

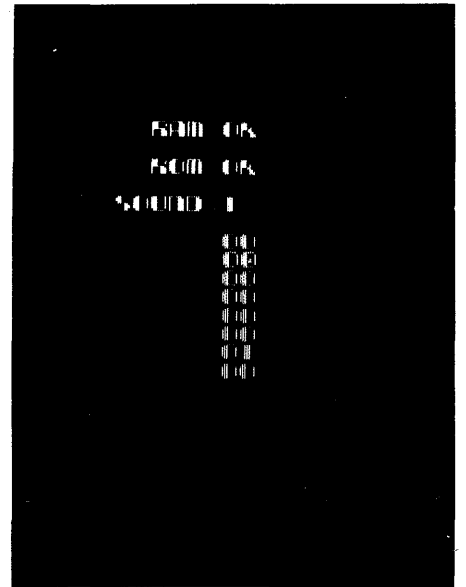


Important Note to Operators:
If the operators manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari manuals for coin-operated games also include complete illustrated parts lists.)

Switch Settings for Price and Bonus Options

Settings of 8-Toggle Switch on Xevious CPU PCB (at 10D*)								Option
8	7	6	5	4	3	2	1	
						Off	Off	1 coin/1 credit ◀
						Off	On	1 coin/2 credits
						On	Off	2 coins/1 credit
						On	On	2 coins/3 credits
Bonus lives (Solvalous) awarded at the following point values:								
Switches 6 and 7 set for 1 through 3 lives (Solvalous)								
		Off	Off	Off				20,000 and every 60,000 ◀
		Off	Off	On				10,000 and every 40,000
		Off	On	Off				10,000 and every 50,000
		Off	On	On				20,000 and every 50,000
		On	Off	Off				20,000 and every 70,000
		On	Off	On				20,000 and every 80,000
		On	On	Off				20,000 2nd bonus at 60,000
		On	On	On				No bonus
Switches 6 and 7 set for 5 lives (Solvalous)								
		Off	Off	Off				20,000 and every 70,000
		Off	Off	On				10,000 and every 50,000
		Off	On	Off				20,000 and every 50,000
		Off	On	On				20,000 and every 60,000
		On	Off	Off				20,000 and every 80,000
		On	Off	On				30,000 and every 100,000
		On	On	Off				20,000 2nd bonus at 80,000
		On	On	On				No bonus
	Off	Off						3 lives (Solvalous) ◀
	Off	On						1 life
	On	Off						2 lives
	On	On						5 lives
Off								2 coin counters
On								1 coin counter

*This switch is located at 7D on the NAMCO CPU PCB.
◀Manufacturer's recommended setting



Self-Test Display (RAM and ROM Operating Properly)

RAM Locations

Failed RAM Display	RAM Location (ATARI and NAMCO PCB)
RAM 7	1H (CPU PCB)
RAM 8	2S (Video PCB)
RAM 9	2R (Video PCB)
RAM A	2P (Video PCB)
RAM B	2D, 2H (Video PCB)
RAM C	2E, 2F (Video PCB)

Switch Settings for Price and Difficulty Options

Settings of 8-Toggle Switch on Xevious CPU PCB (at 10B*)								Option
8	7	6	5	4	3	2	1	
Off			Off			Off	Off	Must be off or Blaster fires continuously ◀ Must remain off
				Off	Off			1 coin/1 credit ◀
				Off	On			1 coin/2 credits
				On	Off			2 coins/1 credit
				On	On			2 coins/3 credits
	Off	Off						Standard game play
	Off	On						Easy game play
	On	Off						Hard game play ◀
	On	On						Very hard game play

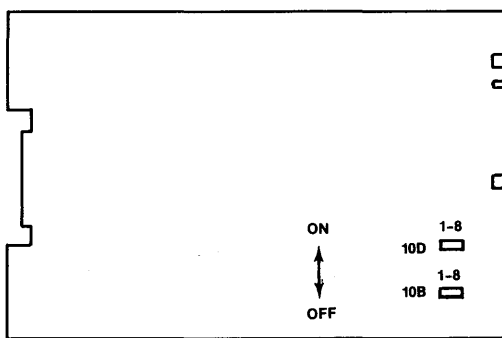
*This switch is located at 8D on the NAMCO CPU PCB.
◀Manufacturer's recommended setting

ROM Locations

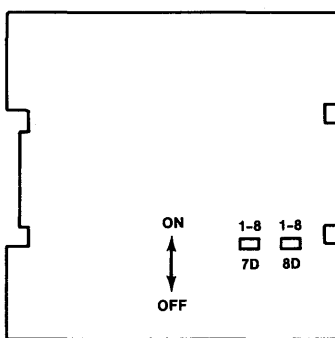
Failed ROM Display	ROM Location (CPU PCB) ATARI PCB	NAMCO PCB
ROM 1	1L	2L
ROM 2	1L	2M
ROM 3	1M	3M
ROM 4	1M	3P
ROM 5	4C	3J
ROM 6	4C	3F
ROM 7	2C	2C

Xevious Sounds

Display	Event
0	Credit
1	Get ready
2	Enter initials for high score
3	Enter initials for 2nd through 5th highest score
4	Bonus Solvalou
5	Destroy airborne enemy
6	Andor Genesis Mother Ship appearing
7	Mother Ship (Andor Genesis)
8	Escort appears (Sheonite)
9	Black balls (Brag Zakato)
A	Shots hit shields (Bacula)
B	ZAPPER
C	BLASTER
D	Special sound
E	Background
F	No sound



Atari CPU PCB



Namco CPU PCB

Option Switch Locations

*Trademark and © Namco 1982