Important Note to Operators:
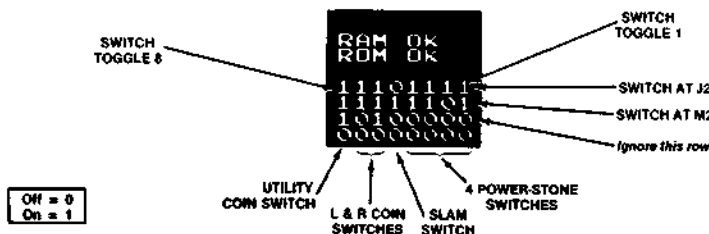
If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari manuals for coin-operated games also include a complete illustrated parts catalog.)

Cocktail WARLORDS ™

ST
1st printing

Self-Test Procedure

Instruction	Results if Test Passes	Results if Test Fails
1. Unlock and open the table top. Set self-test switch to on position.	The monitor displays the picture below. You may hear a ticking sound. This is normal.	**RAM FAILURE** is indicated by the message *BAD RAM*. **ROM/PROM FAILURE** is indicated by the message *BAD ROM*.
2. Turn each shield control knob slowly back and forth and observe the monitor.	A fireball will move smoothly on a diagonal across the screen. Ignore any "wraparound" that the fireball does on the screen.	A fireball will jump erratically or not move at all, indicating a bad potentiometer or loose harness wires.
3. Activate the following switches, if you can reach them: slam, utility coin, two coin mechanism, and four LED switches.	You will hear a high tone; also, one of the characters in the 4th row of 0s and 1s on the screen will change to a 1 (on). Simultaneously pressing more and more switches will progressively lower the tone. Tone disappears when switch is released. All coin acceptor and LED lamps are lit.	A tone produced while you are not pressing any switches indicates a shorted switch. No sound at all indicates bad sound circuitry, loose speaker wires, bad switch circuitry or volume control turned all the way down. Either some or all lamps are dark (burned out).
4. When satisfied with test, set self-test switch to off position. Close and lock the table top.		

SWITCH TOGGLE 8 — RAM OK / ROM OK — SWITCH TOGGLE 1

SWITCH AT J2
SWITCH AT M2
Ignore this row

UTILITY COIN SWITCH — L & R COIN SWITCHES — SLAM SWITCH — 4 POWER-STONE SWITCHES

Off = 0
On = 1

Coin Counter Option Settings

[These toggles determine which coin mechanisms activate which counters]

Toggle Settings of 4-Toggle Switch on Game PCB (L9)				Two coin acceptors in the coin door:	Two coin acceptors and a push-button utility coin switch in the game:	Three coin acceptors in the coin door:
4	3	2	1			
Not Used	Not Used	On	On	Both acceptors activate all coin counters simultaneously.	*Do not use this setting.*	All 3 are same denomination and they activate all coin counters simultaneously.
		Off	On	Both acceptors activate 2 counters separately.	*Do not use this setting.*	Left and center acceptor activate one coin counter; right acceptor activates another coin counter.
		On	Off	Both acceptors activate all coin counters simultaneously.	Utility coin switch will not activate a coin counter, if you do not hook up it up. Both acceptors activate all coin counters simultaneously. **$**	Left acceptor activates one coin counter; center and right acceptor activate another coin counter. *Not for any currently designed 3-mech coin door.*
		Off	Off	Both acceptors activate 2 counters separately.	Utility coin switch will not activate a coin counter, if you do not hook up it up. Left and right acceptors activate 2 coin counters separately.	Left, center and right acceptors activate 3 coin counters separately.

$ Manufacturer's suggested setting

Game Option Settings

To change toggle positions on the switch assemblies, you need not remove the game PCB. The switch, usually colored blue, is easily accessible when the Warlords™ Game PCB is mounted in place.

When changing the options, verify proper results on the monitor display by performing the self-test. Note that changing an option on any of the following eight toggles will cause an immediate change on the monitor screen during the self-test.

$ *Manufacturer's suggested settings For pricing for "credits".*

Toggle Settings of 8-Toggle Switch on Warlords PCB (at J2—LOWER RIGHT switch when PCB is in game)								Option
8	7	6	5	4	3	2	1	
Not Used	Not Used			Not Used		On	On	English language **$**
						On	Off	French language
						Off	On	Spanish language
						Off	Off	German language
					On			Music ends each game. **$**
					Off			Music at end of game only for a new high score (1- and 2-player games only).
		On	On					1- to 4-player game costs 1 credit.
		On	Off					1-player game costs 1 credit; 2- to 4-player game costs 2 credits. **$**
		Off	Off					1- to 4-player game costs 2 credits.
		Off	On					1-player 1 credit; 2-player 2 credits; 3-player 3 credits; 4-player 4 credits.

Game Price Settings

For your information, we have defined below the switch settings for those options relating to game price, coin mechanism multipliers, and bonus play. This information is useful in case you need to temporarily set the Warlords™ game on free play, or if you have German coin mechanisms in your door.

Toggle Settings of 8-Toggle Switch on Warlords PCB (at M2—LOWER LEFT switch when PCB is in game)								Option
8	7	6	5	4	3	2	1	
						On	On	Free play
						On	Off	1 coin* for 2 credits
						Off	On	1 coin* for 1 credit **$**
						Off	Off	2 coins* for 1 credit
				On	On			Right coin mech × 1 **$**
				On	Off			Right coin mech × 4
				Off	On			Right coin mech × 5
				Off	Off			Right coin mech × 6
			On					Left coin mech × 1 **$**
			Off					Left coin mech × 2
On	On	On						No bonus coins **$**
On	On	Off						For every 2 coins* inserted, game logic adds 1 more coin*
On	Off	On						For every 4 coins* inserted, game logic adds 1 more coin*
On	Off	Off						For every 4 coins* inserted, game logic adds 2 more coins*
Off	On	On						For every 5 coins* inserted, game logic adds 1 more coin*

*In the U.S., a coin is defined as 25¢. In Germany a coin is 1 DM.

$ *Manufacturer's suggested settings*

To receive any bonus "coins" from the game logic (as listed in the last four settings above), players must insert all coins before pressing any start button.