



| Option | | Default | Min | Max | Inc | Short Description |
|--------|--------------|---------|-----|-----|-----|--|
| 0 | Game Volume | 5 | 0 | 7 | 1 | Game Volume This option adjusts the general game sounds. |
| 1 | Music Volume | 3 | 0 | 7 | 1 | Music Volume This option adjusts the music in the game and attract mode. |
| 2 | Coin 1 | 1 | 0 | 10 | 1 | Cost of Game How many pulses to start your game. |
| 3 | Coin 2 | 1 | 0 | 10 | 1 | # of Coin 1's This pulse is equal to the cost of the game. Use as a multiplier for credits. |
| 4 | DBV | 4 | 0 | 10 | 1 | # of Coin 1's This pulse is equal to the cost of the game. Use as a multiplier for credits. |
| 5 | Attract Time | 0 | 0 | 90 | 1 | Attract time This options determines how much time to be idle between its attract time. |
| 6 | Red Seconds | 3 | 1 | 10 | 1 | Seconds between Red lite Attempts During the game you can determine how much time to wait before lighting a clown red for the double point feature. |
| 7 | Bonus Score | 500 | 10 | 999 | 10 | Bonus Target Score How much a player must score before achieving the bonus cloud. |
| 8 | Disabled | | | | | |
| 9 | Game Time | 20 | 10 | 30 | 1 | Time for Game Play How long the game lasts. |
| 10 | Not Used. | | | | | |
| 11 | Not Used. | | | | | |

Options continued on next page.....

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|----|---------------|---|---|---|---|---|
| 12 | Disabled | | | | | |
| 13 | Disabled | | | | | |
| 14 | Disabled | | | | | |
| 15 | Disabled | | | | | |
| 16 | Disabled | | | | | |
| 17 | Disabled | | | | | |
| 18 | Disabled | | | | | |
| 19 | Lockup | 0 | 0 | 1 | 1 | 0 = Normal Tilt 1 = Lock the game up |
| 20 | Disabled | | | | | |
| 21 | Factory Reset | 0 | 0 | 1 | 1 | Factory Reset Resets your values back to their lower settings. You will then need to reconfigure to your settings. |

Note:

This version of code does not produce tickets, all the clowns are half value so bottom row is 5, middle row is 10, and top row is 15. If a bonus is won the player wins a free game . Only one free game per credit. NO two free games in a ROW!