

Function	Description	Notes	Factory Settings
13	Backup High Score to Date	1	1,000,000
14-17	Replay (1-4) Scores	2	00
18	Maximum Credits	3	30
19	Standard and Custom Price Control: (00-08)	4	01/02
20	Left Coin Slot Multiplier	4	01/09
21	Center Coin Slot Multiplier	4	04/45
22	Right Coin Slot Multiplier	4	01/18
23	Coin Units Required for Credit	4	01/05
24	Coin Units Bonus Point	4	00
25	Minimum Coin Units	4	00
26	Match: 00 = Match ON: 01 = Match Off	2	01
27	Not Used	-	00
28	Replay Scores: 00 = Awards Credit	-	00
29	Maximum Plumb Bob Tilts	-	03
30	Not Used	-	99
31	Initial Number of Balls	-	05
32	Number Reload Lamps Lit Initially	-	03
33	Superwave Time (Seconds) 1-99 and 100 (Settings 1-99 and 0)	-	30
34	Flashing Reload Lamps: 00 = Conservative; 01 = Moderate	5	01
35	Flashing Reload Lamps: in Wave 1: 00 = Yes 01 = No	-	01
36	Reload Lamp Difficulty – Increase, Wave No: (00 – 09)	6	30
37	Forced Ball Feed Interval (Seconds): 00-99 (00=No Forced Feed)	7	08
38	Reload Lamp Score Level: (Settings X 10,000)	8	20
39	Background Sound: 00 = Off; 01 = ON	-	04
40	High Score to Date Credits	2	03
41	Not Used	-	04

*Second Factory Setting value is with jumper W25 on CPU Board connected.

Notes:

- Function 13 may be set to any multiple of 100,000 points.
- Although credits may be awarded for Replay scores (Functions 14-1), Match (Function 26), and High Score to Date (Function 40), it is not recommended.
- Setting Maximum Credits (Function 18) to zero places the game in the free play mode.
- With Function 19 set to 00, Functions 20-25 must be set manually. Refer to Table 3 for 8 standard pricing schemes (selected values of 01-08 for Function 19) and custom pricing values.
- With recommended setting of Function 34, flashing Reload lamps may occur without scoring a bank. With it set to 00, a bank must be scored before a Reload lamp will flash.
- With Reload lamps lit at the top of the playfield horseshoe first, the game is easier. At Wave No. selected by Function 36, Reload lamps at the left and right side of the playfield will be lit first and the game is more difficult. With Function 36 set to 00, lamps will always be at the sides first. If the playtime on a game runs too long, decrease the setting of function. Conversely, if the playtime runs too short, increase the setting.
- Forced ball feed interval (Function 37) may be used to play out an abandoned game. There is no forced feed in regular waves with the factory setting. For locations where abandoned games are a problem, a setting of 15 seconds is recommended. Superwave time always involves forced feed.
- Although levels where additional Reload lamps are lit is adjustable in 10,000 increments, it is recommended that only increments of 50,000 be used.