4 PLAYER FOOTBALL™

SELF-TEST PROCEDURE

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 copy. (All Atari and Kee Games manuals for coin-operated games also include a complete illustrated parts catalog.)
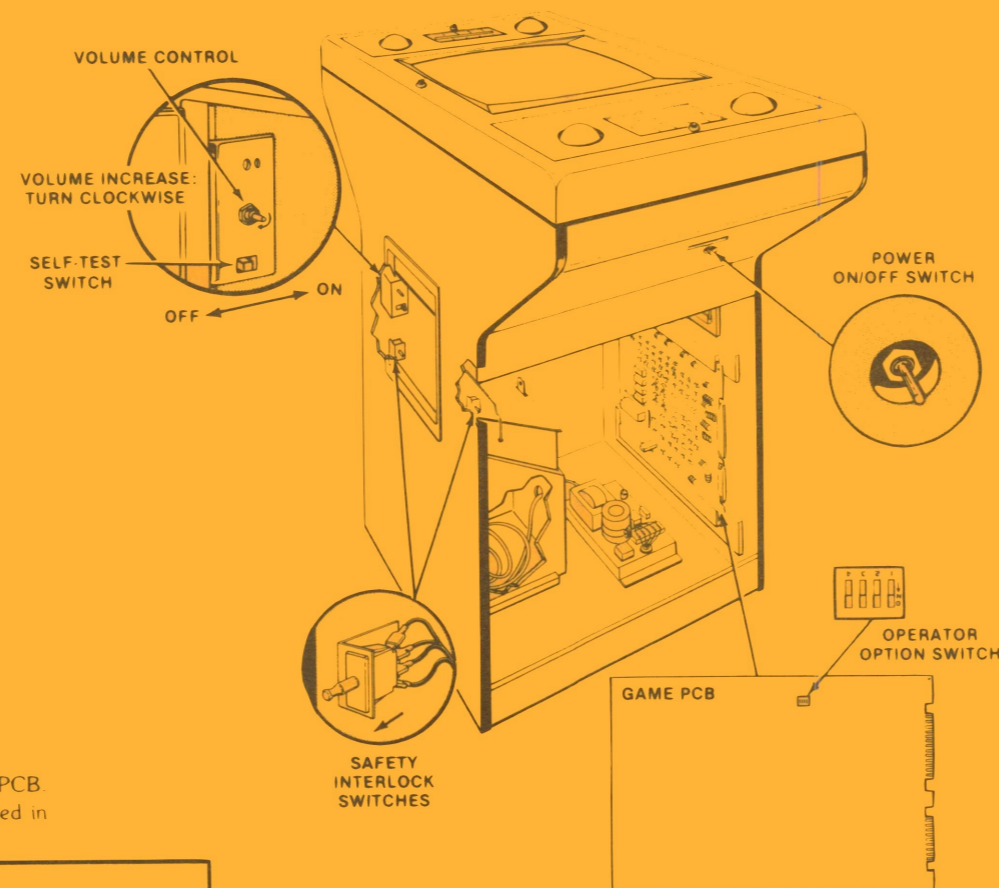
Option Switch Settings

To change the toggle positions of the switch assembly, you need not remove the PCB. The switch, usually colored blue, is easily accessible when the PCB is left mounted in place.

Switch Setting of 4-Toggle DIP Switch (on game PCB)				Result	Display During Self-Test
4	3	2	1		
			Off	70 seconds per coin	F
			On	90 seconds per coin $	N
		On		1-coin minimum	N
		Off		2-coin minimum † $	F
				Right coin mechanism (as you face the game) registers:	
				1 unit of time per coin	N N
On	On			4 units of time per coin	N F
Off	On			5 units of time per coin $	F N
On	Off			6 units of time per coin	F F
Off	Off				
				(Left coin mechanism *always* registers 1 unit of time per coin)	
					X X X X

Xs represent switch numbers 4,3,2,1 on the 4-toggle DIP switch, namely N = on, F = off.

$ Indicates recommended settings.

† Game time is shown after one coin, but the controls are inactive until the second coin is inserted.

VOLUME CONTROL

VOLUME INCREASE: TURN CLOCKWISE

SELF-TEST SWITCH

OFF ← → ON

POWER ON/OFF SWITCH

OPERATOR OPTION SWITCH

GAME PCB

SAFETY INTERLOCK SWITCHES

NOTE:

When troubleshooting with the door(s) open, you must pull interlock plunger out as indicated by direction of arrow.

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Instruction	Result if Test Passes	Result if Test Fails
1. RAM AND ROM TEST Set self-test slide switch to the *on* position (located below the volume potentiometer, immediately behind and to the left of the coin door).	TV monitor displays ROM OK RAM OK as shown below:	BAD RAM and/or BAD ROM will be displayed on the monitor.
	ABCDEFGHIJKLMNOPQRSTUVWXY ZYXWVUTSRQPONMLKJIHGFEDCBA	
	Scrolling Directions	
2. SCROLLING PLAYFIELD TEST Press the Play Select pushbutton on either control panel.	Playfield scrolls towards the pressed button.	No playfield scrolling motion.
Release the Play Select pushbutton.	Playfield will freeze.	
3. TRAK BALL TEST Roll any Trak Ball in random motion and observe TV monitor.	An L-shaped arrow pointing towards that Trak Ball will move around the entire playfield exactly as you move the control.	The appropriate arrow does not move in the same direction as the Trak Ball
Press and hold down either Play Select button, then roll all 4 Trak Ball controls in sequence.	Each switch activation (closed or open) enables a different set of arrows to move for all 4 Trak Balls. A press/release/press/release series will cycle thru all 4 arrows of each Trak Ball.	
4. AUDIO, SWITCH AND LAMP TEST Press all the following switches: slam, the coin switches, play select and 2/4 player switches.	Background crowd sound increases in volume, the more switches you hold down simultaneously.	No crowd sound: indicates bad sound circuitry, loose speaker wires, bad switch circuitry, or volume control turned all the way down.
	Each pressed switch generates 2 beeps – one beep when pressed and a second beep when released.	Crowd sound does not increase or no beep sound: indicates a bad switch.
	All incandescent lamps are lit (LEDs remain dark).	Either some or all lamps are dark (burned out).
5. OPTION SWITCH DISPLAY Observe the open dark-gray playfield area on the screen, near the ROM OK or BAD ROM message.	A combination of Ns and Fs is displayed under the ROM message. This indicates how the option switches have been set on the game PCB. See the *Option Switch Settings* list for how to to set your 4-Player Football game to its various options.	N or F does not match actual DIP switch setting. Indicates a game circuitry malfunction.