

Silverball Mania

2021

SBM 2021 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)

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

16 - Tilt Warning (0, 1, 2)

17 - Award Score Override (0 - 7)

18 - Balls per game Override (3, 5)

19 - Scrolling Scores (0-no, 1-yes)

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

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

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

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

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

Lamps

Credits Display: **00** / Ball in Play Display: **01**

When first entered, all lamps will flash at 2Hz.

Pressing the Credit/Reset button will change the Player 1 score to 00 and the first lamp will flash. Repeated pressing of Credit/Reset button will cycle through all lamps (00-59) and then loop back around to 99, which will flash all lamps.

Displays

Credits Display: **XX** / Ball in Play Display: **XX**

When this mode is entered, all displays will cycle through the digits (1-9), changing at 4Hz. Pressing the Credit/Reset button will move through the digits one at a time so they can be tested individually.

Solenoids

Credits Display: **00** / Ball in Play Display: **03**

When this mode is entered, the solenoids (0-14) will be energized one at a time and the solenoid number will be displayed in the Player 1 score box. Each solenoid will be energized for $3/120^{\text{ths}}$ of a second.

Pressing the Credit/Reset button will toggle the automatic advance of the solenoid number to energize the same solenoid multiple times in a row.

Switches

Credits Display: **00** / Ball in Play Display: **04**

When this mode is entered, the ID of the first closed switch will be shown in Player 1 score box. Further closed switches will be displayed in Player 2, 3, and 4 boxes. Displays will be blank if there are no closed switches to show.

Sound

Credits Display: **00** / Ball in Play Display: **05**

This mode tests the sound features (playing a different sound every second).

Award Score Levels

Credits Display: **01, 02, 03**

The game keeps three Award Score Levels. They are set using the Self Test switch (modes 1, 2, and 3). If an Award Score is set to zero, there is no award given. Otherwise, the award is controlled by the Award Score Override (Self Test mode 17). The current Award Score (1, 2, or 3) is shown in the Player 1 score box.

During game play, when an Award Score Level is crossed, the player receives the award (extra ball or credit). For tournament scoring mode (when available), the Award Score Levels will be ignored.

In these three setting modes (1, 2, and 3), the scores are changed with the Credit/Reset button. Pressing the button once increases the score by 1,000 points. Pressing and holding the Credit/Reset button will gradually increase the score. Double-clicking the Credit/Reset button will return the given score to zero.

The Award Score Override (Self Test mode 17) can be set to 0-7.

High Score to Date

Credits Display: **04**

When a player's score exceeds the High Score to Date, the new High Score is recorded and shown during the Attract Mode. The game will award 3 Credits when a high score is reached.

In this mode, the score can be changed with the Credit/Reset button. Pressing the button once increases the score by 1,000 points. Pressing and holding the Credit/Reset button will gradually increase the score. Double-clicking the Credit/Reset button will return the score to zero.

Credits

Credits Display: **05**

This mode allows the operator to see/change the number of credits currently on the machine. The number of credits will appear in the Player 1 score box.

Pressing the Credit/Reset button will increase the number of credits up to 20, and then cycle back around to 0.

Audits

Credits Display: **06, 07, 08, 09, 10, 11**

The audit features allow the operator to inspect/reset usage values of the machine.

Double-clicking the Credit/Reset button will reset any of the audit values back to zero.

06 - Total plays - total number of games that have been played since this value was reset.

07 - Total replays - total number of credits awarded since this value was reset.

08 - Total times high score was beaten - total number of times the high score has been beaten since this value was reset.

09 - Chute #2 coins

10 - Chute #1 coins

11 - Chute #3 coins

Free Play

Credits Display: **12**

Player 1 score display will show a “0” meaning Free Play is OFF, or a “1” meaning Free Play is ON. The 0 and 1 are toggled by pressing the Credit/Reset button. As soon as the value is toggled, it is written to memory and the machine can be reset into Free Play mode.

If off, the machine will require a positive credit count in order to start a game. Credits can be added through the coin chutes or through setting mode 5.

If Free Play is on, hitting the Credit/Reset button will start a game (if in Attract mode), add a player (if ball 1 is in play), or restart the game if ball 2 or more is in play.

Ball Save

Credits Display: **13**

The Ball Save timer is controlled through this mode. The Player 1 score display will read 0, 6, 16, or 21. Why those values? I don’t know. Write your own software if you want values that make sense to you. Or, change this software—it’s easy.

Pressing the Credit/Reset button cycles through the different values. Setting the Ball Save to “0” turns off the Ball Save feature.

Music Level

Credits Display: **14**

This value controls the amount of sound effects played in the game. Setting to “0” makes the sound effects minimal. A “1” gives some sound, and a “2” gives the full sound. A setting of “3” plays the sounds and background music. The current level is displayed in the Player 1 score box.

The Credit/Reset button cycles between “0”, “1”, “2”, and “3”.

Tournament Scoring

Credits Display: **15**

A value of “0” indicates that Tournament Scoring is off. With a value of “1”, Extra Balls and Credits will not be awarded. Instead, the player will get a point bonus (set by parameters 20 & 21). In Tournament Scoring, Award Scores will be deactivated. Pressing the Credit/Reset button toggles between these values.

Tilt Warning

Credits Display: **16**

This parameter can be set to 0, 1, or 2, and it represents the number of warnings the player gets before the machine Tilts. At “0”, the machine will tilt at the first hard nudge. A value of “2” will warn the player twice and tilt on the third hit. A tilt warning consists of a sound.

The Credit/Reset button cycles between “0”, “1”, and “2”.

Award Score Override

Credits Display: **17**

This setting lets the operator set extra ball or credit for each of the 3 award scores (set in modes 1, 2, and 3) individually.

The Credit/Reset button cycles through the values 0-7 and then jumps to 99. The award is based on the table below.

Award Score Override	Score 1	Score 2	Score 3
0	Extra ball	Extra ball	Extra ball
1	Credit	Extra ball	Extra ball
2	Extra ball	Credit	Extra ball
3	Credit	Credit	Extra ball
4	Extra ball	Extra ball	Credit
5	Credit	Extra ball	Credit
6	Extra ball	Credit	Credit
7	Credit	Credit	Credit

Balls Per Game Override

Credits Display: **18**

Balls per game (3 or 5).

Scrolling Scores

Credits Display: **19**

When the player's score exceeds 999,999, the scores will either wrap around to 0 or they will begin to scroll. A setting of "0" in this parameter will make the scores wrap to 0. A setting of "1" will allow the scores to scroll through the 6-digit displays.

Pressing the Credit/Reset button will toggle this value.

Extra Ball Award

Credits Display: **20**

The Extra Ball Award is only relevant in Tournament Scoring mode. If Tournament Scoring is activated, collecting the Wow! Targets will give this award instead of Shoot Again.

In this mode, the score is changed with the Credit/Reset button. Pressing the button once increases the score by 1,000 points. Pressing and holding the Credit/Reset button will gradually increase the score. Double-clicking the Credit/Reset button will return the given score to zero.

Special Award

Credits Display: **21**

The Special Award is only relevant in Tournament Scoring mode. If Tournament Scoring is activated, collecting the Special Targets will give this award instead of a credit.

In this mode, the score is changed with the Credit/Reset button. Pressing the button once increases the score by 1,000 points. Pressing and holding the Credit/Reset button will gradually increase the score. Double-clicking the Credit/Reset button will return the given score to zero.

Dim Level

Credits Display: **22**

The Dim Level adjustment allows the operator to choose the duty cycle of “dim” lights. At a level of 2, a dim bulb will be lit 50% of the time. At a level of 3, a dim bulb will be lit 33% of the time. With some bulbs, a noticeable flash will be present at a duty cycle of 33%. With other bulbs, a 50% duty cycle will appear nearly the same as a fully-lit lamp. This adjustment should be re-checked on new machines or if the bulbs are changed.

When in this mode, the bonus lamps will toggle between the dim value and the full-lit value (every second). This allows the operator to see the contrast between

the two.

Pressing the Credit/Reset button will toggle the dim level between 2 & 3.

DIP Switches

DIP Switches

This game currently ignores the DIP switches.

Coin Chutes

Right now, any of the coin chute switches will add 1 credit. A sound is played when a credit is added (controlled by Music Level).

This ignores the Credits/Coin DIP switches entirely.

Coin Lockout

If the number of credits is at the maximum value (40), then the coin lockout will be energized. Otherwise, it's not.

Credit Reset

Pressing the Credit/Reset button in Attract Mode will start a 1-player game if the machine is in Free Play or there is at least 1 credit. (Pressing the button again during ball 1 will add a player.)

Skill Shot

At the start of each ball, there are four skill shots available:

- 1) Left & Right Top Lanes - hitting either the left or right top lane when the lamp is lit will spot the player one "Silverball Mania" letter. The 50 pt switches change which lane is lit.
- 2) Middle Top Lane - hitting the middle top lane when the lamp is lit will spot the player one "Silverball Mania" letter, award the player 5,000 points, and activate the ball kicker for 15 seconds.
- 3) Horseshoe Rollover - hitting the center horseshoe rollover will award the player 20,000 points, turn on the ball kicker for 2 seconds, and qualify the super skill shot.

Super skill shot - if the Horseshoe Rollover skill shot is hit, the player can then hit the Center Target ("N" target) for an additional 15,000 points as a super skill shot.

Any switch hit aside from those listed above (and the right spinner) will exit the Skill Shot mode and drop the player into normal play.

Normal Play

During the course of normal play there are three main objectives to Silverball Mania.

- 1) Collecting the "Silverball Mania" lamps.
- 2) Advancing the Bonus Multiplier
- 3) Collecting the Combo Awards for 15,000, 30,000, and 60,000 points

Collecting "Silverball Mania" Lamps

At the start of the first ball, after the Skill Shot mode is exited, all the Silverball Mania targets on the playfield will be lit. Hitting a target will turn off the lamp at the target and light the corresponding lamp in the middle of the playfield. Those letters collected will be rewarded 1,000 bonus points at the end of the ball (multiplied by the bonus multiplier).

To collect the lamps a second time, the player has to collect them in groups. At first, “Silver” will be lit. Once those letters are collected, “Ball” will light. Finally, the player will need to collect the “Mania” lamps.

The third and subsequent times the player collects the lamps, they will need to be collected in order. If a player hits a letter out of order (for example, the L before the S), the letters before that letter will have to be collected within 20 seconds or the out-of-order letter will be forfeited.

For the first and second set of letters, collecting the M or the A on the out lanes will turn on the ball kicker for 5 seconds. For the first five sets of letters, the 50 point switches will rotate the MANIA letters so they can be collected without losing the ball.

Advancing the Bonus Multiplier

The bonus multiplier can be advanced by completing the top lanes, or completing a combo shot of the horseshoe and N center target.

If the left or right top lanes are completed, the lamps associated with those lanes will indicate which lane is completed (they use the same lamp circuit, so they can’t be controlled individually). If the left lane is hit, the lane lamps will blink once slowly. If the right lane is hit, the lamps will blink twice and then pause. If the left and right lamps are steady, those lanes are complete. The center lane lamp will show solid when that lane has been completed. Completing all three lamps advances to 2x, 3x, 4x, and 5x bonus multiplier.

Another method of increasing the bonus multiplier is to complete a combo of the horseshoe and then the center N target. As the bonus multiplier gets higher, the combo will have to be done in a shorter time period.

Collecting Combo Awards

When the ball travels through either in lane, the opposite spinner will flash to start a combo. After that spinner is hit, the other spinner will light for 10 seconds to advance the combo. When the alternating spinners have been satisfied, the lights will sweep in a circle to guide the player to hit the horseshoe to continue

the combo. After the horseshoe is completed, the player has 20 seconds to finish the combo by allowing the ball to drop into the ball kicker.

The first combo award is worth 15,000, then 30,000 and 60,000. The award is given at the time the ball kicker is hit, as well as a bonus at the end of the ball.