



Feature Audits [#1 - #+]

To initiate, from the **AUDITS MENU**, select the "GAME" *Icon*. The Dot Matrix Display will indicate the *audit number (in this group), audit name and the audit total or value*. The current audit will remain on the display until the next audit is viewed or when this sub-menu is exited.

Feature Audits Definition: Programming Use Only. *The proprietary information Total number of times a feature was started, awarded, lit, played and/or completed (awarded); also, the total number of Switch Closures during certain modes or features are tracked (a predetermined single/multiple variations of switch closures are used to determine the lighting and/or completion of the feature stated).* **SEE THE DOT MATRIX DISPLAY FOR CURRENT FEATURE AUDITS.**

Feature Audits are subject to change (with or without notice). View Feature Audits on the Dot Display only. To export all audits to your memory stick (creating a text file), perform the following. Enter the **AUDITS MENU**, then enter the **DUMP AUDITS TO USB**. **Note:** The "DUMP" *Icon* can also be accessed in the **USB MENU** via the **UTILITIES MENU** (see the Utilities Section (GO TO USB MENU) for details).



Tournament Audits [#1 - #14] subject to change

"T AUD" *Icon* provided as an alternate access to Tournament Audits (if data is available). For more information on the **TOURNAMENT MENU**, review the *Tournament Section (GO TO TOURNAMENT MENU)*.



Dump Audits To USB (Memory Stick)

To initiate, from the **USB MENU**, select the "DUMP" *Icon*. Follow the on-screen prompts to perform a **Data Dump (download)**. A dated text file will be created on your USB Memory Stick.

Audits

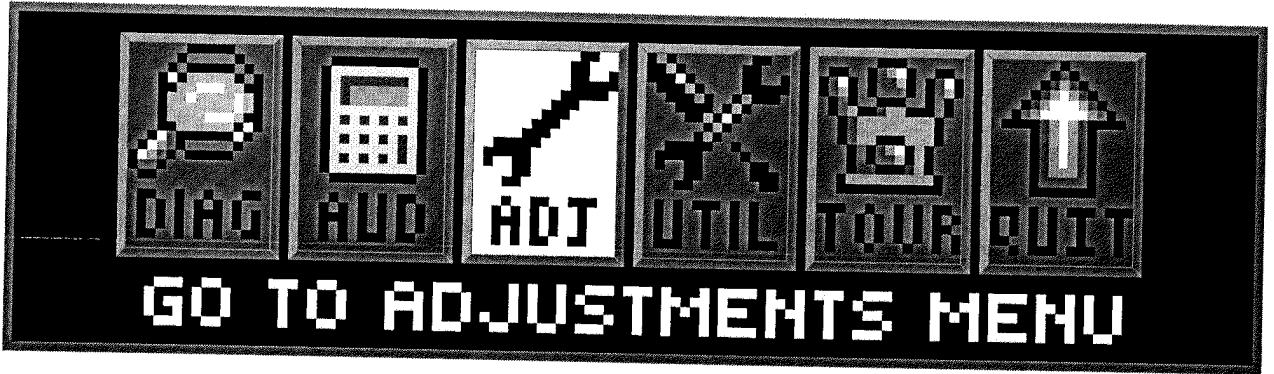


Step 1 Insert your **USB Compatible Memory Stick** into the USB port on the CPU/Sound Board (S.A.M. System). If the Memory Stick has space available and is free of errors, a dated file* is generated (* ensure your Date & Time is set prior to selecting or the dated file will have the default date of 20XX_01_01; see the Utilities Section (SET DATE / TIME) for details).

Step 2 Press [**SELECT**] to save the file to your Memory Stick. Press [**SELECT**] again to continue or [**BACK**] to exit or escape at any time.

Step 3 Remove the Memory Stick and insert into your PC or Mac to save the file (which can then be copied, printed or emailed). The audits are numbered sequentially *without* a number restart between the three types of audits (Earnings, Standard and Feature).

Note: The "DUMP" *Icon* can also be accessed in the **USB MENU** via the **UTILITIES MENU** (see the Utilities Section (GO TO USB MENU) for details).



To initiate, from the MAIN MENU, select the "ADJ" Icon. The ADJUSTMENTS MENU provides 64+/- Adjustments to vary Game Functions to customize for your particular needs. The Adjustments are divided into 2 groups: • **Standard Adjustments** [#1 – #63] and • **Feature Adjustments (Programming Use Only)** [#1 – #+]. For quick and easy customization of Game Play Difficulty or Game Play Type or how to RESET ONLY the Adjustments, review the Utilities Section (GO TO INSTALLS MENU). **Shortcut: Enter Custom Message (Standard Adj. 41) and Set Custom Pricing (via Standard Adjustment 18, Game Pricing) can be quickly accessed via the UTILITIES MENU. See the Utilities Section (GO TO UTILITIES MENU), for more information.**

Adjustments which are named **Proprietary** are also for **Future Expansion** or **Programming**. Game code may get upgraded during production; compare all Adjustments in the Dot Matrix Display with the manual and make any corrections, as necessary. Adjustments are subject to change (with or without notice).

All ADJUSTMENTS MENU Icons and there usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some Adjustments may appear non-functional or may not appear at all. **Adjustments and/or functions, order and operation are subject to change. If in doubt use the Factory Default Settings.**

In displays where changes can be made or to perform a function, use the GREEN Button to go [BACK], exit or escape, the RED Buttons to [</-] SELECT PREVIOUS [+/>] SELECT NEXT when the adjustment name or setting is flashing and the BLACK Button to [SELECT] toggle between the ADJUSTMENT and SETTING.



Standard Adjustments [#1 – #63]

To initiate, from the ADJUSTMENTS MENU, select the "S.P.I." Icon. The Dot Matrix Display will indicate the adjustment number (in this group), adjust. name, adjust. setting and comment line. The current adjustment will remain on the display until the next adjustment is viewed or when this sub-menu is exited.

- #1 **REPLAY TYPE:** Set to **AUTO**, **NONE**, **FIXED** or **DYNAMIC**. Factory Default = **AUTO**. **AUTO** & **DYNAMIC** are based on the **Replay Percentage (Standard Adjustment 2)**. • Select **FIXED** to give the player a **Replay Award (Standard Adjustment 3)** as the **Replay Levels (Standard Adjustments 7-10)** are reached. The **Replay Level(s) (Standard Adjustments 7-10)** will not adjust up or down. • Select **AUTO** to give the player a **Replay Award (Standard Adjustment 3)** as the **Auto Replay Start (Standard Adjustment 5)** score level is reached. This **score threshold** will automatically adjust up or down based on the **Replay Percentage** chosen (Standard Adjustment 2). The game periodically adjusts based upon the **Player Base Skill Level**. • Select **DYNAMIC** to give the player a **Replay Award (Standard Adjustment 3)** as the **Dynamic Replay Start (Standard Adjustment 6)** score level is reached. This **score threshold** will go down every game based on the **Replay Percentage (Standard Adjustment 2)** selected. • Select **NONE** to turn off Standard Adjustments 2-11.
- #2 **REPLAY PERCENTAGE:** Set between 1% – 50%. Factory Default = 10%. Adjustable only if **AUTO** or **DYNAMIC** is installed in Replay Type, Standard Adjustment 1. For [**DYNAMIC**] example, if the **score threshold** is 50,000,00 and the **Replay Percentage** selected is 10%, every game a player does not reach the **score threshold**, the score to reach will drop by 5,000,000 (10% of 50M). This will continue every game until the **threshold score** is reached. Thus, if the score then drops to 15,000,000 after 7 games and is then achieved, the **Replay Award (Standard Adjustment 3)** is given. The original **score threshold** is added to 15,000,000 and is now 65,000,000. It will then take the same player 10 games to reach 15,000,000. This adjustment is shown only if **AUTO** or **DYNAMIC** is installed in **Replay Type (Standard Adjustment 1)**.

Standard Adjustments 3-18 continued on the next page.



Standard Adjustments continued.

#3 **REPLAY AWARD:** Set to **CREDIT**, **TICKET***, **TOKEN*** or **EXTRA BALL**. Factory Default = **CREDIT**. Set the type of award to be given to the player when the appropriate Replay Score threshold or level is achieved. If awarding a **CREDIT**, **TICKET** or **TOKEN** is prohibited in your area, select **EXTRA BALL**. *This adjustment is not shown if NONE is installed in Replay Type (Standard Adjustment 1).*

**Note: If TICKET or TOKEN is selected, the game will require an optional Ticket or Token Dispenser and then Q24 Option (Standard Adj. 55) must be changed accordingly.*

#4 **REPLAY LEVELS:** Set between 1 – 4 for the number of Replay Levels to be active. Factory Default = 1. *This adjustment is not shown if NONE is installed in Replay Type (Standard Adjustment 1).*

#5 **AUTO REPLAY START:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000) for the Auto Replay Start threshold. Factory Default = __,000,000. *This adjustment is shown only if AUTO is installed in Replay Type (Standard Adjustment 1).*

#6 **DYNAMIC REPLAY START:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000) for the Dynamic Replay Start threshold. Factory Default = __,000,000. *This adjustment is shown only if DYNAMIC is installed in Replay Type (Standard Adjustment 1).*

#7 **REPLAY LEVEL #1:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the first or only Replay Level. *This adjustment is shown only if FIXED is installed in Replay Type (Standard Adjustment 1).*

#8 **REPLAY LEVEL #2:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the second Replay Level. *This adjustment is shown only if FIXED is installed in Replay Type (Standard Adjustment 1) and 2 is installed in Replay Levels (Standard Adjustment 4).*

#9 **REPLAY LEVEL #3:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the third Replay Level. *This adjustment is shown only if FIXED is installed in Replay Type (Standard Adjustment 1) and 3 is installed in Replay Levels (Standard Adjustment 4).*

#10 **REPLAY LEVEL #4:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the fourth Replay Level. *This adjustment is shown only if FIXED is installed in Replay Type (Standard Adjustment 1) and 4 is installed in Replay Levels (Standard Adjustment 4).*

#11 **REPLAY BOOST:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, while **FIXED** or **AUTO** maintains the Replay Levels, Replay Boost works as follows: If the Replay Level is 7,000,000 (regardless of the Replay Percentage), and the Player scores 20M, and receives the Replay Award, the next game the Current Replay Level is added to this base. Thus the next game, the Replay Level is 14,000,000. The Player again scores 20M. The next game the Player will need to achieve 21,000,000 to earn the Replay Award. If the Player does not achieve 21,000,000, the next game reverts back to the original 7,000,000 or the new adjusted level maintained by the Fixed or Autopercentageing Feature. *This adjustment is shown only if AUTO or FIXED is installed in Replay Type (Standard Adjustment 1).*

#12 **SPECIAL LIMIT:** Set between 1 – 5, **UNLIMITED** or **NO SPECIALS**. Factory Default = 1. Set the maximum number of Specials that may be accumulated per game.

#13 **SPECIAL PERCENTAGE:** Set between 1% – 50%. Factory Default = 10%. This adjustment allows the operator to adjust how frequently the **Special Feature** is made available to the player. *This adjustment is not shown if NO SPECIALS is installed in Special Limit (Standard Adjustment 12).*

#14 **SPECIAL AWARD:** Set to **CREDIT**, **TICKET***, **TOKEN***, **POINTS** or **EXTRA BALL**. Factory Default = **CREDIT**. Select **EX. BALL** or **POINTS** if awarding a **CREDIT** or **TICKET / TOKEN** is prohibited in your area. *This adjustment is not shown if NO SPECIALS is installed in Special Limit (Standard Adjustment 12).*

**Note: If TICKET or TOKEN is selected, the game will require an optional Ticket or Token Dispenser and then Q24 Option (Standard Adj. 55) must be changed accordingly.*

#15 **FREE GAME LIMIT:** Set between 1 – 9, **UNLIMITED** or **NO FREE GAMES**. Factory Default = 5. Set the maximum number of Free Games that may be accumulated per game.

#16 **EXTRA BALL LIMIT:** Set between 1 – 9, **UNLIMITED** or **NO EXTRA BALLS**. Factory Default = 5. Set the number of Extra Balls that may be accumulated per game.

#17 **EXTRA BALL PERCENTAGE:** Set between 1% – 50%. Factory Default = 25%. This adjustment allows the operator to adjust how frequently the **Extra Ball Feature** is made available to the player. *This adjustment is not shown if NO EXTRA BALLS is installed in Extra Ball Limit (Standard Adjustment 16).*

#18 **GAME PRICING:** There are two (2) methods available for Coin Switch Programming: **Standard & Custom**. Set between **AUSTRALIA 1 – UK 6** or **CUSTOM**. Factory Default = **USA 10**. **Shortcut: Set Custom Pricing and instructions, review the Utilities Section, Set Custom Pricing.** The appropriate Dip Switch Setting (Dip Sw. 1-8 location CPU/Sound PCB SW1) in relationship to the Pricing Scheme selected is important (view the tables on the following pages for more information).

Standard Adjustment 18, Game Pricing, continued on the next page.



Standard Adjustment 18, Game Pricing, continued.

USA & International (non-Euro) Standard Pricing Select Table

CPU/SOUND PCB DIP SWITCH SW1 SETTING		COUNTRY SETTING OPTION(S)	COIN MECHANISMS (SWITCHES) COINS THRU ... SLOT:				PRICING SCHEME	Requires SPI Coin Card(s) Part Number					
Pos.	1 2 3 4 5 6 7 8	Default Highlighted	LEFT	CENTER	RIGHT	4TH	Number of Plays (Credits) for Price Amount Shown See "Appendix J" for Coin Cards Examples & Info!						
ON	▼▼▼▼▼▼▼▼	USA 1	0.25	1.00	0.25		USD // UNITED STATES DOLLAR // [\$]	1/0.25			755-5400-01-Y		
OFF	▼▼▼▼▼▼▼▼	USA 2						1/0.50	2/0.75	3/1.00	755-5400-09-Y		
		USA 3						1/0.50	For USA 6 and USA 7 use: 755-5400-02-Y USA 6 Note: If player uses X4 25¢ quarters = 2 plays. However, \$1 bill = 3 plays!		755-5400-02-Y		
		USA 4						1/0.50			755-5400-02-Y		
		USA 5						1/0.50	2/1.00	3/1.50	5/2.00	755-5400-08-Y	
		USA 6						1/0.50	2/1.00	2/1.4 X 25¢	3/1.00 Bill	Used to promote the Bill Validator.	
		USA 7						1/0.50	2/1.00	4/1.50	6/2.00	755-5400-00-Y	
		USA 8						1/1.00			755-5400-07-Y		
		USA 9						1/0.75	2/1.50	3/2.00	755-5400-11-Y		
		USA 10											
ON	▲▲▲	AUSTRALIA 1	0.20	1.00	2.00		AUD // AUSTRALIAN DOLLARS // [\$AUS]	1/1.00	3/2.00		755-5406-00-Y		
OFF	▼▼▼	AUSTRALIA 2						1/1.00			(1 Side)		
ON	▲▲	CANADA 1 [25¢ door]	0.25	0.25	1.00	2.00	CAD // CANADIAN DOLLARS // [\$CAN]	1/0.50	2/0.75	3/1.00	755-5400-00-Y		
OFF	▼▼▼▼▼▼▼▼	CANADA 2 [dollar door]						1/1.00		3/2.00	755-5400-10-Y		
ON	▲▲▲▲	CROATIA	1	2	5		HRK // CROATIAN KUNA // [kuna]	1/3	2/5		755-5410-00-Y		
OFF	▼▼▼▼										(2-Sided)		
ON	▲▲▲▲	DENMARK 1	1	5	10	20	DKK // DANISH KRONER // [Kr]	1/3	2/5		755-5402-00-Y		
OFF	▼▼▼▼	DENMARK 2						1/2	2/4	3/5	4/7	5/9	7/10
ON	▲▲▲▲	JAPAN 1	100		100		JPY // JAPANESE YEN // [¥]	1/100			755-5408-01-Y		
OFF	▼▼▼▼	JAPAN 2						1/100	3/200		(2-Sided)		
ON	▲▲▲▲	LITHUANIA	1	2	5		LTN // LITHUANIA LITAI // [Lt]	1/2			755-5416-00-Y		
OFF	▼▼▼▼										(1 Side)		
ON	▲▲▲▲	MIDDLE EAST	token		token		TOKEN // Middle East currency used to buy token // [TOKEN]	1/1			755-5416-00-Y		
OFF	▼▼▼▼										(use Side 1)		
ON	▲▲▲▲	NEW ZEALAND 1	1		2		NZD // NEW ZEALAND DOLLAR // [\$NZD]	1/1			755-5406-00-Y		
OFF	▼▼▼▼	NEW ZEALAND 2						1/1	3/2		(Side 2)		
ON	▲▲▲▲	NORWAY 1	10	5	20		NOK // NORWEGIAN KRONE // [Kr]	1/10			755-5403-01-Y or		
OFF	▼▼▼▼	NORWAY 2						1/10	3/20		-02-Y // (2-Sided)		
		NORWAY 3						1/20			755-5403-03-Y		
		NORWAY 4						1/20	3/40		(2-Sided)		
ON	▲▲▲▲	RUSSIA	10	5	1		RUB // RUSSIAN RUBLE // [Ruble]	1/5			755-5411-00-Y		
OFF	▼▼▼▼										(2-Sided)		
ON	▲▲▲▲	SO. AFRICA 1	0.50	1.00	2.00	5.00	ZAR // SOUTH AFRICAN RAND // [R]	1/2.00			755-5409-01-Y		
OFF	▼▼▼▼	SO. AFRICA 2						1/3.00	2/5.00		(2-Sided)		
ON	▲▲▲▲	SWEDEN 1	1	5	10		SEK // SWEDISH KRONOR // [kr]	1/10	2/15	3/20	755-5404-00-Y		
OFF	▼▼▼▼	SWEDEN 2						1/5			(2-Sided)		
ON	▲▲▲▲	SWITZERLAND 1	1	2	5		CHF // SWISS FRANCS // [Sfr]	1/1	2/2	3/3	4/4	6/5	755-5405-00-Y
OFF	▼▼▼▼	SWITZERLAND 2						1/1	3/2	5/3	7/4	9/5	
ON	▲▲▲▲	TAIWAN	10		10		TWD // TAIWANESE DOLLAR // [TWD]	1/10			755-5412-00-Y		
OFF	▼▼▼▼										(use Side 1)		
ON	▲▲▲▲	UK 1	0.10	0.50	1.00	0.20	2€	GBP // UNITED KINGDOM POUNDS // [£]	3/1.00	7/2.00		755-5407-00-Y	
OFF	▼▼▼▼	UK 2							4/1.00			755-5407-01-Y*	
		UK 3							1/0.50	2/1.00	3/1.50	5/2.00	755-5407-01
		UK 4							1/0.30	2/0.60	3/0.90	4/1.00	755-5407-01-Y*
		UK 5							1/1.00	3/2.00		755-5407-01	
		UK 6							3/2.00			*use blank side	755-5407-01-Y*

HIGHLIGHTED = Factory Default

HIGHLIGHTED = Not Shown on Coin Card

Adjustments

Standard Adjustment 18, Game Pricing, continued on the next page.



Standard Adjustment 18, Game Pricing, continued.

Euro 1-12 Summary & International (Euro) Standard Pricing Select Table

CPU/SOUND PCB DIP SWITCH SW1 SETTING		COUNTRY SETTING OPTION(S)	COIN MECHANISMS (SWITCHES) COINS THRU ... SLOT:				PRICING SCHEME Number of Plays (Credits) for Price Amount Shown See "Appendix J" for Coin Cards Examples & Info!	Requires SPI Coin Card(s) Part Number			
Pos.	1 2 3 4 5 6 7 8	Default Highlighted	LEFT	CENTER	RIGHT	4TH					
ON	SEEBELOW	Euro 1	0.50	1.00	2.00	0.20 <i>optional</i>	EUR // EUROPEAN UNION EUROS // (€)				
OFF	SETTINGS	Euro 2					1/0.50	2/1.00	3/1.50	5/2.00	755-5401-01-Y
		Euro 3					1/0.50	3/1.00			755-5401-02-Y
		Euro 4					1/0.50	2/1.00	3/1.50	6/2.00	755-5401-03-Y
		Euro 5					1/0.50	3/1.00	4/1.50	7/2.00	755-5401-04-Y
		Euro 6					2/0.50				755-5401-05-Y
		Euro 7					1/1.00	2/2.00	3/3.00	5/4.00	755-5401-06-Y
		Euro 8					1/1.00	3/2.00			755-5401-07-Y
		Euro 9					1/1.00	2/1.50	3/2.00		755-5401-08-Y
		Euro 10					1/1.00	3/2.00	7/3.00		755-5401-09-Y
		Euro 11					1/1.00	4/2.00			755-5401-10-Y
		Euro 12					2/1.00	4/2.00	6/3.00	9/4.00	755-5401-11-Y

For a different Euro Pricing Scheme (other than Factory Default listed below), scroll through Standard Adjustment 18: Euro 1-12 or CUSTOM* for new setting (reference above Euro 1-12 Summary). Keep the Country Dip Switch Setting the same as listed below.

Pos.	1 2 3 4 5 6 7 8	Default Highlighted	EUR // EUROPEAN UNION EUROS // (€)							
ON	▲	AUSTRIA Euro 9	0.50	1.00	2.00	1/1.00	2/1.50	3/2.00	755-5401-09-Y	
OFF	▼									
ON	▲	BELGIUM Euro 1	0.50	1.00	2.00	1/0.50			755-5401-01-Y	
OFF	▼									
ON	▲	FINLAND Euro 8	0.50	1.00	2.00	1/1.00	3/2.00		755-5401-08-Y	
OFF	▼									
ON	▲	FRANCE Euro 10	0.50	1.00	2.00	1/1.00	3/2.00	7/3.00	755-5401-10-Y	
OFF	▼									
ON	▲	GERMANY 1	0.50	1.00	2.00	1/0.50			755-5401-01-Y	
OFF	▼	GERMANY 2				1/0.50	2/1.00	3/1.50	5/2.00	755-5401-02-Y
		GERMANY 3				1/0.50	2/1.00	3/1.50	6/2.00	755-5401-04-Y
ON	▲	GREECE Euro 8	0.50	1.00	2.00	1/1.00	3/2.00		755-5401-08-Y	
OFF	▼									
ON	▲	ITALY 1	0.50		0.50	1/0.50			755-5401-01-Y	
OFF	▼	ITALY 2				1/1.00	3/2.00		755-5401-08-Y	
ON	▲	NETHERLANDS Euro 3	0.50	1.00	2.00	1/0.50	3/1.00		755-5401-03-Y	
OFF	▼									
ON	▲	PORTUGAL Euro 1	0.50		0.50	1/0.50			755-5401-01-Y	
OFF	▼									
ON	▲	SPAIN Euro 8	0.50	1.00	2.00	1/1.00	3/2.00		755-5401-08-Y	
OFF	▼									

HIGHLIGHTED = Factory Default **HIGHLIGHTED** = Not Shown on Coin Card

For the associated Coinage Card required if the Factory Default Setting was changed, view on-line at:
<http://www.sternpinball.com/coinagecards.shtml>

You can download and print the replacement card. Adobe® Reader 5.0 or higher required (links on site). Use Yellow Card Stock: ASTROBRIGHTS® SOLAR YELLOW #65 FROM WAUSAU PAPER PRODUCTS (Stock #22731)

#19 **MATCH PERCENTAGE:** Set between 0% – 10% or OFF. Factory Default = 9%. At 0% the Match Animation Feature occurs at the end of the game but never awards the Match Award (Standard Adjustment 20). Set to OFF, no Match Animation Feature is shown.

#20 **MATCH AWARD:** Set to CREDIT, TICKET* or TOKEN*. Factory Default = CREDIT. This adjustment is not shown if OFF is installed in Match Percentage (Standard Adjustment 19).

* Note: If TICKET or TOKEN is selected, the game will require an optional Ticket or Token Dispenser and then Q24 Option (Standard Adj. 55) must be changed accordingly.

#21 **BALLS PER GAME:** Set between 1 – 10. Factory Default = 3. Set the number of balls per game.

Standard Adjustments 22-36 continued on the next page. Standard Adjustments continued.



- #22 **TILT WARNINGS:** Set between 0 – 3. Factory Default = 2. Set the number of Plumb Bob Tilt Switch closures before the ball in play is tilted. *Each closure generates an audible alert and/or display alert.*
- #23 **CREDIT LIMIT:** Set between 4 – 50. Factory Default = 30. Set the maximum credits allowed.
- #24 **ALLOW HIGH SCORES:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, if a player exceeds the Default Grand Champion or 1-4 High Scores, the player may receive a **High Score Award** (Standard Adjustment 25) and enter their **3 Initials** or **10-Letter Name** (Standard Adjustment 36). Set to **NO** to disable this feature. *The following Standard Adjustments 25-37 are not shown if **NO** is installed.*
- #25 **HIGH SCORE AWARD:** Set to **CREDIT**, **TICKET*** or **TOKEN***. Factory Default = **CREDIT**. Set the type of award to be given to the player when the appropriate **Grand Champion Score** or **High Score #1 – #4** threshold or level is achieved. If awarding a **CREDIT**, **TICKET** or **TOKEN** is prohibited in your area, install **NO** in **Allow High Scores** (Standard Adjustment 24). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- *Note: If **TICKET** or **TOKEN** is selected, the game will require an optional Ticket or Token Dispenser and then **Q24 Option** (Standard Adj. 55) must be changed accordingly.*
- #26 **GRAND CHAMPION AWARDS:** Set between 0 – 5. Factory Default = 1. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the Grand Champion Score (Standard Adjustment 31). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #27 **HIGH SCORE #1 AWARDS:** Set between 0 – 3. Factory Default = 1. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the High Score #1 (Standard Adjustment 32). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #28 **HIGH SCORE #2 AWARDS:** Set between 0 – 2. Factory Default = 0. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the High Score #2 (Standard Adjustment 33). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #29 **HIGH SCORE #3 AWARDS:** Set between 0 – 1. Factory Default = 0. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the High Score #3 (Standard Adjustment 34). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #30 **HIGH SCORE #4 AWARDS:** Set between 0 – 1. Factory Default = 0. Set the number of **High Score Award(s)** (Std. Adj. 25), awarded for exceeding the High Score #4 (Standard Adjustment 35). *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #31 **GRAND CHAMPION SCORE:** Set between 1,000,000 – 1,000,000,000 (increments of 1,000,000). Factory Default = __,000,000. Set the desired **Grand Champion Score** level a player needs to exceed to earn the **High Score Award** (Standard Adjustment 25). A score higher than the default, cannot be reset by Standard Adjustment 37, **HSTD Reset Count**. *The Grand Champion Score will revert to the Factory Default Score **ONLY** if a **Reset Grand Champion** is performed in the **RESET MENU** (via the **UTILITIES MENU**) or if the game is without power for more than 12 hours after the CPU/Sound PCB Coin Cell Battery is expired or removed. This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #32 **HIGH SCORE #1:** Set between 1,000,000 – 1,000,000,000. Factory Default = __,000,000. Set the desired **High Score #1** level a player needs to exceed to earn the **High Score Award** (Standard Adjustment 25). A score higher than the default, will be reset by Standard Adjustment 37, **HSTD Reset Count**. *The High Score will revert to the Factory Default Score **ONLY** if a **Reset High Scores** is performed in the **RESET MENU** (via the **UTILITIES MENU**) or if the game is without power for more than 12 hours after the CPU/Sound PCB Coin Cell Battery is expired or removed. This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*
- #33 **HIGH SCORE #2:** Set between 1,000,000 – 1,000,000,000. Factory Default = __,000,000. Set the desired **High Score #2** level a player needs to exceed ... (continued in Standard Adjustment 32 definition above).
- #34 **HIGH SCORE #3:** Set between 1,000,000 – 1,000,000,000. Factory Default = __,000,000. Set the desired **High Score #3** level a player needs to exceed ... (continued in Standard Adjustment 32 definition above).
- #35 **HIGH SCORE #4:** Set between 1,000,000 – 1,000,000,000. Factory Default = __,000,000. Set the desired **High Score #4** level a player needs to exceed ... (continued in Standard Adjustment 32 definition above).
- #36 **HSTD (HIGH SCORE TO DATE) INITIALS:** Set to **3 INITIALS** or **10 LETTER NAME**. Factory Default = **3 INITIALS**. When set to **3 INITIALS**, the player is allowed only 3 initials to input. When set to **10 LETTER NAME**, the player is allowed to enter 10 initials to input. *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adjustment 24).*

Standard Adjustments 37-50 continued on the next page.



Standard Adjustments continued.

- #37 **HSTD (HIGH SCORE TO DATE) RESET COUNT:** Set between **100 – 9900** or **OFF** (increments of 100). Factory Default = **2000**. Set the number of games between "automatic resets" of High Scores back to the Factory Defaults for **ONLY** Standard Adj. **32 – 35, High Score #1 – #4**. The High Score will revert to the Factory Default Scores when the number of games stated is reached. **Reset High Scores** can be performed in the **RESET MENU** (via the **UTILITIES MENU**) anytime or if the game is without power for more than 12 hours after the CPU/Sound PCB Coin Cell Battery is expired or removed. This adjustment is not shown if **NO** is installed in **Allow High Scores** (Standard Adj. 24).
- #38 **FREE PLAY:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **YES**, no coins are required for Game Play.
- #39 **LANGUAGE:** Set to **ENGLISH, GERMAN, FRENCH, SPANISH** or **ITALIAN**. Factory Default = **ENGLISH**. Set the language for the game. Language of game is also shown in the Dot Display (along with the Game Title and code version) at the start-up routine which follows a game reset or power-up.
- #40 **PLAYER LANGUAGE SELECT:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, after the player presses the **Start Button** (to start a game with adequate credit), the player has the option to choose a language by pressing either **Flipper Button** before game start (options of languages installed are shown on the Dot Display). **Note:** If set to **NO** or if only one language is installed and the setting is set to **YES**, the game will start immediately after the **Start Button** press. Language(s) available are dependent on game destination from the factory. Other languages may be available on-line for download and installed on your game. With the proper dip switch installed, the language option(s) can be changed. For more information or help, call Technical Support at 800-542-5377 (708-345-7700).
- #41 **CUSTOM MESSAGE:** Set to **ON, CHANGE** or **OFF**. Factory Default = **ON**. Shortcut: **Enter Custom Message** and instructions, review the Utilities Section, **Enter Custom Message**.
- #42 **FLASH LAMP POWER:** Set to **NORMAL, OFF** or **DIM**. Factory Default = **NORMAL**. When set to **DIM**, the Flash Lamps impulse power is reduced by **25%** and when set to **OFF** the Flash Lamps will not flash. For Flash Lamps used in this game, **Go To Flash Lamps Menu** via the **DIAGNOSTICS MENU** (see the Diagnostics Section).
- #43 **COIL PULSE POWER:** Set to **NORMAL, HARD** or **SOFT**. Factory Default = **NORMAL**. When set to **HARD**, the coil pulse power is **increased** by **12.5%** of the normal pulse rate. When set to **SOFT** the coil pulse power is **decreased** by **12.5%** of the normal pulse rate. This adjustment is provided to compensate for **Low Line** or **High Line** voltage conditions where the solenoids (coils) appear to **kicking too weak** or **too hard**. Adjust as required.
- #44 **KNOCKER VOLUME:** Set to **NORMAL, OFF** or **LOW**. Factory Default = **NORMAL**. When set to **LOW**, the volume is decreased **50%**. When set to **OFF**, no sound is heard when the "knocker" is sounded. Test the knocker sound in the **Fire Knocker Test** via the **DIAGNOSTICS MENU** (see Section 3, Chapter 2, **GO TO DIAGNOSTICS MENU, Page 19**).
- #45 **GAME RESTART:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, a new game may be started during any ball after the first ball is completed (if credits allow). Pressing the Start Button during the first ball will add additional players (up to 4, if credits allow). When set to **NO**, the game disables the Start Button after the first ball until the final ball is in play.
- #46 **BILL VALIDATOR:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **YES**, in **Game Attract Mode** an "Insert Bill Animation" is shown in the display (or just the absence of the Coin Animation). When set to **NO**, an "Insert Coin Animation" is shown. (This adjustment will appear when implemented).
- #47 **MUSIC VOLUME:** Set between **1 – 15**. Factory Default = **1**. After volume is set via Service Buttons this adjustment can be utilized to adjust the background music (1 all the way on, 15 all the way off) while keeping the Special Sound Effects at the same level.
- #48 **BALL SAVE TIME:** Set between **0:01 – 0:15, AUTO** or **NO BALL SAVES**. Factory Default = **0:05**. When set to **NO BALL SAVES** this feature is unavailable. Set between **0:01** through **0:15** (single increments) for the ball to be sent back into play if the time set is not met (per ball). Set to **AUTO** to automatically adjust the Ball Save Timer based on the average ball time.
- #49 **TIMED PLUNGER:** Set to **OFF** or **0:01 – 1:00**. Factory Default = **OFF**. The plunger will "Autoplunge" the ball (at the time set) when the ball is at the beginning of play, waiting for the player.
- #50 **FLIPPER BALL LAUNCH:** Set to **OFF, LEFT FLIPPER, RIGHT FLIPPER, EITHER FLIPPER** or **BOTH FLIPPERS**. Default is **OFF**. This feature allows the player to operate the Auto Ball Launch with the Flipper Button(s) depending on which setting is chosen.

Standard Adjustments 51-63 continued on the next page.



Standard Adjustments continued.

- #51 **COINDOOR BALL SAVER:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **NO**, this feature is not available. When set to **YES**, this feature allows the Coin Door to be opened during game play; the ball will drain but the game will be placed "on hold". When the Coin Door is closed, the pinball will return to the Shooter Lane, and the game will resume. *Useful at locations where technicians change the cash box regularly at exact times of the day where players can be on the game.*
- #52 **COMPETITION MODE:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **NO**, this feature is not available. Set to **YES**, this feature will equalize random game features and global score values during multi-player games by predetermined competition rules set by programming. If an **Install Competition** was made via the **INSTALLS MENU** (*which automatically changes this setting to YES*), and this setting was changed back to **NO**, the **Competition Mode** will be turned **OFF** (*cancelled*).
- #53 **CONSOLATION BALL:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **YES**, the **EXTRA BALL** (*lamp insert, location varies*) will be lit on the last ball in play, if certain programming criteria is met.
- #54 **FAST BOOT:** Set to **YES** or **NO**. Factory Default = **YES**. When set to **NO** or if you hold both **Flipper Buttons** during Power-Up, this feature is not available and will display all normal Power-Up screens. When set to **YES**, the game will not display the normal informative Power-Up screens, specifically the CPU Version screen and the Location/Game ID screen. Regardless of the setting, normal Power-Up safety checks are still performed. (*This adjustment will appear when implemented*).
- #55 **Q24 OPTION:** Set to **COIN METER**, **TOKEN DISPENSER** or **KNOCKER**. Factory Default = **COIN METER**. This Coil (Solenoid) Location is left "open" at the Factory to allow for these optional Mechanisms to be added to the game. If selecting **TOKEN DISPENSER**, Standard Adjustments 3, 14, 20 & 25 should be changed to **TOKEN**. *Call Tech. Support at 1-800-542-5377 if more information is required on this option.*
- #56 **TICKET DISPENSER:** Set to **YES** or **NO**. Factory Default = **NO**. *This adjustment is required only for games which have an optional Deltronics (DL-1275-2 PCB Style, SPI Part Nr. 515-7275-00) Ticket Dispenser installed. Unique CPU Sound Bd. Dip Switch Setting required, changes the Default to YES.*
- #57 **PLAYER COMPETITION:** Set to **YES** or **NO**. Factory Default = **YES**. **Competition Mode** unrandomizes feature events, and standardizes game play and rule sets (*varies from game to game*) for fair competitions. With at least one credit posted, or with the game set for 'FREE PLAY', during the game-over Attract Mode, press the **Left Flipper Button** and hold it in for approximately one second. The following message will appear on the display for approximately 10 seconds: '**COMPETITION MODE READY ... PRESS START NOW**'. If a game is started (*either by pressing the 'START' button for a regular game, or by pressing the 'TOURNAMENT START' button for a tournament game*) while this message appears on the display, then competition mode will be enabled for all players during the game. General rules are covered in the Instruction Card. Other *Hints and/or Rules* can be made known on this game either visually (*the Dot Display or Flashing Light Inserts*) or can be audible.
- #58 **TEAM SCORES:** Set to **YES** or **NO**. Factory Default = **NO**. Set to **YES**, then Team Play will be made available. **Team Play only works in a 4-Player Game**. The totals for Players 1 / 3 (Team 1) & Players 2 / 4 (Team 2) are then displayed individually **as well as** the combined score for **BOTH TEAMS** to enable **Team Play (Doubles)**. (*This adjustment will appear when implemented*).
- #59 **LOCATION ID:** Set between **0** to **9999**. Factory Default = **0**. This adjustment allows the operator to assign a location identification number to the audit print-out sheet. (*Will not be affected by a Factory Reset.*)
- #60 **GAME ID:** Set between **0** to **9999**. Factory Default = **0**. This adjustment allows the operator to assign a game identification number to the audit print-out sheet. (*Will not be affected by a Factory Reset.*)
- #61 **TIME FORMAT:** Set to **12-HOUR** or **24-HOUR**. Factory Default = **12-HOUR**. This adjustments determines how the time is displayed. *Time used for Tournament and Data Dumps where a time stamp is required.*
- #62 **COIN INPUT DELAY:** Set between **30** to **60** or **OFF**. Factory Default = **30**. This adjustment creates a short time delay between the moment the coin is inserted into the **Coin Slot** to the moment the CPU/Sound PCB registers the coin (*30 = approxiamately 1/2 second*).
- #63 **LOST BALL RECOVERY:** Set to **YES** or **NO**. Factory Default = **NO**. Set to **YES**, at the start of the 5th consecutive ball search (*with no scoring between searches*), the game will consider any balls in play to be permanently lost and will attempt to recover from this situation by serving a new ball into play from the ball trough. Set to **NO** (*to suppress this adjustment behavior*) for the game to perform the "ball search" indefinitely until the lost balls are found or replaced.

STANDARD ADJUSTMENTS [#1 - #63] ▼

Nr.	STANDARD ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING	Nr.	STANDARD ADJUSTMENT NAME	USA DEFAULT	YOUR SETTING
1	REPLAY TYPE	AUTO		32	HIGH SCORE #1	___,000,000	
2	‡ REPLAY PERCENTAGE	10%		33	HIGH SCORE #2	___,000,000	
3	‡ REPLAY AWARD	CREDIT		34	HIGH SCORE #3	___,000,000	
4	‡ REPLAY LEVELS	1		35	HIGH SCORE #4	___,000,000	
5	‡ AUTO REPLAY START	___,000,000		36	HSTD INITIALS	3 INITIALS	
6	‡ DYNAMIC REPLAY START	___,000,000		37	HSTD RESET COUNT	2000	
7	‡ REPLAY LEVEL #1	___,000,000		38	FREE PLAY	NO	
8	‡ REPLAY LEVEL #2	___,000,000		39	LANGUAGE	ENGLISH	
9	‡ REPLAY LEVEL #3	___,000,000		40	PLAYER LANGUAGE SELECT	YES	
10	‡ REPLAY LEVEL #4	___,000,000		41	CUSTOM MESSAGE	ON	
11	‡ REPLAY BOOST	YES		42	FLASH LAMP POWER	NORMAL	
12	SPECIAL LIMIT	1		43	COIL PULSE POWER	NORMAL	
13	‡ SPECIAL PERCENTAGE	10%		44	KNOCKER VOLUME	NORMAL	
14	SPECIAL AWARD	CREDIT		45	GAME RESTART	YES	
15	FREE GAME LIMIT	5		46	BILL VALIDATOR	NO	
16	EXTRA BALL LIMIT	5		47	MUSIC VOLUME	1	
17	‡ EXTRA BALL PERCENTAGE	25%		48	BALL SAVE TIME	0:05	
18	GAME PRICING	USA 10		49	TIMED PLUNGER	OFF	
19	MATCH PERCENTAGE	9%		50	FLIPPER BALL LAUNCH	OFF	
20	MATCH AWARD	CREDIT		51	COINDOOR BALL SAVER	NO	
21	BALLS PER GAME	3		52	COMPETITION MODE	NO	
22	TILT WARNINGS	2		53	CONSOLATION BALL	YES	
23	CREDIT LIMIT	30		54	FAST BOOT	YES	
24	ALLOW HIGH SCORES	YES		55	Q24 OPTION	COIN METER	
25	HIGH SCORE AWARD	CREDIT		56	TICKET DISPENSER	NO	
26	GRAND CHAMPION AWARDS	1		57	PLAYER COMPETITION	YES	
27	HIGH SCORE #1 AWARDS	1		58	TEAM SCORES	NO	
28	HIGH SCORE #2 AWARDS	0		59	LOCATION ID	0	
29	HIGH SCORE #3 AWARDS	0		60	GAME ID	0	
30	HIGH SCORE #4 AWARDS	0		61	TIME FORMAT	12-HOUR	
31	GRAND CHAMPION SCORE	___,000,000		62	COIN INPUT DELAY	30	
				63	LOST BALL RECOVERY	YES	

Factory Defaults Settings are subject to change during production (especially Standard Adjustments 2, 4, 5, 13, 16-17, 19, 31-35 & 47).
 ‡ Not all Standard Adjustments are shown. Depending on the setting (whether Factory Default or if changed by the operator), associated adjustments do not appear, if not required. **Note:** If Game Dip Switch other than USA is installed, different Defaults will appear.

Feature Adjustments [#1 - #+]

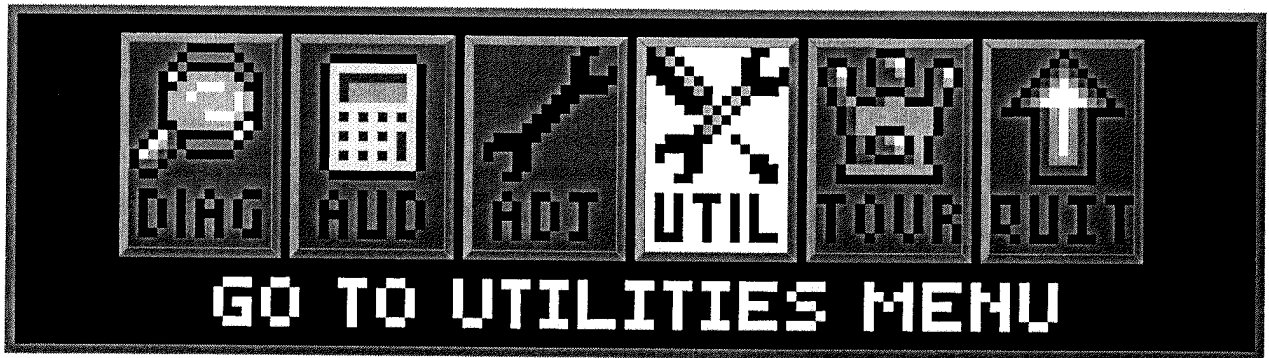
GAME

To initiate, from the **ADJUSTMENTS MENU**, select the "GAME" Icon. The Dot Matrix Display will indicate the adjustment number (in this group), adjust. name, adjust. setting and comment line. The current adjustment will remain on the display until the next adjustment is viewed or when this sub-menu is exited.

>>> **FACTORY RESET or CODE UPDATE NOTE:** Don't forget, any changes you make to your adjustments will revert back to the Factory Default settings if you perform a Factory Reset or update your Game Code. See Utilities Section (**GO TO RESETS MENU** and **GO TO USB MENU**).

View the Coils Detailed Chart Menu to see if this game is Shaker Motor Enabled. If it is, set the options in the Feature Adjustment as seen below. (typically the last one).

SHAKER MOTOR (OPTIONAL): Set to **NONE, MINIMAL USE, MODERATE USE** or **MAXIMAL USE**.
 Factory Default = **MODERATE USE**. Set to any of the varying "... USES" if an Optional Shaker Motor Kit (SPI Part Number 502-5027-00) was installed correctly in this pinball machine. See the assembly (kit) on the last page of Blue Pages (Major Assemblies). Also see Shaker Motor Coil (Q8) in the Coils Detailed Chart Table at the beginning of this Service Game Manual or the beginning of the Yellow Pages.



To initiate, from the **MAIN MENU**, select the "UTIL" *Icon*. The **UTILITIES MENU** provides ways to quickly and easily customize your game with **Installs** (*pre-sets for game Standard & Feature Adjustments*), set-up a **Custom Message** (*short-cut to Standard Adjustment 41, Custom Message*), set-up **Custom Pricing** (*short-cut to Standard Adjustment 18, to the Custom Pricing Sub-Menu*), set-up the **Date and Time** (*required if the date and time is needed to be accurate for data dumps and for tournaments*), reset certain particular game data or perform a complete **Factory Reset** and to download game data, update or backup game code in the **USB MENU**.

All **UTILITIES, INSTALLS, RESETS MENU** and **USB MENU** *Icons* and there usages are explained throughout this chapter in the same order as seen in the Dot Matrix Display. **NOTE:** Depending on Game Type, Version, selections made, Dip Switch settings, location and/or areas, some *Icons* may appear non-functional or may not appear at all. **Installs (Adjustments), Icons and/or functions, order and operation are subject to change. If in doubt use the Factory Default Settings (review Install Factory on the next page).**

In displays where changes can be made or to perform a function, use the **GREEN Button** to go [**BACK**], exit or escape, the **RED Buttons** to [< / -] MOVE BACK / LEFT / [+ / >] MOVE FORWARD / RIGHT to view the next audit in the group, and the **BLACK Button** to [**SELECT**] the sub-menus.



Go To Installs Menu

To initiate, from the **UTILITIES MENU**, select the "INST" *Icon*. The **INSTALLS MENU** provides 13 **Installs** to vary **Game Play Difficulty** (*set with Feature Adjustments*) or **Game Play Type** and **Install Factory** (*restores all adjustments to Factory Defaults*).

For **detailed customization** or to check current **Adjustments Defaults** (*either changed by YOU in the Adjustments Menu or by this INSTALLS MENU or for Factory Default Settings*), see **Section 3, Chapter 4, GO TO ADJUSTMENTS MENU**. After completing one or more of the **Installs** in this chapter, go back to the **ADJUSTMENTS MENU** to see which **Standard and/or Feature Adjustments** have changed (*Feature Adjustments and/or settings are subject to change during production, and may differ than what is described in the tables at the end of this chapter*). The **Dot Display** will indicate if a setting is a **Factory Default** or not. If the settings are not to your liking, perform **one** of the following:

- 1.: **Manually change the Standard & Feature Adjustments Settings** (*perform this task in the ADJUSTMENTS MENU, see the Adjustments Section*).
- 2.: **Install Factory** (*see the last install*) on how to reset all of the **Standard & Feature Adjustments** back to the **Factory Default Settings**.

Multiple **Installs can be set** to vary game play; however, for **Installs** that have *one or more* Adjustments in common, the **last "Install"** selected & **activated**, will **supersede** any previously changed Adjustment(s) from any prior **Installs**. Any adjustments which you changed and are not affected by the **Install** will remain as set.

For example, if you want a **5-BALL Game set to EXTRA EASY**: Select and **activate** the "5BAL" *Icon first* (which will typically change any **Feature** Difficulty Adjustments to **HARD**), **then** select & **activate** the "X.EZ" *Icon to change back* the Difficulty Adjustments to **EXTRA EASY**. However, if the "X.EZ" *Icon was selected & activated first, then* the "5BAL" *Icon was selected & activated*, the game will be set to a **5-BALL Game set to HARD**.

Remember, use the **GREEN Button** to go [**BACK**], exit or escape and the **BLACK Button** to [**SELECT**] to **INSTALL** your new setting(s).



Install Extra Easy

To initiate, from the **INSTALLS MENU**, select the "X.EZ" *Icon*. The **Dot Matrix Display** will indicate the **INSTALL EXTRA EASY**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.

Installs Menu continued on the next page.

Installs Menu continued from previous page.



Install Easy

To initiate, from the **INSTALLS MENU**, select the "EASY" *Icon*. The Dot Matrix Display will indicate the **INSTALL EASY**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.



Install Medium (Normal or Factory Settings)

To initiate, from the **INSTALLS MENU**, select the "FACT" *Icon*. The Dot Matrix Display will indicate the **INSTALL MEDIUM**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.



Install Hard

To initiate, from the **INSTALLS MENU**, select the "HARD" *Icon*. The Dot Matrix Display will indicate the **INSTALL HARD**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.



Install Extra Hard

To initiate, from the **INSTALLS MENU**, select the "X.HD" *Icon*. The Dot Matrix Display will indicate the **INSTALL EXTRA HARD**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Difficulty** level.



Install 3-Ball or 5-Ball

To initiate, from the **INSTALLS MENU**, select either the "3BAL" or "5BAL" *Icons*. The Dot Matrix Display will indicate the **INSTALL 3-BALL** or **5-BALL** depending on choice. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Type** to 3 Balls per game

(Factory Default is 3 Balls per game, not including extra balls earned by the player, if any).



Install Competition

To initiate, from the **INSTALLS MENU**, select the "COMP" *Icon*. The Dot Matrix Display will indicate the **INSTALL COMPETITION**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Type** to "Tournament" Rules. *Programming varies and is subject to change.*



Install Director's Cut

To initiate, from the **INSTALLS MENU**, select the "DCUT" *Icon*. The Dot Matrix Display will indicate the **INSTALL DIRECTOR'S CUT**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Type** to programmer's choice. *Programming varies and is subject to change.*



Install Home Play

To initiate, from the **INSTALLS MENU**, select the "HOME" *Icon*. The Dot Matrix Display will indicate the **INSTALL HOME PLAY**. Follow the on-screen prompts to perform the **Install**. Set the **Game Play Type** to "Home" Rules. *Programming varies and is subject to change.*



Install Novelty

To initiate, from the **INSTALLS MENU**, select the "NOV" *Icon*. The Dot Matrix Display will indicate the **INSTALL NOVELTY**. Follow the on-screen prompts to perform the **Install**.

***** This setting is recommended where local laws restrict certain game features. *****

Set the **Game Play Type** to "Restricted" Rules. *Programming varies and is subject to change.*



Install Add-A-Ball

To initiate, from the **INSTALLS MENU**, select the "A.A.B." *Icon*. The Dot Matrix Display will indicate the **INSTALL ADD-A-BALL**. Follow the on-screen prompts to perform the **Install**.

***** This setting is recommended where local laws restrict certain game features. *****

Set the **Game Play Type** to "Restricted" Rules. *Programming varies and is subject to change.*



Install Factory

To initiate, from the **INSTALLS MENU**, select the "FACT" *Icon*. The Dot Matrix Display will indicate the **INSTALL FACTORY**. Follow the on-screen prompts to perform the **Install**. **CAUTION!** All **Standard and Feature Adjustments** which were changed in the **INSTALLS MENU** or **ADJUSTMENTS MENU** are returned to the **Factory Defaults** (as indicated in the Dot Display in the **ADJUSTMENTS MENU**). *Note: To perform a complete Factory Reset, GO TO THE RESETS MENU. Escape back to the UTILITIES MENU, select the "RESET" Icon, then select the "FACT" Icon in the RESETS MENU (review the end of this section, Reset Factory Settings).*



Enter Custom Message

To initiate, from the UTILITIES MENU, select the "ABCD CUST MSG" Icon. The **SET CUSTOM MESSAGE** (a short-cut for Standard Adjustment 41, *Custom Message*) provides an opportunity to have a text message appear in the the **Attract Mode**. Follow the on-screen prompts to complete [END].

Remember, use the **GREEN Button** to go [BACK], exit or escape, the **RED Buttons** to [</-] MOVE LEFT / CHOOSE NEXT [+/>] MOVE RIGHT / CHOOSE PREVIOUS, and the **BLACK Button** to [SELECT] as 'OK'.



Set Custom Pricing

To initiate, from the UTILITIES MENU, select the "PRIC" Icon. The **CUSTOM PRICING MENU** (a short-cut for Standard Adjustment 18, *Game Pricing*, and setting selected is *CUSTOM*) provides an opportunity to set **Custom Pricing**.

Note ! MONETARY AMOUNT MUST BE SELECTED FIRST! Press [BACK] to - DECREASE or [SELECT] to + INCREASE the [<\$>] monetary amount (e.g. look at the right side of the display from \$0.25 to \$0.50). Press [</-] to - DECREASE or [+/>] to + INCREASE the credit quantity (e.g. look at the left side of the display from 0 CREDITS AT: to 1 CREDIT AT:).

IF EXAMPLE CUSTOM PRICING SETTING DESIRED IS :
1 Play for \$0.50, 3 Plays for \$1.00 and 7 Plays for \$2.00
THEN YOU WILL NEED TO PERFORM THE FOLLOWING :

REMINDER In these menus:

Press [BACK] to - DECREASE [<\$]

Press [SELECT] to + INCREASE [\$>]

Step 1 The starting display appears as below if no prior Custom Pricing was installed.

```
CUSTOM PRICING
0 CREDITS AT:           $0.25
USE -/+/ TO CHANGE CREDITS
```

Step 2 Press [SELECT] to + INCREASE to \$0.50. Press [+/>] to + INCREASE to 1 CREDIT AT:

```
CUSTOM PRICING
1 CREDIT AT:           $0.50
1/0.50
USE -/+/ TO 'INSTALL'
```

Step 3 Press [SELECT] to + INCREASE to \$1.00. Press [+/>] to + INCREASE to 2 CREDITS AT:

```
CUSTOM PRICING
2 CREDITS AT:           $1.00
1/0.50 3/1.00
USE -/+/ TO CHANGE CREDITS
```

Step 4 Press [SELECT] to + INCREASE to \$2.00. Press [+/>] to + INCREASE to 4 CREDITS AT:

```
CUSTOM PRICING
4 CREDITS AT:           $2.00
1/0.50 3/1.00 7/2.00
USE -/+/ TO CHANGE CREDITS
```

Utilities

Step 5 Press [SELECT] to + INCREASE the amount once (example = \$2.25).

```
CUSTOM PRICING
0 CREDITS AT:           $2.25
1/0.50 3/1.00 7/2.00
USE -/+/ TO 'INSTALL'
```

Step 6 Press [SELECT] to INSTALL. Press [</-]/[+/>] or [BACK] to edit.

```
CUSTOM PRICING
INSTALL
1/0.50 3/1.00 7/2.00
PRESS 'SELECT' TO INSTALL
```

Press [</-] once or press [+/>] eleven times until INSTALL appears.

Step 7 Press [SELECT], press [BACK] twice to exit the SERVICE MENU with your Custom Pricing installed.

```
CUSTOM PRICING
INSTALLED
PRESS 'SELECT' TO CONTINUE
```

To correct or make new changes, reenter, which brings you to **Step 6**. Press [BACK] repeatedly until the monetary amount shown is the desired amount and then continue following the above steps with your new or corrected settings. If you are still having difficulty or if you have any questions, please call Technical Support 800-542-5377 or 708-345-7700, option 1.



Set Date / Time

To initiate, from the **UTILITIES MENU**, select the "TIME" *Icon*. The **SET TIME MENU** appears with the **MONTH** flashing. Setting the date and time is required for 'Data Dumps' and Tournament Start and End Dates. If the setting of Standard Adjustment 61, **Time Format**, is set to **12-HOUR** (*Factory Default*) the time will be expressed in the **AM / PM** format. If Standard Adjustment 61, **Time Format**, is set to **24-HOUR** the time will be expressed in the **24-hour** format.



Go To Resets Menu

To initiate, from the **UTILITIES MENU**, select the "RESET" *Icon*. The **RESETS MENU** provides six (6) functions to reset *only the Coin Audits*, reset *only the Game Audits*, reset *only the Grand Champion Score*, reset *only the High Score(s)*, reset *only the paid Credits (includes Service Credits)* or to reset **ALL DATA** back to the **Factory Default Settings**.



Reset Coin Audits

To initiate, from the **RESET MENU**, select the "COIN" *Icon*. **▲ ONLY the Coin Audits** [Earnings Audits 5-12], will be reset to zero (0), *Factory Default Settings*. Follow the on-screen prompts to perform the **Reset**.



Reset Game Audits

To initiate, from the **RESET MENU**, select the "AUD" *Icon*. **▲ ONLY the Game Audits** [Earnings Audits 1-4, Standard Audits 1-59 and Feature Audits 1-XX*], will be reset to zero (0), *Factory Default Settings*. Follow the on-screen prompts to perform the **Reset**. *varies per game title.



Reset Grand Champion (Score)

To initiate, from the **RESET MENU**, select the "GC" *Icon*. **▲ ONLY the Grand Champion Score** [adjustable via Standard Adjustment 31], will be reset to *Factory Default Setting*. Follow the on-screen prompts to perform the **Reset**.



Reset High Scores

To initiate, from the **RESET MENU**, select the "HSTD" *Icon*. **▲ ONLY the High Score(s)** [adjustable via Standard Adjustments 32-35], will be reset to *Factory Default Setting(s)*. Follow the on-screen prompts to perform the **Reset**. **Note:** *High Scores (but not Grand Champion Score) are reset automatically every 2,000 games (Factory Default Setting) [adjustable via Standard Adjustment 37, HSTD Reset Count]*.



Reset Credits

To initiate, from the **RESET MENU**, select the "CRED" *Icon*. **▲ ONLY the Credits (includes Service Credits)** [adjustable via Standard Adjustment 23, **Credit Limit**], will be reset to zero (0), *Factory Default Settings*. Follow the on-screen prompts to perform the **Reset**.



Reset Factory Settings

To initiate, from the **RESET MENU**, select the "FACT" *Icon*. **▲ ALL GAME DATA IS RESET!** (*with the exception of Earnings Audit 13, Software Meter*). **NOTE: IF YOU HAD SET-UP CUSTOM PRICING OR HAD CHANGED ANY ADJUSTMENTS OR PERFORMED INSTALLS, IT IS SUGGESTED TO WRITE DOWN YOUR CHANGES PRIOR TO THE FACTORY RESET.** Follow the on-screen prompts to perform the **Reset**.



Go To USB Menu

To initiate, from the **UTILITIES MENU**, select the "USB" *Icon*. The **USB MENU** provides three (3) functions to download game data, update your game code or backup your code onto a USB Memory Stick. *Review the inside cover for information on how to update your game code.*



Update Game Code

To initiate, from the **USB MENU**, select the "UPDT" *Icon*. Follow the on-screen prompts or review the inside cover for more information.



Dump Audits to USB

To initiate, from the **USB MENU**, select the "DUMP" *Icon*. Follow the on-screen prompts to perform a **Data Dump** (download).

Note: *If Icon is not present, access via the Audits Menu, see the Audits Section.*



Backup to USB Memory Stick

To initiate, from the **USB MENU**, select the "BKUP" *Icon*. Follow the on-screen prompts to perform a **Backup** (game code only). This backup feature does not retain adjustments and/or settings changes made.