

Game Settings: Pinball Champ (8-digit)

Option Number	Description	Possible Values	Meaning	Current setting
10	High score type	00	Normal maximum high score maintained.	00
		01	Random maximum high score.	
11	Coin value first coin chute	01 through 10	Value of coins in first coin chute.	1
12	Coin credits first coin chute	00 through 15	Credits per single coin in first coin chute.	1
13	Coin value second coin chute	01 through 10	Value of coins in second coin chute.	1
14	Coin credits second coin chute	00 through 15	Credits per single coin in second coin chute.	1
15	Coin value third coin chute	01 through 10	Value of coins in third coin chute.	1
16	Coin credits third coin chute	00 through 15	Credits per single coin in third coin chute.	1
17	High score initial value	000 through 999	If option 10 is 00, then this is the default high score. If option 10 is 01, then this is the minimum random high score.	060
18	Not Used	0		0
19	Maximum credits	10 through 30	Maximum number of credits, after which the coin chutes are locked out and no free games can be awarded.	10

20	Balls per game	01 through 07	Number of regular balls per game.	05
21	Match enabled	00	Match disabled	
		01	Match enabled	01
22	First winning score	000 through 999	First score that wins whatever Option 26 is set to award. 000 is disabled.	48,5
23	Second winning score	000 through 999	Second score that wins whatever Option 26 is set to award. 000 is disabled.	52,5
24	Third winning score	000 through 999	Third score that wins whatever Option 26 is set to award. 000 is disabled.	000
25	Wins with highest score	00	No win	
		01	1 Replay	
		02	2 Replay	
		03	3 Replay	03
		04	Super Bonus	
26	Wins with scores	00	No win	
		01	1 Bonus Ball	01
		02	1 Replay	
		03	Super Bonus	
		04	500,000 points	
27	Wins with Special 1 (C-H-A-M-P Targets)	00	No win	
		01	1 Bonus Ball	
		02	1 Replay	
		03	Super Bonus	
		04	1,000,000 points	04
28	Wins with Special 2 (Right and Left Target Banks)	00	No win	
		01	1 Bonus Ball	01
		02	1 Replay	
		03	Super Bonus	
		04	300,000 points	

29	Background sound	00	Disabled	
		01	Enabled	01
30	Coin meter	00	Normal operation	00
		01	When impulse meter is disconnected, the pintable cannot be used.	
31	Game Time Bonus	00	Disabled	
		01	Enabled	01
32	Game Variation: Left-hand Channel Behaviour	00	20,000 Lamp is lit at start of game, remaining lamps lit one at a time.	00
		01	20,000 Lamp is lit at start of game, remaining lamps lit all at once.	
		02	All three lamps are lit at start of game.	
		03	All three lamps are lit one at a time.	
33	Game Variation: C-H-A-M-P targets behaviour	00	Difficult: C-H-A-M-P targets must be hit six times to complete.	
		01	Medium difficult: C-H-A-M-P targets must be hit four times to complete.	
		02	Medium easy: C-H-A-M-P targets must be hit three times to complete.	02
		03	Easy: C-H-A-M-P targets must be hit once to complete.	
34	Game Variation: Target banks behaviour	00	Difficult: All targets on right and left banks must be completed.	00
		01	Easy: All targets on either right or left bank must be completed.	
		02	Easy: All targets on either right or left bank must be completed.	

		03	Easy: All targets on either right or left bank must be completed.	
35	Not Used			
36	Not Used			
37	Not Used			

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