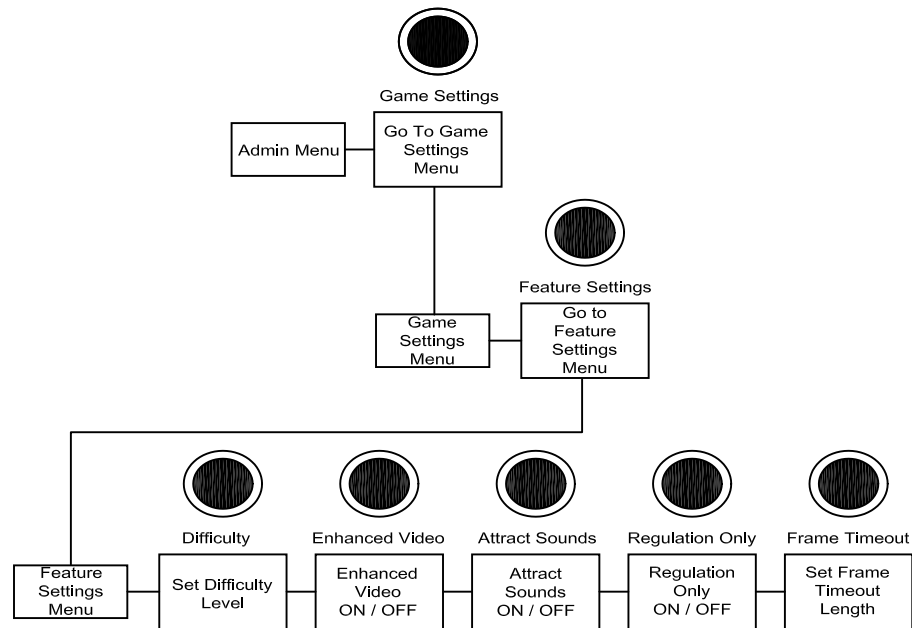


## Game Settings



The Game Settings can be accessed by scrolling to the Admin icon and pressing enter. From there you scroll past bookkeeping to game settings and press enter again. You have a series of icons located here, this section will discuss the feature settings. To adjust any setting simply scroll to the icon you desire press enter once, press enter again once entered into setting desired and use the right button to change setting. As with any menu, when you have the change set on the screen press the left button to exit or close the door

### 5. Feature Settings

5:1 Set Difficulty level. Here you can adjust how hard the game level is. The default is set as factory setting. The factory setting auto adjusts to the player. If they play good and get a couple strikes, the game will progressively get harder for them. Getting strikes and even spares will become increasingly more difficult. Of course depending on location there are a number of settings to increase the odds of getting a 300. 1 - easy, 2 - medium, 3 - hard, 4 - factory setting. To adjust the settings enter into set difficulty level and press enter, once in you can scroll with the right button until you as satisfied with the selection highlighted. To exit and save, press the left button or simply close the door.

5:2 Enhanced Video. This Mode is only sent out with Home Games. If you want to add this mode to your game, Contact Technical Support and order an Enhancement upgrade CD to your arcade model. You can turn on Parker Bohn III video and sound clips to comeup on the monitor after every strike and spare. With the Enhanced CD the game play will be slowed a little bit so the player will enjoy hearing Parker's comments.

5:3 Attract sounds. Here you can shut off all the parker clips and sound in attract mode.

5:4 Regulation Only. This is a mode to shut off Mulligan and 3-6-9 mode to leave Regulation as the only accessible game. Default is set to off.

5:5 Set frame timeout length. The frame timeout is the time allowed between frames and the first & second shot slid. The default setting is 20 invisible & 10 seconds visible. The player will only see the 10 seconds on monitor as the 20 seconds is countdown silently. This is adjustable only for the invisible timer, from 10 seconds to 50 seconds. The visible timer is always set for 10 seconds.

*Parker Bohn III*

