

# LMC

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First Class

Continued from inside

The following is a revised version of the Selecting the Options information contained in Chapter 2, page 2-5 of the Food Fight game manual (see TM-229). This revision is applicable for both the cocktail and upright games.

**C. Selecting the OPTIONS**  
 Selecting **OPTIONS**, the third selection on the main **SELF TEST** menu, causes the **OPTIONS** display shown in Figure 2-7 (see TM-229) to appear. (The cocktail game should display **ON** for the **COCKTAIL MODE** setting.) Use this display to view or change game option settings, or

## Atari - Food Fight™

to clear the high scores or statistics. Press the **THROW** button to cycle through the values on the current row (indicated in red). Change the current row using the joystick or the two-player start button. Press the one-player start button to end this display and return to the main **SELF TEST** menu. When the self-test switch is turned off, the displayed option settings become the current settings.

To restore option settings or to clear high scores or statistic values, select the desired row and press the **THROW** button. **RE-STORED** or **CLEARED** is then displayed.

Table 2-5 Option Settings

Option	Settings Available	Factory Setting
Lives per game	2-5	3
Difficulty	1-5	2
First bonus stage	Off, 5000 - 1,000,000	25,000
Higher bonus stage	Off, 5000 - 1,000,000	100,000
Level select bonus	Off/On	On
Level select mode	Normal, constant, demo, off	Constant
Attract sounds	Off/On	On (Off*)
Language	English, German, Spanish, French	English
Cocktail mode	Off/On	Off (On*)
Coin counters	One/Two	One

\*Cocktail game factory setting

