

# SIMON Arcade – GAME SETTINGS

These settings are a guide only. Operators are advised that adjustment may be required to optimize the games performance for their location.

GAME SETTING	SELECTION	DESCRIPTION
Coin 1 + 2	<b>1</b>	Sets activity of Coin Chute 1/2:0-10 (increments of 1)
Bill Validator	<b>0</b>	Sets activity of Bill Validator: 0-10 (increments of 1)
Set Ticket Mode	<b>FULL</b>	Sets Ticket Distribution Mode - Full - DB - Half
Super Bonus Type	<b>*FIXED</b>	Sets whether Super Bonus is a fixed value or increases incrementally after every game: Fixed - Incremental
Super Bonus Max	<b>*500</b>	Sets Super Bonus maximum score: 0-5000 (increments of 25)
Super Bonus Start	<b>-</b>	Sets Super Bonus starting score: 0- 10 - 50 - 100 - 200 - 250 - 500
Super Bonus Increment	<b>-</b>	Sets number of tickets Super Bonus increases by for every game played: 0.1 - 0.25 - 0.5 - 1 - 2 - 3 - 4 - 5 - 10
Mercy Tickets	<b>*0</b>	Set the Mercy Tickets paid out if a Player does not meet the minimum score: 0-20 (increments of 1) - 0
Award Card	<b>-UK05</b>	Sync Game scoring with installed Award Card: UK01 - UK03 - UK04 - UK05 - UK06
Target Points	<b>300</b>	Set the points value for scoring a single target: 50 - 500 (increments of 50)
Bonus Threshold	<b>2000</b>	Sets the required score to unlock the Bonus Game: 2000 - 5000 (increments of 100) - 3000 (Setting to OFF = Bonus Game every game)
Threshold Increase	<b>1</b>	Sets the level of difficulty to reach the Bonus Game Threshold (how many more targets are required to reach the Bonus Game): x1 Target - x10 Targets (increments of 1)
Threshold Decrease	<b>5</b>	Sets the number of non-bonus games played before the Bonus Game Target Threshold decreases: 1 - 2 - 3 - 4 - 5 - 10 - 20 - 50 - 100
Active Period	<b>3s</b>	Sets the active period for each target in seconds: 0.5-3.00 (increments of 0.25)
Streak Points	<b>100</b>	Sets the number of points awarded for each “5 in a row” streak: 10 - 250 (increments of 10)
Pattern Length	<b>Medium</b>	Sets difficulty of Bonus Game pattern length - Easy (4) - Medium (5) - Hard (6)
Pattern Timing	<b>Medium</b>	Sets difficulty of Bonus Game pattern timing (seconds): Easy (10) - Medium (8) - Hard (6) - Extreme (4)
Exit		Exit to Main Test Menu

**\*Operator Preference**