

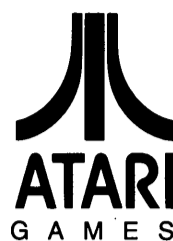
INDIANA JONES

and the

TEMPLE OF DOOM*

Important Note to Operators

If the *INDIANA JONES AND THE TEMPLE OF DOOM** Operators Manual and the *System I*™ Operators Manual were not included in this 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.)



Atari Customer Service: United States (408) 434-3950
Europe (Ireland) 062 52155

Self-Test

Coin and game options are selected in the Self-Test Mode. Statistical information can also be viewed to help set the options for maximum player appeal. The self-test switch is typically located at the top of the Regulator/Audio Printed-Circuit Board.

If error messages appear on the screen, refer to Chapter 2 in the game's Operators Manual.

Switch Test

To obtain this test, set the self-test switch to the "on" position. This screen indicates the condition of the player 2 start switch with the first two zeros.

Coin Options

This screen indicates the current coin-option settings. Move the joystick to select and change the settings. The option selected is highlighted.

If you want to cancel the option changes and restore the original factory settings, press the player 2 start button. Pressing the player 1 start button will set the options as shown on the screen. *Simply exiting from the self-test by moving the self-test switch to "off" will not save any changed settings.*

Coin Option Settings

Option Name	Available 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

This screen shows the current option settings. Set the game options in the same manner as the coin options. The

green-colored options are the manufacturer's recommended settings.

Statistics

This screen checks the current game statistics. This information is accumulated either 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. Reset the statistics by pressing the player 2 start button. The following information appears on the Statistics screen:

- *Aux Coins* is not used in this game.
- The *Left Coins*, *Right Coins*, *1 plyr Games*, and *2 plyr Games* displays are self-explanatory.
- *Mins played* shows the total time, in minutes, of all the games played.
- *Mins pwr up* shows the total time in minutes that the game has been turned on.
- *Aux. cntr 1* shows the total number of games played up to the final bridge wave on the Easy level.
- *Aux. cntr. 2* shows the total number of extra lives earned on the Easy level with 1 credit.
- *Aux. cntr 3* shows the number of games played on the 7 lives for 2 credits factory-recommended setting.
- *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 25 per week.
- *Avg. Game Time* shows the average game time per play in seconds.

Histograms

This game has six Histogram screens. Levels 1-3 show the total game times for all games played with *one credit*, as follows

Level 1	Easy level select
Level 2	Medium level select
Level 3	Hard level select

The Histogram Levels 4-6 show total game times for all games played with *two credits*, as follows:

Level 4	Easy level select
Level 5	Medium level select
Level 6	Hard level select

For a detailed explanation of the Statistics, Histograms, and the rest of the self-test refer to Chapter 2 of the *INDIANA JONES AND THE TEMPLE OF DOOM Operators Manual*.

Game Option Settings

Option Name	Available Settings	Comments
Reset High-Score Table	Yes ◀ No	
Demo/Play Mode	Playable mode ◀ Demonstration mode	Free play mode for demonstration only. Press both start buttons simultaneously to advance to next wave.
Restore Factory Options	Yes No ◀	
Sounds in Attract Mode	On ◀ Off	
Automatic Reset of High-Score Table	On ◀ Off	Table is reset to factory scores and initials every 2,000 plays but no less than 200 plays since the last person entered initials. If this is set to "on", you should also set the Reset High-Score Table option to "yes."
Number of Starting Lives	2 3 4 5 6 7 8 3 lives for one credit/7 lives for two credits ◀	
Maximum Number of Extra Lives	5 ◀ 6 7 8	
Game Difficulty	Easy Medium ◀ Hard Real, real hard	
Extra Life Intervals (Extra Life Granted at)	10,000, 30,000, 60,000, 100,000, 150,000, 200,000, 300,000, and 400,000 points 20,000, 50,000, 100,000, 150,000, 200,000, 300,000, 400,000, and 500,000 points ◀ 30,000, 75,000, 150,000, 250,000, 350,000, 450,000, 550,000, and 650,000 points 50,000, 125,000, 250,000, 400,000, 600,000, 800,000, 1,000,000, and 1,200,000 points 20,000, 40,000, 60,000, 80,000, 100,000, 120,000, 140,000, and 160,000 points 30,000, 60,000, 90,000, 120,000, 150,000, 180,000, 210,000, and 240,000 points 40,000, 80,000, 120,000, 160,000, 200,000, 240,000, 280,000, and 320,000 points No extra lives granted	Screen shows "Increasing from 10,000 points" Screen shows "Increasing from 20,000 points" Screen shows "Increasing from 30,000 points" Screen shows "Increasing from 50,000 points" Screen shows "Every 20,000 points" Screen shows "Every 30,000 points" Screen shows "Every 40,000 points"

◀ Manufacturer's recommended settings