Supersonic 2022 Rules

Each ball begins with a single lane flashing for a skill shot. Hitting the star rollover above the lanes will increase the skill shot value. Any top lane will start boarding a flight. Any other switch will exit the skill shot mode.

Boarding

For the first 2.5 seconds of boarding, the numbered lanes and targets award the player a boarding bonus. After 2.5 seconds, the player is directed to takeoff by using the left lane.

Takeoff

Hitting any of the star rollovers in the left lane will begin takeoff and invite the player to reach cruising altitude.

Cruising

The spinner to the upper part of the playfield will achieve cruising altitude.

Approach

The drop targets move the flight to the approach.

Landing

Dropping into the saucer will successfully land the flight and award the jackpot value.

Frequent Flier Miles

Hitting the center "1" target within 10 seconds of landing will award a frequent flier super jackpot and start the next flight. If the target is not hit within 10 seconds, the player will remain in the lobby until boarding a new flight by hitting a top lane or a numbered target.

Reward Excursions

When a player completes all 5 numbered flights, they will begin a reward excursion (switch frenzy). The excursion has 5 phases (numbered lanes & targets, left lane rollovers, spinner, drop targets, and saucer).

Turbulence

The center star rollovers will increase wind speed. When the maximum wind speed is achieved, turbulence will begin (switch frenzy).

Other Play Rewards

Completing numbered top lanes or targets will increase the playfield multiplier 1x for 30 seconds and reward a bonus. It will also spot the current flight leg.

Completing the drop targets will increase the playfield multiplier 1x for 30 seconds and reward a bonus. It will also spot the current flight leg.

Tests, Audits, and Adjustments

Press the button inside the coin door to page through the follow options.

<u>Settings</u>

00:01 Lamp Test (press Credit/Reset button to cycle through individual lamps)

XX:XX Display Test (press Credit/Reset button to test individual digits)

00:03 Solenoid Test - cycles through solenoids

00:04 Switch Test - shows up to four closed switches

00:05 Sound Test - not implemented

01: Award Score 1 (Credit/Reset button sets this for extra ball or special at given score)

02: Award Score 1 (Credit/Reset button sets this for extra ball or special at given score)

03: Award Score 1 (Credit/Reset button sets this for extra ball or special at given score)

04: High Score (Credit/Reset button double click to reset)

05 : Number of Credits

06: (Audit) Total number of plays

07: (Audit) Total replays

08: (Audit) Number of times high score beaten

09: (Audit) Chute 2 coins

10: (Audit) Chute 1 coins

11: (Audit) Chute 3 coins

12: Chute 1 Coins / Credit

13: Chute 2 Coins / Credit

14: Chute 3 Coins / Credit

15: Reboot (hit Credit/Reset button to return to game)

16: Freeplay (0 - off, 1 - on)

17: Ball Save (number of seconds)

18: Sound Effects & Soundtrack Selector

19: Music Volume (0-10)

10: Sound Effects Volume (0-10)

21: Callouts Volume (0-10)

22: Credit/Reset Hold Time (holding button will reset game if held for this amount of time)

23: Tournament Scoring

24: Number of Tilt Warnings

25: Award Score Overrides

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
99	(DIP switch)	(DIP switch)	(DIP switch)

26: Number of Balls / Game

27: Scrolling Scores (0 - no, 1 - yes)

28: Extra Ball Award (in tournament scoring)

29: Special Award (in tournament scoring)

Special Settings (for this game)

30: Gate Setting

- 0 - gate (return to shooter lane) always closed
- 1 - gate open for 30 seconds
- 2 - liberal gate (hitting the lane multiple times locks the gate open)

31: Flight Instruction

- 0 - No Callout Leg Instructions
- 1 - Instructions for every leg of first flight
- 2 - Instructions every flight

32: Flight completion Difficulty

- 0 - one hit advances leg / legs can be completed in any order
- 1 - legs progressively harder (more hits per leg) / legs can be completed in any order
- 2 - one hit advances leg / legs have to be hit in order
- 3 - legs progressively harder (more hits per leg) / legs have to be hit in order
- 4-8 - same as above but with 60 seconds per leg
- 9-11 - same as above but with 30 seconds per leg
- 12-15 - same as above but with 15 seconds per leg

33: Turbulence

- 0 - no solenoids
- 1 - knocker only
- 2 - knocker, pops, slings, and drops