

**Timed Game Over Type:** specify how a timed game will end. <Pindemption® setting>

*INSTANT DEATH:* game ends when timer reaches zero. Default: INSTANT DEATH

*SUDDEN DEATH:* game ends when timer reaches zero and the ball in play drains.

*SUDDEN TIMER:* game ends when timer reaches zero and the Sudden Death Timer reaches zero.

**Sudden Death Timer:** specify the amount of sudden death time. <Pindemption® setting>

*2-15:* 2-15 seconds Default: 10 seconds

**Ball Save Time:** specify the time, from ball launch, up to which the game will Auto-Launch a replacement ball into play, if a player's ball drains for any reason (except a tilt).

*OFF:* ball save feature disabled Default: 6 seconds

*1-20:* 1-20 seconds

**Money-In Auto-Start:** specify whether the game will begin immediately when a credit equivalent, in money, has been inserted or not.

*ON:* begin game immediately Default: OFF

*OFF:* do not begin immediately

**Auto-Launch Timeout:** specify whether the game will auto-launch a served ball from the shooter lane, after a designated period of time or not.

*30, 60, 90:* 30, 60 & 90 second auto-lanch Default: OFF

*OFF:* never auto-launch a served ball

**Flipper Auto-Launch:** specify whether the flipper buttons can be used to launch a served ball into play or not.

*LEFT FLIPPER:* left button launches ball Default: OFF

*RIGHT FLIPPER:* right button launches ball

*EITHER FLIPPER:* either button launches ball

*BOTH FLIPPERS:* both buttons, simultaneously pressed, launch ball

*OFF:* flipper buttons don't launch ball

**Competition Mode:** specify whether the game will give random awards and allow carry-over features during gameplay or not.

*ON:* no random awards or carry-over features Default: OFF

*OFF:* allow random awards and carry-over features

**Chase Ball:** specify whether or not a chase ball will be auto-launched into play when ball search cannot locate the ball in play.

*ON:* use a chase ball Default: ON

*OFF:* do not use a chase ball

**Game Restart:** specify how the game responds to the start button being pressed in the middle of a game already in progress.

*NEVER:* never restart the game Default: NEVER

*SLOW:* restart the game only if the start button is held in for 1/2 second or more

**Player Addable:** specify when a new player can join a game already in progress. This setting is only available when *BALLS IN RESERVE* is selected as the **Ball Play Type** above.

*ALWAYS:* new player can join anytime Default: *BEFORE LAST BALL*

*BEFORE LAST BALL:* new player can only join before last ball begins

**LED Brightness:** specify the intensity level of LEDs under the playfield inserts.

*LOW:* lowest intensity Default: NORMAL

*LOWER:* low-medium intensity

*NORMAL:* medium intensity

*HIGH:* highest intensity

**Match Percentage:** specify the desired percentage of games, on average, that will be awarded a match at the end.

*OFF:* no match feature Default: 5%

*1-20:* 1-20%

**Special Award:** specify the award for scoring a Special during a game.

*FREE GAME:* a free game Default: FREE GAME

*EXTRA BALL:* an extra ball

*POINTS:* a predefined number of points