```
MISSILE COMMAND SWITCH SETTINGS (Atari, 1980)
```

```
GAME OPTIONS:
(8-position switch at R8)
1 2 3 4 5 6 7 8 Meaning
_____
Off Off
                                  Game starts with 7 cities
On On
                                  Game starts with 6 cities
On Off
                                  Game starts with 5 cities
Off On
                                  Game starts with 4 cities
                                 No bonus credit
        On
        Off
                                  1 bonus credit for 4 successive coins
            On
                                 Large trak-ball input
             Off
                                 Mini Trak-ball input
                On Off Off
On On On Bonus city every 10000 pts
Off On On Bonus city every 12000 pts
Off On Off On Bonus city every 14000 pts
Off Off On Bonus city every 15000 pts
Off Off On Bonus city every 15000 pts
On On Off Bonus city every 18000 pts
Off On Off Bonus city every 20000 pts
Off Off Off No bonus cities
                             On ( Unused )
                              Off (Unused)
PRICING OPTIONS:
(8-position switch at R10)
1 2 3 4 5 6 7 8 Meaning
_____
On On
                                  1 coin 1 play
Off On
                                  Free play
Off On
                                  2 coins 1 play
Off Off
                                 1 coin 2 plays
        On On
                                 Right coin mech * 1
        Off On
                                 Right coin mech * 4
        On Off
                                 Right coin mech * 5
                                 Right coin mech * 6
        Off Off
                                 Center coin mech * 1
                 On
                 Off
                                 Center coin mech * 2
                                English
                     On On
                     Off On
                                 French
                     On Off
                                 German
```

Off Off Spanish

On (Unused)
Off (Unused)