

Rolling Thunder  
 By Atari  
 (c) 1986  
 404-434-3950

Harness terminates into PCB Assembly A044201-01 A which attaches to main PCB

#### DIP Switch A Option Settings - PCB 1/2

1	2	3	4	5	6	7	8	Option
								# Self Test
off								Normal (Attract Mode)
*								
on								Self-Test Mode
								# Coins Per Credit
Left Mech.								
	off	off						1 Coin - 1 Credit *
	off	on						1 Coin - 3 Credits
	on	off						2 Coins - 1 Credit
	on	on						3 Coins - 1 Credit
								#Attract Sound
			off					Sound *
			on					No Sound
								# For Factory Use
Only								
				off				Always In Off
Position *								
				on				Never In On Position
								# Screen Hold
					off			Normal *
					on			Hold
								# Coins Per Credit
Right Mech.								
						off	off	1 Coin - 1 Credit *
						off	on	1 Coin - 3 Credits
	on	off						2 Coins - 1 Credit
	on	on						3 Coins - 1 Credit

#### DIP Switch B Option Settings - PCB 2/3

1	2	3	4	5	6	7	8	Option
								# Number Of Starting
Lives								
off								3 *
on								5
								# Bonus Lives Granted
At:								
	off							70,000 Points and
200,000 Points *								
	on							100,000 Points and
300,000 Points								
								# Timer Value
		off						120 Seconds
		on						150 Seconds *
								# Game Difficulty
			off					Normal *
			on					Easy

	off		# Select Level
	on		No
			Yes *
			# Cabinet Type
Flip)	off	off	Type A (Upright) *
	off	on	Type B (Cocktail - No
Flip)	on	on	Type C (Cocktail -
			# Game Continuation
		off	6 Games Maximum *
		on	3 Games Maximum