

From the manual (TM-181; 1st printing):

Table 1-1 Game Option Settings

(Settings of 8-Toggle Switch on Space Duel game PCB at D4)

8	7	6	5	4	3	2	1	Option
On	Off							3 ships per game
Off	Off							4 ships per game \$
On	On							5 ships per game
Off	On							6 ships per game
		On	Off					*Easy game difficulty
		Off	Off					Normal game difficulty \$
		On	On					Medium game difficulty
		Off	On					Hard game difficulty
				Off	Off			English \$
				On	Off			German
				On	On			Spanish
				Off	On			French
								Bonus life granted every:
						Off	On	8,000 points
						Off	Off	10,000 points
						On	Off	15,000 points
						On	On	No bonus life

\$Manufacturer's suggested settings

*Easy-In the beginning of the first wave, 3 targets appear on the screen. Targets increase by one in each new wave.

Normal-Space station action is the same as 'Easy'. Fighter action has

4 targets in the beginning of the first wave. Targets increase by 2 in each new wave. Targets move faster and more targets enter.

Medium and Hard-In the beginning of the first wave, 4 targets appear on the screen. Targets increase by 2 in each new wave. As difficulty

increases, targets move faster, and more targets enter.

Table 1-2 Game Price Options

(Settings of 8-Toggle Switch on Space Duel game PCB at B4)

8	7	6	5	4	3	2	1	Option
Off	On							Free play
Off	Off							*1 coin for 1 game (or 1 player) \$
On	On							1 coin for 2 game (or 2 players)
On	Off							2 coins for 1 game (or 1 player)
		Off	Off					Right coin mech x 1 \$
		On	Off					Right coin mech x 4
		Off	On					Right coin mech x 5
		On	On					Right coin mech x 6
				Off				Left coin mech x 1 \$
				On				Left coin mech x 2
					Off	Off	Off	No bonus coins \$
					Off	On	Off	For every 4 coins, game logic adds 1
more coin						On	On	Off For every 4 coins, game logic adds 2
more coin						Off	On	On For every 5 coins, game logic adds 1
more coin						On	Off	On**For every 3 coins, game logic adds 1
more coin								

\$Manufacturer's suggested settings

*To charge by game: Toggle switch 4 at PCB location P10/11 to "on."

To charge by player: Toggle switch 4 at PCB location P10/11 ot
"off."

**In operator Information Display, this option displays same as no
bonus.