



# Rick and Morty Service Manual



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## 1) Introduction

Scott Danesi's second game for Spooky Pinball takes players into a world where anything and everything can happen, and the only two people who have a clue about their environment are a drunken asshole inventor and his grandson. Rick & Morty offers several ways to tackle scoring in the game courtesy of a complex rule set designed with Bowen Kerins' input, including completing adventures for the Morty Adventure Card and traversing through alternate dimensions to find Megaseeds and increase potential scoring. The game is still in a rather early stage of development but it plays pretty well for a brand new game.

- Game Design: Scott Danesi
- Programmer: Eric Priepke
- Animations/Sound Effects: David "Bunyip" van Es
- Music: Scott Danesi
- Artwork: Josh Freekys
- Toy Sculpt: Matt / Back Alley Creations

For technical service please reach out to

[Service@SpookyPinball.com](mailto:Service@SpookyPinball.com)

For other Spooky Pinball games please visit

[SpookyPinball.com](http://SpookyPinball.com)



## 2) Game Assembly and Setup

Thank you for purchasing a game from the smallest, happiest, goofiest little pinball company on the planet! Your support means everything to our family and business.

Here are a few quick notes to help you get your new game set up.

Ideal playfield pitch is 6.5 degrees

### 2.1 Unboxing and parts inspection

#### Tools required for initial machine assembly

Utility knife or razor blade

Ratchet with  $\frac{5}{8}$ " socket or  $\frac{5}{8}$ " wrench

Small bubble level (side to side and incline)

Wire cutters

#### Parts List

1 Set of coin door keys

1 Tilt plump bob

1 Backbox (head) bolt

4 Pinball legs

4 Pinball leg levelers with nut

8  $\frac{5}{8}$ " Headed pinball leg bolts

4 Pinballs

1 Power cable (line cord) for your country's electrical system

#1 - Your coin door keys are located inside this leg box. All the pinballs, a power cord, legs, leg bolts, and head bolt & washer, are in the same package. Your backbox key is inside the coin door. Please take a minute to inspect to make sure you have all the parts and that they are not damaged.

#2 - If your game came in a box then there are a couple of ways to begin. If your game did not come in a box, then continue on to step

#3. Begin by opening the flaps on the top of the box. Be mindful to make sure you remove the staples from the flaps so you don't get scratched or misplaced any of them. **DO NOT CUT THE PLASTIC STRAP JUST YET!**

A) With some assistance, lay the machine flat on the floor on the side that is marked "Truck this side only." Grab the plastic strap and pull the game from the box. Once the game has been removed from the box (and with the assistance of a helper), stand the game back upright on its back.

**OR**

B) Using your utility knife, carefully cut down the sides of the box that are labeled "Truck this side only," making sure that your knife DOES NOT come in contact with the game cabinet itself. Once both sides are cut you will be able to access the pinball cabinet itself.

#4 - Start by threading the leg leveler nut onto each of the levelers. Once that is complete then you can thread the leg leveler into the bottom of each of the pinball legs. Let's begin with all of the levelers adjusted to their lowest positions (threaded all the way in).

## **2.2 Leg installation and backbox assembly**

#5 - Using 2 of the 5/8" headed pinball legs bolts per leg, start with either of the front legs. Thread the leg bolts into the corresponding holes on the corners of the front of the cabinet. Using your ratchet or wrench, tighten adequately to make sure the leg is attached to the machine. With the assistance of a friend or helper slowly tip the game forward until the two front legs are resting on the floor. Now, as a team, pick up the rear of the cabinet and attach the back two legs in the same fashion as the front. You may want to find a stool or other sturdy support system to rest the game on while attempting this. Once the rear legs bolts are inserted and tightened you can set the game down on its legs.

#6 - Using your wire cutters, cut the plastic strap that runs the length of the game. ATTENTION!, be careful there is some tension on this strap and it may release with some force. Once the strap is free, now you can lift the backbox into position. Be mindful to make sure none of the wiring gets pinched while lifting the backbox. Use the clasp on the backbox and the cabinet to temporarily hold the backbox upright. This should not be used as a permanent fastener. Using the keys from the parts box, open the coin door and retrieve the backbox keys. With these keys, unlock the backbox lock and pivot down the lcd panel. Now, using the head bolt and washer provided, secure the backbox to the base cabinet. At this time thoroughly check for any loose or disconnected connection(s) in your backbox. When you are done, reinstall the backglass and engage the lock. Place the backbox key back on the hook in the coin door.

#7 - With the coin door open, grasp the lever located at the top right of the door frame and pull it to the left. This will release the mechanism that holds the "lockdown bar" in place. Set the lockdown bar aside in order to remove the playfield glass. Now close your coin door to keep it out of the way of the playfield glass. In order to remove the playfield glass, simply slide the glass down the front of the machine. This is tempered glass, so please take care not to hit the edges of it on anything as it may shatter. With the glass safely stored off to the side, we are ready to level the machine.

## **2.3 Pitch and Level Adjustments**

#8 - With your small bubble level you can level the side to side action of your game. Placing the level on the playfield itself will give you the most accurate results. First level the back of the game. With your friend or helper watching the level, crawl under the machine and rotate the leg leveler counterclockwise to make the leveler "longer." Do this until your bubble is between the two lines on your level. Repeat this process for the bottom of the playfield. Once that is done, you can use your pitch level to adjust the pitch of the game. The steeper the pitch, the faster the game will play. We recommend a pitch of 6.5°. The pitch can be increased by raising the back of the game. This is accomplished by making the leg levelers on the back legs longer. Once the proper pitch is established, recheck the level of the playfield.

## **2.4 Ball Installation**

#9 - Now remove the pinballs from their package. Please take a minute to inspect them for any nicks or scratches. Also, this is a good time to wipe them off before installing them into the game. Once you are satisfied that they are acceptable, place them on the lower playfield and let them naturally fall into the trough. Please install all balls that come with the game and remember to put one of them in the garage trough.

## **2.5 Tilt**

#10 - The tilt plump bob is a metal cone, that when makes contact with the ring it is inside of, will issue a "Tilt Warning." After repeated "tilts" the machine's coils will shut down and the player will lose their current ball. To install the tilt plump bob (hereafter referred to as simply tilt bob) open the coin door on the front of the game. Located on the inside left of the base cabinet you will find a long metal rod inside a metal closed hoop. Insert the narrow end of the tilt bob onto the metal rod and then tighten the nut on the side of the tilt bob. The farther up the metal rod you go, the less movement will be necessary to "tilt" the machine. After playing a couple of games you can adjust this to your liking.

## **2.6 Volume and Amp Adjustments**

#11 - The volume for Rick and Morty is controlled by the two black buttons mounted to the inside of the coin door. The amplifier has been set from the factory. PLEASE DO NOT adjust the amplifier directly.

## **2.7 Power up and First Impressions**

**NOTE:** IMPORTANT! This game auto ranges from 50 to 60 Hz! 110 / 220 switch is on the back of the 48v power supply. DO NOT ADD A CONVERTER / TRANSFORMER!

#12 - Using the line cord from your parts box, plug the female end into the receptacle on the back of the base cabinet and the male end into your wall socket. Turn the switch on (under the bottom of the cabinet, right front side). Please take this moment to check for proper function for the basics of the machine. If the machine does not seem to function properly see the troubleshooting guide at the end of this manual or contact [Service@SpookyPinball.com](mailto:Service@SpookyPinball.com)

#13 - Your game is factory set to free-play... HAVE FUN! :-)

For more information, apron cards you can print, and links to even more technical info/parts... go to:

[www.SpookyPinball.com/game-support](http://www.SpookyPinball.com/game-support)

FOR TECHNICAL HELP, PLEASE EMAIL: [Service@SpookyPinball.com](mailto:Service@SpookyPinball.com)

FOR SALES HELP, PLEASE EMAIL: [Squirrel@SpookyPinball.com](mailto:Squirrel@SpookyPinball.com)

You will get a prompt reply.

Thanks from the Entire Spooky Pinball family!

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### 3) Game Rules and Features

Here are a few game walkthroughs from the community.

Tilt Pinball Forum <http://tiltforums.com/t/rick-morty-rulesheet/6391>

#### Layout

- Left outlane - Contains the S in “SLAM”. A ball that rebounds around the left target bank or a misfire from the upper flipper can often wind up in this area, so be careful.
- Left inlane - Contains the L in “SLAM”. Fed to by the portal kickout (see below).
- Portal kickout - This scoop sends the ball flying towards the left flipper at a fast speed; a ball that’s about to be kicked out of this scoop will have a light show indicating it. This scoop is where balls shot into the Garage will be sent out, so be on guard!
- Slam bumper - Replacing the left slingshot on this game is a single pop bumper that sends the ball even more out of control than usual, potentially leading to quick drains. Completing SLAM at the bottom lanes will activate the Slam Save to prevent this unfortunate incident.
- Left target bank - Contains three standup targets labeled “BETH”, “SUMMER”, and “JERRY”. Once all three targets are hit, they will qualify the mystery award at the Center scoop. There is also a Rick target just above the left 3 bank. Hitting it will cause the Kalaxian Crystal to flash and Rick will shout out one of his catch phrases. This doesn’t seem to do much else besides that currently but there is a GC award for “The Most Rick” for spouting the most catch phrases.
- Left garage entrance - This entrance to the garage can only be made using the upper flipper, and it’s a pretty late shot from up there. This is also where the super skill shot is collected at the start of a ball. This shot starts Pickle Rick, if available (the arrows on this shot and the far right orbit shot will light purple and Rick will begin to tell you over and over to “come to the garage” like in the episode). This shot and the right orbit are also used to change dimensions once lit by charging the portal gun.
- Left ramp - This steep ramp heads behind the back panel of the game and feeds the upper flipper, similarly to the left ramp in Black Rose. A shot to the left ramp will qualify the scoop to start an Adventure, indicated by its insert.
- Noob Noob standup - This single target is located between the left garage entrance and the side loop, and scores the skill shot at the start of the ball but doesn’t do much else (with one exception... read the Total Rickall section for more info). It’s a gimme, so why would it score much anyway?
- Side loop - This shot can be made from the upper flipper and sends the ball right back to the upper flipper for more sequential shots. Typically, you can make this loop off of an early upper flipper shot. A diverter near this shot can force right orbit shots to exit out of the entrance to this shot. There is a spinner in front of this loop. Collects Extra Ball when available.
- Spinner - A satisfying spinner is located in front of the side loop, and collecting enough spins to fully power up the portal gun will light both garage entrances to activate a portal to another dimension.
- Left lock - This part of the Danesi Lock 2.0 is easier to make as a backhand from the left flipper and has a drop target with Rick’s face on it on the front. Locks a ball when lit and also used during modes.
- Scoop - Located in between the Danesi Lock 2.0 is a scoop that can easily be made from either flipper. Shooting the scoop when lit will collect Mystery, start an Adventure after the left and/or right ramp has been shot (see Adventure Qualification), or start Multiball when two balls are locked.
- Ship - This replica of Rick & Morty’s spaceship sits above the scoop and shakes at certain times during play; it also bobbles around when balls are locked. Really nice light show effects here.
- Right lock - This part of the Danesi Lock 2.0 is easier to make as a backhand from the right flipper and has a drop target with Morty’s face on it on the front. Locks a ball when lit and also used during modes.
- Flooble Crank - This unique target takes the form of a metal rod that runs back underneath the right ramp to a hidden captive ball. Shots to the Flooble Crank will transfer force through the rod into the captive ball, qualifying the locks and adding power to the anti-gravity battery near the right outlane.
- Right ramp - This ramp is generally less steep than the left ramp and although it’s easiest to make with the left flipper, it can be backhanded from the right flipper on a strong shot. Making this shot will light the scoop to start an Adventure.
- Right lane - This is a curvy, tight lane that feeds the upper flipper. Depending on your position it might be a better idea to make this shot rather than the steep left ramp. Also used during modes.
- Right garage entrance - This pseudo-orbit is another way to enter the garage that tends to be easier than the upper flipper shot, but the ball wont enter the garage unless the shot is strong enough. Otherwise, it will just fall into the side loop. Starts Pickle Rick if available and also changes dimensions once the portal gun is ready, just like the left garage entrance.
- Meeseeks Box - This target located to the far right of the game will spawn a Meeseeks at a random shot. Shoot the lit shot to move Meeseeks to the display and apply enhanced (or divided!) scoring to that shot. See the “Meeseeks Multipliers and Meeseeks Mania Multiball” section below for a detailed explanation on Meeseeks.
- Anti-gravity battery - The return of the classic Williams style Magna-Save! Use the extra flipper button on the right side of the game to try and send a ball going down the right outlane back into play. The magnet itself is located directly underneath the “A” in “SLAM”. The goal is to skillfully toggle the magnet on and off to guide balls back into play. Balls can be saved from the right outlane with very little battery usage if timed correctly. Any time the magna save button is held the battery will drain on the playfield to indicate how much charge is left. You can also hold it down if you have enough charge and the ball will eventually settle into place for an easy drop into the right inlane but this will eat up all of your charge.
- Right inlane - Contains the A in “SLAM”. Fed to by the right ramp.
- Right outlane - Contains the M in “SLAM”. Keep an eye on your anti-gravity battery, otherwise, you’re boned.
- Plunger - The plunger on this game is designed to send the ball directly to the upper flipper for the skill shot. However, it has been reported to go around the right lane on some games. This behavior isn’t intentional.

## Skill Shots

At the start of a ball, the auto-plunger will fire the ball directly towards the upper flipper for a skill shot opportunity. The Noob Noob target will be lit for 200k while the Garage will be lit for 400k (it increments on successful skill shots - the 2nd successful is 300k / 600k), while a full shot around the side loop will multiply the skill shot values (and yes, you can do this multiple times - good luck...).

## Glomflomite Battle Multiball

Hitting the Flooble Crank once will qualify either side of the Danesi Lock 2.0 for a lock. Once a ball is locked another Flooble Crank hit will light the remaining open side for a lock. The center scoop will begin flashing the green multiball light once two balls have been locked. Shooting the center scoop will begin Gromflomite Battle MB. Collecting any Jackpot will light the first Super Jackpot at the garage, which can be collected from either the left orbit to the garage or the right orbit. Only the first Super Jackpot can be collected via the right orbit, all subsequent Super Jackpots must be collected at the left orbit to garage shot. During multiball the screen will display how many jackpots you have to collect to light the next super jackpot (increases by one for each subsequent attempt).

Stacking an Adventure start on the Multiball start, along with making it quite a bit easier to make progress in the Adventure, will actually combine the two ball saver times. You are also able to hit the left and right ramps to qualify your next mode if you aren't in one during multiball or if you complete a mode during multiball. You cannot start the next mode but you can at least qualify it to be ready when you exit multiball.

After the first multiball, lit locks will slowly fade and timeout. With each successive multiball, the fade time gets faster until the 6th multiball, where it hits the lowest timer and stays constant.

Add-A-Ball: Make the Flooble Crank three times to add a ball to the Multiball. The first two hits will light a solid green light below the Flooble Crank, and the third will add a ball into play and give a 10 second additional ball saver. You can only collect 1 add-a-ball per continuous multiball – for example: if you start GMB and collect the add-a-ball and then bring in Meeseeks Mania, you can not add another ball. Once you have earned the add-a-ball in any multiball, following multiballs will require 4 shots for the add-a-ball.

Lock Stealing: Similarly to TNA, one player can steal another player's multiball, but this time there are some smart design changes to how it can be stolen. Here's an example using a two player game for simplicity's sake:

- Player 1 locks one or two balls into the Danesi Lock 2.0, then drains.
- Player 2's horseshoe will be lit orange on any side with locked balls to indicate that the locks are shielded. Additional Flooble Crank hits will be required for each ball that is locked:
  - One ball locked: 2 hits to the Flooble Crank to light the 2nd lock then multiball will be ready.
  - Two balls locked: 3 hits to the Flooble Crank to light multiball.The additional Flooble Crank hits in these sequences will award a virtual lock on screen.
- However, this only applies if the player trying to steal has no locks of their own lit. If player 1 locks a ball and player 2 already had a lock lit but not collected, that lock will also belong to player 2 on their ball and progression towards multiball will continue normally. The game will also remember each player's locks so if a player's locks or multiball are stolen, then their locks will remain lit and available for them until they have collected the stolen lock or started multiball.
- Overall, this is a great balance change from TNA as you aren't guaranteed an essentially free MB on one shot after a player has locked two balls.



## Adventures

The main modes in this game take the form of adventures that Rick forces his grandson to go through; started or completed adventures will be shown on both the display and on the Morty Adventure Card directly above the flippers.

**Adventure Qualification:** Qualify an Adventure by shooting either the left or right ramp at the start of the game. The ramps will have their Start Adventure lights lit purple when available to qualify an Adventure. On default settings only one of these ramps is needed to qualify the first Adventure at the center scoop. All subsequent Adventures require both the left and right ramp to be completed. On default settings and updated code, the scoop will be automatically lit for Adventure on ball 3 if it hasn't been lit yet. All Adventures start at the center scoop except for Pickle Rick (which is started at either garage entrance).

**Scoop Timer:** For reference, the "Scoop Timer" is used during most of these modes for various objectives. All Adventures will award a 10 second ball saver when started. This ball saver timer will also freeze after a lock until the ball is back in the playfield so there is a lot of strategy in when to start your mode to activate your ball saver.

**Adventure Stamps:** Adventure Stamps will be awarded regardless of whether or not an Adventure was completed; if you drain during an Adventure, it will still award you with the stamp - but if you Complete the adventure, you'll get a green stamp. Free stamps awarded from the mystery are shown with a yellow stamp. There are currently 10 modes in the game and hopefully more on the way. Default settings start the card with 4 stamps lit, 2 of which are green.

**Adventure Selector - AKA Morty's Choice:** Morty gets to choose 1 of every 10 adventures, so when you have completed 9, the 10th adventure start will bring up the adventure selector and you can choose what adventure you go on. All the adventures are available to pick from. Any adventure you have not "Completed" already will be available with multiplied scoring. The amount of the multiplier is based on the number of green stamps you have on your card. Rick Potion No.9 is only available from the adventure selector on a full card.

- **Roy: A Life Well Lived:** Roy is a 5-decision deep branching VR narrative. If you make it through all 5 choices, Roy's life ends and you'll have won the mode. If you drain early; well, that's a tragedy. Make green shots to make 'positive' life choices or make red shots to make 'negative' life choices. Positive choices will advance the age shown on the digit display a bit more than negative choices, and if you make it through the entire mode, you'll score a bonus dependent on Roy's age. Consecutive similar decisions (ie. shots of the same color) will be multiplied depending on the length of the string. There also seems to be a secret "Rick option" that is hidden behind one of the arrows at each choice which awards a fairly insane choice and gives a lot more points. The Scoop Timer displays Roy's age in this mode.
  - Completion Condition: Make all 5 decisions.
- **Total Rickall:** Parasites from other dimensions have invaded the home of our "heroes", and it's time to kill them all! Kill 20 parasites by shooting the both drop targets, Beth and Summer three times each to win (some hits award more than one parasite kill). The value of each parasite increases for a short time when one is killed, but it will slowly decrease afterwards, so try and kill parasites as consistently and as quickly as you can. Hit the Noob Noob target shortly after killing all the parasites for a little secret bonus. The Scoop Timer displays the total remaining number of parasites in this mode.
  - Completion Condition: Kill all the parasites.
- **Whirly Dirly:** Battle Risotto and his henchman on a crazy rollercoaster inside an immortality field. Advance towards the edge of immortality field by making two orbit shots (either the right lane, side loop, or unlit lock can count towards this), which will then cause the right ramp to light briefly for a kill shot. If you miss this shot, you'll have to keep looping until you qualify it again, and you only have three opportunities to make this shot. Making the kill shot twice (to kill both Risotto and his henchman) and hitting the scoop will finish the mode.
  - Completion Condition: Make both 'kills' on the ramp, and the final scoop shot.
- **Look Who's Purging Now:** On the purge planet, purges happen... well, a lot - and Rick unknowingly traps his grandson there on an adventure. Buy time for Rick to build the communicator and save both of their lives by fending off the planet's fierce locals, represented by purple arrows moving from left to right across the playfield towards Morty. Locals are killed by hitting the shot they are currently on. You can also kill the right most local by lobbing a defraculation grenade if you have one, this is done by shooting the inner loop. The longer the mode lasts, the closer together the locals spawn, and the farther to the right they are when you kill them their value increases. Morty is located at the right garage entrance, and if a local reaches him, you'll only have a few seconds to make the shot and save him before the mode ends. Holding off the locals for a long enough time (killing 5 locals) will light the Summer target on the left target bank; hit it with a precise shot to summon the armored suits, and then stay alive for 20 seconds. Shoot the scoop afterwards for hot purging action and successful completion of the mode. Good luck!
  - Completion Condition: Make the scoop shot to put on the armor suits.
- **Extra note for this mode:** If you hold a ball on a flipper, the locals will speed up while you do so.
- **Pirates of the Pancreas:** Welcome to Anatomy Park! Power on their Pirates of the Pancreas ride by shooting either the left or right ramp to spell the name of the ride (yup, 20 shots!). Each ramp shot also adds 3 seconds to the timer for the mode; if enough time goes by without making any shots, all of the major shots will light up to add letters to the name of the ride, but only the ramps will add time properly (because Ruben's about to blow). Shortly after this Rick will get fed up with you and tell you to just shoot 3 more shots and a scoop to end the mode, you can't collect letters or extend the timer anymore during this phase and the timer stops running as well.
  - Completion Condition: Spell at least "PIRATE" before escaping.
- **Pickle Rick:** This mode is unique among the implemented modes so far because unlike the other Adventures, it can only be started at the garage; both shots that lead to the garage will begin flashing purple when this mode is qualified instead of the center scoop and Rick will begin telling you to come to the Garage. Landing the shot in the Garage to start the mode will actually hold the ball (instead of the usual instant left inlane scoop eject) so you can relax and watch the intro, where out of pure incompetence and a desire to brag, Rick turned himself into a pickle, Morty! He's Pickle Rick! Advance through the life cycle of this scientific monstrosity by first hitting the bumper or slingshot enough times to get off the ground, then shoot the scoop. You'll then be tasked to shoot targets to kill rats with your upgraded weapons and armor. Killing enough rats will then light the scoop to start the final timed phase, where shooting ramps and loops will kill goons at the consulate. Killing enough of the goons will light the scoop for one last shot to finish the mode. This is very difficult to accomplish, good luck!
  - Completion Condition: Make it to the 3rd Phase in the Consulate
- **Get Schwifty:** Earth has been chosen to compete on the hit Cromulon reality show Planet Music. Rick and Morty will perform Get Schwifty and it's your job to sway the Cromulons to vote in the positive with your impressive pinball skills. The shots in this mode are groups: Targets, Loops, Ramps. They light in sequence, one at a time. Hitting any lit shot will improve the Cromulons sentiment. As time passes without hitting shots, their opinion of the performance will sour. If you spend a while not hitting anything, all shots will light for a single shot to get you back on track. Points are earned per second you're in the positive, and for each successful shot. Max out the meter for big points! Be in the positive on the vote meter at the end of the song to win the mode and get a Cromulon vote bonus.
  - Completion Condition: Finish the song in the positive on the vote meter.

- The Blood Dome: Attempting to create a diversion, Rick injected Morty with the muscle memory of a fallen death stalker. Now that arm has taken control and has issues to work out. Four shots on the right side of the playfield are lit for this adventure. The first shot to any of the four increases the shot value, and each shot will only work three times. It takes a total of 7 shots made to light the scoop to complete the adventure. This adventure has a limit of 25 uses of the left flipper. If that count (shown on the upper digit display) reaches zero, the mode ends early. If you make all seven shots with left flips remaining, you'll get a bonus when you make the final scoop shot.
  - Completion Condition: Make all 7 shots before you run out of left flips, and hit the scoop.
- Scary Terry: Rick and Morty have descended into a dreamworld with real consequences. They're being chased by Scary Terry (a "legally safe knockoff" of Freddy Krueger) who insists that they can run but cannot hide. Shoot purple shots to run away, and hit the scoop to finish running / start hiding. Next, shoot the scoop to hide for 1 dream hour and/or the portal (i.e. garage) to hide for 2 dream hours. The Scoop Timer displays the total number of dream hours hidden.
  - Completion Condition: Hide for at least 6 dream hours, and hit the scoop.
- Rick Potion No.9: Rick brews up some love potion, which Morty uses to make Jessica fall in love with him. But some love potion particles latch onto Jessica's flu virus and go airborne. Soon, everyone not directly related to Morty falls aggressively in love with him. Shoot for Morty to apply the potion. Next, shoot purple shots to spread the virus. Then shoot for Rick or Morty to escape. Shoot the scoop. Shoot Rick or Morty to hash things out... This adventure is only available from the adventure selector on a full card.

## Dimensions

Venture through alternate dimensions by charging the portal gun with enough hits to the spinner (and other regular shots), and then make either garage entrance to shift into the alternate dimension. Visiting 3 dimensions is currently lights an EB, which can be collected at the spinner loop. While you are in a dimension Rick's portal gun charge will deplete on the playfield, and once it empties you will be forced back into your normal home dimension. It's possible to recharge Rick's portal gun while in a dimension with additional shots, and/or collecting all of a dimension's Megaseeds, this will light another dimension so that you can immediately jump again. When you jump from one dimension to another without going back to C-137, you get an extra Megaseed! There are mainly three different types of dimensions:

- Dimensions that change the pf lighting/music/sounds (Feature)
- Dimensions that add positive score modifiers on shots (Positive)
- Dimensions that modify mechanical behavior or reduce points on shots (Negative)

Fun small detail: There are 3 versions of the main gameplay loop and the game shifts between them as you change dimensions if there's not some other music playing.

The possible dimensions are:

<b>Dimension Name</b>	<b>Effects</b>	<b>Category</b>
17-R4MP5	3x Ramp Scoring!	Positive
BW00-P	3x Spinner Scoring!	Positive
mega-sl4m	5x Slam Ring Scoring!	Positive
L4ne-3	10x In/Out Lane Scoring!	Positive
g0tu-Fam	3x Family Target Scoring!	Positive
CMB-0	3x Combo scoring!	Positive
H4-+ch	3x Scoop Scoring!	Positive
Hv3-LT	3x Scoring on the LEFT half!	Positive
Hv3-RT	3x Scoring on the RIGHT half!	Positive
Ye-Zu5	1000x RICK TARGET SCORING!	Positive
d3d-BMP	SLAM RING is disabled!	Negative

d3d-SLi	Slingshot is disabled!	Negative
d3d-SPn	Spinner is disabled!	Negative
d3d-CRnk	Flooble-crank is disabled!	Negative
d3d-BOx	Meeseeks Box is disabled!	Negative
d3d-F4m	Family targets disabled!	Negative
W3k-LT	1/2 Scoring on the LEFT half!	Negative
W3k-RT	1/2 Scoring on the RIGHT half!	Negative
FL-33p	Activates all flippers together. Yells "FLEEP!"	Negative
FL-2p	Upper flipper activates with left flipper button.	Negative
W1L-HM	All targets / slings play the 'Wilhelm Scream'	Feature
13u-TT	Just passing through ...	Feature
TW-z0n3	Removes all color from LEDs	Feature
BLK-0p	Night Vision Engaged!	Feature
b1-ind	GI Lighting Strobes	Feature
N0-ramp5	TNA Lampshow & Music	Feature (also Ramps = 0 pts)
sp-0ng3	Underwater dimension	Feature

gR-w0of      Where are they, Summer?      Feature

r5h-0ur      Expressions of frustration.      Feature

sp-0tz      It's like a Hollywood premiere in here.      Feature

sw-4mpy      Watch out for them gators!      Feature

## Megaseeds

Megaseeds can only be collected in alternate dimensions, and will light up with orange inserts at random shots each time a new dimension is discovered. Change dimension via the garage for 5 lit megaseeds, the right orbit only lights 3. Each Megaseed adds 5% to the end of ball bonus, which on this game, is determined by what you scored during the course of your ball; for example, collecting 10 seeds on ball 1 and clearing several modes will result in a huge bonus, while draining immediately on ball 2 with those 10 seeds will result in almost no bonus. Don't tilt!

Note that Megaseeds are cumulative throughout the game, meaning that you will still retain the additional 5% of your total ball score as a bonus even after you drain.

## Meeseeks Multipliers

Shots to the Meeseeks Box will spawn a Meeseeks on a shot which will be lit blue. A Meeseeks will also spawn on the screen. Shooting the lit shot will collect the Meeseeks. The Meeseeks onscreen will vanish along with an audio callout when the shot is made. You can only have 3 Meeseeks on the playfield at any given time; each one will multiply all Meeseeks shots from 2x-3x-4x. The shot is only multiplied once, when you shoot the lit blue Meeseeks, and the other shots remain lit while the multiplier decreases. If you wait too long, however, the Meeseeks on the screen will change to appear in pretty bad shape and their corresponding blue light will change to purple (you'll also get a corresponding audio callout for this). This will now divide the shot instead in the same manner; for example, if you allowed all 3 Meeseeks on the playfield to switch to purple before collecting them, they would divide your lit shot by 4x-3x-2x as you collect them. The multiplier in the center of the playfield will indicate this via purple/blue lights. The Meeseeks generally favor the "best" shots to spawn on when you spawn them. All Meeseeks operate on their own individual timers so it is possible to have both purple and blue Meeseeks on the playfield multiplying and dividing different shots. You'd think the rules maven for this was some kind of math whiz... 😊 Using enough Meeseeks, good or bad, will start Meeseeks Mania. Total needed is displayed in the upper right of the score display.

## Meeseeks Mania

Mania is a 2 ball multiball. Meeseeks appear on every shot. Collecting one awards a meeseeks jackpot and increases the multiplier for a short time. If any meeseeks goes bad, the multiplier becomes a divisor and can't go back into the positive until all bad meeseeks are cleared. Hitting the Meeseeks box during Mania will add 1, 2 or 3 meeseeks at random (based on available slots) as well as RESET ANY BAD MEESEEEKS that exist. If you go for a period of time with no meeseeks, bad messeeks will start to be added in open spots until you hit the Meeseeks Box target. After you drain down to one ball, Jerry will light for a hurry-up bonus based on the total you earned during Mania. If you hit Beth or Summer, the hurry-up ends immediately.

## Mystery

Light Mystery at the scoop by completing the three left standup targets, then shoot the scoop to collect a Mystery award. The two small lights on the left and right side of the Scoop Timer will light blue to indicate the Mystery is available. Along with several joke awards like "13 Balls" and a few references to episodes of the show like "Real Fake Door", there are some actual awards you can obtain here:

- Add 1 Meeseeks (spawns a Meeseeks, does not collect one)
- Charge Portal Gun
- Charge Anti-Gravity
- Light Lock
- Add 1 Megaseed (immediately awards a Megaseed)

Some (many?) adventures have custom awards that you will get the first mystery you collect during that adventure, such as a free Defraculation grenade in Purge. Additionally, if the garage is lit to start Pickle Rick, and you hit a lit mystery award, Pickle Rick will start without having to hit the garage.

## Slam Save

Qualify the Slam Save by completing SLAM at the return lanes. Additionaly, completing the SLAM lanes will light the SLAM RING for a 'bonus' hit worth more points. If you complete the lanes again, the value goes up. There are FIVE levels of bonus value. They are exponential and indicated by color. With the Slam Save lit, the next time a ball drains off of a pop bumper hit, it will be sent back into play and a bonus will be scored dependent on how many times SLAM was completed before using it. The Slam Save has a very short timer, so if the ball isn't launched directly into the drain, it is unlikely to award the save (if it rolls up the apron for example before coming back to the drain). Slam Save is disabled during multiballs. Points are awarded based on the highest SLAM RING bonus value for the slam save, and can be collected while the immortality field is on (Slam-mortality)

## End of Ball Bonus

Bonus on this game is calculated in a unique fashion; each Megaseed awards 5% of your total score for the ball, at the end of the ball. If you don't have any Megaseeds, then no bonus for you, sorry. Bonus on this game can be huge if you consistently have long balls and actively hop through dimensions, so don't tilt!

## 4) Menu System

### 4.1 Basic Menu Functions

All settings to the game are done via the menu system.

From left to right

**Red** - Back out one step

Black (left) - navigate to the left

Black (right) - navigate to the right

**Green** - “Go” into the menu further

- Home
  - Settings
    - Gameplay (Features)
    - Machine (Coils)
    - Machine (Pricing)
    - Machine (Replay)
    - Machine (Standard)
    - Sound
  - Tests
    - Switch Test
    - Led Test (Single)
    - Coil Test
    - Music
    - Shaker
  - Statistics
    - Audits
    - Coin Op Audits
    - Last Score Data
    - Reactor Audits
  - Utilities
    - Servo Settings
    - Clear Credits
    - Reset Audits
    - Factory Settings
    - Set Date/Time
  - Software Info

## **4.2 Settings**

### **Machine (Standard):**

'Attract Mode Sounds':

options: ['On','Off']

default: 'On'

desc: 'Allow sounds to play from flipper presses during attract mode.'

'Attract Mode Music':

options: ['On','Off']

default: 'Off'

desc: 'Allows for music to play during the attract mode.'

'Auto-Launch Ball Time':

options: ['Off', 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60]

default: 'Off'

desc: 'Auto-Launch the ball after this many seconds.'

'Backbox LED':

options: ['On', 'Off']

default: 'On'

desc: 'Enable or disable the backbox LED'

'Balls Per Game':

options: [1,10]

increments: 1

default: 3

desc: 'Number of balls each player gets per game.'

'Extra Ball Limit':

options: ["OFF",1,2,3,4,5,6,7,8,9,10]

default: 4

desc: 'Max total Extra Balls per game'

'Extra Ball Carry-over':

options: ["ENABLED", "DISABLED"]

default: "ENABLED"

desc: 'If Enabled, uncollected extra balls remain lit on the next ball.'

'Extra Ball Knocker':

options: ["ENABLED", "DISABLED"]

default: "DISABLED"

desc: 'If Enabled, knocker will fire on collect extra ball (if installed).'

'Credit Dot Enabled':

options: ['Yes','No']

default: 'Yes'

desc: 'If enabled a dot appears after the credits when errors are detected.'



'Knocker Enabled':  
options: ['Yes', 'No']  
default: 'Yes'  
desc: 'If enabled, hardware knocker is used for certain awards.'

'Match Enabled':  
options: ['Yes','No']  
default: 'Yes'  
desc: 'If enabled, the match feature for a chance at winning free games is used.'

'Music Ducking Effect':  
options: [0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0]  
default: 0.5  
desc: 'Ducking makes the music quiet during callouts - Smaller number is quieter.'

'Replay Award':  
options: ['Credit','Extra Ball']  
default: 'Credit'  
desc: 'Award given for achieving the replay score.'

'Replay Backdown Amount':  
options: [100000,5000000]  
increments: 50000  
default: 250000  
desc: 'Amount replay score auto steps down if not achieved.'

'Replay Increase Amount':  
options: [500000,5000000]  
increments: 50000  
default: 500000  
desc: 'Amount replay score increases after replay is achieved.'

'Replay Losing Streak Thresh.':  
options: [0,30]  
increments: 1  
default: 3  
desc: 'Amount of consecutive losses to force a score reduction.'

'Replay Minimum Score':  
options: [500000,50000000]  
increments: 50000  
default: 5000000  
desc: 'Minimum score the replay can lower to if not achieved.'

'Replay Score':  
options: [3000000,99000000]  
increments: 50000  
default: 8000000  
desc: 'Default replay starting score'

'Replay Score Enabled':

options: ['Yes','No']

default: 'Yes'

desc: 'If disabled, replays are not awarded at all.'

'Replay Type':

options: ['Fixed','Auto-Adjust']

default: 'Auto-Adjust'

desc: 'Auto-Adjust replay score will go up and down based on player scores.'

'Service Menu LED State':

options: ['ALL OFF', 'GI ONLY', 'ALL ON']

default: 'GI ONLY'

desc: 'State of the playfield LEDs while in service menu.'

'Shaker Intensity':

options: ['Very Low', 'Low', 'Normal', 'High']

default: 'Normal'

desc: 'Adjusts how violently the shaker does the shaking.'

'Shaker Motor':

options: ['On','Off']

default: 'On'

desc: 'If set to off, the shaker motor will do nothing. No shakes!'

'Start Button Reset':

options: ['ENABLED', 'DISABLED']

default: 'ENABLED'

desc: 'If enabled, holding start button after ball 1 will reset the game.'

'Target Free Game Percent':

options: [0,50]

increments: 1

default: 8

desc: 'Default target percentage of free games versus paid games'

'Tilt Allowed In Shooter Lane':

options: ['Yes','No']

default: 'No'

desc: 'Option to completely disable tilt when ball is in the shooter lane.'

'Tilt Warnings':

options: [0,10]

increments: 1

default: 2

desc: 'How many tilt warnings to give before actually tilting.'

'Tilt Bob Settle Time ms':

options: [1000,10000]

increments: 500

default: 1500

desc: 'Time in milliseconds for the tilt bob to delay before registering again.'

'Tilt Switch Sensitivity ms':

options: [0,30]

increments: 1

default: 5

desc: 'Time in milliseconds that the tilt must be closed before activation happens.'

'Tournament Rules':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'Tournament mode, if enabled, alters variable gameplay elements'

**Machine (Coils):**

'Cabinet Knocker':

options: [5, 30]

increments: 1

default: 10

desc: 'Cabinet knocker pulse time in milliseconds.'

'Diverter Initial Power':

options: [10, 30]

increments: 1

default: 20

desc: 'Diverter initial movement force.'

'Drop Target - Left Knockdown':

options: [10,50]

increments: 1

default: 20

desc: 'Left drop target knockdown pulse time in milliseconds.'

'Drop Target - Left Reset':

options: [10,50]

increments: 1

default: 20

desc: 'Left drop target reset pulse time in milliseconds.'

'Drop Target - Right Knockdown':

options: [10,50]

increments: 1

default: 20

desc: 'Right drop target knockdown pulse time in milliseconds.'

'Drop Target - Right Reset':

options: [10,50]

increments: 1

default: 20

desc: 'Right drop target reset pulse time in milliseconds.'

'Flipper - Lower Right':

options: [10,50]

increments: 1

default: 30

desc: 'Flipper power pulse time in milliseconds.'

'Flipper - Lower Right Hold':

options: ["LOW", "MEDIUM", "HIGH"]

default: "MEDIUM"

desc: 'Flipper hold power strength'

'Flipper - Lower Left':  
options: [10,50]  
increments: 1  
default: 30  
desc: 'Flipper power pulse time in milliseconds.'

'Flipper - Lower Left Hold':  
options: ["LOW", "MEDIUM", "HIGH"]  
default: "MEDIUM"  
desc: 'Flipper hold power strength'

'Flipper - Upper Right':  
options: [10,50]  
increments: 1  
default: 20  
desc: 'Flipper power pulse time in milliseconds.'

'Flipper - Upper Right Hold':  
options: ["LOW", "MEDIUM", "HIGH"]  
default: "LOW"  
desc: 'Flipper hold power strength'

'Pop Bumper':  
options: [10,40]  
increments: 1  
default: 30  
desc: 'Pop Bumper pulse time in milliseconds.'

'Scoop Eject':  
options: [10,40]  
increments: 1  
default: 20  
desc: 'Scoop Eject pulse time in milliseconds.'

'Ship Post Initial Power':  
options: [10, 35]  
increments: 1  
default: 20  
desc: 'Pulse time for the ship post initial kick.'

'Shooter Lane Launch':  
options: [10,30]  
increments: 1  
default: 12  
desc: 'Shooter lane launcher pulse time in milliseconds.'

'Shooter Lane Max':  
options: [10,30]  
increments: 1  
default: 17  
desc: 'Maximum strength the shooter lane launch ramps up to.'

'Sling - Right':  
options: [10, 50]  
increments: 1  
default: 30  
desc: 'Sling pulse time in milliseconds.'

'Trough Eject - Main':  
options: [10,50]  
increments: 1  
default: 20  
desc: 'Main trough eject pulse time in milliseconds.'

'Trough Eject - Portal':  
options: [10,50]  
increments: 1  
default: 20  
desc: 'Portal trough eject pulse time in milliseconds.'

**Machine (Pricing):**

'Bonus Credit After':

options: [0,10]

increments: 1

default: 0

desc: 'Bonus credits given after this many paid credits.'

'Number of Bonus Credits':

options: [0, 10]

increments: 1

default: 1

desc: 'Number of Bonus credits to give on Bonus Credit action.'

'Bonus Coin After':

options: [0,10]

increments: 1

default: 0

desc: 'Bonus coins given after this many paid coins'

'Number of Bonus Coins':

options: [0, 10]

increments: 1

default: 0

desc: 'Number of Bonus coins to give on Bonus coin action.'

'Coins Per Credit':

options: [1,2,3,4,5,6,7,8,9]

default: 1

desc: 'Coins required per paid credit.'

'Free Play':

options: ['Yes','No']

default: 'Yes'

desc: 'Free play allows continuous play without credits.'

'Left Coin Value':

options: [1,2,3,4,5,6,7,8,9]

default: 1

desc: 'Number of coin entries given for a single coin in the left slot.'

'Right Coin Value':

options: [1,2,3,4,5,6,7,8,9]

default: 1

desc: 'Number of coin entries given for a single coin in the right slot.'

**Sound:**

'Main volume':

options: [0,20]

increments: 1

default: 3

desc: 'Base volume setting for the game audio.'

'Volume percentage: Music':

options: [0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100]

default: 100

desc: 'Music volume is this percentage of Main volume. Lower is quieter.'

'Volume percentage: Voice':

options: [0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100]

default: 100

desc: 'Voice volume is this percentage of Main volume. Lower is quieter.'

'Volume percentage: SFX':

options: [0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100]

default: 100

desc: 'Effects volume is this percentage of Main volume. Lower is quieter.'



## **Rick & Morty (Feature):**

'Add-A-Ball Starting Difficulty':

options: ['EASY', 'DEFAULT', 'HARD']

default: 'DEFAULT'

desc: 'Setting for how easy add-a-ball starts out in multiball.'

'Adventure Card Lit at Start':

options: [0,1,2,3,4,5,6,7,8]

default: 4

desc: 'Number of adventure card punches at start.'

'Adventure Auto-Light on Ball Number':

options: ['DISABLED', 1, 2, 3, 4, 5]

default: 1

desc: 'Light adventure if player has 0 played adventures.'

'Adventure - Auto-Light On Last Stamp':

options: ['ENABLED', 'DISABLED']

default: 'ENABLED'

desc: 'If enabled, the 10th stamp adventure is immediately available after 9th.'

'Adventure Easy Qualify Count':

options: [0, 1, 2, 3, 4, 5]

default: 2

desc: 'Number of adventures that only require 1 ramp to light.'

'AntiGravity Power Drain Speed':

options: ['LAME', 'EASY', 'DEFAULT', 'HARD', 'BRUTAL']

default: 'DEFAULT'

desc: 'How quickly the Antigravity Battery Drains when held.'

'AntiGravity Power Charge Speed':

options: ['LAME', 'EASY', 'DEFAULT', 'HARD', 'BRUTAL']

default: 'DEFAULT'

desc: 'How quickly the Antigravity Battery charges per hit.'

'AntiGravity Initial Power Level':

options: [0,10]

increments: 1

default: 2

desc: 'Amount of battery power at the start of the game.'

'AntiGravity Battery Drain':

options: ['ENABLED', 'DISABLED']

default: 'ENABLED'

desc: "If enabled, Antigravity battery drains over time if not used."

'Attract Mode Cable Clips':

options: ['On', 'Off']

default: 'Off'

desc: 'Allows for interdimensional cable clips in attract mode.'

'Attract Mode Cable Clip Loops':

options: [1,20]

increments: 1

default: 5

desc: 'Loops through the attract mode before the next clip plays.'

'Attract Mode Cable Clip Volume':

options: [0,10]

increments: 1

default: 3

desc: 'Volume for Attract Mode Cable Clips.'

'Attract Mode Topper':

options: ['ENABLED', 'DISABLED']

default: 'ENABLED'

desc: 'If enabled, the topper will run along with the portal lightshow.'

'Ball Save Timer':

options: [0,20]

increments: 1

default: 10

desc: 'Time in seconds that the basic ball saver will last.'

'Ball Save Timer for Add-a-Ball':

options: ['OFF',5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45]

default: 10

desc: 'Ball Save Duration When Add-a-ball is earned'

'Ball Save Timer for Gromflomite Battle':

options: ['OFF',5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45]

default: 10

desc: 'Ball Save Duration at start of Gromflomite Battle'

'Ball Save Timer for Meeseeks Mania':

options: ['OFF',5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45]

default: 10

desc: 'Ball Save Duration at start of Meeseeks Mania'

'Ball Save Timer for Adventure Start':

options: ['OFF',5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45]

default: 10

desc: 'Ball Save Duration at start of Adventures'

'Ball Saver for Portal Eject':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'Optional Short Ball Save after a Portal Eject.'

'Ball Saver for U-Turn':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'Optional Short Ball Save When Horseshoe is lit for a u-turn.'

'Ball Saver for Scoop Eject':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'Optional Short Ball Save after Scoop Eject.'

'Blood Dome Left Flip Count':

options: [10,35]

increments: 5

default: 25

desc: 'Counter for how many left arm flips allowed in Blood Dome.'

'Dimension Change Charge Speed':

options: ['LAME', 'EASY', 'DEFAULT', 'HARD', 'BRUTAL']

default: 'DEFAULT'

desc: 'How quickly the portal meter charges with spinner hits.'

'Dimensions: Easy Starts':

options: ['OFF', 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20]

default: 6

desc: 'Dimension changes allowed before right orbit is removed.'

'Dimension changes to light Extra Ball':

options: ['OFF', 1,2,3,4,5,6,7,8,9,10]

default: 3

desc: 'Number of dimension changes needed to light extra ball.'

'Dimension Difficulty Restrictions':

options: ['ON', 'OFF']

default: 'ON'

desc: 'Dimensions that make gameplay significantly harder will not appear early.'

'Diverter Assist Inner Loop':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'Closes the diverter on inner loop shots to smooth the transition.'

'Family Targets - Easy Completions':

options: [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10]

default: 2

desc: 'Number of completions that will spot targets for any target hit.'

'Flooblecrank Debounce Time':

options: [10, 150]

increments: 10

default: 50

desc: 'Delay in milliseconds before processing flooblecrank hits; prevents misfires.'

'Lane Carry-over':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'If enabled, lit lanes carry over ball to ball, per player.'

'Left Ramp - Difficulty Compensation':

options: ['ENABLED', 'DISABLED']

default: 'ENABLED'

desc: 'If enabled, after 3 half-shots, lit ramp moves to the right ramp.'

'Meeseeks for first Mania':

options: [2,6]

increments: 1

default: 3

desc: 'Number of Meeseeks to collect for first Mania.'

'Meeseeks for second Mania':

options: [8,12]

increments: 1

default: 10

desc: 'Number of Meeseeks to collect for second Mania.'

'Meeseeks gap between Manias':

options: [8,15]

increments: 1

default: 10

desc: 'Number of Meeseeks to collect between additional Manias.'

'Meeseeks Time to go Bad':

options: [30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90]

default: 60

desc: 'Time in seconds before Meeseeks will go bad in normal play.'

'Mystery Tilt Warning Award':

options: ["OFF", "1 PER GAME", "1 PER BALL"]

default: "1 PER GAME"

desc: 'If on 2 tilt warnings, mystery award can add extra warning.'

'Portal Auto-Open on Ball Number':

options: ['DISABLED', 1, 2, 3, 4, 5]

default: 2

desc: 'Open portal if player has visited 0 dimensions.'

'Portal Charge Carry-over':

options: ['ENABLED', 'DISABLED']

default: 'ENABLED'

desc: 'If enabled, meter charge carries over ball to ball, per player.'

'Purge Grenades at Start':

options: [0,10]

increments: 1

default: 1

desc: 'Number of grenades available when The Purge starts.'

'Skillshot Emphasis via Lighting':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'Turns off other inserts around the skillshot leds during skillshot.'

'SLAM Save Time':

options: [1.5, 1.6, 1.7, 1.8, 1.9, 2.0, 2.1, 2.2, 2.3, 2.4, 2.5]

default: 2.0

desc: 'Time in seconds between SLAM and DRAIN that will be save if available.'

'Starter Megaseed':

options: ['ENABLED', 'DISABLED']

default: 'ENABLED'

desc: 'If enabled, a megaseed is lit on the pop bumper at game start.'

'Swearing Frequency':

options: ['NEVER', '1', '5', '10', '15', '20', '25', '30', '35', '40', '45', '50', '55', '60', '65', '69', '75', '80', '85', '90', '95', '99', 'ALWAYS']

default: 'NEVER'

desc: 'Setting for % chance of cursing in game speech instead of bleeps.'

'Swearing Override':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'If enabled, swearing is forced to NEVER. Used for quick toggle.'

'Swearing Time Based Override':

options: ['ENABLED', 'DISABLED']

default: 'DISABLED'

desc: 'If enabled, the override utility sets start/end of auto override.'

## **4.3 Tests**

### **4.3.1 Switch Test**

The switch test will show switch activity on the game. Each switch event will be accompanied by a sound and an indicator at the end of the switch name. The indicator (A) stands for the switch becoming active and the indicator (I) shows when the switch becomes inactive.

### **4.3.2 LED Test (single)**

The single LED test will cycle through each LED in the system and display its associated name and LED number. This test is useful for identifying any miss-mapped LEDs in case they were plugged back into the wrong LED harness position.

### **4.3.3 LED Test (All)**

This LED test will cycle all LEDs in a Red-Green-Blue-Whitish pattern. This test is useful to see if any LEDs are out or any channels on your LEDs are out.

### **4.3.4 Coil Test**

This is a pretty standard coil test mode used to check the functionality of the game coils. The coil pulses can be started and stopped by pressing the start button or the enter button on the coin door. A coil will continue to pulse until the test is existed or the start/enter button is pressed to stop the cycle.

### **4.3.5 Music Test**

The music test will play game music and is useful for testing and tuning the audio system. The music can be changed by pressing the start button or the enter button on the coin door. The volume can also be adjusted during this mode by using the volume up and volume down buttons on the coin door.

### **4.3.6 Shaker Test**

The shaker test will cycle through a few different shaker intensities. This is just used to test the proper functionality of the shaker outside of the coil test. This works better.

### **4.3.7 Burn-In**

The burn-in is used by the Spooky Pinball LLC. Factory to make sure the entire game is physically functioning properly. It will cycle through all the coils, play music, play animations, turn on the backglass LEDs, and make all the LEDs on the playfield whitish.

## **4.4 Statistics**

The statistics pages are set up to give you important data about your machine. From audits to last score, there is a lot of information available to those that want it.

### **4.4.1 Audits**

The audit screen will give you data on many features of the game. Average ball time to how many drains down each side.

### **4.4.2 Coin-Op Audits**

The coin-op audits screens show information for the operators of the game. This is mainly designed for the coin door use and shows coin count (for each coin slot), service credits, current credits, etc.

### **4.4.3 Error Report**

If you find a “credit dot” on your machine, this is the screen that will explain what is going on.

### **4.4.4 Last Score Data**

The last score data (last scoredata) screen will show you the previous games scores for all 4 players. This is useful for tournaments and casual play alike.

## **4.5 Utilities**

This section is for the utility functions of the game. Clear Credits, Reset Audits, Factory Settings and Set Date/Time.

### **4.5.1 Clear Credits**

If your game is set to coin play, then this is the menu that you would use to clear any remaining credits on the machine.

### **4.5.2 Reset Audits**

If you are in need of clearing your credits (taking your game to a show, having a party, etc) in order to get a more accurate reading for an event, this is where that will be done.

### **4.5.3 Factory Reset**

A factory reset can be useful if you have changed a lot of settings and would like to start fresh, or if you just purchased a used game and would like to get back to the way the game shipped.

### **4.5.4 Set Date/Time**

Your pinball machine has an internal clock. This is used for event logs, errors, etc. You can set the accurate date and time in this submenu.

## **4.6 Software Info**

This is the screen used to give you an up to date display of what version of software you are running. Always check to make sure you are running the latest version in order to have the most up to date system.



## 5. Troubleshooting

Here are some links to videos in case you run into any issues. If you need more assistance please contact us at [Service@SpookyPinball.com](mailto:Service@SpookyPinball.com)

Basic Spooky Pinball (spans more than one game)

Code updates - <https://www.youtube.com/watch?v=e7lIE4hbQJQ>

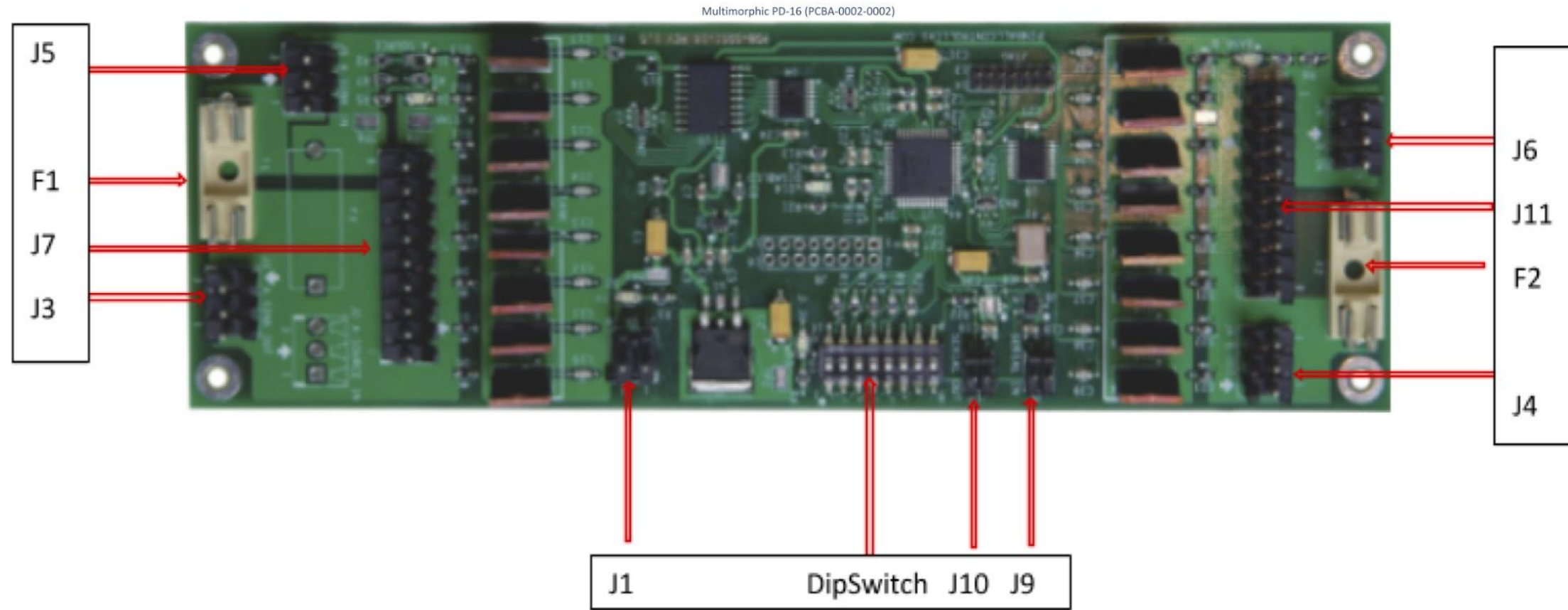
Pinball Glass Removal - [https://www.youtube.com/watch?v=UJjq6\\_SpIGg](https://www.youtube.com/watch?v=UJjq6_SpIGg)

Playfield Slide Rail Bump - <https://www.youtube.com/watch?v=qzrrqX7lleU>

Coil Adjustments - <https://www.youtube.com/watch?v=OltW0ljTo->

## 6) Layouts

### 6.1 Coil Layout



Board 01 (Top Board)										Board 02 (Bottom Board)									
Dipswitch	1	Off	J3	Coil Feed Bank A		J4	Coil Feed Bank B			Dipswitch	1	On	J3	Coil Feed Bank A		J4	Coil Feed Bank B		
	2	On	1	48V +	Purple	1					2	Off	1	12V +	Yellow	1	Key		
	3	On	2	12V +	Orange	2	48V +	Orange			3	On	2	12V +	Pink	2	48V +	Orange	
	4	Off	3	Key		3					4	Off	3	Key		3	48V +	Blue	
	5	Off	J5	Input Power Bank A		J6	Input Power Bank B				5	Off	J5	Input Power Bank A		J6	Input Power Bank B		
	6	Off	1	48V +	Orange	1	48V +	Orange			6	Off	1	12v +	Yellow	1	48V +	Orange	
	7	Off	2	Key		2	Key				7	Off	2	Key		2	Key		
	8	On	3	GND	Black	3	GND	Black			8	Off	3	GND	Black	3	GND	Black	
J1	Logic Power	J7	Coil Drivers Bank A		J11	Coil Drivers Bank B			J1	Logic Power	J7	Coil Drivers Bank A		J11	Coil Drivers Bank B				
1	5V +	Red	1	Drop Target Right Reset	Purple/White	26-1200	1			1	5V +	Red	1	Launch Light	Brown/Green	1	Trough	Blue/White	
2	GND	Black	2	Key			2	Portal Flasher	Yellow/Blue		2	GND	Black	2	Key		2	Aut	Blue/Purple
			3	Drop Target Right Knockdown	Purple/Red		3	Key						3	Start Light	Brown/Red	3	Key	
J9	Control Data	From Driver 1	4	Scoop	Purple/Blue		4	Garage Flasher	Yellow/Green	J9	Control Data	From MPU	4	Death Crystal	Brown/Black	4	Flipper - Lower Right Main	Blue/Black	
			5	Ship Up-Post	Purple/Grey		5	Drop Target Left Knockdown	Orange/Blue				5	Backbox lights	Black	5	Slingshot Right	Blue/Red	
J10	Control Data		6	Diverter	Purple/Black		6	Drop Target Left Reset	Orange/Grey	J10	Control Data	To Driver 1	6	Flooble Crank	Brown/Yellow	6	Anti Gravity (magnet)	Blue/Grey	
			7	Topper Motor (12v)	Grey/Yellow		7	Portal Trough	Orange/Purple				7	RGB Speaker Red	White/Red	7	Flipper - Upper Right	Blue/Green	
			8	Topper Left Flasher	Grey/Blue		8	Pop Bumper	Orange/White				8	RGB Speaker Green	White/Green	8	Knocker	Brown/Yellow	
			9	Topper Right Flasher	Grey/Brown		9	Left Flipper	Orange/Black				9	RGB Speaker Blue	White/Blue	9	Shaker	Brown/Black	

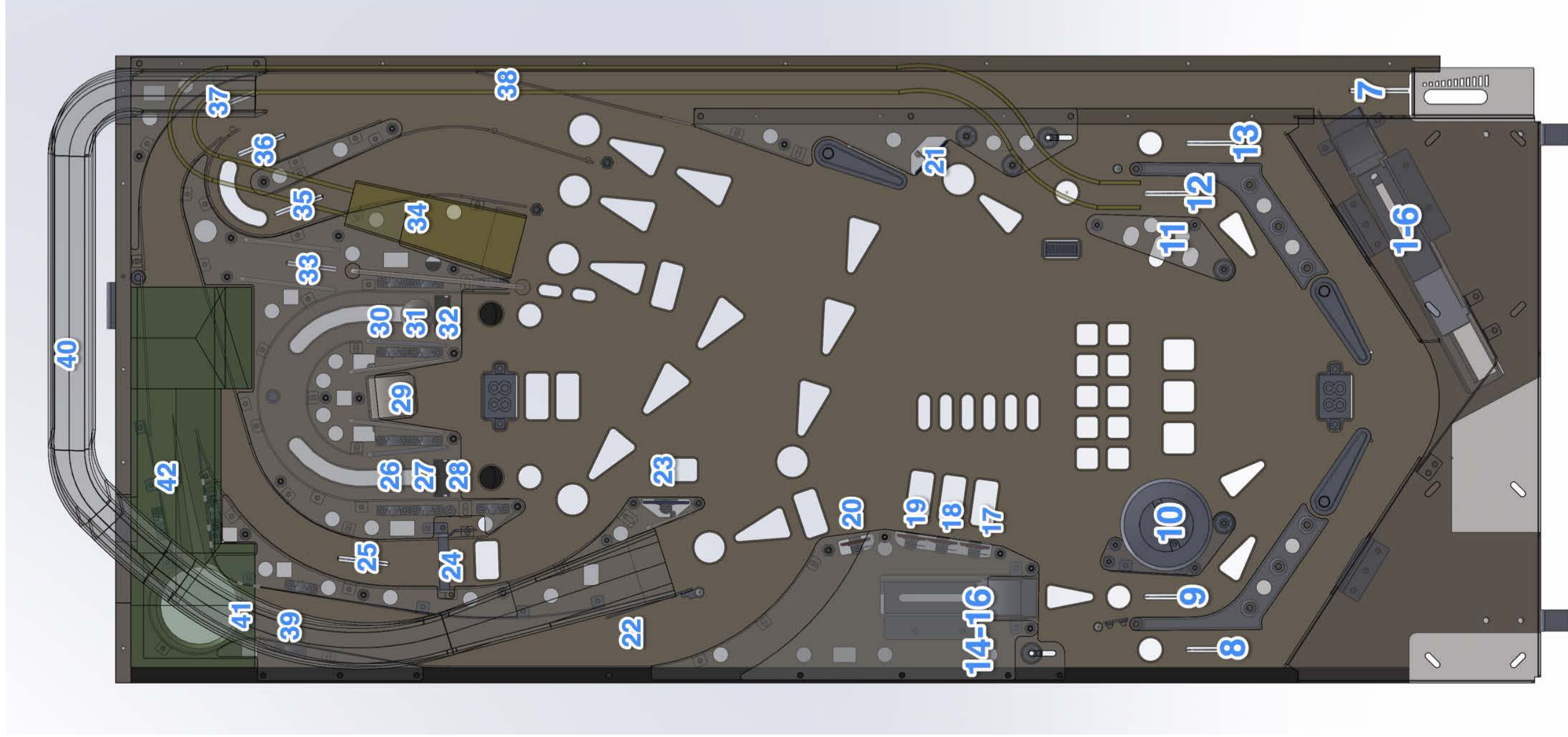
F1 Coil Bank A 4A 250v Slo-Blo F2 Coil Bank B 4A 250v Slo-Blo

D2 5V + Control D3 3.3V + Control

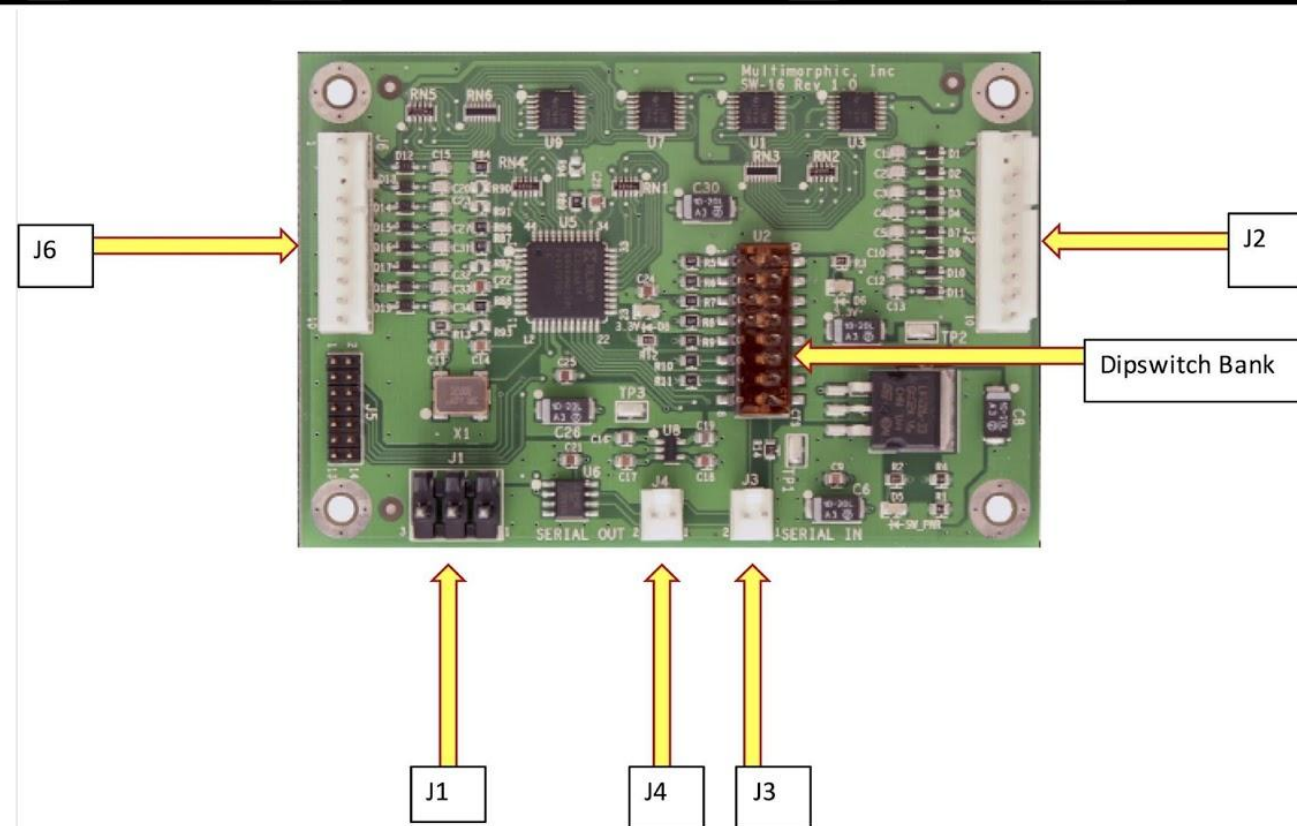
D5 Coil Bank B +48v D14 Watchdog Dead

## 6.2 Switch Layout

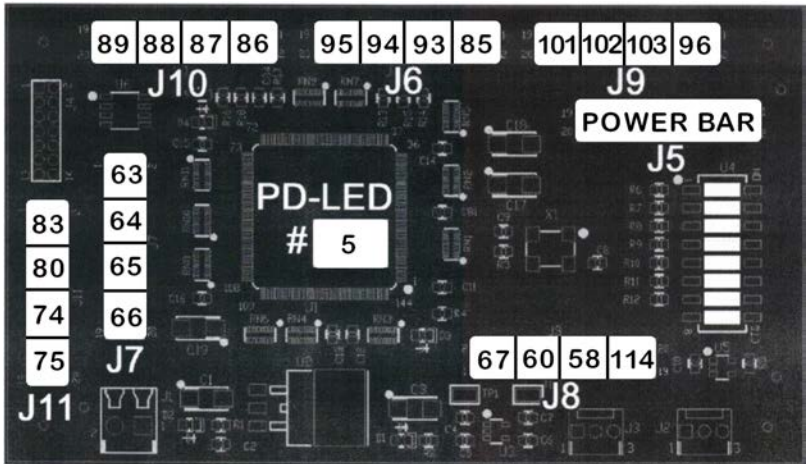
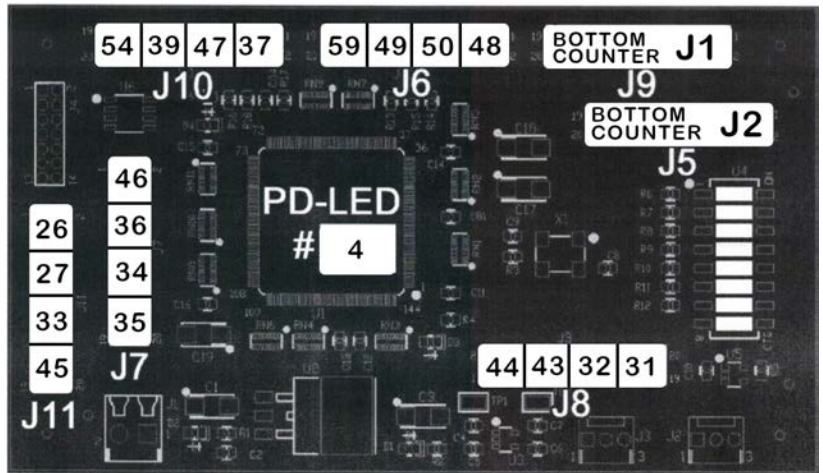
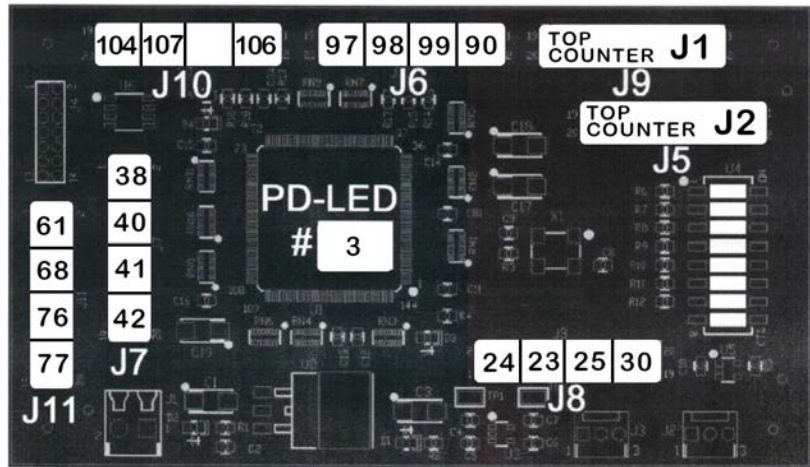
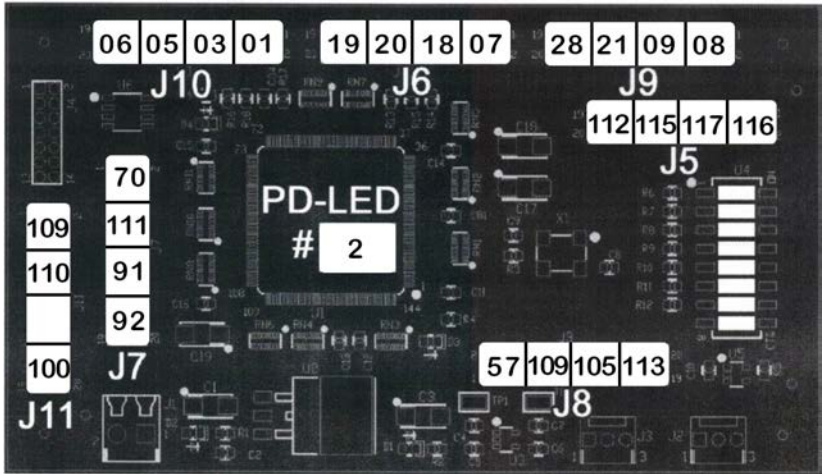
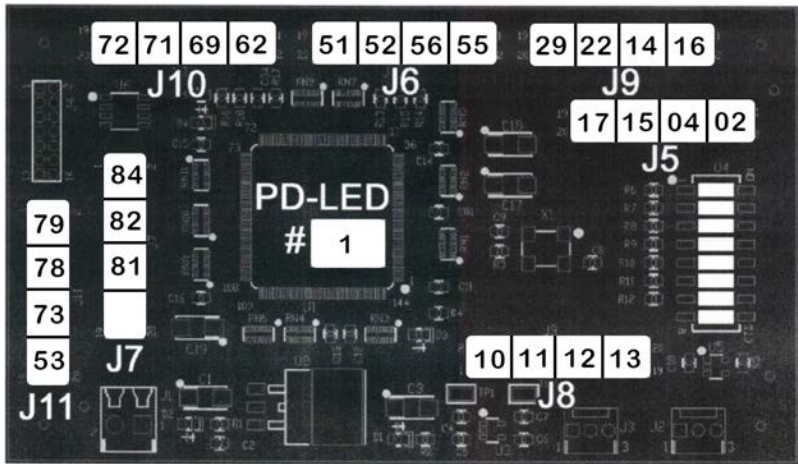
- 1 - trough1
- 2 - trough2
- 3 - trough3
- 4 - trough4
- 5 - trough5
- 6 - troughJam
- 7 - ShooterLane
- 8 - LeftOutlane
- 9 - LeftInlane
- 10 - SlingPop
- 11 - RightSling
- 12 - RightInlane
- 13 - Right Outlane
- 14 - PortalTrough1
- 15 - PortalTrough2
- 16 - PortalTroughJam
- 17 - JerryTarget
- 18 - BethTarget
- 19 - SummerTarget
- 20 - RickTarget
- 21 - MeeseeksTarget
- 22 - GarageShot
- 23 - NoobNoobTarget
- 24 - Spinner
- 25 - LeftOrbit
- 26 - ShipTopLeftOpto
- 27 - ShipBottomLeftOpto
- 28 - ShipLeftDropTarget
- 29 - Scoop
- 30 - ShipTopRightOpto
- 31 - ShipBottomRightOpto
- 32 - ShipRightDropTarget
- 33 - FloobleCrank
- 34 - RightRampEnter
- 35 - LoopbackLeft
- 36 - LoopbackRight
- 37 - RightOrbit
- 38 - RightRampMade
- 39 - LeftRampEnter
- 40 - LeftRampMade
- 41 - GarageSubwayOpto
- 42 - HouseOpto



Board 00 (Located inside left, front of lower cabinet)			Board 01 (Located under playfield by the garage)			Board 02 (Located under playfield, by upper right flipper)			Board 03 (Located under playfield, by ball trough)														
<b>D i p s w i t c h</b>	1	Off	<b>J2</b>			<b>D i p s w i t c h</b>	1	Off	<b>J2</b>			<b>D i p s w i t c h</b>	1	Off	<b>J2</b>			<b>D i p s w i t c h</b>	1	Off	<b>J2</b>		
	2	Off	1				2	Off	1				2	Off	1				2	Off	1		
	3	Off	2	Grey/White	Left Coin Slot		3	Off	2	Grey/White	Subway		3	Off	2	Grey/White	Right Slingshot		3	Off	2	Grey/White	Right Outlane
	4	Off	3				4	Off	3	White	Garage Shot		4	Off	3	White	Spinner		4	Off	3	White	Right Inlane
	5	Off	4				5	Off	4	Red/White	Ship Opto - Left Side Bottom		5	Off	4	Red/White	Noob Noob Target		5	Off	4	Red/White	Right Inlane
	6	Off	5	Purple/White	Right Coin Slot		6	Off	5	Purple/White	Ship Opto - Left Side Top		6	Off	5	Purple/White	500 Point Target		6	Off	5	Purple/White	Shooter Lane
	7	Off	6	Blue/White	Service Enter		7	Off	6	Blue/White	Ship Opto - Gate		7	Off	6	Blue/White	Standup Target 1		7	Off	6	Blue/White	Main Trough Switch 2
	8	Off	7	Green/White	Service Up		8	Off	7	Green/White	Ship Opto - Right Side Top		8	Off	7	Green/White	Standup Target 2		8	Off	7	Green/White	Main Trough Switch 3
		8	Yellow/White	Service Down			8	Yellow/White	Ship Opto - Right Side Bottom			8	Yellow/White	Standup Target 3			8	Yellow/White	Main Trough Switch 4				
<b>J1</b>	<b>Power Input</b>	9	Orange/White	Service Exit	<b>J1</b>	<b>Power Input</b>	9	Orange/White	Left Ramp Made	<b>J1</b>	<b>Power Input</b>	9	Orange/White	Meeseeks Target	<b>J1</b>	<b>Power Input</b>	9	Orange/White	Main Trough Switch 5				
1	Key	10	Black	Ground	1	Key	10	Black	Ground	1	Key	10	Black	Ground	1	Key	10	Black	Ground				
2	12V DC Yellow				2	12V DC Yellow				2	12V DC Yellow				2	12V DC Yellow							
3	Ground Black	<b>J6</b>			3	Ground Black	<b>J6</b>			3	Ground Black	<b>J6</b>			3	Ground Black	<b>J6</b>						
		1					1					1					1						
<b>J3</b>	<b>Serial Input</b>	2	Grey/White	Lower Right Flipper	<b>J3</b>	<b>Serial Input</b>	2	Grey/White	Scoop	<b>J3</b>	<b>Serial Input</b>	2	Grey/White	House Interior	<b>J3</b>	<b>Serial Input</b>	2	Grey/White	Right Flipper EOS				
1	Ground Red	3	White	Antigravity	1	Ground Red	3	White	Right Orbit	1	Ground Red	3	White	Left Ramp Enter	1	Ground Red	3	White	Right Flipper EOS				
2	Serial + White	4	Red/White	Upper Right Flipper	2	Serial + White	4	Red/White	Loopback Right Side	2	Serial + White	4	Red/White	Right Ramp Made	2	Serial + White	4	Red/White	Left Flipper EOS				
3	Serial - Black	5	Purple/White	Launch Ball	3	Serial - Black	5	Purple/White	Loopback Left Side	3	Serial - Black	5	Purple/White	Right Ramp Enter	3	Serial - Black	5	Purple/White	Portal Trough Switch 3				
		6	Blue/White				6	Blue/White	Flooble Crank			6	Blue/White	Portal Trough Switch 1			6	Blue/White	Portal Trough Switch 4				
<b>J4</b>	<b>Serial Input</b>	7	Green/White	Tilt	<b>J4</b>	<b>Serial Input</b>	7	Green/White	Right Drop Down Target	<b>J4</b>	<b>Serial Input</b>	7	Green/White	Portal Trough Jam Optp	<b>J4</b>	<b>Serial Input</b>	7	Green/White	Pop Bumper				
1	Ground Red	8	Yellow/White	Left Flipper	1	Ground Red	8	Yellow/White	Left Drop Down Target	1	Ground Red	8	Yellow/White	Main Trough Jam Opto	1	Ground Red	8	Yellow/White	Left Inlane				
2	Serial + White	9	Orange/White	Start	2	Serial + White	9	Orange/White	Left Orbit	2	Serial + White	9	Orange/White	Main Trough Switch 1	2	Serial + White	9	Orange/White	Left Outlane				
3	Serial - Black	10	Black	Ground	3	Serial - Black	10	Black	Ground	3	Serial - Black	10	Black	Ground	3	Serial - Black	10	Black	Ground				



**6.3 RBG Layout (Lighting)**





<b>No.</b>	<b>Description</b>	<b>No.</b>	<b>Description</b>	<b>No.</b>	<b>Description</b>	<b>No.</b>	<b>Description</b>	<b>No.</b>	<b>Description</b>
01	GI Back Right Corner Top	27	GI Right of Ship Bottom	53	Left Orbit Triangle 2	79	Meter Insert 4	105	Left Drop Target
02	Garage LED 1	28	Ship Right Slot Bottom	54	Left Orbit Triangle 1	80	Left Stand-up Target 2 Insert	106	GI Left Lane Guide Left
03	GI Back Right Corner Bottom	29	Ship Left Slot Bottom	55	GI Right Flipper Area Top	81	Meter Insert 3	107	GI Left Lane Guide Right
04	Garage LED 2	30	GI Left of Left Orbit 3	56	Left Orbit Triangle 3	82	Meter Insert 2	108	Right Drop Target
05	Loopback Slot Right	31	Right Orbit Circle	57	Pop Bumper Interior LED	83	Left Stand-up Target 3 Insert	109	GI Right Inlane Right
06	Loopback Slot Left	32	Loopback Circle	58	Noob-Noob Target Insert	84	Meter Insert 1	110	GI Right Inlane Left
07	GI Loopback Top	33	Right Ramp Circle	59	Left Ramp Circle	85	Morty Card Top Row Insert 5	111	Anti-Gravity Insert
08	GI Right of Ship Top	34	Flooble Crank Top	60	Left Ramp Triangle	86	Morty Card Top Row Insert 4	112	Rick's Car Interior LED
09	Ship Slot Right Top	35	Right Drop Circle Top	61	GI Portal Area Left 1	87	Morty Card Top Row Insert 3	113	Meeseeks Box LED
10	GI Inside Ship Right	36	Right Drop Circle Bottom	62	GI Right Flipper Area Bottom	88	Morty Card Top Row Insert 2	114	Portal Gun LED
11	GI Inside Ship Right Center	37	Scoop Rectangle Top	63	Garage Shot Triangle 3	89	Morty Card Top Row Insert 1	115	Rick's Car Headlights
12	GI Inside Ship Left Center	38	Left Drop Circle Top	64	Garage Shot Triangle 2	90	Portal Trough Triangle	116	House Interior 1 (Right)
13	GI Inside Ship Left	39	Left Drop Circle Bottom	65	Garage Shot Triangle 1	91	Right Outlane Circle	117	House Interior 2 (Left)
14	Ship Left Slot Top	40	GI Left of Ship Bottom	66	Garage Shot Circle	92	GI Right Sling Top		
15	Garage LED 4	41	Left Orbit Spinner	67	Left Ramp Rectangle	93	Morty Card Bottom Row Insert 5		
16	GI Left of Left Orbit	42	GI Left of Left Orbit 4	68	GI Portal Area Left 2	94	Morty Card Bottom Row Insert 4		
17	Garage LED 3	43	Right Orbit Triangle 1	69	GI Above Right Outlane Top	95	Morty Card Bottom Row Insert 3		
18	GI Loopback Bottom	44	Loopback Triangle	70	GI Above Right Outlane Bottom	96	Morty Card Bottom Row Insert 2		
19	GI Under Right Ramp Top	45	Right Ramp Triangle	71	Meeseeks Target Circle	97	Morty Card Bottom Row Insert 1		
20	GI Right of Ship Middle	46	Flooble Crank Bottom	72	Meeseeks Target Triangle	98	Left Inlane Circle		
21	Ship Right Slot Middle	47	Scoop Rectangle Bottom	73	Meter Insert 6	99	Left Outlane Circle		
22	Ship Left Slot Middle	48	Left Orbit Circle	74	Left Stand-up Target 1 Insert	100	GI Right Sling Bottom		
23	GI Left of Ship Top	49	GI Left of Left Orbit 6	75	GI Portal Area Right	101	4x Multiplier		
24	GI Left of Ship Middle	50	GI Left of Left Orbit 5	76	GI Portal Area Left 3	102	3x Multiplier		
25	GI Left of Left Orbit 2	51	Right Orbit Triangle 2	77	GI Portal Area Left 4	103	2x Multiplier		
26	GI Under Right Ramp Bottom	52	Right Ramp Rectangle	78	Meter Insert 5	104	Pop Save Insert		

**6.4 Rubber Ring Size and Layout**





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This manual was made in collaboration with Spooky Pinball.