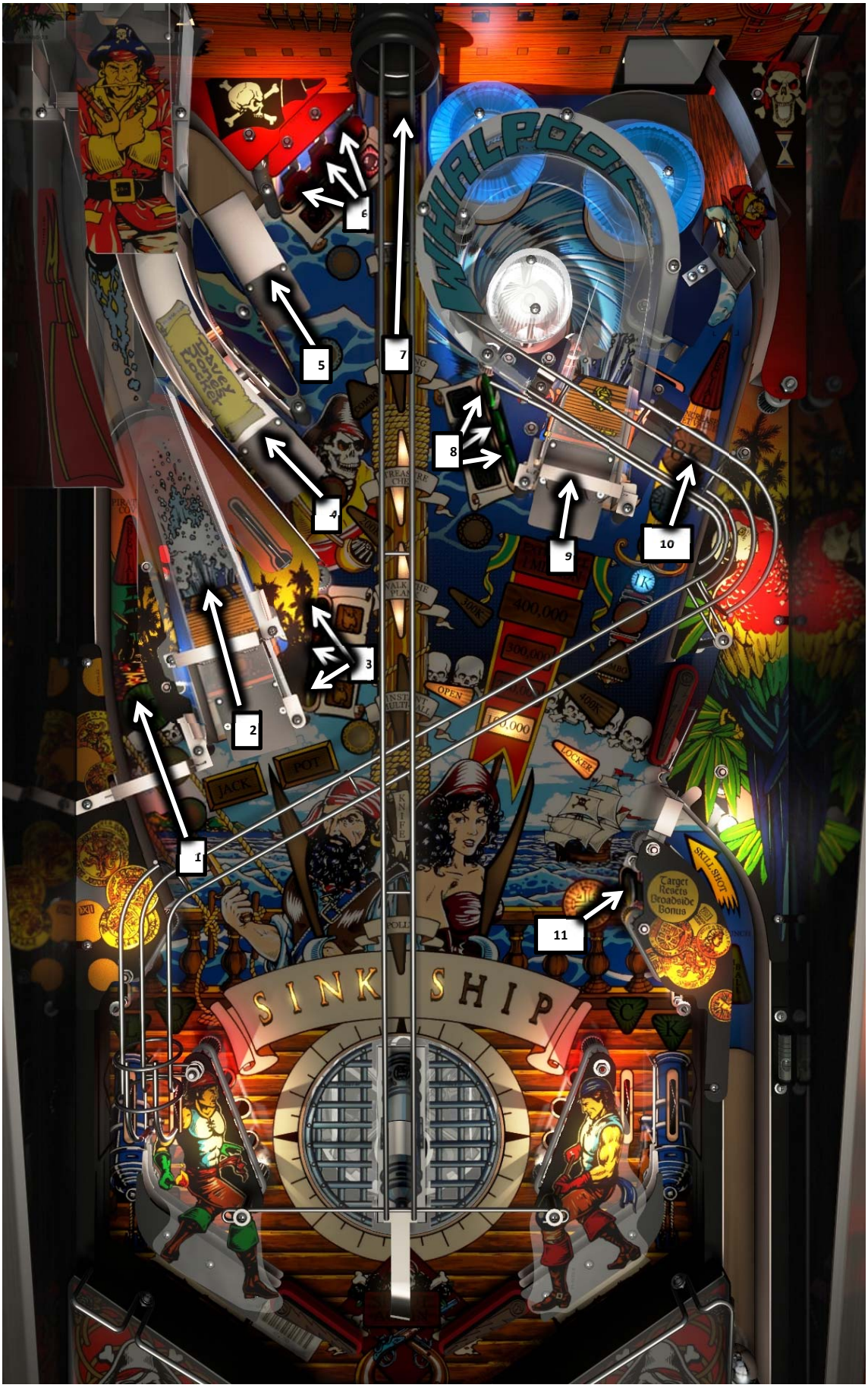
Williams Pinball – Black Rose Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Pirate's Cove Lane
2. Left Ramp
3. Torch Stand-Up Targets
4. Side Ramp
5. Side Loop
6. Cannon Ball Stand-Up Targets
7. Broadside Lane
8. Gun Powder Stand-Up Targets
9. Whirlpool Ramp
10. Right Orbit
11. Doubloon Target

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios is bringing world-renowned pinball tables to *Pinball FX3*! Volume 2 is a three-pack of premium pinball perfection which again is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains tables such as; Attack from Mars, Black Rose & The Party Zone.

Each table features a classic, exact replica version as well as a remastered version, transforming these tables into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Black Rose. Black Rose was released in July, 1992 by Williams (under the Bally label). Designed by John Trudeau & Brian Eddy. Programmed by Brian Eddy. Sheats. It had a production run of 3,746 units.



I hope my Guide will help you understand the Table better.

Skill Shot

A Skill Shot is achieved by launching the Ball with enough power that it will hit the Torch Stand-Up Targets (3).



The Skill Shot scores 500,000 Points & will open up the Davey Jones' Locker at the Side Ramp (4). Once the locker is open, hit a Ball into it to load the Cannon (look later in the guide under the "Side Game Modes – Loading the Cannon" section for more information.

Extra Balls

There are **3** Ways to achieve an **Extra Ball**;

Extra Balls are awarded when any of the below methods are carried out.

- ***Method 1***: *Whirlpool Value;* 1 **Extra Ball** per Ball in play can be earned from the Whirlpool Ramp (9). Completing the Whirlpool Ramp (9) shot will score the currently flashing Whirlpool value, activates a 20 second timer & flashes the next highest Whirlpool value. Completing consecutive shots up the Whirlpool Ramp (9) before the timer expires, will continue to score & advance the Whirlpool value, up to **Extra Ball**. Once this is lit, completing another Whirlpool Ramp (9) shot will earn the **Extra Ball**.

- ***Method 2***: *Video Mode Rewards;* One of the rewards for completing any of the Video Modes automatically awards an **Extra Ball**. Look later under the "Side Game Modes – Video Modes" section for more information.

- ***Method 3***: *Special;* On this table there is only 1 way to earn a **Special**. Once 2 Ships are sunk, it lights Special in the Pirate's Cove Lane (1) & the Right Orbit (10) for 30 seconds. Completing either shot before the timer expires will earn the Special, which is worth 10 Million Points plus the **Jackpot** value. If you fail to collect the **Special** before the timer expires, it will relight the next time a Ship is sunk.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus. The End-of-Ball Bonus is a combination of the Damage Bonus & the Hidden Treasure Bonus. The Damage Bonus starts at 5,000 Points. Most of the major shots on the table will increase the Damage Bonus between 5,000 & 100,000 Points.

The Hidden Treasure Bonus can be built up during the Hidden Treasure Mode (accessible in the Multiball Mode). Completing all the flashing Jewel shots during the Multiball activates the Hidden Treasure Mode. While Hidden Treasure is active, all of the Jewel shots are flashing. Each Jewel collected adds 250,000 Points to the Treasure Bonus. Each shot up the Left Ramp (2) or Whirlpool Ramp (9) collects a coin, which adds 500,000 Points to the Treasure Bonus. Look later in the guide under the "Multiball Modes" section for more information.

How to raise the End-of-Ball Bonus Multipliers;

There is also an End-of-Ball Bonus Multiplier that is only applied to the Damage Bonus Value. This can be increased to a maximum of 9X Times.

You can raise the Multiplier by doing the following –

Once "Lock 1" is lit, the Multiplier advances by 1X each time the "L-O-C-K" Rollovers on the In's & Outlanes are completed.



The Multiplier also advances each time the "L-O-C-K" Rollovers are completed during the Multiball. Once 1 or more of the "L-O-C-K" Rollovers are lit, each hit on the Slingshots will move the lit "L-O-C-K" Rollovers from left to right. Each hit on the Jet Bumper moves the lit "L-O-C-K" Rollovers from right to left. You can also engage the Flippers to move the lit "L-O-C-K" Rollover Left or Right, dependant on what side Flipper you engage.

Side Game Modes

- **Loading the Cannon** –

  To load the Cannon, hit a Ball into the Davey Jones' Locker via the Side Ramp (4), while it's open.

  There are several ways to open the Locker -

  - The 1st way to open the Locker is by performing a Skill Shot (look earlier in the guide under the "Skill Shot" section for more information).

  - If "S-I-N-K S-H-I-P" Lamps are completed, the Locker will automatically open (look later in the guide under the "Side Game Modes - Sinking Ships" section for more information).

  - Collecting a Cannon Level Award. (look later in the guide below this section under the "Side Game Modes – Cannon Level Award" section for more information).

  - Completing the entire bank of the Torch Stand-Up Targets (3), Cannon Stand-Up Targets (6) & Gun Powder Stand-Up Targets (8). Hitting a flashing Stand-Up Target scores 10,000 Points & lights that Target. Hitting a lit Stand-Up Target scores 5,000 Points. Each hit on the Doubloon Target (11) scores 50,000 Points & will light one of the Stand-Up Targets. Completing all 3 Stand-Up Targets in a bank will score 150,000 Points.

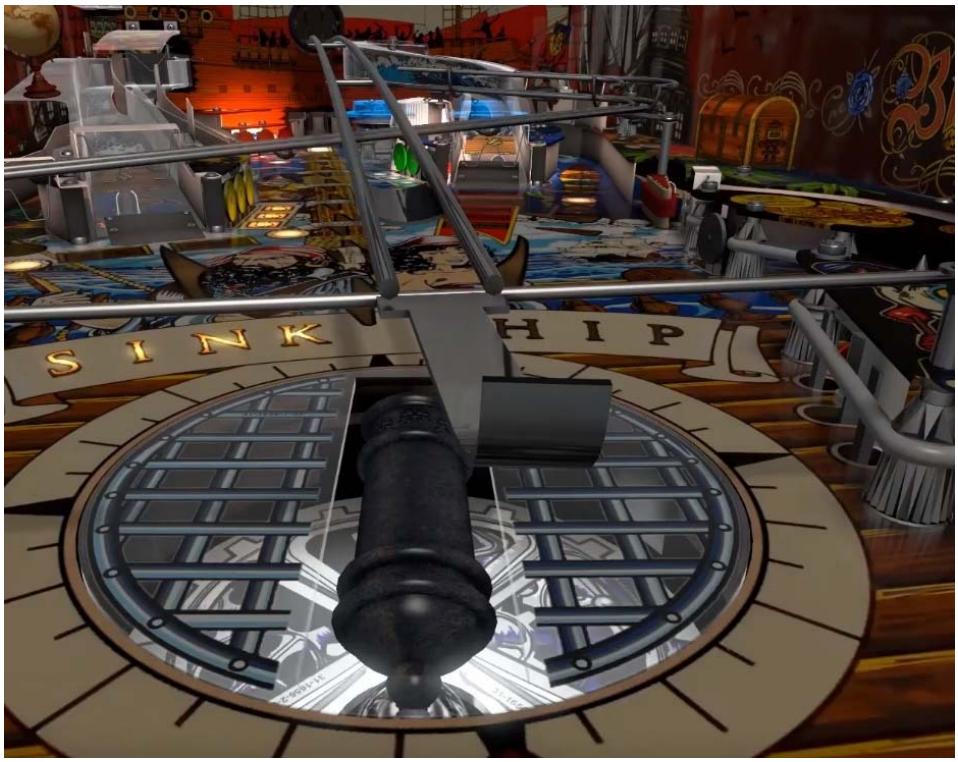
  - Performing a 3-Bank Ricochet.



  To do this, hit the bank of Torch Stand-Up Targets (3) so that the Ball bounces up & hits the Gun Powder Stand-Up Targets (8), & then bouncing it up & hitting the Cannon Stand-Up Targets (6). This will score 3 Million Points.

- Completing a consecutive number of Side Ramp (4) shots. It requires 2 shots to open the Locker for the 1st time. Each time the Locker is opened on the current Ball, the number of shots required to re-open it will increase by 1, up to a maximum of 6. The required number of Side Ramp (4) shots resets to 2, when the Ball eventually drains. Note that the Side Ramp (4) shots are on a timer. The 1st Ramp shot scores 100,000 Points & lights "200k" for 6 seconds. Sending the Ball up that Ramp again before the timer expires scores 200,000 Points & lights "300k" for 6 seconds. This will continue up to "400k" If the timer expires at any point, the Ramp value will reset to 100,000 Points & you must restart the process of Ramp shots to open the Davey Jones' Locker. The Side Ramp (4) values can also be doubled by hitting the Left Ramp (2). This will double the value of the Side Ramp (4) shots, until the timer expires.

Once the Locker is open, hit the Ball into the Side Ramp (4) to load the Cannon.



Hits into the Locker, scores the current Side Ramp (4) value. Once the Cannon is loaded, complete the flashing shot to earn a Cannon Level Award. The next section below this will give more details on those.

- **<u>Cannon Level Awards</u>** –



Once the Ball is loaded into the Cannon for a chance at collecting a Cannon Level Award, the Cannon begins turning left & right and <u>1</u> or more of the shots on the table will be flashing or lit. Completing a lit shot or a flashing shot awards a Letter in “S-I-N-K S-H-I-P”. Completing “S-I-N-K S-H-I-P” allows you to load the Cannon for a shot at sinking a Ship (look later in the guide under “Side Game Modes – Sinking Ships” section for more details). Completing a flashing shot also awards the current Cannon Level Award. If you fail to complete a lit or flashing shot, the Locker will re-open for an Instant Reload. The Locker remains open for <u>20</u> seconds. Hit the Ball back into Locker via the Side Ramp (4) to reload the Cannon for another shot at collecting a Cannon Level Award. If you fail to reload the Cannon before the timer expires, the Locker must be re-opened.

Below are the different Cannon Level Awards –

- ***Level 1 is called "Double Broadside"*** – This Mode lasts for 30 seconds. The goal here is to hit the Broadside Lane (7) as many times as possible. The 1st shot scores 1 Million Points. This value doubles for each subsequent Broadside Lane (7) hit, up to a maximum of 32 Million Points.

- ***Level 2 is called "Video Mode"*** – This randomly activates 1 of the 3 Video Modes. Video Modes are played out on the Dot-Matrix Display (look later in the guide under "Side Game Modes – Video Modes" for more information).

- ***Level 3 is called "5 Million"*** – This automatically scores 5 Million Points.

- ***Level 4 is called "2X Sink Ship Letters"*** – Each Target that is hit to collect this award gives 2 Letters in the "S-I-N-K S-H-I-P" Lamps. This means If you complete a 3-Ball Ricochet, it will award 6 Letters instead of 3.

- ***Level 5 is called "Instant Multiball"*** – This locks the Ball & sends the 2nd Ball to the Plunger. Launch the Ball to activate the 2-Ball Multiball (look later in the guide under "Multiball Modes" for more information).

- ***Level 6 is called "Jets at Maximum"*** – This increases the value of the Jet Bumpers to 15,000 Points for the rest of the Ball, & the value of the Right Orbit (10) increases to 1 Million Points for the rest of the Ball.

- ***Level 7 is called "Extra Ball"*** – This automatically awards an **Extra Ball**.

- ***Level 8*** restarts with the 1st Cannon Reward, "Double Broadside" it then continues through the Cannon Rewards in order. The only one that changes, is the Point value for Level 3 increases. This increases to 10 Million Points for the 2nd time, 15 Million Points for the 3rd time, etc.

- **Sinking Ships** –

  To sink a Ship, you will first need to complete all the "S-I-N-K S-H-I-P" Letter Lamps.



  Note that at the start of a new game, "S-I-N-K" is already completed.

  There are 2 ways to go about collecting the Letters in "S-I-N-K S-H-I-P" -

  - During Multiball. If only 2 Balls are in play, each shot to the Left Ramp (2), Side Ramp (4) & Whirlpool Ramp (9) will collect 1 Letter in "S-I-N-K S-H-I-P". If 3 Balls are in play, each shot to the Left Ramp (2), Side Ramp (4) & Whirlpool Ramp (9) will collect 2 Letters in "S-I-N-K S-H-I-P".
  - Collecting the Cannon Level Awards. To collect these, shoot the Ball out of the Cannon to hit a lit or flashing Target. Look above this section under "Side Game Modes – Cannon Level Awards" section for more information.

  Each collected letter in "S-I-N-K S-H-I-P" scores 1 Million Points. "S-I-N-K S-H-I-P" can be stacked by completing it multiple times. This in-turn allows you to try & sink more than 1 Ship without having to complete "S-I-N-K S-H-I-P" before each attempt.

Once "S-I-N-K S-H-I-P" is completed 1 or more times, the Davey Jones' Locker opens at the Side Ramp (4). Hit the Ball into that Locker to load the Cannon for a chance at sinking a Ship.



Note that If "S-I-N-K S-H-I-P" is completed during Multiball, the Davey Jones' Locker won't open until the Multiball ends. Once the Ball is loaded into the Cannon, it will begin turning left & right. Engaging the Launch button or either Flipper Button will shoot the Ball out of the Cannon & into the Broadside Lane (7). Successfully making this shot sinks the Ship & scores 20 Million Points. This value increases by 10 Million Points for each subsequent Ship that is sunk. If you miss the Broadside Lane (7) shot, then Davey Jones' Locker will re-open. Allowing you to hit another Ball into the Side Ramp (4) to reload the Cannon for another chance at sinking a Ship.

Once 2 Ships are sunk, it lights **Special** in the Pirate's Cove Lane (1) & the Right Orbit (10) for 30 seconds. Send the Ball through either before the timer expires to earn the **Special**, worth 10 Million Points plus the Jackpot value. If you fail to collect the **Special** before the timer expires, it will relight once the next Ship is sunk.

- **Broadside Bonus Values** –

  When the Broadside Bonus values are lit (these can be seen along the Broadside Lane (7), it will cycle through the 7 values. Hitting the Broadside Lane (7) will collect whichever Broadside value is currently lit.



  The values are lit at the start of each new Ball. Once a Broadside Bonus value is collected, a Hurry-Up value starting at 2 Million Points starts decreasing on the Dot-Matrix Display until it reaches 500,000 Points. Hitting the Broadside Lane (7) or the Doubloon Target (11) before the value reaches 500,000 Points will relight the Broadside Lane (7) for another Broadside Bonus value. If the Hurry-Up value is not scored before it turns off, it can be re-activated by hitting the Broadside Lane (7).

Below I have listed the different Broadside Bonus values –

- "**Polly**" – automatically collects 1 of the Video Mode Rewards, which is announced on the Dot-Matrix Display. Once Polly finishes announcing the award, repeatedly engage the Launch Button or Flipper Buttons. This will kill Polly & score 2 Million Points.

- "**Knife**" – activates the "Knife Throw" Video Mode.

- "**Walk the Plank**" – activates the "Walk the Plank" Video Mode.

- "**Rigging Swing**" – activates the "Rigging Swing" Video Mode. (look later in the guide under the "Video Modes" & "Video Mode Rewards" sections for more information).

- "**Instant Multiball**" – locks the Ball & sends a 2nd Ball to the Plunger. Launch the Ball to activate the 2-Ball Multiball. (look later in the guide under the "Multiball Modes" section for more information).

- "**Treasure Chest**" – automatically scores a random Point value.

- "**Millions**" – lights the Left Ramp (2), Side Ramp (4) & Whirlpool Ramp (9) for 30 seconds. The 1st shot to any of those Ramps scores a Million+ value of 1 Million Points. This increases the Million+ value of all 3 Ramps to 2 Million Points. This value continues to increase by 1 Million Points for subsequent Ramp hits, until the 30 second timer expires.

Once all 7 of the above Broadside Bonus values have been collected, hit the Ball up the Broadside Lane (7) to light Jackpot at the Left Ramp (2). Once this is lit, hit the Ball up the Left Ramp (2) to score the Jackpot. Look later in the guide under "Side Game Modes - Jackpot" section for more information.

- **Video Modes** –

There are 3 Video Modes available on this table; these are "Knife Throw", "Rigging Swing" & "Walking the Plank". Below is an image showing an example of how one of the Video Modes will look, this is "Knife Throw".



Activating these Video Modes -

- Can be randomly activated by collecting the **Level 2 Cannon Level Award** called, "Video Mode". Look earlier in the guide under "Side Game Modes - Cannon Level Awards" section for more information.

- Hitting the Broadside Lane (7) when its lit to collect 1 of the Video Modes as a Broadside Bonus. Look above this section under "Side Game Modes - Broadside Bonus Values" section for more information.

Each of the Video Modes has 4 progressively difficult levels. If you successfully complete a Video Mode level, it will advance to the next level the next time that Video Mode is activated.

- **"Knife Throw" Video Mode** – On the Dot-Matrix Display a Pirate is shown throwing a knife. The goal here is to throw the knife & time the release so that it sticks to the barrel. Engage the Launch Button or Flipper Buttons to throw the knife.

- **"Walk the Plank" Video Mode** – On the Dot-Matrix Display a Pirate is forced to walk the plank & jump into the water. The goal here is to make the Pirate swim to land before the chasing shark catches him. Rapidly engaging the Launch Button or Flipper Buttons will in-turn make the Pirate swim.

- **"Rigging Swing" Video Mode** – On the Dot-Matrix Display a Pirate is trying to swing on a rope from 1 Ship to another. The Pirate automatically jumps & grabs the rope. The goal here is to time his release from the rope so that he lands on the other Ship. Engaging either the Launch Button or Flipper Buttons will cause the Pirate to release the rope.

Completing any of the above Video Modes will result in a reward. The Dot-Matrix Display will indicate what the reward will be.

Below I will list the possible Video Mode rewards –

- "**Extra Ball**" – automatically awards an **Extra Ball**.
- "**Light Jackpot**" – lights Jackpot at the Left Ramp (2). Look later under the "Side Game Modes – Jackpot" section for more information.
- "**Spot Sinkship Letter**" – collects 1 of the Letters in "S-I-N-K S-H-I-P". Completing "S-I-N-K S-H-I-P" gives you a chance to sink a Ship. Look earlier under the "Side Game Modes – Sinking Ships" section for more information.
- "**Open Locker**" – opens Davey Jones' Locker on the Side Ramp (4). Hit the Ball into the open Locker to load the Cannon for a chance at a Cannon Level Award. Look earlier under the "Side Game Modes – Cannon Level Awards" section for more information.
- **Point value rewards** worth – "500,000", "1,000,000" & "2,000,000" Points.
- "**Light Lock**" – lights "Lock 1" at the Pirate's Cove Lane (1). Hit a Ball into that lane to activate Multiball. Look later under the "Multiball Modes" section for more information.

- **Whirlpool Ramp** –

  The Whirlpool Ramp is an important Lane on this table.



  Hitting the Ball up that Ramp scores the currently flashing Whirlpool value. To score a Whirlpool value, the Whirlpool Ramp (9) shot must travel all the way through the Ramp so that the Ball hits the switch. The 1st Whirlpool value is 100,000 Points. Once a Whirlpool value is scores, it activates a 20 second timer & flashes the next highest Whirlpool value. Completing Whirlpool Ramp (9) shots before the timer expires will in-turn reset the timer & this continues to score & advance the Whirlpool values. If the 20 second timer expires, it reverts to the previous Whirlpool value. The Whirlpool value can be advanced up to 1 Million Points & an **Extra Ball**. Once this is lit, completing a Whirlpool Ramp (9) shot scores 1 Million Points & awards the **Extra Ball**. Subsequent Whirlpool Ramp (9) shots will continue to score 1 Million Points until the timer expires. Allowing the timer to expire, once the **Extra Ball** has been collected will reset the Whirlpool value to 100,000 Points. 1 **Extra Ball** per Ball in play can be earned from the Whirlpool Ramp (9).

- **Jackpot** –

  The Left Ramp (2) can be lit to score a **Jackpot**, these are worth big Points.

  There are 3 ways to light it -

  - Completing any of the Video Modes gives a random reward. 1 of these rewards is "Light **Jackpot**". Look earlier under the "Side Game Modes – Video Mode" section for more information.

  - Collecting the "Polly" Broadside Bonus Value. Collecting the "Polly" value collects 1 of the Video Mode Rewards, so it can randomly award "Light **Jackpot**". Look earlier under the "Side Game Modes – Broadside Bonus Values" section for more information.

  - Collecting all 7 Broadside Bonus values. Broadside Bonus values are collected when they are lit & the Broadside Lane (7) shot is performed. Look earlier under the "Side Game Modes – Broadside Bonus Values" section for more information.

  Once **Jackpot** is lit, hit the Ball up the Left Ramp (2) to score it. The lit **Jackpot** turns off if it's not collected before the Ball drains out. The Jackpot value begins at 5 Million Points and it can be increased to a maximum of 30 Million Points. All of the Major shots on the table increase the Jackpot value from 1,000 to 50,000 Points. The **Jackpot** value carries over from Ball-to-Ball and Game-to-Game, until it's collected or the Black Rose table is reloaded.

- **Combo Shots** –

  This table features **one** 2-Way Combo Shot & **two** 3-Way Combo Shots. Once the 1st or 2nd shot of a Combo is completed, a 5 second timer starts. The next shot required in the Combo Shot sequence must be completed before that timer expires. The "Combo" Lamp in front of the next shot will light until the timer expires.

  2-Way Combo Shot:

  - To score the 2-Way Combo Shot – 1st hit the Side Loop (5) & then the Right Orbit (10). This will score 500,000 Points.

  3-Way Combo Shots:

  - The 1st 3-Way Combo is scored by hitting the Left Ramp (2), then the Side Loop (5) & then the Right Orbit (10). This scores 1 Million Points.

  - The 2nd 3-Way Combo is scored by 1st having the Ball feed from the Jet Bumpers to the Top Right Flipper, then using that Flipper send the Ball around the Side Loop (5), followed by the Right Orbit (10). This scores 1 Million Points.

- **Various Other Scoring** –

  Here are some other ways to score points -

  - At the start of a new game, the Jet Bumpers score 1,000 Points per hit. Each time the Right Orbit (10) shot is completed, the Jet Bumper value increases by 1,000 Points, up to a maximum of 15,000 Points. Once the Jet Bumpers value is maxed out at 15,000 Points, Right Orbit (10) shots will score 1 Million Points for the rest of the Ball. The Jet Bumper value carries over from Ball-to-Ball until it increases to the maximum of 15,000 Points. Once the Ball drains, the Jet Bumper value resets to 1,000 Points per hit. The Jet Bumpers value can automatically be increased to the maximum of 15,000 Points by collecting the **Level 6 Cannon Level Award** called, "**Jets at Maximum**". Look earlier under the "Side Game Modes – Cannon Level Awards" section for more information.

  - Sneak Attacks are a quick way to score 1 Million Points. A Sneak Attack is scored on the Left Ramp (2) shots that don't manage to complete the loop in the Ramp & instead roll down the Side Ramp (4).

  - Slingshot hit scores 110 Points.

Multiball Mode –

- ## Multiball *2 or 3 Ball Multiball Mode*:

Activation –

Activate this by hitting the Ball into the Pirate's Cove Lane (1) when "Lock 1" is lit. To light this, spell "L-O-C-K" by completing the unlit "L-O-C-K" Rollovers located on the Inlanes & Outlanes.



Completing an unlit "L-O-C-K" Rollover scores 10,000 Points. Completing a lit "L-O-C-K" Rollover scores 5,000 Points. Once 1 or more of the "L-O-C-K" Rollovers are lit, each hit on the Slingshots (Left & Right) will move the lit "L-O-C-K" Rollovers from left to right. Each hit on the Jet Bumpers moves the lit "L-O-C-K" Rollovers from right to left. You can also change the lit "L-O-C-K" Rollovers left or right by engaging the Left (moves left) or Right Flipper (moves right). Letters of "L-O-C-K" can also be lit by hitting the Ball into the Pirate's Cove Lane (1). This in-turn scores 10,000 Points. Completing all 4 "L-O-C-K" Rollovers will score 100,000 Points & will light the "Lock 1" Lamp at the Pirate's Cove Lane (1).

Once this is lit, completing the "L-O-C-K" Rollovers will advance the End-of-Ball Bonus Multiplier by 1X times. The Multiplier will continue to advance each time the "L-O-C-K" Rollovers are completed until the Multiball Mode is activated & ends. Once "Lock 1" is lit, hit a Ball into the Pirate's Cove Lane (1) to lock a Ball.



After locking a Ball, this will send a 2nd Ball to the Plunger. Launch that Ball onto the Playfield and by doing so this will activate the 2-Ball Multiball Mode. You can turn this Multiball into a 3-Ball Multiball Mode by hitting both of the Balls into the Pirate's Cove Lane (1). When you hit the 1st Ball into the Pirate's Cove Lane (1), it will activate a 20 second timer. In that time, you need to hit the 2nd Ball into the Pirate's Cove Lane (1) before the time expires, this locks the Ball & sends a 3rd Ball to the Plunger. Launch that Ball now to activate the 3-Ball Multiball version of this Multiball Mode. Note that the 3-Ball Multiball version of this Multiball can only be activated **once** per Multiball round.

There are 2 additional ways to activate the Multiball –

- Collecting "Instant Multiball" from the Cannon Level 5 Award. Look earlier under the "Side Game Modes – Cannon Level Awards" section for more information.

- Collecting the "Instant Multiball Broadside Bonus value. Look earlier under the "Side Game Modes – Broadside Bonus Values" section for more information.

Both of these additional ways will lock the Ball & send the 2nd Ball to the Plunger. Launch the Ball to activate the 2-Ball Multiball version of the Multiball Mode. Look later in the guide under "Side Game Modes - Loading the Cannon" & "Side Game Modes - Broadside Bonus Values" sections for more information on collecting those.

Mode itself -

This is a 2 or 3 Ball Multiball. While this Mode is active, one of the goals during it is to complete the "S-I-N-K S-H-I-P" Lamps as many times as possible. At the start of a new game, the "S-I-N-K" Lamps will be already completed. Additional Letters are collected by hitting the Left Ramp (2), Side Ramp (4) & Whirlpool Ramp (9). If only 2 Balls are in play, each Ramp shot will collect 1 Letter in "S-I-N-K S-H-I-P" & scores 1 Million Points. If 3 Balls are in play, each Ramp shot will collect 2 Letters in "S-I-N-K S-H-I-P" & scores 2 Million Points. If "S-I-N-K S-H-I-P" was completed 1 or more times & the Multiball ends, the Davey Jones' Locker at the Side Ramp (4) opens, hit a Ball into the Locker to load the Cannon for a chance at sinking a Ship (look earlier in the guide under "Side Game Modes – Sinking Ships" section for more information).

Another goal during the Multiball is to collect all of the flashing Jewels to activate Hidden Treasure. Once the Multiball is activated, 6 of the 8 Jewel shots are flashing. Completing each of these shots will collect a Jewel worth 100,000 Points.

The shots which can be flashing to collect a Jewel are –

- Pirate's Cove Lane (1)
- Torch Stand-Up Targets (3)
- Side Ramp (4)
- Side Loop (5)
- Cannon Ball Stand-Up Targets (6)
- Broadside Lane (7)
- Gun Power Stand-Up Targets (8)
- Right Orbit (10)

Collected Jewels will carry over throughout the game. If you manage to complete all flashing Jewel shots, you will score 1 Million Points and activate the Hidden Treasure Mode.

The Hidden Treasure Mode will last until the Multiball ends. While this is activated, the goal will be to build up the Hidden Treasure Bonus, which is awarded as part of the End-of-Ball Bonus. While Hidden Treasure is activated, all of the Jewel shots will be flashing. Each Jewel collected adds 250,000 Points to the Treasure Bonus. Each shot to the Left Ramp (2) or Whirlpool Ramp (9) collects a coin, which adds 500,000 Points to the Treasure Bonus. Once the Hidden Treasure Mode ends, the number of Jewels required to re-activate it, resets to 6.

Another way to gain some points during the Multiball is by hitting the Broadside Lane (7) or Side Ramp (4). This scores a Multiball Bonus worth 250,000 Points for the 1st time. This value will increase by 250,000 Points for each subsequent shot, up to a maximum of 4,750,000 Points. This Bonus value carries over throughout the game, each time the Multiball is activated.

The Multiball will end when you go down to only 1 Ball in play, and the other Balls of the Multiball drains. Once the Multiball ends, the "L-O-C-K" Lamps will reset, thus allowing you to complete them again to relight "Lock 1" at the Pirate's Cove Lane (1).

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, deep (without his help this guide wouldn't have been possible!), Captain B. Z., wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table, I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables, they are available to download on the PlayStation 4, Xbox One & Windows 10, Steam, Nintendo Switch and Mac. Also, on the iOS Appstore and Google Play on Mobile

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Walk That Pinball Off the Plank!!"

Yours
ShoryukenToTheChin