



Oktoberfest Service Manual

“Information On Tap”



AMERICAN
• P I N B A L L •

.....

WARNING!

STOP AND READ – UNPLUGGING BOARD CONNECTORS WHILE THE MACHINE IS POWERED ON CAN, AND MOST LIKELY WILL, DESTROY THE BOARD!!! THIS IS NOT COVERED UNDER AMERICAN PINBALL'S WARRANTY AND YOU WILL BE RESPONSIBLE FOR ALL ASSOCIATED REPAIR COSTS. NO EXCEPTIONS.

Oktoberfest Service Manual

WWW.AMERICANPINBALL.COM
PART NUMBER: DOC0002-01

LIMITED WARRANTY

.....

American Pinball Inc. ("Seller") warrants only the original purchaser of its products that the items listed below are free of defects in material & workmanship under normal use and service for the specified warranty period. Warranties are non-transferable.

COVERAGE

The limited Warranty covers defective workmanship and materials as follows:

1. All parts of the pinball machine, excluding standard plastic, bumper post, rubber rings and wear and tear parts for **90 days** from the date of invoice or shipment by distributor.
2. The LCD monitor for 1 year from the date of invoice or shipment by distributor.

CONDITIONS

The original purchaser must register the Limited Warranty by completing the Product Registration Form on the American Pinball Website within 15 days of receipt. In the event of a warranty for the above coverage to apply, the Original Purchaser must open a Service Ticket at www.americanpinball.com/support/service/ or call 1-833-API-HELP.

Service-related questions can be sent via e-mail to service@americanpinball.com.

Defective parts need to be sent to American Pinball at the purchaser's expense, if the defective parts cannot be removed, the entire Pinball Machine will need to be returned to the Distributor for repair or replacement. All parts must be properly packaged with an RMA tag/Trouble ticket and returned freight prepaid to the Sellers facility.

EXCLUSIONS

The Limited Warranty does not cover service, labor or shipping and handling. Damage, wear and or breakage not caused by defective materials or workmanship shall not be covered by the warranty. Damage incurred during shipping and handling shall not be covered by the warranty.

DISCLAIMER OF IMPLIED WARRANTY

Except as specifically provided in a written contract between Seller and Purchaser, there are no other warranties, express or implied, including any implied warranties of merchantability or fitness for a particular purpose.

DISCLAIMER OF DAMAGE

This warranty does not apply to any parts damaged to improper handling or due to improper installation, usage or alteration, in no event shall the Seller be held liable for any anticipated profits, loss of profits, loss of use, accidental or consequential damages or any other losses incurred by the customer regarding the purchase of an AMERICAN PINBALL, INC. product.

CAUTIONS, WARNINGS & NOTICES

CAUTION!

FOR SAFETY AND RELIABILITY, DO NOT SUBSTITUTE PARTS, EQUIPMENT OR ADD GAME CIRCUITRY MODIFICATIONS. SUCH MODIFICATIONS MAY ADVERSELY AFFECT GAME PLAY OR CAUSE INJURIES AND MAY RESULT IN VOIDING OF THE WARRANTY. ALWAYS TRANSPORT PINBALL GAMES WITH THE HINDGE BACKBOX IN THE FOLDED POSITION. CONTACT AUTHORIZED SERVICE PERSONNEL BEFORE PERFORMING ANY REPAIR. ANY SUCH REPAIRS SHOULD BE DONE WITH THE LINE VOLTAGE DISCONNECTED. FOR SERVICING TIPS, REFERENCE THE USER MANUAL OR CONTACT AMERICAN PINBALL INC. TECHNICAL SUPPORT. SUBSTITUTION OF PARTS AND EQUIPMENT MAY VOID FCC TYPE ACCEPTANCE.

WARNING!

EQUIPMENT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A "CLASS A" COMPUTING DEVICE. PURSUANT TO SUBPART J OF PART15 OF THE FCC RULES AND REGULATIONS. FCC RULES ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST RF ENERGY WHEN OPERATED IN A COMMERCIAL ENVIRONMENT. OPERATION IN A PRIVATE RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER AT ITS OWN EXPENSE WOULD BE REQUIRED TO TAKE WHATEVER MEASURES TO CORRECT SUCH INTERFERENCE.

WARNING! OPENING THE COIN DOOR EXPOSES HIGH VOLTAGE PARTS IN THE GAME, AND DIRECT CONTACT TO THESE HIGH VOLTAGE PARTS CAN LEAD TO SERIOUS OR FATAL INJURIES. THIS EQUIPMENT IS TO BE SERVICED BY TRAINED PROFESSIONALS ONLY.



NOTICES

Cable harness placement and ground strap routing in the game have been designed to keep RF radiation and conduction within levels accepted by the FCC rules. To maintain these levels, reposition harnesses and reconnect grounds to their original placements, if they become disconnected or removed for servicing.

COMPLIANCE, LEGAL AND WARNINGS

RF INTERFERENCE NOTICE

CABLE HARNESS PLACEMENT AND GROUND STRAP ROUTING have been designed to keep RF radiation and conduction within levels accepted by FCC rules.

DO NOT ALTER WIRING OR GROUND STRAPPING. Position wiring and ground strap back to their original position if they become loose or are removed for service.

LEGAL

OKTOBERFEST, PINBALL ON TAP and all related characters are trademarks of American Pinball. MAGICGLASS / BEERGLASS and this manual are trademarks of American Pinball. Any reproductions or modifications are illegal.

WARNINGS

Only American Pinball authorized parts are to be used. Using ANY unauthorized parts will void all warranties and may cause injury to persons or property.

All servicing of equipment must be completed by competent personnel. Pinball machines are complex and present an electrical shock hazard. Not following these guidelines can be fatal.

DOCUMENT REVISION HISTORY

| | | |
|--------------|--------------|---|
| 100-1002 | January 2019 | Initial Release of Document |
| | July 2019 | Final Release of Document |
| Dave Brennan | Oktober 2021 | Update: added current address, added tech video QR codes, cleaned up formatting |

API Tech Tip Videos

https://www.youtube.com/channel/UC9_k0XRo6lbeyeOuQy4Hseg/videos



REGIONAL CONTACTS

American Pinball Inc.

500 S. Hicks Rd.
Palatine, IL 60067
(847) 893-6800

american-pinball.com

General questions

info@americanpinball.com

Service or Warranty requests

Service@americanpinball.com

833-API-HELP

CONTENTS

| | | |
|----------|--|----------|
| | Coverage | iii |
| | Conditions | iii |
| | Exclusions | iii |
| | Disclaimer of Implied Warranty | iii |
| | Disclaimer of Damage | iv |
| | CAUTIONS, WARNINGS & NOTICES | iv |
| | NOTICES | v |
| | Contents | vii |
| | | |
| 1 | Overview | 1 |
| | About this Manual | 1 |
| | | |
| 2 | Unpacking Instructions | 4 |
| | Unpacking Oktoberfest | 4 |
| | Tools Required for Unpacking | 4 |
| | To Unpack Oktoberfest | 5 |
| | Leveling Oktoberfest | 7 |
| | | |
| 3 | Service Menu | 8 |
| | Oktoberfest Service Menu | 8 |
| | API Cockpit | 9 |
| | Tests | 10 |
| | To access Oktoberfest’s Test menu | 12 |
| | Switch Testing | 13 |
| | Playfield Switch Map | 14 |
| | Playfield Coil Map | 15 |
| | Fuse Table | 16 |
| | Coil Testing | 17 |
| | LED Testing | 17 |
| | Display Test | 17 |
| | Cabinet Tests | 17 |
| | Bar Door Test | 17 |
| | Coil Interlock Switch | 17 |
| | Coil Adjustment Settings | 18 |
| | To access Oktoberfest’s Coils settings | 18 |
| | Oktoberfest Coil Setup | 18 |
| | Features Adjustment Settings | 20 |

| | | |
|----------|--|-----------|
| | To access Oktoberfest’s Feature settings | 20 |
| | Coin Door and Dollar Bill Acceptor Information | 24 |
| | Pricing Adjustment Settings | 25 |
| | To access Oktoberfest’s Pricing settings | 25 |
| | Replay Adjustment Settings | 27 |
| | Sound Adjustment | 28 |
| | How to Create a Custom Message | 29 |
| | Standard Adjustment | 30 |
| | Presets | 32 |
| | Switch Table | 34 |
| | Coil Table | 38 |
| | Cabinet Board Set | 39 |
| | Bottom Playfield PCB and Dip Switch Settings | 40 |
| | Opto Board Connector | 41 |
| | Power System Diagram | 42 |
| | | |
| 4 | Oktoberfest Code Update | 43 |
| | Code Update Procedure | 43 |
| | Formatting Your USB PC and MAC | 44 |
| | Oktoberfest Log Copy | 45 |
| | | |
| 5 | Oktoberfest Game Rules | 46 |

LIST OF FIGURES

| | |
|---|----|
| Post Locations | 2 |
| Rubber Ring Location | 3 |
| Authorized American Pinball Carton | 4 |
| Service Menu | 9 |
| Service Menu Navigation Buttons | 12 |
| Test Menu | 12 |
| Switch Testing Menu | 13 |
| Switch Map | 14 |
| Coil Map | 15 |
| Cabinet Board Assembly | 39 |
| Dipswitch Settings and Bottom PCB Drawing | 40 |
| Opto Board Connector | 41 |

LIST OF TABLES

| | |
|---|----|
| Commonly used terms in the Oktoberfest Service Manual documentation | 1 |
| Service Menu Icons | 10 |
| Tests Menu Icons | 11 |
| API Cockpit Navigation | 13 |
| Fuse Table | 16 |
| Coil Adjustment Settings | 18 |
| Features Adjustment Settings | 20 |
| Price Table | 25 |
| Pricing Adjustment Settings | 26 |
| Replay Adjustment Settings | 27 |
| Sound Adjustments | 28 |
| Standard Adjustment Settings | 30 |
| Presets | 32 |
| Switch Table | 34 |
| Coil Table | 38 |
| Power Distribution | 42 |

OVERVIEW

ABOUT THE MANUAL

This manual details the integral aspects of the Oktoberfest pinball machine. The following chapters are included in this manual.

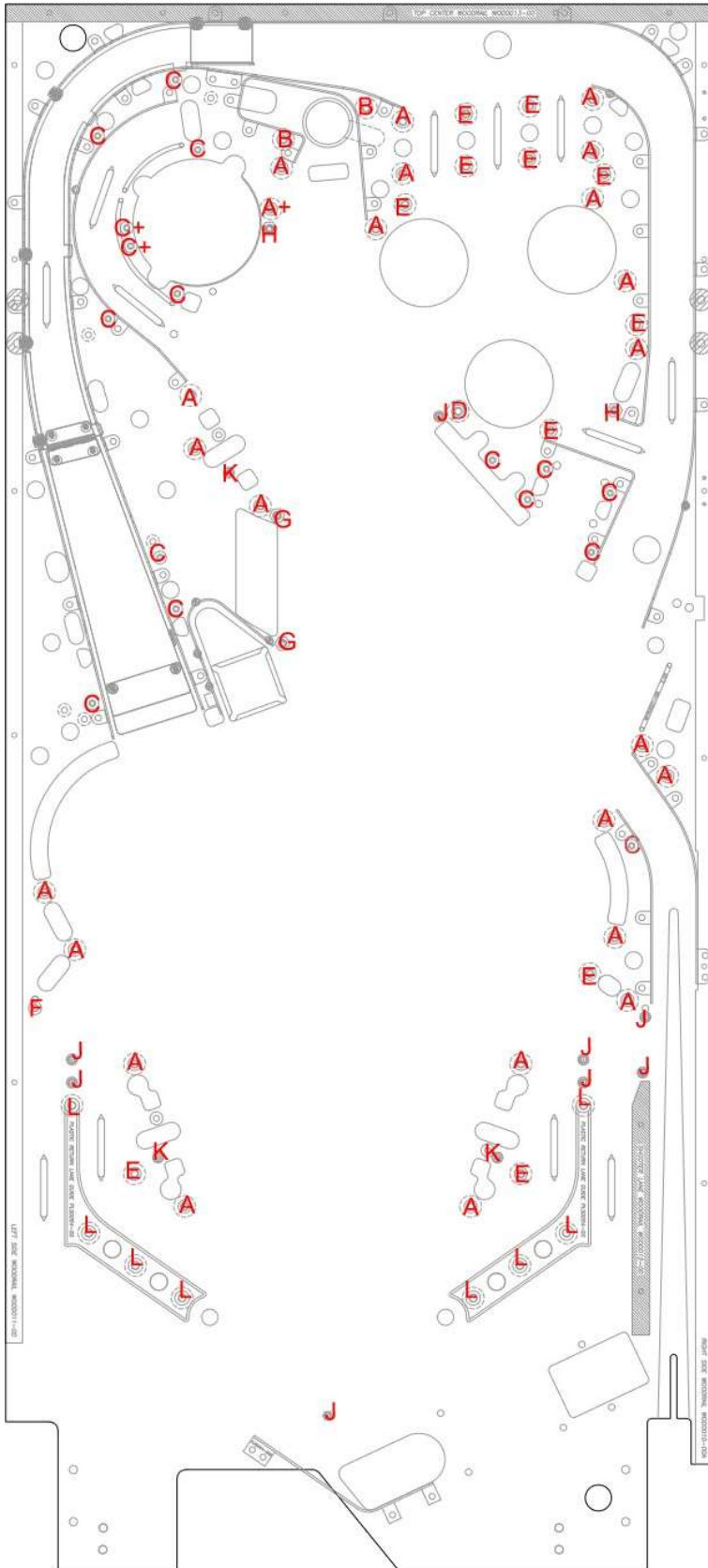
| Chapter | Title |
|-----------|-----------------------------------|
| Chapter 1 | Overview |
| Chapter 2 | Unpacking Instructions |
| Chapter 3 | API Cockpit / Service Information |
| Chapter 4 | Code Update / Game Logs / USB |

Table 1-1 Commonly used terms in the Oktoberfest Service Manual documentation.

| Term | Description |
|----------------|--|
| ADJ | Abbreviation for the adjustment menu, when certain settings are adjusted/configured |
| AUD | Abbreviation for the Audit menu, where audits can be run for the machine. |
| DIAG | Abbreviation for the Diagnostic menu, where diagnostics can be run for the machine. |
| Plumb Bob Tilt | Weighted Tilt Assembly. |
| P3-ROC Board | Designed to control all the real-time signaling on a pinball machine. Note: The documentation for the P3-ROC Boards is available at americanpinball.com/support |
| UTIL | Abbreviation for the Utility menu, where utilities can be run for the machine. |

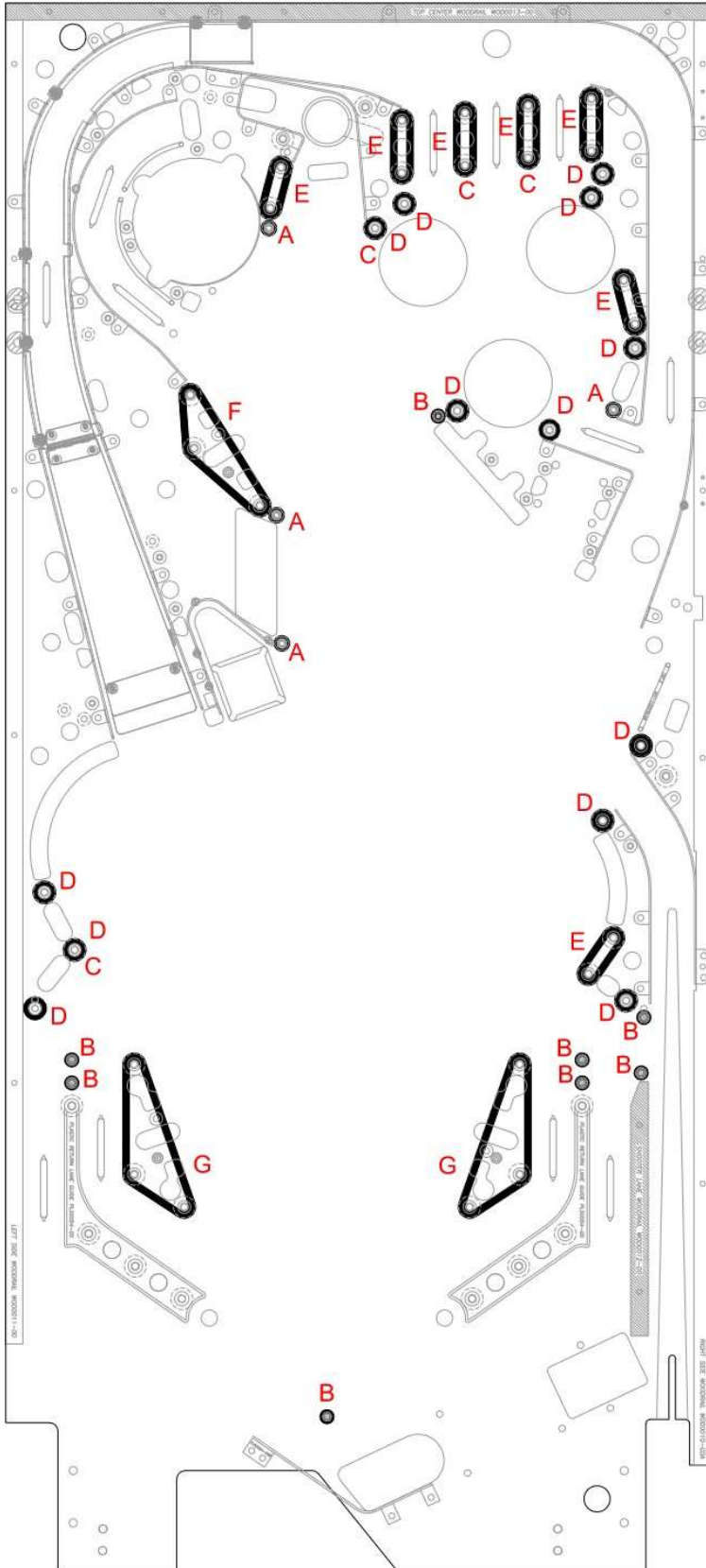
Figure 1-1

Post Locations



- A** (23X) PST0001-00 CLEAR POST
PST0003-00 POST FASTENING SCREW (STD MTG)
- A+** (1X) PST0001-00 CLEAR POST
PST0003-00 POST FASTENING SCREW (STD MTG)
WAS0008-00 #8 WASHER (UNDER POST)
- B** (2X) PST0001-00 CLEAR POST
PST0003-01 POST FASTENING SCREW (RAMP MTG)
- C** (14X) PST0001-00 CLEAR POST
PST0003-02 POST FASTENING SCREW (WOOD)
- C+** (2X) PST0001-00 CLEAR POST
PST0003-02 POST FASTENING SCREW (WOOD)
WAS0008-00 #8 WASHER (UNDER POST)
- D** (1X) PST0001-00 CLEAR POST
MAS0008-36 8-32 X 2 1/4 PPH MS
NUT0008-00 8-32 NYLON LOCK NUT - LOW PROFILE
- E** (11X) PST0001-00 CLEAR POST
MAS0008-24 8-32 X 1 1/2 PPH MS
- F** (1X) PST0001-00 CLEAR POST
MAS0008-32 8-32 X 2 PPH MS
WAS0008-00 #8 WASHER
NUT0008-00 8-32 NYLON LOCK NUT - LOW PROFILE
- G** (2X) PST0004-01 5/16 HEX SLEEVE POST (STD)
- H** (2X) PST0004-00 5/16 HEX SLEEVE POST (PLAIN)
- J** (8X) PST0002-00 10-32 MINIPOST (FULL THREAD)
- K** (3X) PST0002-02 MINIPOST (WOOD)
- L** (8X) PST0003-00 POST FASTENING SCREW (STD MTG)

Figure 1-2 Rubber Ring Location



- A** (4X) RBR0005-00 POST SLEEVE RUBBER - BLACK
- B** (8X) RBR0003-01 7/16" OD MINI-POST RUBBER - BLACK
- C** (4X) RBR0013-00 HALF POST SLEEVE RUBBER - BLACK
- D** (13X) RBR0001-02 3/16" ID RUBBER RING - BLACK
- E** (7X) RBR0001-05 3/4" ID RUBBER RING - BLACK
- F** (1X) RBR0001-10 2" ID RUBBER RING - BLACK
- G** (2X) RBR0001-12 2 1/2" ID RUBBER RING - BLACK

UNPACKING INSTRUCTIONS

UNPACKING OKTOBERFEST

In order to fully enjoy Oktoberfest in the manner it is designed to be played, please adhere to the following unpacking instructions.

CAUTION! OKTOBERFEST WEIGHS IN EXCESS OF 250 LBS. AT LEAST TWO PEOPLE ARE REQUIRED TO UNPACK AND MANEUVER THE MACHINE.

TOOLS REQUIRED FOR UNPACKING

A pair of scissors or a utility knife is all that you will need to unpack Oktoberfest

To unpack Oktoberfest

Your Oktoberfest machine should appear in the following carton.

Figure 2-1 Authorized American Pinball Carton.

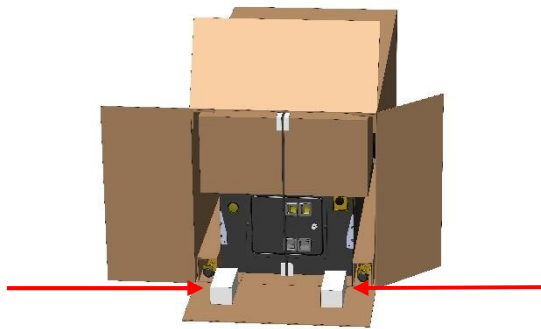


UNPACKING OKTOBERFEST CONTINUED

Using a pair of scissors, carefully cut the bands highlighted with the red arrows.

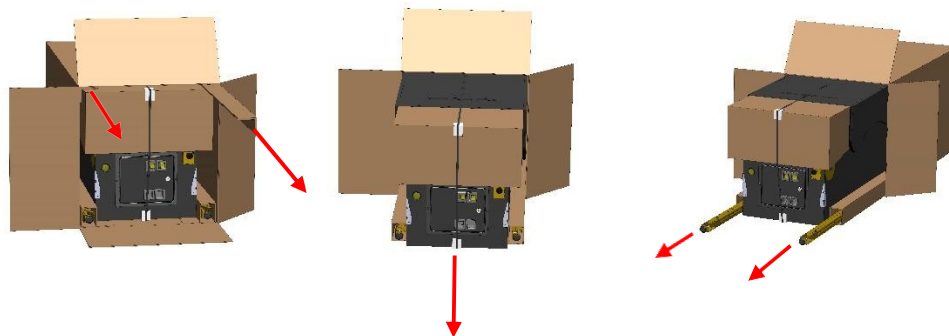


Lay the box down on the “Truck this side only” side. Remove the 2 pieces of Styrofoam.



Remove the 2 top corner protectors highlighted in the picture (left) and pull out the game by the center strap (center). Next remove the 4 legs from the bottom corner protectors (right).

DO NOT CUT THE CENTER STRAP AROUND THE GAME YET

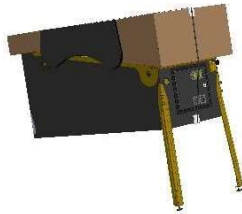


UNPACKING OKTOBERFEST CONTINUED

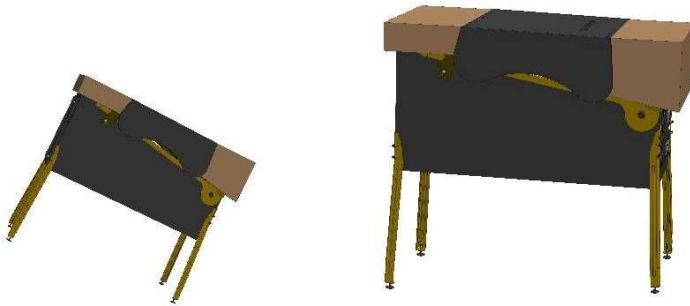
Slide the game completely out of the box (left), and carefully stand the game up (center). Cut the shrink wrap by the front legs and install the legs with the supplied hardware (right).



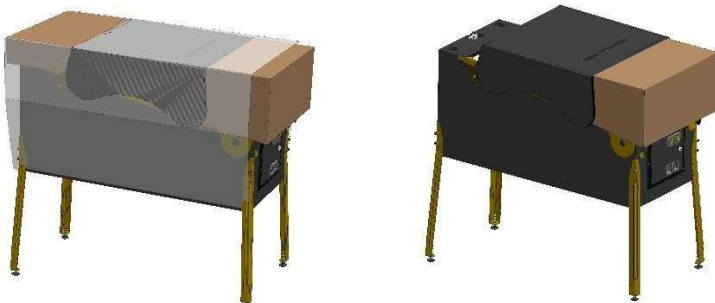
Lay the game down and cut away the shrink wrap covering the rear leg mounting area.



Carefully lift the game up. Install the 2 rear legs with the included hardware. Stand the game up on all 4 legs once rear legs are installed.



Cut and remove the center band, all the stretch wrap as well as the 2 cardboard protectors for the front and back.

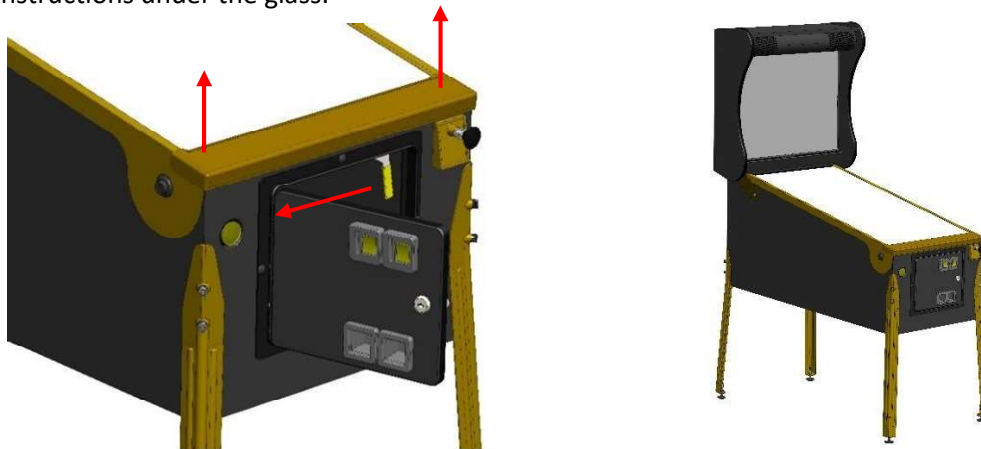


UNPACKING OKTOBERFEST CONTINUED

Lift the head and insert the supplied hex wrench into the lock mechanism and turn clockwise to lock.



Remove the keys from the ball shooter, one set is for the coin door the other set is for the front coin door. Open the coin door and move the lockbar handle to the left and pull up on the lockbar. Remove the lockbar from the clear protector. Pull the glass off and follow the instructions under the glass.



LEVELING YOUR AMERICAN PINBALL MACHINE

The recommended game pitch is 6 degrees. However, depending on the floor, you may have to adjust Oktoberfest so that the game is properly leveled left to right and or at the proper pitch. With the leglevelers all the way in (no threads showing below the leg) the game will be at 6 degrees.

Phone Applications for leveling:

iPhone: PinGuy <https://apps.apple.com/de/app/pinguy/id782973821>



 Video showing how to use: <https://www.youtube.com/watch?v=SiM7aMlOCjc>



Android: Pinball Leveler https://play.google.com/store/apps/details?id=com.nottud.pinballleveller&hl=en_US&gl=US



Service Menu





How to use the service menus

OKTOBERFEST SERVICE MENU

This chapter includes service menu settings. The service menu accesses the following settings for optimal play and maintenance.

- Tests
- Settings
- Statistics
- Utilities
- Health Meter

Before You Begin

- Have you unpacked your Oktoberfest machine and set it up according to the instructions in the manual?
- Have you downloaded the most current code from American Pinball's Support site? 
- Have you registered your game? <https://www.american-pinball.com/support/register/> 
Games must be registered prior to receiving warranty parts or support


Note: Settings are occasionally updated. Please refer to American Pinball's Support site for the most current documentation.



Oktoberfest quick reference guide:


<http://s4.american-pinball.com/img/support/2021-4/Oktoberfest--Quick-Reference-Guide.pdf>

Other helpful tech videos:

Bar door troubleshooting 

<https://youtu.be/ftDJLCjifQE>



Magnetic pinballs and lock switch troubleshooting 

<https://youtu.be/m7g9EX62GoU>



API COCKPIT

Oktoberfest’s service menu contains tests for all the electrical and mechanical functions within the game.

Figure 3-1 Service Menu



Table 3-1 Service Menu Icons




| | | |
|--------------------------|---|--|
| <p>Tests</p> |  | <p><u>This includes tests in the following areas</u></p> <ul style="list-style-type: none"> • Switches • Coils • LEDs • Displays • Cabinet • Bar Door |
| <p>Settings</p> |  | <p><u>This includes adjustments in the following settings</u></p> <ul style="list-style-type: none"> • Standard Adjustment Settings • Replay Adjustment Settings • Coil Adjustment Settings • Sound Adjustment Settings • Feature Adjustment Settings • Pricing Adjustment Settings • Presets |
| <p>Statistics</p> |  | <p><u>This includes Audits for the following Statistics</u></p> <ul style="list-style-type: none"> • Basic Statistics • Feature Statistics • Standard Statistics • Game Time Statistics • Earning Statistics • Score Breakdown Statistics |

Table 3-1 Service Menu Continued

| | | |
|-----------------------------------|---|--|
| <p>Utilities</p> |  | <p><u>This includes Information for the following Utilities</u></p> <ul style="list-style-type: none"> • Oktoberfest Balls • Statistic Clear • Date and Time Set • Restoration of Default Settings |
| <p>Health Meter Green</p> |  | <p><u>The Health Meter Provides a Quick Analysis of the Overall State of Oktoberfest</u></p> <p>Oktoberfest has no Issues</p> |
| <p>Health Meter Yellow</p> |  | <p>Oktoberfest may have Switch Issues. If the game hasn't seen a switch hit in 30 games, it will call attention to it. Go to TESTS-SWITCH TEST</p> |
| <p>Health Meter Red</p> |  | <p>Oktoberfest may have Missing Balls</p> |

TESTS

The test menu includes several diagnostic tests for assuring that your machine is operating properly. The Test Menu provides tests for the following items.

- Switches
- Coils
- LEDs
- Display
- Cabinet
- Bar Door


- Bar Door Troubleshooting tips: 



Table 3-2 Test Menu Icons

| | |
|-----------------|--|
| Switches |  A circular icon with a brown border containing a black background. In the center is a white switch with a red knob and a grey base. |
| Coils |  A circular icon with a brown border containing a black background. In the center is a blue cylindrical coil with a white base and a small red detail. |
| LED |  A circular icon with a brown border containing a black background. In the center is a glowing yellow light bulb with radiating lines. |
| Display |  A circular icon with a brown border containing a black background. In the center is a blue rectangular display screen with a white border and a small red dot. |
| Cabinet |  A circular icon with a brown border containing a black background. In the center is a red rectangular cabinet with a white border and a small red dot. |
| Bar Door |  A circular icon with a brown border containing a black background. In the center, the words "BAR" and "DOOR" are written in green, stacked vertically. |

To Access Oktoberfest's Test Menu

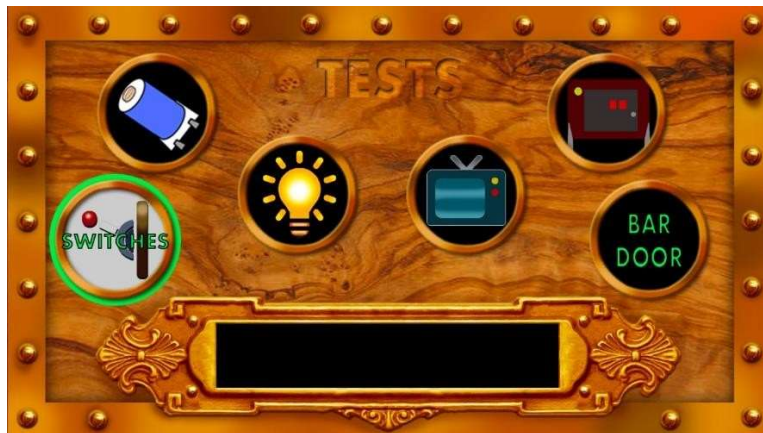
1. Power on the Machine
2. Open the coin door
3. Press the MENU SELECT button to access the service mode

Figure 3-2 Service Menu Navigation Buttons



4. Press the Red +/- button to select the Test Icon
5. Press the MENU SELECT button to enter Test

Figure 3-3 Test Menu



6. Use the flipper buttons to toggle through the different tests

Table 3-3 API Cockpit Navigation

| API Cockpit Button | Flipper Button Equivalent | Functionality |
|--------------------|--|---|
| Green | Press right and left flipper button simultaneously | <ul style="list-style-type: none"> Back one level Exit |
| Red (+) | Right flipper | <ul style="list-style-type: none"> Increases through menu by one Advance to the right or down |
| Red (-) | Left flipper | <ul style="list-style-type: none"> Decrease through menu by one Advance to the left or up |
| Black | Start | <ul style="list-style-type: none"> Menu Enter Select current choice |

SWITCH TESTING

The Switch Test screen shows all the switches, grouped by their boards, there are 16 individual switches per board and are displayed in columns. That means all the switches in one column are all on the same switch board. Each switch board has 2 groups of 8 switches and each group of 8 switches will all share the same primary wire color. Opto switches do not share a primary wire color. All contact switches (micro, standup and rollover) will have a brown background when open, this background color will change to light green when made. Opto switches will be dark green when they are open, and the background will change to light green when detecting a ball. A switch with a red background indicates a switch that has not been made in a while and should be checked to ensure it is working properly.

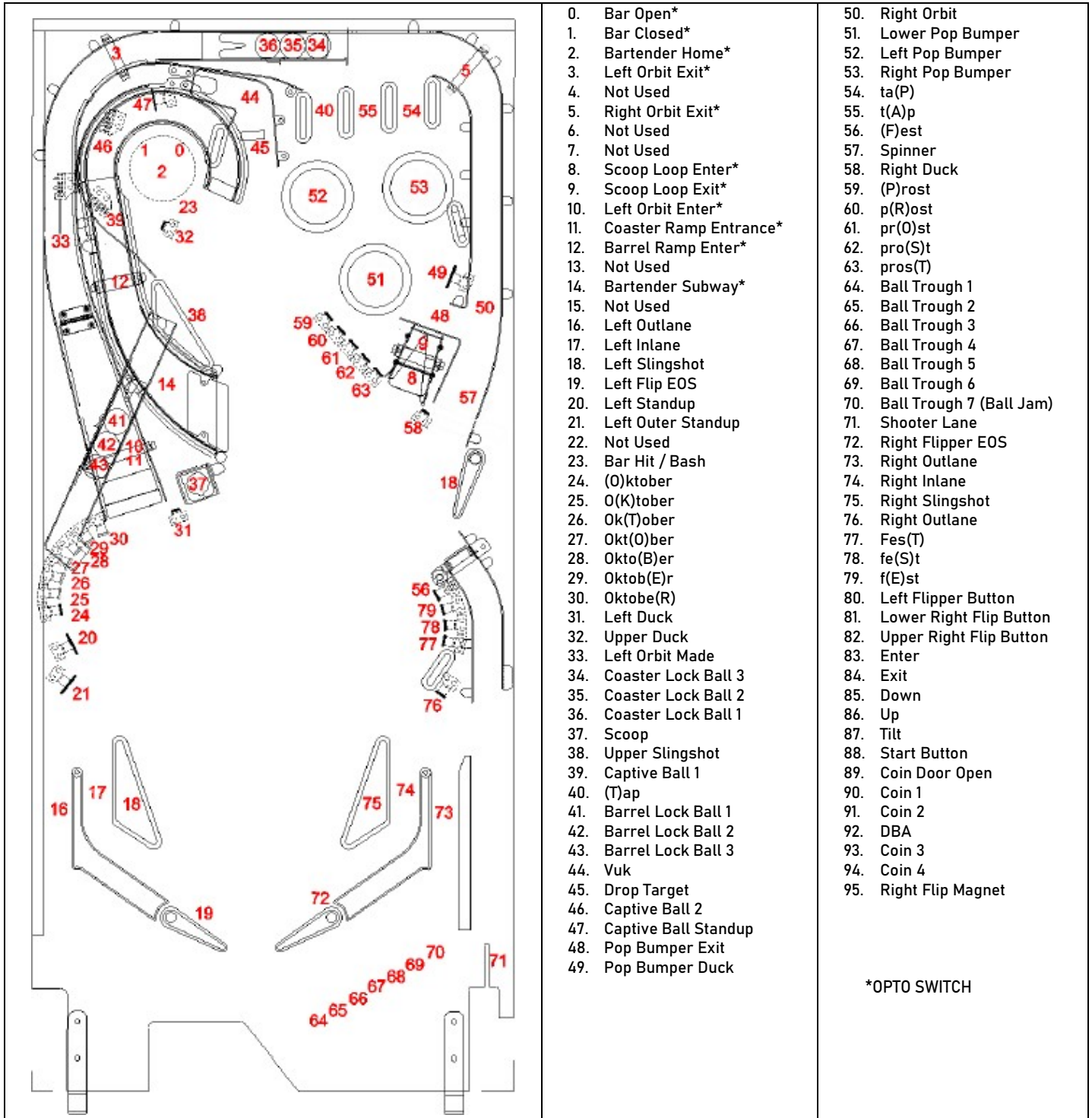
Figure 3-4 Switch Testing Menu



Note For a more extensive description of each switch on Oktoberfest, refer to the Switch Location Chapter.

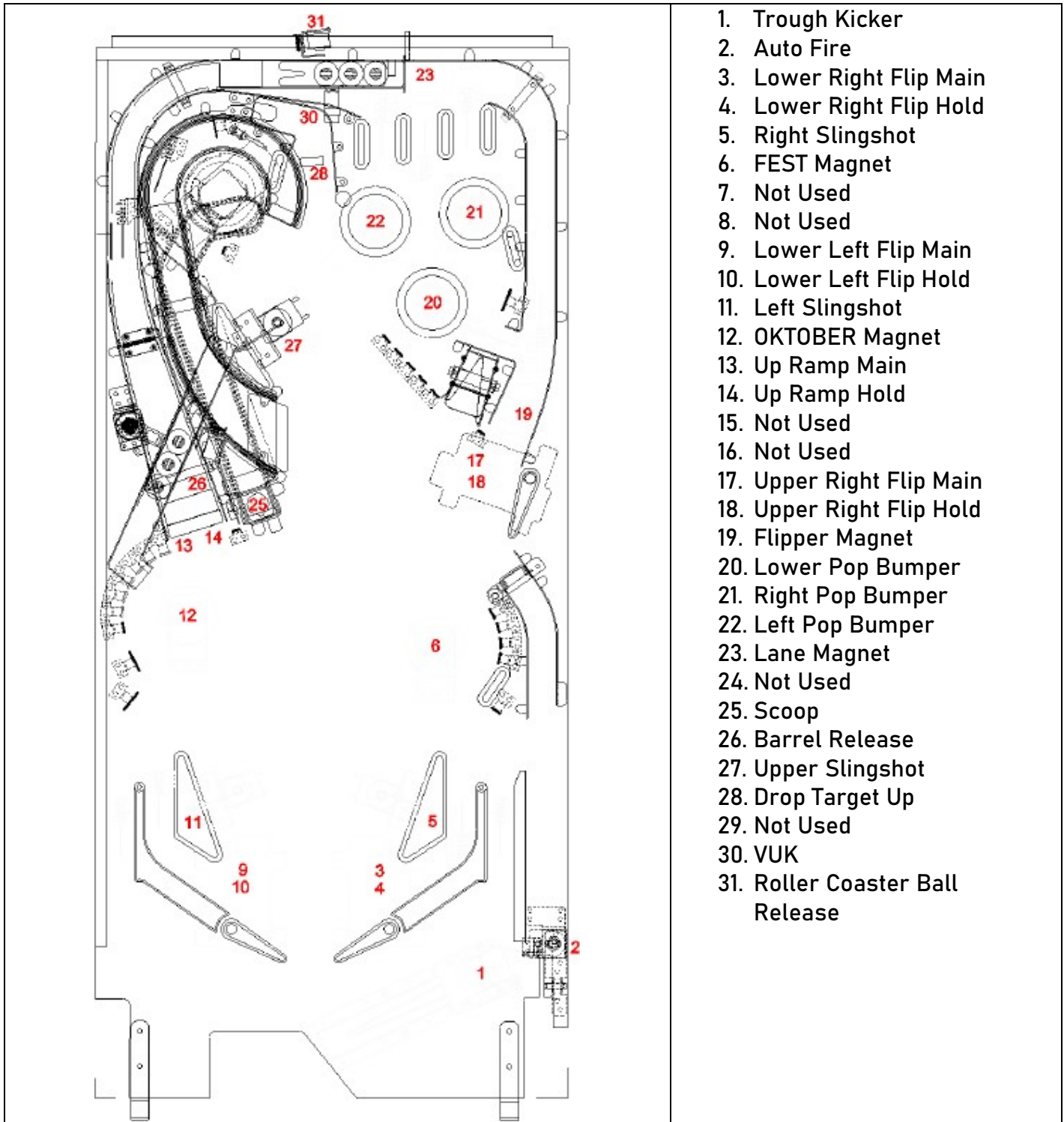
PLAYFIELD SWITCH MAP

Figure 3-5 Switch Map



PLAYFIELD COIL MAP

Figure 3-6 Coil Map



1. Trough Kicker
2. Auto Fire
3. Lower Right Flip Main
4. Lower Right Flip Hold
5. Right Slingshot
6. FEST Magnet
7. Not Used
8. Not Used
9. Lower Left Flip Main
10. Lower Left Flip Hold
11. Left Slingshot
12. OKTOBER Magnet
13. Up Ramp Main
14. Up Ramp Hold
15. Not Used
16. Not Used
17. Upper Right Flip Main
18. Upper Right Flip Hold
19. Flipper Magnet
20. Lower Pop Bumper
21. Right Pop Bumper
22. Left Pop Bumper
23. Lane Magnet
24. Not Used
25. Scoop
26. Barrel Release
27. Upper Slingshot
28. Drop Target Up
29. Not Used
30. VUK
31. Roller Coaster Ball Release



Table 3-4 Fuse Table **Oktoberfest quick reference guide:** <http://s4.american-pinball.com/img/support/2021-4/Oktoberfest--Quick-Reference-Guide.pdf>

| Fuse Name | Fuse Rating | Type | Fuse Voltage |
|---------------------|-------------|----------------|--------------|
| Coil Driver | 5 Amp | 5x20 Slow Blow | 250 Volt |
| | 5 Amp | 5x20 Slow Blow | 250 Volt |
| Coil Driver | 5 Amp | 5x20 Slow Blow | 250 Volt |
| | 5 Amp | 5x20 Slow Blow | 250 Volt |
| Main Fuse | 6 Amp | 3AG Slow Blow | 250 Volt |
| Add On Board F1 | 4 Amp | 5x20 Slow Blow | 250 Volt |
| Add On Board F2 (1) | 4 Amp | 5x20 Slow Blow | 250 Volt |
| RGB Playfield | 1 Amp | 5x20 Slow Blow | 250 Volt |
| RGB Back Panel | 4 Amp | 5x20 Slow Blow | 250 Volt |

(1) Only used when 48 Volt Klocker is installed.

COIL TESTING

To test the coils, you must close the coin door to activate the High-Power Interlock switch. Press the start button to disable or enable Coil Testing.

LED TESTING

When first entering LED Test, all LED's flash on the playfield, rotating through red, green, blue and white.

You also can walk through the LED's one-by-one. LED testing is designed to follow the playfield in a logical sequence.

DISPLAY TEST

The main display proceeds through a series of colors (red, green and blue) and a test pattern.

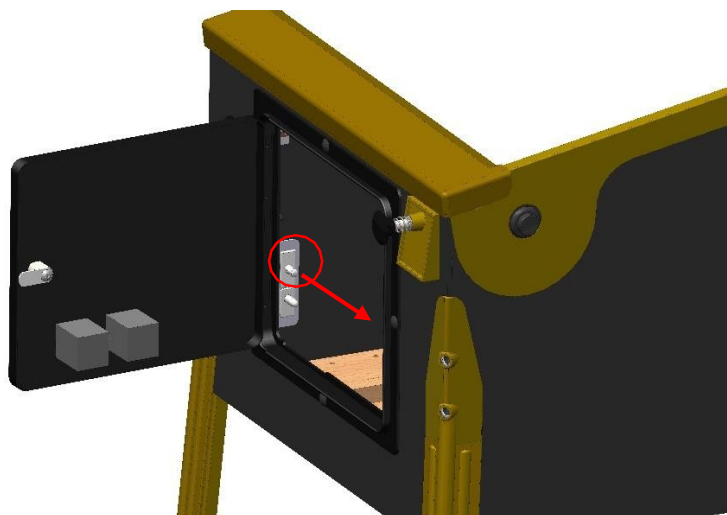
CABINET TESTS

The Cabinet tests provide diagnostics for the start button, optional shaker motor, optional knocker, backbox Lighting and playfield back board lighting.

BAR DOOR TEST

A test to ensure that the bar door stepper is functioning.

ATTENTION.... THIS GAME IS EQUIPED WITH AN INTERLOCK SWITCH FOR THE COIL VOLTAGE. THE INTERLOCK SWITCH DISABLES THE COIL VOLTAGE WHEN THE DOOR IS OPEN. INTERLOCK SWITCH NEEDS TO BE PULLED OUT TO ENGAGE COIL VOLTAGE WHEN DOOR IS OPEN FOR COILS TO WORK.



COIL ADJUSTMENT SETTINGS

Coil settings allow you to control the “strength” of the various mechanisms on the playfield.

To access Oktoberfest's Coil settings



1. Power on the machine.
2. Open the coin door
3. Press the MENU SELECT button to access the service mode.
4. Press the red +/- button to select the Settings icon.
5. Press the MENU SELECT button to enter the Settings section.
6. Use the red +/- buttons to page through the different settings to the Coil settings.
7. Press the green BACK EXIT button to return to the previous menu.

OKTOBERFEST COIL SETUP

Individual coil strength can be adjusted to enhance game play.

CAUTION! *Increasing coil strength can create undesirable results such as broken plastics as well as expedited playfield wear. Increased coil strength wear and tear is not covered under our warranty. Keep coil strength as low as possible.*

Table 3-5 Coil Adjustment Settings

Note: all default settings are highlighted **green**. They turn white when changed.

| Name | Description | Value |
|------------------------|---|---------------------------------|
| Auto Fire | Specifies the strength of the Auto Fire feature. | Options: 1 to 35 Default: 24 |
| Barrel Release | Specifies the strength of the Barrel Release. | Options: 1 to 35 Default: 20 |
| Bottom Pop | Specifies the strength of the Bottom Pop. | Options: 1 to 35 Default: 10 |
| Roller Coaster Release | Specifies the strength of the Roller Coaster Release. | Options: 1 to 35 Default: 20 |
| Drop Target | Specifies the strength of the Drop Target. | Options: 1 to 35 Default: 16 |
| Drop Target Trip | Specifies the strength of the Drop Target Trip N/U | Options: 1 to 35 Default: 20 |

Table 3-5 Coil Adjustment Settings Cont.

| Name | Description | Value |
|--------------------|---|---------------------------------|
| FEST Magnet | Specifies the strength of the Fest Magnet. | Options: 1 to 35 Default: 20 |
| LWR L Flipper Hold | Specifies the strength of the Lower Left Flipper Hold. | Options: 1 to 35 Default: 20 |
| LWL L Flipper Main | Specifies the strength of the Lower Left Flipper Main. | Options: 1 to 35 Default: 26 |
| LWR R Flipper Hold | Specifies the strength of the Lower Right Flipper Hold. | Options: 1 to 35 Default: 20 |
| LWR R Flipper Main | Specifies the strength of the Lower Right Flipper Main. | Options: 1 to 35 Default: 28 |
| Flipper Magnet | Specifies the strength of the Flipper Magnet. | Options: 1 to 35 Default: 20 |
| UP R Flipper Hold | Specifies the strength of the Upper Right Flipper Hold. | Options: 1 to 35 Default: 20 |
| UP R Flipper Main | Specifies the strength of the Upper Right Flipper Main. | Options: 1 to 35 Default: 26 |
| Lane Magnet | Specifies the strength of the Lane Magnet. | Options: 1 to 35 Default: 20 |
| Left Pop | Specifies the strength of the Left Pop. | Options: 1 to 35 Default: 10 |
| Left Slingshot | Specifies the strength of the Left Slingshot | Options: 1 to 35 Default: 9 |
| Oktober Magnet | Specifies the strength of the Oktober Magnet. | Options: 1 to 35 Default: 20 |
| Ramp Hold | Specifies the strength of the Ramp Hold. | Options: 1 to 35 Default: 20 |
| Ramp Lower | Specifies the strength of the Ramp Lift. | Options: 1 to 35 Default: 10 |
| Right Pop | Specifies the strength of the Right Pop. | Options: 1 to 35 Default: 10 |
| Right Slingshot | Specifies the strength of the Right Slingshot. | Options: 1 to 35 Default: 9 |
| Scoop | Specifies the strength of the Scoop. | Options: 1 to 35 Default: 10 |
| Trough Kicker | Specifies the strength of the Trough Kicker. | Options: 1 to 35 Default: 16 |
| Upper Slingshot | Specifies the strength of the Upper Slingshot. | Options: 1 to 35 Default: 9 |
| VUK | Specifies the strength of the VUK. | Options: 1 to 35 Default: 20 |

FEATURE ADJUSTMENT SETTINGS

Feature settings address conditions that are specific to the game.

To access Oktoberfest's Feature settings



1. Power on the machine.
2. Open the coin door
3. Press the MENU SELECT button to access the service mode.
4. Press the red +/- button to select the Settings icon.
5. Press the MENU SELECT button to enter the Settings section.
6. Use the red +/- buttons to page through the different settings to the Coil settings.
7. Press the green BACK EXIT button to return to the previous menu.

Table 3-6 Feature Adjustment Settings

Note: all default settings are highlighted **green**. They turn white when changed.

| Name | Description | Value |
|-------------------------------|---|---|
| Bar Super Skill Difficulty | Specifies the level of difficulty for the Super Skill shot | Options: Extra Easy – Extra Hard Default: Medium |
| Beer Barrel Lock Difficulty | Specifies the level of difficulty for Beer Barrel Lock. | Options: Extra Easy – Extra Hard Default: Medium |
| Beer Barrel MB Ball Save Time | Specifies the time Ball Save is on after Beer Barrel MB starts. | Options 1 to 30 Default: 12 |
| Bumper Cars Hits To Win | Specifies the number of pop bumper hits to win Bumper Cars. | Options: 1 to 50 Default: 30 |
| Bumper Cars Initial Time | Specifies the initial time for Bumper Cars | Options: 1 to 90 Default: 45 |
| Bumper Multiplier Time | Specifies the time for Bumper Multiplier. | Options: 1 to 45 Default: 20 |
| Bumpers For Auto MagNab | Specifies the number of pop bumpers for MagNab. | Options: 1 to 50 Default: 20 |
| Calorie Coma Start Difficulty | Specifies the Calorie Coma Start Difficulty | Options: Extra Easy – Extra Hard Default: Medium |
| Chugging Initial Time | Specifies the initial time for Chugging. | Options: 1 to 90 Default: 45 |

Table 3-6 Feature Adjustment Settings Continued

| Name | Description | Value |
|---------------------------------|--|---|
| Corkscrew Last Chance Time | Specifies the Corkscrew Last Chance Time | Options: 1 to 31 Default: 12 |
| Corkscrew MB Ball Save Time | Specifies the ball save time for Corkscrew MB. | Options: 1 to 30 Default: 12 |
| Duck Derby Ball Save Time | Specifies the ball save time for Duck Derby. | Options: 1 to 30 Default: 20 |
| Duck Derby Difficulty | Specifies the difficulty of Duck Derby. | Options: Extra Easy – Extra Hard Default: Medium |
| Duck Derby Shots To Win | Specifies the shots to win Duck Derby. | Options: 1 to 15 Default: 8 |
| Duck Hunt Hits To Win | Specifies the number of hits to win Duck Hunt. | Options: 1 to 10 Default: 5 |
| Duck Hunt Initial Time | Specifies the initial time of Duck Hunt | Options: 1 to 90 Default: 45 |
| Ducks for Duck Derby | Specifies the number of ducks for Duck Derby. | Options: 25 to 145 Default: 50 |
| Ducks to Light Extra Ball | Specifies the number of ducks to light Extra Ball. | Options: 1 to 100 Default: 25 |
| Eating Contest Initial Time | Specifies the initial time of Eating Contest. | Options: 1 to 90 Default: 45 |
| Food Stand Timer | Specifies the Food Stand Timer. | Options: 1 to 90 Default: 30 |
| Free Stein at Start of Game | Specifies Free Stein at Start of Game. | Options: Yes or No Default: No |
| Fud Frenzy Initial Time | Specifies the initial time of Fud Frenzy. | Options: 1 to 90 Default: 45 |
| Fud Frenzy Switches to Win | Specifies the number of switches to win Fud Frenzy. | Options: 1 to 90 Default: 75 |
| Initial Bar Hits Required | Specifies the number of hits to open bar initially. | Options: 1 to 10 Default: 1 |
| Initial Corkscrew Jackpot Shots | Specifies the initial Corkscrew shots for Jackpot. | Options: 1 to 5 Default: 2 |
| Initial Mag-Nabs | Specifies the number of initial Mag-Nabs at the beginning. | Options: 1 to 10 Default: 2 |
| Initial Spins for Food Stand | Specifies the number of spins needed for Food Stand. | Options: 1 to 50 Default: 25 |
| Juggling Ball Save Time | Specifies the ball save time for Juggling Ball. | Options: 1 to 30 Default: 12 |
| Juggling Shots To Win | Specifies the number of shots to win Juggling. | Options: 1 to 9 Default: 7 |
| Last Call Flipper Delay | Specifies Last Call Flipper Delay. | Options: Extra Easy – Extra Hard Default: Medium |
| Looper Initial Time | Specifies the initial time of Looper. | Options: 1 to 90 Default: 45 |

Table 3-6 Feature Adjustment Settings Continued

| Name | Description | Value |
|--|---|---|
| Looper Loops To Win | Specifies the number of Looper Loop[s] to win. | Options: 1 to 10 Default: 5 |
| Max Bar Hits Required | Specifies the maximum number of Bar Hits needed. | Options: 1 to 10 Default: 5 |
| Max Steins of Same Kind | Specifies the maximum number of the same Steins. | Options: 1 to 5 Default: 3 |
| Mechanical Knocker on Bumper Cars | Specifies Mechanical Knocker on Bumper Cars. | Options: Soft, Medium, Loud, Off Default: Off |
| Mechanical Knocker on Shooting Modes | Specifies Mechanical Knocker on Shooting Modes. | Options: Soft, Medium, Loud, Off Default: Off |
| One handed Play | Specifies if One Handed Play is activated. | Options: On/Off/Player Selected Default: Player Selected |
| Otto | Specifies if Otto is activated. | Options: On - Off Default: On |
| Outlane Modes on Save Number | Specifies the number of Saves needed to Award the Outlane Mode to keep your ball. | Options: 2 to 5 Default: 3 |
| Playfield X Time | Specifies the time Playfield X is on. | Options: 1 to 45 Default: 20 |
| Release Beer Barrel Locks at Game End | Specifies whether to Release Beer Barrel Locked Balls at the End of the Game | Options: Yes/No Default: Yes |
| Release Roller Coaster Locks at Game End | Specifies whether to Release Roller Coaster Locked Balls at the End of the Game | Options: Yes/No Default: Yes |
| Ring Toss Initial Time | Specifies the initial time of Ring Toss. | Options: 1 to 90 Default: 45 |
| Rockin' Express Initial Time | Specifies the initial time of Rockin' Express. | Options: 1 to 90 Default: 45 |
| Rockin' Express Spins to Win | Specifies the Number of Spins to Win. | Options: 5 to 95 Default: 25 |
| Rotor Difficulty | Specifies the Rotor Difficulty. | Options: Extra Easy – Extra Hard Default: Medium |
| Rotor Initial Time | Specifies the initial time of Rotor. | Options: 1 to 90 Default: 45 |
| Rotor Shots To Win | Specifies the number of shots to win Rotor. | Options: 1 to 9 Default: 3 |
| Scoop Eject Ball Saver | Specifies if ball save is on after a scoop eject. | Options: On - Off Default: On |
| Skill Shot Timer | Specifies how long Skill Shot is active after a ball launch. | Options: 1 to 15 Default: 5 |
| Sky Slide Drop Target Time | Specifies the Time the Sky Slide Drop Target stays down. | Options: 1 to 30 Default:10 |
| Sky Slide Initial Time | Specifies the initial time of Sky Slide. | Options: 1 to 90 Default: 45 |

Table 3-6 Feature Adjustment Settings Continued

| Name | Description | Value |
|------------------------------|---|--|
| Sky Slide VUKs To Win | Specifies the number of VUK's to win Sky Slide. | Options: 1 to 10 Default: 3 |
| Stein Race Ball Save Time | Specifies the time Ball Save is on for Stein Race. | Options: 1 to 30 Default: 12 |
| Stein Race Initial Time | Specifies the initial time for Stein Race. | Options: 1 to 90 Default: 45 |
| Stein Racing Shots to Win | Specifies the number of shots to win Stein Racing. | Options: 1 to 6 Default: 4 |
| Steins to Light Extra Ball | Specifies the number of Steins to light Extra Ball. | Options: 1 to 14 Default: 5 |
| Super Skill Timer | Specifies the time Super Skill Shot is on. | Options: 1 to 10 Default: 5 |
| Tap It Customers To Win | Specifies the number of Customers needed to win Tap It. | Options: 1 to 49 Default: 20 |
| Tap It Difficulty | Specifies Tap It Difficulty. | Options: Extra Easy – Extra Hard Default: Medium |
| Target Shooting Initial Time | Specifies the initial time of Target Shooting. | Options: 1 to 90 Default: 45 |
| Tent Start Difficulty | Specifies the Tent Start Difficulty. | Options: Extra Easy – Extra Hard Default: Medium |
| Tents to Light Extra Ball | Specifies the number of Tents to light Extra Ball. | Options: 1 to 14 Default: 5 |

COIN DOOR INFORMATION

Dollar Bill Acceptor (DBA)



More details for operators here: <http://s4.american-pinball.com/img/support/2021-7/12v-DC-and-120v-AC-Dollar-Bill-Acceptor-connector-7-12-21.pdf>

Any standard up stacker DBA with a bill cassette of 500 or less, operating at 12 Volts DC can be used.

Coin Door

| | |
|--|------------|
| US Coin Door | PUR0001-00 |
| European Coin Door (*not included w/ door) | PUR0007-00 |
| *European Coin Door Cable | WCA0036-00 |
| *European Interface Board | PCB0024-00 |

Coin Door Lights are 12 Volts.

PRICING ADJUSTMENT SETTINGS

Pricing adjustment settings address settings related to game unit value, free play and currency management.

Pricing establishes the game unit of value, which should be the lowest denomination of currency based on coin door configuration.

To access Oktoberfest's Pricing settings



1. Power on the machine.
2. Open the coin door.
3. Press the MENU SELECT button to access the service mode.
4. Press the red +/- button to select the Setting icon.
5. Press the MENU SELECT button to enter the setting selection.
6. Use the flipper buttons to page through the different settings to the Pricing settings.
7. Press the green BACK EXIT button to return to the previous menu.

Table 3-7

Price Table

| Desired Coinage | Set "Pricing Plan" |
|--|---------------------------------|
| 25 cents per game | 1 unit = 1 credit |
| 25 cents per game or 2 games for 75 cents | 1 unit for 1 credit, 2 for 3 |
| 50 cents per game | 2 units for 1 credit |
| 50 cents per game or 5 games for 2 dollars | 2 units for 1 credit, 4 for 3 |
| 50 cents per game or 5 games for 3 dollars | 2 units for 1 credit, 5 for 3 |
| 50 cents per game or 5 games for 2 dollars | 2 units for 1 credit, 8 for 5 |
| 75 cents per game or 3 games for 2 dollars | 3 units for 1 credit, 8 for 3 |
| 75 cents per game | 3 units for 1 credit |
| 1 dollar per game (Default setting) | 4 units for 1 credit |
| 1 dollar per game or 3 games for 2 dollars | 4 units for 1 credit, 8 for 3 |
| 1 swipe per game | 1 swipe for 1 credit |
| Overseas Options | Set "Pricing Plan" |
| | 10 units for 1 credit |
| | 15 units for 1 credit |
| | 20 units for 1 credit |
| | 10 units for 1 credit, 20 for 3 |
| | 10 units for 1 credit, 40 for 5 |

Table 3-8 Pricing Adjustment Settings

| Name | Description | Value |
|---------------------|--|---|
| Bill Validator | Set the number of units to a single pulse from the validator is worth. Determines how many units to credit based on pulses. | Options: 1 to 19 Default: 1 |
| Coin Slot 1 Units | Specifies how many units are credited in Coin Slot 1 when a coin is inserted. | Options: 1 to 20 Default: 1 |
| Coin Slot 2 Units | Specifies how many units are credited in Coin Slot 2 when a coin is inserted. | Options: 1 TO 20 Default: 1 |
| Coin Slot 4 Units | Specifies how many units are credited in Coin Slot 4 when a coin is inserted. | Options: 1 to 20 Default: 1 |
| Coin Slot 5 Units | Specifies how many units are credited in Coin Slot 5 when a coin is inserted. | Options: 1 to 20 Default: 1 |
| Credits | Specifies the number of credits currently on the machine. This can be adjusted, as needed. | Options: 0 to 98 Default: 0 |
| Currency | Specifies the currency accepted for game play. | Options: Dollar, Euro, Pound, Kroner Default: Dollar |
| Free Play | Enables/disables Free Play | Options: On, Off Default: Off |
| Max Service Credits | The highest number of credits that can be added to the machine. | Options: 0 to 98 Default: 30 |
| Pricing Plan | Specifies the number of units (see unit value) for 1 credit of play. | Options: 1 unit = 1 credit 1 unit for 1 credit, 2 for 3 2 units for 1 credit 2 units for 1 credit, 4 for 3 2 units for 1 credit, 5 for 3 2 units for 1 credit, 8 for 5 3 units for 1 credit, 8 for 3 3 units for 1 credit 4 units for 1 credit 4 units for 1 credit, 8 for 3 10 units for 1 credit 15 units for 1 credit 20 units for 1 credit 10 units for 1 credit, 10 for 3 10 units for 1 credit, 40 for 5 1 swipe for 1 credit Default: 4 units for 1 credit |
| Unit Value | Specifies the amount in U.S. currency required to play a game. <i>Note: This applies to the lowest denomination that Oktoberfest accepts.</i> | Options: .1, .2, .25, .5, 1, Default: .25 |

REPLAY ADJUSTMENT SETTINGS

To access Oktoberfest's Replay Settings



1. Power On the machine.
2. Open the coin door.
3. Press the MENU SELECT button to access the service mode.
4. Press the red +/- button to select the Settings icon.
5. Press the MENU SELECT button to enter the Settings section.
6. Use the red +/- buttons to page through the different settings to the Replay setting.
7. Press the green BACK EXIT button to return to the previous menu.

Table 3-9 Replay Adjustment Settings

| Name | Description | Value |
|----------------------|---|--|
| Replay Award Level 1 | Specifies the point total required to receive an award that is defined in Replay Award Type | Options: 50K, 5M Increments: 10K Default: 500K |
| Replay Award Level 2 | Specifies the point total required to receive an award that is defined in Replay Award Type | Options: 50K, 5M Increments: 10K Default: 750K |
| Replay Award Level 3 | Specifies the point total required to receive an award that is defined in Replay Award Type | Options: 50K, 5M Increments: 10K Default: 1M |
| Replay Award Level 4 | Specifies the point total required to receive an award that is defined in Replay Award Type | Options: 50K, 5M Increments: 10K Default: 1.5M |
| Replay Award Type | Specifies the type of reward given to the player based upon a defined accomplishment (Refer to Replay Award Level settings) | Options: Free game, Extra Ball, Points, Off Default: Extra Ball |
| Replay Boost | Specifies the amount of points that each replay value will be increased. After each game in which a replay is earned, all replay levels are increased by the defined replay boost amount. For any game in which a replay was not won, the amount is reduced by the boost amount. For example, if three games in a row earn a replay, each replay amount is set to the original value + (3* boost value). If on the next game the replay is not earned, it drops to original value+ (2* boost value). | Options: 10K, 1M Increments: 5K Default: 50K |

Table 3-9 **Replay Adjustment Settings Continued**

| | | |
|-------------------|--|---|
| Replay Levels | Specifies how many replay levels are active | Options: 1,4 Increments: 1 Default:1 |
| Replay Percentage | Specifies the percentage of games that award the player a replay if using replay type. | Options: 0 to 50 Increments: 1 Default: 5 |
| Replay Type | Specifies the type of replay awarded to the player. | Options: Fixed, Boost Default: Fixed |

SOUND ADJUSTMENT SETTINGS

.....

Sound settings allow you to control the level of verbiage in the game. In a home setting you may want to initially have all the callouts enabled. However, you may find, with time, that the game is too verbose. The sound adjustment settings allow you to enable or disable these narrations.

To access Oktoberfest's Sound Settings




1. **Power on the machine.**
2. **Open the coin door.**
3. **Press the MENU SELECT button to access the service mode.**
4. **Press the red +/- button to select the Settings icon.**
5. **Press the MENU SEECT button to enter the Settings section**
6. **Use the flipper buttons to page through the different settings to the Sound setting.**
7. **Press the green BACK EXIT button to return to the previous menu.**

Table 3-10 **Sound Adjustment Settings**

| Name | Description | Value |
|----------------|------------------------------|--------------------------------|
| Initial Volume | Specifies the initial Volume | Options: 1 to 10 Default: 5 |

HOW TO CREATE A CUSTOM MESSAGE



 *Video showing how to create a custom message for the attract screen:* <https://youtu.be/8fpDKsQIHA4>

1. Create a PNG image, 1366x768 with whatever you want on it.
Name the file *custom_message.png* and put that file on a USB stick (with no game code) see the section "Oktoberfest Code Update" for information on how to format your USB stick.
2. go into Settings->Standard and set 'Custom Message' to 'On'.
3. Insert the USB stick into the USB extension cable inside the coin door on the right side, after several seconds you will get a screen with green type that says, 'audits copied . . .' Power Cycle Game.
4. After you power cycle, use the flipper buttons to cycle through the screens to see the message.
5. If the image didn't take and all of the above steps have been followed, try step 3 again.

STANDARD ADJUSTMENTS SETTINGS

Standard adjustments address global options, such as the number of balls per game, tilt settings and replay award settings.

To access Oktoberfest's Standard Adjustment Settings



1. Power on the machine.
2. Open the coin door.
3. Press the MENU SELECT button to access the service mode.
4. Press the red +/- button to select the Settings icon.
5. Press the MENU SELECT button to enter the Settings section.
6. Use the red +/- buttons to page through the different settings to the Standard Adjustment.
7. Press the green BACK EXIT button to return to the previous menu.

Table 3-11 Standard Adjustments

| Name | Description | Value |
|-------------------------------------|---|---------------------------------|
| Attract Music Mode | Enables/Disables Oktoberfest's "Attract Mode" music. | Options: On/Off Default: Off |
| Attract Mode Sounds | Enables/Disables Oktoberfest's "Attract Mode" Sounds. | Options: On/Off Default: Off |
| Back Glass Brightness | Adjusts the Brightness of the Back Glass | Options: 0-11 Default 5 |
| Back Panel Brightness | Adjusts the Brightness of the Back Panel | Options: 0-11 Default 5 |
| Ball Save Timer | Specifies the duration in Seconds that the game provides a ball save. | Options: 0-61 Default:12 |
| Balls Per Game | Specifies the number of balls per game | Options: 1-5 Default:3 |
| Clear Shooter Lane After 60 Seconds | Auto fires an un-plunged ball in the shooter lane. | Options: On/Off Default: Off |
| Coin Door Ball Save | Saves Ball after drain when Door was Opened | Options: On/Off Default: Off |
| Custom Message | Turns custom message on or off | Options: On/Off Default: Off |
| Family Friendly | Family Friendly Speech | Options: Yes/No Default: Yes |

Table 3-11 Standard Adjustments Continued

| NAME | Description | Value |
|----------------------------------|---|---|
| Flipper Hold Boost | Provides extra Holding Power to the flippers. <i>*flippers can make a buzzing sound when enabled*</i> | Options: On/Off Default: Off |
| Knocker | Selects audio knocker or <i>*mechanical knocker</i> <i>*mechanical knocker is available from the American Pinball's online store</i> | Options: Off, Audio High Volume, Audio Low Volume, Mechanical Default: Audio High Volume |
| Limit High Score to 3 Characters | Changes high score from 10 letters to 3 letters | Options: On/Off Default: Off |
| Match Award | Enables the Match award | Options: Credit/Off Default: Credit |
| Match Feature | Enables the Match Feature | Options: On/Off Default: On |
| Match Percentage | Determines how frequently the player will match | Options: 0-50 Default:5 |
| Max Number of Extra Balls | The number of Extra Balls that can be won in a game | Options: 0-10 Default: 1 |
| Shaker Motor | Enables/Disables optional Shaker Motor | Option: On/Off Default: Off |
| Shaker Usage | Specifies the frequency that the Shaker Motor is used in the game. | Options: Low, Medium and High Default: Medium |
| Show Game Time in Last Scores | Game time is shown at the end of the game. | Options: On/Off Default: On |
| Tilt Bob Settle Time | Sets how much time passes after a Tilt Warning before the system responds to another Tilt Bob trigger. | Options: 0-7 Default: 1 |
| Tilt Warnings | Specifies the number of times the player is warned before a tilt | Options: 0-8 Default: 2 |
| Tournament Mode | Enables Tournament Mode presets | Options: On/Off Default: Off |

PRESETS

The Preset feature allows you to load a profile setting. There are 8 presets available. In addition, from the Preset menu, you can save your current settings and re-load them.

Note: Presets are subject to change. Refer to American Pinball's Support page for the most current listing of Presets.

To access Oktoberfest's Presets



1. Power on the machine.
2. Open the coin door.
3. Press the MENU SELECT button to access the service mode.
4. Press the red +/- button to access the settings icon.
5. Press the MENU SELECT button to enter Settings selection.
6. Use the flipper buttons to page through the different settings to the Preset settings.
7. Press the green BACK EXIT button to return to the previous menu.

Table 3-12 Presets

| PRESET | Extra Easy | Easy | Medium Default | Hard | Extra Hard | Competition | Home | Location |
|---------------------------------|------------|------|----------------|------|------------|-------------|------------|----------|
| Standard: | | | | | | | | |
| Ball Save time | 18 | 15 | 12 | 9 | 6 | | | |
| Clear Shooter Lane After 60 Sec | Off | Off | Off | Off | Off | Off | Off | On |
| Multiple Ball Saves Allowed | Yes | Yes | No | No | No | | | |
| Tilt Warnings | 4 | 3 | 2 | 1 | 1 | | | |
| Tilt Bob Settle Time | 4 | 3 | 3 | 3 | 2 | | | |
| Max Number of Extra Balls | 6 | 5 | 4 | 3 | 2 | | | |
| Match Feature | | | | | | Off | Off | |
| Tournament Mode | | | | | | On | | |
| Pricing: | | | | | | | | |
| Free Play | | | | | | | On | Off |
| Replay: | | | | | | | | |
| Replay Award Type | | | | | | Off | Extra Ball | |
| Features: | | | | | | | | |
| Bar Super Skill Shot Difficulty | Extra Easy | Easy | Medium | Hard | Extra Hard | | | |
| Beer Barrel Lock Difficulty | Extra Easy | Easy | Medium | Hard | Extra Hard | | | |
| Beer Barrel MB Ball Save Time | 18 | 15 | 12 | 9 | 6 | | | |
| Bumper Cars Hits To Win | 15 | 22 | 30 | 37 | 45 | | | |
| Bumper Cars Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Bumpers For Auto MagNab | 10 | 15 | 20 | 25 | 30 | | | |
| Bumper Multiplier Time | 30 | 25 | 20 | 15 | 10 | | | |
| Chugging Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Corkscrew MB Ball Save Time | 18 | 15 | 12 | 9 | 6 | | | |
| Duck Derby Ball Save Time | 30 | 25 | 20 | 15 | 10 | | | |
| Duck Derby Difficulty | Extra Easy | Easy | Medium | Hard | Extra Hard | | | |
| Duck Derby Shots To Win | 4 | 6 | 8 | 10 | 12 | | | |
| Ducks For Duck Derby | 30 | 40 | 50 | 60 | 70 | | | |
| Duck Hunt Hits To Win | 3 | 4 | 5 | 6 | 7 | | | |
| Duck Hunt Initial Time | 60 | 52 | 45 | 37 | 30 | | | |

Table 3-12 Presets (Continued)

| PRESET | Extra Easy | Easy | Medium | Hard | Extra Hard | Competition | Home | Location |
|---------------------------------|------------|------|--------|------|------------|-------------|------|----------|
| Ducks To Light Extra Ball | 15 | 20 | 25 | 30 | 35 | | | |
| Food Stand Timer | 45 | 37 | 30 | 23 | 15 | | | |
| Free Stein At Start Of Game | Yes | No | No | No | No | | | |
| Fud Frenzy Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Fud Frenzy Switches To Start | 50 | 62 | 75 | 87 | 100 | | | |
| Initial Bar Hits Required | 0 | 1 | 1 | 2 | 3 | | | |
| Initial Corkscrew Jackpot Shots | 4 | 3 | 2 | 2 | 1 | | | |
| Initial Mag-Nabs | 4 | 3 | 2 | 1 | 0 | | | |
| Initial Spins For Food Stand | 15 | 20 | 25 | 30 | 35 | | | |
| Juggling Ball Saves Time | 18 | 15 | 12 | 9 | 6 | | | |
| Juggling Shots To Win | 3 | 5 | 7 | 9 | 11 | | | |
| Looper Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Looper Loops To Win | 3 | 4 | 5 | 6 | 7 | | | |
| Max Bar Hits To Win | 3 | 4 | 5 | 5 | 6 | | | |
| Max Steins Of Same Kind | 3 | 3 | 3 | 3 | 3 | | | |
| Playfield X Time | 40 | 30 | 20 | 20 | 15 | | | |
| Ring Toss Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Rockin' Express Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Rockin' Express Spins To Win | 25 | 37 | 50 | 62 | 75 | | | |
| Rotor Difficulty | Extra Easy | Easy | Medium | Hard | Extra Hard | | | |
| Roto Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Roto Shots To Win | 1 | 2 | 3 | 4 | 5 | | | |
| Skill Shot Timer | 10 | 7 | 5 | 4 | 3 | | | |
| Sky Slide Drop Target Time | 20 | 15 | 10 | 8 | 8 | | | |
| Sky Slide Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Sky Slides VUK's To Win | 1 | 2 | 3 | 4 | 5 | | | |
| Stein Race Ball Save Time | 18 | 15 | 12 | 9 | 6 | | | |
| Stein Racing Shots To Win | 2 | 3 | 4 | 5 | 6 | | | |
| Stein Race Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Steins To Light Extra Ball | 3 | 4 | 5 | 6 | 7 | | | |
| Super Skill Timer | 10 | 7 | 5 | 4 | 4 | | | |
| Tap It Customers To Win | 10 | 15 | 20 | 25 | 30 | | | |
| Tap It Difficulty | Extra Easy | Easy | Medium | Hard | Extra Hard | | | |
| Target Shooting Initial Time | 60 | 52 | 45 | 37 | 30 | | | |
| Tents To Light Extra Ball | 3 | 4 | 5 | 6 | 7 | | | |
| Tent Start Difficulty | Extra Easy | Easy | Medium | Hard | Extra Hard | | | |



Table 3-13 Switch Table **Oktoberfest quick reference guide:** <http://s4.american-pinball.com/img/support/2021-4/Oktoberfest--Quick-Reference-Guide.pdf>

| SW NUM | Switch Name → ALL OPTO | Control Color | Board Pin Number |
|--------|------------------------|---------------|------------------|
| 0 | Bar Open | Brown | 2 |
| 1 | Bar Closed | Red | 3 |
| 2 | Bartender Home | Orange | 4 |
| 3 | Left Orbit Exit | Yellow | 5 |
| 4 | Not Used | Green | 6 |
| 5 | Right Orbit Exit | Blue | 7 |
| 6 | Not Used | Violet | 8 |
| 7 | Not Used | Gray | 9 |
| | Switch Ground | Black | 10 |

| SW NUM | Switch Name → ALL OPTO | Control Color | Board Pin Number |
|--------|------------------------|---------------|------------------|
| 8 | Scoop Loop Enter | Brown | 2 |
| 9 | Scoop Loop Exit | Red | 3 |
| 10 | Left Orbit Enter | Orange | 4 |
| 11 | Coaster Ramp Entrance | Yellow | 5 |
| 12 | Barrel Ramp Enter | Green | 6 |
| 13 | Not Used | Blue | 7 |
| 14 | Bartender Subway | Violet | 8 |
| 15 | Not Used | Gray | 9 |
| | Switch Ground | Black | 10 |

| SW NUM | Switch Name / TYPE | Control Color | Board Pin Number |
|--------|--------------------------------|----------------|------------------|
| 16 | Left Outlane / Micro | Black / Gray | 2 |
| 17 | Left Inlane / Micro | Black / Brown | 3 |
| 18 | Left Slingshot / Leaf | Black / Red | 4 |
| 19 | Left Flipper EOS / Leaf | Black / Orange | 5 |
| 20 | Left Stand Up / Stand Up | Black / Yellow | 6 |
| 21 | Left Outer Stand Up / Stand Up | Black / Green | 7 |
| 22 | Not Used | Black / Blue | 8 |
| 23 | Bar Hit / Bash | Black / Violet | 9 |
| | Switch Ground | Black | 10 |

Table 3-13 Switch Table Continued

| SW NUM | Switch Name → ALL STAND UP | Control Color | Board Pin Number |
|--------|----------------------------|----------------|------------------|
| 24 | (O)ktober | Brown / Black | 2 |
| 25 | o(K)tober | Brown / Gray | 3 |
| 26 | ok(T)ober | Brown / Red | 4 |
| 27 | okt(O)ber | Brown / Orange | 5 |
| 28 | okto(B)er | Brown / Yellow | 6 |
| 29 | oktob(E)r | Brown / Green | 7 |
| 30 | oktobe(R) | Brown / Blue | 8 |
| 31 | Left Duck | Brown / Violet | 9 |
| | Switch Ground | Black | 10 |

| SW NUM | Switch Name / Type | Control Color | Board Pin Number |
|--------|--------------------------------|---------------|------------------|
| 32 | Upper Duck / Stand Up | Red / Black | 2 |
| 33 | Left Orbit Made / Micro | Red / Brown | 3 |
| 34 | Coaster Lock Ball 3 / Membrane | Red / Gray | 4 |
| 35 | Coaster Lock Ball 2 / Membrane | Red / Orange | 5 |
| 36 | Coaster Lock Ball 1 / Membrane | Red / Yellow | 6 |
| 37 | Scoop / Micro | Red / Green | 7 |
| 38 | Upper Slingshot / Stand Up | Red / Blue | 8 |
| 39 | Captive Ball 1 / Micro | Red / Violet | 9 |
| | Switch Ground | Black | 10 |

| SW NUM | Switch Name / Type | Control Color | Board Pin Number |
|--------|----------------------------------|-----------------|------------------|
| 40 | (T)ap / Micro | Orange / Black | 2 |
| 41 | Barrel Ball Lock 1 / Membrane | Orange / Brown | 3 |
| 42 | Barrel Ball Lock 2 / Membrane | Orange / Red | 4 |
| 43 | Barrel Ball Lock 3 / Membrane | Orange / Gray | 5 |
| 44 | VUK / Micro | Orange / Yellow | 6 |
| 45 | Drop Target / Micro | Orange / Green | 7 |
| 46 | Captive Ball 2 / Micro | Orange / Blue | 8 |
| 47 | Captive Ball Stand Up / Stand Up | Orange / Violet | 9 |
| | Switch Ground | Black | 10 |

Table 3-13 Switch Table Continued

| SW NUM | Switch Name / Type | Control Color | Board Pin Number |
|--------|----------------------------|-----------------|------------------|
| 48 | Pop Bumper Exit / Micro | Yellow / Black | 2 |
| 49 | Pop Bumper Duck / Stand Up | Yellow / Brown | 3 |
| 50 | Right Orbit / Micro | Yellow / Red | 4 |
| 51 | Lower Pop Bumper / Leaf | Yellow / Orange | 5 |
| 52 | Left Pop Bumper / Leaf | Yellow / Gray | 6 |
| 53 | Right Pop Bumper / Leaf | Yellow / Green | 7 |
| 54 | ta(P) / Micro | Yellow / Blue | 8 |
| 55 | t(A)p / Micro | Yellow / Violet | 9 |
| | Switch Ground | Black | 10 |

| SW NUM | Switch Name / Type | Control Color | Board Pin Number |
|--------|-----------------------|----------------|------------------|
| 56 | (F)est / Stand Up | Green / Black | 2 |
| 57 | Spinner / Micro | Green / Brown | 3 |
| 58 | Right Duck / Stand Up | Green / Red | 4 |
| 59 | (P)rost / Stand Up | Green / Orange | 5 |
| 60 | p(R)ost / Stand Up | Green / Yellow | 6 |
| 61 | pr(O)st / Stand Up | Green / Gray | 7 |
| 62 | pro(S)t / Stand Up | Green / Blue | 8 |
| 63 | pros(T) / Stand Up | Green / Violet | 9 |
| | Switch Ground | Black | 10 |

| SW NUM | Switch Name / Type | Control Color | Board Pin Number |
|--------|----------------------------|---------------|------------------|
| 64 | Ball Trough 7 / Opto | Blue / Black | 2 |
| 65 | Ball Trough 6 / Opto | Blue / Brown | 3 |
| 66 | Ball Trough 5 / Opto | Blue / Red | 4 |
| 67 | Ball Trough 4 / Opto | Blue / Orange | 5 |
| 68 | Ball Trough 3 / Opto | Blue / Yellow | 6 |
| 69 | Ball Trough 2 / Opto | Blue / Green | 7 |
| 70 | Ball Trough 1 (Jam) / Opto | Blue / Gray | 8 |
| 71 | Shooter Lane / Micro | Blue / Violet | 9 |
| | Switch Ground | Black | 10 |

Table 3-13

Switch Table Continued

| SW NUM | Switch Name / Type | Control Color | Board Pin Number |
|--------|--------------------------------|-----------------|------------------|
| 72 | Right Flipper EOS / Leaf | Violet / Black | 2 |
| 73 | Right Outlane / Micro | Violet / Brown | 3 |
| 74 | Right Inlane / Micro | Violet / Red | 4 |
| 75 | Right Slingshot / Leaf | Violet Orange | 5 |
| 76 | Right Outlane Stand Up / S. U. | Violet / Yellow | 6 |
| 77 | fes(T) / Stand Up | Violet / Green | 7 |
| 78 | fe(S)t / Stand Up | Violet / Blue | 8 |
| 79 | f(E)st / Stand Up | Violet / Gray | 9 |
| | Switch Ground | Black | 10 |

| SW NUM | Switch Name / Type | Control Color | Board Pin Number |
|--------|-----------------------------------|----------------|------------------|
| 80 | Left Flipper Button / Leaf | White / Black | 2 |
| 81 | Lower Right Flipper Button / Leaf | White / Brown | 3 |
| 82 | Upper Right Flipper Button / Leaf | White / Red | 4 |
| 83 | Enter / Push Button | White / Orange | 5 |
| 84 | Exit / Push Button | White / Yellow | 6 |
| 85 | Down / Push Button | White / Green | 7 |
| 86 | Up / Push Button | White / Blue | 8 |
| 87 | Tilt / Plumb Bob | White / Violet | 9 |
| | Switch Ground | Black | 10 |

| SW NUM | Switch Name / Type | Control Color | Board Pin Number |
|--------|-----------------------------|---------------|------------------|
| 88 | Start Button / Push Button | Gray / Black | 2 |
| 89 | Coin Door Open / Interlock | Gray / Brown | 3 |
| 90 | Coin #1 / Micro | Gray / Red | 4 |
| 91 | Coin #2 / Micro | Gray / Orange | 5 |
| 92 | DBA / Bill Validator | Gray / Yellow | 6 |
| 93 | Coin #3 | Gray / Green | 7 |
| 94 | Coin #4 | Gray / Blue | 8 |
| 95 | Right Flipper Magnet / Leaf | Gray / Violet | 9 |
| | Switch Ground | Black | 10 |



Table 3-14 Coil Table

Oktoberfest quick reference guide:

<http://s4.american-pinball.com/img/support/2021-4/Oktoberfest--Quick-Reference-Guide.pdf>

| Coils RED Group 48 Volts | IRL540N Transistor | Transistor Control Color | Coil Number | Coil / Part Number |
|--------------------------|--------------------|--------------------------|-------------|------------------------|
| Lower Left Flipper Main | Q1 | Red / Black | 9 | FL11629 / COI0003-00 |
| Lower Left Flipper Hold | Q2 | Red/ Brown | 10 | FL11629 / COI0003-00 |
| Left Slingshot | Q3 | Red / Gray | 11 | 26-1200 5 / COI0000-00 |
| Oktober Magnet | Q4 | Red / Orange | 12 | COI0002-00 |
| Up Ramp Main | Q5 | Red / Yellow | 13 | 26-600 / COI0007-00 |
| Up Ramp Hold | Q6 | Red / Green | 14 | 33-3500 / COI0007-00 |

| Coils BROWN Group 48 Volts | IRL540N Transistor | Transistor Control Color | Coil Number | Coil / Part Number |
|----------------------------|--------------------|--------------------------|-------------|----------------------|
| Trough Kicker | Q9 | Brown / Black | 1 | 26-1200 / COI0005-00 |
| Shooter Lane / Auto Fire | Q10 | Brown / Gray | 2 | 23-800 / COI0001-00 |
| Lower Right Flipper Main | Q11 | Brown / Red | 3 | COI0009-00 |
| Lower Right Flipper Hold | Q12 | Brown / Orange | 4 | COI0009-00 |
| Right Slingshot | Q13 | Brown / Yellow | 5 | 26-1200 / COI0005-00 |
| Fest Magnet | Q14 | Brown / Green | 6 | COI0002-00 |

| Coils BLUE Group 48 Volts | IRL540N Transistor | Transistor Control Color | Coil Number | Coil / Part Number |
|---------------------------|--------------------|--------------------------|-------------|----------------------|
| Upper Right Flipper Main | Q1 | Blue / Black | 17 | FL11629 / COI0003-00 |
| Upper Right Flipper Hold | Q2 | Blue / Brown | 18 | FL11629 / COI0003-00 |
| Flipper Magnet | Q3 | Blue / Red | 19 | COI0002-00 |
| Lower Pop Bumper | Q4 | Blue / Orange | 20 | 23-800 / COI0001-00 |
| Right Pop Bumper | Q5 | Blue / Yellow | 21 | 23-800 / COI0001-00 |
| Left Pop Bumper | Q6 | Blue / Green | 22 | 23-800 / COI0001-00 |
| Lane Magnet | Q7 | Blue / Gray | 23 | COI0002-00 |

| Coils YELLOW Group 48 Volts | IRL540N Transistor | Transistor Control Color | Coil Number | Coil / Part Number |
|-----------------------------|--------------------|--------------------------|-------------|----------------------|
| Scoop | Q9 | Black / Gray | 25 | 26-1200 / COI0005-00 |
| Barrel Release | Q10 | Black / Brown | 26 | 32-1800 / COI0011-00 |
| Upper Slingshot | Q11 | Black / Red | 27 | 26-1200 / COI0005-00 |
| Drop Target Up | Q12 | Black / Orange | 28 | 23-800 / COI0001-00 |
| Not Used | Q13 | Black / Yellow | 29 | |
| VUK | Q14 | Black / Green | 30 | 26-1200 / COI0005-00 |
| Roller Coaster Ball Release | Q15 | Black / Blue | 31 | 32-1800 / COI0011-00 |

Reference Figure 3-6 for Coil Location by Coil Number

Fig 3-7

Cabinet Board Assembly

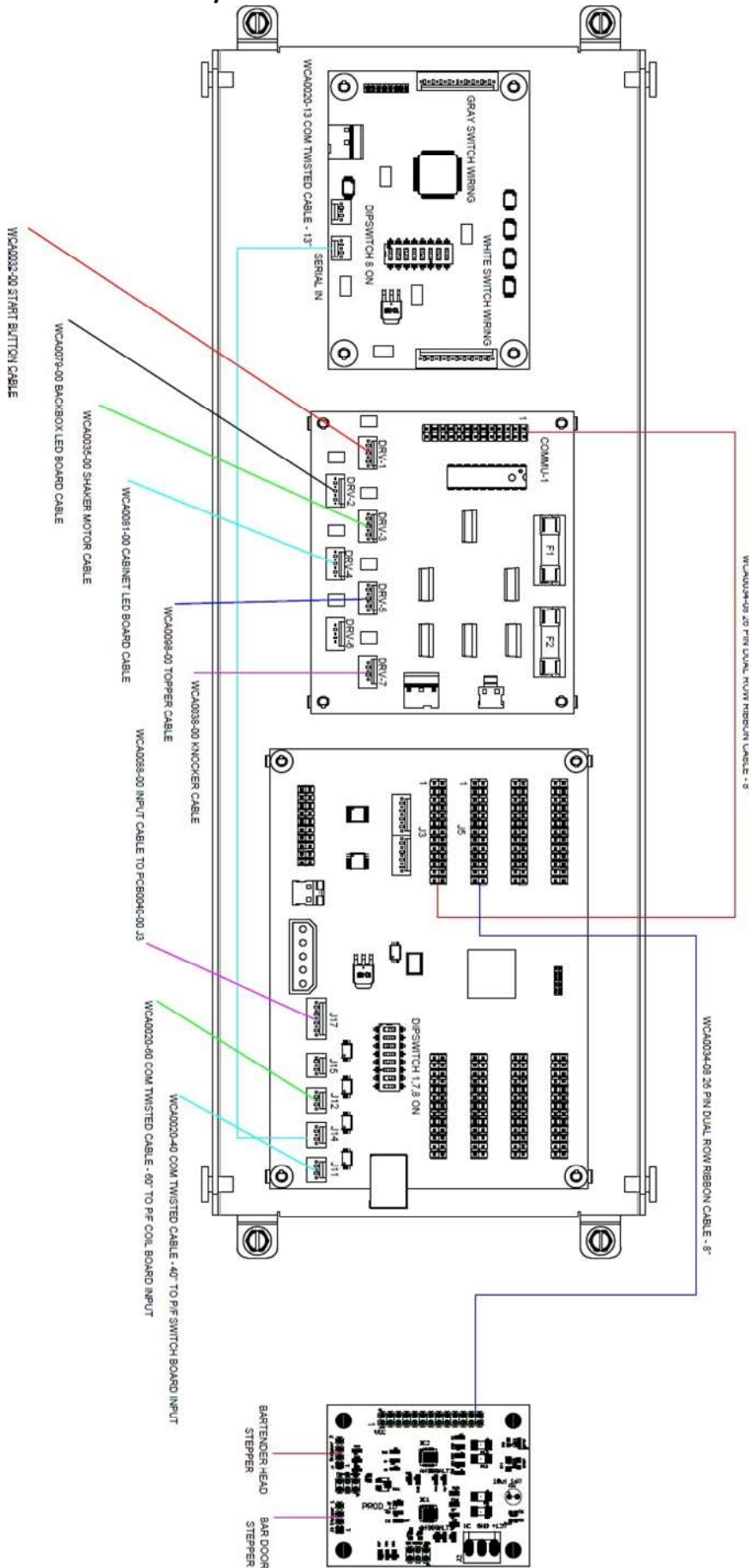


Fig 3-8

Dip Switch and Bottom Playfield PCB's

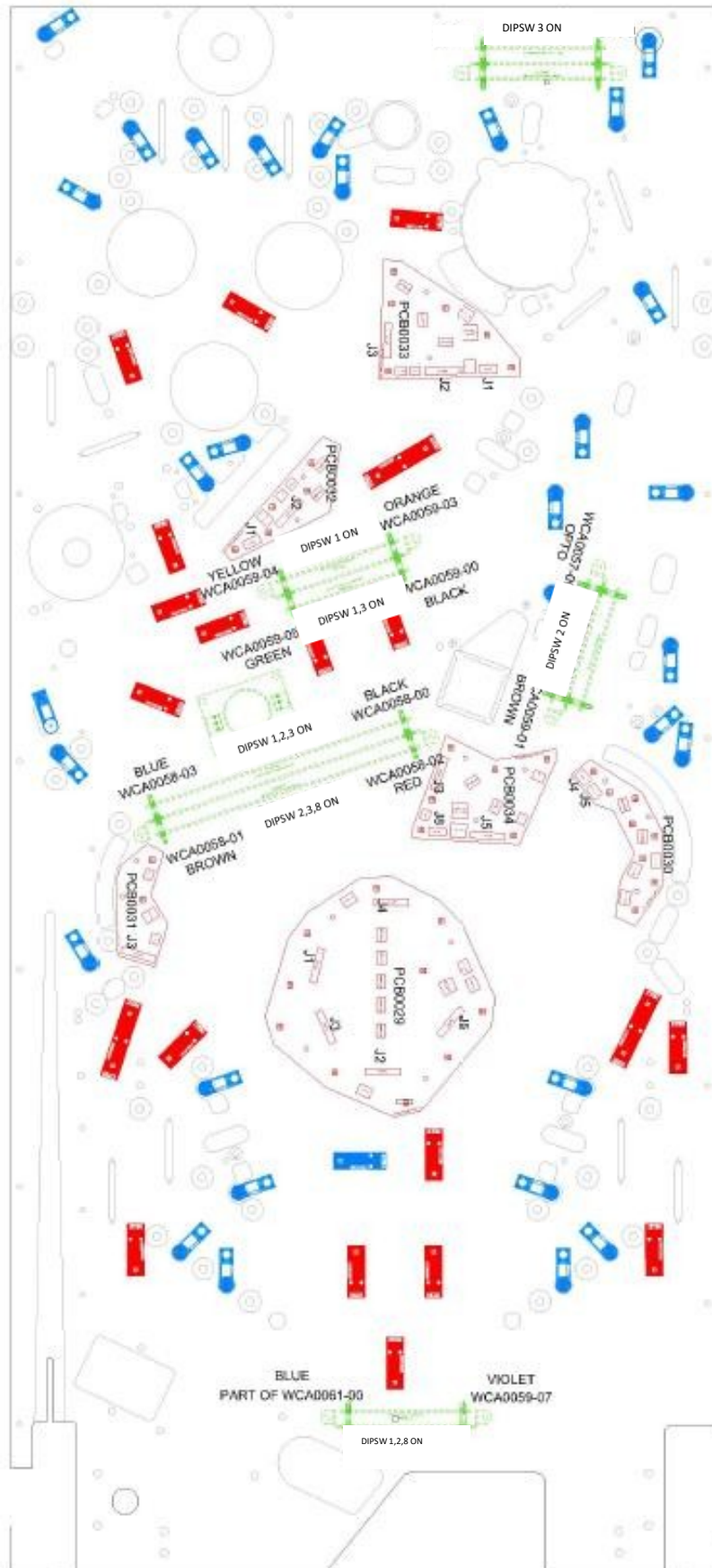
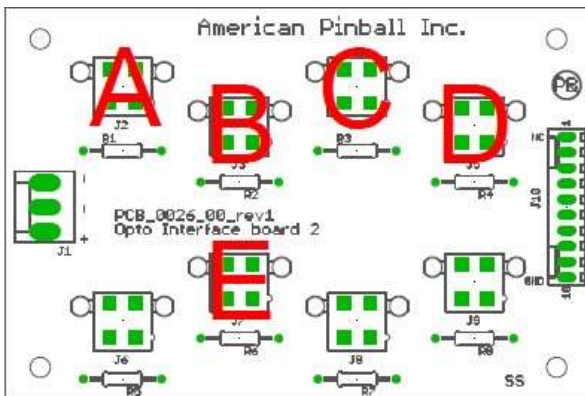




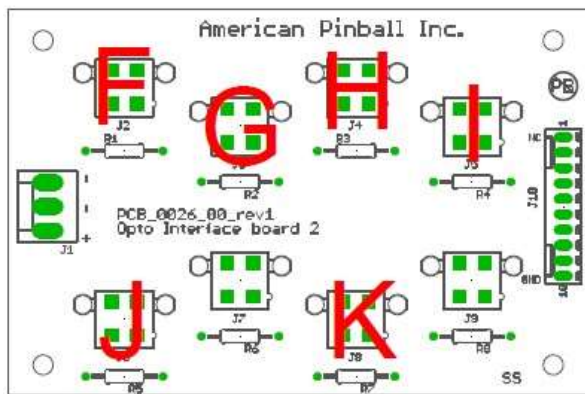
Fig 3-9 Opto Board Connector

Oktoberfest quick reference guide:

<http://s4.american-pinball.com/img/support/2021-4/Oktoberfest--Quick-Reference-Guide.pdf>



- A BAR OPEN OPTO SWITCH
- B BAR CLOSED OPTO SWITCH
- C BARTENDER OPTO SWITCH
- D LEFT ORBIT EXIT OPTO SWITCH
- E RIGHT ORBIT EXIT OPTO SWITCH
- F SCOOP LOOP ENTER OPTO SWITCH
- G SCOOP LOOP EXIT OPTO SWITCH



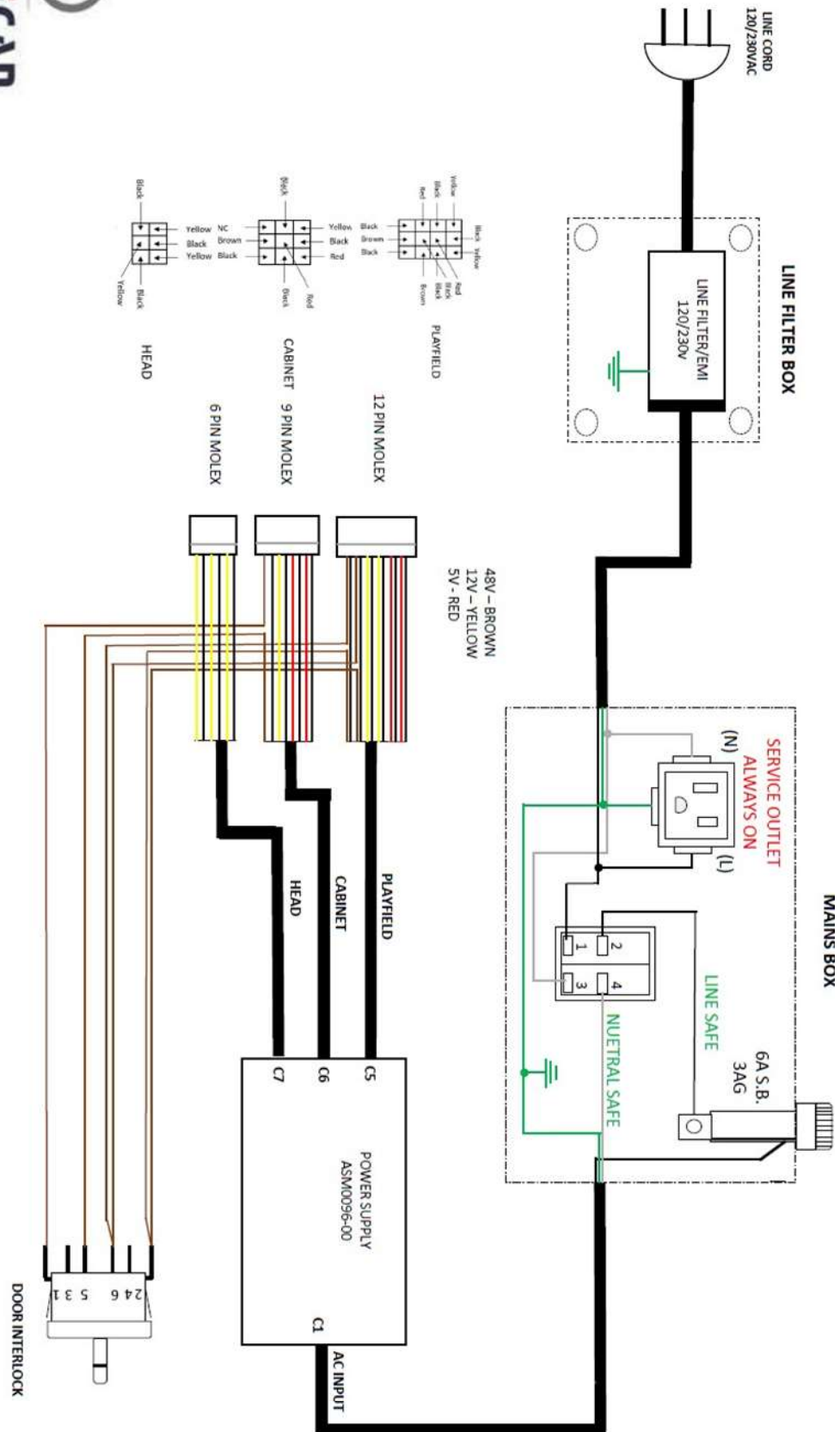
- H COASTER RAMP ENTRANCE OPTO SWITCH
- I LEFT ORBIT OPTO ENTER
- J BARREL RAMP ENTER OPTO SWITCH
- K BARTENDER SUBWAY OPTO SWITCH

Fig 3-10

Power Distribution



Pinball Power System Diagram V1.02



Oktoberfest Code Update

CODE UPDATE PROCEDURE



Please have the following items available before performing a code update:

- A FAT 32 formatted 2.0 USB drive with at least 4 GB of storage
- Latest version of Oktoberfest code, which can be downloaded from <http://www.american-pinball.com/support/updates/> to your computer.

Having issues with your USB drive not being read by the game?

Instructions to completely wipe the drive:



<http://s4.american-pinball.com/img/support/2021-2/USB-drive-formatting-procedure.pdf>

WARNING! OPENING THE COIN DOOR EXPOSES HIGH VOLTAGE PARTS IN THE GAME, AND DIRECT CONTACT TO THESE HIGH VOLTAGE PARTS CAN LEAD TO SERIOUS OR FATAL INJURIES. THIS EQUIPMENT IS TO BE SERVICED BY TRAINED PROFESSIONALS ONLY.



To download Oktoberfest code to a Microsoft Windows PC

1. Go to www.american-pinball.com/support/updates/
2. Compare the game version on your machine to the most current Oktoberfest version available on the site.
3. If your machine is running the most current version of code, enjoy your game! Otherwise, proceed to the next step.
4. Insert a formatted USB drive with at least 4GB of storage into your computer.
5. From File Explorer, right click on the USB drive.
6. Select Format Drive FAT 32.

To download Oktoberfest Code to a MAC

1. Go to www.american-pinball.com/support/updates/
2. Compare the game version on your machine to the most current Oktoberfest version available on the site.
3. If your machine is running the most current version of code, enjoy your game! Otherwise, proceed to the next step.
4. Insert a formatted USB drive with at least 4GB of storage into your computer.
5. Open Disk Utility.
6. Select USB Drive.
7. Select Erase.
8. Select Format FAT 32.

To update Oktoberfest code

1. Copy the Oktoberfest update package (.pkg) code file to the USB drive.
2. Open the coin door and locate the provided USB extension cable on the right-hand side of the coin door below the flipper switch.
3. Insert the USB drive with the code update package into the USB extension cable.
4. If Oktoberfest is powered off, turn on (USB can be inserted with power on). Oktoberfest will recognize the USB drive and will provide a message on the monitor stating that you have 5 seconds to remove the USB drive or the machine will begin the update process.
5. When the code update process is complete an "Update Complete" message appears. Remove the USB drive from the USB extension cable.
6. Power cycle the game.
7. Enjoy your updated game!

Note: The version of the code running on your machine will be displayed during startup and from the API cockpit.

OKTOBERFEST LOG COPY

To assist in game development and troubleshooting, American Pinball may ask for a copy of the game logs.

To copy game logs

1. Open the coin door and locate the USB extension cable on the inside-side of the cabinet below the flipper switch.
2. Insert a **blank** USB drive into the USB extension cable.
3. If the game power is turned off, turn on.
4. Wait for the completion screen on the monitor and remove the USB drive.
5. Power cycle the game.
6. Email the files to service@americanpinball.com, include the date and time of the error along with a detailed description of what's going on.

OKTOBERFEST GAME RULES

Skill Shot

Plunge the ball into the bar, the scoop, the “?” target, or the left inlane to earn the skill shot award, indicated on the screen.

How to adjust the skill shot plunge



Tent Modes

Qualify tent modes by completing the T-E-N-T lights on the inlanes/outlanes. The flipper buttons can be used to rotate which lights are on which lanes. This is made easier by the Not’n Roht’n stein. Once T-E-N-T is completed, “Enter Tent” will be lit on the scoop. Shoot the scoop to choose which tent to enter. There are 14 tent modes available:

- Bumper Cars: Shoot the pop bumpers and slingshots. The upper slingshot increases the point value awarded.
- Chugging: Quickly shoot the flashing shots to chug your stein faster than the on-screen opponents.
- Duck Hunt: Shoot the four flashing Duck targets located around the playfield.
- Füd Frenzy: All switches on the playfield score increased points. Point values awarded increase further based on the number of different switches triggered.
- Juggling: Starts as a two ball multiball. Shoot the indicated shots in sequence. Twice, an extra ball can be added into play by shooting the Food Stand when lit. Having more balls in play increases scoring.
- Looper: Shoot the left ramp. Shooting this ramp multiple times in succession without missing awards significantly more points.
- Ring Toss: Shoot the flashing O-K-T-O-B-E-R and F-E-S-T letters, which alternate when shot. Completing all flashing targets in either bank awards a bonus.
- Rockin’ Express: Shoot the spinner. Point values awarded increase by shooting the lit orbit.
- Rotor: Lit shots rotate from left to right and back again. Point values awarded increase based on the number of different lit shots made.
- Sky Slide: Shoot the Food Stand drop target to lower it, then quickly stand into the Food Stand saucer before the drop target resets.
- Stein Race: Disables the left flipper button -- use the lower right-side button (normally MagNab) to operate the left flipper. Complete all lit shots. Point values awarded decrease for repeating shots already made.

- Tap It!: Video mode -- the ball will be held in the scoop while you play this on-screen. Use the flipper buttons to move the bartender left and right to meet approaching customers, and the lower right-side button to fill steins to serve the customers. Point values awarded decrease the longer each customer is kept waiting.
- Target Shooting: Shoot the flashing P-R-O-S-T letters, which move from left to right and back again.
- Flipper Meister: *Only available after playing the other 13 tent modes.* Starts as a three ball multiball. Shoot the indicated shots in sequence. Shot values are based on player performance in the other tent modes, in the order they were played. At increasing intervals, additional balls will be added into play.

Tent modes continue until you drain the ball or run out of time for the tent. The timer can be extended by the Engler Pale Ale stein. Each tent mode has a criteria for “winning” that tent; these criteria can generally be selected in the game Feature Adjustments. Winning a tent provides bonus Ducks and extra end-of-ball bonus. Tents can be revisited if not won, but tents that have been won can’t be replayed until after completing Flipper Meister.

Steins

Collect steins by shooting at the bar until the bar door opens, which will light “Collect Stein” at the bar. Shoot into the open bar to choose which stein to collect. Steins provide “power-ups” for game features. There are 14 steins available:

- Abby Nirmal Cider: Awards an additional Duck for each Duck target collected; multiplies scoring of the Bumper Cars Tent.
- Baker Street Ale: Increases length of playfield multiplier from T-A-P lanes; multiplies scoring of the Rotor Tent.
- Buschbrau: Awards an additional MagNab for each one collected; multiplies scoring of the Füd Frenzy Tent.
- Engler Pale Ale: Increases the timer during Tent Modes; multiplies scoring of the Chugging Tent.
- Freak Show Rooster: Increases the value of Corkscrew Multiball jackpots; multiplies scoring of the Target Shooting Tent.
- Frosty Ferret: Increases the value of Beer Barrel Multiball jackpots; multiplies scoring of the Duck Hunt Tent.
- Ish Pale Ale: Reduces the number of bar hits required to open the bar; multiplies scoring of the Sky Slide Tent.
- Kernenmeister: Reduces the number of target hits required to light outlane ball savers; multiplies scoring of the Rockin’ Express Tent.
- Master Mystery Dark: Increases scoring of the spinner; multiplies scoring of the Tap It! Tent.

- Not'n Roht'n: Gives an additional T-E-N-T letter for each one collected; multiplies scoring of the Juggling Tent.
- Pin Wiz Pale Ale: Increases scoring of the pop bumpers; multiplies scoring of the Flipper Meister Tent.
- Reclab Redrum Stout: Adds additional end-of-ball bonus multiplier when completing Duck targets; multiplies scoring of the Stein Race Tent.
- Sloshed Rosh Lager: Allows collecting O-K-T-O-B-E-R F-E-S-T letters by shooting adjacent targets; multiplies scoring of the Looper Tent.
- Thor's Hammer Ale: Increases the number of tilt warnings given before the game tilts; multiplies scoring of the Ring Toss Tent.

The powers of all collected steins combine (stack) over the course of the entire game. Choose them wisely.

Ducks

Ducks increase the value of tent modes and increase end-of-ball bonus. Ducks can be earned by shooting the four Duck targets located around the playfield, and by winning tent modes. Collecting enough Ducks qualifies Duck Derby, indicated by the scoop arrow flashing yellow. Abby Nirmal Cider steins cause the Duck targets to award additional Ducks.

Light all 4 different Duck targets around the playfield to increase end-of-ball bonus multiplier (more so by Reclab Redrum Stout steins), and light Mystery, which is collected by shooting the scoop when lit.

Mystery

Light all four different Duck targets around the playfield to light Mystery. Shoot the scoop to collect a free award from the friendly ducks, which may include points, steins, progress toward multiballs, or even an extra ball.

Corkscrew Multiball

Except during other multiballs, completing either the O-K-T-O-B-E-R or F-E-S-T target banks lowers the left ramp for a Corkscrew ball lock. Completing the remaining target bank lights two more Corkscrew ball locks. Lock 3 balls in the Corkscrew to begin Corkscrew Multiball.

During Corkscrew Multiball, shoot the roving lit shots for jackpots. Completing the P-R-O-S-T targets lights additional jackpot shots. Completing F-E-S-T during multiball lowers the left ramp for a 1x Super Jackpot; completing O-K-T-O-B-E-R during multiball lowers the left ramp for a 2x Super Jackpot. The value of all

jackpots is based on calories eaten at the Food Stand prior to multiball, and boosted by Freak Show Rooster steins.

If you drain down to a single ball and have not collected a Super Jackpot, the left ramp will lower briefly for a last chance attempt at a Super Jackpot.

Beer Barrel Multiball

Except during other multiballs, completing the P-R-O-S-T target bank lights one Beer Barrel ball lock. Shoot the lit Beer Barrel ramp when lit to lock a ball. The third ball locked in the Beer Barrel (even if the other balls are from another player or another game) begins Beer Barrel Multiball.

During Beer Barrel Multiball, shoot any lit shot for jackpot. Completing the P-R-O-S-T targets relights all jackpot shots. Shooting one ball into the Beer Barrel will hold it there for some time (adjustable in Feature Adjustments), during which jackpots are awarded at 2x, 3x, 4x, etc. Shooting a second ball into the Beer Barrel awards a Super Jackpot. Shooting a third ball into the Beer Barrel awards a 2x Super Jackpot and releases all locked balls. The value of all jackpots is based on calories eaten at the Food Stand prior to multiball, and boosted by Frosty Ferret steins.

Food Stand

Except during multiballs, shooting the spinner or the Food Stand drop target advance toward opening the Food Stand, indicating by the "Food Stand" light. When the Food Stand is open, shoot the Food Stand saucer to begin a Food Stand feature, which are always awarded in order:

- Pretzels: Orbits
- Ice Cream: Bumpers
- Cookies: Ramps
- Sausages: Everything
- Calorie Coma: beware the slow, oogy feeling of having eaten too much!

During a Food Stand feature, shoot the indicated game features for calories. Calories increase the scoring during Corkscrew and Beer Barrel Multiballs. Once per Food Stand feature, shoot the Food Stand saucer to reset the Food Stand timer.

Playfield Multipliers

Completing the T-A-P lanes increases the multiplier of all playfield scoring for some time (adjustable in Feature Adjustments). This time will be extended by Baker Street Ale steins.

MagNabs

Shoot the lit MagNab shot (either the right ramp or the captive ball) to earn MagNabs. Additional MagNabs will be awarded by Buschbrau steins. Press the lower right-side button to use a MagNab to catch the ball when the ball is above the T-A-P lanes or above the upper-right flipper. MagNabs are very helpful to increase Playfield Multipliers, or to set up shots on the bar, captive ball, or Beer Barrel ramp.

Outlane Savers

Shoot the standup target located above each outlane one or more times to light an outlane saver. The number of hits required is reduced by the Kernenmeister stein. When qualified, the “Ball Save” indicator will light green. Initially, ball saves are automatic, but after several outlane saves, an additional task will be required to continue your ball:

- Left outlane: Last Call: complete the flashing S-O-B-E-R letters to continue your ball. Beware, your flippers may not be as responsive as you expect ... possibly due to the contents of those steins?
- Right outlane: Re-Entry: you have 3 attempts to plunge the ball into the scoop to continue your ball. Flippers are not active during this feature.

End of Ball Bonus

End of Ball Bonus is based on:

- Total number of Steins collected.
- Total number of Tent Modes played.
- Tent Modes “won” on this ball.
- Total number of Ducks collected.

Extra Balls

Qualify Extra Balls by:

- Collecting enough Ducks.
- Collecting enough Steins.
- Playing enough Tent Modes.

Exact numbers required may be changed in Feature Adjustments.

When lit, collect Extra Balls by shooting the Food Stand saucer.

Additional Notes

- In most cases, when the ball is held in a saucer, scoop, or lock for an animation, hold both flippers at the same time to skip the **animation and continue play**.



AMERICAN

• P I N B A L L •

Part Number DOC0002-00
For Support Call Your
Distributor or
833.API.HELP