

METHOD OF PLAY ADJUSTMENT SWITCHES

	SW. #1	SW. #2	SW. #3
1 COIN PER INNING PLAYER MAY PLAY COMPUTER OR OPPONENT.	ON	ON	ON
2 COINS PER INNING PLAYER MAY PLAY COMPUTER OR OPPONENT.	ON	OFF	ON
1 COIN - 1 INNING, 2 COIN - 3 INNINGS PLAYER MAY PLAY COMPUTER OR OPPONENT.	OFF	ON	ON
2 COINS - 1 INNING, 4 COINS - 3 INNINGS PLAYER MAY PLAY COMPUTER OR OPPONENT.	OFF	OFF	ON
1 COIN - 1 INNING, 2 COINS - 3 INNINGS PLAYER PLAYS COMPUTER	ON	ON	OFF
2 COINS - 1 INNING, 4 COINS - 3 INNINGS PLAYER MAY PLAY COMPUTER OR OPPONENT.			
2 COINS - 1 INNING, 4 COINS - 3 INNINGS PLAYER PLAYS COMPUTER	OFF	ON	
4 COINS - 1 INNING, 8 COINS - 3 INNINGS PLAYER MAY PLAY COMPUTER OR OPPONENT.			
	SW. #4		
BALL KNOCKS OUT WALLS IN PAIRS.	OFF		
BALL KNOCKS OUT WALLS INDIVIDUALLY.	ON		
	SW. #5		
RUNS SCORE DOUBLE FOR ANY HIT WHEN SPECIAL IS LIT.	OFF		
RUNS SCORE DOUELE FOR HOME RUN WHEN SPECIAL IS LIT.	ON		
	SW. #7		
TEST (RAM/ROM)	ON		
PLAY	OFF		

NOTE: SWITCHES 6 AND 8 ARE NOT USED IN THIS GAME