# Dialed In

## Physical Setup

* Outlane posts to Hard (most open) setting. Remove rubber on right-side post.
* Level Machine
* Make slingshots very sensitive
* Ear Plug Tilt Hack
* Verify Tilt Sensitivity – should be sensitive, but only one danger with each hard bump
* Check flipper strength after Coils adjustment (see below)
* Clean Playfield if necessary
* Clean Glass
* Verify coin door ball save or no flipper disable when coin door opened.
* Verify Volume

## System Settings

* Balls per Game: 3.
* Ball Save Time: 3
* Auto-Launch Timeout: OFF
* Flipper Auto-Launch: OFF
* Competition Mode: ON
* Chase Ball: NO
* Game Restart: NEVER
* Special Award: Points
* Extra Balls: No Extra Balls
* Tilt Warning Type: PER BALL
* Tilt Warnings: 2 warnings

## Pricing Settings

* Free Play: Yes

## Game Settings

* KICKBACK: 4 level
* KICKBACK BALL SAVER: AGGRESSIVE
* BOB COMPLETIONS NEEDED for KICKBACK: 5
* BOB BALL LOCK: 0 multiballs
* B-O-B DIFFULTY: 5
* CRAZY BOB AWARD STACK LIMIT: 1

## Coil Settings

* Flippers to 25
* Verify kickouts don’t go down the middle or outlane. If they do, adjust strength until they don’t.

## Posted Notes:

* Kickback difficulty extra hard
* No BOB lock on first multiball