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.