# Sega Starship Troopers

## Physical Setup

* Level Machine, much steeper than factory recommendation
* Outlane Posts on “Hard Settings”. I.e. most open.
* Remove outlane rubbers, both on post above inlane and movable outlane post
* Ear Plug Tilt Hack
* Verify Tilt Sensitivity – should be sensitive, but only one danger with each hard bump
* Verify no flipper disable when coin door opened. Fix if needed.
* After #32 adjustment, Check Flipper Strength, verify ramps are hittable with ease from stopped ball
* Clean Playfield if necessary
* Clean Glass
* Verify Volume
* Verify Brain Bug working correctly and registering hits. If not, use #50 to disable it.

## Software Setup

* #7 Install HARD.

## Standard Adjustments after Software Setup

* #5 OFF – No Extra Balls
* #12 3 Balls per game
* #28 YES Free Play
* #32 Coil Pulse Power to HARD
* #36 NO Restart Game
* #39 PAPA Tournament Style.
* #44 EXHARD Multiball Restart
* #46 HARD Multiball Criterion
* #47 EXHARD Orbit Criteria
* #50 Brain Bug – some SST have issues registering hits. If that’s the case, disable it.