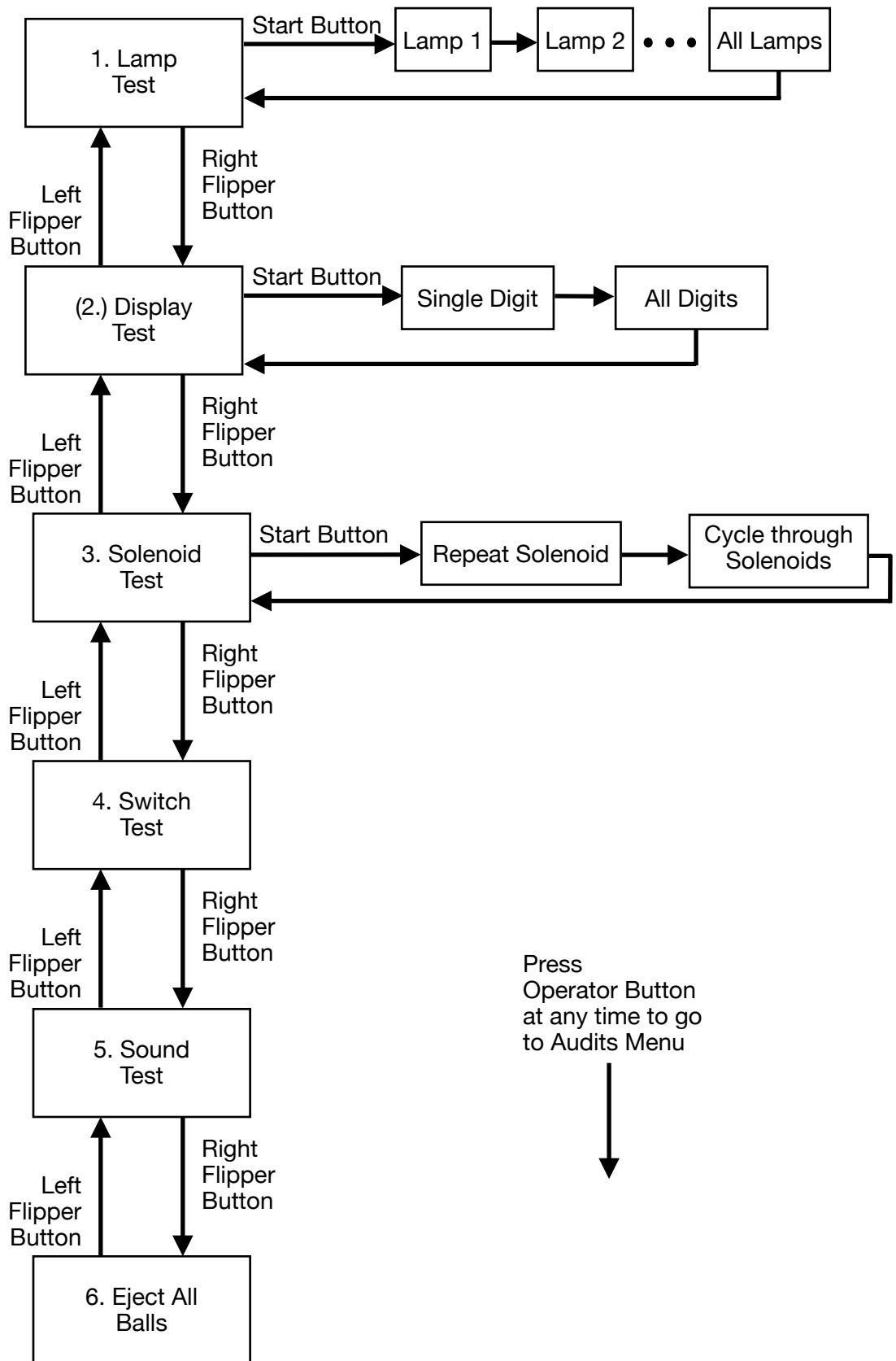


```

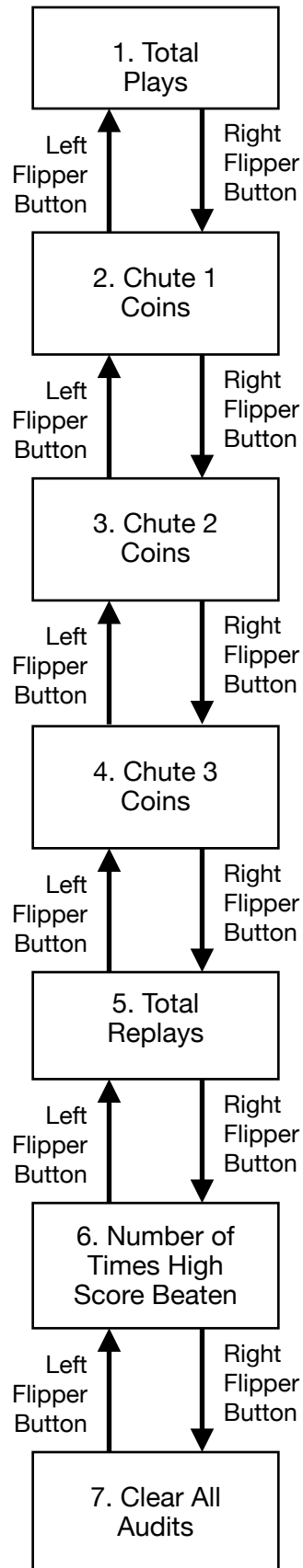
graph TD
    Start([Press Operator Button]) --> OM[Operator Menu Entry]
    OM -- "Press Operator Button" --> MT[Machine Test Menu]
    MT -- "Press Operator Button" --> AM[Audits Menu]
    AM -- "Press Operator Button" --> BAM[Basic Adjustments Menu]
    BAM -- "Press Operator Button" --> RPM[Rule Preset Groups Menu]
    RPM -- "Press Operator Button" --> GRM[Game Rules Menu]
    GRM -- "Press Operator Button" --> Start

    MT -- "Right Flipper Button for Lamp Test (pg. 2)" --> MT_RFBT1[ ]
    MT -- "Left Flipper Button twice to Eject All Balls (pg. 2)" --> MT_LFBT1[ ]
    AM -- "Right Flipper Button for Total Plays (pg. 3)" --> AM_RFBT1[ ]
    AM -- "Left Flipper Button twice for High Score Beaten" --> AM_LFBT1[ ]
    BAM -- "Right Flipper Button for Free Play (pg. 4)" --> BAM_RFBT1[ ]
    BAM -- "Left Flipper Button twice for Match Feature (pg. 7)" --> BAM_LFBT1[ ]
    RPM -- "Right Flipper Button for Easy Presets (pg. 8)" --> RPM_RFBT1[ ]
    RPM -- "Left Flipper Button twice for Progressive (pg. 8)" --> RPM_LFBT1[ ]
    GRM -- "Right Flipper Button for Lock Behavior (pg. 9)" --> GRM_RFBT1[ ]
    GRM -- "Left Flipper Button twice to Pop Strength (pg. 12)" --> GRM_LFBT1[ ]
  
```

# 1 - Test Menu



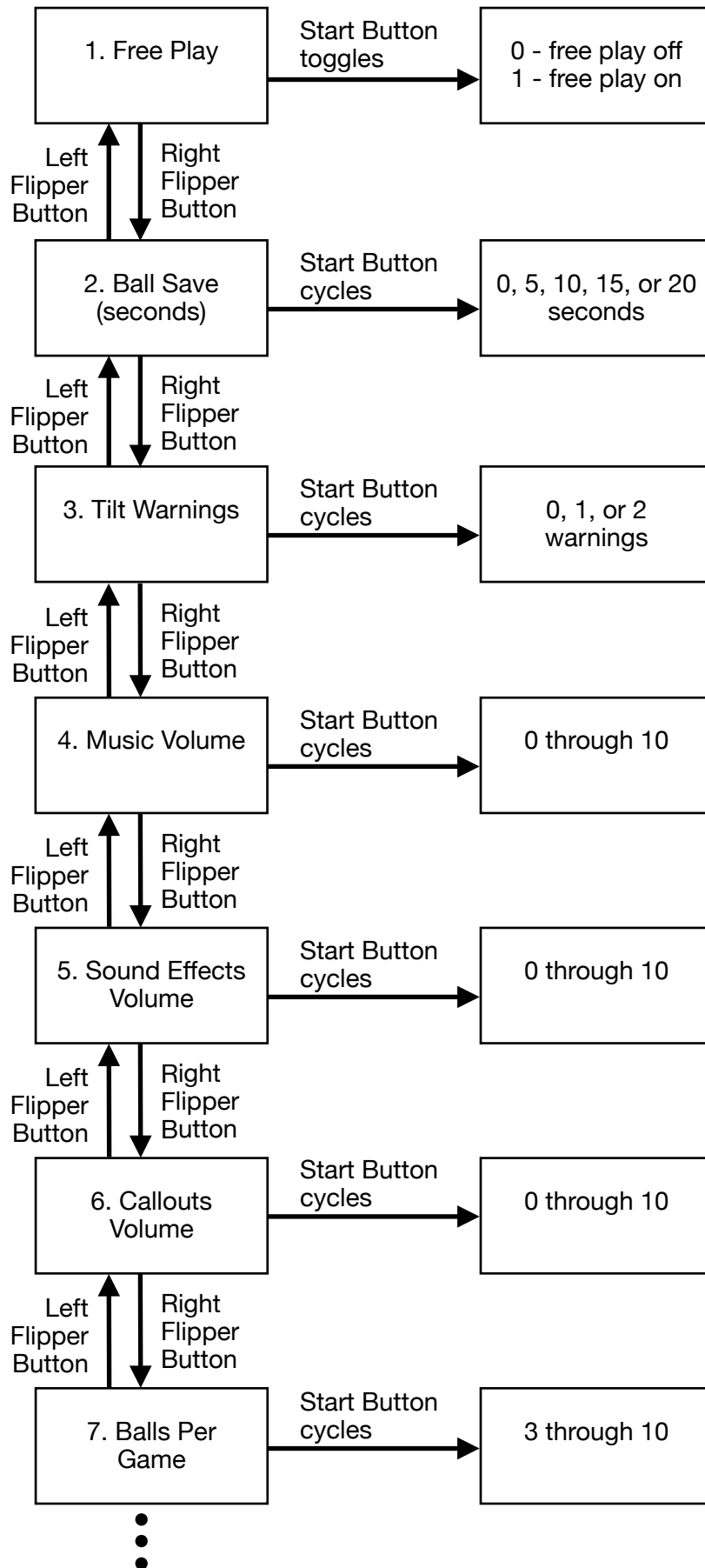
## 2 - Audits Menu



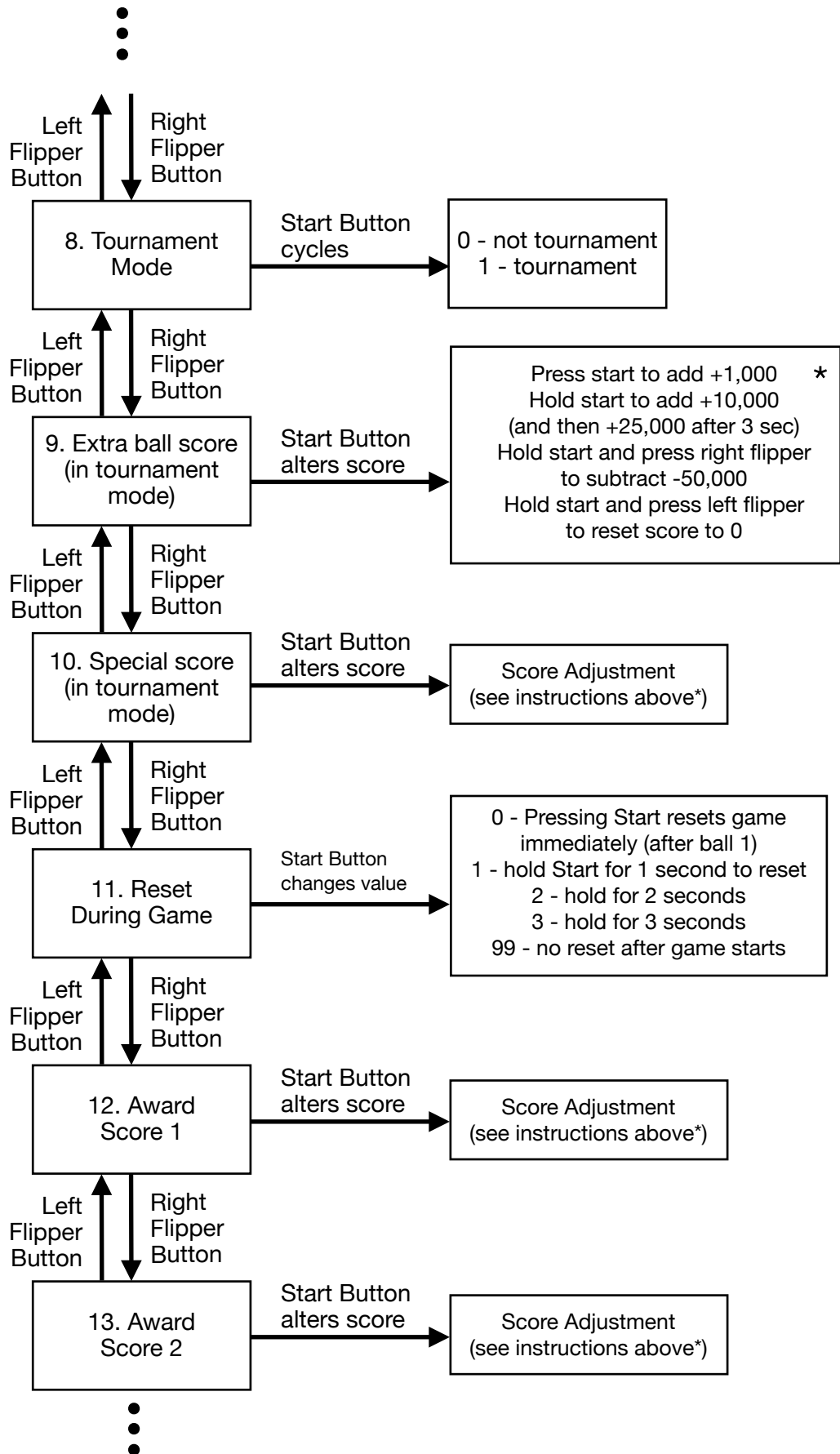
Press  
Operator Button  
at any time to go to  
Basic Adjustments



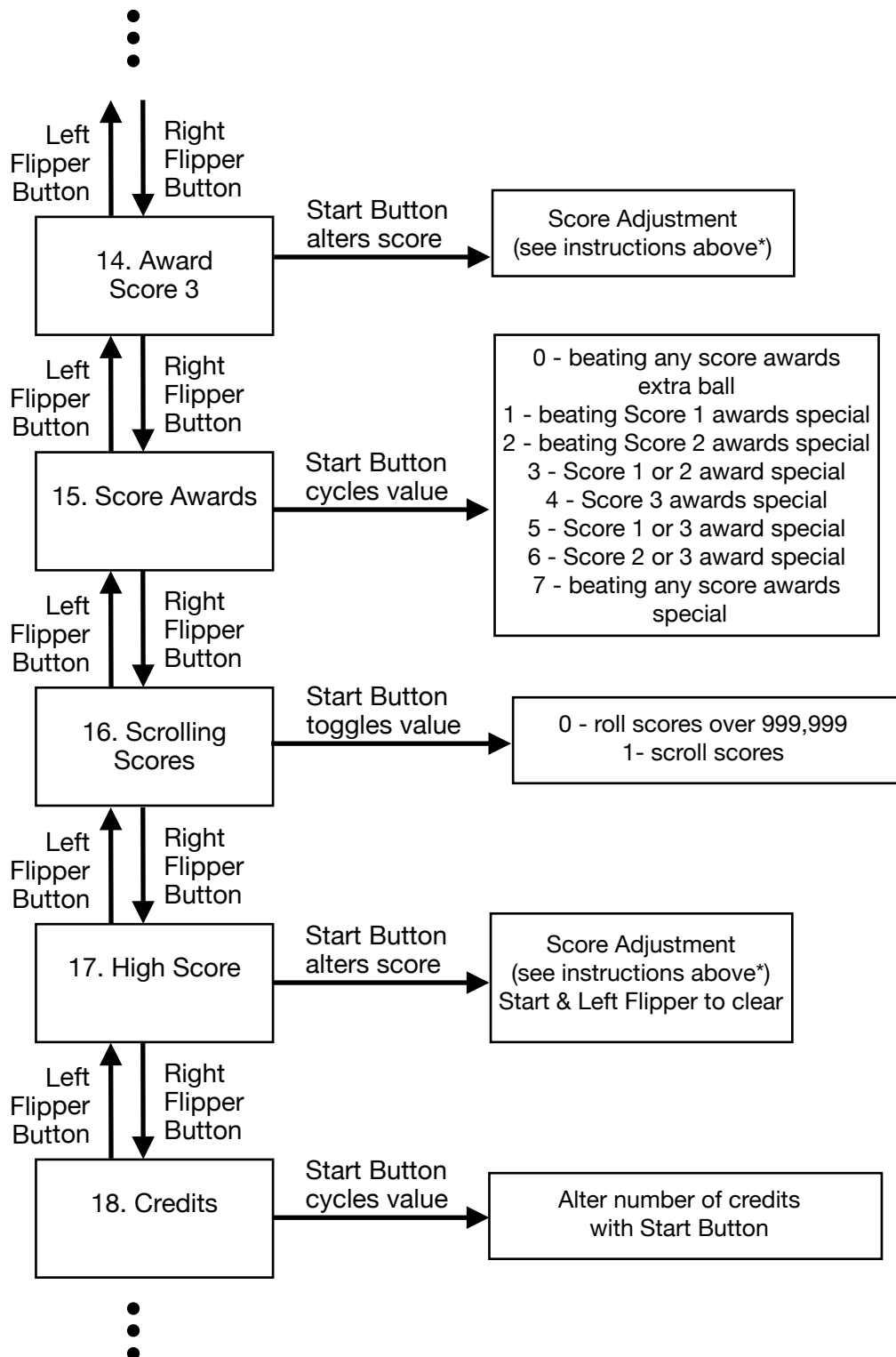
# 3 - Basic Adjustments



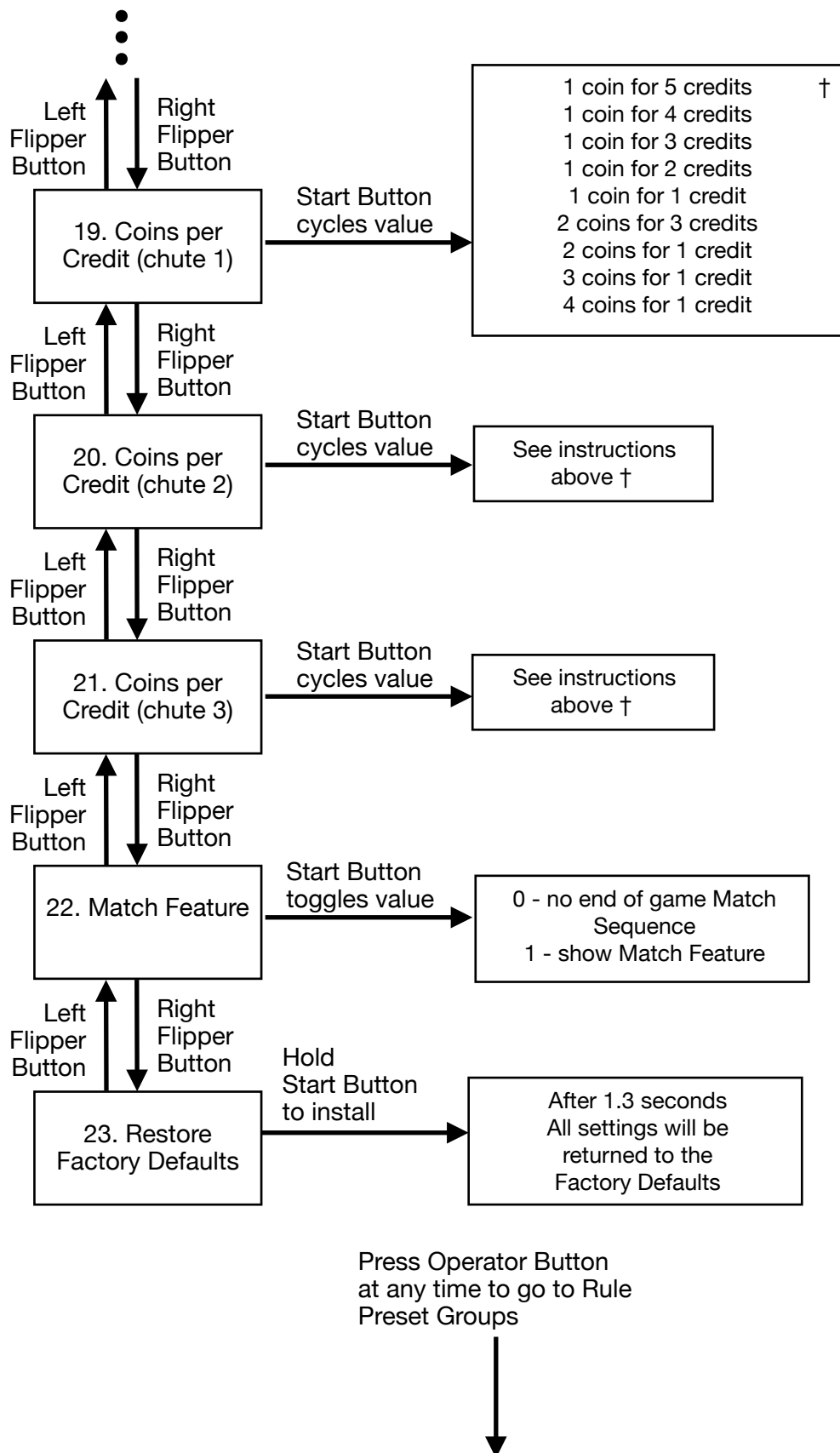
### 3 - Basic Adjustments (cont.)



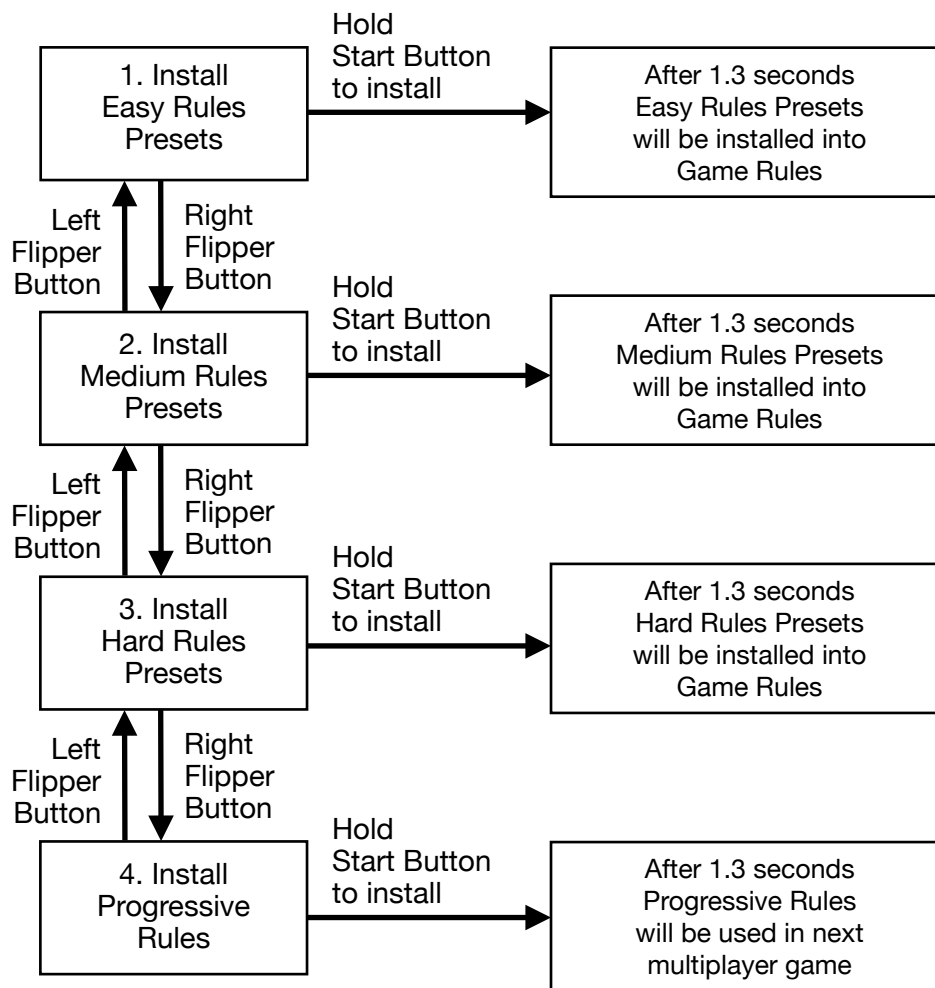
### 3 - Basic Adjustments (cont.)



### 3 - Basic Adjustments (cont.)



## 4 - Rule Preset Groups

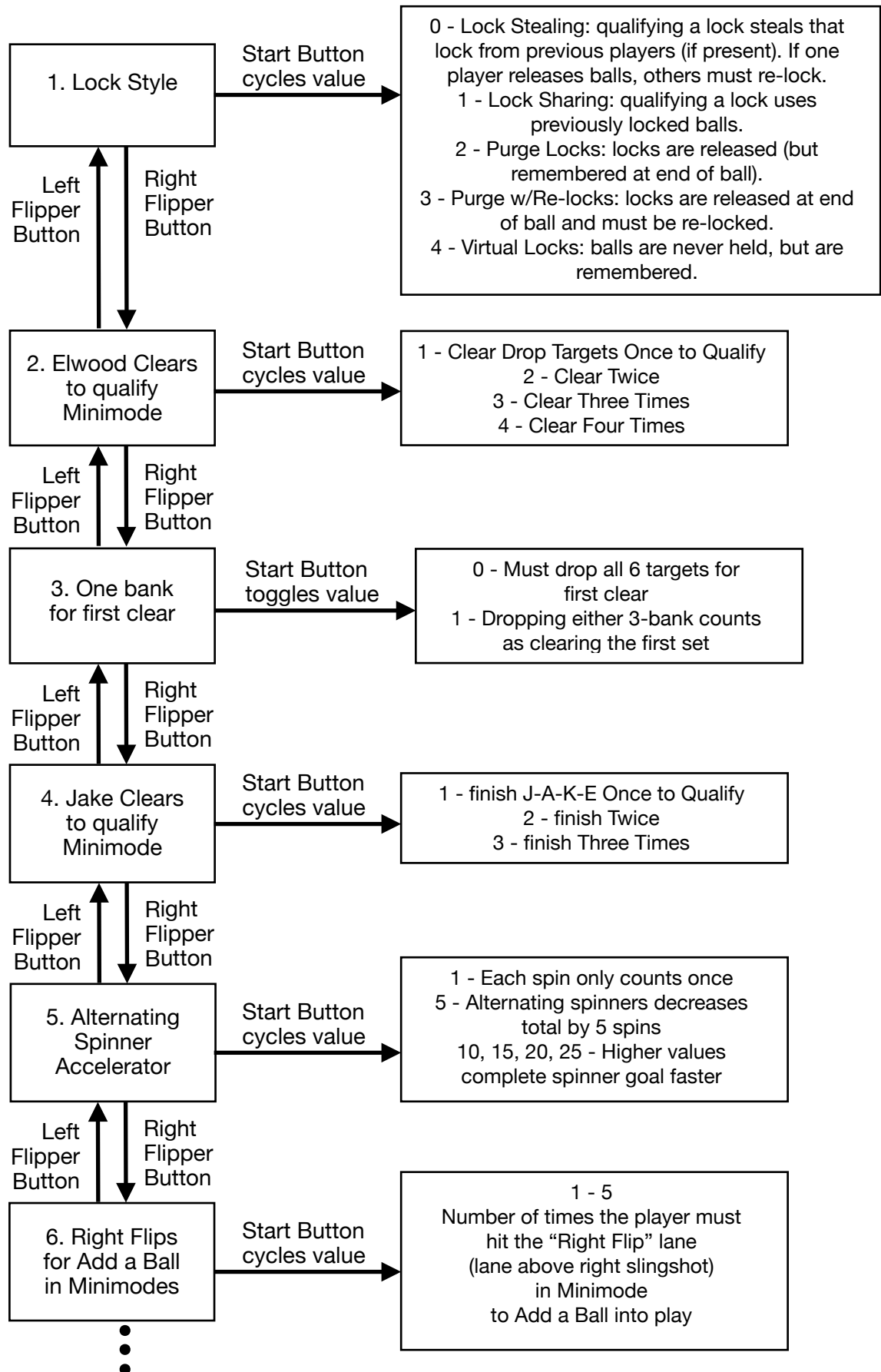


Press Operator Button  
at any time to go to  
detailed Game Rules  
Menu

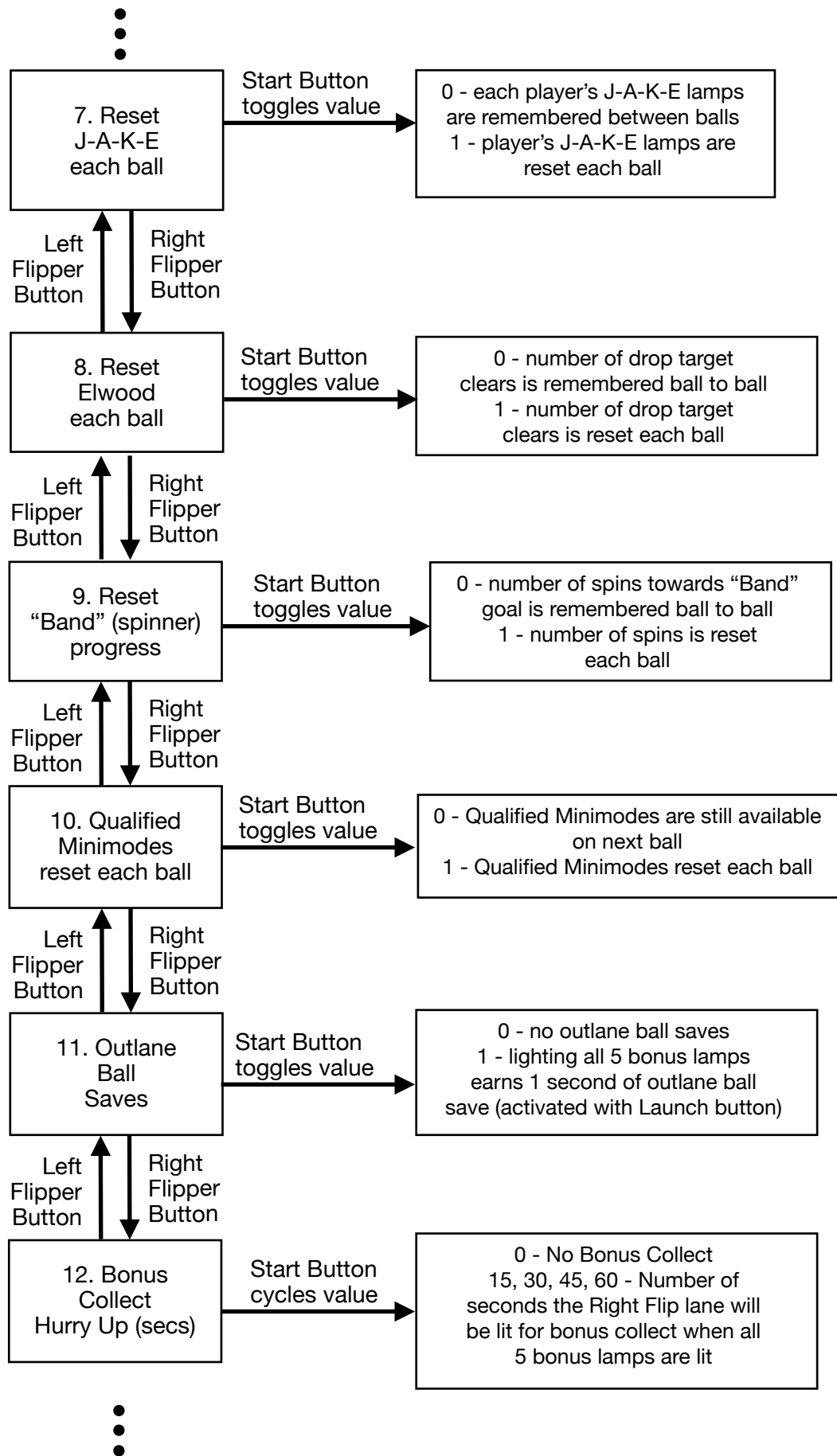




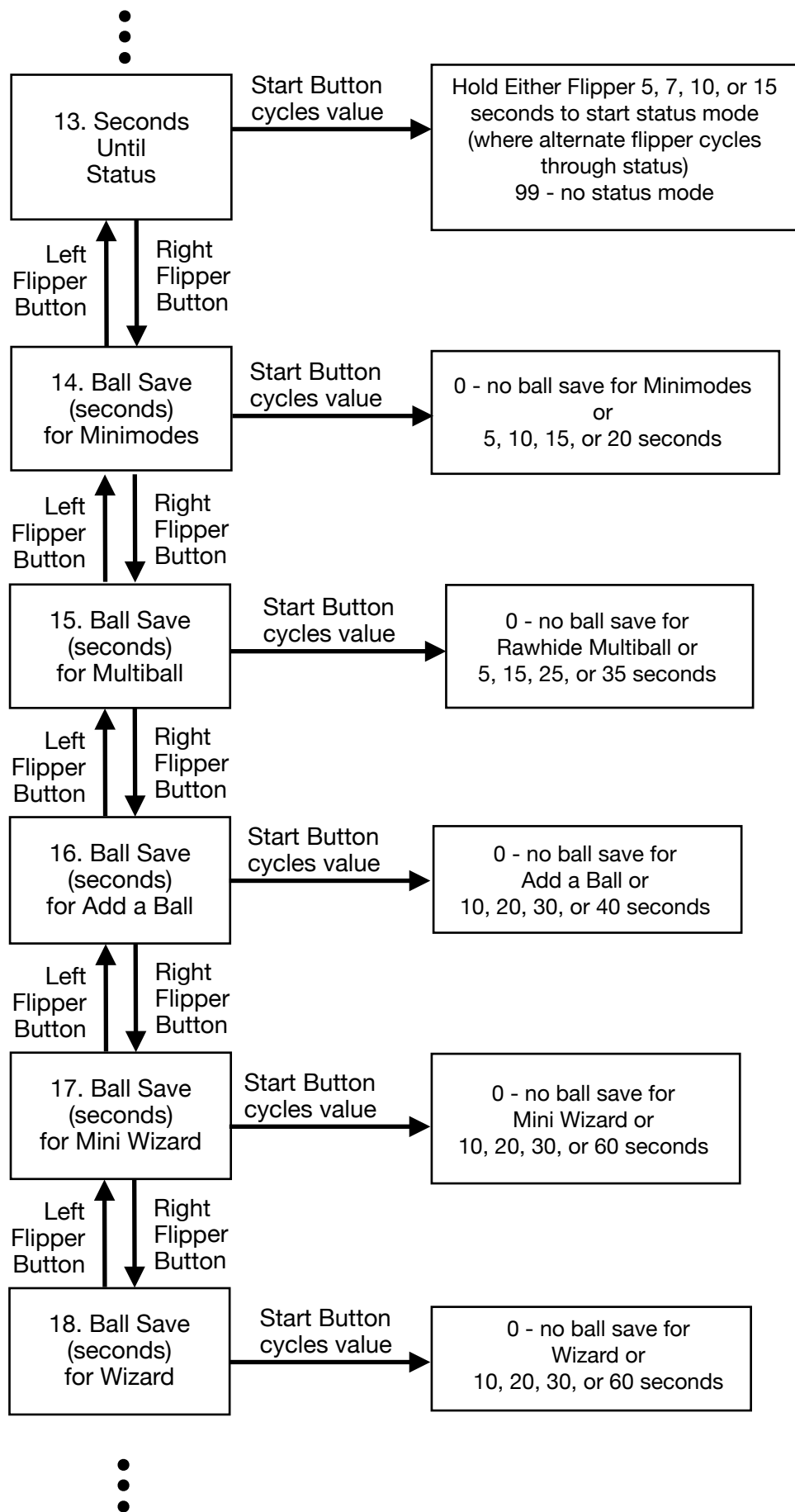
# 5 - Game Rule Details



## 5 - Game Rule Details (cont.)



## 5 - Game Rule Details (cont.)



## 5 - Game Rule Details (cont.)

