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.