Tournament Settings for PAPA-5

Version as of January 22, 1995

DISCLAIMER: This page is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this page is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this page and the actual game rules cannot be used as a basis for protest.

This sheet is a summary of tournament settings to be used at PAPA-5. It only includes those features which deviate significantly from the default setup of the machine. It is based on information provided by the manufacturers and settings used in previous tournaments.

General Note: Ball Savers on all machines will be disabled.

1. Demolition Man (Williams)
- The first computer award is randomly selected, and then remains the same for all other players. The next computer award is again randomly selected, but again remains the same for all players.
- The graffiti bomb awards are given out in sequence, instead of randomly.
- Normally, hitting double car crash turns on the ball saver briefly. This is disabled during tournament play, except during Wasteland Multiball.
- No Extra Balls or replays.
- Claw not automatically lit at beginning of each ball.

2. Dirty Harry (Williams)
- Skill Shot: You will always be able to select for Ramp Shot and Load Gun. The third choice will follow this pattern: Ball 1: Bonus X, Ball 2: Millions, Ball 3: 3 Bullets.
- The *feel lucky award* choices will not be random, but will instead occur in this order: double feel lucky points, advance magazine, advance rank, bonus multiplier, super ricochet, hold bonus.
- The *shotgun shell modes* will not be randomized by the slings or jets. They will occur in this order: Barroom Brawl, car chase, warehouse raid, letter bomb, meet the mob, stop scorpio, crime wave.
- No extra balls or replays. The Light Extra Ball on the magazine will be skipped over.

3. Frankenstein (Sega)
- No extra balls or replays. Playfield special awards 100M. Extra balls award 50M.
- Ice Cave awards are in a fixed sequence, not random.
- Frankenstein awards are in a fixed sequence, not random.

4. Freddy: A Nightmare on Elm Street (Premier)
- Mystery always awards 5M.
- No hidden mode.
- No Dream Warriors from "Trade Krugerands."
- Dream Warriors shot progression is the same for all players.
- No 'light kick save' or 'light claw save' awards from the *Take That* feature.
- No Extra Balls or replays. Extra balls award 20M. Playfield special awards 50M.

5. Maverick (Sega)
- Lauren Bell and mystery always gives awards in the same order.
- Blackjack programmed to win every second time.
- No extra balls or replays. Extra ball scores 50M, playfield special scores 100M.

6. The Shadow (Bally)
- No extra balls or replays will be awarded.
- Skill shot will award item in order instead of randomly.
- *Who know*'s will award items in order instead of randomly.
- Balls will be autofired when a Shadow multiball ball is locked. This also turns off the left ramp skill shot on locked balls.

7. Shaq Attaq (Premier)
- Reduced scoring mode. Jackpots score 10M, super jackpot 50M. Slammin Jammin scores 3M per switch. Trading 15 or more game balls scores 10M per game ball. Alley-oop scores 5 basket points.
- Multiplier always starts at 1x. No bonus lamps lit at start of ball.
- No end of game bonus for basket points.
- No extra balls or replays. Extra balls award 20M, playfield specials award 50M.
- Must select 5,000 point tip-off 3 times to find hidden feature #4.

8. Star Trek: The Next Generation (Williams)
- No extra balls, no replays. Warp factor 8 awards artifact instead of extra ball.
- Super-spinner feature disabled.
- Cannot re-run modes.
- Light Lock and Light holodeck not available as plunger choices.
- Kickback unlit at beginning of each ball.

9. Street Fighter II: Championship Edition (Premier)
- Vega mystery always awards 5M.
- Car crash bonus is reduced (3M for first one).
- Only two opponents lit at a time instead of three.
- 300M Super Jackpot can only be scored once. After it is collected, multiball continues with next jackpot worth 5M.

10. The Who's Tommy (Sega/Data East)
- No extra balls or replays. Extra balls score 25M. Playfield special scores 50M. No extra ball in GENIUS lane.
- Mystery awards always given in same order.

11. Twilight Zone (Bally)
- No extra balls or replays. Extra ball door panel is remains lit throughout game. Orange and yellow super skill shot awards 10M.
- Slot machine gives door panels in order, starting with Lite Gumball and going clockwise to the next door panel not yet awarded.
- Two balls in gumball machine instead of 3.
- Need to lock two balls before first multiball. Camera award given in same order for all players in a game.
- Collect Bonus not available as a camera award.
- 10M door panel not spotted with a yellow skill shot.
- Spiral awards begins at 2M.

12. World Cup Soccer (Bally)
- No extra balls or replays. TV award extra ball round scores 50M. Extra ball from travelling to Washington is not awarded (and no extra points for it). Special is not lit after defeating Germany.
- Striker Scoop awards always in same order, with Penalty Kick the first one.

Reg.Games.Pinball: The On-line Source for Pinball News!

Most of the rule sheets and game strategies enclosed in this packet have been derived from rule sheets, comments, and discussions in the on-line *rec.games.pinball (RGP)* USENET newsgroup, accessible on *Internet*. Everyone is encouraged to get on-line and join in on the RGP discussions. Many people, including designers from Williams, Sega, and Premier, the top three finishers at PAPA-4, and the past three world champions, are on-line. Also visit various pinball archives for lots of pinball-related information, including *The Pinball Pasture* (*http://www.lysator.liu.se*), a World-Wide Web (WWW) site maintained by David Byers <byers@lysator.liu.se>, and *ftp://ftp.rahul.net/pub/sigma/pinball*, an information archive maintained by Kevin Martin <sigma@rahul.net>. Even PAPA has its own WWW site (*http://www.interport.com/~sbb/papa.html*), maintained by Steve Baumgarten <sbb@panix.com>. This rule sheet packet was compiled by Dave Stewart <dstewart@eng.umd.edu>. Special thanks also goes to all the RGP readers and posters for their contributions to RGP and these rulesheets.

Professional and Amateur Pinball Association's Guide to

Williams' Demolition Man

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet is based on *Demolition Man Rules*, by Jonathan Deitch <musjndx@gsusgi2.gsu.edu> and Brian Dominy, available in the *rec.games.pinball* archive, and updated by Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5.

1. Playfield Description

Left Inlane: When lit, lights *Access Claw* on the right ramp.

Retina Scan: Left-most shot of the game. The ball passes through a gate and hits a captive eyeball, then lands into an eject that feeds the left inlane. Retina Scan value starts at 5M on each ball, and increased by the jet bumpers. The number of retina scan hits is maintained throughout the game, and awards given for reaching certain levels (e.g. Explode Hurry Up at 1 and 9, Extra ball at 3).

Car Crash: Located to the left of the retina scan is the Car Crash target. Scores 3M, 6M, then 10M, and lights car chase on each ramp for 10M. Hitting softly scores a single car crash. Hitting this shot hard scores a double car crash to score 2x the amount, and (in normal settings) enables the ball saver for 1 second.

Left Loop: This loop is just to the right of the upper flipper. It feeds to a sinkhole when hit hard enough; otherwise, the ball passes behind the top ramp into the MTL rollovers. This shot can be lit for start multiball, extra ball, explode, combo, and jackpot. Note that to start multiball or collect extra ball, shot must go all the way to the top sinkhole. For others, simply passing the gate is sufficient. Balls fed through this loop from the center ramp do not award anything.

Left Ramp: Always feeds to the left inlane. It can be lit for quick freeze, car chase, explode, combo, and jackpot.

Center Ramp: Located at the very top of the playfield, it is a wide and low ramp (three pinball widths wide) that is triggered only by a gate. Balls drop immediately and roll either down the left loop to the upper left flipper or into the MTL rollovers. Can be lit for ACMAG, combo, and jackpot.

Top Sinkhole: This shot awards the Graffiti Bomb mystery award-when nothing is lit on the left loop. Start multiball and collect extra balls here. This shot is made from a left loop shot; occasionally, however, a ball will fall in this sinkhole after a lucky bounce off the center ramp. Mystery awards include Big Points: 1M, Hold bonus X, advance bonus X (which also lights left inlane), Hold stand-up value, Boost combo values, Hold combo values, Light Access Claw, Light Quick Freeze (lights right inlane), Increase Retina Value (+2M). Also see Section 6 for secret awards.

MTL rollovers: In the top right corner are three rollovers; light all three to advance the bonus multiplier (to a maximum of 5x, 10M each completion thereafter) and light *Access Class* on left inlane. Use the flippers to rotate the unlit lanes left and right. Also lights extra ball at 5x.

Underground: Sinkhole shot by upper left flipper. Lights an explode lamp on one of the ramps or loops if not lit for anything, otherwise awards whatever is lit. Can be lit for computer, demolition time, combo, or jackpot.

Side Ramp: This is a small, twisting ramp just below the Underground. Can be lit for skill shot, combo, and double-jackpot. Skill shot scores 5M+5M for each successful shot, and increases the base combo value by 1M.

Right Ramp: This is a tall ramp with a diverter which normally sends the ball to the right inlane, but it can send the ball to the Cryo-Claw when Claw Ready is lit. It can also be lit for car chase, explode, combo, and jackpot. The super jackpot and demolition jackpot are also scored here, with the ball diverted to the Claw.

Right Loop: This shot feeds the ball past the MTL rollovers and all the way around to the upper left flipper. If it doesn't make it (i.e.: weak shot) the ball will fall into the MTL rollovers. Can be lit for explode, combo, and jackpot.

Right Inlane: When lit, this inlane lights the left ramp for a "Quick Freeze" (i.e. equivalent to locking a ball) for 5 seconds.

Yellow Stand-ups: Five of them. If lit, scores 1M+1M to 20M until end-of-ball. Hit all lit ones to light *Lite Quick Freeze* on right inlane, and relight all of them.

Cryo-Claw: Balls are diverted here from the right ramp when Claw Ready is lit. A magnetic claw picks up the ball, and the player uses the triggers to move the claw left and right. Hit a thumb button to drop the ball into one of the awards (described more below).

2. Basic Features

Ball-Saver is indicated by a pair of small red inlays just above each flipper. It is on at the beginning of every ball and multiball, and goes on momentarily after hitting a double car crash.

Explode: Four shots (left and right loop, left and right ramp) have "explode" lites which award 10M a shot. Explodes are lit by hitting an *unlit* underground hole or through the computer Light Explodes award, and remain lit until collected or end of ball.

Explode Hurry Up: Shoot any explode shot to collect a value that is counting down, starting at 15M. If you succeed, 15M is added to that value, and the value continues to count down. Make another shot to collect the value. You can continue this until all shots have been made, or the count-down value reaches 5M*shot number.

Computer: Lit by combos and collected at the underground. It is a random award, with the next award displayed in status report, or after it awards the current computer award. Possible awards are *Light Extra Ball*, *Light Explodes* (lights all four explode lamps), *3x Car Crash*, *2x Retina Scan*, *Light Arrows* (lights Laser millions on all combo shots), *Maximize Freezes* (freezes four balls and lights multiball), *Collect Bonus*, or *Collect Stand-ups* (awards five yellow target hits, which also lights right inlane).

End-of-Ball Bonus: (10M for each claw visit + 1M for each combo + 1M for each trigger combo) * bonus multiplier.

3. Combos

A combo is any sequence of the seven major shots when lit by its flashing red arrow. Any major shot will light whatever shots can easily be made from that shot:

Left inlane lights right ramp, right loop, and ACMAG ramp.

right inlane lights left orbit, left ramp and ACMAG;

right orbit (or center ramp which rolls to upper left flipper) lights underground and side ramp.

Combos award 5M+1M for each successive shot. Miss one and return to 5M. The base value of the combo can be increased by a successful skill shot or a top sinkhole mystery award. If no combos are lit, then at least one of the shots is lit (not flashing) for a 5M laser million award.

The game keeps track of number of combos made throughout the game, awards an extra ball at about 8 or 10 combos and again at 50, and lights the computer every *N* combos, where N=10 on normal settings, but can go as low as 6 on easy settings and 14 on hard settings. Combos also add 1M to end-of-ball bonus for rest of the game (which can be multiplied by the bonus multiplier.)

4. The Cryo-Claw

The Claw awards five different modes culminating with a *wizard award* of Demolition Time. The Claw is accessed via the right ramp when lit from the left inlane. Complete MTL rollovers to light left inlane. The claw awards (from left to right) are:

Start AcMag: Center ramp is lit to score an increasing amount between 6M to 13.5M. (See also secret awards).

Lock Freeze: Lock freeze locks as many flashing Freeze lamps as you need to light multiball, or starts multiball if it was already lit. When you Lock Freeze to start a multiball, it starts with one *additional* frozen ball.

Prison Break: The ball is dropped above the upper left flipper. You are awarded 15M. Am immediate shot into the Underground doubles this, or an immediate shot into the side ramp triples this.

Super Jets: Jet Bumpers are lit for 25 hits at 1M per hit. Each yellow target adds to the number of hits left.

Capture Simon: The seven major shots are lit for 5M each. Shoot three of them to capture simon and score an additional 25M.

All Claw mode awards increase the second time around. Claw modes can be repeated ad-infinitum (see Strategy Summary for details.)

Demolition time is lit at the underground after starting all five Claw Modes. Shoot underground to score 50M and start demolition time. All major shots are lit (and stay lit) for 5M+10M**n*, where *n*=number of balls in play. Completing the five yellow targets adds a ball. Demolition time ends when all but one ball drains. Your score for demolition time is counted and displayed at the end; if it exceeds the current demolition time champion score, you can enter your initials and get a replay at end of game. Mode ends when only 1-ball remains.

5. Multiball

Demolition Man has four multiball modes, each of which has a variable number of balls. Balls are frozen (i.e. locking a ball) by rolling through the right inlane when Lite Quick Freeze is lit, then shooting the left ramp within 5 seconds. Balls can also be frozen by selecting the Lock Freeze option of the Claw. Multiball is started by hitting the top sinkhole or Lock Freeze on the Claw after all required balls are frozen and multiball is ready (indicated by the yellow lamp on the left loop). Note that on normal settings, choosing lock freeze on the claw freezes *all* required balls, and starting multiball from the claw adds one more ball to multiball play and increases the jackpot value by 5M.

Each multiball has different objectives for collecting jackpots:

Fortress Multiball: Requires one frozen ball. Jackpots are, in order, center ramp, underground, left ramp. Then the right ramp is lit for a Super Jackpot. First three are normal jackpots, Super Jackpot is a Triple Jackpot. Base is 15M+5M**n*, where *n* is number of balls frozen. After getting the Super Jackpot, the center ramp relights to start over again. Jackpots are then lit in the following order: center ramp, underground, left ramp, right ramp, left loop, right loop, side ramp (and underground). Collect all to relight super jackpot.

Museum Multiball: Requires two frozen balls. All shots are lit for jackpots. Collect all jackpots to light right ramp for Super Jackpot. Base value is 10M+5M**n*. Bumpers increase jackpot value.

Wasteland Multiball: Requires three frozen balls. Similar to Fortress multiball, and more than one jackpot can be lit at a time. Hit a double car crash to light an additional jackpot (which also activates the ball-saver for 2 seconds).

Cryo-Prison Multiball: Requires four frozen balls. All Jackpot shots are lit and *add* to the Super Jackpot value which is lit for repeated shots to the right ramp. After collecting Super Jackpot, shoot one shot to relight it. Collect it again, then shoot two shots to relights it. This continues until all but one ball drains, with one more shot required to relight super jackpot each time.

Completing all Multiballs lights the Demolition Jackpot. Shoot the right ramp to collect it, for a value computed as follows:

Demolition jackpot =
*(# Fortress jackpots + 1) * 15M + (# Museum jackpots + 1) * 20M +*
*(# Wasteland jackpots + 1) * 25M + (# Cryoprison jackpots + 1) * 30M*

Super Jackpots are counted as regular jackpots for the purpose of computing the value of the Demolition Jackpot. After you complete Cryo-Prison multiball, and hopefully collect the Demolition Jackpot, you start over with Fortress Multiball. The Demolition Jackpot only remains lit until collected or the current ball ends. If you drain, you lose it. Also, if you start Fortress multiball again before collecting the demolition jackpot, you also lose out on it.

6. Secret Awards

There are many secret awards from the triggers, some of which can be quite valuable.

- All combos made by using the triggers as flipper buttons award an additional 1M with your end-of-ball bonus (called trigger combos).
- Pressing both thumb buttons on the handles at any time during Fortress, Museum, or Wasteland multiball awards the next Jackpot as a "Secret Jackpot". This cannot be used to collect the super jackpot, and it can be used once for each multiball.
- Pressing both thumb buttons on the handles at any time during Cryoprison multiball is equivalent to shooting a lit arrow, which advances your super jackpot value, and counts as an arrow hit for re-lighting the super jackpot.
- Pressing both thumb buttons when you get "Big Points/1M" from the top lock yields an "Eat at Joe's" graphic and 5M. Pressing both thumb buttons *and* both triggers when you get "Big points/1M" from the top lock yields "WAG" for 10M.
- Pressing both thumb buttons right after the third Capture Simon shot (when you've captured him) yields a 10M capture bonus. Pressing both buttons if you drain during the Capture Simon yields a 25M bonus.
- Pressing both thumb buttons right after hitting the second Retina Scan yields the Smithers bonus plus 10M.
- Pressing both thumb buttons right after getting the U-Look-Gr8-2Day gives you a 10M "Feel Great" bonus ...
- Pressing both thumb buttons at any point during AcMag mode gives you a free AcMag award and the picture of a cow.

One final award: Rolling the ball up the left inlane and into the Retina Scan saucer will give you 10M and a "Huxley" bonus.

7. Scoring Level

Grand Champion scores on Demolition Man typically range between 5B and 10B. In tournament mode, it is expected that the top A division player may score about 2B, and the average game be on the order of 500-800M. In the B and lower divisions, top scores will probably be about 1B, with an average score around 300M.

8. Strategy Summary

Quite simple. Multiball. That is where all the big points are. Things like the retina scan (except for collecting extra ball), car crash, explode, computer awards, and all the claw modes are not worth many points as compared to multiball.

Choose Lock Freeze from the Claw all the time. It will get you to the next multiball much quicker than freezing balls one at a time using the quick freeze. Cryo-prison multiball plus the demolition jackpot can be worth a lot more points than demolition time, so it isn't worth wasting your claw awards to get closer to demolition time. Use them to get closer to cryoprison multiball.

Combos can be worth lots of points, but still not as many as you can get in multiball. You should primarily shoot combos to collect the extra balls from it (2 of them) plus one more if you are lucky to get one as a computer award. Obviously this is not the case if extra balls are disabled. In that case, concentrate on multiballs!

Know how to get all the secret jackpots and other bonuses. You can easily add several hundred million to your score through the course of a game by pressing the thumb buttons at the right time, even if you don't want to use the trigger handles to play. (Note, it is possible that these secret jackpots are disabled in tournament mode; just try it an find out for yourself.)

Professional and Amateur Pinball Association's Guide to

Williams' Dirty Harry

Version as of January 22, 1995

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This rule sheet is based on rules provided courtesy Williams Electronics, and updated by Don Coons <dwc@gisa.att.com> and Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5.

1. Skill Shot

Use the left flipper to select one of the three possible awards on the display. Pulling the trigger launches the ball and awards the hi-lited selection on the display. The choices are:

Ramp shot: Magna-force activates, giving the player a slow feed to the upper flipper for the left ramp shot for a point award skill shot. This value increases after every previous successful skill shot.

Load gun: The ball is loaded into the gun, and the skill shot target is the HQ, or mode start hole. If made, you will be awarded a skill shot value, and the current flashing mode will start.

3 Bullets: Spot 3 bullet targets.

2 Million: Collect 2M points

BONUS X: Advance bonus multiplier.

2. Multiball

Completing all five badges (HQ, Left Ramp, Safehouse, warehouse, right ramp) will light multiball.

To start multiball, shoot the left ramp or the warehouse to load the gun. The right ramp is jackpot, the left ramp is super jackpot (2x jackpot). The player gets one shot with the gun at super jackpot, and then multiball play commences. Super jackpot will stay lit permanently throughout multiball. If a jackpot is made, the warehouse will relight jackpot.

Super Jackpots start at 50M, regular jackpots at 25M. Jackpot value is increased by hitting the warehouse during multiball.

If no jackpots were made during multiball, there will be a last chance jackpot during single ball play immediately after multiball. The player then has a short time to make a jackpot shot.

3. Modes and Major Awards

3.1. Shotgun Shell Modes

Shooting the outer loops will light the HQ hole. Shooting the HQ hole when lit will start the current flashing shotgun shell mode. They are:

Barroom Brawl: A 25-second timed mode. Shoot the ramps as much as possible. The left ramp is worth twice as much as the right ramp, and initial value of the right ramp is 10M.

Car Chase: A 20-second timed mode. Shoot both loops and the left ramp. If the player makes four shots in any combination before the time runs out, the player will receive an added finishing bonus.

Warehouse Raid: A 25-second timed mode. Shoot the warehouse as much as possible for 10M+5M and contraband items.

Letter bomb: Shoot the safehouse four times within 25 seconds. Every switch is awarded a 'bomb value,' which is initially 100K and increases after each safehouse hit. Score starts at 25M.

Meet the Mob: Both ramps and both loops are lit for 20 seconds. Shoot each one once before the timer expires.

Stop Scorpio: Various crosshair pointer lights are flashing and timing down. Shooting one turns it off, and another lights up, and starts timing down. Crosshair shots can be added by shooting the safehouse. Each ramp is worth 15M during mode, HQ hole value starts at 10M, mode stops when you hit HQ hole. The mode is over when a) all crosshairs time out, b) when the ball is shot into the HQ hole, where the player is given bonus finishing points, which is the total ramp scores plus HQ value.

Completing all modes starts a 6 ball multiball. During this mode any arrest made is worth 50M. The three arrest targets lit are the warehouse, safehouse, and the mode start hole.

3.2. Safehouse

The Safehouse is lit by advancing your rank on the left ramp. The safehouse awards occur in this order:

Bank Robber Hurry-up: A hurry-up that starts at 50M, and is collected by shooting the left loop.

Warehouse Hurry-up: Shoot the warehouse before the hurry-up finishes and the player is rewarded with a two ball multiball where the jackpot value is the hurry-up value, and the jackpot shot is the warehouse. Value starts at 20M.

Light Extra Ball: Lights the Extra Ball at the HQ hole.

Super Loops: Both loops are lit for a short time. Shoot a loop to restart the timer, and increase the loop value for the next shot.

Alcatraz: A multiball where the jackpot is on a flashing crosshair shot. Make it, and it moves to another crosshair.

3.3. Bullets And The Magazine:

Completing all of the bullet targets scattered around on the playfield, advances the awards on the MAGAZINE by flashing the lowest available. Shoot the Warehouse to collect the lowest flashing award on the magazine.

The awards are:

Magnum Jets: Until the end of the current ball, all jet hits are worth 1M.

Magnum Bullets: Until the end of the current ball, all bullet targets are worth millions.

Light Extra Ball: Lights the Extra Ball at the HQ hole.

Light Shoot-out: The exits are lit. If the ball drains on an exit, the current player is instantly thrown into a multiball where the player must complete all of the bullet targets. Balls are continuously fed for a short period of time. After 20 seconds, all balls are drained, and the player's ball is over.

Playfield Promotion: All scores are multiplied by up to 5x for a short period of time. The multiplier is based on what the player's current RANK is, which is earned by multiple shots up the left ramp.

Always trap ball and look at the warehouse for lit awards, since most of the time you end up picking up bullets from bullet ricochets.

4. Regulation Play and Non-mode Stuff

Lanes and bumpers: The lanes alternately increase jet value and multiply the current ransom value. The ransom value is built by the jets and unlit HQ hole shots.

Return Lanes: If the ball rolls down the left return lane, Magna Force is lit for a short period of time on the right loop. If the shot is made, Magna Force will grab the ball, award points, and then allow a slow feed to the upper flipper for a shot at the left ramp. The right return lane briefly light ransom at the HQ hole. If made, the ransom shot collects the ransom value. Ransom can be multiplied by the upper lanes above the jets, or by making combination shots just before making the ransom shot (therefore, the ransom shot would be the player's last shot in the combo.)

Left ramp: Multiple shots up the left ramp will earn the player increasing ranks. Achieving a new rank lights the safehouse.

Right Ramp: Multiple right ramp shots, called helicopters, lights *Feel Lucky* at the warehouse. Shooting the right ramp twice consecutively will divert the ball to the right flipper, and light *ricochet* for a short period of time on the left loop.

5. Warehouse

Contraband can be collected at the warehouse when lit. These items are usually worth just points, but they can be worth an extra ball.

Warehouse also collects the lowest flashing magazine award when lit.

When *Feel Lucky* is lit, and the warehouse shot is made, the player then has the opportunity to choose between two awards using the flippers. The left flipper will award points, the right flipper will load the gun for a shot at a flashing bullet target. If the gun shot is successful, the player earns a better award, these awards could be double points (of the left flipper choice), extra balls, super ricochet (where ricochet is lit for the rest of the ball), bonus X's, etc.

6. Tournament Settings

The following settings will be in effect at PAPA:

Skill Shot: You will always be able to select for Ramp Shot and Load Gun. The third choice will follow this pattern: Ball 1: Bonus X, Ball 2: Millions, Ball 3: 3 Bullets.

Feel Lucky Awards: The award choices will not be random, but will instead occur in this order: double feel lucky points, advance magazine, advance rank, bonus multiplier, super ricochet, hold bonus.

Shotgun Shell Modes: The modes will not be randomized by the slings or jets. They will occur in this order: Barroom Brawl, car chase, warehouse raid, letter bomb, meet the mob, stop scorpio, crime wave.

No extra balls will be awarded. The Light Extra Ball on the magazine will be skipped over.

7. Strategy Summary

This game is very new, and good strategies are still under development. Here are some strategies that have recently been proposed.

- Always go for start mode skill shot from gun. Not only does it give you points, starting at 5M incrementing by 5M every successful time, but it also lights a mode.
- Get the left ramp shot down, its a tough shot.
- Always aim for super jackpot on gun shot to start multiball, other jackpots are pretty easily gotten form right ramp. If you miss super from gun, hold a couple of balls on the left flipper and shot the other ball from the right flipper to the left loop this will feed the upper right flipper for another shot at the super jackpot. Then alternate right ramp/ warehouse for other jackpots.
- Get the right and left loop shots down, a lot of timed awards can be collected here.
- Any time you go down the left return lane go for the right loop. Once you get the left ramp shot down it can be very lucrative.

Professional and Amateur Pinball Association's Guide to

Sega's Frankenstein

Version as of January 22, 1995

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1. Playfield Description

Skill Shot: Throw *The Switch* to score the shifting value indicated in the display, worth 1M, 5M, 10M or 20M.

Ice Cave: Shoot the Ice Cave (ball eject) during 1-ball play for a random award. The Ice Cave also spots two letters of FRANKENSTEIN. When Alive (Kickback feature) is not lit, the Ice Cave relights it.

Pop Bumpers: Start at 250K per hit. The last Pop Bumper to be hit will flash. Pop Bumper values are increased by the 'left inlane to spinner' shot, adding 50K per spin to the flashing pop bumper. Bumpers can also be increased via the Ice Cave awards.

Sarcophagus: Upper scoop, starts each ball with a base value of 5M. When the scoop is unlit, each shot increases this value by 5M. The left orbit lights the scoop for collecting it. Making the left orbit to scoop combo gives double the value. The Sarcophagus also spots one FRANKENSTEIN letter when not lit, two when lit.

North Pole: During 1-ball play, the vertical up-kicker (VUK) spots one FRANKENSTEIN letter, or two letters on an "inlane to VUK" combo. Extra ball is collected at the North Pole when lit. The North Pole is also used to lock balls and start Multiball.

Ingolstadt: During 1-ball play, the Ingolstadt spinner scores 100K per spin. An "inlane to spinner" combo shot adds 50K per spin to whichever pop bumper is flashing and scores 200K per spin. The Ice Cave may award "spinner at max" for 300K per spin.

Geneva (lower scoop) when lit adds a letter to GENEVA. The scoop starts each ball lit, and after collecting it may be subsequently lit by shooting the right orbit (or by the right inlane for a short time). Completing GENEVA starts Geneva Multiball.

Alive: The left outlane provides the Alive kickback. Relight Alive by shooting the Ice Cave.

Double Bonus: When lit, the right outlane doubles the player's end-of-ball bonus.

Extra Ball: An extra ball is collected at the VUK whenever it is lit during game play. When extra balls are disabled, it scores 50M.

2. Frankenstein Features

One of the following eight features are started whenever a player completes the FRANKESTEIN targets on the playfield. The player may be spotted letters as detailed above. After completing all eight features, a 6-ball Multiball feature will be available. Shooting the CHANGE SCENE TARGET changes the next feature.

Frankenstein Millions: Frankenstein targets are flashing: score 5M per target for the first 6, 8M per target for the next 3, and 10M per target thereafter. This is a timed round that lasts 30 seconds.

Stoning: A fast-scoring round that last 30 seconds. Switch values start at 250K and increase based on the number of switch closures made.

Creature Feature: Ramp shots score millions. Try to make 8 shots to spell CREATURE before the timer expires for a bonus. Inlane to ramp shot may give two letters.

Lynch Justine: Shoot the left orbit for successive Hurry-Up values. 3 shots to complete.

North Pole: Shoot the north pole VUK for countdown values.

Lite Extra Ball: Lights extra ball at the north pole for LIVE AGAIN.

Voltage Mode: One of the four jackpots is lit. Shoot it before the voltmeter indicates low power. If successful, another jackpot is lit, which must be shot before the meter indicates an overload. All four jackpots will be lit.

Graveyard: Various holes (Up-kicker, eject, or scoops) are lit to collect body parts. Collect 2 legs, 2 arms, a torso, and a brain for score and completion bonus.

Complete All Modes for Secret Creation 3- to 6-ball feature with Big Monster points.

3. Multiball

Shoot the ramp to light lock. Lock ball at the North Pole VUK for 2-ball play. Re-lock balls at the North Pole and after locking 1st ball, a timer starts with a countdown value of 59M. Shoot the north pole again before timer expires to start 3-6 ball multiball. The player's timing is important. A successful shot into the VUK very quickly will start 6-ball multiball. The longer it takes the player to shoot the VUK will determine if 3-5 ball multiball will be initiated.

Jackpots: At the beginning of multiball, two jackpots are lit. These jackpots may be shifted to a new location by hitting the move jackpot target. During multiball, the spinner increases the jackpot value by 1M per spin.

During this period FRANKENSTEIN letters are being scored as well as jackpots – completing the two jackpots and all the letters lights *Creature Jackpot* at the ramp. Also, completing the two jackpots adds one more ball into play.

Scoring Creature Jackpot lights the Sarcophagus (Upper Scoop) for 50M. Shooting Sarcophagus lights a roving Super Jackpot. Once the Super Jackpot is scored, the multiball sequence recycles, but with four jackpots lit instead of two.

4. Miscellaneous

Combination shots: Frankenstein features several multi-way combos. These combo involve natural sequences of key shots in the game. Several undocumented difficult combos may also be present.

End of ball bonus: the sum of Main Playfield Shots (ramp, orbits, VUK, upper/lower scoops, eject) x 1M + FRANKENSTEIN letters completed x 1M.

5. Tournament Settings

No replays or extra balls. Special awards 100M. Extra balls award 50M. Ice Cave awards are in a fixed sequence, not random. Frankenstein awards are in a fixed sequence, not random.

6. Strategy Summary

This is a very new game that very few people have played, and thus there are no strategies to speak of yet.

Professional and Amateur Pinball Association's Guide to

Premier's Freddy: A Nightmare on Elm Street

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet was written by Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5. Some of the items included have been copied verbatim from a transcribed version of the rules provided courtesy Premier Technology.

1. Playfield Description

The game has three regular flippers, plus one "glove" flipper. Two flippers are at their normal positions below slingshots. The third is an upper right flipper. The fourth flipper is in the shape of Freddy Krueger's hand, and is only active when the Mystery hole is lit for a glove flip. The other playfield items, from left to right:

Left Outlane: Has a kickback; the kickback is relit by hitting the *multi-ball* target during single-ball play when lit.

Left Inlane: Lights captive ball for Combo Jackpot shot.

Multi-Ball target: Hit to add a ball during multiball or to relight kickback during single-ball play when lit or flashing.

Mystery hole: Awards a mystery item (usually points) when lit. It feeds the ball vertically to a ramp with a "Glove" flipper. If "glove" flipper is lit, then the left flipper button can be used to flip the ball off the ramp, for a shot at the captive ball. Otherwise the ball feeds the left flipper.

Left orbit: Has a diverter which can feed Freddy's head, a habitrail to the right flipper, or allow the ball to continue around the loop to the upper right portion of the playfield.

Upper orbit: This is the exit of the left orbit, most easily hit by the upper right flipper, but can also be hit by either lower flipper.

Drop targets: hit all three targets to either light more power, set alarm, or score points (5M+5M for rest of ball). Slingshots rotate which award is given.

Soul/Claw Targets: Freddy's head is fed through the orbits. Around the head are four "soul" targets, which each spot letters to spell CLAW. During multiball or when CLAW is lit, hit these targets to save souls.

Center Stand-up target: This target is between the drop targets and soul/claw targets, and can only be hit by the upper right flipper. It can also be lit to collect an Extra ball.

Sleep/Awake Meter: A vertical billboard positioned in the upper center of playfield. This meter is active while the player is "awake". Time increments this meter toward "asleep". if the player completes a "coffee" shot, this meter is incremented toward the top. If this meter reaches the bottom, the player enters the next nightmare. If this meter reaches the top, then the player is "fully awake" and the captive ball is strobed and hidden mode is enabled. If the player shoots the center stand-up target while fully awake, then they are awarded the hidden mode. If the player hits the captive ball spot target while fully awake, then they are awarded "Freddy's bones" feature (see Section 6).

Coffee Target: This target is just below the sleep/awake meter. Hit it when lit to increment sleep/awake meter.

Boiler Room: At the upper right corner of the playfield is a boiler room which a moving door. See Section 2 for details.

Captive Ball: To the right of the boiler room. A successful shot to this captive ball feeds upper right flipper. It can be lit for a variety of features, including coffee, jackpot, Freddy shot, Freddy's bones, glove shot award, or first shot in the combo jackpot.

Upper right flipper: primarily used to shoot either the upper orbit or the center stand-up target.

TV Target: Awards 10M times number of hits while flashing. It begins to flash for about four seconds each time it is hit. This targets scores collect bonus when flashing during a nightmare.

Right Inlane: when lit, lights the left orbit for one shot for trading kruegerands.

Right Outlane: Can be lit for a special.

Plunger Lane: Dual manual and automatic plunger. Use manual plunger at beginning of ball for skill shot. Automatic plunger is used to launch balls during multiball.

Claw: Between the lower flippers is a claw. Hit the Claw targets to light CLAW and enable it. Hit the button below the right flipper button to try and save a ball going down the center (or in some cases even going down an outlane when it passes the center). Once you use it, you can keep pressing it, and the claw will come up 4 or 5 times before timing out. You must then hit the Claw targets again to re-enable use of the claw.

The left orbit, upper orbit, center stand-up target, boiler room, and captive ball can all be lit for Freddy shots and jackpots during each nightmare.

2. Boiler Room

The boiler room is one of the primary shots, and has many uses:

Plunger skill shot: At the beginning of each ball, the door on the boiler room is moving up and down. Shoot the ball into the sinkhole behind the boiler room to immediately start the next nightmare.

Door closed: When the door is closed during "awake" mode, hit it to lower the door for 10 seconds to expose the sinkhole.

Door opened: When the door is open during "awake" more, shoot boiler room sinkhole to fall asleep and start a nightmare.

During Nightmare: Sinkhole scores Freddy shots and jackpots if lit.

Defeat Freddy: Once all lights are lit on Freddy Meter during a nightmare, shoot boiler room to defeat Freddy. The door may be moving when it is lit to defeat Freddy.

3. Nightmares

Nightmares are the primary modes in this game. There are seven possible nightmares; the first six are numbered 1 through six, the last one is called *Final Nightmare*. The nightmares are always played in order, from 1 through 6, then Final Nightmare.

Each nightmare may be augmented by one of the following:

Multiball: Next nightmare is multiball. Automatically for the first, third, and fifth nightmares. The other multiballs are timed.

More Power: During the next nightmare, each Freddy shot increments the Freddy meter three places instead of the usual two.

Set Alarm: Five seconds before the end of the nightmare, the boiler room is lit to grab Freddy. If this is a multiball nightmare, then the five second timer starts when all but one ball drains. If the player grabs Freddy, then the nightmare continues into the awake state.

If none of the above are lit, then the nightmare is a timed mode which lasts for 20 seconds or until Freddy is defeated.

The player enters a nightmare using one of the following:

- Successful plunger skill shot to immediately fall asleep.
- Shooting the boiler room sinkhole to immediately fall asleep.
- Falling asleep over time, which happens if sufficient time passes without hitting coffee shots to stay awake.

During any nightmare, the player attempts to defeat Freddy by shooting any of the flashing "Freddy" shots. The following shots are lit during each nightmare as Freddy shots: left orbit, upper orbit, center stand-up target, boiler room, and captive ball. All Freddy shots remain lit until the Freddy Meter (located above the boiler room) is completed and the boiler room is lit to defeat Freddy.

Shoot boiler room to defeat Freddy to score 10M * nightmare number. In a single-ball play nightmare, the player returns to the "awake" state. In multiball nightmares, the five Freddy shots are then lit to score jackpots. Shoot all five jackpots to relight all the jackpots again. During multiball, shoot the "add-ball" target to add a 3rd and 4th ball. This target remains lit until all four balls are in play, after which time no more balls can be added.

During each nightmare, other features may also be active. Following are more specific details on each nightmare:

Night-mare	Standard Features, Nightmare begins with:	Features enabled only the first time through nightmare; nightmares begin with
1	• multiball • one "save soul" target lit.	• more power • alarm set. • most of Freddy meter completed.
2	• one "save soul" target lit.	• alarm set. • most of Freddy meter completed. • hurry-up extra ball lit
3	• multiball. • all "save soul" targets lit.	• most of Freddy meter completed.
4	• Freddy's jackpot active. • one "save soul" target lit	• more power. • some of Freddy meter completed.
5	• multiball. • one "save soul" target lit.	• some of Freddy meter completed.
6	• Freddy's jackpot active. • all "save soul" targets lit.	• some of Freddy meter completed.

Completing six nightmares lights the Final Nightmare. Fall Asleep to start final nightmare. After final nightmare, return to first nightmare.

The final nightmare is a four-ball multiball, with all five Freddy shots lit. Complete all shots to light the boiler room. Then shoot the boiler room to defeat Freddy and collect 1M for each soul saved, 1M for each Kruegerand, and 100M for each Freddy defeated up to this point.

4. Jackpots

There are three kinds of jackpots that can be scored through the course of the game. Collecting at least one of each lights Dream Warriors at the mystery hole. The jackpot types are the following:

Multiball Jackpots: if the player is still in multiball after Freddy is defeated, then the five jackpot lamps flash. Each shot awards the player the jackpot value (10M initially, increments by 10M for each) and turns off the corresponding lamp. This continues until the player shoots all five shots. After which time, the captive ball is lit for 10M+10M to 50M jackpots (resetting back to 10M after collecting a 50M jackpot) for remainder of multiball.

Freddy Jackpot: This jackpot is scored either during the fourth or sixth nightmare. One of the Freddy shots will also be lit for a 10M+10M to 50M jackpot during this mode. The shot that is lit rotates to a different shot about every five seconds.

Combo Jackpot: The ball must go down the left inlane to light the captive ball for "combo shot". Once lit, shoot the combo "captive ball/Upper Orbit" to score the 20M combo jackpot.

5. Dream Warriors

Scoring at least one of each type of jackpot lights dream warriors at the Mystery hole. Shoot the mystery hole to start dream warriors when it is lit (it's a bright flashing red light!)

This is a four-ball multiball mode. Shoot the strobing shot to score a 100M super jackpot. That shot then becomes lit, and is worth 10M for the rest of dream warriors. Another shot then strobes, again worth 100M. This repeats until all shots (the five Freddy shots plus the mystery hole) have been collected. After which time, the center target (which is always the last shot to be strobing) remains strobing for 100M and all other shots 10M for the rest of multiball.

6. Other Miscellaneous Features

Hidden mode: this is a multiball where each boiler shot awards 5M points. Only one hidden mode per player per game. This mode begins by hitting the center target when fully awake.

Kruegerand multiball: Multiball obtained by trading kruegerands at Freddy's shop. Each boiler door shot awards 5 kruegerands. this feature lasts until the player leaves multiball.

Souls saved: various features award "souls" to the player. These souls are a bonus which may be collected at a later time. If the player exceeds high souls to date, they enter their initials.

Kruegerands: Orbits and other features award "kruegerands" to the player. These kruegerands are a bonus which may be traded for items or collected at a later time.

Take That: Hit the center target during the awake state to score a not-so-random value: If the average game is less than three minutes, this target lights kick save. If the kick save is already lit, then claw save is lit. If the claw save is already lit, then enable the hurry up extra ball. If the player has already won two hurry up extra balls, then score 20M instead. If the average game time is greater than three minutes, then the first award = 5M, second = 10M and the third = hurry up extra ball.

Low game special: if the payer begins the last ball with less than 20M then the right outlane special will be lit for a timed period.

Freddy bones: Scored by hitting the captive ball (which will be strobing) when fully awake. Award player all three "next nightmare" features (that is, make the next nightmare *multiball*, *more power*, and *set alarm*). If player has already earned all three "next nightmare" features then award 20 kruegerands.

End-of-ball Bonus: pop bumper hits add 300K, or 1M if flashing, plus 1M for each soul saved. At end of game, score an additional 1M for each kruegerand not traded, and 10M for unused CLAW.

Freddy's shop: (trade kruegerands): a ball going through the right return lane when lit flashes the left orbit for one shot. Making this shot immediately allows the player to purchase an item using kruegerands. The item offered depends on the amount of kruegerands that the player presently has (any unused kruegerands are collected as an end of game bonus):

- 10 thru 19 kruegerands- 10 souls
- 20 thru 29 kruegerands- kruegerand multiball
- 30 thru 39 kruegerands- hurry-up extra ball
- 40 thru 49 kruegerands- extra ball
- 50, 70, 90 (adjustable) - dream warriors

Use the flippers to select whether or not you want to trade your kruegerands. (Hint: don't trade for souls or kruegerand multiball; stack them up for extra ball or dream warriors.)

7. Scoring Level

Grand Champion scores on Freddy typically range between 1.5B and 3B. In tournament mode, it is expected that the top A division player may score about 1B, and the average game be on the order of 300-400M. In the B and lower divisions, top scores will probably be about 500M, with an average score around 100M.

8. Strategy Summary

The most lucrative mode in this game is dream warriors. Therefore, during the multiball nightmares, concentrate on defeating Freddy to get at least one multiball jackpot. In nightmares 4 and 6, it is more important to collect Freddy's jackpot than it is to defeat Freddy. And don't forget about the combo jackpot when it is lit.

Other than going for dream warriors, go for the nightmares, and while in nightmares shoot the Freddy shots and jackpots (if any). Don't worry about the other things, like saving souls, because they are not worth that much. Big exception is on the second nightmare when Hurry-up EB is lit. It is only lit for the first half of the nightmare, so go for it immediately. Of course, if EB's are disabled, then ignore this!

Final nightmare is only worth big points if you complete *all* shots *and* if you defeated Freddy on several nightmares.

Professional and Amateur Pinball Association's Guide to

Sega's Maverick

Version as of January 22, 1995

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This rule sheet was written by Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5.

1. Playfield Description

Drop Targets: The main feature on Maverick are the four banks of drop targets, plus the two stand-up targets on either side of the ramp. Each of these score cards, which are used for playing poker. See Section 2 for details on the different drop target banks and for scoring.

Lauren Bell: A model of the Lauren Bell riverboat is on the playfield. It is used to store locked balls, and to collect awards during the Lauren Bell mode. Balls are diverted into the Lauren Bell from the left and right orbits.

Left and Right Orbits: The orbits can either loop around to the other orbit, feed the Lauren Bell, or feed the rollovers. Several orbit shots (as shown in the Status Display) will light the right ramp for a mystery award. Each orbit is also a dollar shot for some of the modes.

Vertical Up-Kicker (VUK): Just to the right of Lauren Bell, this shot is used to raise or fold a hand (see Section 2), play blackjack to relight the kickback, collect extra balls when lit, and is a dollar shot for some of the modes.

Ramp (Stagecoach): The ramp is used to light lock, collect mystery awards, collect jackpots during multiball, and it is a dollar shot for some of the modes.

Rollovers/Advance Bonus Multiplier: At the top center of the playfield are four rollovers, representing the four card suits. Shoot all to advance the end-of-ball bonus multiplier (to 2x, 4x, 6x, 8x, to 10x). Note that a mystery award can set the multiplier to 20x.

Pop Bumpers: Start at 250K per hit, and resets each ball. Increased by 250K after every 10 hits up to a maximum of 1M. The *super-pops* skill shot can set the pop bumper value to 2M per hit for the rest of the ball, and the *mega-pops* mystery award set it to 3M for the rest of the ball.

Plunger Skill Shot: The plunger can shoot the ball to one of five places. The first three holes score the award indicated on the display if that hole is lit. The award for the first hole is always light lock, for the second hole it is always start mode, and the third hole is usually super-pops, but can be extra ball or lite special on ball 2 or 3 if the player has a low score. Each of these three awards can only be scored once each, until all 3 have been awarded. Shooting the ball in an un-lit hole scores 5M. The fourth hole feeds the upper right flipper for a shot at the captive ball. Hit the captive ball to start drop poker, where every drop target is worth 2M for 20 seconds. The fifth is to shoot the ball all the way around the habitrail to the left inlane. This scores whatever is lit on the ramp.

Captive ball: The captive ball is under the Lauren Bell and behind the upper-left drop targets. When not lit, it scores 10M. It can be lit for Super Jackpot during multiball, and is lit during Bank Heist mode.

2. Playing Poker

In normal 1-ball play, the object of the game is to beat the playfield's hand by completing all drop targets in the flashing drop target bank. The possible hands that may be flashing are the following:

Royal Flush: The lower left bank with 5 drop targets.

Straight: The upper-left bank under Lauren Bell, and also has 5 drop targets.

Four of a kind: The right bank with 4 drop targets.

Three of a kind: The center bank with 3 drop targets.

Two of a kind: The two stand-up targets on either side of the ramp.

Full House: In some cases, both the three-of-a-kind and two-of-a-kind banks are flashing, which forms the full house.

The game deals the cards by resetting all the drop targets, and lighting one of the above hands. You must hit all the drop targets in the lit bank to win a poker chip. However, if you hit any drop target not in the lit bank, it counts as a discard. If your total number of discards hits 0, you lose the hand. Your current number of discards is shown on the display. At the beginning of the game you start with 11 or 12, but as the game progresses the number of discards is decreased (thus making it more difficult to win a hand, as you are at higher risk of losing a hand.)

There are many factors to computing your score for winning a poker hand. Carefully planning your strategy can make a huge difference in your score. The base value for each poker hand is 5M times your current winning streak, which is the number of poker chips you have won in a row without losing a hand. This value can be increased in several ways, as follows.

Raise/Fold: If you shoot the VUK before completing the drop target bank, you are given a choice to raise or fold. If you raise, then the value of that hand is doubled. If you subsequently win the hand by hitting the flashing drop target bank before discards hits 0, then you score 10M times your current winning streak, and your winning streak is incremented by 2. If you fold, the game re-deals, resets the drop targets, and selects a different hand for you to complete. Note that if you fold, your winning streak count is not affected, and therefore it is better to fold than to lose a hand.

Perfect: If you complete the flashing drop target bank without discarding (that is, without hitting any other drop target), you score a perfect hand, and the score for that hand is tripled. Therefore, if you did not raise, you score 15M times your current winning streak, and increase winning streak by one, and if you did raise, you score 30M times your current winning streak, and increase your winning streak by two.

Close Call: If you complete the flashing drop target bank with only one discard remaining, you get a close call, and the score for that hand is doubled. Therefore, if you did not raise, you score 10M times your current winning streak, and increase winning streak by one, and if you did raise, you score 20M times your current winning streak, and increase your winning streak by two.

Note that hitting a drop target on a non-flashing bank is not considered a discard if it is "not your fault". That is, if hit as a ricochet off a successful hit (which the game detects as hitting within 2 seconds of a hit of a drop target on a flashing bank), if the ball is hit immediately after a pop-bumper hit, or a 3-bank target is hit after a kickback, it is not counted as a discard.

Each drop target can only be a discard once, since the target stays down until a new hand is dealt. However, the stand-up targets on either side of the ramp can continually count as discards. Also note that shooting either of these targets when the other one is lit and the *pair* is flashing will score the other.

You can spot cards in your drop target bank by hitting the VUK within 2 seconds of the ball going down either inlane. The dollar chip on the VUK will flash for these 2 seconds. The card that is spotted is always the lowest target not yet hit (based on the physical locations on the playfield).

Completing five poker chips awards the flashing 25M poker chip and starts the corresponding mode, as described in the next section.

The *Start Mode* skill shot will award as many poker chips as necessary to complete all five poker chips, and increase the winning streak by that number of poker chips.

3. Modes

Earning five poker chips awards the flashing 25M poker chip and starts the corresponding mode, which is one of the following:

Coop's Cash: All four dollar shots are lit, and the timer is set to 30 seconds. Within this time, shoot each one for 10M a piece, which lights a roving shot for 50M. Collect the 50M and the mode re-starts, the timer is reset to 30 seconds, and this time each shot is 20M, and completing those lights a 100M roving shot. Collecting the roving shot again re-starts the mode and resets the timer, but the values of the shots do not increase anymore.

Lauren Bell: Shoot the riverboat through either orbit to score 10M+10M to 100M and a mystery value. The mode lasts 30 seconds. The mystery value can be one of the following:

- Infinite Discard
- 20x Bonus
- Mega Pops
- Laser Kickback
- Light Extra Ball
- Extra Ball
- 50M
- Lite Special
- Special
- 10M to 100M random point award

In tournament settings, the mystery value is always scored in the above order, with extra balls worth 50M and specials worth 100M.

Bank Heist: Shoot the captive ball for 100M then 200M+Lite Extra Ball. Mode ends after 30 seconds or if the captive ball is hit twice.

Angel's Revenge: A frenzy mode with every switch worth 250K, and increases by 250K after every 10 hits. In addition to scoring these points, a bounty value is also maintained of equal value. Shoot the VUK to score this bounty value. The mode ends after 30 seconds.

Stagecoach: The right ramp is lit for a progressive jackpot, which is initially 10M and increases by 1M for each drop target hit, and by 10M for each successful ramp shot. Mode ends after 30 seconds.

After completing each of the above modes, win five more poker chips to start the *Poker Championship*.

4. Poker Championship

A 4-ball multiball mode, with a ball saver enabled for 30-seconds. You must manually plunge the balls, or the game will not serve up new balls.

Each drop target bank begins flashing. Knock down all drop targets in a bank to make it solid. Make all four drop target banks solid to light the VUK. Shoot the VUK to collect the Championship Pot.

Each drop target adds 1M times number of balls in play to this pot, and completing a bank adds 10M times number of balls in play to the pot. The captive ball adds 100M to the pot.

After collecting the pot, all drop target banks go back to flashing, and you can repeat to collect another championship pot. The pot continues to increase even after collecting it; it does not reset after winning it, and therefore can grow to be quite large.

5. Blackjack

The VUK is lit for Blackjack whenever the kickback is not lit. Shoot the VUK to play blackjack. Use the right flipper to hit, and the left flipper to stand. The machine then deals itself a hand. If you are the winner, you score 1M for each point of your hand (so if you have 19, you score 19M), and you relight the kickback. The dealer always hits on 16 and lower, and stands on 17 and higher.

During a mode or in multiball, you do not play blackjack. Instead, the machine randomly lights the kickback, on average for every second shot to the VUK.

In tournament mode, playing blackjack is not random. You will win the 1st, 3rd, 5th, etc. if you always hit on 16 and lower and stand on 17 and higher. Similarly, when in a mode or multiball, it will always relight the kickback every second shot.

6. Multiball

Lite multiball by shooting the right ramp to light the lock. The number of ramp shots required is variable based on game settings. After each ramp shot, the display tells you how many more are needed to light the lock. The lock can also be lit by a skill shot.

Once a lock is lit, shoot the left orbit to lock the ball. After locking ball 1, you get a plunger skill shot. Shoot the first hole to increase jackpot by 10M, or the second or third hole to increase by 5M. The jackpot increases by 1M if you hit the 4th hole or send the ball around on the ramp.

After locking the second ball, you have a plunger skill shot, where the second hole immediately gives you a 4-ball multiball, and the first and third holes double the jackpot value, but don't yet give you multiball. If you don't get the 4-ball multiball, you must lock a third ball. If you do get 4-ball multiball, then you have another skill shot, to increase the base jackpot value by 2x or 3x.

Once multiball starts, shoot the ramp to collect the jackpot. Every switch increases the jackpot value by 200K. Scoring three jackpots lites the captive ball for a super jackpots, which is initially 250M, and increased by 200K with every switch closure. If you collect the super jackpot, the ramp is again lit for 3 more jackpots.

If all but 1 ball drains ending multiball, you have 15 seconds to restart it by shooting the right orbit (note, multiball restart can be disabled in hard settings). This time you are given a plunger skill shot for a 3-ball multiball. If you don't get that, you get a 2-ball multiball. If you do get it, you have a chance to 2x or 3x the jackpot value as before.

The *Coop's Cash* and *Bank Heist* modes continue to run during multiball. You cannot start multiball while in one of the other modes.

Note in multiplayer games: Maverick does not do a very good job in adjusting the lock/skill shots for multiplayer games. If you lock ball 1 and there are already two balls in the lock from a previous player, you do not get the plunger skill shot to add 10M to the jackpot value. If you lock ball 2 with two balls already in the lock, then you do not get a chance at a 4-ball multiball, and you must lite and lock a third ball.

7. Tournament Settings

Lauren Bell and mystery always gives awards in the same order.

Blackjack programmed to win every second time.

No extra balls, no specials. Score 50M instead of an extra ball, and 100M instead of a special.

8. Scoring Level

Grand Champion scores on Maverick typically range between 3B and 6B. In tournament mode, it is expected that the top A division player may score about 2B, and the average game be on the order of 500M-1B. In the B and lower divisions, top scores will probably be about 700M.

9. Strategy Summary

The Lauren Bell mode is by far the most lucrative mode. Just keep shooting the orbits for 30 seconds, and you will wind up with 600+M plus extra balls and specials (or even more points in tournament mode).

Winning poker hands can be worth a lot of points, especially once you have a significant winning streak. Try to score perfect, because this triples your score value. As an example, suppose winning streak is 10, you raise, and you complete the bank perfect. That is worth 300M!

Shoot start mode on ball one, as this immediately wins you 5 poker chips, gives you an initial winning streak of 5, scores 40M, and starts a mode.

Professional and Amateur Pinball Association's Guide to

Bally's The Shadow

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet is based on *Rules for The Shadow*, by Cameron Silver <s924105@yallara.cs.rmit.edu.au>, available in the *rec.games.pinball* archive, and updated by Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5.

1. Playfield Description

Inlanes/Outlanes: A letter in the word "KHAN" appears at the top of each lane. Light all letters in KHAN to increase the bonus multiplier and light Khan Multiball at the side saucer if it is not already lit. Use the flippers to rotate the unlit letters.

Mongol Targets: Around the playfield are 6 targets, each for a letter in MONGOL. The single yellow stand-up target also spots letters in Mongol. Hit it once to spot a letter the first time. An extra hit is necessary for each time Mongol has been completed. A white inlay next to this target flashes when it's ready to spot a letter. Spelling Mongol starts a hurry up. 30M counts down, and can be collected from either the left or right orbit.

Left/Right Orbits: Orbits are Arrow Shots, Jackpot Shots, Hurry Up Shots. The left orbit feeds the upper right flipper. Each orbit scores 1M; consecutive orbits are worth 2M, 4M, 8M, 16M, 32M (32M is maximum). Every fourth orbit also awards the following: 4) China Town, 5M; 8) Cobalt Club, 10M; 12) Hotel Monolith, 15M; 16) Cranston Manor, 20M; 20) Mari-Tech, 25M; 20+) Super Loops, 20M per loop. Number of orbits is cumulative throughout the game.

Left/Right Ramps: Each ramp splits into two with player controlled diverters. The diverters are controlled with the blue buttons, which are located next to the red flipper buttons. The left blue button controls the left ramp diverter, and the right blue button controls the right ramp diverter. The ramps are also Arrow Shots and Jackpot Shots.

Shadow Loop: A small orbit that can only be hit from the upper flipper. It joins the left orbit to feed the upper flipper. It scores 2M+2M until you miss. It also scores other awards for number of consecutive loops: Two loops lights extra ball; four loops scores Shadow Bonus (note, number of loops required can vary).

Secret Passage: A slow shot up any orbit will dribble out the side loop for a Secret Passage bonus, worth 5 million.

Side Saucer: Just below the side loop. This saucer is shot by the upper flipper. It starts Khan Multiball when lit, and scores the Super Jackpot when lit during Shadow Multiball. When not lit during single-ball play, this saucer will start the currently flashing scene (if Start Scene is lit), or start Final Battle (if it is lit). You can also temporarily lock a ball here during multiball to double or triple jackpots.

Battlefield: A drop target blocks a vertical up-kicker (VUK) at the center back of the playfield, which sends the ball to the upper mini-playfield. See Section 3 for details.

Wall/The Sanctum: At center back of the playfield, to the right of the Battlefield entrance, the wall is used to light locks, and The Sanctum is behind it and used to lock balls. See Section 4 for details.

Start Scene: A saucer at the end of a short lane. It can award Who Knows, Extra Ball, start a Scene, and/or start Final Battle. It is also an Arrow Shot.

Who Knows: Mongol targets also light the Start Scene hole for this random award. Possible awards include Lite EB, Lite Khan Multiball, Start Vengeance Mode, Start Mongol Mode, and bonus X.

Skill Shot: Before launching any ball, the display shows two choices. On the left are some points (starts at 10M, and increases by 5M after each successful skill shot), on the right is a non-points award. Choose between the two with the left blue button. The diverter on the left ramp will flip. Shoot the left ramp within 5 seconds of launching the ball to collect it. Possible awards for the successful skill shot are Complete Mongol, Start Vengeance, Light Lock, Light Extra Ball, Bonus X, and Light Khan.

2. Scenes

The modes in this game are called scenes. They do not run concurrently. Most game features, including multiball, can be run during a mode. Totals from each scene are added to the end-of-ball bonus.

The scenes are displayed in the middle of the playfield, lit ones have been played, unlit ones haven't, and the flashing one will be started next. Shoot the ramps to change the currently flashing scene. Divert the ball left to move the flashing scene *up*, divert the ball right to move the flashing scene *down*. *Up* and *down* refer to the way they are listed below.

Shoot Start Scene when lit. Scenes can also be started by the Side Saucer if Khan Multiball is not lit. Shooting Start Scene, (or the Side Saucer if Khan isn't lit) during a scene will award 2M as a Scene Bonus.

The six scenes are as follows:

Punish the Guilty: A 30 second mode where you have to shoot the lit arrows to save Tam. Three arrow shots will be lit (Left Orbit, Side Loop, and Right Orbit). Each shot awards 10 million. Once all three have been hit, shoot Start Scene to collect 30 Million.

Farley Claymore: A 30 second mode where you have to beat up Farley. The display shows the Hit-O-Meter (HOM), which is full at the start of the mode. Every arrow (except the side loop and the Wall) is lit, and each one deducts a bit from the HOM. The mode ends when the timer expires, or the HOM is empty, about 5 or 6 shots. *Note*: If the Battle Field is lit during this mode, shoot it. Every hit on the Battle Field reduces the HOM as well.

Duel of Wills: A video mode. Dodge the falling Phurba's to get points, or the Extra Ball. Point values start at 1M, after a few it becomes 3M, then 5M, etc.

The Beryllium Sphere: You have 30 seconds to defuse a bomb. Each arrow cuts a wire. The first shot is worth 10M, then 12M, 14M etc. You must cut six wires (therefore, make 6 shots) for a 30M bonus.

Escape Under Water Doom: Hurry up that counts down from 30M. The two ramps will be lit, shoot one of them to collect the current value. The other ramp will remain lit, and the value will continue to count down. Shoot the other ramp and a third shot will be lit, while the value continues to count down. It ends when the value runs out.

Discover Hotel Monolith: A two-ball multiball. It continues until less then two balls remain in play. Hit the wall to reveal the hotel (3 hits). The first two hits award 10M, the third hit is worth 20M, and the wall goes down. Hit a ball into the Sanctum to light all arrows. The ball(s) will be unlocked, and each arrow is worth 10M+1M. Get them all for 30M bonus. All arrows relight, and the value returns to 10M+1M. It is not possible to lock balls for Shadow Multiball nor start Khan Multiball during this mode.

3. Battle Field

The object of the mini-playfield is to defeat Khan. To access the mini-playfield, hit the drop target one or more times. Every time you defeat Khan, you must hit the drop target one more time to access the battle-field. Shoot the VUK behind the drop target and the ball will be ejected into the mini- playfield.

Use the flippers to control the bat, so the ball hits it. The first time you must make 30 hits of the targets to find Khan. Once found, knock the drop targets down to break through, and defeat him. This is worth 50M (and depending on game settings may light extra ball). Every time you defeat Khan, the number of hits required to do it again goes up by 10, to a maximum of 100.

Each target on the battle field also has a light in front of it. You get 40M+10M for each time you light all the targets, and you increase the value for defeating Khan by 10M.

Note: if a ball somehow sneaks past the drop target into the VUK, the machine lets you play the mini- playfield immediately.

4. Shadow Multiball

Shoot the wall to light lock. (Lock one is lit at the start of the game in normal settings). When lock is lit, shoot the wall again to lock the ball. On the third lock, three ball multiball begins.

Balls are normally ejected one at a time from the lock to the upper flipper. If there are less then three balls in the lock at the start of multi-ball (because another player released them), the machine auto-plunges them.

The jackpot starts at 20M. Shoot the side loop to collect it. The ball returns to the upper flipper, so multiple jackpots are possible. Also, the wall stays down during this multiball, but is only lowered after all three balls have been ejected from the lock. Shoot the Sanctum to setup an upper-flipper shot for jackpots. Note that balls will not be kicked out of the lock if you are on a 'jackpot roll' (consecutive loops scoring consecutive jackpots).

After 5 jackpots, a 100M super jackpot lights at the Side Saucer. After collecting a super jackpot, 5 more regular jackpots are needed to relight it.

Shoot either the Start Scene or Side Saucer to lock ball for 10 seconds and double the regular jackpot. Lock a ball in both of these places to triple the regular jackpot. Double/Triple jackpots revert to the regular value after one jackpot, or 10 seconds, the ball(s) is/are kicked out too.

The super jackpot can only be doubled by locking a ball in Start Scene the 10 second timer still applies; it cannot be tripled.

Shadow multiball ends when less then 2 balls remain in play.

5. Khan Multiball

Light Khan Multiball at the side saucer by completing KHAN at the inlanes/outlanes. After a few Khan multiballs, the Start Khan Multi-ball light times out. Shoot the saucer when lit to start Khan Multiball.

All jackpot shots, except Super Jackpot, start lit, with a value of 20M each, and the inlanes and outlanes add 100K.

Lock a ball in Start Scene or Side Saucer to double the jackpot value. Lock a ball in both of these places to triple the jackpot value. Double/ Triple jackpots revert to the regular value after one jackpot, or 10 sec-onds, the ball(s) is/are kicked out too.

Once all regular jackpots have been collected, then a Super Jackpot lights on the mini-playfield! One of the drop targets will be lit in turn; you must hit this for the Super Jackpot which is worth 100M. The Super Jackpot can be doubled/tripled in the same way as the regular one.

Khan multiball ends when less then two balls remain in play.

6. Final Battle

On the playfield is a Scarf (near the Side Saucer). It contains four lights that display progress towards the final battle. Each light corre-sponds to accomplishing one of the following goals:

Complete Scenes: Will light when the last scene finishes, or when the ball drains during the last scene.
Conquer Battle Field: Defeat Khan at least once.
Shadow Multiball: Lights when Shadow Multiball finishes.
Khan Multiball: Lights when Khan Multiball finishes.

Light all four to light *Final Battle* at the Start Scene, and side saucer if Khan is not lit.

Final battle is a 5-ball multiball with a 30 second ball saver, and the object is to hit every shot to score 10M each, and a bonus of 1 Billion for completing all of them. The shots that must be hit are the follow-ing: six MONGOL targets, Left orbit, Left ramp (both sides), side loop, all targets on battle field, battle field drop target (spotted if target is broken), yellow target, the wall, right ramp (both sides), and right orbit.

As soon as the last shot is hit, the machine goes dead: no sound, lights or flippers; all remaining balls drain, and the display indicates that you have scored the Billion. After the billion, all five balls are re-launched and all shots re-light for a chance at another billion. Final Battle ends when there are less then two balls left in play.

7. Vengeance

On either side of each ramp diverter is a ring. At the start of a game all rings will flash. When you shoot a ramp, the ring on the same side of the diverter that the ball went, will become solidly lit (each ring is worth 3M). Collected rings are remembered between balls on normal settings. Complete all four rings to start *Vengeance*.

Vengeance is a 30 second mode where each ring is worth 5M+2M. Completing all four awards 50M, and adds 10 seconds to the timer.

If you start Vengeance as part of a combo (i.e.: the combo collects the last ring), you start *Super Vengeance* where each ramp is worth 10M.

If, during Vengeance or Super Vengeance, you get all rings in a row you are awarded 100M. Naturally, all rings must be flashing when you start this combo!

Note that even when you collect 50M, the ramp values continue to escalate; they do not reset when all rings will start flashing again.

8. Miscellaneous

Combos: There are many 3-way to 7-way combos in this game.
End-of-ball Bonus computer as follows: *(Small bonus for every switch closure) x Bonus Multiplier + Bonus from scenes*.
Extra Balls: can be lit the following ways: Skill Shot, Shadow Loops, Defeating Khan on battlefield, Who Knows, and from Duel of Wills (video mode). Collect extra balls by shooting Start Scene.

9. Scoring Level

Grand Champion scores on Shadow typically range between 1.5B and 3B. In tournament mode, it is expected that the top A division player may score about 1B, and the average game be on the order of 200M-300M. In the B and lower divisions, top scores will probably be about 500M.

10. Strategy Summary

This is a very new game that very few people have played, and thus there are no strategies to speak of yet.

Professional and Amateur Pinball Association's Guide to

Premier's Shaq Attaq

Version as of January 22, 1995

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This rule sheet is based on rules provided courtesy Premier Technology, and updated by Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5.

1. Playfield Features

(Note that the notation "score 1x basket points" means to score 1 basket point times the current multiplier, which is advanced by completing the drop targets, and maxes out at 3x).

Upper left spot target: Score 500K. Score 1x basket points and collect basketball event icon if lit or flashing.

Left Up-kicker: Receive tip-off award if in normal ball play. Score 500K, 1x basket points and collect horse head event icon if lit or flashing.

Drop Targets: Score 5K. Each target scores 1x basket points and collect MVP cup event icon if lit or flashing. Completing the bank scores advance multiplier if lit. Once multiplier is 3x, completing all drop targets scores a rebound, lights hidden feature #5, awards 1 game ball, lights rebound in features completed circle, and collect the rebound progressive score value. The sequence goes 5M, 10M, 20M. If MVP event active. Also used in MVP event.

Spinner: Score 5K per spin. Score 1x basket points and collect basketball event icon if lit or flashing. If #1 flashing, light #1 and flash #2. If #3 is flashing, light #3 and flash #4. If super-spinner active, score and advance progressive award. The sequence is 5M, 10M, and 3 basket points. Add a letter to HORSE if horse event active.

Upper right spot target: Score 500K, advance a letter in SHAQUILLE if *spell SHAQUILLE* lit. Score 1x basket points and collect clock event icon if lit or flashing.

Basket Hoop: Score 1M. Collect 20M jackpot or 100M Super jackpot if flashing and light jackpot in the features completed circle. If clock event is active, end the clock event, award 1 game ball, and light the special lamp for 10 seconds at the bottom right spot target. If *alley-oop* flashing, award 8 basket points (or 10 on easy settings, 5 on hard settings) and 1 game ball. Also light alley-oop in features completed circle. Award 2 or 3 baskets if 2 points or 3 points lit solid. In 1-ball play, start multiball flashing or flashing out.

Right Up-kicker: Score 500. If #5 flashing, collect 1 game ball, light game ball in the features completed circle, offer player the chance to trade all game balls for an award (Section 7), and restart the 1-5 game ball sequence. Start Super spinner flashing out if the spinner basketball event icon unlit.

Hole kicker: Score 50K. Score 1x basket points and collect MVP cup event icon if lit or flashing. If free throw is lit, score 1-10 basket points, and if an event is active, light hidden feature #3 and receive 1 game ball.

Right side rollover lane: Score 90. Score 1x basket points and collect MVP cup icon event if lit or flashing. If #2 flashing, Light #2 solid and flash #3. If #4 flashing, light #4 solid and flash #5. If dribble lit, start dribble flashing for 10 seconds.

Center spot target; Score 30K. Score 1x basket points and collect clock event icon if lit or flashing. Start dribble flashing out. If dribble already flashing out, spot a drop target (unless in MVP event) and score the progressive dribble award. The score sequence is 5M, 10M, and 3 basket points.

Lower left Vari-target: This target gives a variable award, depending on how far the metal lever is pushed when the target is hit. Scores 300K, 1M, 3M, or 5M, depending on the depth of hit. Score 1x basket points and collect basketball event icon if lit or flashing. Advance Bonus value if lit. When bonus value reaches 20M, light bonus 20M in the features completed circle. If bonus value 20M, spot a drop target if driven completely back. If break the backboard flashing out and target hit back far enough, receive the progressive break the backboard award. The sequence is 10M, Hurry-up Extra Ball, 10 basket points, and 1 game ball.

Right Ramp: Used to begin flashing events if "begin event" flashing, and to start multiball if flashing. Score 1x basket points and collect clock icon if lit or flashing. If light alley-oop is lit or shooter lane alley-oop is flashing, begin alley-oop flashing out. Score 100M when in Supermode.

Lower left spot target: score 30K. Award an extra ball if lamp flashing. Score 1x basket points and collect horse head event icon if lit or flashing.

Bottom right spot target: Score 30k. Award special if flashing. Score 1x basket points and collect clock icon if lit or flashing.

2. Game Events

The player tries to score the most points and baskets while playing 4 timed qualifying events on the road to the finals event. Each event is qualified at the right ramp by completing all of its associated event icons (horse heads, MVP cups, Basketballs, clocks).

All flashing events begin by shooting the ramp while "begin event" is flashing. Multiple events can be active at the same time (called multimode) with a single ramp shot, or a new event that is qualified while the current events are being played can also be started by shooting the ramp again.

The events are the following:

Horse event: Complete the letters of HORSE by repeated spinner shots within 15 seconds. The first 4 letters score 10 baskets each, and the last letter awards 3 game balls and ends the event.

MVP event: Shoot the center drop target as many times as possible within 15 seconds, scoring extra ball, 50M, 100M, and 300M (and end event) for each successive hit.

Game balls event: shoot the vari-target as many times as possible within 15 seconds. Score 2 game balls for any hit and 3 game balls if the vari-target is driven all the way back.

Shot Clock event: Shoot the basket hoot once within 15 seconds. The first hoop shot awards 1 game ball, starts the bottom right spot target flashing out, and ends the event.

Finals Event: Playing all four of the above events qualifies you for the finals event. Make all the strobing shots (vari-target, spinner, right rollover lane, right ramp, and basket) within 30 seconds. Completing all shots scores the point value chosen when finals was entered, which is normally 100M, but can be higher by trading in game balls if you have 5 or more game balls. For example, trade 5 game balls to play for 300M. When time expires, the board is reset and the event qualification process begins again.

The first time, all event icons are lit simultaneously. After going through the finals event once, only some of the icons are lit at any given time, and the lit ones are rotated by the slingshots.

3. Regular Multiball

Shooting the basket hoop while in 1-ball play (except during finals) to light start-multiball on the right ramp. Shoot the right ramp to start multiball, along with any events that are also flashing. Note that after the first multiball, the start-multiball times out, and you must shoot the basket again to re-qualify it.

Score jackpots by shooting the basket or re-locking all balls on the right ramp. Note that a ball shot to the right ramp will be locked for 10 seconds, then be released again.

After scoring a jackpot, the super jackpot is lit for five seconds. Shoot the basket to collect it. If the super jackpot times out, then the basket scores a jackpot again. Multiple super jackpots can also be scored consecutively, by making baskets within 5 seconds of each other.

On normal settings, each jackpot is worth 20M, and the super jackpot is worth 100M. On tournament settings, the jackpot is worth 10M, and the super jackpot scores 50M.

4. Shaq Attaq Multiball

This is a 3-ball multiball, obtained by filling the features completed circle (shown on the playfield near the free throw hole) and then shooting the ramp. While in Shaq Attaq, all targets score 1x basket points. Shaq Attaq continues until only 1 ball remains on the playfield.

5. Slammin Jammin

Slammin Jammin may be obtained two ways:

Spell SHAQUILLE: complete all letters of SHAQUILLE by hitting the top right spot target (just above the upper right flipper), or by selecting the Advance SHAQUILLE award from the Tip-Off, then shooting Tip-Off, which will give you the choice to play Slammin Jammin.

Trade Game Balls: if you have 10 to 13 game balls, you can trade them in to start Slammin Jammin. (See Section 7 for trading game balls).

Slammin Jammin is a 3-ball multiball where every target adds 5M (or 3M on hard settings, 10M on easy settings) to an end-of-ball bonus. This feature remains active until 2 balls drain. You can still qualify events, but you cannot start them during Slammin Jammin.

6. Other Features

Multimode: Occurs as a result of having 2 or more events active at the same time. The spinner and right side rollover now score an additional 1M for each active event. Multimode level 3 or greater lights the Level 3 lamp in the features completed circle.

Supermode: Enabled when all 4 events, multiball, and Shaq Attaq are all active at the same time. In addition to scoring multimode as previously described, the ramp scores 100M.

Super Spinner: Can only be activated after the spinner basketball icon has been collected. Shooting the spinner, right up-kicker, and either return rollover starts super spinner flashing out. Shooting the spinner now scores the progressive award of 5M, 10M, and 3 basket points.

Break the backboard: The right return rollover starts the vari-target backboard lamp flashing out. A hit on the vari-target scores a progressive sequence of 10M, hurry-up EB, 10 baskets, and finally 1 game ball for each hit for the rest of the game.

Alley-oop: Enabled from the plunger skill shot or by shooting the ramp with a lit light alley-oop lamp. The basket hoop alley-oop lamp begins flashing out. Shooting the hoop scores 8 baskets (5 on hard settings, 10 on easy settings), 1 game ball, and lights alley-oop in the features completed circle.

Plunger Skill shot: Player will sometimes be given a choice between enabling alley-oop or beginning all qualified events. This is indicated by alternating the flashing lamps in the shooter lane while the ball is sitting at the plunger. Shooting the ball will stop the lamp movement and give the appropriate award once the ball reaches the ramp.

Tip-off: A mystery award active during normal 1-ball play and enabled by shooting the left up-kicker. The player is allowed to choose between a point award or some other award. In tournament mode, tip-off always offers the same awards.

7. Game Ball Feature

Various features award game balls. Shooting the sequence 1, 2, 3, and 4 will light #5. Let the ball land in the right up-kicker (between the upper-playfield flippers) to award a game ball, light *game ball* in the features completed circle, and be given an opportunity to trade all game balls collected so far for an award, as follows:

1 - 10M points
2 or 3 - Hurry-up Extra Ball
4 or 5 - Multiball
6 or 7 - Extra Ball
8 or 9 - Shaq Attaq
10 through 13 - Slammin Jammin
14 Double Entire Score (awarded only once per player per game).
15 or more: Score 20M (10M on hard/tournament settings, 30M on easy settings) per game ball.

8. Hidden Features:

5 hidden features are in the game. Discovering them lights a corresponding lamp and scores an end-of game bonus (or end-of-ball on easy settings). The hidden features are as follows:

#1- Playing multimode level 5 or supermode.
#2- Re-lock all balls in ramp during multiball.
#3- Shooting *free throw* during an event.
#4- Tip-off: choose 5,000 twice (or three times hard settings).
#5- Score a drop target rebound.

The bonus is based on total hidden features found, as follows:

1 found - 10M
2 found - 30M
3 found - 100M
4 found - 300M
5 found - 1 Billion

On normal and hard settings, this bonus is collected at the end of the game. On easy settings, it is scored at the end of each ball.

In order to find all five features in one game, go for multimode level 5 immediately, as it becomes much harder to achieve after reaching the finals event for the first time. To do this, avoid shooting the right ramp and avoid the "start event" plunger shot until all four features and multiball are lit at the ramp. The other hidden features can be obtained through normal game play.

9. Scoring Level

Grand Champion scores on Shaq Attaq typically range between 1.5B and 3B. In tournament mode, it is expected that the top A division player may score about 1B, and the average game be on the order of 200M-400M. In the B and lower divisions, top scores will probably be about 500M, with an average score around 200M.

10. Strategy Summary

Slammin Jammin is by far the most lucrative mode in this game. Therefore aim for completing SHAQUILLE, and don't trade in game balls until you have enough to trade in for Slammin Jammin. This is harder done then said, because you may have to say NO to trading in your game balls for multiball or an extra ball, in order to trade them in later for Slammin Jammin.

The MVP event is the most lucrative event, allowing you to score EB plus 450M if you hit the drop target 4 times. The Game Balls event can also be lucrative, because you can collect most of the game balls required to get you Slammin Jammin. The horse event and shot clock event are not really all that worthwhile. Avoid starting both MVP and Game Balls events simultaneously, since you only have time to shoot for one of them, unless you are going for hidden feature #1

Multiball is worthwhile, but not necessarily big points unless you can consistently shoot the basket. Try to start MVP event and multiball together, then shoot the drop target a lot.

Professional and Amateur Pinball Association's Guide to

Williams' Star Trek: The Next Generation

Version as of January 22, 1995

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This rule sheet is based on *Rules for Star Trek: The Next Generation*, by Cameron Silver <cameron@zikzak.apana.org.au>, available in the *rec.games.pinball* archive, and updated by Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5.

1. Playfield Description

Starting from the Left in/out lanes, and going the long way round to the right:

Left Outlane: Has a kickback. Relight the kickback by hitting the flashing yellow target.

Left Inlane: When lit, starts *hurry-up* on the right orbit at 50M, counting down to 10M in 10 seconds. 'Light Hurry Up' is lit by getting to warp factor 6.

Guns: Two Probe Launchers sit above each sling shot. The launchers can swing out to shoot the ball into various shots (aim for whatever is lit) for the launch probe skill shot, battle simulation mode, and at the start of multiball. Use the launch ball trigger to shoot ball from gun.

Left and Right Targets: Three yellow stand-up targets just above each of the left and right slingshots. The flashing target relights the kickback and spots a rollover lane. These targets are also used to increase the Ferengi Jackpot when that multiball is running. There is no direct shot from the flippers to the lowest target, so to hit it you must rely on a bounce off the slingshot.

Spinner/Left Orbit: The left orbit has a spinner, which scores points for each spin. The spinner begins the game worth 1 unit, and increases by 1 unit each time a Time Rift target is hit. Warp Factor 6 also doubles the current unit value. If the spinner is not lit, then scoring is 1K times the current unit value of the spinner. If the spinner is lit (by obtaining warp factor 4), it is worth 100K times the current unit value. The orbit is also used for shooting warp factors (described more below.) A hard shot around the orbit will loop around to the upper right flipper.

Time Rift targets: Two red stand-ups between the Spinner lane and the left ramp. Each target adds 1 unit to the spinner value, and is used during the Time Rift mode.

Delta Quadrant: Left (or side) ramp, which can only be hit by the upper right flipper. The ramp normally diverts balls to a habitrail that crosses the playfield and goes to the right inlane. Undiverted balls go to the Borg ship to be locked, or for 3x Jackpot. Until you've reached Warp factor 9 once in the game, each shot up this ramp scores the next Warp factor.

Command Decision: Small sink hole next to the left ramp. When lit it lets you choose which mode you want to start next; you can even rerun modes that you already played (for a second time, but not a third time). In tournament mode, you cannot rerun modes. This shot also advances rank when lit.

Neutral Zone: This consists of two stand-up targets, with a hole in between. Three lights can point to either target, or the hole. It is used to start one of three rounds. The weird thing about this is that there is no sensor in the actual hole, but rather a stand-up target behind it. To successfully start a mode, a ball must deflect off the target into the hole. If a soft shot lands in the hole without hitting one of the Neutral Zone targets, then the machine treats it as though you hit command decision. There is a green Lock arrow that points to the Neutral Zone in the playfield, but it doesn't seem to ever be used.

Alpha Quadrant: Center ramp, which feeds balls to the left inlane, and is used during some rounds. Subsequent shots (made within 10 seconds of each other) to this ramp and Beta quadrant score 5M+5M to 50M until the 10-second timer is up (the timer is indicated by the flashing yellow *explosive millions* lights, which blink faster and faster until the shot times out.)

Start Mission (center sinkhole): In the center/back of the playfield, used to start a mission (i.e. mode). It is also used to collect the multiball jackpot, extra ball and in several of the modes.

Borg Ship: Sitting above the center ramp, and the Start Mission hole is a full-on model of the Borg ship. The left ramp can feed balls into the ship, but ne warned, they get shot back out in the air towards the flippers.

Rollover Lanes: Three lanes at the top are used to increase bonus multiplier to 2x, 4x, 8x, and 10x. 10x also lights extra ball. Light all three rollover lanes to advance the bonus X. The flippers can be used to rotate the unlit lanes.

Pop Bumpers: Advance the multiball jackpot value, and score 1M a pop when Super Pops are lit (from Warp Factor 3). Balls fall into the pop bumpers from the rollover lanes. Balls exit the pop bumpers either down the middle, or through a passage way that feeds the upper right flipper. Bumpers also rotate the currently flashing mode.

Q target: A solitary stand-up below the left-most bumper. It rotates the flashing mode, and is used during Q's Challenge.

Beta Quadrant: also called the Shuttle Ramp. It is the right ramp, which counts up to features such as Extra Ball, Light Holodeck, and Lite Command Decision. This ramp is also used in several modes. Normally each ramp shot increments the counter by one. However, two *shuttle 2x* stand-up targets on each side of the entrance to the ramp double the counter for about 10 seconds. The targets work independently; if you hit the ramp with one flashing, you get credit for 2 shuttles, and if you hit the ramp with both flashing, you get 4 shuttles.

Right Orbit/Top Sinkhole: This is the Hurry-Up, Holodeck, lock, and light lock shots. There is a drop target and a sink-hole behind it at the top of the orbit. When the target is up the ball will hit it and go into a rollover lane. When the drop target is down, the ball goes into the sinkhole. In 1-ball play, shoot the drop target to light the lock for multiball, which also leaves the target down. Shoot the orbit again to get the ball in the sinkhole to lock the ball.

Right Inlane: Inlane lights left orbit for warp factors. When lit (at warp factor 6) will start Super Spinner for 10M a spin for 10 seconds. The timer resets if the ball goes through the inlane before it times out. In tournament mode, Super Spinner is disabled.

2. Missions

There are seven *missions* (also called *modes*). An eighth *Final Frontier* is started when the others are completed. Every shot has an STTNG emblem (i.e. white arrows) at the entrance that lights when the shot needs to be hit. Start the flashing mode by shooting the center sinkhole. The flashing mode is rotated by the bumpers and the Q target. After completing a mode, it remains lit. Start all modes to light final frontier. You can only start one mode at a time. You can also start modes from the command decision. Totals from each mode are added to your score during the mode (and not as end-of-ball bonus).

Artifacts are collected during each mode and are used for the Final Frontier round. Collecting an artifact scores 50M, and the display will tell you when you have collected one. You can collect each artifact more than once, and you always collect them in the same order. Note that artifacts can also be collected in the shuttle simulation and through warp factors.

The missions are the following:

Time Rift: Timer starts at 20 seconds. You have all shots lit, shoot them for 10M each. The Time Rift targets add 5 seconds to the time and 5M to each shot. The time rift targets can be hit up to three times in the mode to increase the point value to 25M per shot. Each time-rift hit also adds 5 seconds to timer for duration of mode. An artifact may be randomly awarded for one of the shots.

Worm Hole: Timer starts at 20 seconds, payout value starts at 30M. The right ramp adds 10M, the spinner adds 1M per spin, and the side ramp collects the value and an artifact.

Search the Galaxy: Timer starts at 40 seconds, with the center ramp, right ramp, and left lamp lit. Shoot each for 10M and an artifact. Shoot them in order (center, right, left) to light the Neutral zone for 50M and another artifact.

Battle Simulation: This mode lasts 20 seconds, and uses the guns. Shoot the lit shot (neutral zone from right gun, center sinkhole from left gun) to score 10M and move to the next level. If you miss, shoot command decision, neutral zone, center sinkhole, or right orbit to reload gun. Artifact is awarded at level 5, extra ball at level 6. Note: A known design flaw in this game is that shooting the neutral zone hole without hitting one of the targets surrounding it will not register as a successful hit. In tournament play, you must live with this, like it or not.

Q's Challenge: Some shots will be lit; when you hit one shot it will be replaced by another one. The Q target also adds a new shot. Shots score 10M+10M to 100M until all lit shots time-out. Each shot times-out after about 10 seconds if it's not hit. This is the only mode that continues to run during multiball, and in such case shots never time out. Starting multiball while in Q's challenge can be quite lucrative (1B points or more is possible!) Score five shots to collect an artifact.

Rescue: You have 30 seconds to rescue 50 people. Each time a switch closes, another person is added to the shuttle, which also scores 1M points, so the spinner and bumpers are the best places for the ball. Shooting the center or right ramp then rescues that many people (and that many million points). Shooting Start Mission rescues 5 people, regardless of the contents of the shuttles. Completing this mode successfully thus scores you 100M (50M for loading them into shuttle, 50M for rescuing them). The mode ends either when time is up or all 50 people have been rescued. Load at least 25 people into the shuttle to get an artifact.

Asteroid Threat: This is a 2-part mode. In the first part, 20M counts down quickly; shoot the center sinkhole to collect the value. All shots then light for that same value for the second part of the mode. If the countdown value reaches 5M, you automatically start the second part with all shots worth 5M. You have 20 seconds to hit all seven shots. An artifact is awarded for hitting at least three of them.

Final Frontier: This is a 6-ball multiball. Note that the guns are loaded at the start of this round, the machine will kick the balls out itself. The only reason it uses the guns is because it has the balls already stored in the guns. Every major shot (except command decision shot) will be lit and when any of them are hit, you collect a shot value, determined by the number of artifacts collected in the game thus far. Although the command decision shot is lit, it does not score the shot value. At the beginning of final frontier, you get 100M per artifact collected thus far in the game, plus a bonus of 1Billion for every four Artifacts that you have collected (e.g. 8 artifacts = 2B, 12 artifacts = 3B). The shot value is then set to 25M * number of Artifacts (to a maximum of 250M per shot). (Note: Older ROMs are slightly different. Maximum is 100M per shot, and if you have 4 or more artifacts, you get 1B; you cannot get 2B for 8 artifacts).

3. Plunger Choices

While waiting for the player to launch the ball, the display shows 5 choices which light up alternatively. Launch the ball when the one you want is lit. You can speed this up with the flipper buttons. Plunger choices are:

Start Mission: Will start the currently flashing mission.

Flipper Skill Shot: The ball gets launched into the top sink-hole, and the display tells you what award you are shooting for. The ball is fed to the left flipper. Shoot the right ramp to collect the award. Possible awards are extra ball, light extra ball, special, 10M, hold multipliers, double spinner, advance rank, warp factor x.

Launch Probe: The ball goes into the sink-hole and a launcher is loaded. A shot will be lit (ramp/sink-hole etc.) and if you get the shot, you are told your award. Note: When the right ramp is lit, you only need to trigger the gate at the entrance. If the left orbit is lit, you only need to trigger the spinner.

Light Lock: Lights lock and locks the ball. You can only use this twice, the third time it is replaced by Light Holodeck. In tournament mode, this choice is instead what you would have gotten from the flipper skill shot, such as hold multipliers, double spinner, or advance rank.

Warp factor 4: Starts you off at Warp factor 4. See the section on warp factors for more detail. If you have already been at warp 9, this will be *Warp Factor 2*.

4. Warp Factors

Every ball starts at Warp 1 (unless you start at another Warp because of a plunger choice or flipper skill shot). The right inlane will light the spinner to increase the warp factor. A shot to the spinner will also light it for advance warp. (Note: Warps are only advanced if the ball goes all the way around to the upper right flipper. If the ball dribbles into the rolloever lanes, you will not be credited.) The left ramp will always increase warp value unless you have been to warp 9. Each factor has it's own award:

factor 2: Awards 5M, and adds 1 unit to spinner value.

factor 3: Sets jets at 1M per hit for the rest of the ball, and increases the spinner value by 1 unit.

factor 4: 'Spinner' is lit, value becomes 100K times the unit value of the spinner.

factor 5: Bonus held is lit. Spinner value remains the same.

factor 6: Return lanes lit. Spinner value remains the same.

factor 7: Double spinner. Doubles the unit value of the spinner.

factor 8: Extra ball is lit. If already collected once or if extra balls are disabled, then an artifact is awarded (and 50M scored).

factor 9: Start Factor 9 mode. Each shot to the spinner or left ramp increases the warp factor by .1. (You can always use the left ramp during factor 9 mode.) Each .1 factor is worth 20M+5M (thus warp factor 9.9 is worth 60M). You have 10 seconds to make each shot, and the timer resets after each successful shot.

Once you have finished Factor 9 mode, you return to warp factor 1, but in your end-of-ball bonus it counts as warp factor 10+. You can also no longer use the left ramp to collect warp factors, except in factor 9 mode.

5. Neutral Zone

Hit the Neutral Zone (NZ) three times to light it [Note: The ball doesn't have to fall into the hole to register a hit. Just as long as one of the three targets are hit]. Once this is done, all three lights will flash. Shoot the NZ (the hole) again, and one of three modes will start:

Ferengi: The right gun will be loaded shoot the NZ targets to start 3 ball multiball (otherwise 2-ball multiball starts). Any shot to the NZ within first 10 seconds of mode will add another ball to a maximum of 4 balls. The jackpot (Start Mission hole) is 10M* balls in play, and any of the yellow stand-up targets (on the left) add 2M to the next jackpot only. Ends when less than 2 balls remain.

Romulan: Three shots will be lit, and they correspond to the three Romulan ships on the display. When a shot is hit, the ship on the display cloaks (disappears), and is replaced by a timer. If the timer expires then the shot relights. The mode ends if you can cloak all ships simultaneously. You get 10M for each successful shot, and a 30M bonus for hitting all three.

Cardassian: This is a 2 ball multiball. The jackpot is the Neutral Zone starts at 50M, however the Enterprise is being shot at. The lower the shields, the lower the jackpot, right down to 5M when the shields are 0%. Shoot the spinner to increase shield strength (and thus, the jackpot value).

6. Holodeck

The holodeck is a video mode, which is lit by shuttles (i.e. right ramp): first at 3 then every 6 after that, or it can be lit by a plunger choice. The holodeck is not stackable; so if it is already lit, and you light it again, you lose one.

Once lit, a shot into the sink-hole via the right orbit will let you choose 25M or Shuttle Simulation. (*Hidden feature*: As a third choice, hold the plunger trigger in, and hit the right flipper button to play poker with Riker!)

The Shuttle Simulation is a video mode that always uses the same pattern. So once you learn the pattern, you can always get an easy 200M plus an artifact, and sometimes even an extra ball. Because of this, it is wise to always choose the shuttle simulation over the 25M.

The object is to get to the 9th cavern to collect an artifact, while collecting bonus points along the way. You start in the first cavern, at the end of each cavern it splits into two, and you must go right or left; if you go straight you crash and the mode is over. When going through caverns, mines appear; if you hit one, the video mode is over. In the center lane of many caverns are 10M awards, an artifact in the 9th cavern, and possibly an Extra Ball in the 6th cavern. You want to collect these artifacts while avoiding the mines and not crashing at the end of the cavern.

Note that the extra ball will never be awarded if you have already collected an extra ball in that game. Otherwise, it may be awarded depending on the how often it has been given in previous games.

Successfully traversing a cavern is only worth 1M points, so it is definitely the awards you get that are worth the points, and not how far you get. Only some caverns have the 10M points, so you want to go through these caverns. One popular pattern is L-L-R-R-L-L-R-R-L-L- (L= Left, R= Right). Other patterns do exist too.

7. Multiball

Modes stop during Multiball (except for Q-s challenge), but continue again after.

The Lock is lit by shooting the right orbit. Balls are locked by shooting the right orbit again after the lock is lit. Also, lighting the lock by hitting the drop target will also light the side ramp to lock the ball. However, the side ramp can only be used to lock the first or second ball, and cannot lock more than one ball per multiball. Multiball starts when you lock the third ball via the right orbit/sink-hole.

The jackpot is collected from Start Mission hole. Jackpot value starts at 20M at the beginning of the game and the pop bumpers increase it. The jackpot value continues to increase for the entire game and is never reset, so by the end of the game it is possible to have jackpot values in the 100M-300M range.

When multiball starts, the left gun is be loaded, and start mission hole will be lit for jackpot. If you shoot the jackpot from the gun, the value of the jackpot will be increased by 10M, then it will be awarded to you, and the gun will be reloaded for double jackpot. The same goes for triple. After triple, or if you miss, you start three ball play. During multiball play, first start mission shot awards regular jackpot, the second shot awards double, and the third shot awards triple. After getting the triple jackpot, the next jackpot is again the single jackpot. The jackpot remains lit for as long as your shields are up. The shields are the bright greenish-blue lights in the middle of the playfield. As multiball progresses, the borg ship gets hit and your shields go down. Shoot the left spinner to increase your shield strength. The shields do not affect the value of the jackpot, only whether or not it is lit.

The side ramp always scores a triple jackpot, regardless of whether or not the shields are lit.

8. Ranks

Completing the bonus Multiplier lanes lights Advance Rank at Command Decision. The ranks and corresponding values are the following:

Ensign:	5M
Lieutenant	10M
Lieutenant Commander	15M
Commander	20M
Captain.	25M

If you are captain, and shoot Command Decision (when lit for Advance Rank) you will get 100M immediately, not as end-of-ball bonus. The other values listed above are awarded during the bonus count, and the value is multiplied by the bonus multiplier. Your rank is maintained from ball to ball.

9. Miscellaneous

Flipper bonus: At anytime during play if you hear Data say, "Had you propelled the ball along the proper trajectory, you would have been rewarded"; press both flippers and Picard will interrupt with "Thank you Mr. Data", and you will be awarded 10M. This happens when a mode ends or your ball drains without collecting any points for that mode.

End-of Ball Bonus: 1M per mission plus 1M per warp factor plus Rank Value, all times bonus multiplier.

Multipliers: Completing the three lanes above the bumpers increases the multiplier, and lights Advance Rank. Multiplier goes 2x, 4x, 8x, 10x with extra ball lit. After 10x, you get an increasing 10M each time you complete the three lanes. The bonus multiplier can also be increased by hitting the lit light kickback target, which spots a rollover lane.

EB Buy-In: A bought extra ball will give you Command Decision before launching; that is you get to choose which Mission to start. The normal skill shot doesn't happen. Buy-Ins can be set from Off, to 1, 2 or 3 - the default is for maximum 3 buy-ins. Obviously no buy-ins in tournament play.

10. Scoring Level

Grand Champion scores on STTNG typically range between 10B and 25B. In tournament mode, it is expected that the top A division player may score about 3B to 4B, and the average game be on the order of 700M-1B. In the B and lower divisions, top scores will probably be about 1B. Expect to see the hardest settings for this game at PAPA-5, in order to balance the scoring with other games.

11. Strategy Summary

There are several possible strategies for STTNG, all of which can be worth lots of points:

- *Multiball*: It is not too hard to start it, and so you can have many multiballs in one game. Since jackpots continue to rise throughout the game, it is possible to raise the jackpot value to 100M-300M, which gives you 300M-900M for each triple jackpot!
- *Modes*: The modes themselves give you some points, but not necessarily big points. However, achieving final frontier can be very lucrative, especially if you have lots of artifacts. Therefore one strategy is to go for modes, and try to collect as many artifacts as you can along the way. If you have collected an artifact in a mode, then don't worry too much about the rest of the mode.
- *Holodeck*: Learn the pattern! It's worth an easy 200M plus an artifact. Shoot the right ramp whenever you see the Shuttle 2x lights on and holodeck is not lit to relight it.
- *Q's Challenge and Multiball*: Try to start Q's challenge when 2 balls are locked, then lock the 3rd ball. Just play multiball normally and you'll get lots of freebie points because Q's is running.

Professional and Amateur Pinball Association's Guide to

Premier's Street Fighter II: Championship Edition

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet is based on Stewart's Guide to Street Fighter II, written by Dave Stewart <dstewart@eng.umd.edu> available in the *rec-.games.pinball* archive, and updated for distribution at PAPA-5.

1. The Shots

Most shots correspond to one or two of the opponents that must be defeated through the course of the game. There are only 8 shots for 12 opponents, as the lower right sink hole and the spiral each have two opponents, and the left and right ramps can be raised and lowered, with one opponent for each ramp position. If the opponent is lit then you defeat that opponent; refer to Section 2 for a description of what happens when you defeat an opponent. The following items only explain what each shot does if the opponent is not lit.

E.Honda: Lower Left sink hole. When the opponent is not lit, this hole spots a letter in TORPEDO. Completing TORPEDO starts TORPEDO Multiball.

M.Bison and Balrog: Lower Right sink hole. This hole has two opponents. When neither of the opponents are lit, then the hole spots one letter in TORPEDO until the first TORPEDO multiball is achieved, and scores 1M+1M to 10M until end-of-ball.

Blanka: Left lane, just past top flipper: When the opponent is not lit, it advances the Car Crunch value. You need 3 hits to get the Car Crunch the first time, more hits on subsequent times.

Zangief: Left ramp. The left ramp can be raised, in which case refer to the "left underpass" described below. When the opponent is not lit, and the ramp is in the lowered position, this shot scores 3M. Shooting an unlit Zangief raises the ramp for a shot at an unlit Sagat.

Sagat: Left underpass. This shot is only active when the left ramp is raised. When the opponent is not lit, this shot is worth 4M, and kicks 1 barrel. Kick 4 barrels to start Multiball.

Dhalsim: Left sinkhole, just to right of left ramp. When the opponent is not lit, then this shot scores the flame, which is 2M.

Guile: Vertical loopback. This shot loops the ball up vertically onto a habitrail which drops the ball into the right inlane. When this opponent is not lit, it spots a letter in GUILE. Spelling GUILE the first time gives and extra ball (or 50M if extra-balls are disabled), and scores 50M for each subsequent completion of GUILE.

Ken and *Ryu: Spiral in upper right corner*: This shot has two opponents. It is designed to be hit from the upper left flipper. Although both opponents light up together, each shot when it is lit scores only one of the two opponents. When not lit, each shot scores 1M+1M to 6M until end-of-game per loop. A good shot might give you 3 or 4 loops, but usually you'll only get 1 or 2 loops.

Chun Li: Right ramp. Like the left ramp, this shot is only active when the ramp is in the lower position. A shot up this ramp sends the ball to a raised playfield, which has a single flipper that is rotating at constant speed (you have no control of this flipper). If the flipper does not hit the ball, then your ball goes straight to a habitrail on the left, which drops the ball into the left inlane, and you score either Chun Li when it is lit, or 5M+5M to 25M until end-of-ball if not lit. Note that after you get an unlit Chun-li, you have one shot from the left flipper to get the next ramp. If you hit any other switch, the ramp raises, and gives you a shot at an unlit Vega. If the rotating flipper does hit the ball, then it either sends it back down the ramp, or onto the right habitrail, which drops the ball into the right inlane. In this case, you get no points.

Vega: Right underpass. This shot is only active when the right ramp is raised. When the opponent is not lit, this shot scores a random award. Some of the possibilities include points (5-25M), light extra ball, start regular multiball, and spot one or more letters in GUILE, TORPEDO, or FIGHTER. In tournament play, this shot always gives the same number of points. If you hit the unlit *Vega* when the DOUBLE light is on, then it gives you TWO separate random awards. The ramp can be raised for a random unlit vega award in two ways: 1) Hit an unlit Chun-Li, or 2) have the ball land into the Vega eject hold by a deflection off the Bumper

The remaining shots do not have any opponents associated with them.

Skill Shot, step 1, the timed plunger shot: The dot matrix display, accompanied by Chun Li's voice, says "Ready, Set, Shoot". After it says shoot, you let go of the plunger, which sends the ball up a habitrail, then gives you a bull's-eye animation. If you timed the shot just right, you get the bull's-eye, and you set the initial bracelet to 20M. If you are off, the initial value is 5M, 10M, or 15M, depending on how close you are. To score any skill shot points, you must get the skill shot step 2. If Blanka is lit, then you also defeat Blanka just by launching the ball.

Skill Shot, step 2, hitting the Bracelet. The bracelet is a target just above the entrance of Ken&Ryu. It is a plastic target with a metal pin in the center. Hit this target from the upper left flipper to collect the bracelet value. If you hit the center pin of the target, you get double the points. If you miss, then the bracelet becomes a "Hurry Up" target, counting down from the original value to 0.

Extra Ball (EB) target: this target is near the back center of the playfield. The EB target is the white one, which is between two red targets. Hitting this target while the purple light is flashing awards an extra ball. There are various ways to light this target, but the target only stays lit for about 10 seconds. Note that you must hit the white center target, and not the side red targets to get the EB.

Green Targets: In back of the EB target, there is a single pop bumper, and three plastic targets, which are called the "Green Targets" because of the green lights in front of them on the playfield. By hitting all three targets twice each (first hit makes it flash; second hit makes it solid), you light the EB target for 10 seconds. You can light the EB many times in a game in this way. These targets don't have much use if extra balls are disabled.

Fighter Targets: These are two targets just to the left of the right ramp, facing sideways. Every time you complete both targets, you spot a letter in FIGHTER, which is shown by red LED's to the left of the plunger. Spelling FIGHTER lights special, which is flipper selectable among the inlanes and outlanes.

Other things to know about the playfield:

Double Light: Every shot has a red 'double' light on it. The slingshots and pop-bumpers rotate the lit double light among the unlit opponents. Shooting this unlit opponent with double lit doubles the value of the shot, as follows: E.Honda and Balrog spot 2 letters in TORPEDO instead of 1, Guile spots 2 letters in GUILE, Sagat kicks 2 barrels, Zangief scores 6M (although the display still only shows 3M), Vega gives you 2 random awards.

Ball Saver: if you drain within the first 5 or so seconds of play and before you defeat any opponent, the game gives you the ball back, and says "Shoot Again" as though you had an extra ball. You do not get to do the skill shot again, but the bracelet does remain lit and counting down from your previous skill shot.

2. Game Play

The object of the game is to defeat each of the 12 opponents. You defeat an opponent by making the appropriate shot when the white light with the opponent's name is on. In normal settings before the first Champion Challenge, there are always 3 opponents lit at a time, starting with E.Honda, M.Bison, and Sagat. Every time you defeat an opponent, you get a choice of prizes, which is selectable by the flippers.

The choices are the following:

opponent defeated	left flipper selects:	right flipper selects:
1st	5M	Car Crunch
2nd	5M	Multiball
3rd	5M	Roaming Ninjas
4th	10M	Multiball
5th	Hurry Up EB/10M	Count Up
6th	Add 3 to TORPEDO	Multiball
7th	10M	1-2 Punch
8th	Add 2 to GUILE	Multiball
9th	10M	Double Score round
10th	Complete FIGHTER	Multiball
11th	no prize; display message only	
12th	Champion Challenge	

The points are obvious, but for the big points always select the choice that is not points, and when available, always select Multiball. If you don't select any within 5 seconds, the game picks one for you, which is always the left flipper choice.

Each of the above choices are described in detail below.

Car Crunch: The car crunch is a mini-playfield under the main playfield, which has a single full-sized flipper, a ball, and a car which crunches up as you hit it. Hit the car to crunch it. Score 1M per hit (takes 2 to 5 hits) and a bonus for completing the crunch. The bonus for the first round is 5M (3M on tournament settings), 10M for second round, and 30M for subsequent rounds. You must complete a round to move to the next. Car crunch can also be obtained by making several shots to the unlit Blanka.

Roaming Ninjas: During the roaming ninjas round, the 8 shots (with ramps in raised position) are randomly lit, 2 shots at a time (one on the left half of the playfield, and the other on the right half), for 5 seconds each pair. During this round, aim for any lit shots. The first lit shot scores 5M, the second scores 20M, the third 50M, and the fourth 100M. When you get a lit shot, that shot still stays lit for the remainder of its 5 seconds, so it is possible to get the same shot twice.

Hurry Up EB: The extra ball (EB) target lights up for about 10-15 seconds. If EB's are disabled, or you already collected one in this manner, your choice is 10M, not the Hurry Up EB.

Count-up: In this round, the lower right hole (M.Bison) lights up, with the inverse of a "Hurry-Up" feature. The value of the hole starts at 3M and increases by 100K up to 10M, pauses for one second, then increments quickly by 1M to 48M. No grace period. A strategy in this mode is to trap the ball on the left flipper, and wait for the pause at 10M. When the game starts counting up again, shoot the right sinkhole. This will earn you between 30 and 48M, depending on the exact instant that you hit the hole.

1-2 Punch: For the 1-2 punch you must complete Blanka then Ken&Ryu in that order, within about 20 seconds. The first time you get the 1-2 punch, you get an Extra Ball for completing the two shots. On subsequent times, or if the EB is disabled, then you get 25M for Blanka, then 50M for Ken&Ryu.

Double Score: In this round, you must hit the four lit shots within 20 seconds to double your score. The 1st, 2nd, and 3rd shots score 5M, 10M, and 15M respectively. 4th shot doubles your score. At least one of Guile and Ken&Ryu, the two most difficult shots in the game, will be lit.

Champion Challenge: After defeating the 12th opponent, you begin the Champion Challenge. All 8 shots are strobing simultaneously. As you defeat an opponent, score 5M for that shot and the shot goes out. Shooting the lower right hole once defeats both M.Bison and Balrog; shooting the spiral once defeats both Ken and Ryu. Shooting Zangdief raises the ramp and exposes Sagat. Shooting Chun-Li raises the ramp and exposes Vega. Therefore to defeat 12 opponents, you need 10 shots. Make all 10 shots to score 500M plus special, and enter your initials as the new master. If you lose the ball before completing the challenge, you don't get any points.

After Champion Challenge, you start over having to defeat the first opponent, and you get the same choices for each opponent defeated. The second time around, though, only two opponents are lit at a time, and not three as the first time around.

3. Multiball

For every second opponent defeated (excluding 12th opponent) one of your choices is to start multiball (which is usually the recommended choice!). You can also get multiball by kicking all barrels via an unlit Sagat or as a random award via unlit Vega. During multiball, shoot a flashing opponent to score a jackpot. There are 8 possible jackpots, one for each shot (the ramps are always in the raised position during multiball, so you always shoot the underpass). Two jackpot shots are flashing at a time. When you hit a jackpot, that shot stays lit (but not flashing) and another one lights up, so that you always have two shots to shoot for, except for when you only have the last jackpot left.

The jackpot values are worth 5M, 10M, 15M, 20M, 25M, 30M, and 35M for the first seven jackpots respectively. The eighth jackpot (or Super Jackpot) is worth 300M. In normal settings, once you get the super jackpot during multiball, you can keep shooting it for 300M per shot, until you lose that Multiball. In tournament settings, after you hit the super jackpot once, you must restart with the first 5M jackpot.

You do not have to get all jackpots in the same multiball, as the jackpots already obtained and the jackpot value are carried from multiball to multiball. If you start a multiball when the Blanka jackpot is lit, you will get that jackpot automatically, as the plunger shot deposits the ball into the Blanka eject hole.

4. Torpedo Multiball

The torpedo multiball is a 3-ball Frenzy Multiball, where every switch is worth 3M. You get the TORPEDO Multiball by completing the word TORPEDO. One letter is spotted in TORPEDO each time you hit E.Honda when not lit or M.Bison when not lit and before the first TORPEDO Multiball; two letters if the 'double' light is on when you hit E.Honda or M.Bison, or 3 letters if you select "add 3 to TORPEDO" after defeating the 6th opponent.

When there is only one letter remaining in TORPEDO to start the Multiball, the E.Honda hole will be flashing to start TORPEDO multiball, and the M.Bison hole also if it is the first time. You can also get TORPEDO multiball by hitting E.Honda or M.Bison when the "double" light is on and only 2 letters remaining, or by adding 3 letters after defeating the 6th opponent.

The TORPEDO multiball score is the only End-of-ball bonus in the game. So once you get this, DON'T TILT!

5. Scoring Level

Grand Champion scores on SF2 are typically between 1.5B and 3B. In tournament mode at PAPA-4, the top A division score was 1.5B, and the average game about 400M. In the B division, top score was 550M, and average score around 150M.

6. Strategy Summary

Here are some basic strategies for tournament play on SF2:

- Aim for defeating the next opponent. Always pick right choice, except for 5th opponent, select left choice.
- In non-tournament mode, save an easy jackpot for the end, since you can collect the 300M jackpot more than one time, and it is always lit at the same place.
- In tournament mode, shoot the easier jackpot first.

Professional and Amateur Pinball Association's Guide to

Sega/Data East's The Who's Tommy

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet has been derived from *Stewart's Guide to The Who's Tommy*, by Dave Stewart <dstewart@eng.umd.edu>, available in the *rec.games.pinball* archive, and updated for distribution at PAPA-5.

1. Playfield Layout

In this section, the layout is described with the terminology used for the rest of the rules sheet. See Section 2 for details on the Union Jack (UJ) features. Going from left to right:

Inlanes: Lights spinner for double-value. Also, if there is no UJ feature currently running and the UJ hole is not lit, then it will light it for about 2 seconds unless you have already been through *Pinball Wizard* UJ.

Bank-targets: Three plastic targets, with triangular lights pointing to them, just above the slingshots on either side. Hitting a target lights it. Lighting all 3 on one bank increases the spinner on that side value by 25K a spin, and scores 5M, 10M, 15M, then 20M for all subsequent completions of either bank for remainder of ball. The unlit left scoop spots a left side target. A captive ball hit spots a letter on the right-hand bank. These targets are also used in the *Christmas* and *Fiddle About* UJ features.

Left scoop: When the UJ flag at the right scoop is lit, it starts the flashing UJ. UJ's can be started from this scoop only until *Pinball Wizard* has been reached. Tommy Multiball can also be started here (see Section 3). This scoop is also used in the *acid queen* UJ.

Left and Right spinners/orbits: Each spin scores the current spinner value, which begins as 25K a spin, and increases each time the left bank targets are completed, to a maximum value of 1M. The value is doubled (thus max 2M per spin) if the ball just went through the right inlane. At the top of the lane is a switch, which is the 'orbit' switch. This switch relights the UJ. Normally the ball loops around the orbit feeding the right flipper quite fast, but not too fast, so it is possible to make these loops, which are worth 1M, 2M, 3M, 4M. After the 4th loop, all loops are worth 5M for the rest of the game. Note that to score these loop values does not have to be continuous loops. There is also an orbit diverter, which is active at various times in the game to send the ball into the pop bumpers, instead of orbiting all around.

Left ramp: This ramp is quite easy to hit from the right flipper. It is used to count down the *captain walker* mode, to collect the single jackpot(s) during Tommy Multiball, and during the *Sally Simpson* UJ feature and *Captain Walker* (non-UJ) mode.

Silver ball targets: these are 3 white targets with the picture of a pinball on the playfield. Two of them are on either side of the left ramp, while one of them is just above the right ramp. Hitting each one twice lights the silver ball for 20M. Initially the lights for these targets are off. After one hit, they are flashing. After two hits they are solid. These targets are also used during the *Silver Ball* and *Cousin Kevin* UJs.

Genius lane: Easiest way to feed the upper left flipper. Each hit (while not in Multiball) awards the next letter in the following words: OK, WOW, GOOD, SUPER, and GENIUS. Collecting each word awards the point value of 5M, 10M, 15M, 20M, and 25M respectively, and 25M for each subsequent spelling of GENIUS. The first completion of GENIUS lights special at the outlanes. There is sometimes an extra ball awarded for completing one of these, instead of the points. This lane is also used to collect Extra Balls, collect Mystery, and is used in the *Acid Queen* UJ.

Silver ball: This ball scores 20M when flashing. When not flashing, it spots one hit on one of the silver ball targets. It is also used in the *Silver Ball* UJ. Hitting this target also rotates the flashing UJ.

Pop bumpers: The pop bumpers rotate the flashing UJ and are used in the *There's a Doctor* UJ. Pop bumpers start off at 100K per hit, and increase by 100K for every 10 hits to a maximum of 1M per pop. This resets on each ball. The *Super Pops* mystery award sets the value immediately to its maximum of 1M.

Parachute: A very wide hole at the top-right of the playfield, which is for the skill shot. The ball often lands in here during normal play (especially during multiball) in which case the value of the next skill shot is increased by 5M. See Section 5 for details of skill shot.

Tommy mirror: This is a mirror which can be hit from the upper left flipper. Each hit spots a letter in T-O-M-M-Y. Completing TOMMY lowers the mirror, and exposes the Tommy Hole to start multiball. The mirror is also used in *Smash the Mirror* UJ.

Tommy hole: this is a hole behind the mirror. In 1-ball play, this is only exposed when Tommy multiball is lit; shoot it to start multiball. During Tommy multiball it is also a mini-jackpot which is lit after collecting 3 jackpots, and must be hit five times to light the super jackpot. Any ball in this hole is fed to the right flipper.

Right ramp: The side ramp. During normal play, it counts down to the Mystery feature, which becomes lit at the GENIUS lane. To light the Mystery feature, you need 2 ramp shots the first time, 3 the second time, etc. During Tommy multiball, the double jackpot and double super jackpot can be collected on this ramp. The ramp is also used in the *Sally Simpson* UJ.

More-time target: This is a single plastic target below the right ramp, which when hit resets the timer in most timed modes. Resetting the time can only be done once per mode. If multiple modes are running concurrently, it resets the timer for the most recent mode only.

Right scoop: This scoop awards the flashing UJ when lit. The scoop is also used in the *Acid Queen* UJ.

Captive Ball: The captive ball advances the end-of-ball bonus multiplier by 1x for each hit, to a maximum of 7x, and spots a right-bank target. After 7x, you get 10M a shot. It is also used during the *Holiday Camp* UJ.

Blinders: The blinders are a fan which come out and cover the flippers, up to about two inches above the flippers. The idea with the blinders is that you are playing blind, just like Tommy. The blinders are used during the *Tommy Scoring* and *Pinball Wizard* UJ features, as well as after collecting a super jackpot. You can also start a game such that the blinders are active for the entire game by holding the EB-buy-in button when you press the Start button.

2. Union-Jack

The modes in this game are called Union-Jack (UJ) features. The UJ is bright blue and red on the playfield. The game always starts with Christmas UJ flashing; the flashing UJ is rotated by the pop bumpers and the silver ball.

To start the flashing UJ, shoot either the left or right scoop when lit. After collecting a UJ, you must shoot one of the orbits to relight it. You can normally relight the UJ during another mode; the only exceptions are if you have a multiball mode going, in which case starting other modes is disabled, and you can't relight the UJ either. If there is no UJ running, and the scoops are not lit, then either inlane will light the scoops for about 2 seconds. The UJ is automatically lit at the beginning of each ball.

Following are the 12 UJs. Collecting all 12 lights the Pinball Wizard UJ. They are listed in the order that they rotate when the pop bumpers or silver ball are hit. Note that if ball time on the last few games is low, then at the start of the 2nd or 3rd ball the lit UJ may change such that the next UJ is *Light EB*.

Christmas: A 20-second round, during which all playfield switches score 300K. Hitting any 3-bank target increases this value by 100K. The roving flashing target on the 3-banks adds 5M to the Christmas total. The orbit diverter is active during this round, and the *more-time* target resets the timer.

Cousin Kevin: A 20-second round, during which the three ramp targets are flashing. The first time each ramp target is hit, it becomes lit and an additional ball is launched into play (thus you can get a maximum of 4 balls in play). When the timer has expired, play continues until fewer than two balls remain in play. The ramp targets are worth 5M throughout this round. No other rounds can be started during Cousin Kevin. The *more-time* target resets the timer. If multiball is lit, then it becomes unlit until this feature ends. No other modes can run when this mode is running.

Holiday Camp: This is a round during which the captive ball is initially worth 1M, counting up to 20M. The value may be collected repeatedly. The round expires after the value reaches 20M.

Lite Extra Ball: Lights an Extra Ball at the Genius Lane..

Silver Ball: A 20-second round, during which the Silver ball is initially worth 10M, and the ramp targets score 5M. Collecting the Silver ball value increments all of these values by 5M. Values may be collected repeatedly. The *more-time* target resets the timer.

Captain Walker: This is a video mode, during which the flipper buttons steer your bomber on-screen. The left button moves up, the right button moves down. Hit anything (bombs, planes, and buildings) Firing is automatic. Maximum value for this mode is 19M.

Smash The Mirror: A two-ball Multiball, during which the raised Mirror is lit for Jackpots of 5M, 10M, 15M, 20M, and 25M, after which the Mirror lowers and the Tommy hole is lit for 50M, after which the sequence repeats. The mode ends whenever at least one ball drains. No other modes nor multiball can be started during this mode.

Fiddle About: A 20-second round, where the bank targets are all lit for an initial value of 5M. Hitting any target increases its value by 1M, to a maximum of 10M per target.

Acid Queen: The right scoop, left scoop, and GENIUS lane are lit for an initial value of 25M, counting down to 10M. Collecting any one of these shots adds 10M to the running value for the remaining two shots. Collecting another shot adds 10M to the remaining value. The round ends after a shot has counted down to 10M or all three shots have been made. The *more-time* target does not apply.

There's A Doctor: A 20-second round where you start with 5M; the pop bumpers and sling shots are lit for 1M per hit. After 20 hits, 25M bonus is awarded (for a total of 50M in the round) and the round ends. The *more-time* target resets the timer.

Tommy Scoring: A 3-ball Multiball, during which the blinder is active and all playfield switches score 500K. The round ends when only one ball remains in play. No other rounds can be started during Tommy Scoring. If you lose all balls while the blinders are still on, then the ball saver kicks in and you get the last ball back. No other modes nor multiball can be started during this mode.

Sally Simpson: A 20-second round, during which the ramps are lit for an initial value of 5M. Hitting the left ramp increases the subsequent value by 2M. Hitting the right ramp doubles the subsequent value. The *more-time* target resets the timer.

Pinball Wizard: A 6-ball Multiball, which can only be lit after all other UJ features have been collected. The blinder is active and all playfield switches score 1M. Collecting 20 switch closures awards an additional 20M and the letter W. The next 30 switch closures awards 30M and the letter I. This continues for all letters in WIZARD, (Z: 40 switches for 40M, A: 50 switches for 50M, etc.). Completing a letter also launches an additional ball into play. The round ends when fewer than two balls remain in play.

3. Multiball

Multiball is lit by hitting the Mirror to spell TOMMY during single ball play. When completed, the Mirror lowers and Multiball is lit at the Mirror scoop and the left scoop. Regular Multiball is 4-ball play; starting Multiball from the left scoop is only 3-ball play. Subsequent Multiballs are not lit at the left scoop. Modes continue running during multiball.

Until you get the first multiball, 1 letter is spotted at the beginning of ball 1, 3 letters at the beginning of ball 2, and 1 letter at the beginning of ball 3, thus guaranteeing that multiball is lit by the 3rd ball.

For the 2nd multiball, TOMMY letters carry from ball to ball, and no letters are spotted at the beginning of a ball. For the third and subsequent multiballs, you must spell TOMMY with 5 mirror hits on the same ball.

There are several stages to multiball, and completing one stage lets you move on to the next.

Stage 1: Jackpots: The left ramp is lit for Jackpot, and the right ramp for Double Jackpot. Initial jackpot value is 20M if you start at the Tommy hole, 15M if you start with the left scoop (or 40M and 30M for Double Jackpot). All playfield switches increase the Jackpot value by 200K, and the Double Jackpot value by 400K. Collecting any Jackpot launches an additional ball into play. When BOTH Jackpots are collected, both are relit.

Stage 2: 3rd Jackpot. Collect either the single or double jackpot by shooting one of the ramps. Jackpots continue to rise by 200K/400K a switch, and the initial value is carried over from stage 1. After ONE of the two jackpots is collected, an additional ball is launched into play, and you move on to the next stage.

Stage 3: Spell Tommy: The Tommy hole spots the letters T-O-M-M-Y and each one scores a 20M jackpot. Completing TOMMY moves you to Stage 4.

Stage 4: Super Jackpots: The left ramp is lit for the super jackpot, and the right ramp is lit for the double super jackpot. Initial values are 250M and 500M respectively, and go up by 1M and 2M respectively for each playfield switch hit since the start of stage 3. You can only collect ONE of these two. When you collect one of the super jackpots, you move to Stage 5.

Stage 5: Blind Multiball. You go back to stage 1 of the multiball, but the blinders are active. In older ROMs, you do not get any new balls added if you collect a jackpot. In newer ROMs, you do get a new ball shot out for each jackpot when you repeat Stage 1 and 2. Initial jackpot values return to their base values.

If you don't collect at least one jackpot, then the left scoop and mirror are relit for 2-ball or 3-ball multiball respectively.

For the second and subsequent multiballs, only the Tommy hole is lit to start/restart multiball. Note, even though the left scoop is not lit to start multiball, it doesn't let you collect UJ modes if multiball is lit at the Tommy hole.

4. Other Modes

There are some modes/features which are not started as UJ features.

Captain Walker: During single ball play, the left ramp advances towards Captain Walker mode (not the same as the Union Jack feature). 2 ramp shots required to start it first time, 3 for second time, etc. The Captain Walker round is a 20-second round, during which the left ramp is worth 5M, the right ramp is worth 10M, and the spinners are initially worth 100K, increasing by 100K for each ten spins, to a maximum of 1M per spin. Hitting the *more-time* target resets the timer.

Mystery: During single ball play, the right ramp advances towards lighting Mystery at the GENIUS lane. The possible awards are the following:

Max Bonus X: Set the end-of-ball bonus multiplier to 7x.

Max Skill Shot: Raise the value of all subsequent skill shots to 50M.

Double Scoring: Scoring is doubled for next 20 seconds. You cannot start Tommy multiball nor a UJ during this mode.

Super Pops: Pop bumpers are worth 1M a hit for rest of ball.

Million Spinners: Set spinners to maximum 1M per spin for rest of ball.

Silver Ball Lit: The silver ball is lit for 20M, same as completing 2 hits of each silver ball target.

Extra Ball: haven't seen it myself, but apparently it's possible.

Special Lit: ditto what I said the previous line!

5. Skill Shot

You have the choice of using either the manual or automatic plunger To use the automatic plunger, flip both flippers at the same time.

There are several possibilities for the skill shot:

Parachute: the parachute is lit on ball 1 for an initial value of 10M. Hitting from the plunger shot awards that value, and raises the next value by 5M. Hitting the parachute at any time during normal play advances this skill shot value, but does not score the value. The skill shot maxes out at 50M.

Right ramp: this is a flipper skill shot. Instead of shooting for the parachute, plunge the ball harder, so that the ball is fed to the upper left flipper, for a shot at the right ramp. Hitting it scores 10M, and advances you one notch closer to the mystery award.

Tommy hole: if multiball is ready and the parachute skill shot is lit, then shoot the ball around the orbit to the top left flipper. If you hit the Tommy hole with that shot, you score the *One Way Combo* (Section 6), and start multiball. If you choose to go for this skill shot, make sure that the mirror is all the way down before launching the ball. The mirror takes about 4 seconds to lower at the start of a ball, so if you launch too quickly, it might not be all the way down.

6. Combos and Bonuses

There are various combos and bonuses in this game:

One Way Combo: This is worth 5M, and it is scored by shooting the Tommy hole when Tommy multiball is lit instead of a skill shot.

Extra Ball Combo: This is worth 5M. It is scored by collecting *Lite Extra Ball* UJ, and immediately collecting the extra ball without hitting any other switch.

Sigma Bonus: This is worth 10M, and is scored when you shoot the silver ball, and deflect into the Tommy hole when multiball is lit.

Lyman Bonus: This is worth 2M. It is named after PAPA-3 champion Lyman Sheats. If you drain and are within 2M of the replay, you will be awarded an extra 2M, and hence you will get your replay.

Inlane/Spinner combos: Shooting a spinner after going through the inlane on the opposite side doubles the value of that spinner for that shot.

Silver-Ball Bonus: Hitting the silver ball after hitting each of the silver ball targets twice scores 20M. The silver ball is flashing whenever lit for this bonus.

End-of-Ball Bonus: 100K per left ramp, 200K per right ramp, and 600K per UJ feature that you've started throughout the game, multiplied by the Bonus Multiplier, which is a maximum of 7x. The multiplier is reset at the beginning of each ball.

There are also other combos, such as 3-way, 4-way and 5-way, worth a few million points each.

7. Scoring Level

Grand Champion scores on Tommy typically range between 1B and 2B. In tournament mode, it is expected that the top A division player may score about 500M to 1B, and the average game be on the order of 200-300M. In the B and lower divisions, top scores will probably be under 300M.

8. Strategy Summary

Here are some basic strategies for tournament play on Tommy:

- Multiball is the most lucrative scoring in this game, but after getting two multiballs, it is very difficult to achieve.
- Until the first multiball is achieved, the game automatically spots TOMMY letters as follows: spots one letter before ball 1, spots 3 letters before ball 2, and spots 1 letter before ball 3. Because of this, on ball 1, try to hit the mirror once, so that multiball will be lit at the start of ball 2. Don't waste your time hitting it more than once on ball 1, because you'll get the 3 free letters at the start of ball 2. Instead, concentrate on modes for the remainder of ball 1.
- Some modes are worth shooting for, others are not worth much. However, it is worth collecting as many modes as possible, because the final Tommy mode can me worth a few hundred million points.
- The more lucrative modes (where it is possible to get 50M or more) include Cousin Kevin, Tommy Scoring, Silver Ball, Sally Simpson, and Acid Queen. For the Silver Ball and Sally Simpson modes, you should try to hit the "reset timer" target just before it times out, which resets the timer, but the next-shot value is not reset.

Professional and Amateur Pinball Association's Guide to

Bally's Twilight Zone

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet is based on *Rules for Bally's Twilight Zone*, by Bowen Kerins <bowen@leland.stanford.edu>, available in the *rec.games.pinball* archive, and updated by Dave Stewart <dstewart@eng.umd. edu> for distribution at PAPA-5.

1. Playfield Description and Basic Rules

From left to right.

Jet Bumpers: Each bumper adds 100K to 300K to the "Town Square Value", which is collected by a shot through the bumpers to a hidden sinkhole. The town square value maxes at 25M, and is reset after each ball (not after being collected). The skill shot and unlit Camera shots increase the value of the bumpers.

Dead End: Can be lit at the Town Square collect hole, behind the Jet Bumpers. It is lit by rolling over the right inlane and remains lit until the end of the ball or until collected. Dead End scores double the Town Square value; Three Dead Ends lights an Extra Ball (if extra balls are enabled). Eight dead end shots scores a 100M bonus. The Dead End EB lit disappears if unclaimed that ball.

"Battle the Power": (aka the Powerfield) is a mini-playfield located just behind and above the Jet Bumpers (above the Town Square hole). Its shape is a right-side-up triangle, with two holes: a bottom hole, if you "drain", dumps the ball to the Jet Bumpers; another at the top is your goal. There are two magnetic flippers, dubbed Magna- Flip (TM), in the positions where you might expect regular flippers to be. Operating the flipper buttons turns the magnets on and off, and the idea is to turn the magnet on, propel the ball toward the magnet, then shut it off and let the ball's momentum carry it into the scoring hole. The complete setup and a little strategy is discussed in Section 5.

Gumball Machine: a real-looking, real-working machine that spits out pinballs instead of gumballs. The machine is fed by lighting "Gumball" on the ramps, then shooting the Right Spiral. It's easy to know how many Gumball machine hits are needed to get the Powerball - we can see all the balls in the machine except the one which comes out next. At the start of a game, the Gumball machine holds three balls (or sometimes two in tournament play).

Hitchhiker: this side shot is made by the upper right flipper. When shot, it awards a Hitchhiker Pickup (the game begins with 1 Pickup awarded), which adds 500K to Bonus, and lights Battle the Power at 3 and every 10 thereafter. The shot is also made automatically by the Rocket kicker, and if shot after a left Spiral when the magnets are off, it awards a "Triple Pickup", worth 3 hitchhikers.

Camera shot: Made by the upper right flipper, just above than the hitchhiker shot. When lit (by the Door or every 10 Robots), the Camera shot gives a semi-random award; as described in Section 6. The Camera also relights the jackpot in regular multiball. The Camera is much easier to hit when the upper left flipper is held in the flipped position. If unlit, advances jet bumper value.

Orbits (left and right spiral): Beyond the upper left flipper is the left entrance to the orbit, called the left spiral. This loops around to the right spiral entrance adjacent to the upper right flipper, thus making a two-way orbit. This left spiral feeds the upper right flipper; while a right spiral feeds the upper left flipper. Either Spiral can be shot for the Spiral Value, which is lit on the left Spiral for 5 seconds by shooting it or by rolling over the right inlane. Spiral awards are 2M, 3M+light *Battle the Power*, 4M, 5M+*Battle the Power*, 10M, then 10M, *Battle the Power*, and *Lite Extra Ball* at once. On normal settings, the Spiral Award is 4M to begin, and carries over ball-to-ball. After lighting the EB, any additional Spiral shots that ball are 10M; after the ball, the EB disappears and the Spiral value resets to 2M. It will then reset to 2M every ball thereafter. Both Spirals are equipped with magnets, which activate after a Spiral award and in a few other instances - more on them later. These magnets stop the ball, allowing for a nice feed to one of the upper flippers. You can't collect a Spiral Award during any multiball. When the gumball machine is lit, balls into the right spiral are diverted to the gumball machine.

Left Ramp: Lights the Piano if unlit, and returns the ball to the *Light Slot Machine* left inlane. It also scores a robot, which leads to extra balls and lighting the camera. It also spots "Gum" of Gumball. The ramp has a diverter which can feed the plunger lane, used when super skill shot is lit, or when starting your first multiball via the ramp.

Clock Target: a single, stand-up target between the two ramps, it can be hit from either lower flipper, and even from the upper edge of the top left flipper. In regular play, the target lights one of the seven 5-million yellow targets - if all 7 are lit, the Clock Target scores a one-time 10M "Clock Bonus". Additional Clock hits (that ball) with all 5M targets lit gives nothing but a "cuckoo" noise. In certain Door and Camera modes, the Clock Target is worth lots of points.

Right Ramp: A metal ramp just to the right of the Clock Target. If *Battle the Power* is lit, the habitrail feeds the ball to the powerfield. If not, it tells you how many Hitchhikers you need to light the powerfield as a carriage catches the ball on the habitrail, then flips upside-down, dumping the ball just above the upper left flipper for a Piano shot. This ramp also spots "ball" in Gumball.

Lock: a small passageway to the right of the right ramp, where balls are locked and extra balls are collected. A lock is lit by getting Gumball by shooting each ramp once. 3 locks are usually needed for multiball; more in Section 4. This shot also scores a Robot, and Extra Ball when lit. Shots to this lock feed the upper right flipper. Balls which are locked stay there between games; also don't worry if somebody else used up your locks, the game still keeps track of them so you don't have to re-lock them. When multiball starts, the game will auto-plunge balls as necessary.

Player Piano: This is a side shot from the upper left flipper. The piano is lit by the left ramp; shooting it plays a brief tune, then awards the lit item on the Door (called "Door Panels"). Shooting the Piano when unlit awards "Odd Change", which gives a random point award, as high as 10M, as low as 10 points. Two lights are above the Piano: a solid yellow light means the Piano will award a Door Panel, a flashing red light means it will award the Jackpot (during multiball only). When neither are lit it awards Odd Change. In normal settings, the Piano is relit at the start of each ball. In hard and tournament settings, the piano starts off the ball not lit (or in medium-hard settings starts off whatever it was at the end of the previous ball).

Clock: Not a shot; it just seemed appropriate here. The Clock is located above the Piano shot, and it (usually) counts down scoring rounds. The Clock can move at varying speeds, and once it hits 12, that's the end of the round.

Power Payoff targets: After shooting *Battle the Power*, either of the two stand-up Payoff targets (which are just below the Piano) is worth a one-time 10M bonus.

Combo Passage: won't score anything, it's just a passage just below the Payoff targets down to the upper right flipper. The combo passage is part of some 3- and 4-Way Combos.

Slot Machine: A scoop half way up the playfield, towards the right-hand side. The Slot Machine will award a random Door Panel if lit, and will not award the flashing Door Panel unless it's the last one. It will also never award "Extra Ball Lit" unless it is the last unlit mode. Slot is lit by the Right Ramp. In normal settings, it begins each ball lit. The right-most left inlane also relights the slot machine for a few seconds.

Rocket Kickout: A kicker below the upper right flipper. If the ball falls in the Rocket hole it is kicked into the Jet Bumpers via the Hitchhiker shot (so it awards a Hitchhiker). The ball also falls into the Rocket hole from a successful Skill Shot.

Plunger Lanes: Twilight zone has two plunger lanes side by side. The left one is an autoplunger, the right one a manual plunger. The autoplunger is used for launching balls in multiball. The manual plunger is used at the beginning of a ball or after launching a ball for the skill shot.

Skill Shot: From the manual plunger shoot red for 2M and advance a Jet Bumper; Orange for 5M and advance 2 bumpers; Yellow for 10M and advance 3 bumpers. Shooting the hole awards 1M. See also *Super Skill Shot* in Section 2.

5-Million Targets: (aka "Greed" targets) There are seven yellow 5M targets on the playfield. One target is lit for each Clock Target hit, or all of them by a camera award, and award 5M during normal play when lit. They also advance the power payoff by 5M when the powerball is in play, advance the jackpot during multiball, or advance the GREED bonus during the GREED door-panel mode.

Right Inlane: the Right Inlane lights three things: Dead End at the Town Square hole until it is collected or ball ends, Bonus X, and the Left Spiral. Dead End stays lit for the rest of the ball until claimed; the others time out quickly (5 seconds).

2. The Door

The Door sits in the middle of the playfield. The perimeter shows 14 door panels, which are awards that can be collected by shooting a lit piano, slot machine, or defeating the power. Inside the panels it shows your progress towards lighting Gum-Ball, locking balls, and in several things. The question mark represents the final Lost-In-The-Zone (LITZ) wizard award, and is only lit after collecting the other 14 door panels. Most modes can run concurrently.

The door panel awards are the following:

10 Million Collect 10M. In normal settings, scoring the Yellow Skill Shot spots this door panel.

Light Extra Ball: Extra Ball lights at "Lock" until collected. If extra balls are disabled, this door panel is always lit, therefore you cannot collect it. Note that if any other extra ball is collected, this panel will be spotted. So to maximize extra balls, you must get this one first.

The Spiral Spirals are worth 10M for the first two shots, and 15M for all subsequent shots until the mode times out. The magnets in the orbits are activated for the first three spiral awards. After that you get *spiral breakthrough*, worth 15M and the ball speeds around without being stopped by the magnets.

Super Skill Shot Super Skill Shot becomes lit on the Left Ramp (which preempts multiball if lit). The ramp feeds the ball to the manual plunger. Shoot Red to light "Battle the Power"; Orange to light the outlanes (same as camera award, see Section 6); Yellow lights Extra Ball for remainder of ball or until collected. All shots, including sinkhole, also give 10M. In tournament settings with extra balls disabled, the Red skill shot lights battle the power; orange and yellow only give 10M.

Hitchhiker: Hitchhiker immediately awards 2M for every "Hitchhiker Pickup" you've scored in the game, and scores 2M for each hitchhiker collected during that ball (including 20M for the 10 Hitchhiker camera award).

Super Slot: the slot machine is lit for 24 seconds, scoring random awards between 10M and 20M for each hit.

Clock Millions: The clock target is lit for 24 seconds, during which time the clock above the piano starts at 12-O'clock, and goes to 1, 2, ... back up to 12 O'clock. Each hit of the clock scores the value of the clock, in Millions. Therefore hitting the clock at 5 O'clock gives you 5M points. All points scored on the clock are only collected as end-of-ball bonus.

Greed: The Greed total starts at 5M for 24 seconds. Hit as many of the 5-Million targets as possible; each adds 5M to the Greed total. If you hit all seven, then all the targets are relit. The greed total is awarded as end-of-ball bonus.

Fast Lock: The Fast Lock score begins at 20M, and drops to 5.3M over 24 seconds. Shoot the lock to score the value, and start a 3-ball quick multiball. During that multiball, keep shooting the lock to score the same amount of points as the initial shot.

Clock Chaos: Like Clock Millions, the clock is lit and is worth the number of points on the clock. However, in this case, the clock starts at 6-O'clock, and heads towards 12 O'clock. Each time you hit it, the clock reverses direction. Therefore this mode can continue for quite a while. However, after three clock hits, the clock starts to go faster and faster on each successive hit. Score at least 5 hits to get a 20M clock damage bonus. The round ends when the clock hits 12 O'clock (regardless of its direction of travel).

Camera: Lite the camera twice. Even if already lit, the game keeps track of how often it is lit.

Town Square Madness: Timed frenzy mode for 25 seconds, where every playfield target is worth 350K, and the value is increased 25K by the jet bumpers. The right spiral magnet is activated so that you can feed the upper right flipper for a shot into the hitchhiker into the jet bumpers.

Battle The Power: Lite the Powerfield. Even if already lit, the game keeps track of how often it is lit.

Lite Gumball Machine: Lite the gumball machine. Even if already lit, the game keeps track of how often it is lit.

? (Lost in the Zone): After all 14 door panels have been collected, the ? is lit. Shoot the piano or slot machine to start lost in the zone. This is a 60-second 6-ball multiball with the ball saver on for the entire time, and everything is lit. The powerball mania jackpot is also lit and collected by defeating the power. After 60 seconds, the flippers go dead, your bonus total counted up (usually between 200M and 400M), the gumball machine reloaded, and a ball is placed at the plunger lane for you to continue. The door is reset so that you can continue collecting all the door panels again.

3. The Powerball

The Powerball is a lighter, white ceramic ball of the same approximate radius of a regular pinball. As a result, it is much faster and has the tendency to fly through the air. Because it is not metallic, the powerball is not affected by the magnets in the game.

Get the powerball in play by shooting gumball. It is also possible to get the powerball if it drained on a previous ball, or is in the lock instead of the gumball machine.

When the powerball is in play (except during multiball), the gumball is lit to start *powerball mania*. Everything else except the powerfield (which uses magnets and thus won't affect the powerball) continues as normal, so you can still collect door panels and stuff. During the round, all the Greed targets are lit; the Powerball Payoff begins at 10M and goes up by 5M with each hit. Shooting the Gumball machine awards this Payoff, and begins powerball mania.

Powerball Mania is a 3-ball multiball during which all playfield switches are worth 250K for the first 24 seconds of the multiball. In addition, the Right Ramp is lit (to begin) for "Battle the Power". Shooting the ramp sends the ball to the mini-playfield, activating the magnetic flippers; each wall is worth 750K, plus 250K if the 24-second timer has not yet timed out. For each shot to the Powerfield, 5 seconds of action are awarded. The goal is to defeat the Power while in multiball, to score the 50M Mania Jackpot. If 2 balls are on the Powerfield at the time, the second can be shot in for another 50M! After a Jackpot, shoot the left ramp to relight *Battle-the-Power.*

Powerball mania points are only scored with your end-of-ball bonus or as part of your LITZ bonus if you start LITZ that ball.

4. Multiball

Multiball is achieved by locking three balls (except for first two multiballs). Shoot Gum (left ramp) and Ball (right ramp) to light lock, shoot lock to lock ball, then repeat. On the third lock, multiball starts.

For the first multiball in normal settings, only one ball has to be locked, and multiball can be started either by shooting the left ramp. Optionally, you can shoot the lock again to lock the second ball and increase the base jackpot value (which is highly recommended). Then shoot either the left ramp or lock to start multiball. For the first multiball in hard or tournament settings, two balls must be locked. Then shoot ramp or lock to start multiball.

For the second multiball in normal settings, two balls have to be locked; shoot the lock to start multiball. For all subsequent multiballs, after locking two balls, Gum-ball must be hit again to light the lock again to lock ball 3 and start multiball.

During multiball, shoot piano to score jackpot, and camera to relight jackpot. When jackpot is lit, the left spiral magnet is activated. When camera is lit, the right spiral magnet it lit.

Initial jackpot value is 40M, and increases by 5M for each GREED target hit (which is reset after each jackpot) and by 10M for each successful jackpot. It maxes out at about 75-95M. Exception: in normal settings if multiball is started with only one ball locked, you still get a 3-ball multiball, but jackpots begin at 15M. Shooting the jackpot with the powerball doubles the value of the jackpot.

If you end multiball without collecting a jackpot, the lock will be relit for a 2nd chance for 12 seconds. Shoot it to start up another 3-ball multiball. The value of the first jackpot remains what it was when the initial multiball drained. Subsequent jackpots start with a base value computed as though your initial base value was 15M.

5. Powerfield

The powerfield is lit either by hitchhikers, the spiral awards, or the *Battle the Power* door panel. Shoot the right ramp to enter the powerfield. Use the flippers to activate the magnets. Timed flips work better than random flipping. Try to flip when the ball is on the red circles (and not when it is on the black dot) for maximum movement of the ball. Powerfield total starts at 5M, and increases by 500K per wall hit. If you drain from the powerfield (the ball feeds the jet bumpers) you get that value added to your end-of-ball bonus. If you defeat the power, your bonus is doubled, the currently lit door panel is awarded, and the next battle the power is worth 750K per hit (up to a max of 1M per hit).

You have about 10 seconds to defeat the power, after which time the magnets go off, forcing the ball to drain. If the ball gets stuck on the powerfield after the magnets go off, then just wait for the ball search. That will activate the magnets and get the ball moving again.

6. Camera

Shooting the camera when lit awards the next camera award. These awards are random, but you are told before hand what the next award will be. The Status Report also tells you what is the next camera award. The camera is stackable; that is it may be lit more than once. Each shot collects the next award for as long as it is lit. There are 8 possible awards:

20 million. Collect 20M points.

Lite Greed Targets: all 5M targets lit for immediate collection. This also means that the Clock Target is immediately lit for 10M Clock bonus if you hit it before hitting any 5M target.

Hold Town Square: Hold Town Square Value for next ball.

3x Town Square: Awards 3x the current Town Square Value. This can be as high as 75M.

Clock 10 Millions: A 24-second timed round just like Clock Millions, except all clock hits score 10M.

Lite Outlanes: Alternately lites the left outlane for extra ball and right lane for special until end-of-ball or collected. The slingshots alternate which is lit. Both can be collected by starting multiball while outlanes are lit.

Collect Bonus: Awards end-of-ball bonus immediately, and still retains your bonus to count it again at the end of the ball.

10 Hitchhikers: Awards 10 Hitchhiker pickups (thus also lites *Battle the Power*). Scores a 20M bonus if you got the hitchhiker door panel previously on the same ball.

Whenever the camera is lit, the magnet on the right spiral is activated to feed the upper right flipper.

7. End-of-ball Bonus

Bonus Count can be worth a lot in TZ. Bonus is calculated as *(500K * Hitchhikers + 500K * Door Panels) * Bonus X + Special Rounds.*

Bonus X is lit on the Left Ramp for 5 seconds after rolling over the Right Inlane. Bonus X really isn't worth shooting for at the beginning of the game, as from the inlane, it's a better idea to shoot for the Left Spiral instead. Later in the game, however, when you have lots of hitchhikers and door panels, it can be worth a lot.

The special rounds that give you end-of-ball bonus are GREED, all the clock modes, powerball mania, town square madness, and powerfield scores.

8. Tournament Settings

- No extra balls or replays. Extra ball door panel is remains lit throughout game. Orange and yellow super skill shot awards 10M.
- Slot machine gives door panels in order, starting with Lite Gumball and going clockwise to the next door panel not yet awarded.
- Two balls in gumball machine instead of 3.
- Need to lock two balls before first multiball. Camera award given in same order for all players in a game.
- Collect Bonus not available as a camera award.
- 10M door panel not spotted with a yellow skill shot.
- Spiral awards begins at 2M.

9. Scoring Level

Grand Champion scores on TZ typically range between 2B and 10B. In tournament mode at PAPA-4, the top A division score was 815M, and the average score 150M. In the B division, high score was 660M, and average score 125M (note, game was setup harder in A division at PAPA-4).

10. Strategy Summary

There are lots of things that can be done on this game, but there are two basic strategies:

- *Multiball*: If you are a good multiball player, you may want to concentrate on starting multiball. If you get good at a few basic shots (right ramp, left ramp, lock to lock balls, and piano and camera for jackpots during multiball) you can get high scores this way.
- *Door Panels*: Many of the modes can be worth quite a few points, plus you work your way towards Lost in the Zone.

Remember the gumball machine. If you are aiming for multiball, then every time you light lock, you also light the gumball machine. The gumball machine is worth 15M, 20M, then 25M for the 3rd and subsequent times. Pretty easy points. You'll also get the powerball on average every 3rd time, which gives you a bonus multiball (i.e. powerball mania) which itself can be quite lucrative.

Professional and Amateur Pinball Association's Guide to

Bally's World Cup Soccer

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet is based on *Rules to Bally's World Cup Soccer*, by Greg Dunlap <gdd@rci.ripco.com>, available in the *rec.games.pinball* archive, and updated by Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5.

1. Playfield Layout

Kickback: Left outlane has a kickback. Kickback is relit by passing through the right inlane, which lights the *lite kickback* target for 5 seconds, then hitting the target before it times out. Note that the goal/striker scoop and Skill shot feed the right inlane.

Magna-Save: The Magna-Save is just above the tip of the left flipper, and is set to save a straight-down-the-middle drain. By hitting an extra button next to the left flipper button, you activate the Magna-Save which pulls the ball into place above your left flipper so you can catch it. When the magna-save is not lit, the left inlane lights the *lite magna-save* target on the right for 5 seconds, and hitting it before it times out.

Left Orbit/Spinner: When a city is lit, the spinner scores the city and sends the ball all the way around and shooting out the right-hand side (see Section 6). Otherwise the ball is diverted into the rollovers. May be lit for ultra-spinner or build soccer ball.

Left Ramp: A diverter sends the ball either to the right flipper, pop bumpers, or left habitrail. The left habitrail locks the ball if lock is lit, otherwise returns the ball to the left flipper. When the diverter sends the ball to the right, a soft shot lands in the pop-bumpers, while a harder shot goes to the right flipper. The ramp may be lit for ultra-ramps, build soccer ball, re-light jackpot, collect half-ticket, and lock ball.

Striker Targets: Striker is the mascot of World Cup Soccer '94, and he has three stand-up targets on the game. One on each side of the left ramp, and one in front of the jet bumpers at the upper right. Hitting a Striker target spots a letter in the word "STRIKER." Spell STRIKER to score 10M and light the Striker scoop. Note that hitting the goaltender also spots a letter in STRIKER. Hitting the upper right Striker target also spots a Star Rollover.

Light Free Kick: Two saucers, one on middle left and other on middle right of playfield. Falling in it lights the *Free Kick* stand-up target for 10 seconds.

Assist Saucer: just in front of the goal. When the ball falls into the saucer your goal lites and you can shoot the ball into the goal by hitting either flipper. If goal was already lit when you landed in the saucer, you score 2 Goals, otherwise score just 1 goal.

Tackles: The slingshot below the assist saucer scores 10M when lit.

Star Rollovers: There are four rollovers leading towards the goal. Light a rollover by rolling over it. Light all four to light goal.

GOAL!: At the upper center of the playfield there is a goal, with a goalie who moves back and forth. You shoot the ball past the goalie and into the goal. Each goal starts an *Ultra Mode* (See Section 2). Score 4 Goals to light the next TV award. Goals are also used to establish rank for the first multiball (Section 5) and as the jackpot in multiball.

Striker Scoop: Scoop in the back middle of the playfield, to the right of the goal. Hitting it when lit serves up a random Striker Award (Section 4). Also collect Extra Balls here.

Rollover Lanes: Lighting both lanes flashes the next city.

Jet Bumpers During normal play, the jets are worth 100K a pop and add one thousand fans for each pop. At 25,000 fans, the jet value becomes 1M per pop for the rest of the ball.

Soccer Ball: Spins whenever goal is lit. No points for hitting it.

Free Kick Target: When lit from one of the Free Kick saucers, this target awards 10M. Also used in Super Free Kick Striker Award.

TV Award / Final Draw scoop: When lit for *TV award*, this starts the next TV mode (see Section 3). Also serves to start multiball when lit for *Final Draw*. Multiball has precedence; you cannot collect both simultaneously.

Right Ramp: Always feeds the left flipper or rollover lanes for a soft shot. Can be lit for all the same things as left ramp.

Right Outlane: There is a special light here, which is lit after defeating Germany in Multiball.

Plunger / Skill Shot: This game has a manual plunger. Hit a flashing slot to score 5M, 10M, or 30M, depending on whether there are 3, 2, or 1 slots flashing respectively. When you hit the last flashing one you also spot a city and reset all slots to flashing for next time.

2. Ultra Modes

After each goal, you are awarded an *Ultra mode*. There are four Ultra modes, and each one lasts for the length of your ball or until you score 30M on the mode, at which time you are given a 10M bonus and the mode ends. The modes you currently have lit are indicated by four lightning bolt-shaped lights on the right side of the playfield. These modes do not add to your score during the normal game, they are only used for fun with bonus.

The four ultra modes are the following:

Utlra Ramps: About what it says. Shoot ramps for 5M per ramp.

Utlra Spinner: Ditto, to the tune of 1M a spin.

Ultra Jets: This is a pop bumper bonus. Pop bumpers are upped to 2M a pop.

Utlra Goalie: Nail the goalie! One of two Hit the Goalie modes, these are completely hilarious. Hitting the goalie scores 5Ma shot.

If you score a goal when all ultra modes are already lit, then it extends one of the modes by immediately starting it after you score 30M plus 10M bonus.

End-of-ball bonus is awarded as 5M per goal and 5M per city obtained so far in the game plus total for Ultra Modes on that ball.

3. TV Awards

The TV (center scoop) starts the game lit, and every four goals relight it. The TV awards are stackable, which means it can be lit for more than one award. Shoot the center scoop to start the next timed TV Award round for bonus scoring. Starting any TV Award also awards 25M.

There are four TV awards, always awarded in the following order:

Big Goal Round: Shoot three goals within the 20-second time limit for 15M, 15M and 30M.

Extra Ball Round: Extra Ball lit for 20 seconds. If you hit the extra ball, then the Striker scoop is worth 50M for the rest of the time limit.

Hit The Goalie!: Hitting the goalie is worth 10M, shooting the goal raises the goalie value by 10M.

Where's Striker: Shoot any of the dog targets to try and find Striker. First hit finds somebody (watch the display to see who!) and scores 10M. The second finds somebody else and scores 20M. The third hit finds Striker and scores 30M.

4. Striker Awards

Hitting a Striker target or the goalie scores 1M and adds a letter to the word "STRIKER." Spelling STRIKER awards 10M and lights the Striker scoop. It is also lit at the start of the game.

Shoot the Striker scoop to collect a random award. The first Striker award may also be collected from the goal if the goal is not lit. In normal play, awards are random. In tournament play, awards are always given in the same order, with the Penalty Kick being the first one.

The possible Striker Awards are the following:

Extra Ball: Guess.

Multiball: Starts multiball. This award is only (and always) awarded on ball 3 if you have not yet had multiball in that game. The award starts you off at a very low jackpot value, so it is not the preferable way to start multiball.

20 million: Another toughie.

Super Free Kick: Makes the free kick target worth 10M+5M per hit for about 45 to 60 seconds.

Penalty Kick: Gives you a shot at the goal with the goalie not moving and leaning out of the way. hit the goal for 30M.

Advance Three Cities: Gives you your next three cities, regardless of whether or not they are already flashing.

Unlimited Kickback: Kickback lit for the rest of the ball!

3 Goals: Adds 3 goals to your total, and start 3 ultra rounds.

5. Multiball

The left spiral, left ramp, right ramp and Striker scoop have arrows labeled "BUILD" in front of them. When flashing, shoot it to light one of the words *Strength*, *Stamina*, *Skill*, *Speed* and *Spirit* to the soccer ball drawn on the playfield. Light all five to light lock. Shoot either ramp to lock the ball and light Final Draw scoop to start multiball.

Start multiball by shooting final draw. You start multiball at a certain rank. For the first multiball, your rank is determined as follows: Every two goals advances you 1 rank, and if you start multiball from the Final Draw scoop instead of via a striker award you advance 4 ranks. You beat a team by shooting the goal (this is your jackpot) and then get to play the next team by shooting a ramp (relighting jackpot.)

There are fifteen teams, with the following ranks and jackpot values:

15	USA	20M
14	Russia	20M
13	South Korea	25M
12	Saudi Arabia	30M
11	Morocco	35M
10	Austria	40M
9	Canada	45M
8	Holland	50M
7	Italy	55M
6	Great Britain	60M
5	Sweden	65M
4	Spain	65M
3	Australia	75M
2	France	100M
1	Germany	250M

If you drain before hitting a jackpot, shooting a ramp or the Final Draw scoop will restart multiball where you left off.

In subsequent multiballs, your initial rank is 2 places higher than the last team defeated in the previous multiball.

If you defeat #1 Germany, you score 250M, the Special is lit at the right outlane, and the ramps and goal are lit as Victory Laps worth 50M a piece. After five laps, the Victory Laps then alternate between left ramp and goal. On subsequent multiballs, you start with #2 Germany (because you are now #1), and if you defeat Germany again, you get another 250M and go into the victory lap. The only difference this time is that the Special does not light up.

The Assist saucer works during multiball, but best of all, its programmed not to miss, and automatically relights the GOAL for the next jackpot (even if you did not relight it via a ramp).

6. Cities

There are nine cities on the World cup tour: Chicago, Dallas, Boston, New York, Orlando, Washington DC, San Francisco, Detroit and LA. An unlit city means you do not yet have a ticket. A city that is flashing means you have a ticket, which was obtained by shooting both ramps or collecting both rollovers. Travel to a city by shooting the spinner.

A city may be spotted by completing all three flashing shots on the skill shot. If the city was already flashing, then it makes the next unlit city flashing. The Striker Award may also award advance 3 cities, which marks the next three cities as travelled (regardless of whether they were flashing or not lit).

Travelling to Chicago, Dallas and Boston score 10M each. New York, Orlando and Washington score 15M. others score 20M. Travelling to any city also lights the Tackle target.

The following cities also have awards associated with them:

Boston: Boston Tea Party: A hurry up mode: starts at 40M and counts down to 10M. Shoot spinner to collect.

Washington D.C.: Lights Extra Ball

Los Angeles.: World Cup Final: After travelling to Los Angeles, shoot the Final Draw hole to start the Final Match against Germany. Five ball timed multiball against Germany for 45 seconds. You must plunge the balls yourself and goals are worth 75M. Every once in a while Germany will score a goal. If you end the 45 seconds with more goals than Germany you get a bonus of 500M. If you end in a tie, overtime is started and the first team to score a goal wins. The first time you reach the world cup final, Germany will score about 3 to 5 goals (in normal settings). The second time, Germany may score as many as 7 or 8 goals.

Known Problem in World Cup Final: In the world cup final, if you shoot too many goals at a time (e.g. you have two or three balls in the goal at once) only one of them will register. This is due to the design of the goal and the placement of the sensor. Should this happen during tournament play, then tough, you lose out on those points. Best thing to do is not shoot the goal for 2 or 3 seconds, and let the machine clear out all the balls from the goal, then start shooting it again.

7. Tournament Settings

No extra balls. TV award extra ball round scores 50M. Striker Scoop awards always in same order, with Penalty Kick the first one.

8. Scoring Level

Grand Champion scores on WCS typically range between 3B and 6B. In tournament mode, it is expected that the top A division player may score about 1B to 2B, and the average game be on the order of 300M-500M. In the B and lower divisions, top scores will probably be about 800M-1B, with an average score around 200M.

9. Strategy Summary

There are several possible strategies for WCS:

- *Multiball*: this could be very lucrative, especially once you get close to or defeat Germany. Not only is Germany worth 250M, but each victory lap is worth 50M.
- *Cities*: The cities themselves are not worth that much, but they do lead to the World Cup Final, with an extra ball along the way. A good world cup final can net you over 1B points.
- *Goals and Ultra Modes*: Whenever the goal is lit, shoot it. It lights your ultra modes which can significantly increase your bonus. You don't have to aim for the ultra modes, they just give you lots of bonus points while you do other things. Goals also light the TV award. The 2nd TV award is the worth the most: extra ball or 50M for first shot to Striker Scoop, and 50M for each additional shot.
- *Kickback*: The left outlane is deadly, but it does have a kickback. So always relight the kickback as quickly as possible after you use it.