

- A.2 36 Number Of Rats**
Number of rats for the start of Rat Mode.
Settings: 5 to 99 rats
- A.2 37 Rat Timer**
Length of time for Rat Mode.
Settings: 1 to 120 seconds
- A.2 38 Timed Plunger**
This is the time allowed for a player to hit the plunger switch (or the "launch ball" switch) to start a ball. When this time is exceeded, the ball is automatically launched.
Settings: OFF = Do not automatically launch the ball.
5-120 seconds = Time allowed before the ball is automatically launched.
- A.2 39 Flipper Plunger**
If the "launch ball" switch is malfunctioning, set this adjustment to "YES" to use the left flipper to fire the plunger. Normally, the software tries to detect a malfunctioning "launch ball" switch and will automatically use the left flipper to launch a ball. Also, the plumb-bob tilts' first switch hit will also launch a ball.
Setting: NO = Do not use the left flipper to launch a ball.
YES = Use the left flipper to launch a ball.
- A.2 40 Fancy Attract Mode General Illumination**
When set to "YES", it allows the Attract Mode to blink the General Illumination lamps in an effect to attract more players. When set to "NO", General Illumination lamps are just left ON.
- A.2 41 Attract Mode Sounds**
This allows the game to make sounds, during the Attract Mode (Game Over Mode), on a regular basis.
Settings: A LOT = After a game is played it will make a lot of sounds.
SOME = After a game is played it will make 10 sounds.
NONE = After a game is played it will make no sound.
- A.2 42 Magnet**
Set to DISABLED to stop operation of the entire magnet assembly.
Settings: ENABLE - DISABLE
- A.2 43 Family Mode**
Set to "YES" to eliminate certain speech and graphic material that might be offensive to sensitive people.
Settings: YES - NO
- A.2 44 Game Over Unlock**
This controls if next player can have balls left in the locks. A player must still "earn" their Castle Locks.
Setting: NO = Keep the balls locked between games.
YES = Unlock any locked ball at game over.