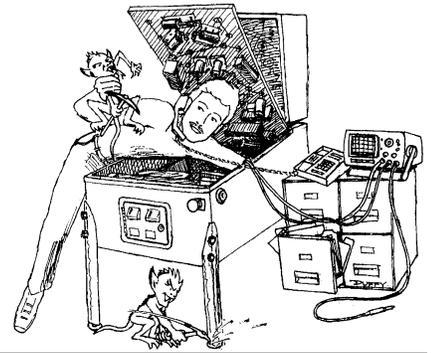




Nº 115 SERVICE BULLETIN



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TO: Parts & Service Managers

DATE: May 3, 2000

SUBJ: Striker Xtreme Earnings

STRIKER XTREME

**This Service Bulletin details how to
INCREASE YOUR REVENUE
for Striker Xtreme Pinball.
Please ensure this Service Bulletin
is distributed to all Operators.**

For locations with better players, simple adjustments can make earnings even better. Striker Xtreme Factory Default Settings are for the *Casual* or *Novice Players*.

Where there are better players, the **Game Audits** indicate a high **Extra Ball Percentage**. This can create **high Average Ball Times (Audit 3)** which diminish the earning power of the game. This can be attributed to the skill level of the players at that particular location.

We would like to see the **Extra Ball Percent** at **25%** and the **Average Ball Time** somewhere between **50-60** seconds. One of the ways you can affect the **Extra Ball Percentage** is through **Adj. 49, Extra Ball Memory**. The factory default is set to "ON" which means the **Extra Ball** light will stay lit from ball to ball. If you set this adjustment to "OFF" the light will go out after each ball making it more difficult to achieve but not impossible. Another Adjustment that can affect ball time is

Adj. 55, Next Ball Free Kick. Setting this to **OFF (Hard)** will cause the **Free Kick Light** to go out between balls if the feature was not used, making it more difficult but not impossible.

The "Bracket Boxes" & Playfield Diagram (next page) will help you to identify whether your game requires any adjustments and what adjustments should be made.

Continued on the next page...

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