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 awardwhen 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.)