

# ROAD RUNNER\*



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## 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 on the Audio Printed-Circuit Board.

*If error messages appear on the screen, refer to Chapter 2 in the Road Runner\* Operators Manual.*

### Switch Test

The Switch Test screen indicates the condition of the 2-player start button switch.

### Coin Options

The Coin Options screen indicates the current coin option settings. Move the joystick to select and change the settings. The selected option is highlighted. Press the 1-player start button to set the selected options shown on the screen. If you want to cancel the option changes and restore the original factory settings, press the 2-player start button.

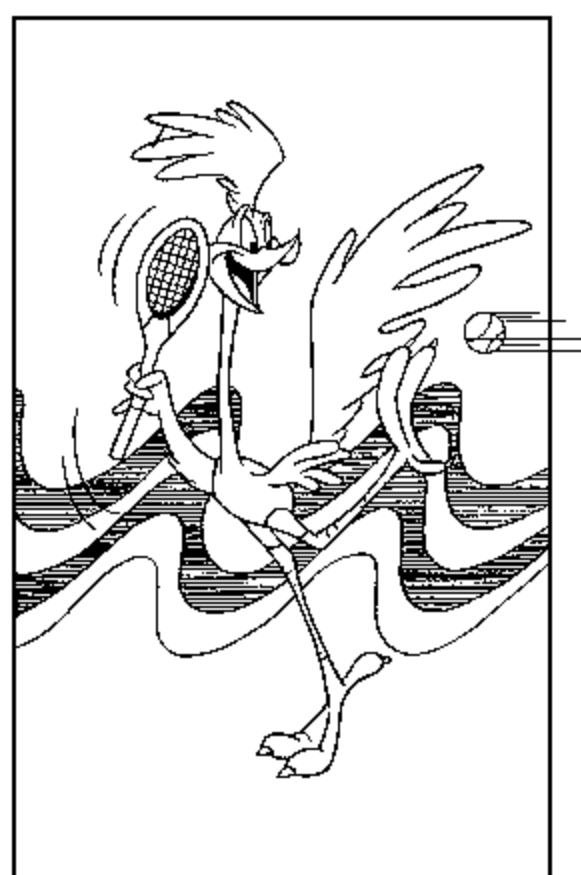
#### Coin Option Settings

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 *Road Runner Operators Manual* and the *System I™ Operators Manual* were not included with your 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
Bonus Lives*	Increasing from 10,000 points Increasing from 20,000 points ◀ Increasing from 30,000 points Increasing from 50,000 points None Every 30,000 points Every 40,000 points Every 50,000 points
Difficulty Level	Easy Moderate ◀ Hard Hardest
Restore Factory Options	Yes ◀ No
Lives	3, 4 ◀, 5, 6
Max Lives Awarded	3, 5 ◀, 8, 10
Demo/Play Mode	Playable Game Mode ◀ Demonstration Only Mode
Ticket Dispenser—Max Per Game	None ◀, 2, 4, 6, 8, 10, 12, 14
Music in Attract	Yes ◀ No
Clear High Score Table	No ◀ Yes

\*Refer to the *Road Runner Operators Manual*, Chapter 4, for a more detailed description.

◀ *Manufacturer's recommended settings.*

### 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 Road Runner 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 total number of times the game continuation feature was used.
- *Aux. cntr 2* shows the total number of tickets dispensed.
- *Aux. cntr 3* is for manufacturing use only.
- *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

Seven Histogram screens display the game times for all levels of play. The game times information is accumulated either from the first time the game was turned on or from the last time the game times were reset.

For a detailed explanation of the Histograms, refer to Chapter 2 in the *Road Runner Operators Manual*.