

Sky Raider
Atari, 1978

Sky Raider							
Function:	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7
SW#8							
Game Inst. Language:							
English	On	On					
German	On	Off					
French	Off	On					
Spanish	Off	Off					
Game Length:							
60 seconds	On	On					
80 seconds	Off	On					
100 seconds	On	Off					
120 seconds	Off	Off					
Extended Play:							
Ext. play granted (50%)						On	
No extended play granted						Off	
Extended play level: *							
Low						On	
High						Off	

*: Extended play granted as follows:
 Low: If game length is set at:
 60 sec 80 sec 100 sec 120 sec
 Extended play granted for score of:

13,000	18,000	27,000	34,000
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High: If game length is set at:

60 sec	80 sec	100 sec	120 sec
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Extended play granted for score of:

22,000	29,000	36,000	43,000 pts.
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Switch #5 MUST BE OFF for normal operation of game.
Switch #8 is not used.

Coin Mode: Setting of 16-position rotary switch at K10 on PCB.

- 0 - 2 coins/play, left and right coin mech.
- 1 - 1 coin/play, L&R
- 2 - 2 plays/coin, L&R
- 3 - 3 plays/coin, L&R
- 4 - 1st coin, one play. 2nd & extra coins, 2 plays/coin.
- 5 - 1st coin, 2 plays. 2nd * extra coins, 3 plays/coin.
- 6 - Left: 2 coins/play. Right: 1 coin/play.
- 7 - Left: 1 coin/play. Right: 2 plays/coin.
- 8 - Left: 2 plays/coin. Right: 4 plays/coin.
- 9 - Left: 1st coin=1 play, 2nd & extra coins = 2 plays/coin.
Right: 1st coin = 3 plays, 2nd & extra coins = 4 plays/coin.
- A - Left: 1st coin = 2 plays, 2nd & extra coins = 3 plays.
Right: 1st coin = 5 plays, 2nd & extra coins = 6 plays.
- B - Left: 1st coin = 3 plays, 2nd & extra coins = 4 plays.
Right: 1st coin = 7 plays, 2nd & extra coins = 8 plays.
- C - Left: 3 coins/play. Right: 1 coin/play.
- D - Left: 1 coin/play. Righth: 3 plays/coin.
- E - Left: 1 coin = 3 plays. Right: 1 coin = 6 plays.
- F - 4 plays/coin, L&R.

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