

**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
				On	Off			<b>Bonus Life Intervals</b>
				On	On			None
				Off	Off			20,000 ◀
				Off	Off			30,000
				Off	On			50,000
			On					<b>Bonus Lives Per Coin</b>
		Off	On					5 Lives
		Off	Off					4 Lives
		On	On					3 Lives ◀
		On	Off					2 Lives
						Off		<b>Minimum Game Time Option</b>
						On		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
				On	On			<b>Right Coin Mechanism</b>
				On	Off			1 Coin for 1 Coin Unit ◀
				Off	On			1 Coin for 4 Coin Units
				Off	On			1 Coin for 5 Coin Units
				Off	Off			1 Coin for 6 Coin Units
			On					<b>Left Coin Mechanism</b>
			Off					1 Coin Unit for 1 Credit ◀
			Off					1 Coin Unit for 2 Credits
						On		<b>Coins Per Credit</b>
						On		1 Coin for 1 Credit ◀
						On		2 Coins for 1 Credit
						Off		3 Coins for 1 Credit
						Off		4 Coins for 1 Credit
On								<b>Bonus Adder</b>
On								No Bonus ◀
Off								2 Coin Units for 1 Credit
On								3 Coin Units for 1 Credit
Off								4 Coin Units for 1 Credit
On								5 Coin Units for 1 Credit
Off								4 Coin Units for 2 Credits
Off								No Bonus
Off								Free Play

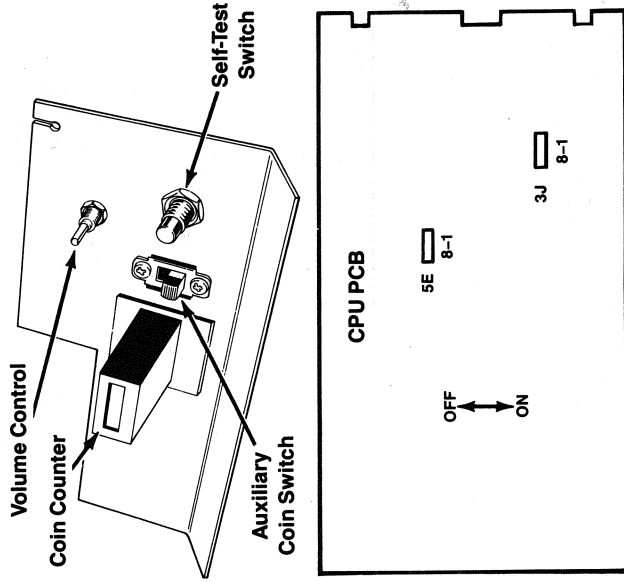
◀Manufacturer's recommended settings for American-made games.

- **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.



### IMPORTANT NOTE TO OPERATORS

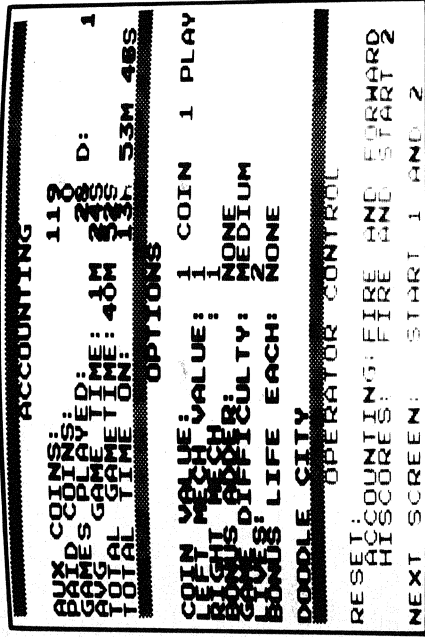
If the operators manual was not included in this game when you unpacked, contact your distributor to get a free copy. All Atari manuals for coin-operated games also include complete illustrated parts lists.

## 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.