

ATARI® MILLIPEDE™



Self-Test Procedure

ST-217
1st printing

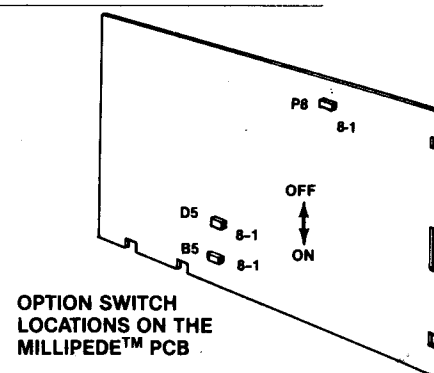
Switch Settings for Price Options

◀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 |

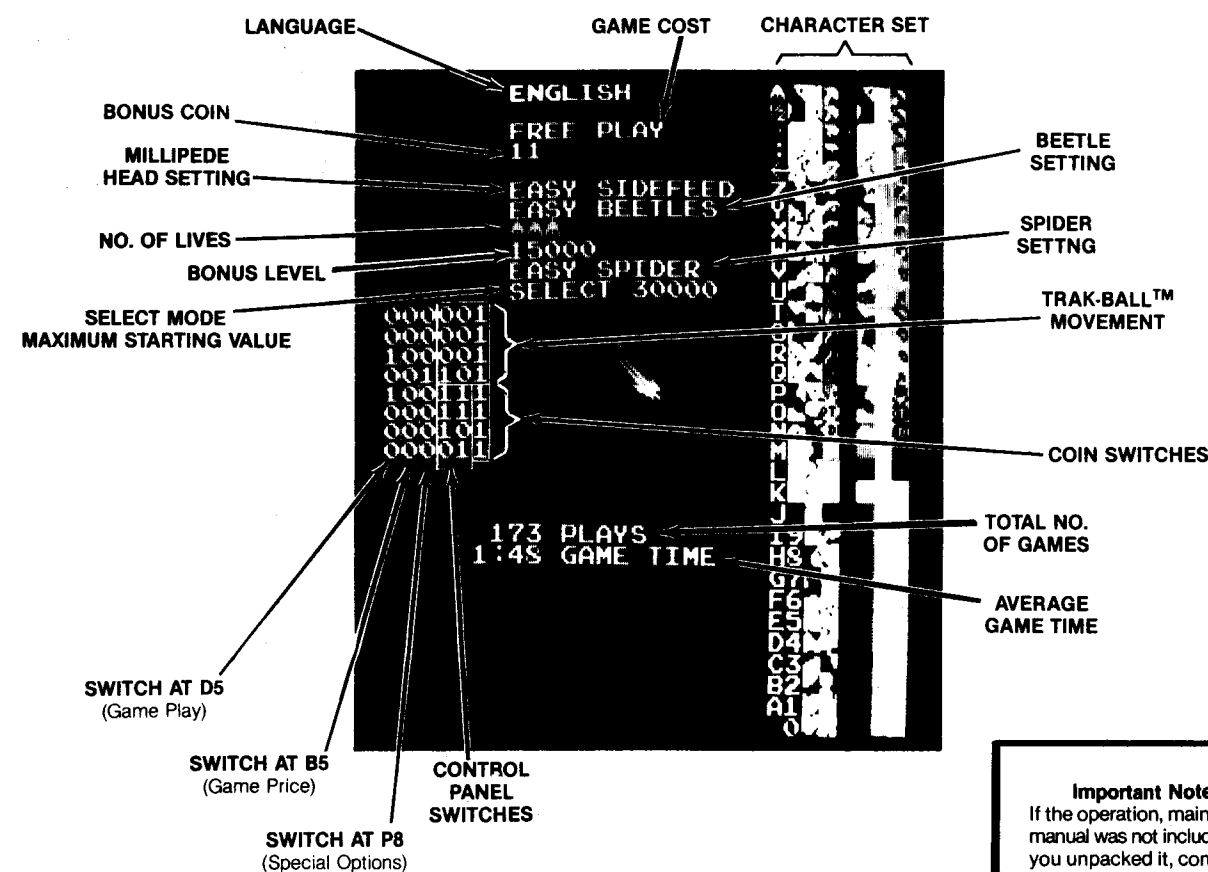
This game will test itself and provide data to show that the game's circuitry and controls are operating properly. The data is provided on the video display and speaker. No additional equipment is necessary.

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.)