



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

Self-Test

Coin and game options are selected in the Self-Test Mode. Statistical information can also be selected to help set the options for maximum player appeal. The self-test switch is located at the top of the Regulator/Audio III Printed-Circuit Board.

If error messages appear on the screen refer to Chapter 2 in the *PETER PACK RAT Operators Manual*.

Switch Test

The Switch Test screen indicates the condition of the player 2 start and jump button switches with the first two zeros.

Coin Options

The Coin Options screen indicates the current coin option settings. Use the control handle to select and change the settings. The option selected is highlighted. If you want to cancel the option changes and restore the original factory settings, press the player 2 start button. Pressing the player 1 start button will set the options as shown on the screen.

Coin Option Settings

Credit Mode	1 Coin 1 Credit ◀ 2 Coins 1 Credit 3 Coins 1 Credit 4 Coins 1 Credit
Right Mech Multiplier	1 Coin Counts as 1 Coin ◀ 1 Coin Counts as 4 Coins 1 Coin Counts as 5 Coins 1 Coin Counts as 6 Coins
Left Mech Multiplier	1 Coin Counts as 1 Coin ◀ 1 Coin Counts as 2 Coins
Bonus Adder	No Bonus Adder ◀ 2 Coins Give 1 Extra Coin 4 Coins Give 1 Extra Coin 4 Coins Give 2 Extra Coins 5 Coins Give 1 Extra Coin 3 Coins Give 1 Extra Coin Free Play

◀ *Manufacturer's recommended settings.*

Game Options

The Game Options screen indicates the current option settings. The game options are set in the same manner as the coin options. The green-colored options are the manufacturer's recommended settings.



Important Note to Operators

If the PETER PACK RAT™ and System I™ Operators Manuals were not included in this game when you unpacked it, contact your distributor to get free copies. (All Atari Games manuals for coin-operated games also include illustrated parts lists.)

Game Option Settings

Option Name	Available Settings
Game Difficulty	Easy Medium ◀ Hard Harder
Player Continuation	Allowed ◀ Not Allowed
Sounds in Attract Mode?	Yes ◀ No
Reset High-Score Table?*	Yes No ◀
Number of Starting Lives	2 3 ◀ 4 5
Extra Life Conditions	None 20,000 points ◀ 25,000 points 30,000 points 35,000 points

◀ *Manufacturer's recommended settings.*

**High score table option will always return to the default setting ("NO") after the high score table is cleared.*

Statistics

The Statistics screen checks the current game statistics. This information is accumulated from the first time the game was turned on or from the last time the statistics were reset.

The statistics can be used to verify collections and to figure play versus idle time. AUX COINS is not used on the PETER PACK RAT game. Left Coins, Right Coins, 1 plyr Games, and 2 plyr Games are self-explanatory.

- *Mins played* shows the total time, in minutes, of all the games played.
- *Mins pur up* shows the total time, in minutes, that the game has been turned on.
- *Aux. cntr 1* shows the largest number of extra lives earned in any single game played.
- *Aux. cntr 2* shows the total number of extra lives earned in all games played.
- *Aux. cntr 3* shows the number of continued games played.
- *Error count* shows the number of EEPROM errors that were detected. Replace the EEPROM at location 15F on the Main PCB if the errors detected exceed approximately 75 per week.
- *Avg. Game Time* shows the average game time per play in *seconds*.

Histograms

The Histogram screens for Levels 1, 2, 3, and 4 are displayed on four successive screens. A bell-shaped curve indicates that the game options are right for the location.

For a detailed explanation of the Histograms, refer to the *PETER PACK RAT Operators Manual*.