These switches were determined the old-fashioned way -- by flipping different
switches and turning the game on in test mode to see what settings
have changed.

If anyone can correct any of this information, or help me label the
unidentified
switches, please e-mail me at holcomb@halcyon.com.

Thanks,
--Dave Holcomb
- -
- - - - -
Sky Kid
Namco, 1985

Option Switch Settings

                                   Switch A
 1   2   3   4   5   6   7   8   Option

                                   Game Mode

Off   Normal
On   Test

                                   Credits per Coin - Coin 1

    Off Off   1 Coin 1 Credit
    Off On   1 Coin 2 Credits
    On Off   2 Coins 1 Credit
    On On   3 Coins 1 Credit

                                   Attract Mode Sound

            Off   Sound On
            On   Quiet

                                   Difficulty*

                On   Walk
                Off   Skip

                                   Freeze Mode**

                    Off   Normal
                    On   Freeze

                                   Credits per Coin - Coin 2

                        Off Off   1 Coin 1 Credit
                        Off On   1 Coin 2 Credits
                        On Off   2 Coins 1 Credit
                        On On   3 Coins 1 Credit

```
----------------------------------------------------------------------
----------
 1   2   3   4   5   6   7   8   Option
----------------------------------------------------------------------
----------
```

* Note: I assume these are difficulty levels for the game.

** Note: I guess this is the freeze function. When SW6 is ON, the
game will
freeze with the garbage pattern on the screen after powerup, provided
SW1 is
OFF (Game Mode) and the Test Switch is OFF.


```
----------------------------------------------------------------------
----------
                                Switch B
 1   2   3   4   5   6   7   8   Option
----------------------------------------------------------------------
----------
                                Number of Kids
                                --------------
Off Off                         3
Off On                          1
On  Off                         2
On  On                          5


                                Bonuses
                                -------
        Off Off                 1st 30,000     2nd 90,000
        Off On                  1st 30,000 & Every 90,000
        On  Off                 1st 20,000     2nd 80,000
        On  On                  1st 20,000 & Every 80,000

              *    *    *
                                Screen Invert
                                ------------
                        Off     Off
                        On      On
----------------------------------------------------------------------
----------
 1   2   3   4   5   6   7   8   Option
----------------------------------------------------------------------
----------
```

* Note: I could not determine what SW5, SW6, or SW7 were for.