



Atari Customer Service: United States (408) 434-3950  
Europe (Ireland) 062 52155

## Self-Test

The self-test screen appears when you turn on the self-test switch and *then* the game power. Turning off the self-test switch located on the Audio II PCB at any time during the self-test causes the game to return to the Attract Mode. Coin and game options are selected by adjusting the DIP switches located on the Central Processing Unit (CPU) printed-circuit board (PCB). Statistical information can also be viewed to help set the options for maximum player appeal. Refer to Chapter 1 in the *Championship Sprint Operators Manual* for illustrations showing the switch locations.

The Self-Test Mode can be entered immediately after turning on the game power, either from the Play Mode or from the Attract Mode. If the self-test switch is turned on during the Play or the Attract Mode, the first display to appear is the 6502 Processor Test. By pressing the red start (right) button, the self-test advances to the Pedal Test. The self-test then advances from the Pedal Test to the end. The game power must be turned off, the self-test switch turned on, and the game power turned on again to start the self-test with the RAM/Interrupt/ROM Test.

If error messages appear on the screen, refer to Chapter 2 in the *Championship Sprint Operators Manual*.

### Switch Settings

The Switch Settings screen indicates the current coin and credit option settings, and the game option settings of the two dual-in-line package (DIP) switches at locations 6/7A (coin and credit options) and 5/6A (game options) on the CPU PCB. Options are preset at the factory. To reset the coin and the game option settings, change the settings of the DIP switches. Refer to Table 1 and Table 2 for the available options and the default (recommended) settings.

To change these settings, first remove the thin film of plastic covering the option switch. Use a pen or a sharp-pointed instrument to slide the appropriate small buttons to different settings. Right is the *on position*, and left is the *off position*. The steering wheel controls and the pushbuttons are not used to change these settings.

#### NOTE

During any of the self-test, press the red start (or right) button to advance to the next screen.

### Accounting Information

The Accounting Information screen provides a visual check of the current game statistics. The statistics information is accumulated either from the first time the game was turned on or from the last time the statistics were reset. The following game statistics appear on the Accounting Information screen:

- **LEFT COINS** shows the total number of coins deposited in the left or blue car coin mechanism.
- **RIGHT COINS** shows the total number of coins deposited in the right or red car coin mechanism.
- **ADD A COINS** shows the total number of coins deposited in all coin mechanisms during the add-a-coin mode of game play only.
- **1 PLAYER HEATS** shows the total number of heats or races that were run with one player only
- **2 PLAYER HEATS** shows the total number of heats or races that were run with one or two players
- **TOTAL GAMES** shows the total number of coins deposited in all coin mechanisms
- **TOTAL GAME TIME** shows the accumulated time of all one- and two-player games played in hours, minutes, and seconds.
- **AVERAGE GAME TIME** shows the total game time divided by the total number of games in hours, minutes, and seconds.
- **TOTAL ON TIME** shows the total time in hours, minutes, and seconds that the game has been turned on.
- **TOTAL PLAY TIME** shows the total time in hours, minutes, and seconds that the game has been played (percent usage = total play time/total on time).

Press the red start button to obtain the next screen.

### Reset Saved Information Screen

The Reset Saved Information screen resets the high score table and the accounting information. Use the following procedure to reset these items:

1. Turn the left steering wheel to select the item to reset
2. Press the blue car button to change the *NO* message to *YES*.
3. Press the red start button to reset the selected tables. After a brief *PLEASE WAIT* message is displayed, the self-test automatically advances to the next screen.

Table 1 Coin and Credit Option Settings

Settings of 8-Toggle Switch on Championship Sprint CPU PCB (at 6/7A)								Option
1	2	3	4	5	6	7	8	
					Off	Off		<b>Coins Per Credit</b>
					Off	On		1 Coin 1 Credit ◀
					On	Off		2 Coins 1 Credit
					On	On		3 Coins 1 Credit
					On	On		4 Coins 1 Credit
				Off	Off	Off		<b>All Coin Mechanisms</b>
				Off	Off	On		1 Coin Counts as 1 Coin ◀
				Off	On	Off		1 Coin Counts as 2 Coins
				Off	On	On		1 Coin Counts as 3 Coins
				On	Off	Off		1 Coin Counts as 4 Coins
				On	Off	On		1 Coin Counts as 5 Coins
				On	On	Off		1 Coin Counts as 6 Coins
				On	On	On		1 Coin Counts as 7 Coins
				On	On	On		1 Coin Counts as 8 Coins
				Off	Off	Off		<b>Bonus Adder</b>
				Off	Off	On		No Bonus Adder ◀
				Off	On	Off		2 Coins Give 1 Extra Coin
				Off	On	On		4 Coins Give 1 Extra Coin
				On	Off	Off		4 Coins Give 2 Extra Coins
				On	Off	On		5 Coins Give 1 Extra Coin
				On	On	On		3 Coins Give 1 Extra Coin
				On	On	On		Free Play

◀ Manufacturer's recommended settings

Table 2 Game Option Settings

Settings of 8-Toggle Switch on Championship Sprint CPU PCB (at 5/6A)								Option
1	2	3	4	5	6	7	8	
						Off	On	<b>Drone Difficulty</b>
						Off	Off	Easy
						On	Off	Medium ◀
						On	On	Medium Hard
						On	On	Hard
				Off	On			<b>Track Hazard Difficulty</b>
				Off	Off			Easy
				On	Off			Medium ◀
				On	Off			Medium Hard
				On	On			Hard
				Off	On			<b>Number of Wrenches to Customize Car</b>
				Off	Off			2
				On	Off			3 ◀
				On	On			4
				On	On			5
				Off	Off			<b>Automatic High Score Reset After 2000 Plays</b>
				On	Off			Yes ◀
				On	On			No

◀ Manufacturer's recommended settings

### Important Note to Operators

If the *Championship Sprint™ Operators Manual* was not included with your game when you unpacked it, contact your distributor to get a free copy. (All Atari Games manuals for coin-operated games also include illustrated parts lists.)