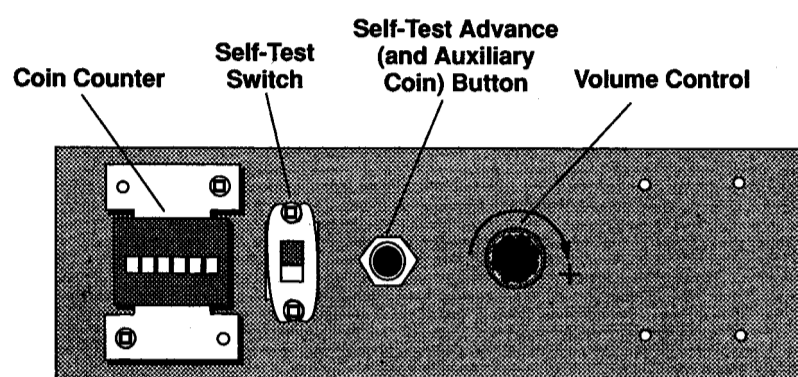# Self-Test

Use the self-test to check the controls, change game and coin options and test the sounds of your Assault game. The self-test switch is located on the utility panel behind the upper coin door.

Use the self-test when you first set up the game, collect coins, or when the game is not working correctly.

Utility Panel

To move from one screen to the next, push the self-test advance button on the utility panel. When you turn off the self-test switch, the game returns to the attract mode. For more information about the self-test, see your *Assault Operator's Manual*.

Switch Test

This screen tests the various controls on the game. The game does not have a second player mode, so you cannot test START 2 or any of the PLAYER 2 controls.

Test game controls by moving or pressing the controls. The part name changes from white to red if it is working correctly when you test it.

If you have DIP switches 2 and 5 set on to give game statistics, the switch names will be red. For more information about the DIP switches see your *Assault Operator's Manual*.

Press down on the auxiliary coin switches on the coin mechanisms to test COIN 1 and COIN 2. Press the start button to test START 1. Move the two joysticks and press the fire buttons on the joysticks to test those controls.

Game Options

Press the self-test advance button to move to this screen. Both the game options and the coin options are on this screen.

Move through the screen by pushing a joystick forward or back. Change an option setting by pushing a joystick left or right.

Coin 1—You can have from 1 to 9 coins and 1 to 9 credits. This sets the left coin mechanism. If you set this to more than one coin then the player must put the coins only into one coin mechanism or the game will not start.

Coin 2—You can have from 1 to 9 coins and 1 to 9 credits. This sets the right coin mechanism. If you set this to more than one coin then the player must put the coins only into one coin mechanism or the game will not start.

Start—This sets the number of credits required to begin the game. You can set this from 1 to 9 credits. The recommended setting is 1 credit.

Cont—This sets the number of credits required to continue the game. You can set this from 1 to 9 credits. The recommended setting is 1 credit.

Attract—This turns the sound in the attract mode on and off.

Type—This should always be set to C. It indicates the type of cabinet you have.

Flip—This does not apply to this game. It should always be set to OFF.

Mytank—This is the number of starting lives the player receives in a game. The recommended setting is 3.

Extend—This is the number of points the player needs to receive another life and extend the game. The recommended setting is C. The settings at A, B, C, and D are shown in Table 2.

Rank—This is the maximum length of each round in seconds. The recommended setting is C.

Continue—If this is set to ON, players can continue the game at the beginning of the last round they were on.

Round Select—If this is set to ON, players can choose to start either at round 1 or at round 6. If it is set to OFF, players must always begin on round 1.

Game Statistics

If you have DIP switches 2 and 5 set on, the game statistics screen will appear after the crosshatch and color test screens.

First Screen: Shows the following:

Total Time—Total time in hours, minutes, and seconds the machine has been on since the statistics were reset or the machine was turned on.

Play Time—Total time in hours, minutes, and seconds the machine has been played since the statistics were reset or the machine was turned on.

Table 1 Game Options

Coin 1✱	1✦	2	3	4	5	6	7	8	8
Credits	1✦	2	3	4	5	6	7	8	8
Coin 2✱	1✦	2	3	4	5	6	7	8	8
Credits	1✦	2	3	4	5	6	7	8	8
Start	1✦	2	3	4	5	6	7	8	8
Credits	1✦	2	3	4	5	6	7	8	8
Cont	1✦	2	3	4	5	6	7	8	8
Credits	1✦	2	3	4	5	6	7	8	8
Attract	Sound On✦			Sound Off					
Type	A	B	C✦						
Flip	On	Off✦							
Mytank	1	2	3✦	5					
Extend	A	B	C✦	D	(See Table 2)				
Rank	A	B	C✦	D	(See Table 3)				
Continue	On✦	Off							
Round Select	On✦	Off							

✱ If you set this to more than one coin then the player must put the coins only into that coin mechanism or the game will not begin.

✦ Recommended settings

Table 2 Points Needed For Extra Lives (Extend Settings)

Lives Setting	1st	2nd	3rd	After the 3rd life, then 1 more every
A	20,000	80,000	150,000	100,000 points
B	40,000	120,000	240,000	120,000 points
C	50,000	150,000	300,000	150,000 points
D	80,000	200,000	400,000	2000,000 points

Table 3 Length of Each Round in Seconds (Rank Settings)

Round Setting	1	2	3	4	5	6	7	8	9	10	11
A	150	180	120	140	380	240	175	175	250	300	300
B	135	160	110	130	360	210	150	150	240	270	270
C	120	150	90	110	330	180	120	120	210	240	240
D	100	140	80	100	300	150	100	100	180	210	200

Credit—Number of new, unique games started. Two player (2P) credits is not used in this game. The one player (1P) credits and the total are always the same. This number is hexadecimal. For information about understanding hexadecimal numbers, see the end of Chapter 2 in the *Assault Operator's Manual*.

HIgh Score—The highest score achieved since the statistics were reset or the machine was turned on.

Second Screen: Shows the number of lives lost, by time and round. This screen shows player lives lost, not the end of player games. The screen counts time in half-minutes, up to fifteen minutes and shows all the rounds from 1 to 11. Scroll across and down the screen using the joystick. These numbers are hexadecimal. For information about understanding hexadecimal numbers, see the end of Chapter 2 in the *Assault Operator's Manual*.

Third Screen: Lets you clear the statistics. If you **do not** want to clear the statistics, just leave the screen by pressing the self-test advance button or switching off the self-test switch.

If you **do** want to clear the statistics, push a joystick forward and press the fire button. This clears all the statistics.