

Table 1-3 DIP Switch 2 Option Settings

Settings of Switch 2 on Dunk Shot Main PCB (at SW2)								Option
1	2	3	4	5	6	7	8	
Off								Winner Advances
On								Off
								On ◀
								Attract Mode Sound
	Off							No Sound
	On							Sound ◀
		On	Off					Timer Value
		Off	Off					1 Minute ◀
		Off	On					1 ½ Minutes
		On	On					2 Minutes
				Off	Off			2 ½ Minutes
				On	Off			Game Difficulty
				Off	On			Normal ◀
				Off	On			Easy
				On	On			Hard
								Hardest
							Off	Initial Points
							On	Normal ◀
								Hard
							Off	Add-A-Coin Continuation
							On	No Game Continuation
								Game Continuation On ◀

◀ *Manufacturer's recommended settings*

When the self-test switch is turned on, the game enters the Self-Test Mode. Thirteen self-test screens provide information pertaining to the game circuits and statistics. To return to the Attract Mode, select the Exit option on the Main Diagnostic screen and press the self-test switch.

NOTE

During any of the self-tests, press the self-test switch to advance to the next screen.

Main Diagnostic Screen

The Main Diagnostic Screen is shown in Figure 1-2. This screen lists the six available types of Dunk Shot self-tests and statistics: Input Test, Sound Test, CRT Test, Memory Test, Back-Up RAM Clear, and Bookkeeping.

Pressing the button indicated at the bottom of the screen selects the specific test and places a green arrow in front of the test selected. Selecting the Exit option displays the Attract Mode screen.

Input Test

The Input Test screen is shown in Figure 1-3. This test indicates the condition of the coin switches, the push-

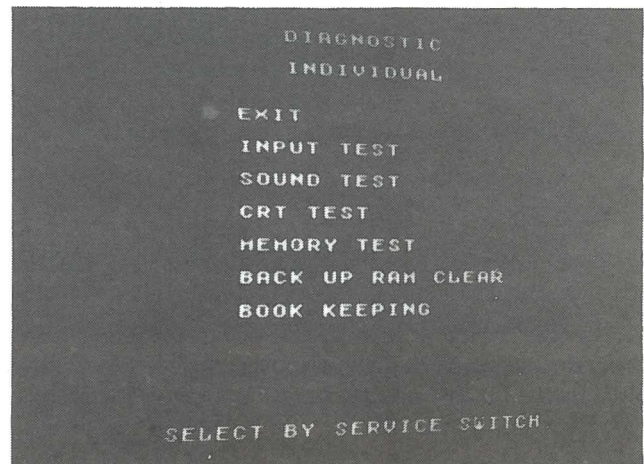


Figure 1-2 Main Diagnostic Screen

button switches, service switch, and trackball controls. The current dual-in-line package (DIP) switch settings are also displayed.

Press the self-test switch to return to the Main Diagnostic screen.