



KRISS-SPORT

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How to enter and exit settings?

1. Power on the machine.
2. Wait for machine to start.
3. Open door on the back and press S1 button on the main board.
4. While standing in front of machine, use SELECT button (on the right side of machine) to browse through settings menu. Use START button (on the left side of machine) to change values of selected setting.

Press and hold START to fast forward through values.

You can also use buttons on the main-board. S1 is linked as SELECT, S2 and S3 are changing values up and down.

5. After making changes in machine press and hold SELECT till it go back to the normal operation mode.

To exit settings you can also restart machine by turning power off and on again. Or you can browse through settings using SELECT or S1 till last position, after which machine will go back to normal operation mode.

Please notice that this manual is referring to the latest version of software. Some options may not be present in your machine or may appear in different order. Please double-check before making any changes.

What can I change in settings menu?

1. **FrE** (free play mode)

While **ON** machine will work without credits. Standby-mode with commercials will not appear.

2. **rdd** (record drop delay)

Time interval in minutes between best score automatic drop-down. Automatic drop-down is working only in standby mode (while there's no credits and machine is NOT in free play mode).

3. **rdV** (record drop value)

Number of points that machine will subtract from best score. Automatic drop-down is working only in standby mode (while there's no credits and machine is NOT in free play mode).

4. **be1** (best score limit for 1st game)

5. **be2** (best score limit for 2nd game)

6. **Cr1** (power correction for man power - 1st game)

If difficulty level of 1st game (man power) is too low or high, you can adjust power correction. Decrease this value to make game harder, increase to make it easier.

7. **Cr2** (power correction for woman power - 2nd game)

If difficulty level of 2nd game (woman power) is too low or high, you can adjust power correction. Decrease this value to make game harder, increase to make it easier.

8. **Cr3** (time correction for reflex - 3rd game)

If difficulty level of 3rd game (reflex) is too low or high, you can adjust time correction. Decrease this value to make game harder, increase to make it easier.

9. **Cr4** (power correction for precision - 4th game)

If difficulty level of 4th game (precision) is too low or high, you can adjust power correction. Decrease this value to make game harder, increase to make it easier.

Best if this value is the same as in power correction for 1st game.

10. **PL1** (credit settings for 1st channel of coin-acceptor)

Credit quantity for one coin on 1st channel of coin-acceptor.

11. **PL2** (credit settings for 2nd channel of coin-acceptor)

Credit quantity for one coin on 2nd channel of coin-acceptor.

12. **PL3** (credit settings for 3rd channel of coin-acceptor)

Credit quantity for one coin on 3rd channel of coin-acceptor.

13. **PL4** (credit settings for 1st channel of bill-acceptor)

Credit quantity for one bill on 1st channel of bill-acceptor.

14. PL5 (credit settings for 2nd channel of bill-acceptor)

Credit quantity for one bill on 2nd channel of bill-acceptor.

15. PL6 (credit settings for 3rd channel of bill-acceptor)

Credit quantity for one bill on 3rd channel of bill-acceptor.

16. PL7 (credit settings for 4th channel of bill-acceptor)

Credit quantity for one bill on 4th channel of bill-acceptor.

17. PE1 (extra credit settings for 1st channel of coin-acceptor)

Extra credit quantity for one coin on 1st channel of coin-acceptor. This setting is active while contin.mpg animation is displayed. Make sure that this setting is accurate to information in contin.mpg animation.

18. PE2 (extra credit settings for 2nd channel of coin-acceptor)

Extra credit quantity for one coin on 2nd channel of coin-acceptor. This setting is active while contin.mpg animation is displayed. Make sure that this setting is accurate to information in contin.mpg animation.

19. PE3 (extra credit settings for 3rd channel of coin-acceptor)

Extra credit quantity for one coin on 3rd channel of coin-acceptor. This setting is active while contin.mpg animation is displayed. Make sure that this setting is accurate to information in contin.mpg animation.

20. PE4 (extra credit settings for 1st channel of bill-acceptor)

Extra credit quantity for one bill on 1st channel of bill-acceptor. This setting is active while contin.mpg animation is displayed. Make sure that this setting is accurate to information in contin.mpg animation.

21. PE5 (extra credit settings for 2nd channel of bill-acceptor)

Extra credit quantity for one bill on 2nd channel of bill-acceptor. This setting is active while contin.mpg animation is displayed. Make sure that this setting is accurate to information in contin.mpg animation.

22. PE6 (extra credit settings for 3rd channel of bill-acceptor)

Extra credit quantity for one bill on 3rd channel of bill-acceptor. This setting is active while contin.mpg animation is displayed. Make sure that this setting is accurate to information in contin.mpg animation.

23. PE7 (extra credit settings for 4th channel of bill-acceptor)

Extra credit quantity for one bill on 4th channel of bill-acceptor. This setting is active while contin.mpg animation is displayed. Make sure that this setting is accurate to information in contin.mpg animation.

24. Cn1 (counter settings for 1st channel of coin-acceptor)

Coin value on 1st channel of coin-acceptor (for money counter).

25. Cn2 (counter settings for 2nd channel of -acceptor)

Coin value on 2nd channel of coin-acceptor (for money counter).

26. Cn3 (counter settings for 3rd channel of -acceptor)

Coin value on 3rd channel of coin-acceptor (for money counter).

27. Cn4 (counter settings for 1st channel of bill-acceptor)

Bill value on 1st channel of bill-acceptor (for money counter).

28. Cn5 (counter settings for 2nd channel of bill-acceptor)

Bill value on 2nd channel of bill-acceptor (for money counter).

29. Cn6 (counter settings for 3rd channel of bill-acceptor)

Bill value on 3rd channel of bill-acceptor (for money counter).

30. Cn7 (counter settings for 4th channel of bill-acceptor)

Bill value on 4th channel of bill-acceptor (for money counter).

31. --- (first game counter)

32. --- (second game counter)

33. --- (third game counter)

34. --- (fourth game counter)

35. --- (daily money counter)

To reset press and hold S2 and S3 on the main-board.

36. --- (total money counter)

You can not reset this counter.

37. --- (daily games counter)

To reset press and hold S2 and S3 on the main-board.

38. --- (total games counter)

You can not reset this counter.

39. --- (daily free-play games counter)

To reset press and hold S2 and S3 on the main-board.

40. --- (total free-play games counter)

You can not reset this counter.

41. Clr (clear active credits)

While **ON** machine will erase credits while leaving settings menu. Next time you enter setting it will be set to **OFF**.

Use this if you had to insert credits for tests and don't have time to play till there's no credits left.

42. bon (bonus ratio)

Use this to set how many percent of games played will be followed by bonus-winning animation.

43. dFG (default game)

Use this to set menu landing game after turning the machine on.

44. GA1 (1st game exclusion)

While **OFF** machine will will not show this game in menu.

45. GA2 (2nd game exclusion)

While **OFF** machine will will not show this game in menu.

46. GA3 (3rd game exclusion)

While **OFF** machine will will not show this game in menu.

47. GA4 (4th game exclusion)

While **OFF** machine will will not show this game in menu.

48. tFr (tickets for best score)

Number of tickets that machine will give for best score.

49. t-1 (tickets for 1st threshold)

First value represents amount of hundreds of point for 1st score threshold. Second value represents ticket quantity.

3-1 stands for „If score is higher than 300 points, give 1 ticket”.

50. t-2 (tickets for 2nd threshold)

First value represents amount of hundreds of point for 2nd score threshold. Second value represents ticket quantity.

5-2 stands for „If score is higher than 500 points, give 2 ticket”.

51. t-3 (tickets for 3rd threshold)

First value represents amount of hundreds of point for 3rd score threshold. Second value represents ticket quantity.

7-3 stands for „If score is higher than 700 points, give 3 ticket”.

52. tc1 (tickets for 1st channel of coin-acceptor)

While **ON** machine will go back to factory settings while leaving settings menu. Next time you enter settings it will be set to **OFF**.

53. tc2 (tickets for 2nd channel of coin-acceptor)

While **ON** machine will go back to factory settings while leaving settings menu. Next time you enter settings it will be set to **OFF**.

54. tc3 (tickets for 3rd channel of coin-acceptor)

Quantity of tickets that machine will give every time money is inserted on for that channel.

55. tc4 (tickets for 1st channel of bill-acceptor)

Quantity of tickets that machine will give every time money is inserted on for that channel.

56. tc5 (tickets for 2nd channel of bill-acceptor)

Quantity of tickets that machine will give every time money is inserted on for that channel.

57. tc6 (tickets for 3rd channel of bill-acceptor)

Quantity of tickets that machine will give every time money is inserted on for that channel.

58. tc7 (tickets for 4th channel of bill-acceptor)

Quantity of tickets that machine will give every time money is inserted on for that channel.

59. dFL (default settings)

While **ON** machine will go back to factory settings while leaving settings menu. Next time you enter settings it will be set to **OFF**.

Use this if you've made some changes in settings and machine is not working correctly.