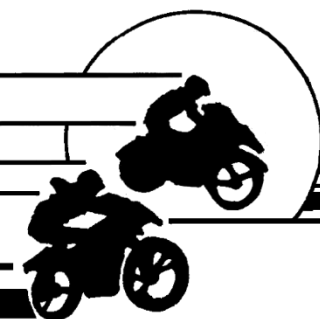




SPACE RIDER™

SELF-TEST PROCEDURE

1st PRINTING
ST-119



- NOTES:**
- PROG SW1, toggle 1, must always be in OFF position.
 - Game will enter Self-Test from any mode. However, when Self-Test is entered, all credits (if any) are permanently erased from the credit accumulator.
 - All manufacturer's suggested option switch settings are identified with a \$ symbol in the switch setting Tables. These switch settings are as Atari ships the game.
 - Volume adjustment may be done either in Switch Test or actual game play.

TEST NAME	TEST INSTRUCTIONS	INDICATION OF TEST MODE	TEST RESULTS	OPERATOR ACTION																										
Display Check	Set power switch (located on the right front bottom of the cabinet) to OFF, then back to ON.	The attract mode is the indicator of this test.	Score, BALL, and CREDIT displays are filled with 8s. Score display 1ST UP thru 4TH UP strobes continuously.	Check to ensure that all displays are filled with 8s and score display 1ST UP thru 4TH UP strobes.																										
Lamp, Replay Levels, and Rom Test	Press and release (once only) TEST pushbutton located on inside top middle of coin door.	(Test number) 1 appears in 4th UP score display.	All lamps are lighted (ignore back box lamps). The FIRST REPLAY/ADD-A-BALL score is displayed in 1ST UP score display. If total elimination of REPLAY/ADD-A-BALL is selected, 1ST UP and 2ND UP score display is blank. If SECOND REPLAY/ADD-A-BALL is selected, SECOND REPLAY/ADD-A-BALL score is displayed in 2ND UP score display. If elimination of SECOND REPLAY/ADD-A-BALL is selected, 2ND UP score is blank. Number of balls per game is displayed in BALL display. Maximum credits is displayed in CREDIT display. If the computer memory fails, a 1 and/or 2 appears in the lower left corner of the score display. If memory is OK, the lower left corner of the score display is blank.	Check to ensure that all playfield lamps are lighted. To change REPLAY/ADD-A-BALL values, adjust REPLAY rotary switch and PROG SW1, toggle 8, for the results as listed in the REPLAY/ADD-A-BALL SCORE SETTINGS box. Please note that setting the PROG SW1, toggle 8, to ON results in "REPLAY". Toggle 8 in OFF position results in "ADD-A-BALL". To eliminate SECOND REPLAY/ADD-A-BALL score, set PROG SW1, toggle 3, to OFF. To add SECOND REPLAY/ADD-A-BALL score, set PROG SW1, toggle 3, to ON. To change, set PROG SW2, toggle 1, to OFF for 3-ball game; ON for 5-ball game. To change, set PROG SW1, toggles 5 and 6, as listed in MAXIMUM CREDITS box. A 1 in the lower left corner of the score display indicates a failure of read-only memory location E00. A 2 indicates the failure of read-only memory location E0. NOTE: To exit Self-Test, press and release TEST pushbutton three times, or set power switch to OFF, then back to ON.																										
Solenoid Test	1. Press and release (once only) TEST pushbutton. 2. To activate next solenoid, press START.	(Test number) 2 appears in 4th UP score display.	Left thumper bumper activates about once a second while the thumper bumper identification number is displayed in the CREDIT display. By pressing START, each solenoid is activated one at a time, until START is pressed again. (By holding START in pressed position, each solenoid energizes twice before advancing to the next solenoid.) Identification number for each solenoid is displayed in the CREDIT display, as listed in OPERATOR ACTION column.	<table border="1"> <thead> <tr> <th>NUMBER IN CREDIT DISPLAY</th> <th>SOLENOIDS</th> </tr> </thead> <tbody> <tr><td>1</td><td>Left Thumper Bumper</td></tr> <tr><td>2</td><td>Right Thumper Bumper</td></tr> <tr><td>3</td><td>Left Slingshot</td></tr> <tr><td>4</td><td>Right Slingshot</td></tr> <tr><td>5</td><td>Outhole Kicker</td></tr> <tr><td>6</td><td>Left Drop Target</td></tr> <tr><td>7</td><td>Center Drop Target</td></tr> <tr><td>8</td><td>Right Drop Target</td></tr> <tr><td>9</td><td>Left Hole Kicker</td></tr> <tr><td>10</td><td>Right Hole Kicker</td></tr> <tr><td>11</td><td>Lockout Coil</td></tr> <tr><td>12</td><td>Flipper Relay</td></tr> </tbody> </table> <p>NOTE: To exit Self-Test, press and release TEST pushbutton two times, or set power switch to OFF, then back to ON.</p>	NUMBER IN CREDIT DISPLAY	SOLENOIDS	1	Left Thumper Bumper	2	Right Thumper Bumper	3	Left Slingshot	4	Right Slingshot	5	Outhole Kicker	6	Left Drop Target	7	Center Drop Target	8	Right Drop Target	9	Left Hole Kicker	10	Right Hole Kicker	11	Lockout Coil	12	Flipper Relay
NUMBER IN CREDIT DISPLAY	SOLENOIDS																													
1	Left Thumper Bumper																													
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Switch Test	Press and release (once only) TEST pushbutton.	(Test number) 3 appears in 4th UP score display.	Any activated or stuck switches are identified by a number in the CREDIT display. A pulsing tone is heard when a switch is activated or stuck closed.	Identify activated or stuck switches as shown in SWITCH IDENTIFICATION figure. NOTE: To exit Self-Test, press and release TEST pushbutton once, or set power switch to OFF, then back to ON.																										
Volume Adjustment (Part of Switch Test)	Activate coin door slam switch.	Pulsing tone is emitted from game speaker.	Reach through coin door and adjust volume control (mounted on the cabinet rib behind the game speaker) for the desired volume.																											

MAXIMUM CREDITS PER GAME SETTINGS

5 Credits	— Set PROG SW1, toggles 5 and 6 OFF
10 Credits	— Set PROG SW1, toggle 5 ON and 6 OFF
15 Credits	— Set PROG SW1, toggle 5 OFF and 6 ON
\$ 20 Credits	— Set PROG SW1, toggle 5 and 6 ON

COINS PER GAME SETTINGS

Left Coin Acceptor	Right Coin Acceptor	PROG SW2 toggles			
		3	4	5	6
\$ 2 coins/3 credits ¹	2 coins/3 credits ¹	OFF	OFF	OFF	OFF
2 coins/5 credits ¹	2 coins/5 credits ¹	ON	OFF	OFF	OFF
2 coins/1 credit ²	2 coins/1 credit ²	OFF	ON	OFF	OFF
1 coin/1 credit	1 coin/1 credit	ON	ON	OFF	OFF
1 coin/2 credits	1 coin/2 credits	OFF	OFF	ON	OFF
1 coin/3 credits	1 coin/3 credits	ON	OFF	ON	OFF
1 coin/4 credits	1 coin/4 credits	OFF	ON	ON	OFF
1 coin/5 credits	1 coin/5 credits	ON	ON	ON	OFF
1 coin/5 credits ⁴	2 coins/5 credits ⁴	OFF	OFF	OFF	ON
1 coin/14 credits ⁵	2 coins/5 credits ⁵	ON	OFF	OFF	ON
1 coin/12 credits ⁶	2 coins/5 credits ⁶	OFF	ON	OFF	ON
1 coin/5 credits ⁶	1 coin/2 credits ⁶	ON	ON	OFF	ON
1 coin/6 credits ⁶	2 coins/2 credits ⁶	OFF	OFF	ON	ON
1 coin/12 credits ⁶	1 coin/2 credits ⁶	ON	OFF	ON	ON
1 coin/12 credits ⁶	2 coins/4 credits ⁶	OFF	ON	ON	ON
3 coins/2 credits ⁶	3 coins/2 credits ⁶	ON	ON	ON	ON

- NOTES:
- ¹ Second coin results in one more credit than first coin
 - ² No credits until all coins are dropped
 - ³ One credit for second coin; one credit for third coin
 - ⁴ Coin counter advances 2 times for each coin
 - ⁵ Coin counter advances 5 times for each coin
 - ⁶ Coin counter advances 10 times for each coin

REPLAY OR ADD-A-BALL SETTINGS

\$ Replay — Set PROG SW1, toggle 8, to ON, then adjust REPLAY Rotary Switch for Replay Level as listed immediately below.

Add-A-Ball — Set PROG SW1, toggle 8, to OFF, then adjust REPLAY Rotary Switch for Add-A-Ball Level below.

REPLAY LEVEL SETTINGS			ADD-A-BALL LEVEL SETTINGS		
REPLAY Rotary Switch	First Replay Level	Second Replay Level ⁷	REPLAY Rotary Switch	First Add-A-Ball Level	Second Add-A-Ball Level ⁷
0	NONE	NONE	0	NONE	NONE
1	120 000	160 000	1	120 000	190 000
2	140 000	180 000	2	140 000	210 000
3	160 000	200 000	3	160 000	230 000
⁸ \$ 4	180 000	220 000	4	180 000	250 000
5	200 000	240 000	5	200 000	270 000
6	220 000	260 000	6	220 000	290 000
7	230 000	280 000	7	230 000	310 000
8	250 000	300 000	8	250 000	330 000
⁹ 9	270 000	320 000	9	270 000	350 000
10	290 000	340 000	10	290 000	370 000
11	310 000	360 000	11	310 000	390 000
12	330 000	380 000	12	330 000	410 000
13	350 000	400 000	13	350 000	430 000
14	370 000	420 000	14	370 000	450 000
15	390 000	440 000	15	390 000	470 000

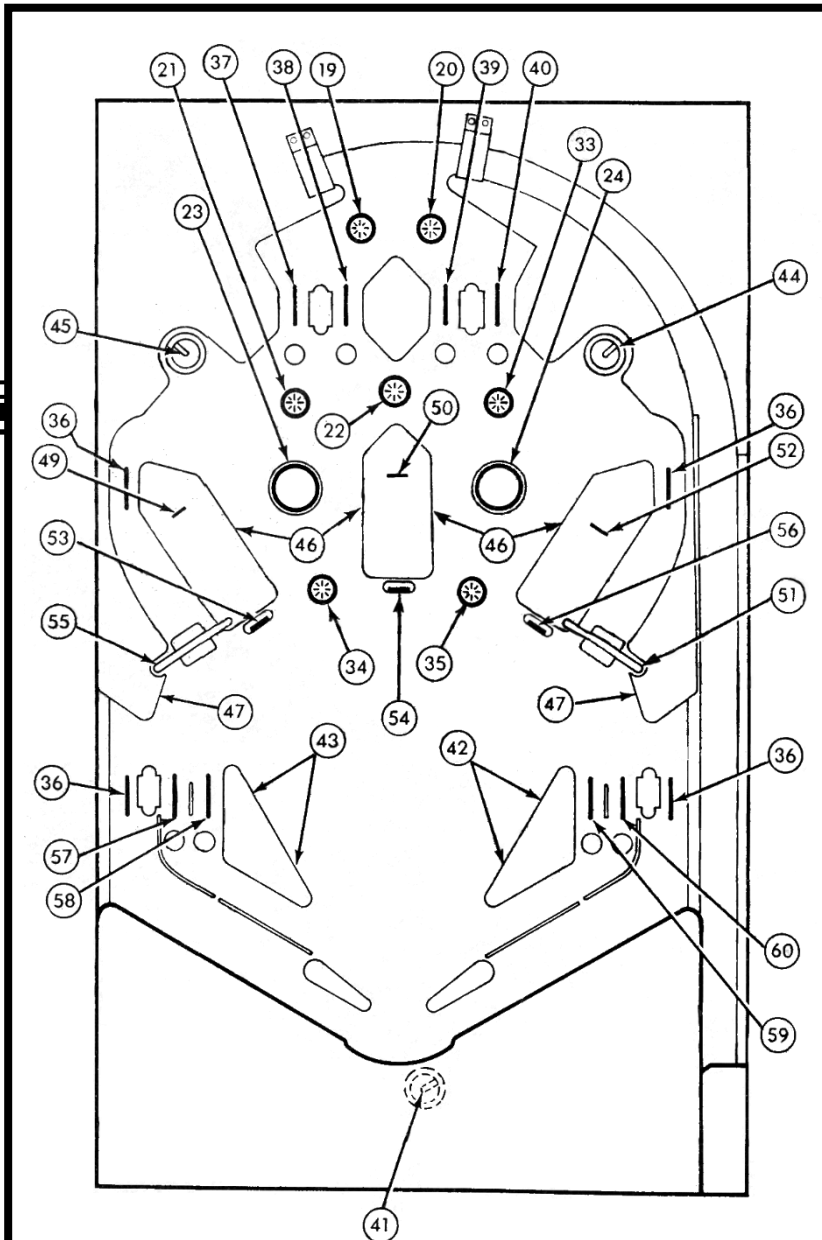
NOTE (S) ⁷ Both First and Second Replay or Add-A-Ball Levels active if PROG SW1, toggle 3, is NO. Only First Replay or Add-A-Ball Levels active if PROG SW1, toggle 3, is OFF.
⁸ Suggested REPLAY Rotary Switch setting for 3-ball game.
⁹ Suggested REPLAY Rotary Switch setting for 5-ball game.

EXTRA BALL SEQUENCE REWARD SETTINGS

\$ Extra Ball — Set PROG SW1, toggle 2 to ON
25,000 points — Set PROG SW1, toggle 2 to OFF

BALLS PER GAME SETTINGS

\$ 3 BALL — Set PROG SW2, toggle 1 to OFF
5 BALL — Set PROG SW2, toggle 1 to OFF



SWITCH IDENTIFICATION

- | | |
|----------------------------|------------------------------|
| 1 Left Coin Chute | 41 Outhole Kicker |
| 2 Right Coin Chute | 42 Right Slingshot |
| 3 Start | 43 Left Slingshot |
| 4 Slam (Coin Door) | 44 Right Hole Kicker |
| 17 Slam (Cabinet) | 45 Left Hole Kicker |
| 18 Tilt Pendulum | 46 10 Points |
| 19 Top Left Rollover | 47 50 Points |
| 20 Top Right Rollover | 49 Left Captive Ball Target |
| 21 Upper Left Rollover | 50 Center Captive |
| 22 Upper Center Rollover | 51 Right Spinner |
| 23 Left Thumper Bumper | 52 Right Captive Ball Target |
| 24 Right Thumper Bumper | 53 Left Drop Target |
| 33 Upper Right Rollover | 54 Center Drop Target |
| 34 Lower Left Rollover | 55 Left Spinner |
| 35 Lower Right Rollover | 56 Right Drop Target |
| 36 Drain and Spinner Lanes | 57 (C) IY |
| 37 (B) IKE | 58 C (I) TY |
| 38 B (I) KE | 59 C (T) Y |
| 39 BI (K) E | 60 CIT (Y) |
| 40 BIK (E) | |

MATCH FEATURE SETTINGS

\$ Match ON — Set PROG SW2, toggle 2, to ON
Match OFF — Set PROG SW2, toggle 2, to OFF

"SPECIAL" FEATURE DIFFICULTY SETTINGS

\$ Liberal (Special lights when all Captive Ball Targets are hit) - Set PROG SW1, toggle 4, to ON
Conservative (Special lights when all Captive Ball Targets are hit and all Drop Targets are down) - Set PROG SW1, toggle 4, to OFF

"SPECIAL" FEATURE AWARD SETTINGS

\$ Replay — Set PROG SW2, toggles 7 and 8 ON
Extra Ball — Set PROG SW2, toggle 7 ON and 8 OFF
50,000 — Set PROG SW2, toggle 7 OFF and 8 ON
100,000 — Set PROG SW2, toggles 7 and 8 OFF

Fonts used: HelveticaNeueLT Std Med, Helvetica
Card size: 460x325mm confirmed.

Cards status:

020906-01 back box card confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,
Peter

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