No extended play allowed
						OFF	ON	ON	200
						OFF	ON	OFF	400
					ON	OFF	OFF	600	
					OFF	ON	ON	900	
					OFF	ON	OFF	1200	
					OFF	OFF	ON	1500	
					OFF	OFF	OFF	2000	
									200
									300
									400
									600
									700
									800
									1000
									1200
									1400
									1500

NOTE: WHEN TROUBLESHOOTING WITH THE DOOR(S) OPEN, YOU MUST PULL INTERLOCK PLUNGER OUT WITH THUMB AND FOREFINGER AS INDICATED BY DIRECTION OF ARROW