Game Manual

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VERSION 1.0 – JUNE 2024

WARNING!

IMPORTANT: DO **NOT** UNPLUG BOARD CONNECTORS WHILE THE MACHINE IS POWERED ON. DOING SO CAN CAUSE SEVERE DAMAGE TO THE BOARD. PLEASE NOTE THAT ANY DAMAGE RESULTING FROM THIS ACTION IS **NOT** COVERED UNDER AMERICAN PINBALL'S WARRANTY. YOU WILL BE HELD RESPONSIBLE FOR ALL ASSOCIATED COSTS. **THERE WILL BE NO EXCEPTIONS.**

WWW.AMERICAN-PINBALL.COM
PART NUMBER: DOC0023-01

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DANGER!

PINCH POINT

Moving parts can crush or cut.

Keep hands away during operation.

LIST OF FIGURES

COMPLIANCE, LEGAL AND WARNINGS

RADIO FREQUENCY 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. Revert wiring and ground strap back to their original positions if they become loose or are removed for service.

CE COMPLIANCE

This equipment has been tested and complies with the essential requirements of the EU's CE marking regulations, designed to ensure safety, health, and environmental protection. It generates, uses, and can emit radio frequency energy. If not installed and used according to instructions, it may cause harmful interference to electronic devices. Operation in a residential area may lead to interference, with the user responsible for correcting this at their own expense. Compliance assures conformity with relevant EU standards.

American Pinball takes full responsibility for the conformity and compliance of our machinery with Directive 2006/42/EC of the European Parliament and amending Directive 95/16/EC.

Please refer to the 'EU Declaration of Conformity' (Originally Prepared on May 25th, 2024) for all details.

LEGAL

Barry O's BBQ Challenge and all related characters are trademarks of American Pinball, Inc. MAGIC GLASS and this manual are trademarks of American Pinball. Unauthorized reproductions or modifications are prohibited and 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

DOC0023-00	April 2024	Initial Draft
DOC0023-01	June 2024	Production Release

Table 0-1 Document Revision History

All information in this manual is accurate at the time of release and is subject to change without notice. Check https://www.american-pinball.com/support/ for all updates to this manual.

DISCLAIMERS

LIMITED WARRANTY

American Pinball Inc. (hereafter "Seller") provides a limited warranty to the original purchaser, guaranteeing that the items specified below are free from defects in materials and workmanship under normal use for the specified warranty period. This warranty is non-transferable.

COVERAGE

This Limited Warranty covers:

1. All machine parts, except for standard plastics, bumper posts, rubber rings, and wear-and-tear parts, for **90 days** from the date of invoice or distributor shipment.

2. The LCD monitor for **1 year** from the date of invoice or distributor shipment.

CONDITIONS

The **original purchaser** must complete the Product Registration Form on the American Pinball website within 15 days of receipt: https://www.american-pinball.com/support/register/

For warranty parts or service assistance, open a **Service Ticket** by visiting https://www.american-pinball.com/support/service/ or calling **1-833-API-HELP.**

Service-related questions can be sent via e–mail to service@american-pinball.com.

Defective parts must be sent to American Pinball at the purchaser's expense. If removal is not possible, the entire machine must be returned to the distributor for repair or replacement. All parts must be properly packaged with an RMA tag or Service Ticket and returned with prepaid freight to the Sellers facility.

EXCLUSIONS

This Limited Warranty excludes service, labor, and shipping and handling costs. Damage, wear, or breakage not caused by defective materials or workmanship, as well as those incurred during shipping, are excluded from this 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 PART 15 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.

⚠ WARNING

ELECTRIC SHOCK HAZARD.

This equipment is to be serviced by trained personnel only.

REGIONAL CONTACTS

American Pinball, Inc.

500 S. Hicks Rd.
Palatine, IL 60067

(847) 893-6800

american-pinball.com

General Questions
info@americanpinball.com

Service / Warranty Requests
service@americanpinball.com
833-API-HELP

API Tech Tip Videos

https://www.youtube.com/channel/UC9_k0XRo6IbeyeOuQy4Hseg/videos

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CHAPTER 1: OVERVIEW

ABOUT THE MANUAL

This manual details integral aspects of the Barry O's BBQ Challenge 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
Chapter 5	Game Rules

Table 1-1 Manual Overview

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 on the inside left of the cabinet.
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 American-pinball.com/support
UTIL	Abbreviation for the utility menu, where utilities can be run for the machine.

Table 1-2 Commonly used terms in the Service Manual documentation

POST POSITIONS AND PARTS LIST
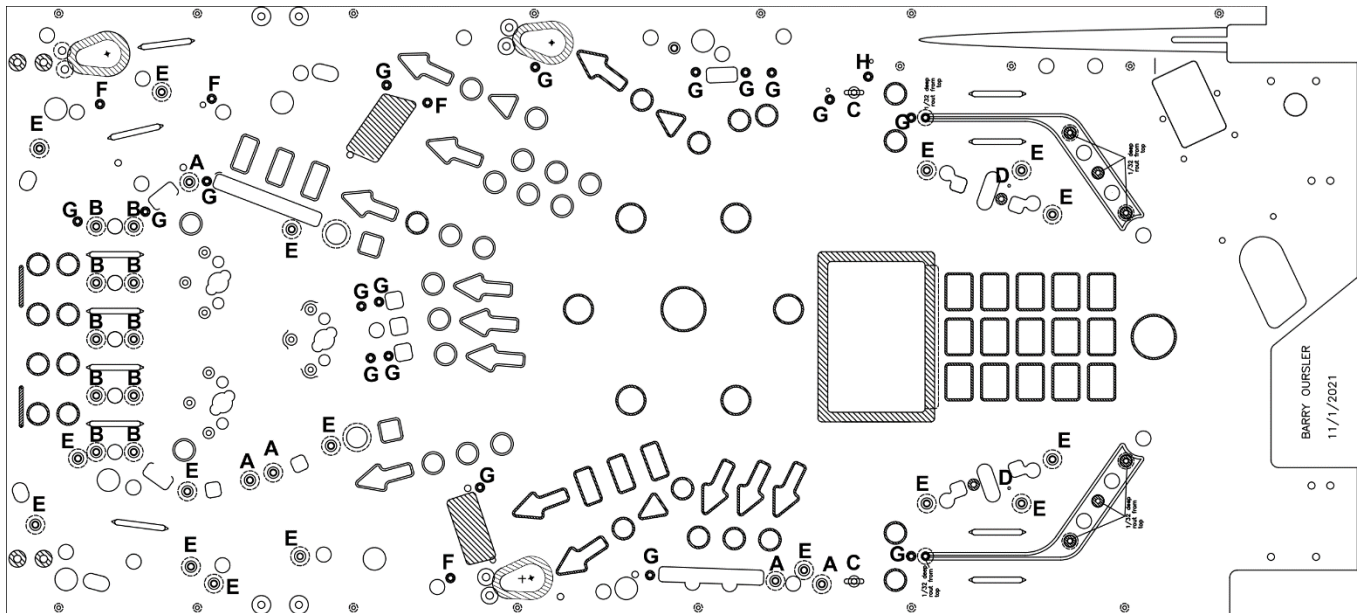
Figure 1 Post Positions

Letter	Part Number	Quantity
A	PST0001-00	5
	MAS0008-24	5
B	PST0001-00	10
	MAS0008-32	10
	PLS0121-00	5
C	PST0001-00	2
	MAS0006-32	2
	NUT0008-00	2
D	PST0002-02	7
E	PST0003-00	17
	PST0001-00	17
F	PST0004-01	4
	NUT0010-00	4
G	PST0004-03	17
	NUT0010-00	17
H	PST0004-00	1
	NUT0010-00	1

Table 1-3 Post Positions Parts List

RUBBER POSITIONS AND PARTS LIST
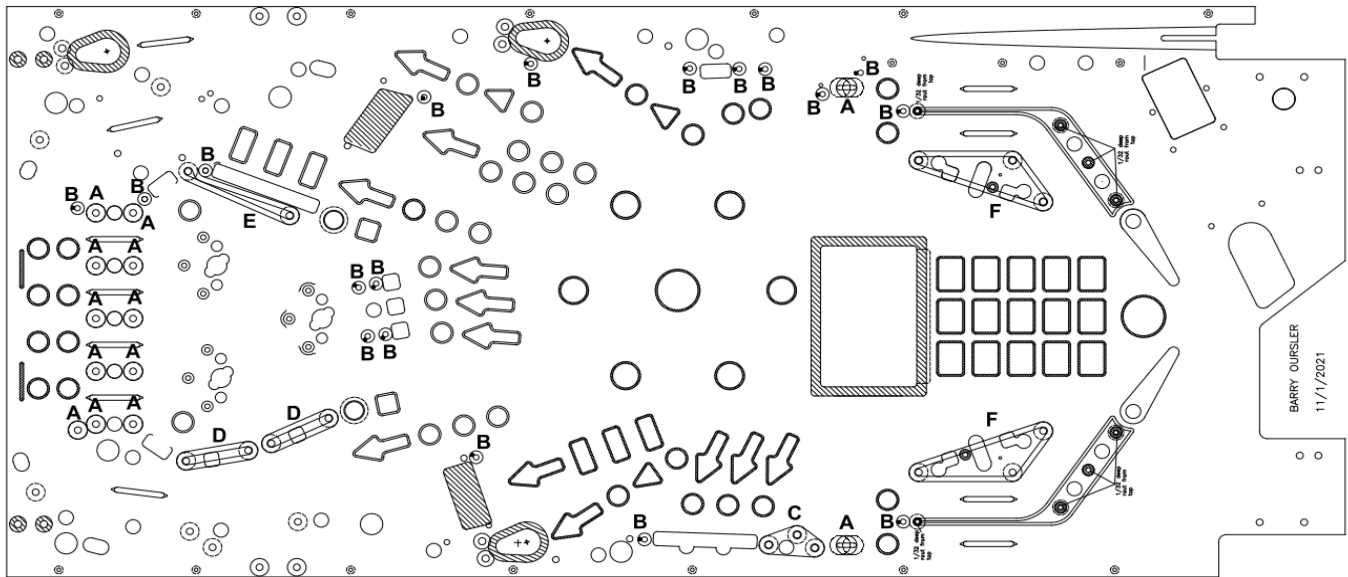
Figure 2 Rubber Positions

Table 1-4 Rubber Positions Parts List

Letter	Part Number	Quantity
A	RBR0001-02	13
B	RBR0005-00	18
C	RBR0001-05	1
D	RBR0001-07	2
E	RBR0001-10	1
F	RBR0001-12	2

CHAPTER 2: UNPACKING

UNPACKING

In order to fully enjoy your pinball machine in the manner it was designed, please adhere to the following unpacking instructions.

> **CAUTION!**
>
> **THE GAME WEIGHS IN EXCESS OF 250 LBS.**
>
> **AT LEAST TWO (2) PEOPLE ARE REQUIRED
> TO UNPACK AND MANEUVER THE MACHINE.**

TOOLS REQUIRED FOR UNPACKING

A pair of scissors or a utility knife is all you need to unpack.

Your pinball machine should appear in the following corrugated box.

Figure 3 Authorized American Pinball Box

UNPACKING CONTINUED

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

Lay the box down on the "TRUCK THIS SIDE ONLY" side. Remove the 2 pieces of Styrofoam (indicated here with red arrows) and fold the flap under or cut the whole flap off the box.
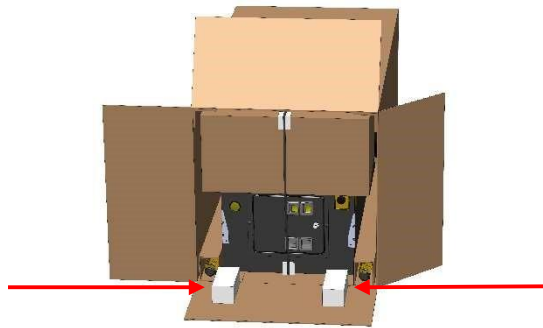
Remove the 2 top corner protectors highlighted in the picture (left) and pull out the game using the center strap (center). Next, remove the 4 legs from the bottom corner protectors (right).

DO NOT CUT THE CENTER STRAP AROUND THE GAME YET
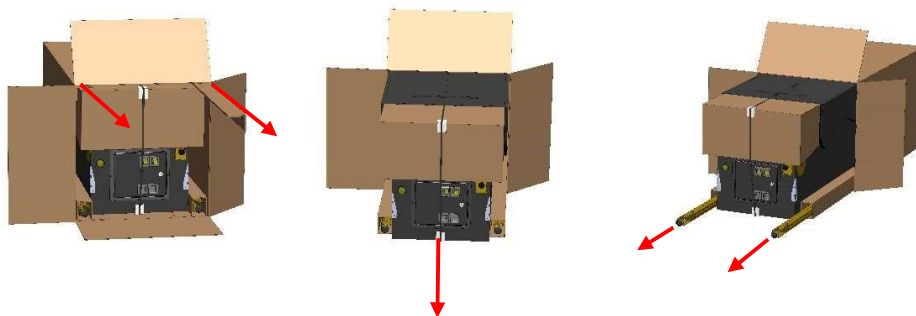
UNPACKING CONTINUED

Slide the game completely out of the box (left), and carefully stand the game upright (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.
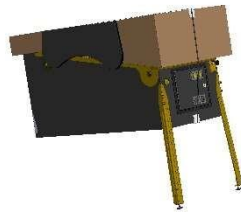
Carefully lift the game up. Install the 2 rear legs with the included hardware. Stand the game up on all 4 legs once the rear legs are installed.
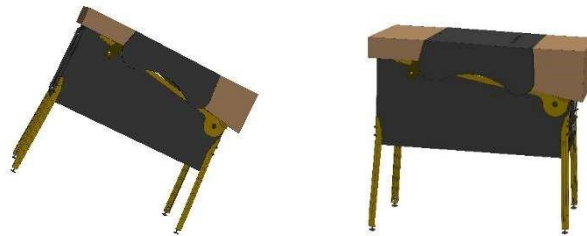
Cut and remove the center band, all the stretch wrap, and the 2 cardboard protectors for the front and back.
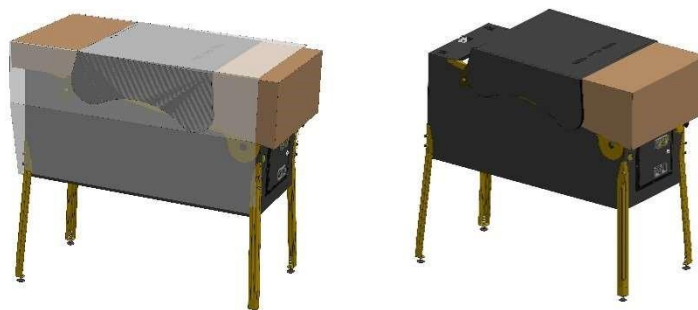
UNPACKING CONTINUED

Lift the backbox until the latch clicks closed. Thread two hex bolts through the brackets in the back and tighten with the 5/16 hex wrench.
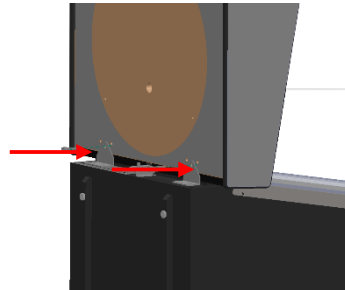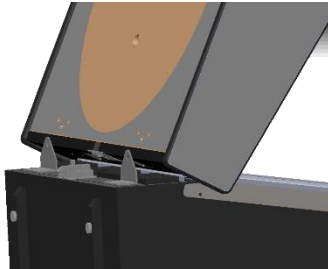
Remove the keys from the ball shooter rod. One set is for the back box, the other set is for the front coin door. Open the coin door, move the lockdown bar handle to the left, and pull up on the lockdown bar. Remove the film from the lockdown bar. Pull the glass off and follow the instructions under the glass.
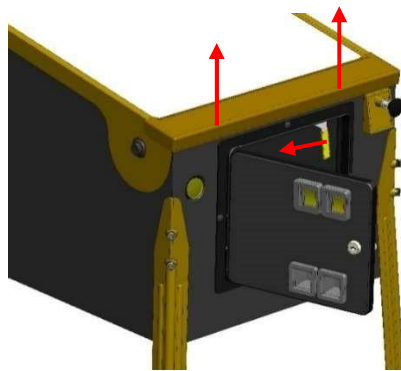
LEVELING YOUR AMERICAN PINBALL MACHINE

Depending on the floor, you may have to adjust so that the game is properly leveled left to right and or at the proper pitch. With the leg levelers all the way in (no threads showing below the leg) the game will sit approximately at 6 degrees. Your game is designed to sit at an incline of 6.5 degrees.

PHONE APPS FOR LEVELING

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

Video on how to use:
https://www.youtube.com/watch?v=SiM7aMIoCjc.

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

CHAPTER 3: SERVICE MENU

BARRY O'S BBQ CHALLENGE 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 pinball 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?

    https://www.american-pinball.com/support/updates/

    Video showing how to update the gamecode:

    https://youtu.be/_n4-7ZSH3UE

- Have you registered your game? https://www.american-pinball.com/support/register/

    Games must be registered prior to receiving any warranty parts.

    Video on how to register your game:

    https://youtu.be/LsoqXcbKZzE

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

API COCKPIT

The service menu contains tests for all the electrical and mechanical functions within the game.

Video showing how to use the service menus: https://youtu.be/nKcwKNgNhCw

Figure 4 API Cockpit

Service Menu Icons

Utilities		This includes information for the following utilities: • Clear Balls • Statistic Clear • Date and Time Set • Restoration of Default Settings
Health Meter Green		The Health Meter Provides a Quick Analysis of the Overall State of The Game Game has no issues
Health Meter Yellow		Game 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
Health Meter Red		Game may have missing balls

Table 3-1 Service Menu Icons

Tests		This includes tests in the following areas.
		   • Switches
		   • Coils
		   • LEDs
		   • Displays

Settings		This includes adjustments in the following settings.
		   • Standard Adjustment Settings
		   • Replay Adjustment Settings
		   • Coil Adjustment Settings
		   • Sound Adjustment Settings
		   • Feature Adjustment Settings
		   • Pricing Adjustment Settings
		   • Presets

Statistics		This includes audits for the following statistics.
		   • Basic Statistics
		   • Feature Statistics
		   • Standard Statistics
		   • Game Time Statistics
		   • Earning Statistics
		   • Score Breakdown Statistics

Table 3-2 Service Menu Icons Continued

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

Test Menu Icons

Switches	
Coils	
LEDs	
Display	

Table 3-3 Test Menu Icons

To Access the Test Menu

1. **Power on the machine.**
2. **Open the coin door.**
3. **Press the black MENU SELECT button to access the service mode.**
4. **Press the +/- button to move to icons and menu selections.**
5. **Press the MENU SELECT button to enter or test the current selection.**
6. **Use either the flipper buttons or the red +/- coin door buttons to navigate the tests.**

Figure 5 Service Menu Buttons

Figure 6 Service Testing Menu

API Cockpit Button	Flipper Button Equivalent	Functionality
Green	Press right and left flipper button simultaneously	• Back one level • Exit
Red (+)	Right flipper	• Increases through menu by one • Advance to the right or down
Red (-)	Left flipper	• Decrease through menu by one • Advance to the left or up
Black	Start	• Menu Enter • Select current choice

Table 3-4 API Cockpit Navigation

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. The background color will change to bright green when closed. Opto switches will be dark green when they are open, and the background will change to bright 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 7 Switch Testing Menu

PLAYFIELD SWITCH MAP
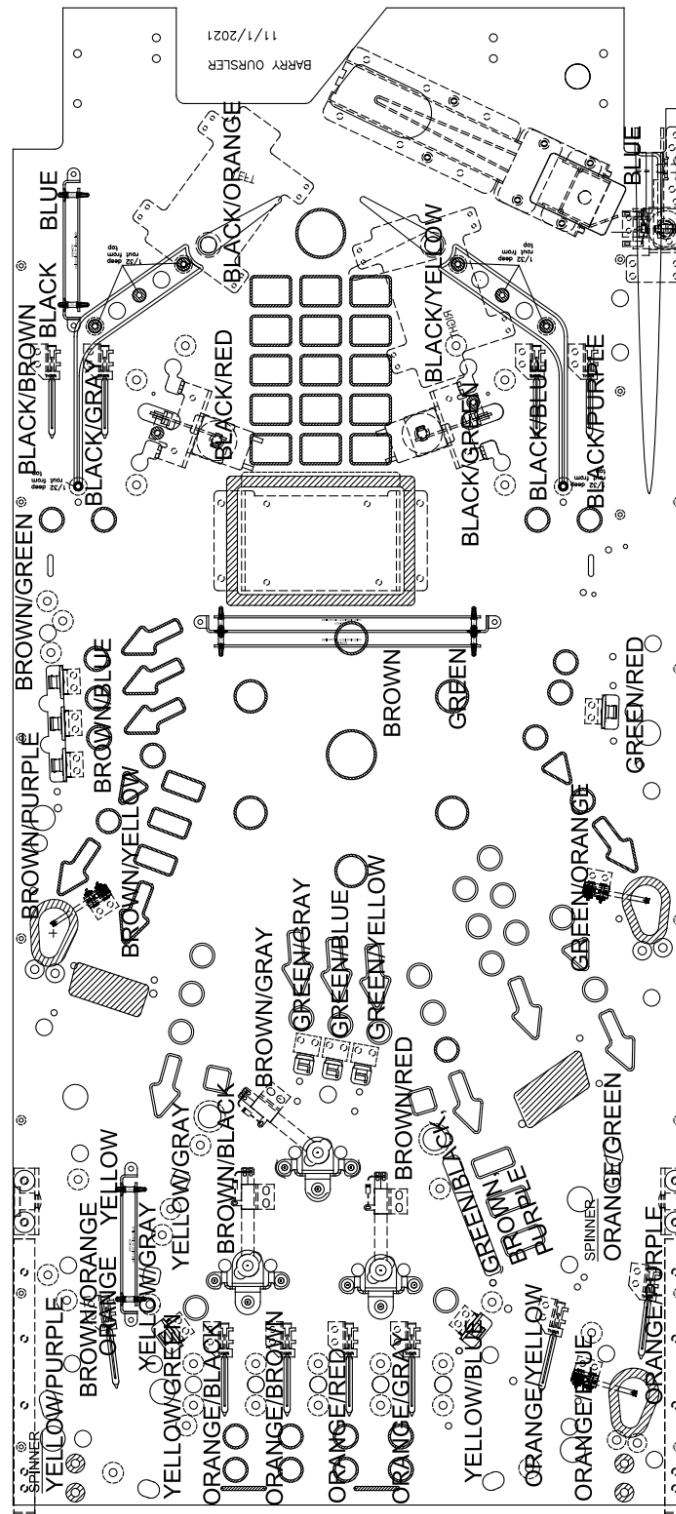
Figure 8 Playfield Switch Map

PLAYFIELD COIL MAP
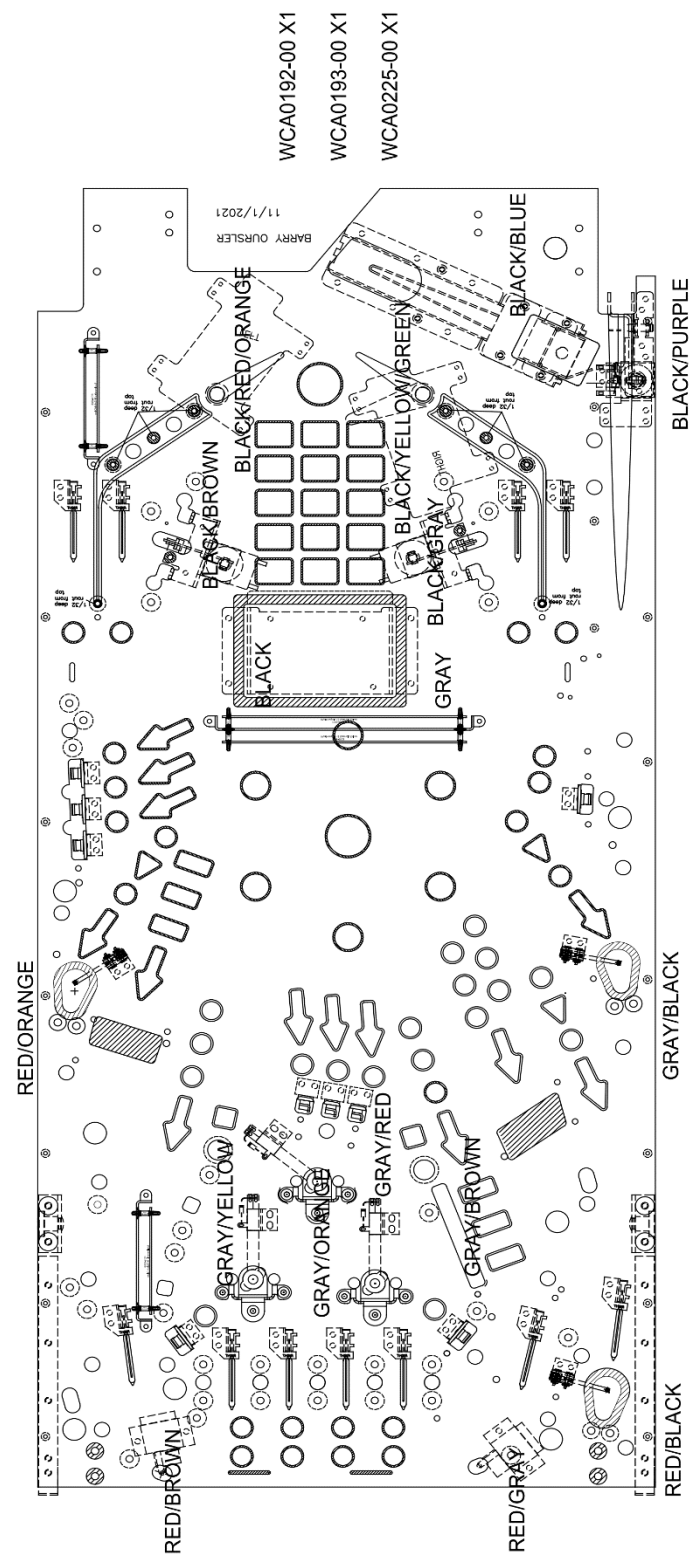
Figure 9 Playfield Coil Map

COIL TESTING

To test the coils, you must pull out on the High-Power Interlock switch, just inside the coin door – bottom left – White Knob. While in TESTS - Coil TEST, highlight the coil you want to test, then press the black enter button on the coin door or Start button on the cabinet.

Note: The power is a momentary pulse, not the full strength you would experience in gameplay.

Flipper hold - you need to hold the flipper bat up with one hand and tap the test button rapidly.

Shaker motor – tap the test button rapidly.

Magnet – hold a ball next to the magnet and hit the test button.

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 AND SOUND TEST

The main display proceeds through a series of colors (red, green, and blue) and a test pattern. The test also exercises the stereo speaker system at the same time.

COIL INTERLOCK SWTICH

ATTENTION

THIS GAME IS EQUIPPED 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.
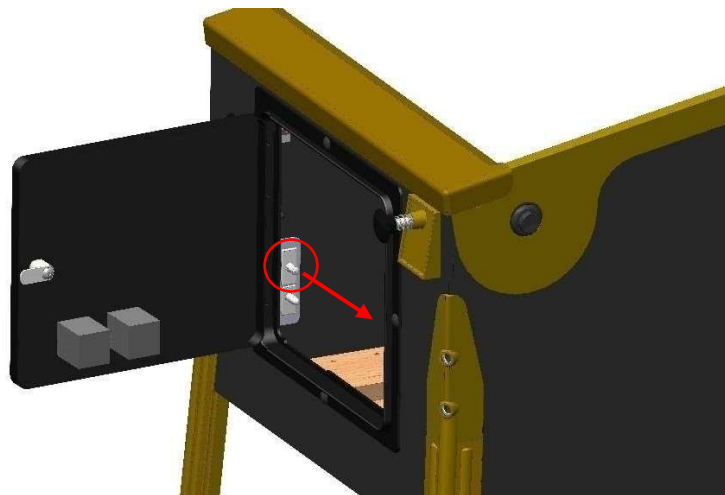
Figure 10 Interlock Switch

COIL ADJUSTMENT SETTINGS

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

To access 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.**

COIL SETUP

Individual coil strength can be adjusted to enhance gameplay to your preference.

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.

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

Coil	Default
Auto Fire	28
Bottom Pop	15
Drop Target Reset	30
Left Flipper Main	27
Left Orbit Gate	20
Left Pop Bumper	15
Left Saucer	15
Left Slingshot	15
Lock Release	25
Right Flipper Main	27
Right Orbit Gate	20
Right Pop Bumper	15
Right Saucer	15
Right Slingshot	15
Top Saucer	15
Trough Kicker	18

Table 3-5 Coil Settings

FEATURE ADJUSTMENT SETTINGS

Feature settings address conditions that are specific to the game.

To access 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 feature settings.**
7. **Press the green BACK EXIT button to return to the previous menu.**

Feature	Default
BBQ Pit Difficulty	Medium
Bumpers to Advance Level	25
Bumpers to Repair Equipment	15
Combos for Combomania	15
Combomania Time	60
Combo Jackpot Time	3
Cookoffs to Start Meat Coma	3
Firework Frenzy Ball Save Time	20
Left Ramp Level Time	8
Left Ramp Timeout Full Reset	No
Left Saucer Ball Hit Sensitivity	10
Mode Time	60
Mode Value Hold	No
Main Multiball Ball Save Time	18
Main Multiball Grace Time	3
Main Multiball Relight Jackpot Difficulty	Medium
Main Multiball Saucer Combo Time	3
Main Multiball Start Difficulty	Medium
Meat Coma Multiball Ball Save Time	30
Meat Coma Add-A-Ball Ball Saver	15
Mode Qualify Difficulty	Medium
Playfield X Time	15
Side Dish Multiball Ball Save Time	18
Right Saucer Ball Hit Sensitivity	10
Saucer Lock Ball Save Time	5
Speedy Delivery Difficulty	Easy
Spins to Advance Level	50
Virtual Locks	No

Table 3-6 Feature Adjustment Settings

COIN DOOR AND DOLLAR BILL ACCEPTOR INFORMATION

Dollar Bill Acceptor (DBA)

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

Description	Part number
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

Table 3-7 Coin Door Parts List

Coin door lights are 12 volts.

Note: you can make a 120V bill acceptor work by getting an MEI 01-12-139 converter plug and tapping into a coin switch.
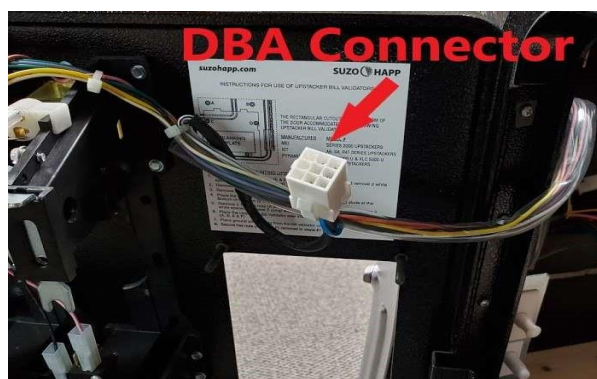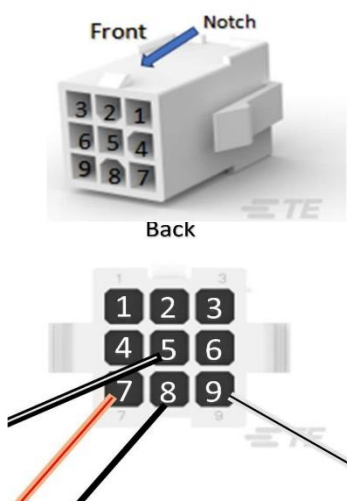
Figure 11 DBA Connector Pin Outs

Coin door receptacle

Male 0.062" Molex pins = 02-06-2103

Receptacle = 172161-1 Mate-N-Loc

DBA Mating plug

Female 0.062" Molex pins = 02-06-1103

Plug = 172169-1 Mate-N-Lock

Wire Color	Pin Location
Black wire w/ white stripe = 12v DC HOT (power)	Pin 5
Pink wire w/ red stripe = Credit Relay Pulse/N.O.	Pin 7
Black wire = Credit Relay (Common)	Pin 8
White wire w/ black stripe = 12v DC Return (Ground)	Pin 9

Table 3-8 DBA Pin Locations

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 the coin door configuration.

To access 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 settings selection.**
6. **Use the flipper buttons to page through the different settings to pricing settings.**
7. **Press the green BACK EXIT button to return to the previous menu.**

The "Unit Value" must be set to the lowest denomination that the game will accept.

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 3-9 Price Table

Pricing Adjustment Settings

Free Play	options: ['On', 'Off']	default: 'Off'
Unit Value	options: [.1, .2, .25, .5, 1]	default: .25
Pricing Plan	options: Unit = 1 Credit Units for 1 Credit Units for 1 Credit Units for 1 Credit 2 Units for 1 Credit, 4 for 3 2 Units for 1 Credit, 8 for 5	
	4 Units for 1 Credit, 8 for 3 1 Unit for 1 Credit, 2 for 3 10 Units for 1 Credit 10 Units for 1 Credit, 20 for 3 10 Units for 1 Credit, 40 for 5	default: '4 Units for 1 Credit'
	15 Units for 1 Credit 20 Units for 1 Credit 2 Units for 1 Credit, 5 for 3 4 Units for 1 Credit, 20 for 6 1 Swipe for 1 Credit	
Currency	options: ['Dollar', 'Euro', 'Pound', 'Kroner']	default: 'Dollar'
Coin Slot 1 Units	options: [1-21]	default: 1
Coin Slot 2 Units	options: [1-21]	default: 1
Bill Changer	options: [1-21]	default: 1
Coin Slot 4 Units	options: [1-21]	default: 1
Coin Slot 5 Units	options: [1-21]	default: 1
Credits	options: [0-99]	default: 0
Max Service Credits	options: [0-99]	default: 30

Table 3-10 Pricing Adjustment Settings

REPLAY ADJUSTMENT SETTINGS
To access 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.**

Name	Description	Value
Automatic Replay Percentaging	Whether the game software should periodically adjust Replay Award Level 1 to maintain replays at the frequency specified by Replay Percentage. Requires "Replay Levels" to be set to 1.	Options: On/Off Default: On
Replay Award Level 1	Specifies the point total required to receive an award that is defined in Replay Award Type	Options: 20M-250M Increments: 10M Default: 20M
Replay Award Level 2	Specifies the point total required to receive an award that is defined in Replay Award Type	Options: 20M-250M Increments: 10M Default: 100M
Replay Award Level 3	Specifies the point total required to receive an award that is defined in Replay Award Type	Options: 20M-250M Increments: 10M Default: 150M
Replay Award Level 4	Specifies the point total required to receive an award that is defined in Replay Award Type	Options: 20M-250M Increments: 10M Default: 250M
Replay Type	Specifies the type of replay awarded to the player.	Options: Free Game, Extra Ball, Points, Off Default: Free Game
Replay Levels	Specifies how many replay levels are active	Options: 1-5 Default: 1
Replay Boost	Specifies the number 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: 1M, 50M Increments: 1M Default: 5M

Table 3-11 Replay Adjustment Settings

SOUND ADJUSTMENT SETTINGS

Sound settings allow you to control the volume level in the game.

To access 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 SELECT 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.**

Name	Description	Value
Initial Volume	Specifies the initial volume	Options: 1 to 11 Default: 6
Music volume offset		Options: -0.4 to +0.4 Default: 0.4

Table 3-12 Sound Adjustment Settings

AMPLIFIER SETTINGS

The amplifier is located within the backbox and should not need adjustment.

Reference Settings:

Sub volume = 3/4 clockwise turn

Cross Over = Full clockwise turn

Treble = +8

Bass = +8

Volume = 6

PRESETS

The Preset feature allows you to load a profile setting. There are 8 presets available.
Note: Presets are subject to change. Refer to American Pinball's support page for the most current listings of presets.

To access 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.**

HOW TO CREATE A CUSTOM MESSAGE

1. Create a PNG image, 1366x768 with whatever you want on it.
   Name the file custom message and put that file on a USB stick (with no game code) see the section "Code Update" for information on how to format your USB stick to FAT 32.
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 the above steps have been followed, try step 3 again.

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

STANDARD ADJUSTMENT SETTINGS

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

To access 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.**

Attract Mode Music	options: ['On', 'Off']	default: 'On'
Attract Mode Sounds	options: ['On', 'Off']	default: 'Off'
Balls Per Game	options: [1-6]	default: 3
Color Display X Offset	Offset for X axis	default 0
Color Display Y Offset	Offset for Y axis	default -70
Custom Message	options: ['On', 'Off']	default: 'Off'
Debug	Developer tool	default 10
Game Restart	Holding start button for 5 seconds after ball 1	default True
Inactive Switch Warning		default 5

Table 3-13 Standard Adjustments

Cabinet Switch Board 0 - PCB0021-02

J9 Add-On Board	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	WHT Leaf / BLK 0	WHT Leaf / BRN 1	WHT Leaf / RED 2	WHT Push / ORG 3	WHT Push / YEL 4	WHT Push / GRN 5	WHT Push / BLU 6	WHT N/A / VIO 7
	SWI0009-00	SWI0009-00						
BLK-pin 10	Left Flipper button	Right Flipper button	N/A	Enter	Exit	Down	Up	Tilt

J8 Add-On Board	Return 1 Pin 2	Return 2 Pin 3	Return 3 Pin 4	Return 4 Pin 5	Return 5 Pin 6	Return 6 Pin 7	Return 7 Pin 8	Return 8 Pin 9
Ground	GRY Push / BLK 8	GRY Push / BRN 9	GRY Micro / RED 10	GRY Micro / ORG 11	GRY Opto / YEL 12	GRY Opto / GRN 13	GRY Leaf / BLU 14	GRY Leaf / VIO 15
BLK-pin 10	Start Button	Interlock/Dooropen	Coin #1	Coin #2	Dollar Bill	Coin #4	Coin #5	N/A

J6 Bank A	Return 1 Pin2 on SW-16	Return 2 Pin3 on SW-16	Return 3 Pin4 on SW-16	Return 4 Pin5 on SW-16	Return 5 Pin6 on SW-16	Return 6 Pin7 on SW-16	Return 7 Pin8 on SW-16	Return 8 Pin9 on SW-16
Ground	ORG S/U / BLK 56	ORG S/U / BRN 57	ORG Micro / RED 58	ORG Micro / GRY 59	ORG Micro / YEL 60	ORG / GRN 61	ORG / BLU 62	ORG / VIO 63
BLK-pin 10	SWI0001-00	SWI0001-00	SWI0001-00	SWI0001-00	SWI0001-00	SPINNER	MASM0215-00	SWI0001-00
						DCL0036-05/06		

J6 Bank B	Return 1 Pin2 on SW-16	Return 2 Pin3 on SW-16	Return 3 Pin4 on SW-16	Return 4 Pin5 on SW-16	Return 5 Pin6 on SW-16	Return 6 Pin7 on SW-16	Return 7 Pin8 on SW-16	Return 8 Pin9 on SW-16
Ground	YEL OPTO / BLK 24	YEL OPTO / BRN 25	YEL OPTO / RED 26	YEL OPTO / ORG 27	YEL Leaf / GRY 31	YEL OPTO / GRN 29	YEL OPTO / BLU 30	YEL OPTO / VIO 31
BLK-pin 10					BASM0122-00	SWIF0011-09	SWIF0011-09	SPINNER
						DCL0036-21	DCL0036-22	DCL0036-05/06

J2 Bank A	Return 1 Pin2 on SW-16	Return 2 Pin3 on SW-16	Return 3 Pin4 on SW-16	Return 4 Pin5 on SW-16	Return 5 Pin6 on SW-16	Return 6 Pin7 on SW-16	Return 7 Pin8 on SW-16	Return 8 Pin9 on SW-16
Ground	BRN S/U / BLK 48	BRN S/U / BRN 49	BRN S/U / RED 50	BRN S/U / ORG 51	BRN S/U / YEL 52	BRN S/U / GRN 53	BRN S/U / BLU 54	BRN S/U / VIO 55
BLK-pin 10	SWI0019-01	SWI0019-01	SWI0019-01	SWI0001-00	BASM0122-00	SWIF0011-09	SWIF0011-09	SWIF0011-09
	POP BUMPER LEFT	POP BUMPER CENTER	POP BUMPER RIGHT			DCL0036-17	DCL0036-18	DCL0036-19

J6 Bank B	Return 1 Pin2 on SW-16	Return 2 Pin3 on SW-16	Return 3 Pin4 on SW-16	Return 4 Pin5 on SW-16	Return 5 Pin6 on SW-16	Return 6 Pin7 on SW-16	Return 7 Pin8 on SW-16	Return 8 Pin9 on SW-16
Ground	GRN Micro / BLK 72	GRN Micro / BRN 73	GRN S/U / RED 74	GRN S/U / ORG 75	GRN S/U / YEL 76	GRN S/U / GRY 77	GRN Micro / BLU 78	GRN Leaf / VIO 79
BLK-pin 10			SWIF0011-09	BASM0122-00	SWIF0016-09	SWIF0016-09	SWIF0016-09	
			DCL0036-20		DCL0036-14	DCL0036-15	DCL0036-16	

J2 Bank A	Return 1 Pin2 on SW-16	Return 2 Pin3 on SW-16	Return 3 Pin4 on SW-16	Return 4 Pin5 on SW-16	Return 5 Pin6 on SW-16	Return 6 Pin7 on SW-16	Return 7 Pin8 on SW-16	Return 8 Pin9 on SW-16
Ground	BLK Micro / GRY 80	BLK Micro / BRN 81	BLK Leaf / RED 82	BLK Leaf / ORG 83	BLK Micro / YEL 84	BLK Micro / GRN 85	BLK Leaf / BLU 86	BLK / VIO 87
BLK-pin 10	SWI0001-00	SWI0001-00	BASM0004-01	BASM0001-00	BASM0001-00	BASM0004-01	SWI0001-00	SWI0001-00
			SLING SHOT	LEFT FLIPPER	RIGHT FLIPPER	SLING SHOT		

Blue Switch Cable WCA0188-00 SW-16 Board 5 - Dip Switch ON

J6 Bank B	Return 1 Pin2 on SW-16	Return 2 Pin3 on SW-16	Return 3 Pin4 on SW-16	Return 4 Pin5 on SW-16	Return 5 Pin6 on SW-16	Return 6 Pin7 on SW-16	Return 7 Pin8 on SW-16	Return 8 Pin9 on SW-16
Ground	BLU / BLK 88	BLU / BRN 89	BLU / RED 90	BLU / ORG 91	BLU Micro / YEL 92	BLU Micro / GRN 93	BLU / GRY 94	BLU Micro / VIO 95
BLK-pin 10	OPTO	OPTO	OPTO	OPTO	OPTO	OPTO	OPTO	SWI0002-00
	Ball Trough 1	Ball Trough 2	Ball Trough 3	Ball Trough 4	Ball Trough 5	Ball Trough 6	Ball Trough Jam	SHOOTER LANE

Table 3-14 Switch Table

SWITCH THEORY

Mechanical Switch

All mechanical switch lines are "Active Low"0 VDC (Logic Ground) when active (Made). Normally open state (12 VDC) (Not Made).

Optos

All opto switch lines are "Active High" (12 VDC) when active (Made). Normally open state 0 VDC (Logic Ground) (Not Made).
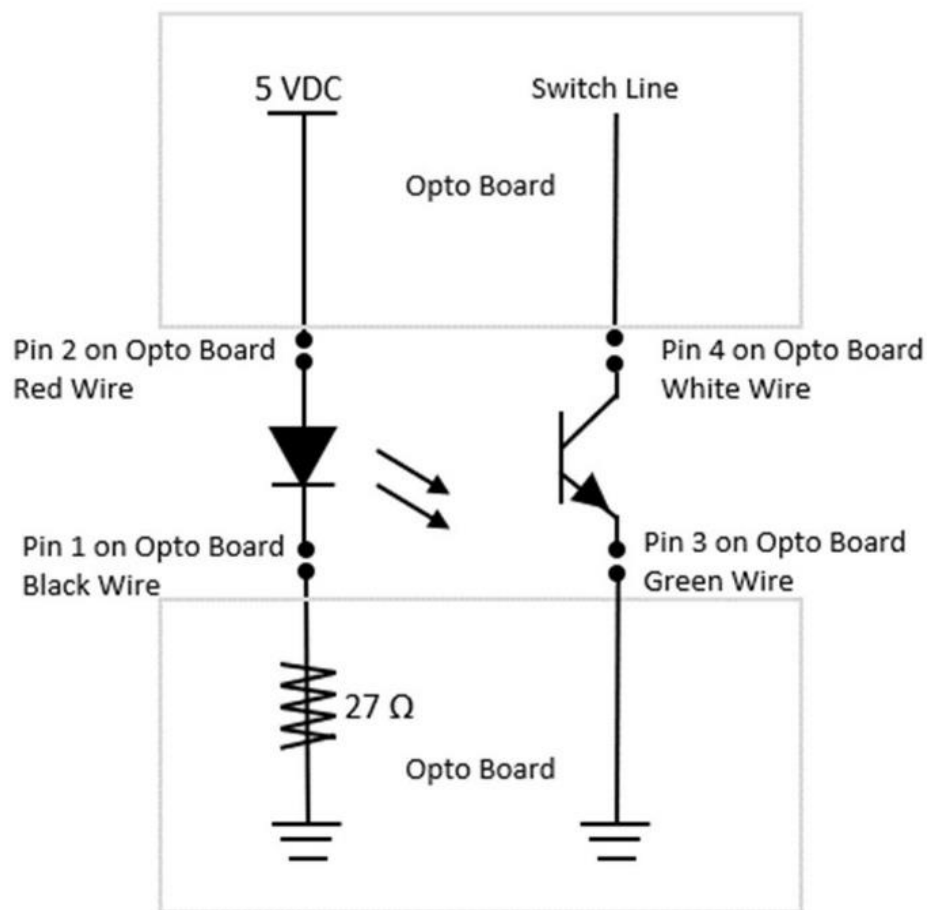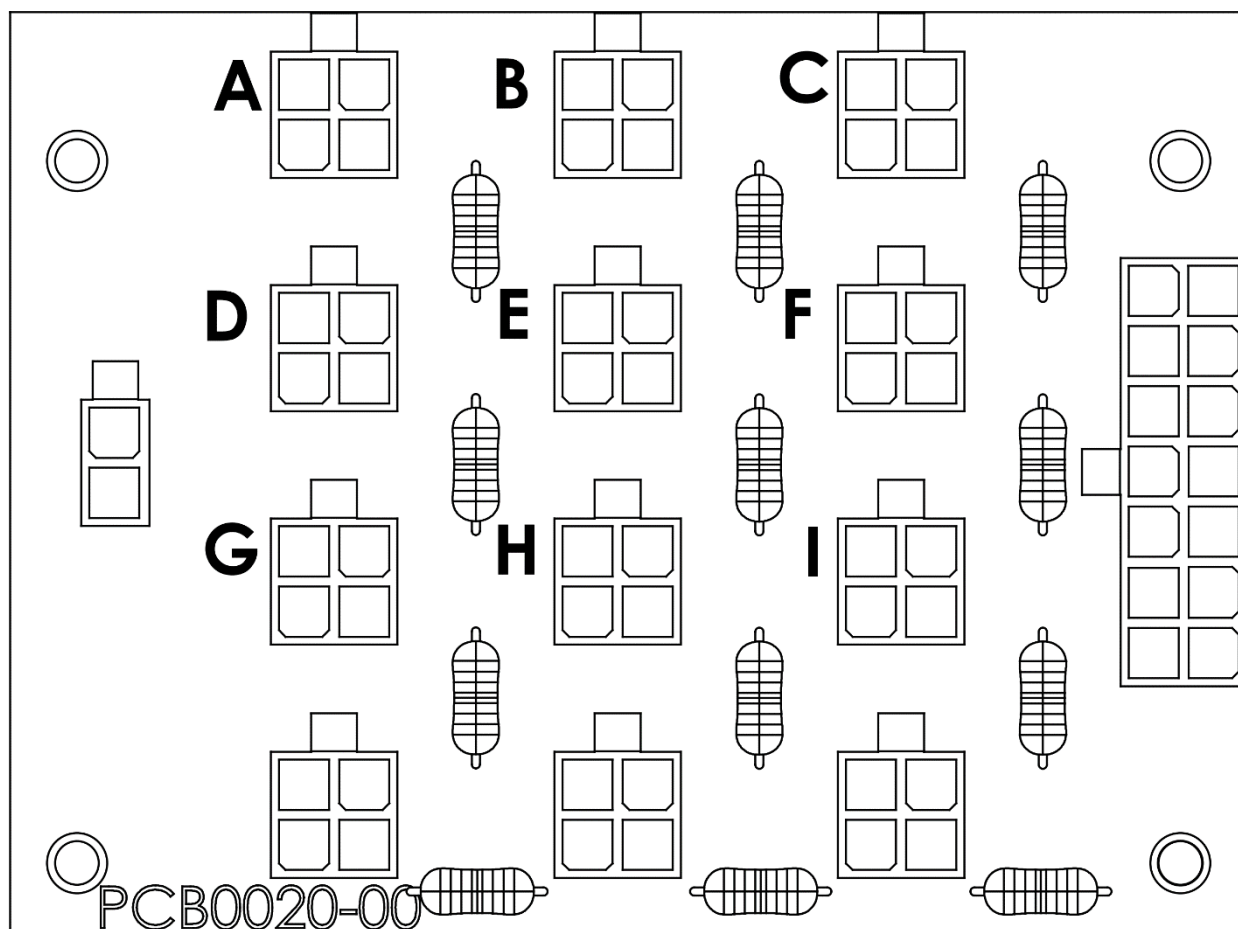
Figure 12 Opto Board Connector Positions

Location	Position
A	LEFT SCORING POST
B	RIGHT RAMP MAKE
C	RIGHT SCORING POST
F	LEFT RAMP MAKE

Table 3-15 Opto Board Switches

Add-on board PCB0021-02 — Coil Locations — Q = Transistor IRL540N

48v Power	BRN+ / BLK-	BLK-			RED+ / BLK-	RED+ / BRN	RED+ / GRY	RED+ / ORG
	J10 - Pin2	J10 - Pin3	J10 - Pin4	J10 - Pin5	J11 - Pin3	J11 - Pin4	J11 - Pin5	J11 - Pin6
	Not Used	KNOCKER	Not Used	Not Used	UPPER RIGHT LOCK	LEFT CONTROL GATE	RIGHT CONTROL GATE	LOWER LEFT LOCK
	Q8	Q9	Q10	Q11	Q12	Q13	Q14	Q15

Add-on board PCB0021-02 — Aux Locations — Q = Transistor DMN3404L-7

| 2v Power	BLK- / YEL+	BLK- / GRY+	BLK- / ORG+	BLK / BLU+			
	J1	J2	J3	J4	J5	J6	J7
	START BUTTON	BACKBOX LED	SHAKER MOTOR	Not Used	Not Used	Not Used	Not Used
	Q1	Q2	Q3	Q4	Q5	Q6	Q7

Dip Switch 2,3,8 ON — PD-16 Coil Locations — Q = Transistor IRL540N

48V Power Rank A J3 + ORG	BLK / GRY	BLK / BRN	BLK / RED	BLK / ORG	BLK / YEL	BLK / GRN	BLK / BLU	BLK / VIO
	Pin#1	Pin#3	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9
	RIGHT SLINGSHOT	LEFT SLINGSHOT	LEFT FLIPPER MAIN	LEFT FLIPPER HOLD	RIGHT FLIPPER MAIN	RIGHT FLIPPER HOLD	BALL TROUGH	AUTO LAUNCH
	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8

48V Power Rank B J4 + VIO	GRY / BLK	GRY / BRN	GRY / RED	GRY / ORG	GRY / YEL	GRY / GRN	GRY / BLU	GRY / VIO
	Pin#1	Pin#2	Pin#4	Pin#5	Pin#6	Pin#7	Pin#8	Pin#9
	RIGHT LOWER LOCK	DROP TARGET	RIGHT POP BUMPER	CENTER POP BUMPER	LEFT POP BUMPER	Not Used	Not Used	Not Used
	Q9	Q10	Q11	Q12	Q13	Q14	Q15	Q16

Table 3-16 Coil Positions

Fuse Name	Fuse Rating	Voltage	Type	Fuse Voltage
Coil Drive	6.3 Amp	48 VDC	5x20mm Slow Blow	250 Volt
	6.3 Amp	48 VDC	5x20mm Slow Blow	250 Volt
Main Fuse	6 Amp (US) 3 Amp (EU)	120 VAC OR 230 VAC	3AG Slow Blow	250 Volt
Add On Board F1	4 Amp	12 AND 48 VDC	5x20mm Slow Blow	250 Volt
RGB Back Panel	4 Amp	5 VDC	5x20mm Slow Blow	250 Volt

Table 3-17 Fuse Table

CABINET CIRCUIT BOARDS ASSEMBLY
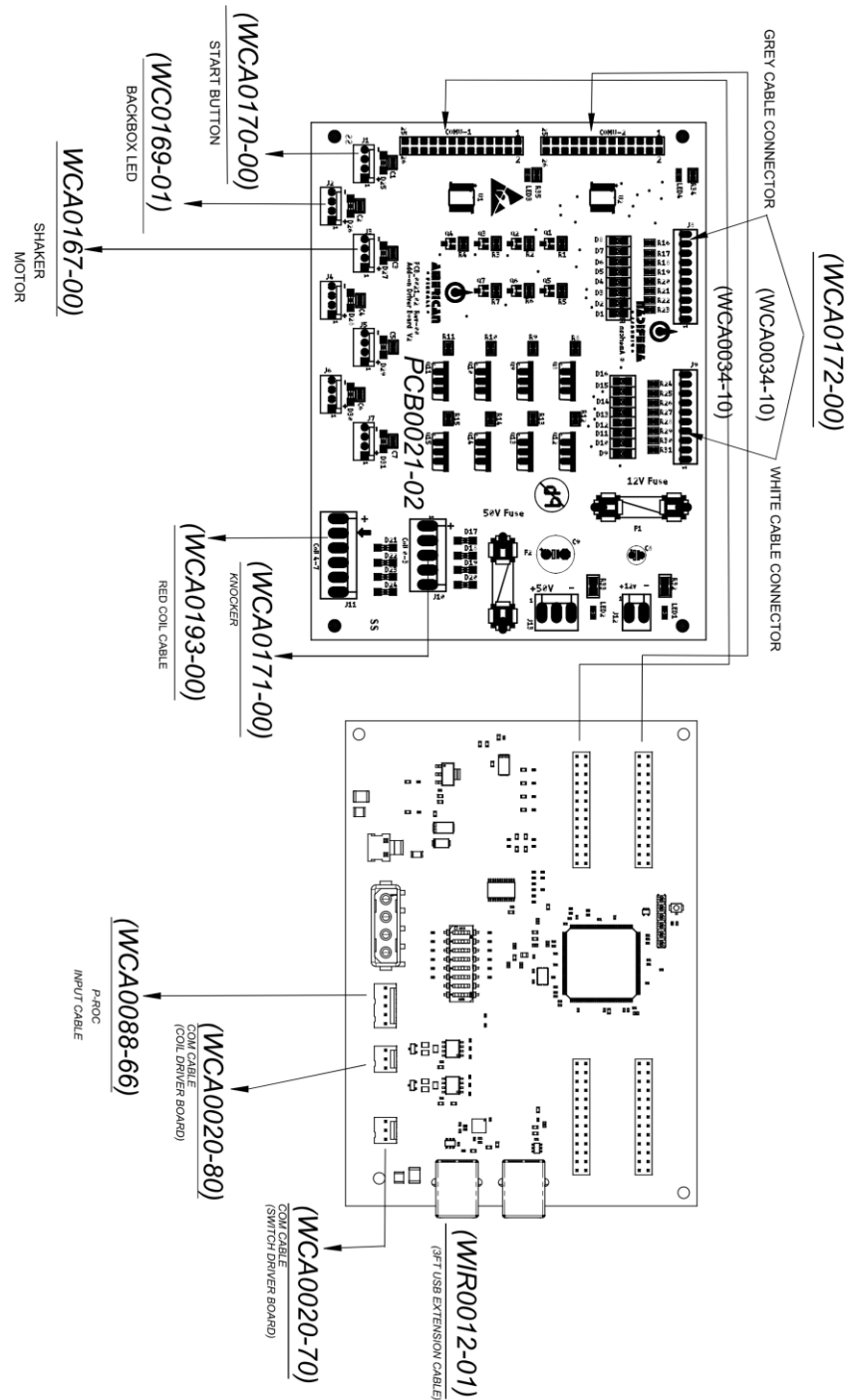
Figure 13 Cabinet Circuit Boards Assembly

POWER DISTRIBUTION
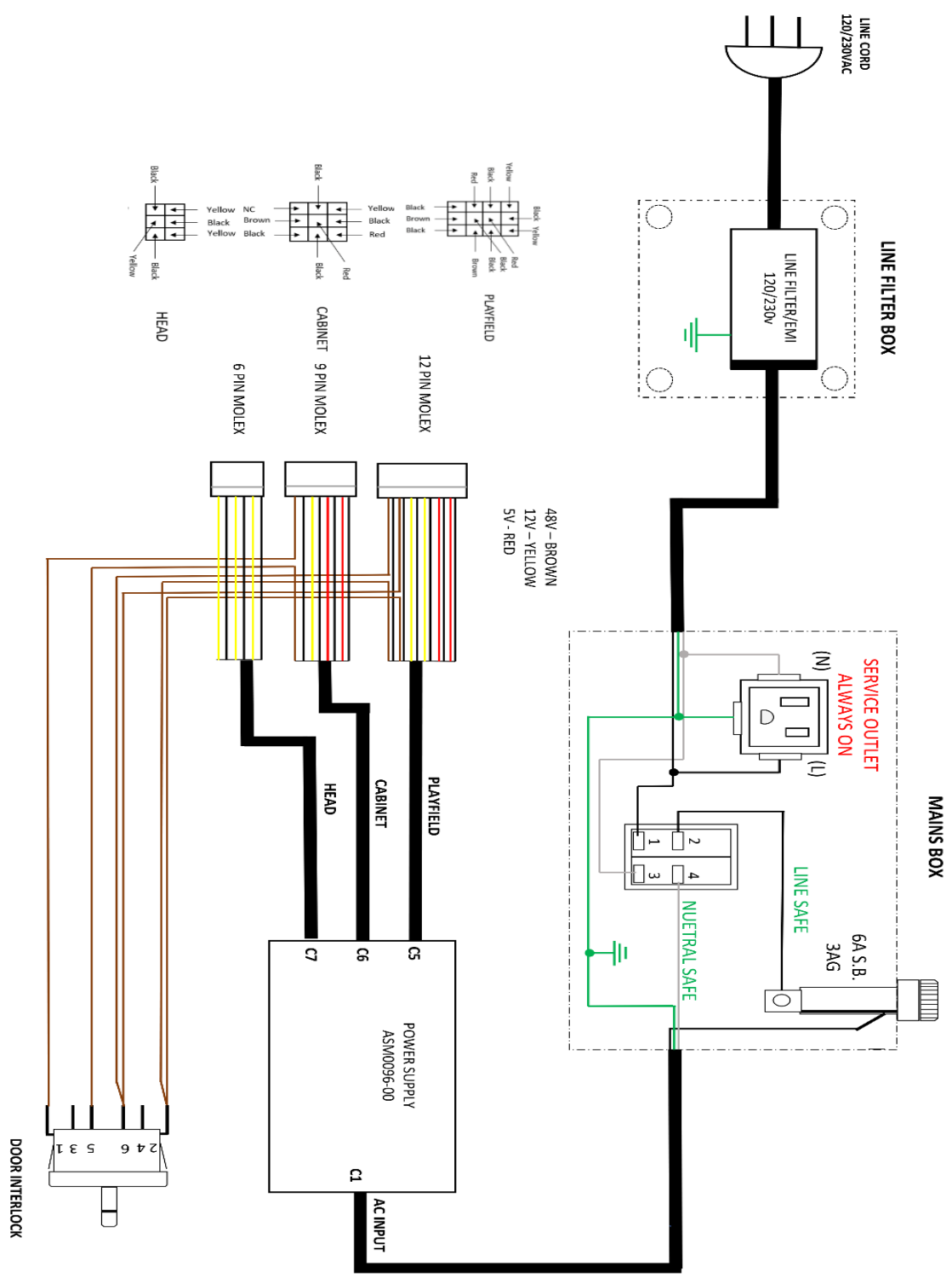
Figure 14 Power Distribution

BOTTOM PLAYFIELD PCB DIP SWITCH POSITIONS
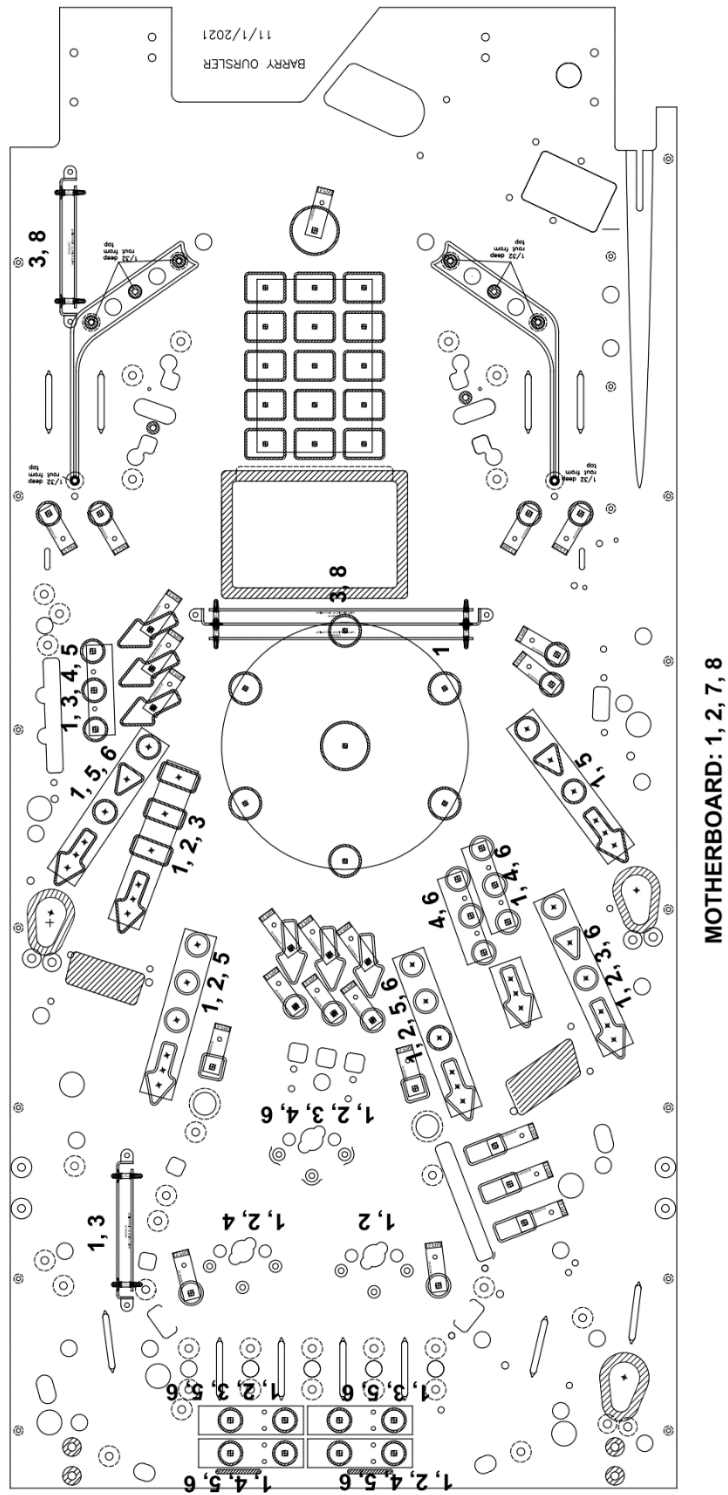
Figure 15 Bottom Playfield PCB Dip Switches

RGB CABLE POSITIONS

Figure 16 RGB Cable Positions

RGB COMMUNICATION CABLE POSITIONS
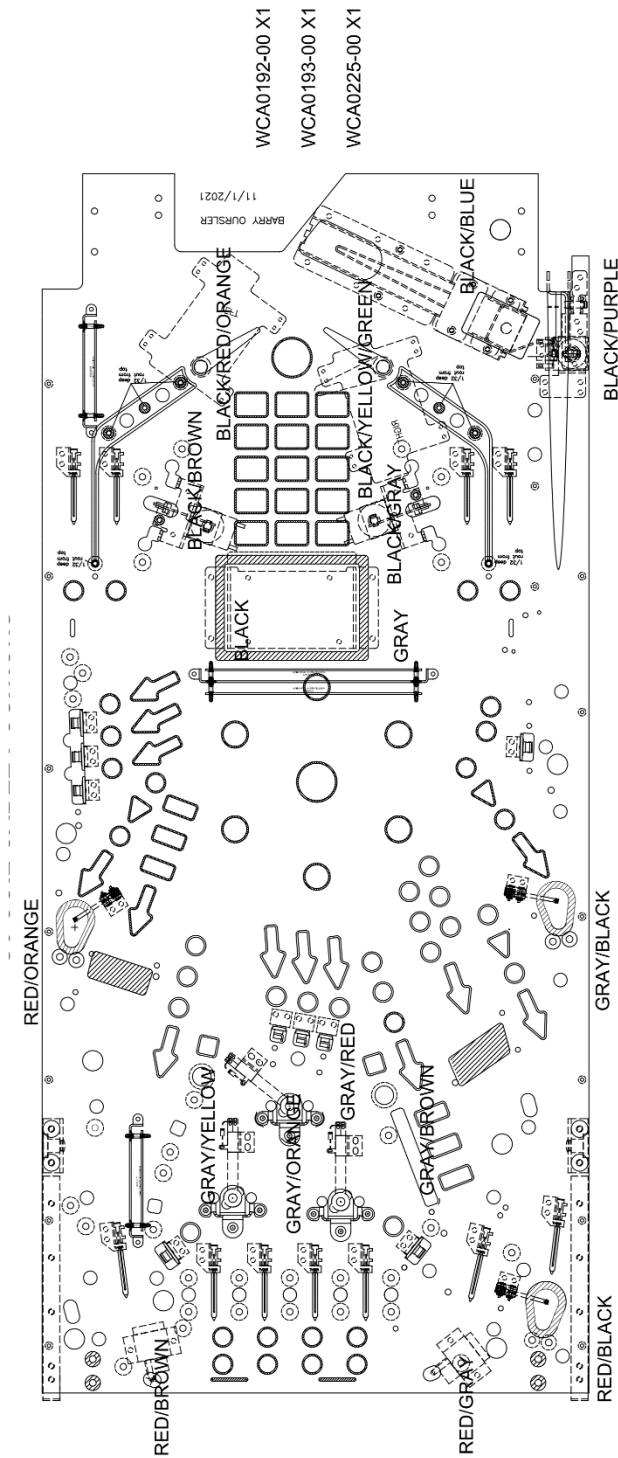
Figure 17 RGB Communication Cable Positions

SWTICH COMMUNICATION CABLE POSITIONS

Figure 18 Switch Communication Cable Positions
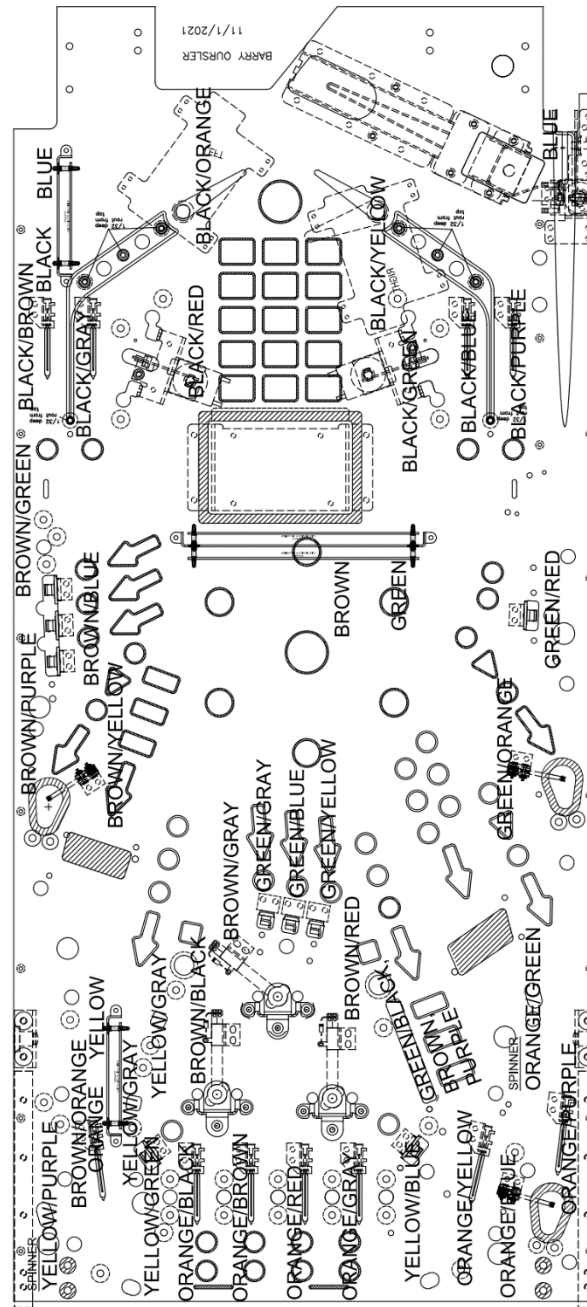
FLASHER CABLE POSITIONS
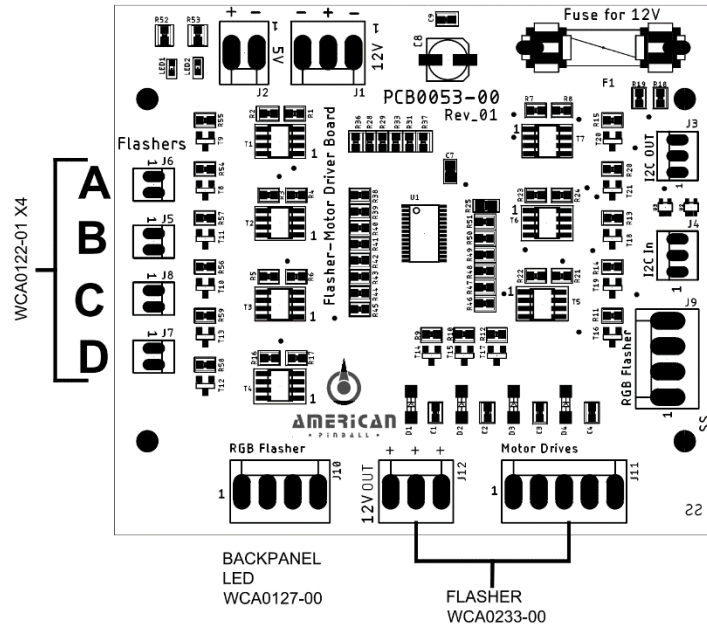
Figure 19 Flasher Cable Positions

SPYBOT CABLE POSITIONS

Figure 20 Spybot Cable Positions
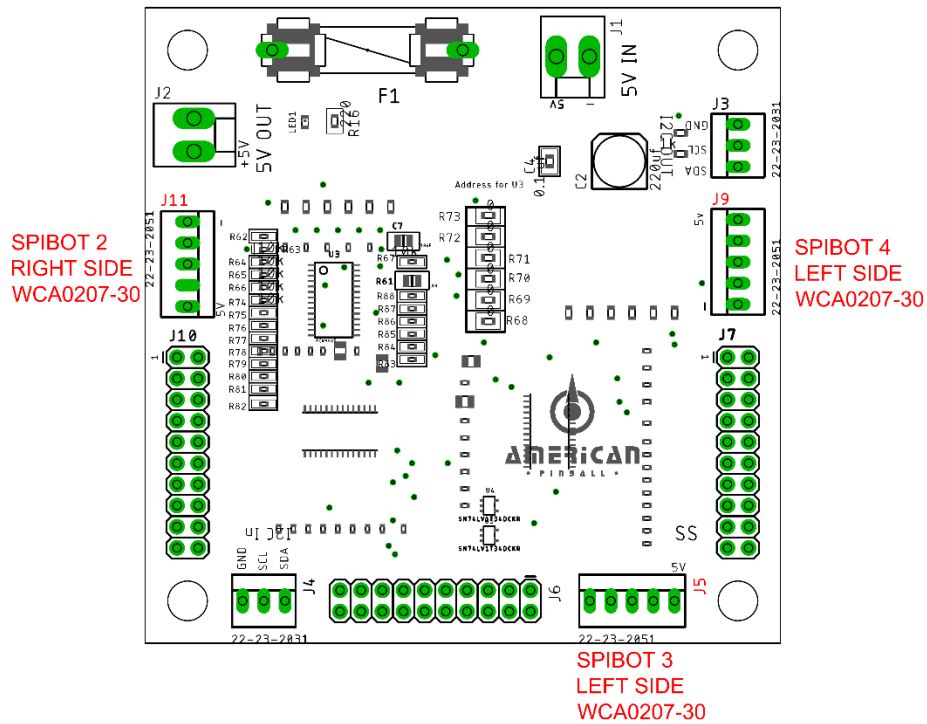
CHAPTER 4:

CODE UPDATE

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

- A FAT 32 formatted 2.0 USB drive with at least 16 GB of storage

Latest version of game code, which can be downloaded from https://www.americanpinball.com/support/updates/ using your computer

Video showing how to update gamecode: https://youtu.be/_n4-7ZSH3UE

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.

How To download code to a Microsoft Windows PC

1. Go to www.american-pinball.com/support/updates/
2. Compare the game version on your machine (in service menu status box) to the most current 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 8GB of storage into your computer.
5. From File Explorer, right click on the USB drive.
6. Select Format Drive FAT 32.

How To download 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 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 8GB of storage into your computer.
5. Open Disk Utility.
6. Select USB Drive.
7. Select Erase.
8. Select Format FAT 32.

How To update code

1. Copy the update package (.pkg) code file to the USB drive.
2. Open the coin door and locate the USB extension cable on the inside-side of the cabinet below the flipper switch.
3. Insert the USB drive with the code update package into the USB extension cable.
4. If the game is powered off, turn on (USB can be inserted with power on).

The game 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. Takes about 10 min.

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 code version is shown on the home page of the service menu.

COLLECTING GAME LOGS

To assist in game development and troubleshooting, American Pinball may ask for a copy of the game logs. Make sure your game's Date and Time are set correctly in the Utilities menu so you can note the date and time the error occurred.

How 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.

CHAPTER 5:

BARRY O'S BBQ CHALLENGE RULES v24.05.15

MAIN OBJECTIVES

It is always a sunny day when you experience the food and fun of Barry O's Barbecue Challenge! There is an open invite to test your barbecue Skills against "The Stars of Barbecue" -- the finest barbecue chefs around!

Go head-to-head with each Chef as they challenge you to match their special recipes. Smoke those main courses and accurately hit drop targets to prepare and serve popular barbecue Sides!

It is more than barbecue Challenges though, as you also visit the impressive line-up of heavy metal Hot Rods at the festival. Experience high-octane, Hot Rod Challenges and wild stunts to make your visit even more amazing!

Pay attention to the spice levels needed to match each Chef as you spin, hit, flip and lock to bring each Barbecue masterpiece to the trophy table! Successfully defeat each Chef and prepare for the ultimate Barbecue Challenge: Barry O's Final Wizard Mode!

Go all-out on your recipes and put the pedal to the metal on custom Hot Rods to become the new boss of Barry O's Barbecue Challenge!

OVERVIEW OF GAMEPLAY

COOK-OFFS

- **Main Recipe**

  The Judges of the competition want to see you cook this Barbecue Star's recipe against them. Shoot the orange shots to complete each recipe. Make them all and you earn a star. You can then surpass your Cook-Off opponent by shooting any open saucer, but you can do even better by completing the goals below.

- **Side Dishes**

  Show your versatility by shooting drop targets to make side dishes during the cook-off. The Judges reward your ability to multitask with a higher trophy rating. You can earn up to two additional stars with side dishes.

- **Spice Meter**

  Match the level of flavor the Judges want to impress them even more. Use the "MILD" and "SPICY" scoring posts to adjust the flavor of your recipe. Get the flavor exactly right and earn another star toward winning a better trophy.

- **Spinner Sauce**

  Your "Spinner Sauce" makes everything taste better. Use the spinners to complete your secret Spinner Sauce to earn another star and a higher trophy level.

- **Trophy**

  Completing each of the above goals earns a star on your rating and raises your trophy award by one level. You can receive a Tin, Bronze, Silver, Gold, or Platinum Trophy for each Cook-Off victory. Try to earn five stars for each Cook-Off!

Hot Rod Challenges

- Qualify Challenges by shooting the orbits when "Qualify Challenge" is flashing, then start a Challenge by shooting a saucer when "Start Challenge" is flashing.

• **IGNITION**	• **RALLY** • **RAMPS**	• **CRUISE NIGHT**
• **BIKE NIGHT**	• **CUSTOM UPGRADES**	• **HOT SAUCE STATION**
• **DRAG RACE**	• **LIFT OFF**	• **SPEEDY DELIVERY**

- **Ignition**

  Complete the flashing purple B-B-Q and P-I-T targets to fire up that Hot Rod and heat up those exhaust pipes!

- **Rally Ramps**

  Shoot the flashing purple ramps to make daring jumps and launch over cars, buses, and even cows!

- **Cruise Night**

  There is a car show at the barbecue festival! Cruise on over and see the exotic Hot Rods! Shoot the bumpers to get those engines rumbling. Then, hit the PIT targets when flashing to pop the hood and show off the engine.

- **Bike Night**

  Shoot the flashing purple orbits to check out the high-performance motorcycles at the barbecue festival!

- **Custom Upgrades**

  How many vehicle upgrades can you install on a Hot Rod? Find out by hitting the flashing purple targets! Shoot an orbit when you are satisfied with your creation.

- **Hot Sauce Station**

  How do these Hot Rods perform their amazing stunts? They get their fuel at the Hot Sauce Station! Shoot the saucers to fuel up with the hottest sauces at the festival!

- **Drag Race**

  Shoot the flashing purple top lanes to win the race against three other Hot Rod drivers!

- **Lift Off**

  Shoot the flashing purple shots to launch a Hot Rod into space like a shuttle!

- **Speedy Delivery**

  Make your way to the Barbecue Festival with the next batch of tasty recipes. Only shoot the flashing purple shot to get closer to your destination.

- **Resume any Challenge from where you left off by starting it again.**

ADDITIONAL FEATURES

Recipe Value

- Increase your recipe value by shooting the left ramp, completing the top lanes, or by simply playing the game. Higher recipe values mean more valuable recipes and higher scoring.

Multiball Jackpot

- Increase your Multiball Jackpot by cooking recipes and making side dishes. Your recipe value shots feed into this jackpot. You take this jackpot into the next Pitmaster Multiball or Side Dish Multiball, so boost it as high as you can!

Drop Targets

- Complete these to increase your bonus multiplier, spinner value and Challenge shot values.

- Collect sets of these awards to start Side Dish Multiball!

Playfield X

- Shoot the right ramp to temporarily increase your Playfield Multiplier which affects all scoring.

FIRE Hurry-Up

- Completing the lower lanes will start a fire at your barbecue pit! Not to worry, you can extinguish the fire by shooting either orbit to score the FIRE Hurry-Up award. Make sure you put out the fire to avoid burning your barbecue recipes!

- If you start a Fire Hurry-Up with an outlane, you will save your ball! You still need to take care of that fire though, so get to it!

BBQ PIT Award

- Master the B-B-Q and P-I-T target banks to collect valuable awards.

- Use the Change Award target to spin up another award or an extra ball.

Top Lanes

- Complete the B-O-S-S and C-H-E-F lanes to add to your recipe and bumper values.

- You can earn big bonus multipliers, big points, and other valuable awards!

Bash Lock

- After winning a Cook-off, lock balls to qualify Pitmaster Multiball!

- Hit a locked ball with another one to collect features lit at that saucer and score a Fireworks Award!

Equipment Malfunction

- If you push your grills too hard, they may start breaking down! Fix them fast with the bumpers and GRILL FIX targets to keep them smoking hot and running well.

SKILL SHOTS

Select your skill shot by using the flippers before you plunge the ball.

BBQ Pit Targets

- Plunge the ball into the left target bank to make the BBQ PIT targets easier to complete.

Saucers

- Plunge or shoot a saucer to boost the Recipe Value and Multiball Jackpot.

Left Ramp

- Shoot the left ramp to boost your recipe values.

Right Orbit

- Shoot the right orbit to make the top lanes easier to complete.

Right Ramp

- Shoot the right ramp to increase your Playfield X time.

Left Inlane

- Plunge the ball to the left inlane to increase your Challenge values.

Left Outlane

- Plunge the ball into the left outlane to increase your FIRE Hurry-up awards.

MULTIBALL MODES

Pitmaster Multiball

- Lock a ball in at least one lower saucer, then shoot the upper saucer to start Pitmaster Multiball!

- Shoot the RED jackpot shots to launch your grill to the sky!

- Complete B-B-Q P-I-T targets or shoot the upper saucer to relight jackpot shots.

- Try to ascend as high as you can!

Side Dish Multiball

- **Complete sets of drop target awards to start Side Dish Multiball!**

- **During this Multiball, all switches score points.**

- **Shoot RED jackpot shots to make side dishes and score jackpots.**

- **Complete drop targets to relight jackpot shots.**

Meat Coma Multiball

- **Win enough Cook-Offs to start Meat Coma Multiball!**

- **Cook more meat by hitting the RED shots and targets.**

- **Serve a full plate of meat with a shot to any saucer and another plate will come in, ready to load up more meat for the Barbecue Festival fans!**

WIZARD MODE

Barry O's Final

- **Congratulations! You are worthy of facing the ultimate cook-off!**

REGIONAL CONTACTS

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Palatine, IL 60067

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american-pinball.com

General Questions
info@americanpinball.com

Service / Warranty Requests
service@americanpinball.com
833-API-HELP

API Tech Tip Videos

https://www.youtube.com/channel/UC9_k0XRo6IbeyeOuQy4Hseg/videos

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Get/Share This Manual

https://www.american-pinball.com/support

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TITLE 17, U.S. CODE, SECTION 501 AND 506

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