



To initiate, from the **MAIN MENU**, select the "ADJ" *Icon*. The **ADJUSTMENTS MENU** provides **105** Adjustments to vary Game Functions to customize for your particular needs. The Adjustments are divided into 2 groups: **• Standard Adjustments [ #1 – #61 ]** and **• Feature Adjustments (Programming Use Only) [ #1 – #44 ]**. For quick and easy customization of *Game Play Difficulty or Game Play Type* or how to **RESET ONLY** the Adjustments, review *Section 3, Chapter 5, GO TO INSTALLS MENU* (via the **UTILITIES MENU**). **Shortcut: Enter Custom Message** (Standard Adj. 44) and **Set Custom Pricing** (via Std. Adjustment 18, Game Pricing) can be quickly accessed via the **UTILITIES MENU**, see *Section 3, Chapter 5, GO TO UTILITIES MENU*.

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-#61 ]

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 **01% – 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 3-11 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**. \*If **TICKET** or **TOKEN** is selected, the game will require an optional Ticket or Token Dispenser and then **Q24 Option** (Standard Adjustment 54) must be changed accordingly. *This adjustment is not shown if **NONE** is installed in **Replay Type** (Standard Adjustment 1).*
- #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 = 20,000,000. *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 for the Dynamic Replay Start threshold. Factory Default = 60,000,000. *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) for first Replay Level. Factory Default = 15,000,000. 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) for first Replay Level. Factory Default = 30,000,000. Set the second Replay Level. *This adjustment is shown only if **FIXED** is installed in **Replay Type** (Std. Adjustment 1) and 2 is intalled in **Replay Levels** (Standard Adjustment 4).*
- #9 **REPLAY LEVEL #3:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000) for first Replay Level. Factory Default = 45,000,000. Set the third Replay Level. *This adjustment is shown only if **FIXED** is installed in **Replay Type** (Std. Adjustment 1) and 3 is intalled in **Replay Levels** (Standard Adjustment 4).*
- #10 **REPLAY LEVEL #4:** Set between 5,000,000 – 150,000,000 (increments of 1,000,000) for first Replay Level. Factory Default = 60,000,000. Set the fourth Replay Level. *This adjustment is shown only if **FIXED** is installed in **Replay Type** (Std. Adjustment 1) and 4 is intalled 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 agains 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 Autopercentaging 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).*
- #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 5**. **Shortcut: Set Custom Pricing and instructions, review Section 3, Chapter 5, GO TO UTILITIES MENU, 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.

Sec. 3: Go To Adjust.



# Standard Adjustment 18, Game Pricing, continued.

## USA Standard Pricing Select Table

CPU/SOUND PCB DIP SWITCH SW1 SETTING	COUNTRY SETTING OPTION(S)	COIN MECHANISMS (SWITCHES)				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		
		COINS THRU ... SLOT:	LEFT	CENTER	RIGHT			4TH	
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					USD // UNITED STATES DOLLAR // [ \$ ]			
ON	USA 1	0.25	1.00	0.25	1 / \$ .25	755-5400-01-Y			
OFF	USA 2				1 / \$ .50	2 / \$ .75	3 / \$ 1.00	755-5400-02-Y	
	USA 3				1 / \$ .50	For USA 6 and USA 7 use:		755-5400-02-Y	
	USA 4				1 / \$ .50			755-5400-02-Y	
	<b>USA 5</b>				1 / \$ .50	5 / \$ 2.00	755-5400-02-Y		755-5400-00-Y
	USA 6				1 / \$ .50	2 / 4 X 25c <sup>1</sup>	3 / \$ 1.00 Bill	◀ Used to promote the Bill Validator.	
	USA 7				1 / \$ .50	4 / \$ 1.50	6 / \$ 2.00		
	USA 8				1 / \$ .50	3 / \$ 1.00	USA 6 Note: If player uses x4 25c quarters = 2 plays. \$ bill = 3!		755-5400-00-Y
	USA 9				1 / \$ 1.00			755-5400-07-Y	
	USA 10				1 / \$ .75	3 / \$ 2.00			755-5400-11-Y

## International (non-Euro) Standard Pricing Select Table

CPU/SOUND PCB DIP SWITCH SW1 SETTING	COUNTRY SETTING OPTION(S)	COIN MECHANISMS (SWITCHES)				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			
		COINS THRU ... SLOT:	LEFT	CENTER	RIGHT			4TH		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					AUD // AUSTRALIAN DOLLARS // [ \$ ]				
ON	<b>AUSTRALIA 1</b>	0.20	1.00	2.00	1 / \$ 1.00	3 / \$ 2.00	755-5406-00-Y			
OFF	AUSTRALIA 2				1 / \$ 1.00			(1 Side)		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					CAD // CANADIAN DOLLARS // [ \$ ]				
ON	CANADA 1 [25c door]	0.25	0.25	1.00	2.00	1 / \$ .50	2 / \$ .75	3 / \$ 1.00	755-5400-00-Y	
OFF								-01-Y or -02-Y		
ON	<b>CANADA 2</b> [dollar door]	1.00	2.00		1 / \$ 1.00		3 / \$ 2.00	755-5400-10-Y		
OFF										
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					HRK // CROATIAN KUNA // [ kuna ]				
ON	<b>CROATIA</b>	1	2	5		1 / 4 kuna	2 / 6 kuna	755-5410-00-Y		
OFF								(2-Sided)		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					DKK // DANISH KRONER // [ Kr ]				
ON	<b>DENMARK 1</b>	1	5	10	20	1 / 3 Kr	2 / 5 Kr	755-5402-00-Y		
OFF	DENMARK 2					1 / 2 Kr	3 / 5 Kr	7 / 10 Kr	(2-Sided)	
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					JPY // JAPANESE YEN // ¥				
ON	JAPAN 1	100	100		1 / 100 ¥			755-5408-01-Y		
OFF	JAPAN 2					1 / 100 ¥	3 / 200 ¥	(2-Sided)		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					TOKEN // ME currency used to buy token //				
ON	<b>MIDDLE EAST</b>	token	token		1 / 1 token			755-5400-06-Y		
OFF								(use Side 1)		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					NZD // NEW ZEALAND DOLLAR // [ \$ ]				
ON	<b>NEW ZEALAND 1</b>	1.00	2.00		1 / \$ 1.00			755-5406-00-Y		
OFF	NEW ZEALAND 2				1 / \$ 1.00		3 / \$ 2.00	(Side 2)		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					NOK // NORWEGIAN KRONE // [ Kr ]				
ON	<b>NORWAY 1</b>	10	5	20	1 / 10 Kr			755-5403-01-Y		
OFF	NORWAY 2					1 / 10 Kr	3 / 20 Kr	(2-Sided)		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					RUB // RUSSIAN RUBLE //				
ON	<b>RUSSIA</b>	10	5	1	1 / 5 Ruble			755-5411-00-Y		
OFF								(2-Sided)		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					ZAR // SOUTH AFRICAN RAND // [ R ]				
ON	<b>SO. AFRICA 1</b>	0.50	1.00	1.00	1.00	1 / R 2.00		755-5409-01-Y		
OFF	SO. AFRICA 2					1 / R 3.00		2 / R 5.00	(2-Sided)	
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					SEK // SWEDISH KRONER // [ kr ]				
ON	<b>SWEDEN 1</b>	1	5	10	1 / 10 kr		2 / 15 kr	3 / 20 kr	755-5404-00-Y	
OFF	SWEDEN 2					1 / 5 kr			(2-Sided)	
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					TWD // TAIWANESE DOLLAR //				
ON	<b>TAIWAN</b>	10	10		1 / 10 TWD			755-5412-00-Y		
OFF								(use Side 1)		
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					CHF // SWISS FRANCS // [ Sf ]				
ON	<b>SWITZERLAND 1</b>	1	2	5	1 / 1 Sf		6 / 5 Sf	755-5405-00-Y		
OFF	SWITZERLAND 2					1 / 1 Sf	3 / 2 Sf	9 / 5 Sf	(2-Sided)	
Pos. 1 2 3 4 5 6 7 8	Default Highlighted					GPB // UNITED KINGDOM POUNDS // [ £ ]				
ON	UK 1	0.10	0.50	1.00	0.20	3 / £ 1.00		7 / £ 2.00	755-5407-00-Y	
OFF	UK 2					4 / £ 1.00				755-5407-01-Y*
	UK 3					1 / £ .50		5 / £ 2.00		755-5407-01
	UK 4					1 / £ .30		4 / £ 1.00		755-5407-01-Y*
	<b>UK 5</b>					1 / £ 1.00		3 / £ 2.00		755-5407-01
	UK 6					3 / £ 2.00				755-5407-01-Y*

HIGHLIGHTED = Factory Default

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



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# 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)				PRICING SCHEME			Requires SPI Coin Card(s) Part Number
			COINS	THRU	... SLOT:	Number of Plays (Credits) for Price Amount Shown See "Appendix J" for Coin Cards Examples & Info!				
Pos.	1 2 3 4 5 6 7 8		LEFT	CENTER	RIGHT	4TH	EUR // EUROPEAN UNION EUROS // [ € ]			
ON	<b>S E E B E L O W</b>	Euro 1	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>	<b>0.20</b>	1 /€ .50			755-5401-01-Y
OFF	<b>S E T T I N G S</b>	Euro 2					1 /€ .50 5 /€ 2.00			755-5401-02-Y
		Euro 3					1 /€ .50 3 /€ 1.00			755-5401-03-Y
		Euro 4					1 /€ .50 6 /€ 2.00			755-5401-04-Y
		Euro 5					1 /€ .50 3 /€ 1.00 7 /€ 2.00			755-5401-05-Y
		Euro 6					2 /€ .50			755-5401-06-Y
		Euro 7					1 /€ 1.00 5 /€ 4.00			755-5401-07-Y
		Euro 8					1 /€ 1.00 3 /€ 2.00			755-5401-08-Y
		Euro 9					1 /€ 1.00 2 /€ 1.50 3 /€ 2.00			755-5401-09-Y
		Euro 10					1 /€ 1.00 3 /€ 2.00 7 /€ 3.00			755-5401-10-Y
		Euro 11					1 /€ 1.00 4 /€ 2.00			755-5401-11-Y
		Euro 12					2 /€ 1.00 9 /€ 4.00			755-5401-12-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									
ON	<b>▲</b>	<b>AUSTRIA</b>	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>			1 /€ 1.00	2 /€ 1.50	3 /€ 2.00	755-5401-09-Y
OFF	▼	Euro 9									
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>BELGIUM</b>	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>			1 /€ .50			755-5401-01-Y
OFF	▼	Euro 1									
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>FINLAND</b>	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>			1 /€ 1.00	3 /€ 2.00		755-5401-08-Y
OFF	▼	Euro 8									
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>FRANCE</b>	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>			1 /€ 1.00	3 /€ 2.00	7 /€ 3.00	755-5401-10-Y
OFF	▼	Euro 10									
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>GERMANY 1</b>						1 /€ .50			755-5401-01-Y
OFF	▼	<b>GERMANY 2</b>	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>			1 /€ .50	5 /€ 2.00		755-5401-02-Y
		GERMANY 3						1 /€ .50	6 /€ 2.00		755-5401-04-Y
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>GREECE</b>	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>			2 /€ .50			755-5401-06-Y
OFF	▼	Euro 6									
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>ITALY 1</b>	<b>0.50</b>		<b>0.50</b>			1 /€ .50			755-5401-01-Y
OFF	▼	ITALY 2						1 /€ 1.00	3 /€ 2.00		755-5401-08-Y
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>NETHERLANDS</b>	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>			1 /€ .50	3 /€ 1.00		755-5401-03-Y
OFF	▼	Euro 3									
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>PORTUGAL</b>	<b>0.50</b>		<b>0.50</b>			1 /€ .50			755-5401-01-Y
OFF	▼										
Pos.	1 2 3 4 5 6 7 8	Default Highlighted									
ON	<b>▲</b>	<b>SPAIN</b>	<b>0.50</b>	<b>1.00</b>	<b>2.00</b>			1 /€ .50	3 /€ 1.00		755-5401-03-Y
OFF	▼	Euro 3									

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**HIGHLIGHTED** = Factory Default

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. \*If TICKET or TOKEN is selected, the game will require an optional Ticket or Token Dispenser and then Q24 Option (Standard Adjustment 54) must be changed accordingly. This adjustment is not shown if OFF is installed in Match Percentage (Standard Adjustment 19).
- #21 **BALLS PER GAME:** Set between 1 – 10. Factory Default = 3. Set the number of balls per game.

Standard Adjustments 22-33 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 40). Set to **NO** to disable this feature. *The following Standard Adjustments 25-41 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). \*If **TICKET** or **TOKEN** is selected, the game will require an optional Ticket or Token Dispenser and then **Q24 Option** (Std. Adj. 54) must be changed accordingly. *This adjustment is not shown if **NO** is installed in **Allow High Scores** (Std. Adj. 24).*
- #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 31). *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 32). *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 33). *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 34). *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 = **75,000,000**. 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**, see Section 3, Chapter 5) 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 = **55,000,000**. 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**, see Sec. 3, Chp. 5) 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 = **40,000,000**. Set the desired **High Score #2** level a player needs to exceed ... (see Standard Adjustment 32 definition above).
- #34 **HIGH SCORE #3:** Set between **1,000,000 – 1,000,000,000**. Factory Default = **30,000,000**. Set the desired **High Score #3** level a player needs to exceed ... (see Standard Adjustment 32 definition previous page).
- #35 **HIGH SCORE #4:** Set between **1,000,000 – 1,000,000,000**. Factory Default = **25,000,000**. Set the desired **High Score #4** level a player needs to exceed ... (see Standard Adjustment 32 definition previous page).
- #36 **HSTD (HIGH SCORE TO DATE) INITIALS:** Set to **3 INITIALS** or **10 LETTER**. 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, Default 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**, see Sec. 3, Chp. 5) 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 **CUSTOM MESSAGE:** Set to **ON, CHANGE** or **OFF**. Factory Default = **ON**. *Shortcut: **Enter Custom Message** and instructions, review Sec. 3, Chp. 5, **GO TO UTILITIES MENU, Enter Custom Message**.*
- #41 **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 Section 3, Chapter 2, **GO TO DIAGNOSTICS MENU, Page 15**).
- #42 **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.
- #43 **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**).
- #44 **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.
- #45 **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. **Not yet implemented.***
- #46 **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.
- #47 **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.
- #48 **TIMED PLUNGER:** Set to **OFF** or **0:01 - 1:00**. Default is **OFF**. When set to **0:01** to **1:00**, the plunger will "Autoplunge" the ball (*at the time set*) when the ball is at the beginning of play, waiting for the player.
- #49 **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.
- #50 **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.*

Sec. 3: Go To Adjust.

Standard Adjustments 51-61 continued on the next page.



## Standard Adjustments continued.

- #51 **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*).
- #52 **CONSOLATION BALL:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **YES**, the **EXTRA BALL** (*Playfield Light Insert, location varies*) will be lit on the last ball in play, if certain programming criteria is met.
- #53 **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. **Not yet implemented.**
- #54 **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 Technical Support at 1-800-542-5377 if more information is required on this option.
- #55 **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**.
- #56 **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 adequate credit, to enter **Competition Mode**, hold both **Flipper Buttons** and watch the **Dot Display** for instructions before pressing the **Start Button**. 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. **Not yet implemented.**
- #57 **TECH ALERT WARNING:** A **SERVICE MENU** Function. Set to **NEVER**, **POWER-UP**, **COIN DOOR** or **POWER-UP AND COIN DOOR**. Factory Default = **NEVER**. When set to **NEVER**, the Tech Report Alert display will not appear upon Power-Up or opening the Coin Door, if the game detects any problems. When set to **POWER-UP**, the display will appear only upon Power-Up (*if problems detected*). When set to **COIN DOOR**, the display will appear only when the Coin Door is opened (*if problems detected*). When set to **POWER-UP AND COIN DOOR**, the display will appear upon Power-Up and if the Coin Door is opened (*if problems detected*). Review Section 3, Chapter 2, **GO TO DIAGNOSTICS MENU**, **Technician Alerts**, Pages 17-18, for more detailed information.
- #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)**. See Section 2, Chapter 1, **Game Operation & Features**, for *non-adjustable Features*.
- #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 in Tournament Functions and Data Dumps where a time stamp is required.*

Sec. 3: Go To Adjust.



## Feature Adjustments [ #1-#44 ]

To initiate, from the **ADJUSTMENTS MENU**, select the "WPT" *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 **CITY ADVANCE DIFFICULTY:** Set to **EXTRA EASY, EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **MEDIUM**. Controls the number of Hold 'Em hands that must be completed to win cities. On **MEDIUM**, first city requires 1 Hold 'Em hand, 2nd city requires 2 Hold 'Em hands, etc. On **EASY**, the first two cities only need 1 hand; **EXTRA EASY**, the first three cities only need one hand; on **HARD**, the first city requires 2 hands; on **EXTRA HARD**, the first city requires 3 hands. The number of hands needed for a city never goes above 5. The difficulty rises one level after each WPT Championship in a game.
- #2 **CITIES FOR EXTRA BALL:** Set between 1 – 6. Factory Default = **2**. Sets the number of cities to complete to light the Extra Ball, available on every set of cities, subject to Feature Adjustment #3.
- #3 **MAXIMUM CITY EXTRA BALLS:** Set between 0 – 10. Factory Default = **5**. Sets the maximum number of Extra Balls available from completing cities. Set to **0** to disable Extra Balls being awarded from completing cities. Subsequent 'City Extra Balls' are not available until after the WPT Championship has been played.
- #4 **CITY EXTRA BALL MEMORY:** Set to **YES** or **NO**. Factory Default = **YES**. Specifies whether the Cities earned (completed) for an Extra Ball stays lit from ball-to-ball.
- #5 **ACE-IN-THE-HOLE DIFFICULTY:** Set to **EXTRA EASY, EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **MEDIUM**. Controls the number of hits on the 'Jail Bars' and the captive pinball needed to light **LOCK** and start Ace-in-the-Hole Multiball. The difficulty rises one level after each Ace-in-the-Hole Multiball in a game. **EXTRA EASY / EASY / MEDIUM** = 1 bar hit to light **LOCK**, 3 ball hits to start multiball. **HARD** = 2 bar hits, 4 ball hits. **EXTRA HARD** = 3 bar hits, 5 ball hits.
- #6 **ACE-IN-THE-HOLE MULTIBALL DIFFICULTY:** Set to **EXTRA EASY, EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **MEDIUM**. Controls the number of hits on the 'Jail Bars' and the captive pinball needed to relock balls during Ace-in-the-Hole Multiball. The difficulty rises one level after each Ace-in-the-Hole Multiball in a game. The number of hits increases after each ball release within an Ace-in-the-Hole Multiball. **EXTRA EASY / EASY / MEDIUM** = 1 bar hit to light lock, 2 ball hits to release ball. **HARD** = 2 bar hits, 4 ball hits. **EXTRA HARD** = 3 bar hits, 6 ball hits.
- #7 **FIRST HARD SUPER TRICK:** Set between 1 – 5. Factory Default = **2**. Sets the first **Super Trick** where chip tricks made during a ball no longer stay lit after a drain. Higher settings make it easier to restart **Super Trick** multiple times in a game.
- #8 **COMBO EXTRA BALL MEMORY:** Set to **YES** or **NO**. Factory Default = **NO**. Specifies whether an extra ball lit from completing Super Trick stays lit after a drain.
- #9 **MYSTERY DIFFICULTY:** Set to **EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **MEDIUM**. This adjustment determines what the player needs to complete for the Mystery Feature. **EASY** = lit at ball start; **MEDIUM** = lit at game start; **HARD** = off at game start; **EXTRA HARD** = off at ball start.
- #10 **MYSTERY EXTRA BALL MEMORY:** Set to **YES** or **NO**. Factory Default = **NO**. Specifies whether an Extra Ball lit by 'Cut the Cards' feature stays lit after a drain.
- #11 **MYSTERY SPECIAL MEMORY:** Set to **YES** or **NO**. Factory Default = **NO**. Specifies whether a 'Special' lit by 'Cut the Cards' feature stays lit after a drain.
- #12 **NO LIMIT MULTIBALL LOCK DIFFICULTY:** Set to **EXTRA EASY, EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **MEDIUM**. Controls how hard it is to light **LOCKS** for No Limit Multiball. The difficulty rises one level after each No Limit Multiball in a game. **EXTRA EASY** = all locks are already lit. **EASY** = one light lock target hit lights all locks. **MEDIUM** = each hit to light lock target lights both lock lights for one lock, stackable. **HARD** = each hit to light lock target lights one lock light, unstackable. **EXTRA HARD** = two hits to light lock target lights one lock light, unstackable; and, locks do not remain lit after a drain.
- #13 **SPIN-A-CARD DIFFICULTY:** Set to **EXTRA EASY, EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **MEDIUM**. This adjustment determines what the player needs to complete for the Spin-A-Card Feature. **EXTRA EASY** = always lit. **EASY** = Lit at ball start. **MEDIUM** = Lit at game start. **HARD** = Off at game start. **EXTRA HARD** = Off at ball start.
- #14 **EASY SIDE POT EXTRA BALL:** Set between 1 – 10. Factory Default = **5**. Sets the number of shots at the start of each multiball where both orbits (loop shots around the playfield going left and right) will score side pots. After this number of shots, orbits (loops...) will alternate being lit.

Feature Adjustments 15-34 continued on the next page.

Sec. 3: Go To Adjust.



## Feature Adjustments continued.

- #15 **FIRST SIDE POT EXTRA BALL:** Set between **3 – 20**. Factory Default = **10**. Sets the number of 'Side Pot' Shots needed to light the first Extra Ball.
- #16 **ADDITIONAL SIDE POT EXTRA BALL:** Set between **20 – 75** (*increments of 5*). Factory Default = **50**. Sets the number of subsequent 'Side Pot' Shots needed to light additional Extra Balls.
- #17 **MAXIMUM SIDE POT EXTRA BALLS:** Set between **0 – 10**. Factory Default = **5**. Set the number of extra balls earned from completing (collecting) a Side Pot can be collected during one game.
- #18 **SIDE POT EXTRA BALL MEMORY:** Set to **YES** or **NO**. Factory Default = **YES**. Specifies whether the Side Pot earned (completed) for an Extra Ball stays lit from ball-to-ball.
- #19 **ALL-IN MULTIBALL DIFFICULTY:** Set to **EXTRA EASY, EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **MEDIUM**. This adjustment determines what the player needs to complete for All-In Multiball.
- #20 **HURRY-UP AWARD INTERVAL:** Set between **1 – 3**. Factory Default = **2**. Controls how many completed 'Hurry-Up' features completed are required for each bonus award.
- #21 **FIRST HURRY-UP EXTRA BALL:** Set between **2 – 10**. Factory Default = **5**. Sets the number of awards for the first Hurry-Up Extra Ball. Effectively, this adjustment number multiplied by the number in Feature Adjustment #20 equals the number of Hurry-Ups needed to light the Extra Ball.
- #22 **ADDITIONAL HURRY-UP EXTRA BALLS:** Set between **10 – 40** (*increments of 5*). Factory Default = **25**. Sets the number of awards for subsequent Hurry-Up Extra Balls.
- #23 **MAXIMUM HURRY-UP EXTRA BALLS:** Set between **0 – 10**. Factory Default = **5**. Set the number of Extra Balls earned from completing a Hurry-Up Feature can be collected during one game.
- #24 **HURRY-UP EXTRA BALL MEMORY:** Set to **YES** or **NO**. Factory Default = **YES**. Specifies whether the Hurry-Up Feature earned (completed) for an Extra Ball stays lit from ball-to-ball.
- #25 **POKER HAND MULTIBALL DIFFICULTY:** Set to **EXTRA EASY, EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **MEDIUM**. Controls how quickly the **Drop Targets** time out for jackpots during Poker Hand Multiball. The difficulty rises one level after each Poker Hand Multiball Super Jackpot throughout the game.
- #26 **POKER HAND MULTIBALL SPECIAL MEMORY:** Set to **YES** or **NO**. Factory Default = **NO**. Specifies whether the 'Special' lit for starting Poker Hand Multiball stays lit after a drain.
- #27 **POKER CORNER DIFFICULTY:** Set to **EXTRA EASY, EASY, MEDIUM, HARD** or **EXTRA HARD**. Factory Default = **HARD**. Controls how the 'Poker Corner' Feature is lit. The difficulty rises one level after each completion of all Poker Corner modes. **EXTRA EASY** = always lit. **EASY** = lit at ball start. **MEDIUM** = lit at game start. **HARD** = off at game start. **EXTRA HARD** = off at ball start.
- #28 **BLIND SHOTS FOR TROPHY:** Set between **1 – 5**. Factory Default = **2**. Sets the number of 'Big Blinds' a player must make during 'Steal the Blinds' mode in order to win the trophy for that mode.
- #29 **BUTTON SHOTS FOR TROPHY:** Set between **1 – 5**. Factory Default = **3**. Sets the number of 'On-The-Button' (flashing arrow) shots a player must make during 'Play the Button' mode in order to win the trophy for that mode.
- #30 **OUTS DROPS FOR TROPHY:** Set between **8 – 25**. Factory Default = **16**. Sets the number of Drop Targets that must be hit during 'Know Your Outs' mode in order to win the trophy for that mode.
- #31 **CHIP DROPS FOR TROPHY:** Set between **10 – 30**. Factory Default = **20**. Sets the number of Drop Targets that must be hit during 'A Chip & A Chair' mode in order to win the trophy for that mode.
- #32 **TELL SHOTS FOR TROPHY:** Set between **1 – 5**. Factory Default = **2**. Sets the number of successful 'Tell' spots that must be hit during 'Spot the Tell' mode in order to win the trophy for that mode.
- #33 **GEAR SHOTS FOR TROPHY:** Set between **2 – 20**. Factory Default = **8**. Sets the number of shots that must be made during 'Change Gears' mode in order to win the trophy for that mode (*low gear shots count as 2*).
- #34 **SHOW UPPER FLIPPERS:** Set to **YES** or **NO**. Factory Default = **NO**. When set to **YES**, the Q13 and Q14 Upper Flippers will energize 3 times each alerting the player up the ball entering the upper playfield and to use the Upper Playfield Flippers to try to keep the ball in play before exiting. This occurs only on the first trip to the upper playfield from each of 3 possible entries: • via the Shooter Lane • via the Right Steel Ramp and Ball Lock • via the Left VUK (*behind the back panel*).

Feature Adjustments 35-44 continued on the next page.

