

Supersonic

Physical Setup

- Level Machine – about 1% steeper than factory recommendation
- Ear Plug Tilt Hack
- Verify Tilt Sensitivity – should be sensitive, tilt with each hard bump
- Check Flipper Strength, Consider Glo Balls if playing too slow or can't hit upper playfield
- Clean playfield if necessary
- Clean glass

Switch or Software Setup

- 5-Ball Play (S16 ON).

BALLS PER GAME:	# BALLS/GAME	SWITCH 16
	5	ON
	3	OFF

- Major Mode Feature: Novelty

Switch #14 and #15 give the operator flexibility to award a Replay, Extra Ball or score (Novelty) when a Special is scored.

	REPLAY SW. 14 ON SW. 15 ON	X-BALL SW. 14 OFF SW. 15 ON	NOVELTY SW. 14 ON SW. 15 OFF
Special Award	Replay	X-Ball or 20,000	20,000
X-Ball Award	X-Ball	X-Ball or 20,000	20,000
Threshold Award	Replay	X-Ball or 20,000	20,000
End-of-Game Award	Replay	VOID	VOID

- Game features all to Conservative

GAME FEATURE OPTIONS:

4 and 5 target and Top lane adjustment:

Liberal	Sw. 22 ON	4 and 5 tied together
Conservative	Sw. 22 OFF	4 and 5 are not tied

1 and 3 Target and Top lane adjustment:

Liberal	Sw. 23 ON	1 and 3 tied together
Conservative	Sw. 23 OFF	1 and 3 are not tied

Drop Target Special adjustment:

Liberal	Sw. 24 ON	Special and Extra Ball tied together
Conservative	Sw. 24 OFF	Special and Extra Ball are not tied

Outlane Special Adjustment:

Liberal	Sw. 31 ON	Both lanes lite for Special
Conservative	Sw. 31 OFF	Alternates Special from side to side

- Set Replay to 10K. Max 40 credits.

High Score Feature Adjustments:

The game is designed to award an extra ball (option) or a free game at each of three score levels. The recommended levels are on the score card in the game.

Any level from 10,000 to 990,000 can be set, as desired. It is also possible to reset or turn off (00) any or all of the levels, if desired.

1. Push and release Self-Test button (see Figure III) at one second intervals approximately five times or until number 01 appears on the Match/Ball in Play display.
2. The number on the Player Score Displays is the score level. It can be increased, if desired, by holding the credit button in. To decrease the score level, reset to '00' and then hold the credit button in. Release the credit button when the desired number appears. Note that the level changes 10,000 points at a time. If the number '00' is left on the displays, the high score feature is eliminated for that level.
3. Repeat steps 1 and 2 for the second and third score levels. The number '02' and '03' on the Match/Ball in Play display are for the second and third levels, respectively.

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MAXIMUM CREDITS	SWITCHES		
	19	18	17
5	OFF	OFF	OFF
10	OFF	OFF	ON
15	OFF	ON	OFF
20	OFF	ON	ON
25	ON	OFF	OFF
30	ON	OFF	ON
35	ON	ON	OFF
40	ON	ON	ON