# Space Invaders

## Physical Setup

* Level Machine
* Verify Tilt Sensitivity. If Tilt Ends Game, Note it on Backglass
* Check coin door killing flippers.
* Check Flipper Strength. Consider Glo Balls.
* Install thick post/rubber to make horseshoe harder
* Disable horseshoe switches if can’t make it harder.

## Hardware Setup

* SW#31 – Off, 3-Ball Play.
* SW#24 – Off, Center rollover scores captive ball value, does not increase
* SW#23 – Off, Red Invader not stored in memory
* SW#32 – Off, Blue invader inlanes separate
* Horseshoe shot:
  + Hard to make: SW#6 – On, SW#7 – Off: Special/EB are points
  + Easy to make: SW#6 – On, SW#7 – On: EB enabled.
* SW#14 – On, Pop bumpers score 1000.
* Audio: SW#29, 30, 8, 15,
* Reset HSTD