Star Wars

Table 1-2 Switch settings for play options
seeetings of 8-toggle switch of Star Wars game PCB (at 10D)

```
1    2    3    4    5    6    7    8    options
----------------------------------------------------------------------
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On   On                                 6 starting shields
Off  On                                 7 starting shields
On   Off                                8 starting shields
Off  Off                                9 starting sheilds
          On   On                       easy game play
          Off  On                       moderate gaem play
          On   Off                      hard game play
          Off  Off                      hardest game play
                    On   On             0 bonus shields for dest.
Death Star
                    Off On              1 bonus shield for dest. Death
Star
                    On   Off            2 bonus shields for dest.
Death Star
                    Off Off             3 bonus shields for dest.
Death Star
                              On     Music in Attract mode
                              Off     No music in Attract mode
                                   On Freeze Mode
                                  Off Normal game play
```

the recommeneded settings are 6 shields, hard game play, 1 bonus
shield, music
in attract, and normal game play

There is another 8-toggle switch that controls the amount of coins
and such
If you have setting 1 and 2 both On, it will give free game play,
otherwise
the sequence is the same as above, with options as follows: 2
credits, 1, 1/2.
The other settings just deal with the 2 coin mechanisms, and I doubt
they
would be important to you. This setting switch should be called
10E/F

There is one more 4 setting toggle switch, only 1 is used. If it is
on then
The outputs of counter driver 1 and 2 are tied together (for 1
counter). If it
is off, then the counters are separate (for 2 counters).