ATARI®
A Warner Communications Company

ROBOT

IMPORTANT NOTE TO OPERATORS

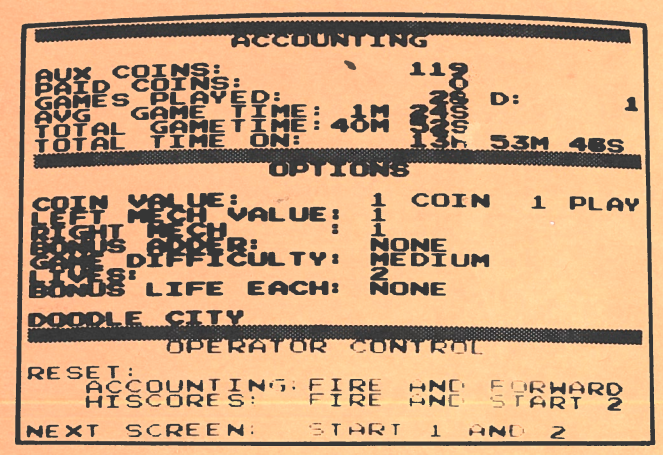
If the operators manual was not included in this game when you unpacked, contact your distributor to get a free copy. All Atari manuals for coin-operated games also include complete illustrated parts lists.

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.
- *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.

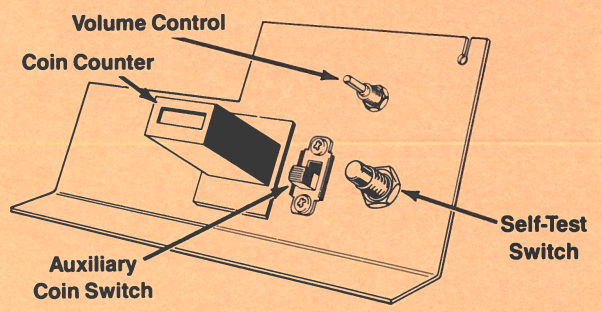
Resetting the High Scores. We suggest that you reset the high-score table after any changes are made to the options which may affect the average game time. The high-score table displayed in the Attract Mode can be reset by simultaneously pressing the FIRE and Start 2 buttons.

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.



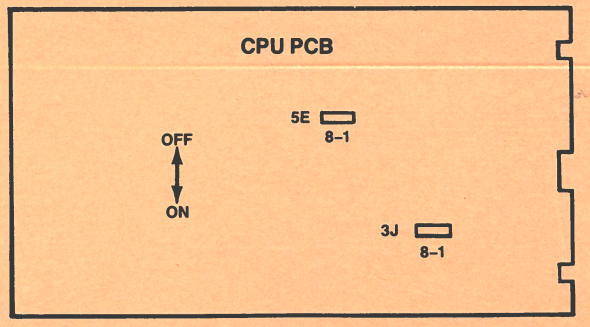


Table 1 Switch Settings for Bonus Interval and Play Options

Settings of 8-Toggle Switch on CPU PCB *(at location 5E)* 1	2	3	4	5	6	7	8	Option
								Bonus Life Intervals
				On	Off			None
				On	On			20,000◄
				Off	Off			30,000
				Off	On			50,000
								Bonus Lives Per Coin
		Off	On					5 Lives
		Off	Off					4 Lives
		On	On					3 Lives◄
		On	Off					2 Lives
								Minimum Game Time Option
						Off		90 Second Minimum Game Time on Level 1
						On		3 Lives (Limited Game Time)◄
	On							Medium Difficulty Level◄
	Off							Easy Difficulty Level
Off								Demonstration Mode On
On								Demonstration Mode Off◄
							On	Doodle City for 2 Minutes 10 Seconds◄
							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	Option
								Right Coin Mechanism
				On	On			1 Coin for 1 Coin Unit◄
				On	Off			1 Coin for 4 Coin Units
				Off	On			1 Coin for 5 Coin Units
				Off	Off			1 Coin for 6 Coin Units
								Left Coin Mechanism
			On					1 Coin Unit for 1 Credit◄
			Off					1 Coin Unit for 2 Credits
								Coins Per Credit
						On	On	1 Coin for 1 Credit◄
						On	Off	2 Coins for 1 Credit
						Off	On	3 Coins for 1 Credit
						Off	Off	4 Coins for 1 Credit
								Bonus Adder
On	On	On						No Bonus◄
On	On	Off						2 Coin Units for 1 Credit
Off	On	Off						3 Coin Units for 1 Credit
On	Off	On						4 Coin Units for 1 Credit
Off	On	On						5 Coin Units for 1 Credit
On	Off	Off						4 Coin Units for 2 Credits
Off	Off	On						No Bonus
Off	Off	Off						Free Play

◄*Manufacturer's recommended settings for American-made games.*