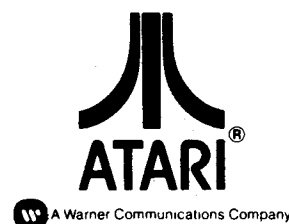


ATARI® MILLIPEDE™



Self-Test Procedure

ST-217
1st printing

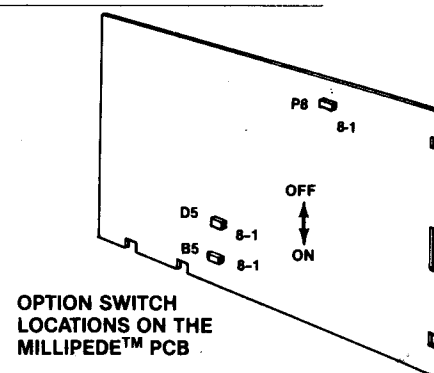
Switch Settings for Price Options

◀Manufacturer's recommended settings

Settings of 8-Toggle Switch on Millipede™ PCB (at B5)								Option
8	7	6	5	4	3	2	1	
On	On					Off	Off	Demonstration Mode
On	Off	On						For every 3 coins inserted, logic adds 1 more coin
On	Off	Off						For every 5 coins inserted, logic adds 1 more coin
Off	On	On						For every 4 coins inserted, logic adds 2 more coins
Off	On	Off						For every 4 coins inserted, logic adds 1 more coin
Off	Off	On						For every 2 coins inserted, logic adds 1 more coin
Off	Off	Off						No Bonus Coins ◀
			Off					Left coin mechanism x 1 ◀
			On					Left coin mechanism x 2
				Off	Off			Right coin mechanism x 1 ◀
				Off	On			Right coin mechanism x 4
				On	Off			Right coin mechanism x 5
				On	On			Right coin mechanism x 6
						On	On	2 coins for 1 credit
						On	Off	1 coin for 1 credit ◀
						Off	On	1 coin for 2 credits
						Off	Off	Free Play

Switch Settings for Play Options

Settings of 8-Toggle Switch on Millipede™ PCB (at D5)								Option
8	7	6	5	4	3	2	1	
Off								Select Mode ◀
On								No Select Mode
	Off							Easy spider ◀
	On							Hard spider
		Off	Off					Bonus life every 12,000 points
		Off	On					Bonus life every 15,000 points ◀
		On	Off					Bonus life every 20,000 points
		On	On					No bonus life
				Off	Off			2 lives per game
				Off	On			3 lives per game ◀
				On	Off			4 lives per game
				On	On			5 lives per game
						Off		Easy beetle ◀
						On		Hard beetle
							Off	Easy millipede head ◀
							On	Hard millipede head



Switch Settings for Special Options

Settings of 8-Toggle Switch on Millipede™ PCB (at P8)								Option
8	7	6	5	4	3	2	1	
On								1 coin counter ◀
Off								2 coin counters
	On							1 credit minimum ◀
	Off							2 credit minimum
								Select Mode Starting Score
	Not used	Not used		On	On			0 points
				On	Off			0 and bonus life level
				Off	On			0, bonus life level, and 2 x bonus life level ◀
				Off	Off			0, bonus life level, and 2 x bonus life level, and 3 x bonus life level
						On	On	English ◀
						On	Off	German
						Off	On	French
						Off	Off	Spanish

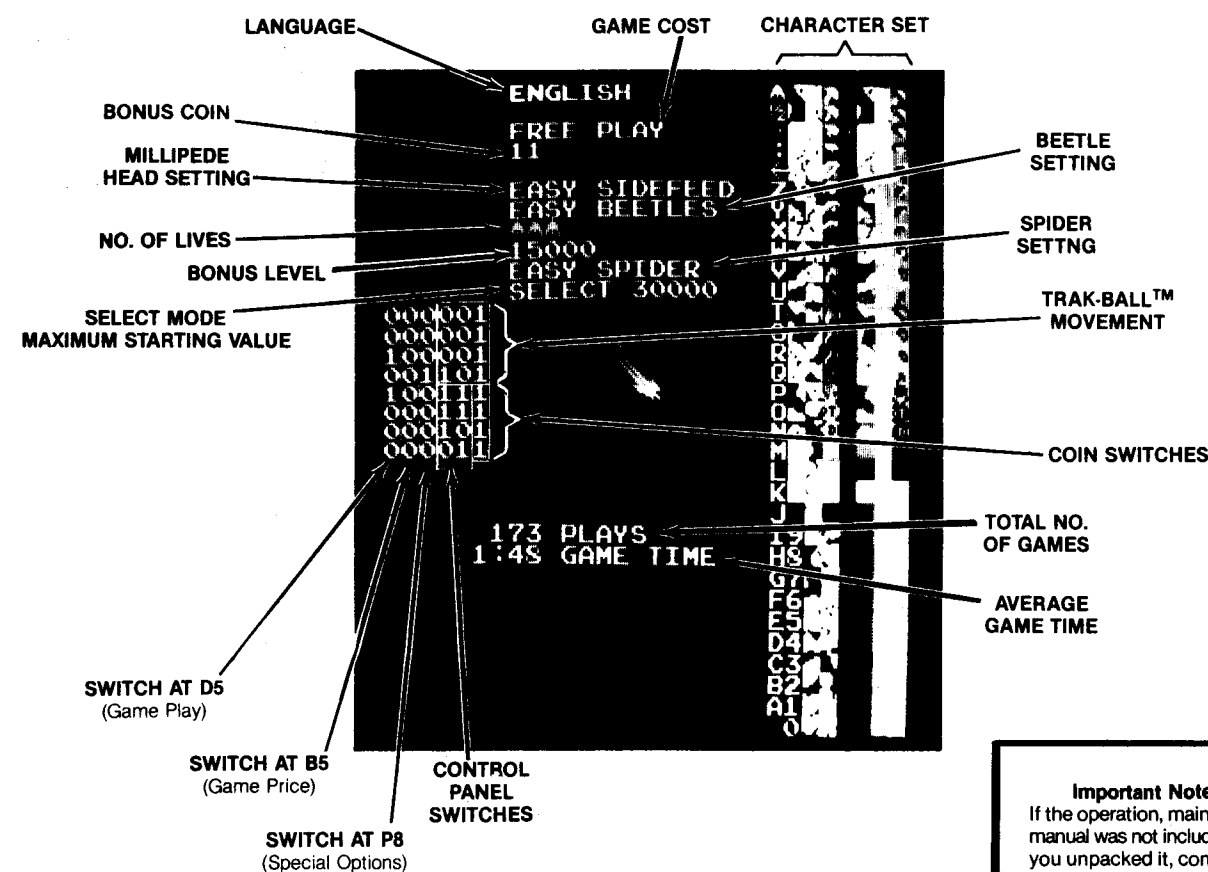
This game will test itself and provide data to show that the game's circuitry and controls are operating properly. The data is provided on the video display and speaker. No additional equipment is necessary.

We suggest you perform the self-test procedure when you first set up the game, any time you collect

money from the game, when you change game options, or when you suspect game failure.

To perform the self-test, set the self-test switch to the *on* position. To end the Self-Test Mode, set the self-test switch to the *off* position.

Instruction	Test Passes
1. Set the self-test switch to <i>on</i> . All credits will be cancelled.	The self-test display appears. RAMs and ROMs are tested. The start LEDs remain on during the test. If the screen is different from the self-test display, or if there are sounds, refer to <i>Chapter 2, Self-Test Procedure</i> .
2. Press each control panel and auxiliary coin switches. Insert coins into both coin slots (coins will not be counted on the coin counter).	When you press a switch, the appropriate 1 changes to 0 on the screen and you will hear a high tone. If the test fails refer to <i>Chapter 2</i> .
3. Roll the Midi Trak-Ball™	A motion object picture moves around on the screen in directions corresponding to the Midi Trak-Ball™. If the test fails, refer to <i>Chapter 2</i> .
4. Press the 1-player start switch at least 64 times.	Each time you press the 1-player start switch, the motion object changes shape. If test fails refer to <i>Chapter 2</i> .
5. Press the 1-player start switch eight times.	You will hear a high tone each time you press the 1-player start switch. If the test fails refer to <i>Chapter 2</i> .
6. Observe 16 blocks of color in the character set on right side of the screen.	Each of the 16 block should contain a different color. If test fails refer to <i>Chapter 2</i> .
7. Press and hold the 2-player start switch and press the FIRE switch.	Playfield objects change color with each press of the FIRE switch. If test fails refer to <i>Chapter 2</i> .
8. Roll the Midi Trak-Ball™ and press 2-player start switch 16 times.	Each time you roll the Midi Trak Ball™ and press 2-player start switch a motion object is moved from the diagonal group of objects in the center of the screen and placed in a new location on the screen. Test for 16 motion objects in this manner. If test fails refer to <i>Chapter 2</i> .
9. To erase the EAROM (erases the high-score table and game statistics), simultaneously press both start switches and FIRE.	The message <i>EA FF</i> appears in the upper left corner of the screen. The message remains on the self-test screen until the next game is completed.
10. To end the test, set the self-test switch to <i>off</i> .	



Self-Test Display

Important Note to Operators:
If the operation, maintenance and service 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.)