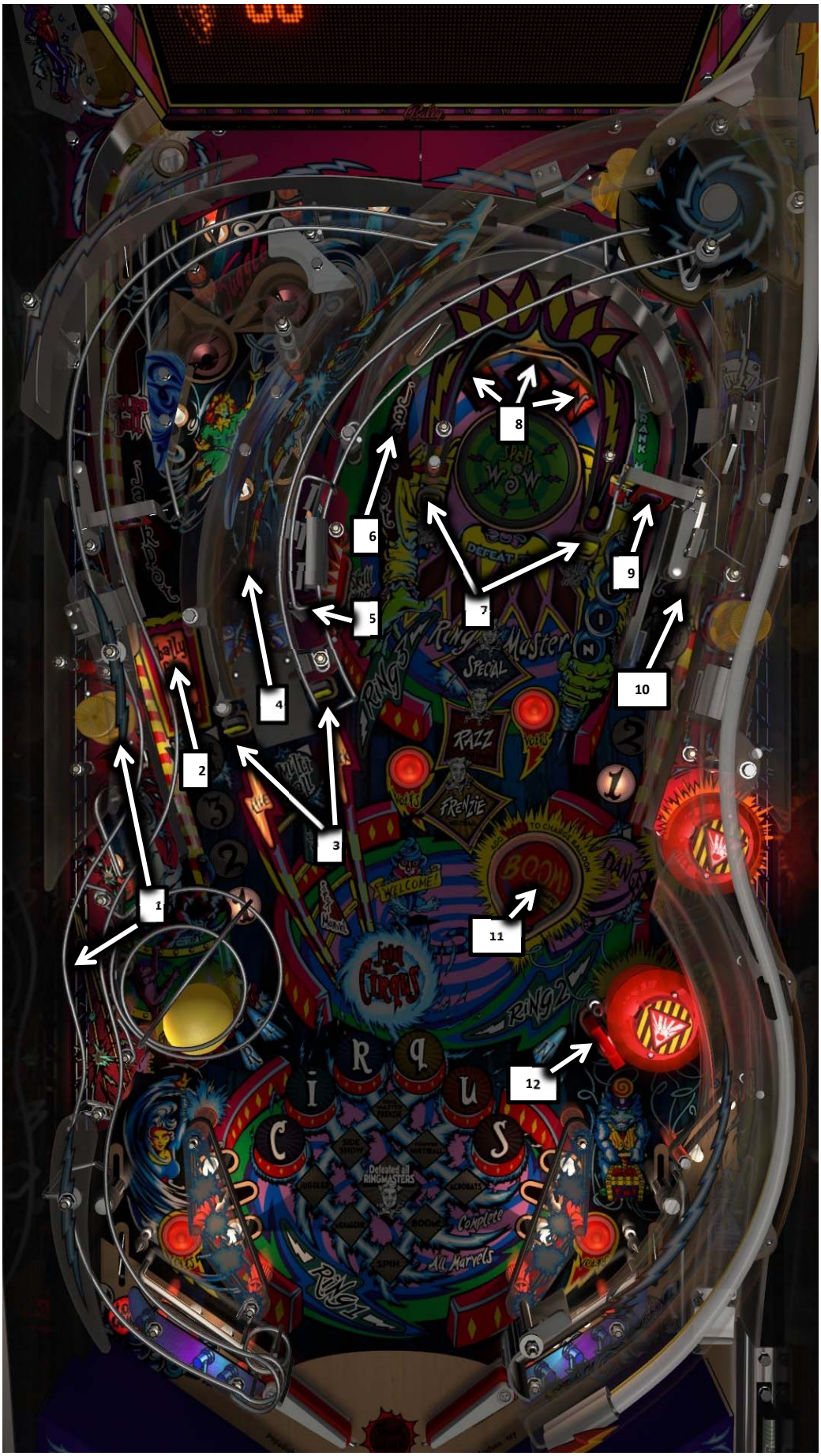
Williams Pinball – Cirqus Voltaire - Pinball Guide by ShoryukenToTheChin



Key to Table Overhead Image –

1. Menagerie Spot Targets **Note - Both of these spots "R-I" & Menagerie Marvel**
2. Left Orbit
3. Lite/Lock Spot Targets
4. Highwire Ramp
5. Skill Shot Spot Target
6. Left Inner Loop
7. Side Show Spot Targets
8. W-O-W Spot Targets Bank
9. Right Inner Loop
10. Right Orbit
11. Boom Balloon Jet Bumper
12. N-G Spot 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*! Williams Pinball: Volume 5 Pack is a 3-pack of premium pinball perfection which again is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains the iconic tables; Tales of the Arabian Nights™, Cirqus Voltaire™ & No Good Gofers™

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.

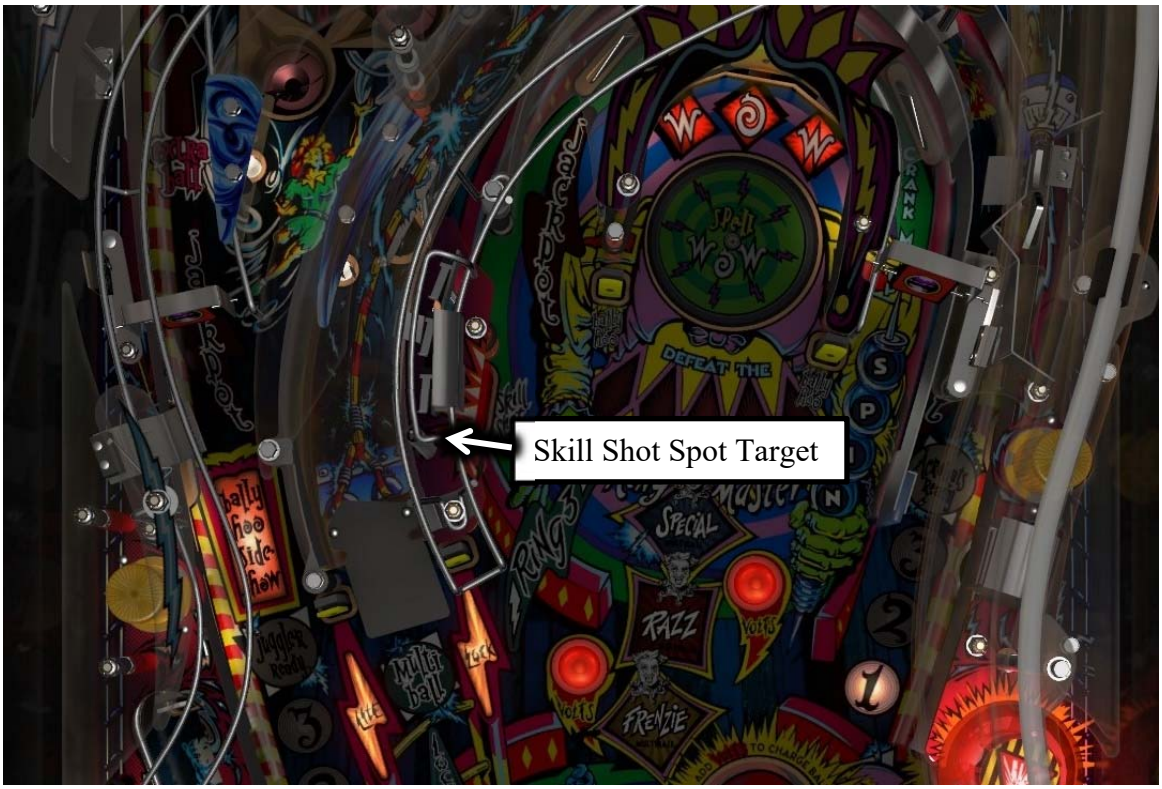
The table that this guide will cover is of course Cirqus Voltaire™. Cirqus Voltaire™ was released in October 1997 by Williams (under the Bally label). Designed by John Popadiuk & Cameron Silver. Programmed by Cameron Silver. It had a production run of 2,704 units.



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

Skill Shot

To score a Skill Shot you will need to launch the Ball with enough power for it to hit the Skill Shot Spot Target (5). Doing so scores 200,000 Points for the 1st time & an additional 200,000 Points each time after that, up to a maximum of 1 Million Points.



Extra Balls/Specials

Extra Balls -

There are **several** ways to achieve an **Extra Ball**;

Extra Balls are lit at Left Orbit (2), unless otherwise specified by performing the below methods.

Shoot the Left Orbit (2) to collect the **Extra Ball** –



- ***Method 1***: *Defeating the 3rd Ringmaster;* Look under the "Marvels - Ringmaster" section of the guide for more information.
- ***Method 2***: *Hitting the Menagerie Spot Targets (1) 50 times;* Look under the "Side Game Modes –" section for more information.
- ***Method 3***: *Hitting the W-O-W Spot Targets via the W-O-W Spot Targets Bank (8) 10 times during Neon Multiball;* – Look under the "Multiball Modes – Neon Multiball" section of the guide for more information.
- ***Method 4***: *Hitting the Boom Balloon Jet Bumper (11) 15 times;* Look under "Marvels – Boom" section for more information.
- ***Method 5***: *Winning the Ringmaster Battle;* Look under the "Marvels - Ringmaster" section of the guide for more information.

An **Extra Ball** is automatically awarded when you score 25 Million Points & can be awarded randomly by the Side Show.

A maximum of 4 **Extra Balls** can be earned per game & only 1 Extra Ball can be earned using these methods.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus. Some values build cumulatively throughout the game

How this scoring is calculated -

- First, there are 3 Judges who give a score; one for -
  1. The Ringmaster,
  2. The Juggler Multiball,
  3. The Highwire Multiball.

  The Judges only give a score for these if the Modes were activated on the current Ball. Each Judge can award a score up to 10 based on how well you did in these Modes. The scores are then averaged & multiplied by 50,000 Points before being added to the End-of-Ball Bonus. If all 3 Judges award a perfect score of 10, then an additional bonus of 500,000 Points is added.

- Each of the Cannon Balls fired through the course of the game adds 20,000 Points to the End-of-Ball Bonus.

  Cannon Balls are fired in the following situations:
  - each time a Marvel is completed.
  - each time the Boom Balloon Jet Bumper (11) is hit.
  - when the 3rd Ball is locked for Highwire Multiball.
  - each time a **Jackpot** is scored in Highwire Multiball.
  - each time a **Ringmaster Jackpot** is scored in any of the Ringmaster Multiball Modes.
  - each time an Arc Struck is scored in Strike-an-Arc Multiball.
  - at the beginning of Steps 1 through 3 when joining the Cirqus (Wizard Mode) and, finally, after each letter in "C-I-R-Q-U-S" is collected in Step 1 of joining the Cirqus.

  A Cannon Ball is also fired each time the lit "Load Cannon" Rollover is completed in the Left or Right Outlane. One of these is always lit & can be toggled between the Outlanes by engaging the Flipper Buttons.

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

There is also an End-of-Ball Bonus Multiplier that is applied to the Bonus Value. This can be increased to a maximum of 4X Times.

- Completing the Letters in "R-I-N-G" – Hit the Menagerie Spot Targets (1) twice to collect "R-I". Shoot the "N-G" Spot Target (12) twice to collect "N-G".

The Multiplier resets at the start of each Ball.

Side Game Modes

- **Cannon Ball Run** –

  Activation:

  This can only be activated as a random reward from the Side Show (more information can be found later in the guide under "Main Modes - Marvels: - Side Show" section).

  Mode Itself:

  This Mode lasts 10 seconds. During this time, the goal is to fire as many cannon Balls as possible to the Backglass by engaging either Flipper Button. Each Ball fired from the cannon automatically scores 200,000 Points. Balls that hit the "Luck Award" Switch score an additional value starting at 250,000 Points. This value increases by 250,000 Points each time the "Luck Award" switch is hit. It's random whether the "Luck Award" Switch is hit, so you should just fire off as many cannon Balls as you can during the 10 seconds. Cannon Balls shot during this Mode don't count towards the End-of-Ball Bonus.

- **Go for the Hat-Trick** –

  Activation:

  This can only be activated as a random reward from the Side Show (more information can be found later in the guide under "Main Modes - Marvels: - Side Show" section).

  Mode Itself:

  When this Mode begins, the Ringmaster rises to reveal the hole under him. You'll have 20 seconds to shoot the Ball into the hole 3 times. The 1st 2 shots scores 500,000 Points. The 3rd shot scores 1 Million Points. Go for The Hat-Trick ends once the timer expires or you complete the 3 shots.

- **Popcorn Mania** –

  Activation:

  This can only be activated as a random reward from the Side Show (more information can be found later in the guide under “Main Modes - Marvels: - Side Show” section).

  Mode Itself:

  This Mode lasts 20 seconds. During this time, every Switch on the Table scores 30,000 Points. As Switches are hit, the Dot-Matrix Display will fill up with Popcorn. Once 29 Switches have been hit. A **Popcorn Jackpot** is scored. The **Popcorn Jackpot** value starts at 500,000 Points & increases by 100,000 Points each time it’s scored.

- **The Amazing Roonie** –

  Activation:

  This is a Video Mode; it is played via the Dot-Matrix Display. It can only be activated as a random reward from the Side Show (more information can be found later in the guide under “Main Modes - Marvels: - Side Show” section).

  Mode Itself:

  The Amazing Roonie is a Kangaroo. The goal of this Mode is to make the Kangaroo jump over the objects coming at him by engaging either of the Flipper Buttons. The Mode lasts for 20 seconds & each successful jump over an object scores 120,000 Points. Lasting the entire 20 seconds wins the Video Mode & scores an additional 1 Million Points. If Roonie collides with an object, the Video Mode ends.

Multiball Mode –

Stacking Multiball Modes:

Cirqus Voltaire is a Table that has a feature that allows you to stack 3 Multiball Modes, meaning that they can all be activate at the same time. Most of the Multiball Modes are normally 2 or 3 Balls. If 2 or more Multiball Modes are activated at the same time, it becomes a 4 Ball Multiball Mode.

Here are the different Multiball combinations that can be active at the same time & the method for stacking them.

Any Multiball Mode, except for the ones activated during the final steps to joining the Cirqus, can be active at the same time as the 1st 3 Ringmaster Multiball Modes. To do this, the Ringmaster has to be already summoned at the point of you activating another Multiball Mode. For example, if you summon the Ringmaster, then activate Highwire Multiball, & defeat the Ringmaster to activate a Ringmaster Multiball Mode, the Highwire Multiball & Ringmaster Multiball Modes will be active at the same time. This works for Ringmaster Frenzie, Ringmaster Razz & Ringmaster Special. It doesn't work for the Ringmaster Battle.

Another combination that can be active at the same time is Highwire Multiball & Strike-an-Arc Multiball. To stack these, the final Highwire Ramp (4) shot that locks the 3rd Ball & activates the Highwire Multiball has to also be the last shot in order to activate the Strike-an-Arc Multiball. Any of the 1st 3 Ringmaster Multiball Modes can also be active at the same time as Highwire Multiball & Strike-an-Arc Multiball, by defeating the Ringmaster if he's already been summoned.

Another combination that can be active at the same time is Neon Multiball & Juggler Multiball. To stack these, the "Side Show" has to be lit at the Left Orbit (2) when the final shot required to activate the Juggler Multiball is made. This combination of Multiball Modes will only occur if the random reward from the Side is Neon Multiball. Any of the 1st 3 Ringmaster Multiball Modes can also be active at the same time as Neon Multiball & Juggler Multiball, by defeating the Ringmaster if he's already been summoned.

Another feature related to having 2 or more Multiball Modes active is when you lose all but the last Ball - You'll have a few seconds to shoot the Ball up the Highwire Ramp (4). Successfully achieving this shot scores **Voltaires Multiple Jackpots**! This awards the **Jackpot** value for each of the Multiball Modes that were active.

- **Neon Multiball *3 Balls***:

Activation –

This Multiball Mode is only able to be activated as a random reward from the Side Show.

Mode itself -

During this 3 Ball Multiball, the goal is to keep shooting the W-O-W Targets at the W-O-W Spot Targets Bank (8). Hitting these Targets 10 times will reward you with lighting "**Extra Ball**" for collection at the Left Orbit (2). Every time the W-O-W Targets are hit 10 times after that, it scores a **Neon Jackpot** worth 1 Million Points.

Multiball ends once you lose the additional Balls.

- **Strike-an-Arc *2 Balls***:

Activation –

This Multiball Mode is activated by shooting the Highwire Ramp (4) 5 times. It takes an additional 5 Highwire Ramp (4) shots to activate it each time after that.

Mode itself -

During this 2 Ball Multiball, the goal is to increase the Current Voltage to 100%. Once it reaches 100%, an Arc Struck is scored. Before the 1st Arc Struck is scored, every Switch on the Table increase the Current Voltage by 10%. The percentage added to the Current Voltage, with each Switch, decreases by 1% after every Arc Struck is scored, down to a minimum of 4%. The Arc Struck value begins at 500,000 Points & increases by 100,000 Points each time it's scored.

Multiball ends once you lose the additional Balls.

Main Modes - Marvels:

The goal is to join the Cirqus as a performer by completing the 9 Marvels.

These Marvels can be completed in any order.

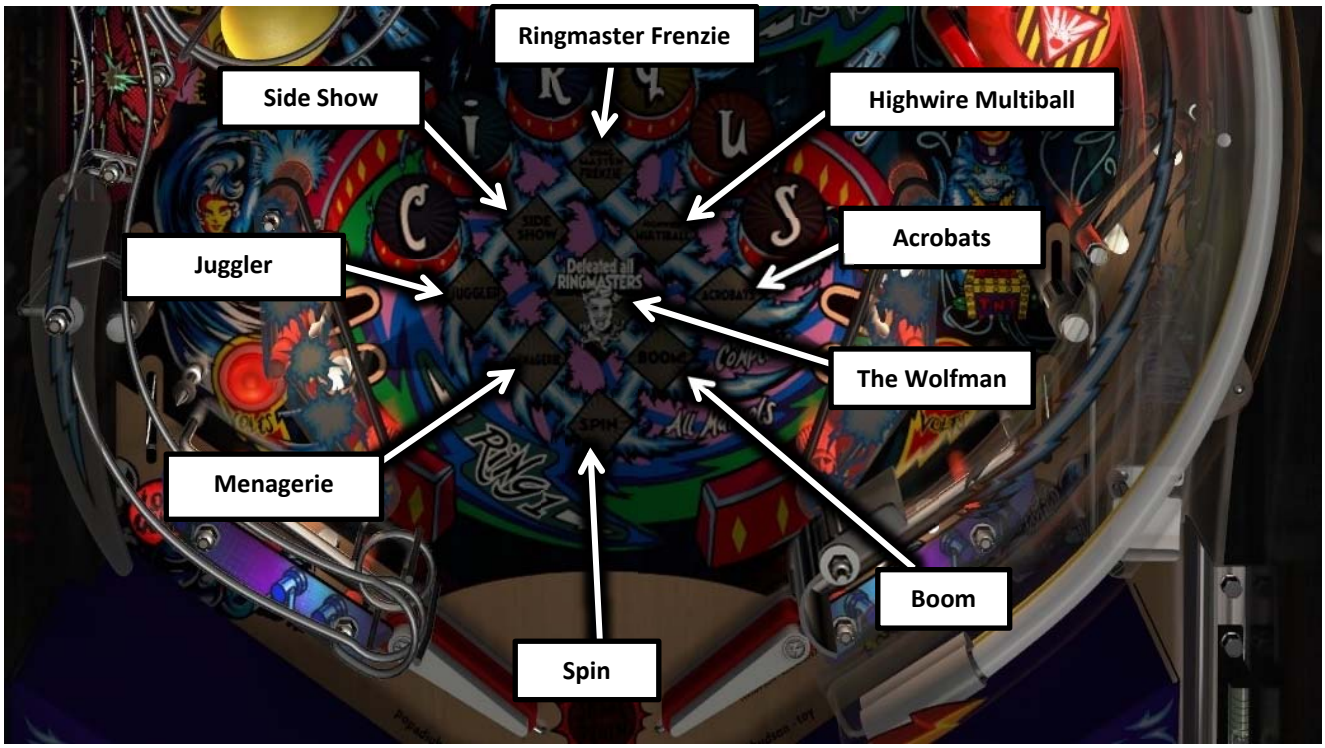
The 9 Marvels are –

- Spin.
- Menagerie.
- Juggler.
- Side Show.
- Ringmaster Frenzie.
- Highwire Multiball.
- Acrobats.
- Boom.
- Defeat all Ringmasters.

Completing each of these scores 240,000 Points.

Below I will explain how to complete the Marvels.

Marvel Notification Lamps



Spin

To complete this Marvel, send the Ball around either of the Inner Loops – Left Inner Loop (6) or Right Inner Loop (9) 2 times in quick succession.



The 1st shot through the Inner Loop will light some Letters in “S-P-I-N”. You have about 2 seconds the shoot the Inner Loop again to light the remaining Letters. Failure to shoot the Inner Loop within those 2 seconds will turn the lit “S-P-I-N” Letters off.

Once you’ve lit all of the Letters in “S-P-I-N”, the Marvel is completed.

Menagerie

To complete this Marvel, you must hit either of the Menagerie Spot Targets (1) 5 times.



Each hit on these Targets scores 24,110 Points until you complete the Menagerie Marvel. After that, each hit on the Menagerie Spot Targets (1) scores 4,110 Points.

Once you hit the Menagerie Spot Targets (1) 5 times, the Marvel is completed.

Additional rewards can be collected by continuing to hit these Targets –

- 10 additional hits Menagerie Spot Targets (1) will light the "***Spot Marvel***" at the Highwire Ramp (4). Sending the Ball up this Ramp when this is lit will complete whichever Marvel is lit at the time.
- 35 additional hits Menagerie Spot Targets (1) will light the "**Extra Ball**" at the Left Orbit (2).
- 20 additional hits Menagerie Spot Targets (1) will light the "***Spot Marvel***" at the Highwire Ramp (4) again.
- 60 additional hits Menagerie Spot Targets (1) will light the "***Spot Marvel***" at the Highwire Ramp (4) a 2nd time.
- 70 additional hits Menagerie Spot Targets (1) will score "***Big Points***" worth 500,000 Points.
- Every 25 additional hits Menagerie Spot Targets (1) after that will score "***Big Points***" again.

Juggler (3 Ball Multiball)

Activation:

To complete this Marvel, you must play Juggler Multiball. 1st send the Ball around the Left Orbit (2) 3 times to light "JUGGLER".



Then hit the Left Orbit (2) 3 more times to lock 3 Balls, activate Multiball & complete the Juggler Marvel.

Mode Itself:

During this Multiball Mode, the Right Orbit (10) & Left Orbit (2) are lit for a **Jackpot** worth 500,000 Points. With 3 Balls on the Playfield, shooting either Orbit will lock the Ball. If you can hit either Orbit again within 10 seconds, it scores a **Double Jackpot** worth 1 Million Points. After that, if you are able to shoot either Orbit again within another 10 seconds, it scores a Super **Jackpot** worth 2 Million Points. If you fail to score the **Double Jackpot** or **Super Jackpot** within the time limit, the locked Ball is kicked back into play & the **Jackpot** value reverts to 500,000 Points.

Juggler Multiball ends once you lose the additional Balls. After you play this Multiball Mode the 1st time, "JUGGLER" has to be relit to lock each Ball by hitting the Left Orbit (2) 3 times.

Side Show

To complete this Marvel, hit the Left Orbit (2) when “Bally Hoo Side Show” is lit.



This is lit at the start of each game & can be relit by hitting the Side Show Spot Targets (7) 5 times.



These Targets score 8,220 Points.

Here are the different Side Show rewards:

- "***Lock is Lit***" – lights "Lock" at the Highwire Ramp (4). Look under the "Main Modes – Marvels – Highwire Multiball" section of the guide for more information.
- "***Spot Marvel is Lit***" - lights "Spot Marvel" at the Highwire Ramp (4). Shoot the Highwire Ramp when this is lit to complete the Marvel that is currently lit.
- "***Big Points***" – scores 250,000 or 500,000 Points.
- "***Cannon Ball Run***" – activates this Mode. Look under the "Side Game Modes - Cannon Ball Run" section of the guide for more information.
- "***Neon Multiball***" - activates this Mode. Look under the "Multiball Modes - Neon Multiball" section of the guide for more information.
- "***Go for The Hat-Trick***" - activates this Mode. Look under the "Side Game Modes - Go for The Hat-Trick" section of the guide for more information.
- "***Popcorn Mania***" - activates this Mode. Look under the "Side Game Modes - Popcorn Mania" section of the guide for more information.
- "***The Amazing Roonie***" – activates the Video Mode feature for this Table. Look under "Side Game Modes - The Amazing Roonie" section of this guide for more information.

Highwire Multiball (3 Balls)

Activation:

To complete this Marvel, you need to activate Highwire Multiball. Firstly, lock 3 Balls on the Highwire Ramp (4), You need to light “Lock” at the Highwire Ramp (4), achieve this by hitting both Lite/Lock Spot Targets (3).



Once both Targets are hit, “Lock” will light at the Highwire Ramp (4). Send the Ball up the Highwire Ramp (4) to lock it.



Repeat this process until 3 Balls are locked on the Highwire Ramp (4).

Before you activate Highwire Multiball the 1st time, the Locks can be stacked. This means you can complete the Lite/Lock Spot Targets more than once before locking any Balls. So, if you stack 3 Locks, you can shoot the Highwire Ramp (4) 3 times to lock all of the Balls required to activate this Multiball Mode. After the 1st Highwire Multiball, "Lock" has to be relit between each locked Ball.

Another way to lock a Ball is through the Sneaky Lock. This occurs when the Ball is thrown from the top of the summoned Ringmaster's head & lands on the Highwire Ramp (4).

After you activate Highwire Multiball 2 times in a game the Lite/Lock Spot Targets (3) have to be completed twice to relight "Lock" at the Highwire Ramp (4).

Mode Itself:

Once the Highwire Multiball begins, the Left Orbit (2), Left Inner Loop (6) & Right Orbit (10) are lit for a Jackpot worth 1 Million Points.



Once you score 5 **Jackpots**, only one will remain lit. The lit **Jackpot** will then move between the Left Orbit (2), Left Inner Loop (6) & Right Orbit (10) every 6 seconds.

Highwire Multiball ends once you lose the additional Balls. This completed the Highwire Multiball Marvel.

Acrobats

To complete this Marvel, send the Ball around the Right Orbit (10) 4 times.



Each shot around the Orbit scores 24,110 Points. The 4th shot lights "Acrobats Ready", & lights the Spinners in the Left Orbit (2) & Right Inner Loop (9) for Acrobat Spins, which are worth 10,000 Points per rotation of the Spinners. Once the Spinners are lit for Acrobat Spins, the Acrobats Marvel is completed.

Boom

To complete this Marvel, you must collect all of the Letters in “V-O-L-T” to raise the Boom Balloon Jet Bumper (11). You will need to complete the Balloon Rollovers scattered throughout the Tables Playfield, of which there are 4 altogether.



Once all the Letters in “V-O-L-T” are collected, the Boom Balloon Jet Bumper (11) raises out of the Playfield for about 12 seconds.



Just raising the Boom Balloon Jet Bumper (11), completes the Boom Marvel.

While the Boom Balloon Jet Bumper (11) is raised, each hit on it scores a Boom Value starting at 100,000 Points. When the Boom Balloon Jet Bumper (11) isn't raised, each hit on the Jet Bumpers increases the Boom Value by 5,000 Points. Hitting the Boom Balloon Jet Bumper (11) 15 times lights "**Extra Ball**" for collection at the Left Orbit (2). After the Boom Balloon Jet Bumper (11) is raised for the 1st time, in order to raise is again, you must collect all the Letters in "V-O-L-T" an additional time, up to a maximum of 3 times.

Ringmaster – "Defeat ALL Ringmasters" & "Ringmaster Frenzie"

The Ringmaster has 2 Marvels connected to it, which must be completed to join the Cirqus.

- Ringmaster Frenzie Marvel: This requires you to defeat the Ringmaster 2 times.
- Defeat all Ringmasters Marvel: This requires you to defeat the Ringmaster 4 times.

Summoning the Ringmaster:

To defeat the Ringmaster, you must 1st summon him by collecting all the Letters in "W-O-W". Hitting any of the Spot Targets in the W-O-W Spot Targets Bank (8) collects a Letter in "W-O-W" & scores a value starting at 12,330 Points.



Each rotation of the Spinners in the Left Orbit (2) & Right Inner Loop (9) increases the value of the W-O-W Spot Targets. Only 1 shot to the W-O-W Spot Targets is required to summon the Ringmaster the 1st time.

Defeating the summoned Ringmaster:

Once you summon the Ringmaster, he will grab the Ball & rise out of the Table Playfield. The Ball will then be thrown in a random direction off of his head. If the Ball goes into the hole under the Ringmaster, it scores a Ringmaster's Hideout worth 100,000 Points.



There is a collection of Lamps under the Ringmaster representing his collar, they will light one at a time each time you hit the Ringmaster. Hitting the Side Show Spot Targets (7) will also register as a hit on the Ringmaster. Once you manage to hit the Ringmaster 5 times, he will rise higher to reveal a hole below him. Sink the Ball into that hole to defeat the Ringmaster. Defeating the Ringmaster for the 1st time scores 1 Million Points. This value increases by 1 Million Points each time.

A 2nd defeat to the Ringmaster scores 2 Million Points & activates the Ringmaster Frenzie.

Ringmaster Frenzie (2 Balls):

The Ringmaster Frenzie is a 2 Ball Multiball Mode. During this Mode, the Ringmaster will rise to reveal a hole underneath him. Sinking Balls into the hole beneath the Ringmaster will score a **Ringmaster Jackpot** worth 250,000 Points.



The Ringmaster Frenzie ends once you lose the additional Balls. Once the Mode ends, the Ringmaster Frenzie Marvel is completed.

Ringmaster Razz (2 Balls):

A 3rd defeat to the Ringmaster scores 3 Million Points, lights "**Extra Ball**" for collection at the Left Orbit (2) & activates Ringmaster Razz.

The Ringmaster Razz is a 2 Ball Multiball Mode. During this Mode, a value starting at 500,000 Points begins counting down on the Dot-Matrix Display. Hit the Ringmaster as soon as possible. Once he is hit, the value on the Dot-Matrix Display stops counting down & that becomes the value of the **Ringmaster Jackpot** for this Mode. If you fail to hit the Ringmaster, the value will stop counting down at 250,000 Points & that becomes the value of the **Jackpot**. Once the **Jackpot** value is set, the Ringmaster will rise to reveal the hole underneath him. Shots into the hole score a **Ringmaster Jackpot**.

The Ringmaster Razz ends once you lose the additional Balls.

Ringmaster Special (2 Balls):

A 4th defeat to the Ringmaster scores 4 Million Points, completed the Defeat all Ringmasters Marvel & activates Ringmaster Special.

The Ringmaster Special is a 2 Ball Multiball Mode. During this Mode, the **Ringmaster Jackpot** value starts at 500,000 Points. To score **Jackpots**, you must 1st raise the Ringmaster to reveal the hole. This is accomplished by hitting the Side Show Targets (7). Each hit on these Targets increases the **Jackpot** value by 7,110 Points & raises the Ringmaster higher. The Ringmaster can also be raised by shooting the Spinner via the Right Inner Loop (9). Once the Ringmaster is high enough to reveal the hole, sink Balls into it to score the **Ringmaster Jackpot**. You can continue to increase the **Jackpot** value until the 1st one is scored by hitting the Side Show Targets (7) & the Spinner via the Right Inner Loop (9). Activating the Ringmaster Special completes the Defeat all Ringmasters Marvel.

If this was the last Marvel that had to be completed to join the Cirqus, you won't be able to summon another Ringmaster & activate the Ringmaster Battle. If it was the last Marvel, the Ringmaster will start over at the Ringmaster Frenzie once the steps for joining the Cirqus are completed.

Ringmaster Battle (2 Balls):

The Ringmaster Battle is a 2 Ball Multiball. Balls lost during this Mode are relaunched until the Battle is either won or lost. - During this Mode you must hit the Ringmaster a minimum of 10 times. Each time you hit the Ringmaster; it weakens him & scores 1 Million Points. Every 2 hits will light 1 of the Collar Lamps (below the Ringmaster). Once you light all 5 Collar Lamps, the battle ends & you're awarded 10 Million Points. What makes this Mode difficult is that you must hit the Ringmaster quickly or he will start to strengthen himself (regenerate his health). Every time he does this, it will take one of the hits you've collected. If the Ringmaster completely strengthens himself, the battle ends & you must defeat him again to restart the Ringmaster Battle. If you win the Ringmaster Battle, you can't summon the Ringmaster again until you join the Cirqus.

Ringmaster Battle Jackpot value:

One other feature to note about defeating the Ringmasters is that the value of the **Jackpots** can be doubled or more for Ringmaster Frenzie, Ringmaster Razz, Ringmaster Special, & Ringmaster Battle Modes. If you score a **Ringmaster Jackpot** then quickly shoot another Ball into the hole below the Ringmaster, it scores an additional **Jackpot** worth double the value of the 1st one.

Wizard Modes – "Join the Cirqus" *3 up to 4 Balls*

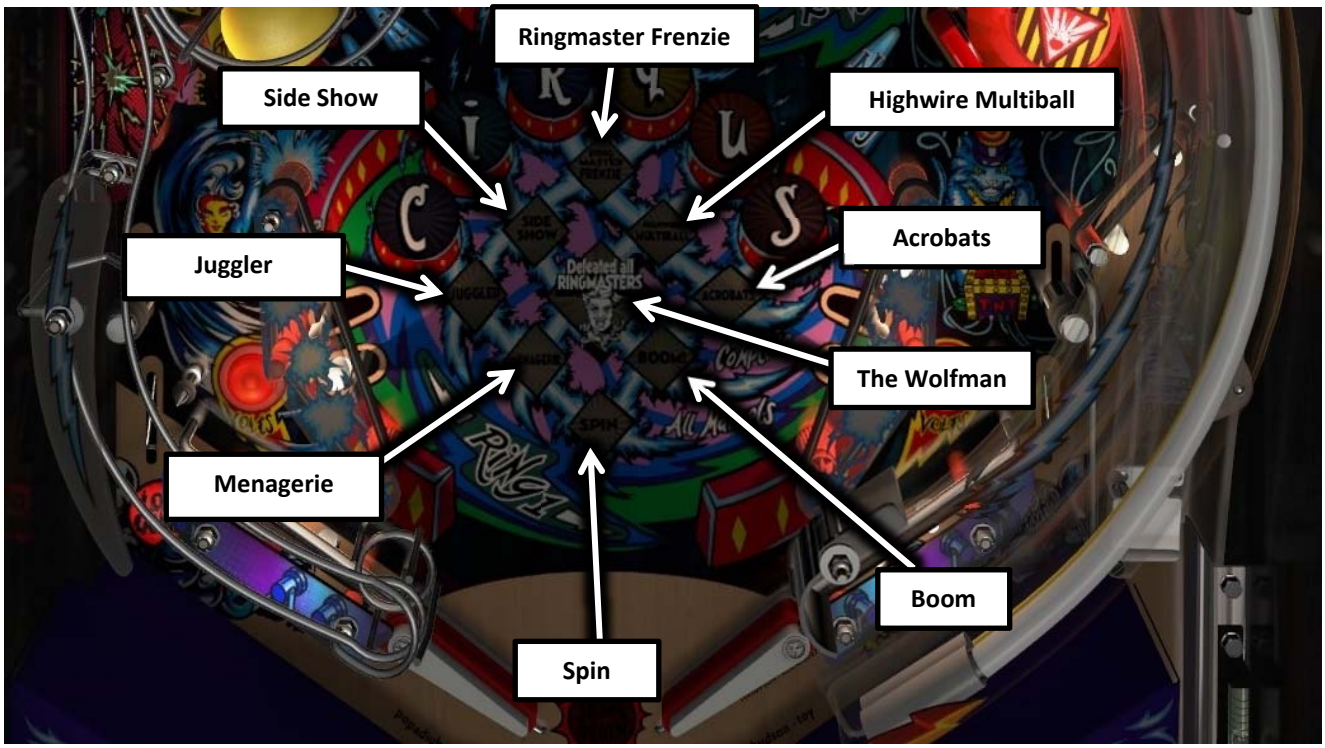
Activation:

Once you have completed all 9 Marvels (explained earlier in the guide under the "Marvels" section), you're ready to try & join the Cirqus.

The 9 Marvels are –

- Spin.
- Menagerie.
- Juggler.
- Side Show.
- Ringmaster Frenzie.
- Highwire Multiball.
- Acrobats.
- Boom.
- Defeat all Ringmasters.

Marvel Notification Lamps



Wizard Mode Itself –

To join, you must complete 3 steps. Shoot the Left Orbit (2) or Right Orbit (10) to start the 1st step, Spell Cirqus.



- ***Step 1* – *Spell "C-I-R-Q-U-S"***: This is a 3 Ball Multiball Mode with a Ball Saver that lasts 20 seconds.



For this step, you must complete specific shots to collect the Letters in "C-I-R-Q-U-S". The shots are –

- Menagerie Spot Targets (1)
- Left Orbit (2)
- Highwire Ramp (4)
- Left Inner Loop (6)
- W-O-W Spot Targets Bank (7)
- Right Orbit (10)

Collecting all of the Letters in "C-I-R-Q-U-S" scores 10 Million Points & starts the 2nd step, Unmask Voltaire.

- ***Step 2 – Unmask Voltaire***: This is a 3 Ball Multiball Mode with a Ball Saver that lasts 20 seconds.



For this step, you must hit the raised Ringmaster. You must then shoot the Highwire Ramp (4) to raise the Ringmaster again. Repeating the Ringmaster/Highwire Ramp 5 times scores 10 Million Points & starts the 3rd step. Meet the Cirqus!

- ***Step 3* – *Meet the Cirqus***: The goal for this step is to score 6 **Jackpots**.



It begins with only 1 Ball & a **Jackpot** lit at either the Left Orbit (2), Left Inner Loop (6) or the Right Orbit (10). Once you score the **Jackpot**, a 2nd Ball is launched for 2 Ball Multiball & 2 **Jackpots** light randomly at the Left Orbit (2), Left Inner Loop (6) or the Right Orbit (10). Once you score the **Jackpot**, a 3rd Ball is launched for 3 Ball Multiball & another **Jackpot** random lights. At this point, scoring **Jackpots** will continue to randomly light another one until you score all 6. Scoring 6 **Jackpots** scores 10 Million Points & completes the steps to joining the Cirqus.

At this stage a ***4th step*** begins, Party Multiball, which is a 4 Ball Multiball Mode. For this step the Left Orbit (2), Highwire Ramp (4), Left Inner Loop (6), Right Orbit (10) & the Ringmaster are lit for a **Jackpot** worth 1 Million Points. The Ringmaster will raise up every few seconds to reveal the hole. Sink a Ball into the Hole to score a **Jackpot** from the Ringmaster. Hitting the Boom Balloon Jet Bumper (11) or the Jet Bumpers scores the current Boom Value. Party Multiball ends once you go down to a single Ball.

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 -

"Step Right Up!"

Yours
ShoryukenToTheChin