

Stars 2020 Test/Audit/Parameters

00:01 - Lamps

XX:XX - Displays

00:03 - Solenoids

00:04 - Switches

00:05 - Sound

01 - Award Score Level 1

02 - Award Score Level 2

03 - Award Score Level 3

04 - High Score to Date

05 - Current Credits

06 - Total plays (Audit)

07 - Total replays (Audit)

08 - Total times high score beaten (Audit)

09 - Chute #2 coins (Audit)

10 - Chute #1 coins (Audit)

11 - Chute #3 coins (Audit)

12 - Free play off/on (0, 1)

13 - Ball Save Num Seconds (0, 6, 11, 16, 21)

14 - Music Level (0, 1, 2, 3, [4, 5]) [if WAV Trigger is enabled in the build]

15 - Tournament Scoring (0=no, 1=yes)

16 - Reboot

17 - Skill Shot Levels Up Stars (0=no, 1=yes)

18 - Number of Stars to Start With (0=none, 1=one random, 2=three / game, 3=hold over)

19 - Tilt Warning (0, 1, 2)

20 - Award Score Override (0 - 7, 99)

21 - Balls per game Override (3, 5, 99)

22 - Spinner Chime (0=none, 1=half, 2=every, 3=alternating)

23 - Scrolling Scores (0=no, 1=yes)

24 - Extra Ball Award (0 - 100,000) [only used for Tournament Scoring]

25 - Special Award (0 - 100,000) [only used for Tournament Scoring]

26 - Star Level Lock In Award (0=25k times level, or 1,000 - 100,000)

27 - Playfield Validation (0=any switch, 1=allow right spinner)

28 - Wizard Mode Duration Num Seconds (0, 15, 30, 45, 60)

29 - Wizard Switch Reward (0=off, 1,000 - 100,000)

30 - Dim Level (2=50%, 3=33%)

31 - Pop Bumper Goal (30, 45, 60, 90)

32 - Bonus Underlights (0 - off, 1 - dim, 2 - full)

33 - Star Display Mode (0 - dim, 1 - flash, 2 - rapid flash)

**CHECK ALL VALUES YOUR
FIRST RUN -
THERE ARE NO DEFAULTS!**

**Activating the Slam Switch at any
time will reboot into Attract Mode.**