

A2 Feature Adjustments (Update)

A.2 01 Special Percent

The operator chooses the percent of games that Special is awarded. The range of this setting is Off, 1 % through 10 %.

A.2 02 Extra Ball Percent

The operator chooses the percent of games that award an Extra Ball. The range of this setting is Off, 1 % through 35 %.

A.2 03 Extra Ball Memory

The operator chooses whether the Extra Ball Light is carried over from ball to ball or reset at ball start. The choices are:

- On - The Extra Ball Light is carried Over from ball to ball.
- Off - The Extra Ball Light is reset at ball start.

A.2 04 Consolation Ball

The operator chooses if a player with a low score has a chance to obtain a Consolation Ball. The choices are:

- On - The player has a chance to obtain a Consolation Ball.
- Off - The player cannot obtain a Consolation Ball.

A.2 05 Drop-Target Count

The operator chooses the number of successful gun hits that must occur before the Drop-Target starts to time out. The range of this setting is 0 through 3.

A.2 06 Three Bank Count

The operator chooses the number of times the Three Bank Target must be completed before the middle Three Bank Target starts to time out. The range of this setting is 0 through 4.

A.2 07 Kickback Setting

The operator chooses when the Kickback is On. The choices are:

- Extra Easy - Always On
- Easy - On at Ball Start
- Medium - On at Game Start with Memory
- Hard - Off at Game Start with Memory
- Extra Hard - Off at Ball Start

A.2 08 Skill Shot Timer

The operator chooses the time before the targets lamps move. The choices are:

- Extra Easy - 1-1/4 sec
- Easy - 1 sec
- Medium - 3/4 sec
- Hard - 1/2 sec
- Extra Hard - 1/4 sec

A.2 09 Drop-Target Timer

The operator chooses the time allowed before the Drop-Target comes back up. The range of this setting is 5 seconds to 99 seconds.

A.2 10 Three Bank Timer

The operator chooses the time allowed for the Middle Three Bank Target. The range of this setting is 5 seconds to 99 seconds.

A.2 11 Hurry Up Timer

The operator chooses the time allowed for the Hurry Up feature. The range of this setting is 7 seconds to 99 seconds.

A.2 12 Payback Timer

The operator chooses the time allowed for the Payback Time Feature. The range of this setting is 10 seconds to 99 seconds.

A.2 13 Jackpot Timer

The operator chooses the time allowed to complete the Jackpot. The range of this setting is 8 seconds to 99 seconds.

A.2 14 Million Plus

The operator chooses whether the million points awarded for combination Chase Loop shots is incremented or not. The choices are:

- On - Increment Millions for combination Chase Loop Shots.
- Off - Only award 1 Million for each combination Chase Loop Shot.

A.2 15 Timed Plunger

The operator chooses whether the plunger kicks automatically for the player. The choices are:

- On - After 1-1/2 minutes of inactive play the plunger kicks automatically.
- Off - The plunger does not kick automatically.

A.2 16 Attract Sounds

The operator chooses whether the game produces sounds during the Attract Mode. The choices are:

- On - The game does produce sounds during the Attract Mode.
- Off - The game does Not produce sound during the Attract Mode.

A.2 17 Drop-Target Autofire

The operator chooses whether Autofire comes On when the Drop-Target is knocked down. The choices are:

- On - Autofire turn On for one second when the target drops.
- Off - Autofire does not turn On.

A.2 18 Fan Club Attract Mode*

The operator chooses whether Fan Club information appears in the Attract Mode. The choices are:

- On - Fan Club information is displayed.
- Off - Fan Club information is not displayed.

*Note

The Fan Club setting only allowed attract mode message to appear when the game date is June 1992 or earlier. The A2. 18 was removed starting in 8.2.

A.2 19 Flipper Trigger

The operator chooses whether pressing the Flippers Buttons, as well as the Gun Handle Trigger, can shoot the ball. The choices are:

- On - Pressing the Flipper Buttons shoots the ball.
- Off - Pressing the Flipper Buttons does not shoot the ball.

A.2 20 Drop-Target Broken

When the setting is On the game software will treat the Drop-Target as broken and, as such, will not engage the solenoid to reset the target (up).

- On - A broken Drop-Target will not be reset to up position.
- Off - The game operates normally.

A.2 21 Drop-Target Down Multi-Ball

This adjustment was introduced starting in L-4. This adjustment defines whether the Drop-Target gets reset during Multi-Ball when Ball Popper is hit. During Multi-Ball, when the Ball Popper is hit, if this adjustment is set to Off (default) the Drop-Target will be reset to the up position. During Multi-Ball, when the Ball Popper is hit, if this adjustment is set to On, the Drop-Target will not be reset to the up position. This adjustment, when set to Off, is to help reduce the possibility of having a 2nd ball hitting the locked ball in the Ball Popper.

- On - Drop-Target will not be reset to up position.
- Off - Drop-Target will be reset to up position.

A.2 22 Profanity

This adjustment added in L8.3. When profanity is set to On the Database Award will replace the 100,000 award with profanity text and sound call. Games that do not have the profanity-enabled sound board will play no dialog. When this award is given, the point value remains at 100,000. The intent of this is to mimic the gag from the original Terminator movie when the T-800 selects the profanity response at a certain point during the film.

- On - Database Award of 100,000 will be replaced with profanity text and sound.
- Off - Database Award of 100,000 remains unchanged.

A.2 23 Attract Mode

This allows selection of desired attract mode sequence/behavior and was added in L8.3.

- L8.1 - Same as L-8 except the "Boom Boom" sounds only play when adjustment A.2 16 Attract Sounds are On.
- L8.2 - Same as L8.1 with altered attract mode sequence for displaying previously played game scores more frequently.
- L8.3 - Same as L8.2 with 'I am a cybernetic organism' speech plays more frequently.
- L8.4 - Same as L8.3 with added attract sounds that can be triggered by the gun-trigger and start-button (when zero credits).

A.2 24 Animation Code

This adjustment added in L8.3 and allows two selection:

- Original - Animation code uses original L-8 code which sends updates to DMD driver involving 2 updates per frame. This can cause flickering effect on gas-plasma displays and 3rd party displays that emulate WPC display without any T2-specific corrections.
- Corrected - Animation code uses corrected code which sends updates to DMD driver involving 3 updates per frame. This prevents flicker on Gas-Plasma displays but may cause problems with 3rd party displays that were coded specifically for the original T-2 to overcome the flicker issue with expecting 2 updates per frame.

The animation code setting applies to a specific set of animations:

- Security award (Checkpoint 1 secured, passcode secured, etc)
- Hunter ship ("fire at will" with crosshairs)
- Pull trigger (hand on gun handle animation)
- Jackpot
- Replay
- Special
- Shoot Again, w/T-1000 elevator gun blast
- T2 displays during attract mode
- Terminator 2 Judgment Day during attract mode
- Kickback Lit machine gun
- Bonus Multipliers
- "I am the future" attract mode sequence
- Kickback gun blast
- Arnold w/shotgun during attract mode

A.2 25 Lamp Driver

Added in L8.3 and selects the lamp matrix update code the game will use.

- Original - The original L-8 lamp matrix code is used unaltered.
- LED - The lamp driver uses updated code to prevent ghosting. This update is intended to prevent LEDs from flickering. This includes extra fix to prevent a ghosting that can take place when game goes into "GI power saver" mode*.

*Note

The game supports a feature called "GI Power Saver" through adjustment A.1 29 and A.1 30 which is used to reduce the general illumination brightness. Although this mode is named with "GI" it also happens to be that the non-GI lamp matrix code also has a slightly different behavior during the "GI Power Saver" mode, inserting a small pause after the 8th column has been updated. The "LED" setting updates the lamp driver to prevent ghosting that can take place during this small pause.

The A.2 25 setting is only related to the lamp matrix code and does not affect the code related to the general illumination. LEDs used in the general illumination may still flicker during the GI power saver mode, regardless of the setting of A.2 25.

In connection with the setting for general illumination brightness, the recommendation for A.1 25 using LED is No.

A.2 26 Multi-Ball Start Drop-Target Action

Added in L8.3 and affects how the Drop-Target is set during the start of Multi-Ball. The purpose of this adjustment is to provide a more consistent and predictable behavior during game play, when Multi-Ball starts, regardless of whether from a gun hit, left loop, or database-award, this adjustment can be used to set the starting position of the Drop-Target to a consistent state.

- None - No particular action is performed (same as original behavior in L-8).
- Down - At every Multi-Ball start, Drop-Target is set down.
- Up - At every Multi-Ball start, Drop-Target is reset (up).
- 1 MB Down - At the first Multi-Ball start, Drop-Target is set down. At subsequent Multi-Ball starts, Drop-Target is reset up.
- 2 MB Down - At the first 2 Multi-Ball starts, Drop-Target is set down. At subsequent Multi-Ball starts, Drop-Target is reset up.
- 3 MB Down - At the first 3 Multi-Ball starts, Drop-Target is set down. At subsequent Multi-Ball starts, Drop-Target is reset up.

*Note

During Multi-Player games, the number of Multi-Ball starts is tracked on a per-player basis.

A.2. 27 TIMED 3-BANK LAMP

This adjustment added in L8.3. It allows the adjustment of lamp behavior for the Three Bank Mid-Standup Target Bank (lamps 36, 37 and 38) after the Three Bank Lamps have been completed for the number of times configured under A.2 06 (Three Bank Count). During this time, the illumination of the lamps are subjected to timeout, with the following behavior:

- When none of the Three Bank Targets have been hit, the Three Bank Lamps are off.
- When one or two of the Three Bank Targets have been hit, the lamps associated with hit targets remain solid while lamps associated with unhit targets remain blinking.
- When any of the targets are blinking, after the number of seconds as configured in A.2 10 (Three Bank Timer) has elapsed, all lamps will be extinguished. When the 2nd of the three targets has been hit, the timer is effectively reset.

This adjustment A.2 27 allows for the adjustment of the Three Bank Lamp lamp state after the player has drained their ball and the next ball is served. The two possible values are:

- Original - The original logic from L-8 is retained. When the next ball is served, any of the Three Bank Lamps that were previously blinking are extinguished while any Three Bank Lamps that were solid remain lit solid and not subjected to timeout until any of the Three Bank Targets are hit. If player hits any of the Three Bank Targets in a manner that doesn't complete the Three Bank, all three lamps are again subject to timeout.
- Off at EOB - The new logic is used. When the next ball is served, any of the Three Bank Lamps that were previously blinking are extinguished and any of the solid Three Bank Lamps that were subject to timeout during the previous ball are also extinguished.

This adjustment value "Off at EOB" effectively fixes what many would consider to be a flaw in the original code. This is being addressed by using this adjustment to provide flexibility to allow players to keep original logic if it is so desired.

A2. 28 Cannon 1 Hit

Added in L8.4 this adjustment controls whether or not a single hit to the Five Bank Targets will only apply the first target switch-closure that was detected, or if adjacent target switch-closures will also be considered as done in original L-8 software. This adjustment is applicable to cannon shots to the Five Bank Targets while attempting to reach Multi-Ball.

- Off - The original L-8 logic is used where a single cannot hit to the Five Bank Targets will include adjacent targets if their switch closures is also detected as part of the same cannon shot. This is the default adjustment value.
- On - When shooting the Five Bank Targets from the cannon while attempting to advance towards Multi-Ball, only a single target will be counted as hit while any adjacent target switch-closures will not count toward Multi-Ball advancement. This setting requires separate cannon shots for each Five Bank Target that needs to be hit for Multi-Ball to start.

A2. 29 SS Autofire Time

Added in L8.4 this adjustment adjusts the Skill Shot (SS) autofire timer value. A variety of settings are provided to allow the game operator to pick a desired Skill Shot timer value. The default L-8 autofire timer value for Skill Shots may be 2, 3 or 5 seconds depending on how well the player is doing based on various factors including overall game time, average ball time, current ball number and whether extra balls have been awarded. This new adjustment can add extra seconds to the existing timer value that the game normally selects, or this adjustment can set a fixed number of seconds for all Skill Shot circumstances.

Original	-	This uses original L-8 timer values. This is the default value.
+1 sec	-	Adds 1 second to the timer value the game normally selects.
+2 secs	-	Adds 2 second to the timer value the game normally selects.
+3 secs	-	Adds 3 second to the timer value the game normally selects.
+4 secs	-	Adds 4 second to the timer value the game normally selects.
+5 secs	-	Adds 5 second to the timer value the game normally selects.
+6 secs	-	Adds 6 second to the timer value the game normally selects.
+7 secs	-	Adds 7 second to the timer value the game normally selects.
+8 secs	-	Adds 8 second to the timer value the game normally selects.
+9 secs	-	Adds 9 second to the timer value the game normally selects.
+10 secs	-	Adds 10 second to the timer value the game normally selects.
Off	-	No autofire timer will be used for Skill Shots.
1 sec	-	Uses fixed value of 1 second for all Skill Shot timer values.
2 secs	-	Uses fixed value of 2 seconds for all Skill Shot timer values.
3 secs	-	Uses fixed value of 3 seconds for all Skill Shot timer values.
4 secs	-	Uses fixed value of 4 seconds for all Skill Shot timer values.
5 secs	-	Uses fixed value of 5 seconds for all Skill Shot timer values.
6 secs	-	Uses fixed value of 6 seconds for all Skill Shot timer values.
7 secs	-	Uses fixed value of 7 seconds for all Skill Shot timer values.
8 secs	-	Uses fixed value of 8 seconds for all Skill Shot timer values.
9 secs	-	Uses fixed value of 9 seconds for all Skill Shot timer values.
10 secs	-	Uses fixed value of 10 seconds for all Skill Shot timer values.

A2. 30 Super Jackpot

Added in L8.4 the "Super Jackpot" adjustment controls how the Five Bank Target lamps will behave during the Super Jackpot attempt. This adjustment was added to add addition challenge to the original behavior which some players found to be too predictable in nature and, as such, less of a challenge than what some might expect for acquiring a Super Jackpot.

The adjustments provide an increasing level of difficulty and challenge, adjusting the ways in which the lamp moves and the speed at which the lamp changes. There are two possible speeds at which the lamps could move, original and "fast" which moves the lamps at a slightly faster pace.

- Original - The original L-8 lamp movement is used.
- Orig.+1 - Same as "Original" for 1st Super Jackpot, afterwards lamps are fast.
- Orig.++ - Same as "Original" except all Super Jackpots use fast lamps.
- Medium - Same as "Original" however starting lamp and direction will vary.
- Medium+1 - Same as "Medium" for 1st Super Jackpot, afterwards lamps are fast.
- Medium++ - Same as "Medium" except all Super Jackpots use fast lamps.
- Hard - Same as "Medium" with new lamp patterns, 1234512345, 5432154321.
- Hard+1 - Same as "Hard" for 1st Super Jackpot, afterwards lamps are fast.
- Hard++ - Same as "Hard" except all Super Jackpots use fast lamps.
- Expert - Same as "Hard" with new lamp patterns, 1352413524, 4253142531.
- Expert+1 - Same as "Expert" for 1st Super Jackpot, afterwards lamps are fast.
- Expert++ - Same as "Expert" except all Super Jackpots use fast lamps.

For settings at "Medium" and after, variable behaviors are used to make it more difficult to guess what the starting lamp might be, the starting lamp direction (for lamps 2, 3 and 4) might be. For settings "Hard" and after, the variable behaviors include different possible lamp patterns. If the player misses the Super Jackpot, the next attempt will use the same lamp movements for the next attempt. The subsequent Super Jackpot attempt will use a new set of variable lamp behaviors until that Super Jackpot is awarded, and so on.

To provide fairness in Multi-Player games, all players will be given the same Super Jackpot experience. Each player will have same variable behavior for their first Super Jackpot. The second Super Jackpot will have different variable behavior from the first Super Jackpot, while all players will get the same such behavior for their second Super Jackpot, and so on.

Press the Up button to advance to the next desired Adjustment Group, (or press the Down button to return to a previous Adjustment Group). Press the Enter button to activate that group. Press the Up or Down button to cycle through the available adjustments in that group.