THE MUNSTERS

INSTALLS & ADJUSTMENTS

VERSION 1 - MARCH 2019

THE MUNSTERS

INSTALLS & ADJUSTMENTS

LE/PREMIUM

ADJUSTMENTS	DIFFICULTY INSTALLS					
	EXTRA EASY	EASY	MEDIUM	HARD	EXTRA HARD	
1 STARTING HERMAN SHOTS NEEDED	0 needed	0 needed	1 needed	3 needed	3 needed	How many shots needed to light Herman Hurry-Up
2 STARTING GRANDPA TARGETS NEEDED	1 needed	1 needed	1 needed	5 needed	5 needed	How many shots needed to light Grandpa Laboratory
3 STARTING SPOT LETTERS	3 spotted	3 spotted	1 spotted	0 spotted	0 spotted	How many SPOT letters are spotted
4 1ST SPOT LETTERS NEED TWO RAMPS	No, either ramp	Yes, both ramps	Yes, both ramps	Yes, both ramps	Yes, both ramps	SPOT Level I needs both ramps to progress
5 RAVEN LIGHT LEVEL II AS I	Yes, areas lite	Yes, areas lite	Yes, areas lite	Yes, areas lite	No, only Kitty	Level II Raven can be lit from Area like Level I
6 AREA LEVELS EXTRA BALL	2 Areas	2 Areas	AUTO	7 Areas	7 Areas	How many areas complete needed to light Extra Ball
7 BALL SAVE TIMER: HERMAN MULTI-BALL	30 seconds	25 seconds	15 seconds	10 seconds	0 seconds	Ball save time for Herman Multi-ball
8 BALL SAVE TIMER: RAVEN MULTI-BALL	25 seconds	20 seconds	0 seconds	0 seconds	0 seconds	Ball save time for Raven Multi-ball
9 BALL SAVE TIMER: MUNSTER MULTI-BALL	50 seconds	40 seconds	30 seconds	20 seconds	10 seconds	Ball save time for Munster Multi-ball
10 BALL SAVE TIMER: MIDNIGHT MULTI-BALL	30 seconds	25 seconds	15 seconds	0 seconds	0 seconds	Ball save time for Midnight Madness Multi-ball
11 BALL SAVE TIME	12 seconds	9 seconds	No Ball Save	No Ball Save	No Ball Save	Ball save time for the beginning of each ball

PRO

ADJUSTMENTS	DIFFICULTY INSTALLS					
	EXTRA EASY	EASY	MEDIUM	HARD	EXTRA HARD	
1 STARTING HERMAN SHOTS NEEDED	0 needed	0 needed	0 needed	3 needed	3 needed	How many shots needed to light Herman Hurry-Up
2 STARTING GRANDPA TARGETS NEEDED	1 needed	1 needed	3 needed	5 needed	5 needed	How many shots needed to light Grandpa Laboratory
3 STARTING SPOT LETTERS	3 spotted	3 spotted	3 spotted	0 spotted	0 spotted	How many SPOT letters are spotted
4 1ST SPOT LETTERS NEED TWO RAMPS	No, either ramp	Yes, both ramps	Yes, both ramps	Yes, both ramps	Yes, both ramps	SPOT Level I needs both ramps to progress
5 RAVEN LIGHT LEVEL II AS I	Yes, areas lite	Yes, areas lite	Yes, areas lite	Yes, areas lite	No, only Kitty	Level II Raven can be lit from Area like Level I
6 AREA LEVELS EXTRA BALL	2 Areas	2 Areas	AUTO	7 Areas	7 Areas	How many areas complete needed to light Extra Ball
7 BALL SAVE TIMER: HERMAN MULTI-BALL	30 seconds	25 seconds	15 seconds	10 seconds	0 seconds	Ball save time for Herman Multi-ball
8 BALL SAVE TIMER: RAVEN MULTI-BALL	25 seconds	20 seconds	0 seconds	0 seconds	0 seconds	Ball save time for Raven Multi-ball
9 BALL SAVE TIMER: MUNSTER MULTI-BALL	50 seconds	40 seconds	30 seconds	20 seconds	10 seconds	Ball save time for Munster Multi-ball
10 BALL SAVE TIMER: MIDNIGHT MULTI-BALL	30 seconds	25 seconds	15 seconds	0 seconds	0 seconds	Ball save time for Midnight Madness Multi-ball
11 BALL SAVE TIME	12 seconds	9 seconds	No Ball Save	No Ball Save	No Ball Save	Ball save time for the beginning of each ball