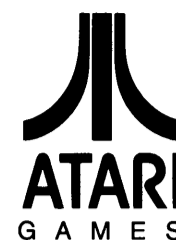




ROLLING THUNDER*

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Self-Test

The Rolling Thunder* game enters the Self-Test Mode when the self-test switch is turned on. Turning off the self-test switch at any time during the Self-Test Mode causes the game to return to the Attract Mode. The self-test switch is located on the End Printed-Circuit Board (PCB), connected to the front of the Game PCB. Both PCBs are attached to the inside lower right-side panel of the cabinet. Refer to Chapter 1 in the *Rolling Thunder Operators Manual* for the illustration showing the switch location.

Self-Test Screen

The Self-Test screen is displayed after turning on the self-test switch. (See Figure 1.) This screen displays the game Main and Sub ROM condition, coin and credit options, game options, dual-inline-package (DIP) switch settings, and other game conditions. Refer to Chapter 2 in the *Rolling Thunder Operators Manual* for further self-test information.

MAIN ROM	OK	SUB ROM	OK
RAM	OK	CUSTOM	OK
COIN1 1 COIN	1 CREDIT		
COIN2 1 COIN	1 CREDIT		
ATTRACT	SOUND		
ALBATROSS	3		
BONUS	70000/200000 PTS		
TIMER	150 SEC		
DIFFICULTY	NORMAL		
CABINET	TYPE A		
CONTINUATION	6	SELECT	YES
SOUND PSG	0		
DIP SW A	10000000		
DIP SW B	00000000		

Figure 1 Self-Test Screen

DIP Switch Settings

The Rolling Thunder game has two DIP option switches located on the Game PCB. The DIP Switch settings indicate the current settings of both DIP Switch A and DIP Switch B.

Switch A is at location P1/2. Slide switches 2, 3, 7, and 8 on Switch A are for selecting coin options.

Switch B is at location P2/3. All slide switches except 6 and 7 on Switch B are for selecting game options. (Slide switches 6 and 7 are used to select the cabinet type setting.)

NOTE

Slide switch 5 on Switch A is for factory use only and should always be turned *off*.

One row of numbers refers to switches 1 through 8 on Switch A; the second row of numbers refers to switches 1 through 8 on Switch B. *1* denotes that the switch is turned on; *0* denotes that it is turned off.

Set the coin and credit option settings, and the game option settings by changing the settings of the DIP switches. Refer to Tables 1 and 2 for the available options and default (recommended) settings.

To change the coin and credit settings, and the game settings, 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 joystick control and the push buttons are *not* used to change these settings.

Main ROM/Sub ROM Test

The Main ROM/Sub ROM Test indicates the condition of the game Main ROM and the Sub ROM circuitry.

The message *OK* indicates that both the Main ROM and the Sub ROM are normal. If either ROM fails, the message *BAD* is displayed.

RAM/Custom IC Test

The RAM/Custom IC Test indicates the condition of the game RAM and the custom integrated circuits (ICs).

The message *OK* indicates that both the RAM and the custom ICs are normal. If either the RAM or any of the custom ICs fail, the message *BAD* is displayed.

Important Note to Operators

If the *Rolling Thunder 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.)

Table 1 DIP Switch A Option Settings

Settings of Switch A on Rolling Thunder Game PCB (at P1/2)								Option
1	2	3	4	5	6	7	8	
						Off	Off	Coins Per Credit (Right Mechanism)
						Off	On	1 Coin 1 Credit ◀
						On	Off	1 Coin 2 Credits
						On	On	1 Coin 5 Credits
								1 Coin 6 Credits
								Screen Hold
						Off		Normal ◀
						On		Hold
								Demonstration Mode
						Off		Normal Game ◀
						On		Infinite Number of Lives
								Attract Sound
						Off		Sound ◀
						On		No Sound
								Coins Per Credit (Left Mechanism)
						Off	Off	1 Coin 1 Credit ◀
						Off	On	1 Coin 3 Credits
						On	Off	2 Coins 1 Credits
						On	On	3 Coins 1 Credits
								Self-Test
Off								Normal (Attract Mode) ◀
On								Self-Test Mode

Table 2 DIP Switch B Option Settings

Settings of Switch B on Rolling Thunder Game PCB (at P1/2)								Option
1	2	3	4	5	6	7	8	
							Off	Came Continuation
							On	6 Games Maximum ◀
								3 Games Maximum
						Off	Off	Cabinet Type
						Off	Off	Type A (Upright) ◀
						On	On	Type B (Cocktail---no flip)
								Type C (Cocktail---flip)
								Select Level
							Off	No
							On	Yes ◀
								Game Difficulty
						Off		Normal ◀
						On		Easy
								Timer Value
							Off	120 Seconds
							On	150 Seconds ◀
								Bonus Lives Granted at:
						Off		70,000 Points and 200,000 Points ◀
						On		100,000 Points and 300,000 Points
								Number of Starting Lives
							Off	3
							On	5

Manufacturer's recommended settings

Service Switch

The service switch (a two-pin header connector) is also located on the End PCB, connected to the front of the Game PCB. This switch has two functions, depending on whether the game is in the Self-Test Mode:

1. The switch is used as a coin switch when the game is not in the Self-Test Mode. Squeezing the two connector pins together gives the game one credit.
2. In the Self-Test Mode, the switch is used to make adjustments to the video display. A cross-hatch pattern appears on the display when the switch is turned on. (Refer to the video display service manual included with your game for further information.) Squeezing the two connector pins together displays the pattern. Squeezing the pins a second time brings back the Self-Test screen.